



Kingdoms of Kalamark

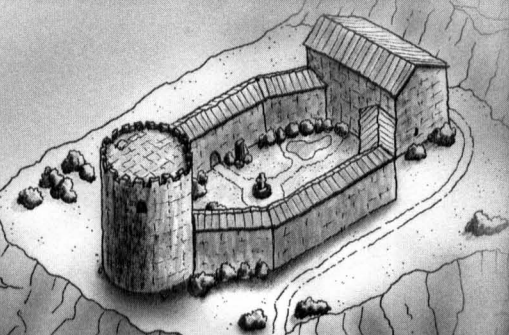
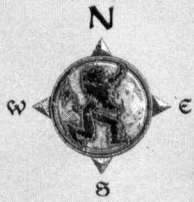


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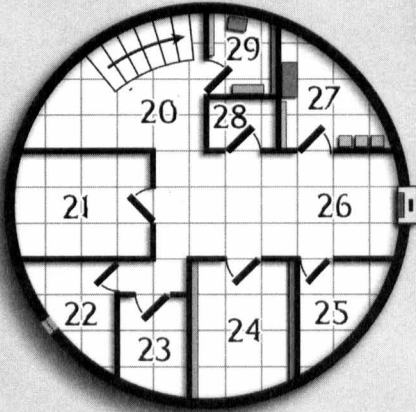
THE FATE OF HEROES

ADVENTURE MODULE

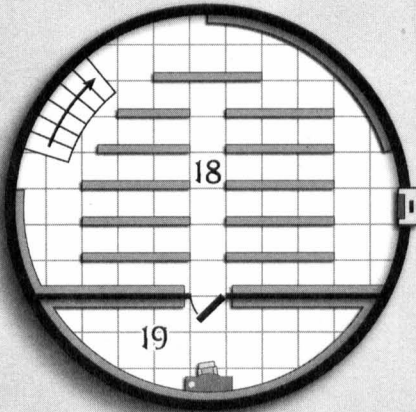
Tower & Hall



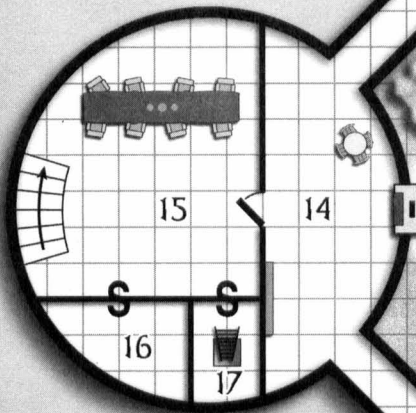
Third Floor



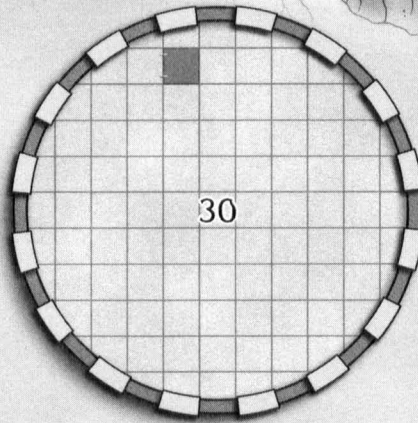
Second Floor



First Floor

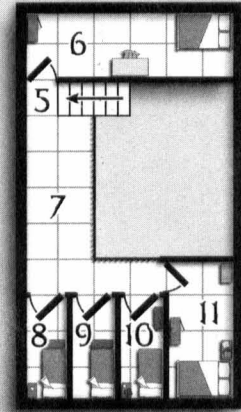


Roof

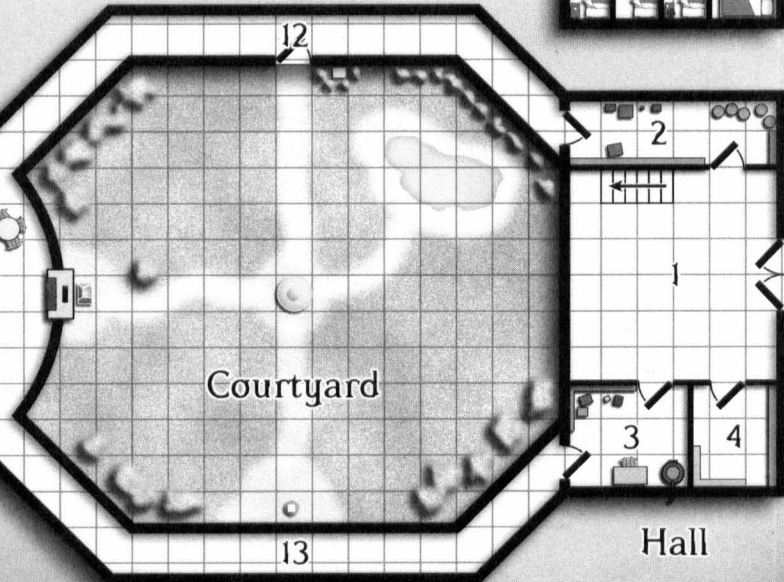


1 square = 5 ft.

Second Floor



First Floor



Tower

Hall

THE FATE OF HEROES

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PUBLISHER'S NOTE:

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introduction

This fantasy adventure is recommended for use with three to five characters of 5th to 6th level and of any class. The adventure takes place in the KINGDOMS OF KALAMAR campaign setting, in the Kakidela mountain range between the queendom of Tharggy and the duchy of Dodera (see the Kingdoms of Kalamar Campaign Setting Sourcebook pages 47 and 113 for descriptions of these nations).

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, it is recommended that the DM also have a copy of the KINGDOMS OF KALAMAR *Player's Guide* and Campaign Setting Sourcebook.

Text that appears in shaded boxes is player information that you may read aloud or paraphrase as appropriate. Abbreviated monster and NPC statistics are provided with each encounter. Detailed statistics for key Non-Player Characters (NPCs), as well as monsters and other material, are included in an Appendix at the back of this book. The ImageQuest Adventure Illustrator is located at the end of the adventure for easy use during game play. Throughout the adventure, you will find cues to refer to featured illustrations or maps.

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 following information is for the Dungeon Master only.

Background

The world of Tellene, like all other places, did not always exist. Inhabitants of Tellene believe that the Creator, a being of enormous power and intellect, developed the universe for her own amusement. Finding the newly created cosmos wondrous yet unsatisfying, she brought forth life forms to inhabit the various planes of existence.

A total of fifty-four gods, each portraying a specific characteristic or related characteristics of the Creator, from life and truth to death and deceit, were brought into existence to govern the cosmos under the watchful eye of the Creator. One of these deities is the Fate Scribe, goddess of prophesy, time and fate. Over the years, the Prophets, as the clergy of the Fate Scribe are called, have built temples and churches throughout Tellene. (See the Kingdoms of Kalamar Campaign Setting Sourcebook page 208 for details on the Prophets.) Occasionally, the Prophets build solitary monasteries in which they hope to meditate and manifest the gift of prophecy. One such monastery is a tower built in the Kakidela mountain range between Tharggy and Dodera.

For over one hundred years, this private sanctuary has remained unassaulted by the world outside, receiving only

occasional visitors and news from the world outside. Then, one night some thirty years ago, a half-fiend named Baletak, flying over the Kakidela Mountains, noticed a small tower hidden on a cliff between two peaks. Investigating, Baletak found a number of people standing on the roof of the tower and observing the moon. In a touch of malice, Baletak decided to swoop down and carry off one of the foolish humans to dash on the rocks below. However, much to his surprise, the humans (actually clerics and monks) overpowered him and sealed him in the catacombs below their tower.

In truth, the Prophets were waiting for Baletak, having received a vision of his arrival. The prophecy showed that, if imprisoned beneath the tower, Baletak's absence would set in motion a chain of events to test a hero who will one day have a far-reaching effect on the world. The Prophets do not know exactly what this is supposed to accomplish, but they believe that they must follow the gods' will. (The DM should use this prophecy to foreshadow some event in his own campaign. Perhaps this hero is one of the PCs, one of their children, someone that the PCs are supporting or someone who the PCs simply have a chance encounter with.)

Note: The term "Prophet" is both the generic name for the clergy of the Fate Scribe and the specific rank of a cleric holding the fourth rank in the Inevitable Order of Time. None of the NPCs in this adventure hold the specific rank of "Prophet."

The Damsel in Distress

Baletak is a vicious half-fiend who is the product of a mating between an incubus and a priestess of the Harvester of Souls. Baletak is obviously not fully human, standing 6 foot 8 inches tall, with large bat-like wings and a generally demonic visage. During his youth, Baletak raped and impregnated a young woman on the eve of her wedding. Out of fear, she told no one, and nine months later gave birth to what appeared to be a misshapen baby. The clerics of her church prayed day and night, but to no avail. In despair, they cast the child out into the wilderness to die. But the child survived, his deformities growing less severe as he grew older. Eventually, the baby grew up, mingled into human society and had a family of its own, but the infernal streak still ran strong in the family's blood.

Years later, Teelia Remel, feared pirate and granddaughter of this demon seed, began a search for her demonic ancestor. After many months, Teelia finally located the tower where her demon ancestor is imprisoned. However, her first attempt to slip into the tower unnoticed failed miserably. Teelia is now also imprisoned within the tower as further bait for the hero the Prophets are sure will come.

Because the Inevitable Order of Time traditionally has an alliance with the Congregation of the Dead, the local clerics were initially confused by Teelia's invasion of their sanctuary and attempted release of Baletak because they knew she could not be the hero of whom their prophecies foretold. Upon further reflection, meditation and divination they realized her

role in the matter. They learned their prophesized hero would come and kill Teelia and Baletak. As devout followers of the Harvester of Souls, this would grant the pair undead status and the two would be unleashed to wreak havoc upon the lands of Dodera. It is not the position of the prophets to kill the pair but merely to facilitate their deaths by the proper hands at the right time in this place. The Prophets are not certain who the chosen one is for this deed. As such they will continue to be evasive about the whereabouts of the pair and their reasons for holding them. They believe that the true hero of the prophesy will know how to get at them and exactly what to do when the required events are set in motion. Teelia and Baletak know nothing of their fate.

Adventure Synopsis

While traveling through the Kakidela mountain range between Tharggy and Dodera, the characters stumble upon a (supposedly innocent) damsel locked in a tower. But all is not as it seems. The damsel is actually Teelia, an evil tiefling cleric in the service of the Harvester of Souls, trying to free the powerful fiend Baletak who is also imprisoned there.

If the PCs defeat the guardians of the tower, Teelia will question the characters about where they are from. She will claim to be on the same side as the PCs and will tell them that the tower is actually a military outpost for the enemy (depending on which side she thinks the PCs would favor) used to monitor several of the nearby mountain passes between Dodera and Tharggy. She also informs the PCs that she has reason to believe that there are military records and magic items stashed in hidden catacombs under the tower and asks that the PCs aid her in recovering the items. Of course, if the PCs help, they will be surprised to learn that they released a powerful fiend.

If the PCs decide to talk to the guardians of the tower, instead of fighting them, the Prophets will be wary of the PCs, though they will not attack unless the PCs menace them. They simply act in a mysterious manner, trusting that their manner will lead the PCs to contact Teelia and/or Baletak. Somehow, they believe, this will test the PCs (either morally or through combat), and one of the PCs will fulfill the prophecy of the great hero.

In the best scenario, the PCs make some new friends and destroy a vicious half-fiend and an evil cleric. In the worst case scenario, the characters released a great evil, killed those who were able to control it and have the entire region blaming them for all of the ensuing chaos.

Adventure Hooks

This is where the adventurers enter the plot. The story opens with the characters traveling through the Kakidela Mountains between Tharggy and Dodera. It does not matter if the PCs are part of the ongoing struggle between the two countries or not. Below are several reasons why the PCs might be traveling this

route. The KINGDOMS OF KALAMAR Campaign Setting Sourcebook contains more in-depth information about these non-player characters and adventure hooks.

1) The PCs are searching for the assassins who attacked the two highest-ranking officers of the Church of the Night's Beauty in Bynarr, capital of Tharggy. Eggamit Nightsword has promised a powerful magic item in return for the capture of anyone involved with the assassination.

2) The PCs might be fleeing either Bynarr or Bet Dodera, capital of Dodera, because of their accidental (or intentional) involvement in a crime.

3) The PCs may be trying for the reward of 10,000 gold pieces and a barony for anyone who can return the barbarian copy of the treaty signed between Emperor Kolokar of Kalamar and the Fhokki and Deji chieftains, to Queen Defyn of Tharggy.

4) The PCs may be part of the military of Bet Dodera, on patrol in the mountains.

THE ADVENTURE

Finding a Corpse

This encounter ties in with a creature that resides in the catacombs of the monastery of the Fate Scribe that the PCs will likely soon discover as the adventure unfolds. It is intended to give them clues and provide some flavor text related to one of the creatures they may later face. As the PCs are traveling read the following:

As you travel through the mountain pass, you hear some rustling in the bushes off to your right.

If the PCs investigate, read the following:

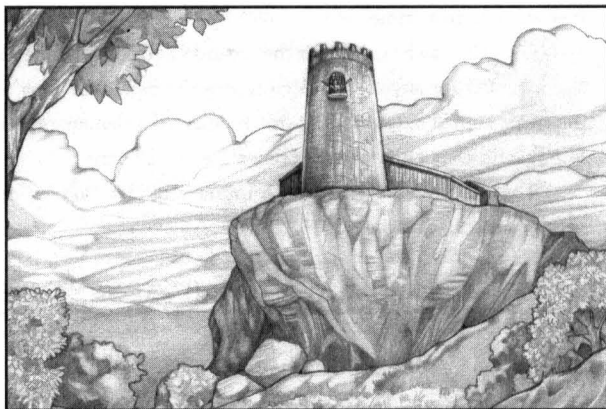
Peering into the bushes to find the source of the noise reveals the last traces of a small rodent as it scurries away out of your view. However, the more interesting site you inadvertently uncovered is a gruesome discovery. Lying in the bushes is the decaying corpse of a male human. As you realize what you've uncovered, the stench hits you, making you gag.

PCs with a Knowledge (forensics) skill can tell that the body has been dead for about one month (DC 10). Because this would certainly be a rare skill for a PC to have, the DM might also consider a Knowledge (nature) or Wilderness Lore check to divulge the same information (DC 20). The man was a middle-aged Kalamaran and has no equipment of value but he does have a once secret pocket in his clothing that is now torn open. Inside the pocket is a sealed letter. If the PCs read the letter, they will find that it is written in Kalamaran. If they can read

Kalamaran, share the contents of the letter and attached note (or hand them a copy of it) from the Player's Aid #1 and 2.

SPOTTING THE TOWER

As the PCs continue to travel through the Kakidela Mountains, they should make Listen checks (DC 10) to hear faint cries for help. If the PCs hear the cries for help, a Spot check (DC 15) reveals a small tower set on the edge of a cliff overlooking the pass. **DISPLAY ILLUSTRATION 6 ON PAGE IQ3** to the players and read the following:



As you locate the noise, you are surprised to see a small tower on an overhang at the top of the pass. It appears that trees and terrain hide the tower from almost all points except this location.

Observant players should notice the female figure leaning out of a window near the top of the tower. She is yelling and waving at the PCs to get their attention. PCs who succeed at a Listen check (DC 20) will hear her saying, "Help! Save me!" in Merchant's Tongue. If the PCs fail the Listen check, read the following:

The figure in the tower continues to yell at you, but you are unable to make out her exact words. All you know is that she seems to be beckoning frantically to you.

Whether or not the PCs succeed at their Listen check, read the following:

Suddenly, her body disappears from your view, as if she were pulled back with great force. No further sounds from the tower reach your ears.

In truth, nothing is wrong with Teelia. She simply leaped back from the window to give the impression she had been

forcibly pulled back by her captors. She remains silent to lend further weight to this impression.

If the PCs decide to investigate, skip ahead to the next section. If the PCs ignore the tower and continue on their way, the DM may choose to let them continue on their way. If this is the case, however unlikely, the adventure is over. Alternatively, a rockslide, a group of bandits or creatures or some monks from the tower might approach the PCs and cause them to turn back toward the tower.

Nearing the Tower (EL 8)

As the PCs begin to draw near the tower, a group of three men (monks) and one woman (Pakara the cleric) in light green robes approach and attempt to block the path leading to the tower. As soon as the PCs are within 20 feet of the robed figures, the female will step forward and speak to them.

Standing before you are four green-robed figures blocking the path that leads up to the tower. None of the three men carries any visible weapons. The female, wearing a more ornate tunic over a suit of chain mail and holding a staff in one hand, steps forward and speaks in Merchant's Tongue. "Greetings, travelers. You are trespassing on sacred ground. Do you have business with Queen Destiny?"

PCs who make a successful Knowledge (religion) check (DC 10) know that Queen Destiny is one of many names of the goddess of prophesy, time and fate.

PCs who study Pakara's robes see that she wears five symbols (five patches of a crescent moon facing three stars) on her robe. PCs who make a Knowledge (religion) check (DC 15) recognize her as a cleric of the Fate Scribe. PCs with a more successful check (DC 20) also know that she is fifth level and holds the church title of Seer (rank 2). See the *KINGDOMS OF KALAMAR Player's Guide* for more information on church ranks.

If questioned about the damsel in the tower, Pakara replies:

"A simple trespasser. She is not your concern."

Neither Pakara nor any of the monks will answer any other questions regarding the damsel in the tower. They will say that they are followers of Queen Destiny, and require solitude to receive the visions the goddess bestows upon them.

If pressed into combat, the monks immediately attack using their stunning attack ability. The monks will attempt to disable or injure their opponents without killing them. Pakara will attack with her quarterstaff, but will not hesitate to cast spells to aid the monks when needed.

Pakara and the monks will not fight to the death out in the wilderness. If they are being soundly beaten in combat, they will attempt to flee and retreat to the temple or surrender if flight is impossible.

Pakara female human Clr5: hp 47; Clothing, chain mail, quarterstaff.

Monks (Lakaran, Parama and Gortha), male, human, Mnk4: hp 34; Gortha carries the key to the entrance on a silver chain around his neck.

If the PCs defeat the monks and cleric, they may continue to the tower in safety. If the PCs are defeated, they will be deprived of their possessions and left in the pass. The surviving Prophets will command them to never return, and then retreat to the tower with the PCs belongings.

Alternatively, the PCs may have convinced the Disciples that they mean no harm. In this case, the Prophets will invite them to the tower for rest and refreshment.

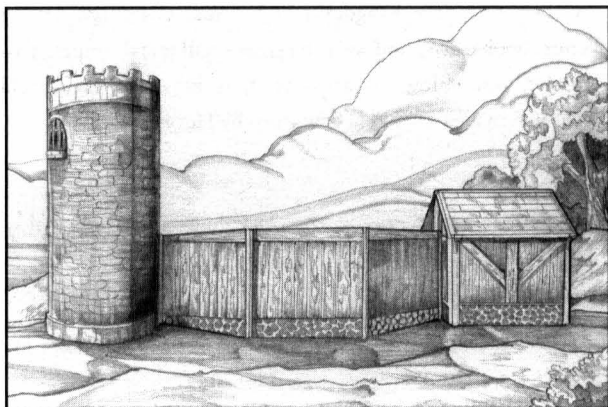
The Hole

If, upon spotting the tower, the PCs decide to investigate the base of the hill for some reason, they may find the hidden entrance to the catacombs behind a small clump of bushes. This requires a successful Search (DC 15) check. Only a creature of size Small or less can enter and navigate this tunnel. The tunnel leads to area 44 of the underground catacombs.

Peering behind a small clump of bushes, you see a good-sized hole in the earth. It appears to be angled slightly upwards, leading directly toward the base of the tower.

Entering the Tower

The Prophets' monastery is more than just a small tower. In fact, the tower is connected to another wooden building, as well as a series of catacombs underneath. When the PCs reach the summit, **DISPLAY ILLUSTRATION 1 ON PAGE IQ1 AND READ:**



A three-story tower stands before you. The tower is connected to a smaller two-story wooden building by a long, angular wooden wall. The only obvious entrance is the door leading into the smaller wooden building.

The Hall

When the PCs reach the entrance to the hall they find a large, strong and locked wooden door (Open Locks (DC 30), Hardness 5, HP 20, Break (DC 25)). If the PCs are accompanying the Prophets, one of them will draw a key from a chain around his neck and unlock the door.

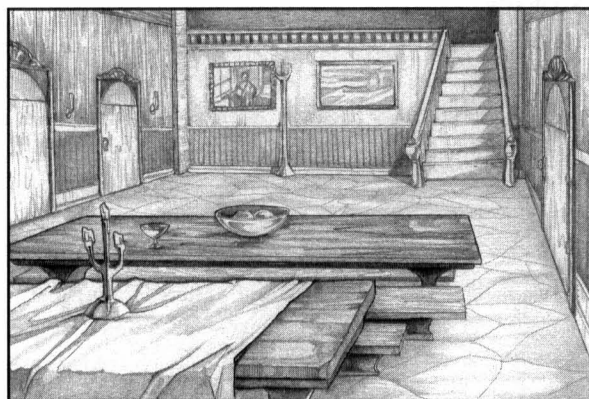
The large wooden door in front of you is closed. You see no windows of any kind.

First Floor

See map on inside front cover.

1) MAIN HALL

This is the dining hall where the monks and clerics eat. As the PCs enter, **DISPLAY ILLUSTRATION 3 ON PAGE IQ2 AND READ:**



The main room appears to be a large dining hall with three doors leading to other rooms – two on the south wall and one on the north. Also on the north side of the room is a wooden staircase that leads up to the second level of the building. A wooden balcony on the second level overlooks part of this room.

If the PCs are with the Prophets, they will be invited to sit down and eat. If the PCs refuse, the Prophets will ask them if they wish to rest instead. If so, the PCs may set up camp within the walls of the courtyard, in peaceful surroundings safe from monsters and other dangers. There are not enough beds for the

PCs, though they may sleep indoors if they do not mind sleeping on hard stone floors.

Alternatively, the PCs may decide to sit and talk with their hosts about their beliefs. The Prophets will describe their religion to those who do not know it (see the Kingdoms of Kalamar Campaign Setting Sourcebook page 208), and tell the PCs that they fight against evil. They will also tell the PCs, if asked, that the woman truly is a worshipper of evil (a cleric of the Harvester of Souls), a thief and a trespasser whom they captured as she sought to break into their compound – though they will not mention Baletak. They will not allow the PCs to see the prisoner. The Prophets say that they cannot truly trust the PCs, for they have received no visions concerning them (a lie), and they cannot be sure that the PCs are not friends of their prisoner. The Prophets believe that the PCs response to this encounter is a moral choice that will affect the coming hero's life.

If the DM feels that, at this (or any other) point, the PCs are unlikely to encounter Teelia or locate and explore the catacombs, he may choose to have Teelia escape from her imprisonment. She then enters the catacombs at the exact moment a dying Prophet staggers into the main hall and gasps out what happened. At that point, the Prophets will likely ask the PCs to assist them in containing Baletak and Teelia in the catacombs.

2) STORAGE

This room is filled with the many mundane items needed to maintain the tower. The collection of tools and implements includes: two spades, a bucket, 100 feet of rope, a hammer, a broom, two dozen candles, a woodsman's axe and a hand saw. At the far western end of the room is a door leading to area 12.

In a shelf on the eastern wall, and scattered throughout this room you see many mundane and uninteresting items that are most likely used to maintain the tower. On the western wall, you see another door.

3) KITCHEN

This room has a small stove and a pantry filled with provisions. PCs may find any mundane item typically located in a medieval kitchen (flagons, plates, pots, etc). There is a door in the west wall that leads to area 13.

A small stove and an open pantry filled with food, as well as pots, pans and other utensils make it obvious that this room is the kitchen. On the south side of the western wall, you see another door.

4) PRIVY

This area emanates a rather unpleasant odor. A low wooden bench lines portions of the walls and has circular holes cut into the top opening to a septic chamber below.

5) STAIRCASE

This staircase connects the first and second floors of the hall.

Second Floor

6) HOVARAN'S ROOM

This is the head cleric's personal room. The room contains a bed in the corner, a large desk and an armoire. A Search check (DC 15) reveals there is nothing more in this room than a pile of dirty clothes under the bed. It is a room he also shares with Pakara as the two are romantically involved.

As you open the door, you immediately see an open armoire in the opposite corner, less than ten feet away. Various clothes hang haphazardly out of it. Further to the right of this long, thin room is a large unkempt desk on which rests disorderly piles of paper, a half eaten loaf of bread and a few books strewn about. Against the far eastern wall sits an unmade bed.

7) BALCONY

The balcony overlooks the main hall below. Four portraits of the previous head clerics hang on the west wall. These are (from left to right): Arturr (an elderly Fhokki male, rank of High Prophet), Gurkal (a young Fhokki male, rank of Expounder), Reenea (a Reanaarian male, rank of Guardian of Destiny) and Yendo (a female Dejj, rank of Expounder). Each of them are dressed in green robes, with the appropriate symbols as dictated by their rank (see Kingdoms of Kalamar Campaign Setting Sourcebook p 208), and wear the same small metal amulet. This amulet, resembling an arrowhead, is keyed to the shield guardian in area 37, and is now worn by Hovaran.

The balcony overlooks the main hall below. Several painted portraits hang on the west wall.

8) PARAMA'S ROOM

This room belongs to Parama, one of the monks. There is an unlocked footlocker at the foot of the bed, which contains

several items of clothing, a small dagger and a bag containing 13gp.

A small well kept bed, sits in the corner of this room, beside it is a small table with an unlit candle on it. There is also a small footlocker at the end of the bed.

9) GORTHA'S ROOM

This is Gortha's room. There is an unlocked trunk at the foot of the bed, which contains several items of clothing and a small book of Kalamaran poetry.

There is a small bed that seems to have been made hastily, the trunk at the foot of the bed seems to be over full with clothing and will not close properly.

10) LOKARAN'S ROOM

This is another monk's room. There is a locked chest in the corner that contains several items of clothing, and a bag containing two small rubies (worth 15gp and 9gp). The chest has the following statistics Open Locks (DC 20), Hardness 2, HP 15, Break (DC 15). The book contains several sketches of birds, though most of the pages are unused.

Beside the bed is a small table with a book and an unlit candle. In the corner of the room is a chest.

11) INALA'S ROOM

This room belongs to the head monk, a Kalamaran named Inala. He is usually studying the sacred texts in the library. The armoire contains several green robes and a chain mail hauberk. There is also a heavy mace and a large wooden shield under the bed (Search DC 15). Three books about local herbs sit on the table. The chest contains a *potion of cure light wounds*, several items of clothing and 50 gp.

This room contains a large bed and a small table with several books piled on it. An ornate armoire and a chest sit along the eastern wall.

12) NORTHERN CORRIDOR

The northern corridor leads from the storage room (area 2) to the main room of the tower (area 14). An opening halfway down the corridor, on the southern wall, leads into the courtyard. The

altar in the courtyard is where the clerics make sacrifices to the Fate Scribe.

The courtyard lies between the tower and the hall and is enclosed by the two walls that run between the two buildings. The courtyard has a large garden, several pieces of statuary and a reflecting pool. In the center of the courtyard is a circular stone altar.

13) SOUTHERN CORRIDOR

The southern corridor leads from the kitchen (area 3) to the main room of the tower (area 14). Unlike the north corridor, there is no opening to the courtyard.

THE TOWER

First Floor

14) ENTRANCE

Before the hall and corridors were built, this was both the entranceway and the kitchen of the tower. If the PCs make significant noise, the monk in room 15 (a Kalamaran female named Inala) will attempt a Listen check to hear them (DC 17). Inala has Listen +10.

Near the center of this room sits a small table surrounded by four chairs. On the eastern wall, a small fire flickers in the fireplace. In the center of the western wall, you see a doorway. Further to the south of the door stands a bookshelf.

If the PCs examine the bookshelf, they will find an assortment of rare books as follows:

Title	Weight (lbs.)	Value (gp)	Language
Age of Great Anguish, The	6	200	Brandobian
Averting Spirit Attacks	4	150	Švimohzish
Blessing the Golden Rose	5	150	Brandobian
Creation Story, The	2	100	Merchant's Tongue
Creator of the Great World	8	150	Brandobian
Dragons of the Stars, The	4	250	Low Elven
Folklore of the Northern Wastes	4	150	Kalamaran
Guide to the Infernal Realms	7	250	Merchant's Tongue
Hereditary Demons	4	100	Merchant's Tongue
Lich Kingdom of the Khydoban, The	7	100	Reanaarese
Little-known Demons	4	100	Merchant's Tongue
Magical Treatise on Outsiders, A	3	100	Ancient Brandobian
Origin of Tellene, The	4	200	Halfling
Secrets of Human Destiny	8	100	Dwarven
Spider-Elves of the Rokk Woods	7	250	Merchant's Tongue
Tests of Faith	6	100	Merchant's Tongue
Tomb and Maze Building	6	200	Reanaarese
Warriors and Worshippers	3	100	Merchant's Tongue
Secrets in Unlife	6	300	Ancient Kalamaran
The Fortunes*	6	100	Merchant's Tongue

* (Canon of the Inevitable Order of Time)

PCs able to read the names of some of these books may realize that the Disciples have some interest in demons. What they probably will not realize is that the Disciples are using these tomes in hopes of learning about Baletak, Teelia and how to eliminate all evil outsiders from Tellene.

15) STUDY (EL 2)

You see a large oak table with eight leather chairs standing in the center of the room, beside a huge bear rug lying on the floor. Against the north wall is a staircase leading to the second level, while bookshelves stand against the south wall. Suddenly, a chair swivels and a green-robed figure stands to her feet.

If a Prophet accompanies the PCs, the female monk will bow slightly to the other Prophet and return to her reading. If a Prophet does not accompany the PCs, Inala will stand to her feet and demand to know who they are and why they are here. If she does not receive a satisfactory answer, she will attack. If Inala is defeated, or is assured the PCs are no threat, the PCs may speak to her. She is friendly, but will give no information about the person in the tower. She answers most questions as "yes" or "no."

Inala, female, human, Mnk4: hp 34.

The study contains two rooms hidden behind the bookshelves on the southern wall. PCs who succeed at a Search check (DC 20) locate several small scratches on the floor, indicating one of the hidden doors. Roll Search for each door separately - finding the second set of scratches is DC 15. If the PCs check, Inala is (or was, if the PCs killed her) reading books on demonology - studying the tiefling.

The books on the table are:

Title	Weight (lbs.)	Value (gp)	Language
Demons and Their Devices, The	3	200	Kalamaran
Hierarchy of Demons, A	2	100	Merchant's Tongue
Lower Order of Demons, The	5	250	Ancient Kalamaran
Yaksha Demon Prophecies	4	150	Merchant's Tongue

PCs that realize what the books are about may begin to distrust the monks, believing that they are evil demon worshippers disguised as a good religion.

16) HIDDEN TREASURE ROOM

This room contains several of the more valuable religious artifacts and treasures. There is a gem worth 1200 gp, a +2 *short sword*, a *scroll of resurrection* and a +1 *ring of protection*.

This room contains a short sword, a scroll case and a velvet pillow, with a ring and a large gem.

17) HIDDEN ROOM

The ladder in this room leads to the catacombs (area 31)

This room has a ladder, which descends down into a deep, dark shaft.

Second Floor

The Prophets will not allow the PCs to go higher than this floor, nor will they leave them alone in the tower at any time.

18) LIBRARY

This is the library where the clerics store the 1,143 books that they have gathered over the years.

At night, there is a 20% chance that Hovaran will be in his office (area 19), either studying or asleep at his desk. If the PCs make any significant noise in the library, he may attempt a Listen check (DC 17) to hear them.

Many bookshelves fill this large room and the shelves are overflowing with books on many various topics. A staircase leading to the third level is against the north wall, above the staircase, which leads back down to the first level. A small fireplace is set against the east wall.

**TABLE I:
RANDOM TOPICS**

ROLL	SUBJECT
1-3	Arcana
4	Architecture
5	Engineering
6	Art/Music
7	Geography/History
8	Military
9-10	Monsters
11	Nature
12	Nobility and royalty
13-14	The Planes
15	Races
16-20	Religion (prophecy)

If the PCs take time to examine the books in the library, they will find that the books consist of various subjects (primarily religion and other arcane topics). To randomly determine the subject of a book, roll 1d20 on Table I: Random Topics.

19) HOVARAN'S OFFICE (EL 6)

This room has a large ornate desk and bookshelves built into the walls.

If the PCs enter the office when Hovaran is there, without announcing themselves read the following:

A male figure working at the desk turns to look directly at you. "What are you doing here?" he exclaims, grabbing a quarterstaff from where it leans on the desk beside him.

Unless the PCs can quickly conceive a convincing explanation, Hovaran will yell for help – though he knows it is unlikely that anyone will hear him. If the PCs attempt to use force on him, he will attack.

Hovaran is dressed in a green robe with six divine foci (crescent moon and stars) on the main body of the robe.

Hovaran, male human Clr6: hp 43.

If the PCs search his office (Search DC 15), they will find the diary in which he has written a recent entry. If one of the PCs can read Kalamaran, he or she will be able to translate the diary. If one of the PCs reads the diary, read the following to the appropriate PC:

The trespasser is stubborn. Still she refuses to tell us why she came here. But no matter – we know that she came here in search of him. But the catacombs are secure, and she will never find him, even if she could escape.

No other entries in the diary mention the trespasser or Baletak at all. The other entries revolve around typical monastery life.

Third Floor

This floor is off limits to all visitors. The Prophets will stop PCs who attempt to enter this level – by force, if necessary. Of course, PCs may attempt to enter this level after the Prophets are all asleep, assuming that the PCs stay the night.

20) HALLWAY

This hallway leads to all of the archival and storage rooms where the Prophets store any documents that need to be repaired or copied. Teelia's makeshift prison cell is also on this level.



Hovaran

As you reach the top of the stairs, you see a large open room with many closed doorways branching off in different directions. On the western wall is a fireplace identical to the ones on each floor below.

21) WEAPONS LOCKER

The door to this room is locked (Open Lock DC 25, Hardness 3, HP 15. Break DC 20). The locker contains several useful weapons and items. Including: 8 quarterstaves, 2 javelins, 2 glaives, 1 light crossbow with 10 bolts, 3 short swords, 2 long bows and 2 quivers with 20 arrows each, 2 hand axes, 1 heavy mace, 1 set of chainmail armor (medium size), 1 buckler shield, 6 backpacks, 12 candles, 5 torches and a hooded lantern.

This room appears to be a weapons locker. Numerous weapons and equipment are arranged in a neat and orderly fashion along the eastern and southwestern wall.

22) TEELIA'S CELL

This is the room where Teelia is imprisoned. There is a small barred window in the outer wall of this room that she used to attract the PC's attention. However, there is no window or hole (other than the keyhole) in the door itself. The door is strong, wooden and locked (Open Locks DC 30, Hardness 5, HP 20, Break DC 25). As soon as the PCs are near the door, they hear a thumping noise coming from the other side. This noise is Teelia pounding on the door to get their attention.

If the PCs talk through the door, Teelia spins a tale of how she was imprisoned here by the Prophets, whom she falsely calls a group of evil, demon-worshipping clerics. If the PCs open the door, read the following:

The damsel you saw in the window now stands before you. She is dressed in simple traveler's clothes and looks very pleased to see you.

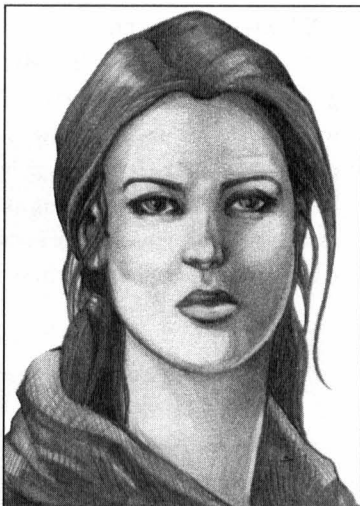
If freed from the cell, Teelia wants to find her equipment and convince the PCs to help her locate the catacombs. She will ask the PCs probing questions about which side of the war (between Tharggy and Dodera) they are on. Once she is satisfied with their answer, she will inform them that she is on the same side as they are whichever side that may be. If the PCs support neither side of the war effort she will ask for their help and promise a reward of 2000 gp.

She tells them that she is a spy for Tharggy and she has found several important documents that indicate this tower has a

secret cache of magical items and weapons hidden in the catacombs. She then tries to find her equipment (which is located in area 25) and heads out to find the catacombs with or without the PCs' help.

If the PCs attack Teelia, for whatever reason, she will defend herself, still pretending to be innocent. As she is a cleric of the Harvester of Souls, if killed, she will return as a vampire in 2d10+4 hours.

Teelia Remel, female, human, Rog 5/Clr 2: hp 43; +1 *Leather Armor* (*silent moves*), +2 *Rapier of Puncturing*, *Ring of Protection +1*, *Ring of Chameleon Power*, holy symbol of the Harvester of Souls (destroyed), travelers outfit, five days trail rations, a small leather backpack, 100 feet of rope and 26 gp.



Teelia Remel

23) ARTIFACT ARCHIVE

This room contains several ancient non-magical artifacts. The artifacts are mostly old banners, holy symbols from other religions (DM's choice) and vestments. However, if the PCs succeed in a Search (DC 20) check, they will find a +3 *silver dagger* that was used for sacrifices and mistakenly left in this room.

This room contains many old and mostly broken items, shards of pottery and obscure holy symbols.

24) DOCUMENT ARCHIVE

This room contains many ancient tomes and non-magical scrolls that are in need of repair. The languages used in the texts vary, but most are written in ancient forms of Kalamaran and Brandobian. None of the books or scrolls are very sturdy - anything taken from this room will crumble into many pieces, unless handled with extreme care.

Shelves line this room containing books in serious need of repair. There is also a pile of old scrolls, which are likewise in disrepair.

Any PCs who examine the shelves of books or the pile of scrolls (Search DC 15 for either) will find two books and one

scroll that are mostly intact (see below). The other books and scrolls will crumble or fall apart if not delicately handled.

Title	Weight (lbs.)	Value (gp)	Language
Comparative History of Dodera	4	100	Kalamaran
Herbs of the Kakidela Mountains	1	150	Merchant's Tongue
Undercity Map (scroll) of Geanavue	1	25	Reanaarese

25) STORAGE

This is the room where the Prophets placed all of Teelia's equipment (see area 22 for the equipment list under her profile). Also stored in this room are buckets, empty sacks and other miscellaneous mundane items.

If the PCs find Teelia's holy symbol, a Knowledge (religion) check (DC 15) indicates that she is a cleric of The Harvester of Souls. A further Knowledge (religion) check (DC 20) indicates that, as one of these clerics, she is prone to becoming undead when she dies.

26) FIREPLACE

A successful Search check (DC 25) of the fireplace will reveal that one of the stones it is made of is loose. Removing this stone reveals a small, rotten leather bag filled with 138 gp worth of gemstones. This was the secret cache of a now long-dead Prophet.

27) WORK ROOM

This is where the monks and clerics meticulously copy the damaged books and scrolls onto new sheets of parchment. The small wooden box on the bookshelves contains four unused six-inch long candles, and three used candles half that size. The wooden box is plain and undecorated.

This room contains one large desk resting against the western wall, and three tiny ones on the southern wall. Behind the door is a large bookshelf, empty except for a small wooden box.

28) CLOSET

This is an empty closet.

29) STORAGE ROOM

This room has many supplies for copying of texts. There are quills, various colors of inks and several sizes and weights of parchment. The door to this room is locked (Open Locks DC 30, Hardness 5, HP 20, Break DC 25).

Several stacks of paper, bottles of ink and quills are stacked in an orderly manner in this storage closet.

The Roof

30) THE ROOF

The trapdoor in area 20 leads up to the roof. Other than the view of the mountain pass, the roof contains nothing of interest.

THE CATACOMBS

See map on inside back cover.

31) ENTRANCE TO THE CATACOMBS

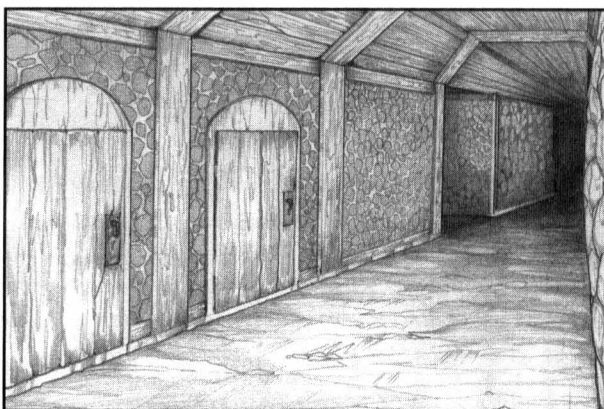
The ladder in room 17 leads down here to the entrance to the catacombs. The catacombs were carved out of the stone of the mountains, creating hewn stone surfaces. The only light comes from the PCs, if they are carrying a torch or other light source. All room descriptions assume that the PCs are carrying a light source or have other some means of seeing in the dark.

As the PCs reach the bottom of the ladder, read the following:

You find yourself at one end of what appears to be a corridor carefully hewn out of the rock, with wooden supports in the walls and a constructed wooden ceiling above. Some twenty feet ahead, the corridor appears to branch out into a larger room.

32) MAIN HALL

When the PCs enter the main hall, **DISPLAY ILLUSTRATION 2 ON PAGE IQI AND READ:**



This large, dark and damp room stretches far away into the shadows. To your left, you see several doors and a corridor leading off into parts unknown. A soft skittering sound comes from the darkness ahead of you.

PCs who succeed at a Listen check (DC 10) recognize the sound as scurrying rats.

33) ALCOVE (EL 8)

To your right, you see a long alcove set into the wall. Directly in the center of this alcove stands what appears to be a large stone statue of an attractive Kalamaran female dressed in robes. Her arms are outstretched, as if welcoming you.

This alcove contains a stone golem designed in the supposed image of the Fate Scribe. However, it is not in perfect condition, having been damaged over the centuries through wear and tear.

If the PCs attempt to pass the golem, read:

Suddenly, the statue steps out of the alcove. It turns to face you, then pauses, as if waiting for something. Its arms now hang loosely at its sides.

The stone golem will attack anyone who attempts to pass it without presenting the Fate Scribe's holy symbol (which the clerics wear on their robes). If the PCs retreat to area 31, the statue will return to its normal position. If the PCs attempt to enter areas 34 or 36, the statue will attack.

Damaged Stone Golem: hp 47 (MM 108)

34) TOMBS (EL 5)

This room has several small alcoves carved into the walls. Each alcove appears to contain something.

Each alcove contains the remains of previous monks and clerics of the Fate Scribe. None have any weapons or usable clothing – it being mostly rotted away. PCs who Search the bodies (DC 15) find that each corpse has a small symbol of the Fate Scribe somewhere on its body. This could be held in the hand (25% chance), on a chain around the neck (50% chance), or placed on the forehead (15%) or in the mouth (10%). Each symbol is worth 2 sp.

35) TRAPPED ROOM (EL 5)

This room is actually a huge animated object that is disguised as a room. The animated object will use its constriction ability on any PCs who enter its space.

This large room is empty, save for what appear to be bits of crushed bones and equipment lying in a pile on the far side of the room.

Huge Animated Object (1): hp 44; (MM 17)

36) TRAPPED CORRIDOR (EL 4)

This is the passage to Baletak's prison. The lead character will be attacked by a *flame arrow* trap, unless the trap is disabled.

Flame Arrow Trap: CR 4; +10 ranged (4d6); Search (DC 28); Disable Device (DC 28). **Note:** 200ft max range, target determined randomly from those in its path.

When the PCs are within sight of the door (determined by their light source or other seeing ability), read:

At the far end of this long corridor, you see a large steel door. You also notice that the corridor appears to slope slightly downward as it progresses towards the door.

37) GUARD ROOM (EL 8)

The door to this small, but well-guarded, room is unlocked. A shield guardian stands in the guardroom and attacks any PCs within range, but will not pass the doorway. If the PCs back away, the shield guardian will use its stored spell as a ranged attack.

Hovaran wears the amulet of the shield guardian. He has commanded it to guard the doorway at all costs.

If the PCs open the door, read:

As the door swings open, a large humanoid figure made of metal, wood and stone lumbers toward you.

Shield Guardian (1): hp 82; (MM 17)

38) BALETAK'S PRISON (EL 10)

As soon as the door opens, Baletak will cast *cause fear* on the PCs. Initially, he will not attempt to attack them but simply push past them so that he can escape.

If Teelia is with the PCs, she will attempt to flee with Baletak.

He knows who Teelia is and will not harm her if he can help it. If Teelia is still locked in the tower, Baletak will attempt to free her, after retrieving his weapons from the nearby room where they are stored (area 42).

If the PCs have claimed Baletak's equipment for themselves, he will attempt to flee and/or rescue Teelia, leaving his equipment and the PCs behind.



Baletak

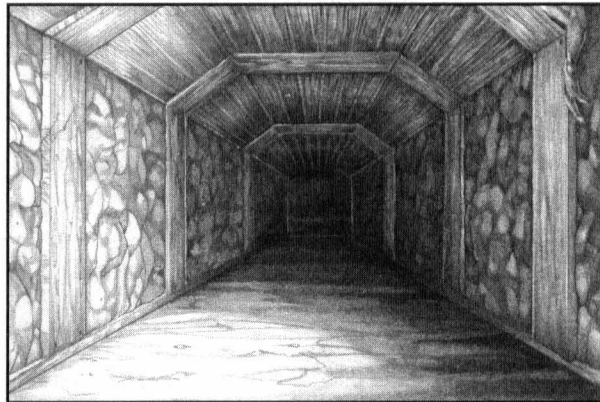
Baletak, male, half-fiend/human, Ftr 6/Blackguard : hp 82; +3 *unholy greatsword*, +2 *large steel shield*.

If Baletak is killed, he will return as a revenant in 2d10+4 hours (unless the PCs destroy the body).

39) CORRIDOR (EL 6)

This corridor leads to another large room. A large choker is hidden in the shadows above the corridor and attacks the PC in the rear position. The choker has recently entered the catacombs (through the hole in area 44) and is lying in wait for one of the clerics to wander by.

As the PCs travel down this corridor, **DISPLAY ILLUSTRATION 4 ON PAGE IQ2**. Clever players may spot the partially hidden arm and claw of the choker (in the illustration) and avoid being surprised by its attack. A successful Spot check (DC 20) will also detect the choker.



This dark corridor appears to lead some thirty feet to the north before opening up into another large room.

Choker (1): hp 32; (MM 36)

40) SECONDARY ADDITION

This section of the catacombs was built after the main section (area 32 and adjacent rooms). The choker keeps this secondary section free of rats.

This large, dark and damp room is similar to the main hall you just left, with corridors leading off on the northern and eastern sides.

41) TRAPPED CORRIDOR (EL 4)

This room is trapped with a *flame arrow* trap. Any character who steps on the floor will trigger the trap. The corridor is too narrow for Baletak to fly through.

Flame Arrow Trap: CR 4; +10 ranged (4d6); Search (DC 28); Disable Device (DC 28). Note 200 ft max range, target determined randomly from those in its path.

Halfway to the darkened room you see at the other end, this short corridor suddenly decreases in width.

42) STORAGE ROOM (EL 6)

This room contains a large chest holding Baletak's equipment (see his profile in area 38), as well as two small guardian effigies that will attack anyone who attempts to open the chest without first displaying the symbol of the Fate Scribe. These small guardian effigies are typically used to protect chests, coffins and other such objects from thieves and trespassers.

In the center of this room sits a large wooden chest, bound with metal strips. Small carvings of vines curl all around the woodwork, while on top are two identical metal effigies – apparently small armed female warriors. The effigies are highly detailed, and hold a longsword as if ready to attack.

This chest is locked, though it can easily be opened with a successful Open Locks check (DC 15). If the PCs leave the chest alone, nothing will happen. However, within two rounds of someone opening the chest, the guardian effigies will come to life and attack the PCs.

Even if the guardians are broken off the chest (break DC 28, hardness 10, 30 hp), they will remain dormant until either the chest is opened, or the guardians are removed to a distance of 40 feet from the chest. At that point, they will come to life and attack. (The guardian effigies are discussed in greater detail Appendix A.)

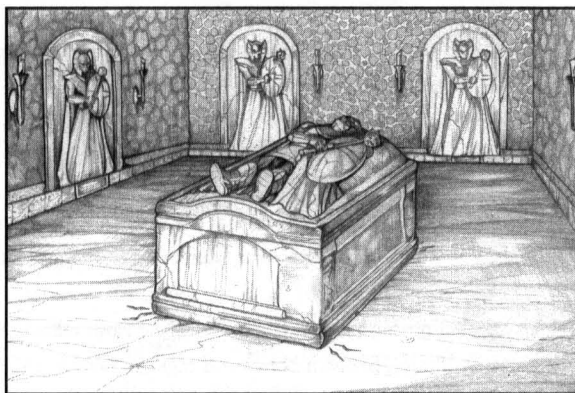
Guardian Effigy (2): hp 28; (MM 17)

43) TOMBS OF THE HEROES (EL 4)

These two rooms contain the remains of heroes of the Fate Scribe. Each of these tombs is trapped with an electrified floor. The trap is activated when someone attempts to open the sarcophagus.

Electrified Floor: CR 4; section of floor (3d10 ft radius); Reflex save (DC 14) for half damage; Search (DC 25); Disable Device (DC 25). Each corpse has chain mail armor, a large shield and a masterwork heavy mace.

When the PCs enter this room, **DISPLAY ILLUSTRATION 5 ON PAGE IQ3 AND READ:**



This room contains a single sarcophagus carved of stone, set in the center of the room. A life-like carving of a Kalamaran male makes up the lid of this tomb.

Observant PCs may spot the small lightning bolts engraved on the floor – a warning symbol of what will happen if the sarcophagus is opened. Of course, the PCs might not understand the symbols' meaning.

The corpses are those of D'Mar, who fell in battle some fifty years ago, defending the monastery against a swarm of unknown creatures, and Saterus, who fell in battle against a group of giants, twenty years ago.

44) TREASURE ROOM (EL 4)

This room contains many of the most impressive items that the Prophets have managed to save from their history. Unfortunately for the PCs, value is in the eye of the beholder; none of the items are of any value to the PCs. However, buried under a pile of broken pottery is a *ring of warmth* (*Dungeon Master's Guide* page 195, Search DC 20 to locate).

Also, beneath one of the crates is a rough two-foot wide tunnel. It was through this tunnel that the cloaker (area 39) and darkling snatcher (area 45) made their way into the catacombs.

A large number of objects lay about the room, including several crates, a wooden chest and a number of broken weapons and other mundane objects.

If opened, the crates are found to contain more pottery shards (supposedly from the very first temple to the Fate Scribe). The chest mentioned above is actually a mimic.

Mimic (1): 52 hp; (MM 135)

45) SNATCHER LAIR (EL 2)

This room is the lair of two darkling snatchers – a male and a female (see Appendix A). The darkling snatchers enter and leave the catacombs by way of the tunnel in area 44, taking care to push a crate over the tunnel upon the return home.

The floor of this large room appears to be littered with small bones and piles of rags. The faint glimmer of shiny metal also catches your eye.

A Search (DC 15) check reveals that the bones are all of small animals, save one – the bones of a human or humanoid baby. Piles of rags are also scattered about the room. An assortment of small jeweled pins, rings and coins also shine from where they lie partially hidden beneath bones and rags. A Search (DC 20) will locate all of this wealth, though the PC will have to spend at least two hours searching to find it all. The total value of these trinkets is 87 gp.

If the PCs remain in this room for more than 4 rounds, the PCs must make a Spot check (DC 15) or be surprised by the snatcher. If the PCs fail the Spot check, the male darkling snatcher will attack with his *darkness* and *silence* abilities, while the female will attack via melee combat. They speak in Merchant's Tongue. On a successful Search check, the PCs notice that one of the piles of rags is moving.

If the PCs move towards the pile of rags, or begin taking the trinkets from the floor, the female darkling will attack. After the first round of combat, the male darkling will attack with his spell-like abilities. Read the following:

Suddenly, the pile of rags erupts in fury. "Mine mine mine mine mine!" comes the shrill scream, as a small creature with ashy gray skin, coarse, patchy and oily black hair and sharp pointy teeth hurls itself at you.

Darkling Snatcher (2): 8 hp

BRINGING IT ALL TOGETHER

There are many ways this adventure could conclude, as well as many ways it could continue. Some possible conclusions and ideas for further adventures are listed below.

IF THE PCs FREE TEELIA AND BALETAK

In this case, Teelia is able to escape with Baletak and retreat to Bynarr (in Tharggy) where she has procured a small base of operations. From here, they will seek out several followers and do whatever they can to make sure that the annual campaigns between Tharggy and Doderia are as bloody as possible (see the following adventure).

IF THE PCs FREE TEELIA BUT DEFEAT BALETAK

Teelia will retreat to Bynarr and continue with her plans to make this campaign season particularly bloody. However, after the battles are over she seeks out the PCs to get revenge for the death of Baletak.

IF THE PCs FREE BALETAK, BUT NOT TEELIA

Without the leadership and direction that Teelia provides, Baletak simply releases years of unreleased fury on any poor souls that happen by. He starts by attacking caravans and small settlements, but will work his way up to larger things.

IF THE PCs DEFEAT BOTH TEELIA AND BALETAK

PCs who do not take adequate precautions (i.e. destroying the bodies) will find themselves faced with undead versions of Teelia and Baletak.

PRELUDE TO WAR

Prelude to War is a continuation of the *Damsel in Distress* adventure specifically created to expand upon the villains Teelia and Baletak. It is best suited for three to five players of 6th to 7th level. This adventure assumes that both Teelia and Baletak escaped the PCs. If only one of the two escaped, the DM will need to make some minor modifications to read-aloud text where appropriate. Alternatively, if the PCs killed both Teelia and Baletak, they will instead need to deal with the undead versions of those villains. Alternate undead statistics are listed in Appendix A: Non-Player Characters and Monsters.

BACKGROUND INFORMATION

This adventure takes place shortly after "The Damsel in Distress." Now released from their imprisonment, Teelia and Baletak are able to spread misinformation to both Doderia and Tharggy. In their pursuit to worsen the bloodshed, they have already managed to fortify a safehouse Teelia prepared in Bynarr beforehand, and hire a few thugs. Teelia has also managed to send out inaccurate intelligence information, and intercepted and edited secret messages, to military commanders. Under Teelia's instruction, Baletak has been assassinating veteran officers on both sides of the conflict in an attempt to rouse both nations to all out war. As both sides test the other's strength, the body count rises at an alarming rate.

As devout worshippers of the Harvester of Souls, if Teelia or Baletak were killed in the previous adventure they will return as

Design Tip: Returning From the Dead

Allowing a villain to return from the dead is risky. The players may think that this event is happening simply to advance the story, without regard to what they have accomplished. To overcome this problem, the DM must have a good reason why the villain should be allowed to return from the dead, must not do this too often and should foreshadow the possibility.

Another important consideration is what type of undead the villain becomes. In this case, Teelia will become a vampire to indicate her pre-existing thirst for blood. Baletak will become a revenant to show his violent vengeful tendencies.

undead creatures. If slain, Teelia will return as a vampire and Baletak will return as a revenant. Alternate undead statistics are included at the end of the adventure.

Adventure Synopsis

In this adventure, the PCs locate a battlefield on their way to Bet Dodera. In the city, they meet a bard, and learn that the prisoners that they released are now wreaking havoc in the area, inciting the people to a war that will claim many lives. They must also do battle with an assassin sent by Teelia to murder them in their sleep.

The PCs will either battle or join a paladin of the Knight of the Gods, who needs them to help her find Teelia and Baletak. Whether the PCs join her or not, they will face a climactic battle with the two demon bloods.

BEGINNING

The story opens with the PCs travelling across a recent battlefield in Dodera, near the border of Tharggy. Unbeknownst to the PCs, this site is where Teelia redirected troops to cause an even greater loss of life. She selected this site because a farmer who was an outspoken proponent of peace and pacifism owned it. This battle claimed the lives of 27 of the 30 advance Tharggy scouts who she redirected here. The bodies of 34 Doderan male soldiers also lie on the ground, their bodies cold. The farmer and his family (wife and two young male children) were also killed during the skirmish.

As you pass through the countryside, the smell of smoke touches your nostrils.

If the PCs try to determine where the smoke is coming from, they may roll a Search check (DC 10). On a successful check, read the following:

In the distance, some 400 yards to the north, you see what appear to be the ruins of a burning building.

If the PCs approach the building, read the following when they are within 500 feet:

As you near the building, you see that it is merely the remains of a burned out farmstead, still smoldering. The bodies of many lightly armored figures lie scattered about.

If the PCs examine the bodies, they will notice that many of them are women. A Knowledge (local, or history) check (DC

15) reveals that the Tharggy military is primarily composed of women. If a PC hails from Tharggy or Dodera, no check is necessary. Searching the field of battle (DC 25) finds one average longsword. No other intact weapons remain, though there are several broken ones. The victors (Dodera) took all intact shields and weapons away with them on the farmer's remaining cart.

SOUNDS FAMILIAR

Once the PCs reach Bet Dodera, they are approached by a man named Hul'Nan, a bard.

As you enter the town, a young man dressed in a manner that can only be described as foppish approaches you.

"Excuse me, but you look like well traveled adventurers. I am Hul'Nan, a bard extraordinaire in search of information. I have heard stories of a great winged demon that rumor says was spotted in Bynarr just three days ago. I have also heard that this sighting led the Duke to believe that Tharggy has recruited demons to aid them in the war effort. I believe that this story would make an excellent song that would earn me much coin and therefore I am willing to pay handsomely for accurate information."

If the PCs give information (whether true or false), the bard will pay them between 5 and 20 gp total depending on the PCs' detail and enthusiasm. Unfortunately, Hul'Nan is one of Teelia's thugs. He will report the information back to her, along with a description of the adventurers. Teelia immediately recognizes the PCs and sets her assassins on them.

Hul'Nan, male human Brd2: hp 13; Explorer's outfit, short-sword, 90 gp.

ASSASSINATION ATTEMPT (EL 10)

Knowing that the PCs are the only people alive who can identify her as the escaped prisoner, Teelia has hired an assassin to kill them. The assassin will attempt to kill the PCs as they sleep. If any of the PCs are asleep at the time the assassin enters their room, they may make a Listen check (DC 15) to determine if they hear the assassin enter. Alternatively, the DM may simply assume the PCs are awake, with no need for a Listen check.

When the assassin is engaged in combat against one or more of the PCs, the Listen check becomes DC 10 for all other PCs, sleeping or awake.

If the PCs are asleep and make their Listen check, read:

Suddenly, you awake - jolted from your slumber by an unfamiliar noise. Blinking your eyes open, you find a large figure clad in black and holding a blade standing in the room.

Assassin, male human Rog5/Asn3: hp 56; studded leather armor, shortsword, 2 vials of poison (oil of taggit).

If the PCs survive the encounter with the assassin without killing him, he will refuse to talk. Only magical means can reveal who sent him. He does not know where Teelia's base of operations is located.

MYSTERIOUS ENCOUNTER (EL 11)

The second evening after the PCs first arrive in town they will encounter a mysterious figure who is continually searching the area. This figure is actually Benali, a female paladin of the Knight of the Gods who is searching for Teelia, Baletak and the adventurers who released them.

If the PCs slaughtered the Prophets, the paladin believes that the PCs are evil. If the PCs released either Teelia or Baletak, the paladin is searching out the PCs to convince them to join her quest and atone for their mistakes. If the PCs killed both Teelia and Baletak, Benali is searching for the PCs in hopes they will help her battle the undead versions of those villains.

As the PCs walk through the streets, read:

The muttering of the crowd around you grows larger, and the sound of approaching hooves echoes from the street behind you. Turning, you see a mysterious lone figure riding through the street atop a large white horse. Only the occasional glimpse of heavy armor appears from under a heavy black cloak. As you watch, you see that the rider seems intent on searching the streets for something - or someone.

If the PCs approach or question Benali, she will use her *detect evil* ability. If any of the party members are evil, or if they are openly carrying anything looted from the tower, the paladin will question them about their presence at the tower (using her Sense Motive skill to detect a lie). If she detects a lie, or if the PCs attempt to avoid her questions, she will believe she has finally found the culprits responsible for the travesty at the tower.

If the PCs slaughtered the Prophets, she will attack them on sight. If the PCs did not slaughter the Prophets, she will ask them to accompany her somewhere private where they can all speak freely. If the PCs refuse to accompany her, she will leave. However, she believes that since the PCs are not willing to help

her, she will simply gather reinforcements and then allow the PCs to lead her to Teelia and Baletak.

If the PCs accompany Benali, read:

Now that we are alone I can explain myself. I am Benali, a paladin and a follower of the Knight of the Gods. Passing near the monastery of the Prophets, I stopped to refresh myself when I learned of the danger you have unleashed upon this area.

Since their release, the pair has reaped many souls for their dark lord. They have found a way of substituting orders being sent to both sides of the conflict between Tharggy and Dodera. This has resulted in great loss of life, especially among the common folk farming near the border.

Your actions have caused much pain and suffering, however I believe that you were duped by circumstances and did not willingly decide to cause this travesty. I ask you, help me find this demon kin and stop the bloodshed they are causing.

If the PCs accept the offer of aiding the paladin, she will tell them that a secret military message will leave the city under the cover of darkness next evening. She feels that either Teelia or Baletak will intercept this message. This would be their best chance to confront the pair. Even if Teelia uses a lackey or henchman, they may still be able to follow him back to Teelia's lair.

Benali, female, human, Pal11: hp 91; +1 large steel shield, +2 full plate, +3 longsword, heavy lance.

Karibi, Paladin's mount, male, Drhokkeran charger (see KINGDOMS OF KALAMAR Campaign Setting Sourcebook pg 103): hp 78

FOILED ATTEMPT (EL 13)

Benali will find an area where she will be able to watch the eastern road exiting Bet Dodera, waiting for the imminent ambush. The messenger is to travel east from the town, carrying a sealed scrollcase with orders for a local field commander to set up watch near the mountain passes. However, Teelia plans to replace this order with one stating that the field commander is to proceed into enemy territory and butcher the local farmers - who are believed to be tactically important in supporting offensives.

Unfortunately, Teelia knew that the PCs would eventually seek her out and has set up an ambush. She and Baletak are hidden in the shadows of a nearby alleyway, while a sniper sits on an adjacent rooftop waiting for the PCs. Teelia is, however, unaware of the presence of the paladin.

If the PCs accompany Benali on her stakeout within the city gates, read:

A short time after taking up watch, you see a tall, lean man with a satchel over his shoulder riding a horse towards the city gate. Benali's whisper cuts through the silence. "That's him."

Suddenly, as you watch, a gang of thugs runs down the street and attempts to pull the man off his horse.

The thug's attack is actually a diversion to draw out the PCs. Once the PCs appear, the thugs will quickly change tactics and attempt to flank the PCs to get in as many sneak attacks as possible. Once the PCs are committed to the melee, the sniper will open fire with his bow, and Teelia will use her spells to aid the thugs. Once the sniper and thugs have softened up the PCs, Teelia and Baletak will close to melee combat. They plan to finish the PCs off and escape with the messenger.

Baletak, male, half-fiend/human, Ftr 6/Blackguard 2: hp 82; +3 *unholy Greatsword*, +2 *Large steel shield*, a *scroll of teleportation*.

Baletak (Undead), male, half-fiend/human Revenant, Ftr 6/Blackguard 2: hp 74; +3 *unholy Greatsword*, +2 *Large steel shield*, a *scroll of teleportation*.

Teelia Remel, female, human, Rog 5/Clr 3: hp 56; +1 *Leather Armor* (silent moves), +2 *Rapier of Puncturing*, *Ring of Protection +1*, *Ring of Chameleon Power*, *Holy Symbol for the Harvester of Souls* (small golden sickle), *travelers outfit*, *five days trail rations*, a small leather backpack, 100 feet of rope and 26 gp.

Teelia Remel (undead), female, human vampire, Rog 5/Clr 2: hp 60; +1 *Leather Armor* (silent moves), +2 *Rapier of Puncturing*, *Ring of Protection +1*, *Ring of Chameleon Power*, *holy symbol of the Harvester of Souls* (small golden sickle), *traveler's outfit*, *five days trail rations*, a small leather backpack, 100 feet of rope, 26 gp.

Sniper, male human Ftr10: hp 86; studded leather armor, longsword, +1 *mighty composite longbow* (+1 magic, +2 strength).

Six Thugs, male human Rog4: hp 28; studded leather armor, shortsword.

CONCLUSION

When the villains are defeated, the people of Bet Dodera will recognize the PCs as heroes. It is even possible that the Duke himself will honor the PCs at a special ceremony.

Concluding this adventure can also lead to many others. If Teelia and/or Baletak escape, they will eventually try to exact revenge on the PCs. If Teelia and/or Baletak are slain, they may still return as undead (if they were not undead already). Also, the PCs may find that they have made friends (or enemies) of two religions, something that may help or hinder them as they continue on their journey.

APPENDIX A: NON-PLAYER CHARACTERS AND MONSTERS

Characters in this appendix are listed in alphabetical order by the exact name that they appear under in the text. In many cases, this includes a title or a nickname. The entry begins with the character's first name instead of his or her surname. Familiars are listed with their master, even if they have a name of their own.

Assassin, male human Rog5/Asn3: CR 8; Medium-sized Humanoid (5 ft., 4 in. tall); HD 8d6+16; hp 56; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+4 Dex, +3 armor); Attack +9 melee (1d6 19-20/x2 shortsword); SV Fort +4, Ref +11, Will +3; AL LE; Str 16, Dex 18, Con 14, Int 13, Wis 12, Cha 11.

Skills and Feats: Balance +12, Climb +8, Disable Device +9, Disguise +4, Escape Artist +12, Hide +15, Intimidate +3, Jump +8, Listen +12, Move Silently +15, Open Lock +15, Tumble +12; Blind-fight, Dodge, Improved Initiative, Weapon Focus (shortsword).

Special Attacks: Sneak Attack +5d6, death attack

Special Qualities: Evasion, Uncanny Dodge, +1 save vs. poison.

Spells: *ghost sound*, *spider climb*

Possessions: studded leather armor, shortsword, 2 vials of poison (oil of taggit - DMG page 80).

Languages Spoken: Kalamaran, Merchant's Tongue,

Sub-race/Place of Origin: Kalamaran/Dodera.

Deity Worshipped: Polytheistic.

Baletak, male, half-fiend/human, Ftr 6/Blackguard 2: CR 10; Medium-sized Humanoid (6 ft., 8 in. tall); HD 8d10 + 40; hp 82; Init +8 (+4 Dex, +4 Improved Initiative Feat); Spd 30 ft.; AC 19 (+4 Dex, +4 Shield, +1 Natural); Attack +18/+13 melee (2d6+11 19-20/x2 damage, +3 *unholy greatsword*), OR +6 melee (1d6+6 bite), +6 melee (1d4 Claw x2); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +13, Ref +7, Will +5; AL NE; Str 22, Dex 18, Con 20, Int 10, Wis 15, Cha 12.

Skills and Feats: Balance +4, Bluff +4, Climb +8, Diplomacy +3, Disguise +5, heal +5, Hide +9, Intimidate +5, Jump +8, Knowledge (religion) +4, Listen +5, Move Silently +6, Search +4, Sense Motive +5, Spellcraft +4, Swim +7; Cleave, Flyby Attack, Great Cleave, Improved Initiative, Leadership, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Special Qualities: Darkvision 60 ft., Poison Immunity, Resistance (fire, cold and electricity) 20.

Spell-like Abilities: *Darkness* 3/day, *Desecrate* 1/day, *Unholy Blight* 1/day, *Poison* 3/day.

Blackguard Class abilities: *Detect Good* (at will), *Poison Use*, *Dark Blessing* (included in above stats), *Smite Good* 1/day.

Spells (1): 1st - *Cause Fear*.

Possessions: +3 unholy greatsword, +2 large steel shield, a scroll of teleportation.

Note: Baletak's Bite and Claw attacks have been included at the level that he would have them without using them as secondary attacks. Before he recovers his weapon he may attack with either the bite, or claw attack. Baletak does not have the multi-attack feat and will not use these attacks as secondary attacks once he recovers the greatsword.

Languages Spoken: Infernal, Merchant's Tongue.

Sub-race/Place of Origin: Half-fiend/Bynarr.

Deity Worshipped: The Harvester of Souls.

Baletak (Undead), male, half-fiend/human Revenant, Ftr 6/Blackguard 2: CR 11; Medium-sized Humanoid (6 ft., 8 in. tall); HD 8d12; hp 74; Init +8 (+4 Dex, +4 Improved Initiative Feat); Spd 30 ft.; AC 19 (+4 Dex, +4 Shield, +1 Natural); Attack +18/+13 melee (2d6+11 19-20/x2 damage, +3 unholy greatsword), OR +6 melee (1d6+6 bite), +6 melee (1d4 Claw x2); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +8, Ref +7, Will +5; AL NE; Str 26, Dex 18, Con —, Int 10, Wis 15, Cha 14.

Skills and Feats: Balance +4, Bluff, +4, Climb +8, Diplomacy +3, Disguise +5, Heal +5, Hide +9, Intimidate +5, Jump +8, Knowledge (religion) +4, Listen +5, Move Silently +6, Search +4, Sense Motive +5, Spellcraft +4, Swim +7; Cleave, Flyby Attack, Great Cleave, Improved Initiative, Leadership, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Special Attacks: Vengeful Strike (Ex): Any melee attack the revenant makes against its killer inflicts an additional +1d10 damage. Paralyzing Glare (Ex): The first time a revenant confronts its killer, its killer must make a Will save (DC 10 + 1/2 the revenant's Hit Dice or levels + the revenant's Charisma modifier) or be paralyzed for 2d4 rounds.

Special Qualities: Damage Reduction 5/+1, Darkvision 60 ft., Find the Guilty, Immunities (acid, gas, cold, electricity, polymorph and mind influencing attacks, poison), Regeneration 3/round, Resistance fire 20, Turning Immunity

Spell-like Abilities: Darkness 3/day, Desecrate 1/day, Unholy Blight 1/day, Poison 3/day.

Blackguard Class abilities: Detect Good (at will), Poison Use, Dark Blessing (included in above stats), Smite Good 1/day.

Spells (1): 1st - Cause Fear.

Possessions: +3 unholy Greatsword, +2 Large steel shield, a scroll of teleportation.

Note: Baletak's Bite and Claw attacks have been included at the level that he would have them without using them as secondary attacks. Before he recovers his weapon he may attack with either the bite, or claw attack. Baletak does not have the multi-attack feat and will not use these attacks as secondary attacks once he recovers the greatsword.

Languages Spoken: Infernal, Merchant's Tongue.

Sub-race/Place of Origin: Half-fiend/Bynarr.

Deity Worshipped: The Harvester of Souls.

Benali, female, human, Pal11: CR 11; Medium Humanoid (5 ft., 9 in. tall); HD 11d10+33; hp 91; Init +2 (+2 Dex); Spd 30 ft.; AC 24 (+1 Dex, +10 full plate, +3 shield); Attack +18/+13 (1d8+4 19-20/2 longsword), +14/+9 (1d8/3 heavy lance); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +14, Ref +9, Will +10; AL LG; SV Fort +14, Ref +9 Will +10; Str 18, Dex 14, Con 16, Int 14, Wis 16, Cha 18.

Skills and Feats: Concentration +8, Diplomacy +14, Handle Animal +14, Heal +13, Knowledge (religion) +12, Ride +12, Sense Motive +8, Spot +8; Improved Critical (longsword), Mounted Combat, Spirited Charge, Trample, Weapon Focus (longsword).

Special Attacks: Smite Evil, Turn Undead

Special Qualities: Aura of Courage, Detect Evil, Divine Grace, Divine Health, Lay on Hands, Remove Disease 3/week, Special Mount, Turn Undead

Spells (2/2/1): 1st - Bless Weapon, Cure Light Wounds. 2nd - Delay Poison, Resist Elements. 3rd - Discern Lies.

Possessions: +1 large steel, +2 full plate, +3 longsword, heavy lance.

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

Sub-race/Place of Origin: Kalamaran/Kalamar.

Deity Worshipped: The Knight of the Gods.

Choker (1): CR 6; SZ Medium Aberration; HD 6d8+6, 32 hp; Init +4; Spd 20 ft; Climb 10 ft; AC 16; Atk: +8 melee (1d3+3 tentacle slap x2); AL CE; Fort +3, Ref +2, Will +6; Str 16, Dex 10, Con 13, Int 4, Wis 13, Cha 7.

Skills and Feats: Climb +16, Hide +10, Move Silently +7; Improved Initiative.

Special Attacks: Haste, Improved Grab, Constrict (1d3+3).

Damaged Stone Golem: CR 8; SZ L Construct; HD 14d10; hp 47; Init -1; Spd 20ft. (can't run); AC 24; Atk: +18 melee (2d10+7 slam); Face/Reach 5ft by 5ft./10ft.; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1.

Special Attacks: Slow (one per day)

Special Qualities: Construct, Magic Immunity, Damage Reduction 30/+2.

Darkling Snatcher (2): CR 1; Small Humanoid; HD 2d8, 8 hp; Init +3; Spd 30 ft; AC 15; Atk: +2 melee (1d4 claw x2); AL LE; Fort +2, Ref +3, Will +6; Str 8, Dex 16, Con 11, Int 10, Wis 11, Cha 17.

Skills and Feats: Appraise +3, Hide +12, Listen +3, Move Silently +12, Spot +3; Alertness, Blind-fight.

Special Attacks: Darkness, silence.

Special Qualities: Darkvision (60 ft).

Languages Spoken: Goblin, Merchant's Tongue.

Darkling snatchers are closely related to goblins, but rarely grow in numbers as quickly as their kin due to their usually

solitary existence. Where goblins rely on sheer numbers, darkling snatchers rely on stealth and a sense of fair play that rarely brings them into conflict with others.

Darkling snatchers stand 2 1/2 feet tall and appear to always be slightly hunched over. The creatures' skin is ash gray and covered with coarse patchy black hair that is slick with oil and grime. They have large tarsier-like heads with large bright eyes, and a mouth filled with sharp pointy teeth. These creatures wear old soiled rags for clothing.

Darkling snatchers speak Goblin and Merchant's Tongue.

DARKLING SNATCHER COMBAT

Darklings rely on their stealth abilities to survive combat, often using their *darkness* and *silence* abilities to confound enemies while they single out weaker opponents or flee. Using these abilities in the close quarters of their lairs, a darkling can be a deadly opponent, especially if they have set traps.

Skills: Darkling Snatcher's gain a +8 racial bonus to Hide and Move Silently checks.

Spell-Like Abilities: At will — *darkness* and *silence*; 2/day — *sleep*. These abilities are as the spells cast by a 4th level sorcerer.

DARKLING SNATCHER SOCIETY

Unlike most goblinoids, darkling snatchers rarely live in a communal structure. This confuses most academics who acknowledge the creature's structured social behavior.

Darklings always leave some form of payment for the food that they take. This payment is usually in the form of potatoes, mushrooms, turnips or radishes that they gather from their subterranean caves. Some scholars believe that if the payment is left undisturbed, the creature will recognize the dissatisfaction of its victims and will cease its activities. However, this remains to be proven.

DARKLING SNATCHER CHARACTERS

A darkling snatcher's favored class is rogue, although clerics and spellcasters are not unheard of. Darkling snatchers usually worship the Profitmaker. Darkling clerics choose two of the following domains: Luck, Trade or Trickery. Most darkling spellcasters, like goblins, are adepts (see page 37 in the *Dungeon Master's Guide*). Darkling adepts favor spells that fool or confuse enemies.

Guardian Effigy (2): CR 4, Diminutive Construct; (6 in. tall); HD 5d10; hp 28; Init -1 (Dex); Spd 20 ft.; AC 25 (+5 size, -1 Dex, +12 natural); Atk -1 melee (1d4 crit 17-20 x2, tiny longsword); SV Fort +6, Ref +5, Will +6; AL N; Str 8, Dex 9, Con -, Int -, Wis 1, Cha 12.

Special Attacks: Breath Weapon (as iron golem, but 5foot cube instead of 10-foot).

Special Qualities: Construct, Damage reduction 50/+3, Darkvision, Magic Immunity, Rust Vulnerability.

A guardian effigy appears to be a diminutive (6 inches to 1 foot tall) metal figurine of a shapely female holding a longsword (often as if readying to attack). Constructing a guardian effigy

requires a combination of powerful magic and crafting ability. The guardian effigy typically serves as a sentinel for powerful spellcasters, guarding objects or locations of arcane power.

COMBAT

Once activated, guardian effigies are tenacious in combat. Though mindless, they have the "programmed" ability to use strategy and tactics and can react appropriately in combat situations. A guardian effigy's longsword is actually part of its body and cannot be removed. This means that the only way to disarm a guardian effigy is to chop off its hand. A guardian effigy cannot be reasoned with.

Construct: Immune to mind-influencing effects, poison, disease and similar effects. Not subject to critical hits, subdual damage, energy drain or death from massive damage.

Breath Weapon (Su): First round of combat – cloud of poisonous gas, 5-foot cube directly in front of the effigy lasting 1 round, free action every 1d4+1 rounds; Fortitude save (DC 17), initial damage 1d4 temporary Constitution, secondary damage death.

Magic Immunity (Ex): A guardian effigy is immune to all spells, spell-like abilities and supernatural effects, except as follows. An electricity effect slows it (as the *slow* spell) for 3 rounds, with no saving throw. A fire effect breaks any slow effect on the effigy and cures 1 point of damage for each three points of damage it would otherwise deal. For example, a guardian effigy hit by a *fireball* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18. The effigy rolls no saving throw against fire effects.

Rust Vulnerability (Ex): A guardian effigy is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

CONSTRUCTION

A guardian effigy costs 10,000 gp to create. This cost includes the effigy's physical body (iron costing 80-100 gp), the keyed object (typically an ornate chest or coffin valued at a minimum of 100 gp) and all the material and spell components that are consumed or become a permanent part of the effigy.

The first task is to carve the effigy's physical body. The creator of the guardian effigy may hire someone to perform this task, though this requires the crafter make a successful Craft (metalworking) check (DC 16).

The next requirement task is to attach the effigy to a particular object, using wax or some other light sealant that the effigy can easily break. The effigy is most often attached so that, to the casual observer, the effigy simply appears to be a decoration. Guardian effigies are usually attached to a coffin or large ornate chest.

Finally, the effigy must be animated and keyed to the chosen object. This involves an extended magical ritual that requires two entire weeks to complete. The character who attempts the ritual must be a minimum of 12th level and have the Craft Magic Arms and Armor and Craft Wondrous Item feats. The crafter must labor for at least 8 hours each day in a specially

prepared workroom or laboratory. This chamber is a combination of a smithy and an alchemist's laboratory, and costs no less than 1,000 gp to establish.

When not working on the effigy, the character may rest, eat, sleep or talk, but perform no other activity. If personally constructing the body, the crafter may perform the ritual and the crafting simultaneously. If the crafter misses a day, the ritual fails and must be begun again. All money spent is lost (excluding the base material cost and the cost to establish the laboratory). XP spent is not lost.

Completing the ritual drains 2,000 XP from the creator and requires *limited wish*, *cloudkill*, *jump*, *keen edge*, *make whole* and *shield* to be cast on the final day of the ritual. The spells may come from outside sources, such as scrolls, but the creator must cast them personally.

KEYING AN EFFIGY

The guardian effigy remains immobile until two rounds after the object it is guarding is opened. (This means that the offender's guard is probably relaxed, assuming that once the object is safely opened, the danger is over). At the end of the second round, the guardian effigies will come to life, attacking the PCs on the next round.

Even if the guardians are removed from the object (simple wax – no break roll needed), they will remain dormant until either the chest is opened, or they are removed to a distance of 40 feet from the object. At that point, they will come to life and attack.

Alternatively, the creator may key the effigy to an amulet. In this case, the effigy gains the special qualities guard, shield other and find master. This amulet costs 500 gp and requires a successful Craft (metalworking) check (DC 12). The caster must also cast the *locate object* and *shield other* spell on the final day of the ritual.

Shield Other (Sp): The wearer of the keyed amulet can activate this defensive ability if within 100 feet of the guardian effigy. Just as the spell of the same name, this transfers to the effigy half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Guard (Ex): The guardian effigy moves swiftly to defend the amulet wearer by its side, blocking blows and disrupting foes. All attacks against the amulet wearer suffer a –2 deflection penalty.

Find Master (Su): No matter the distance, as long as they are on the same plane, the guardian effigy can find the amulet wearer (or just the amulet, if removed after the effigy is called).

If the wearer dies but the amulet is intact, the guardian effigy carries out the last command given. If the effigy is with its creator at this time, it defends the body from anyone who comes within 10 feet.

Hovaran, male human Clr6: CR 6; Medium-sized Humanoid (5 ft., 9 in. tall); HD 6d8+12; hp 43; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +7 melee, or +5 ranged; SV Fort +7, Ref +3, Will +9; AL N; Str 16, Dex 12, Con 14, Int 16, Wis 19, Cha 15.

Skills and Feats: Concentration +8, Heal +13, Hide +1, Intuit Direction +6, Knowledge (arcana) +12, Listen +4, Move Silently +5.5, Perform +5.5, Profession +12, Sense Motive +7, Spot +4; Patience, Power Attack, Smashing Blow, Sunder. (The Patience and Smashing Blow feats are described in the KINGDOMS OF KALAMAR *Player's Guide*.)

Cleric Domains: Divination, Fate.

Cleric Spells Per Day: 5/4+1/4+1/3+1.

Spells Prepared: 1st-level spells: *cure light wounds*, *faith shield*, *flash of lightning*, *identify* (Domain spell), *silken grasp*; 2nd-level spells: *detect thoughts* (Domain spell), *endurance*, *exile*, *protection from evil*, *zone of truth*; 3rd-level spells: *dispel magic*, *divination* (Domain spell), *obscure object*, *one heart*, *piercing the fiend's veil*; 4th-level spells: *dismissal*, *screaming* (Domain spell), *spell immunity*, *wisdom of the ancients*.

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

Sub-race/Place of Origin: Kalamaran/Bet Kalamar.

Clerical Rank: Expounder.

Deity Worshipped: The Fate Scribe.

Note: Some of Hovaran's spells come from the KINGDOMS OF KALAMAR *Player's Guide*. These can be replaced with other appropriate spells if necessary.

Huge Animated Object (I): CR 5; SZ H Construct; HD 8d10; hp 44; Init –1; Spd 0; AC 13; Atk: +9 melee (2d6+7 slam); Face/Reach 10ft. by 20ft./10ft.; AL N; SV Fort +2, Ref +1, Will –3; Str 20, Dex 8, Con —, Int —, Wis 1, Cha 1.

Special Attacks: Constrict.

Special Qualities: Construct, Hardness (8).

Hul'Nan, male human Brd2: CR 2; Medium-sized Humanoid (5 ft., 7 in. tall); HD 2d6+4; hp 13; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +1 melee, or +2 ranged; SV Fort +2, Ref +4, Will +1; AL N; Str 10, Dex 12, Con 14, Int 11, Wis 7, Cha 13.

Skills and Feats: Alchemy +2, Balance +5 Climb +3, Decipher script +4, Hide +1, Listen –2, Move Silently +3, Perform +6, Pick pocket +5, Spot –2; Run, Scribe scroll.

Possessions: Explorer's outfit, shortsword, 90 gp

Bard Spells Known (3/1): oth — *Detect Magic*, *Flare*, *Ghost Sound*, *Mending*, *Resistance*. 1st — *Sleep*, *Ventriloquism*.

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-race/Place of Origin: Kalamaran/Dodera.

Deity Worshipped: the Raconteur.

Inala, female, human, Mnk4: CR 4; Medium Humanoid (5 ft., 6 in. tall); HD 4d8+8; hp 34; Init +8 (+4 Dex, +4 Improved Initiative Feat); Spd 30 ft.; AC 18 (+4 Dex, +4 Wis); Attack +4 unarmed attack (1d8+1); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +6, Ref +8, Will +8; AL LG; Str 13, Dex 18, Con 15, Int 12, Wis 19, Cha 16.

Skills and Feats: Diplomacy +10, Escape artist +11, Hide +4, Jump +7, Knowledge (religion) +7, Listen +10, Move Silently +9,

Spot +4, Tumble +9; Blind-fight, Deflect arrows, Improved Initiative, Improved unarmed strike, Run, Stunning fist.

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

Sub-race/Place of Origin: Kalamaran/Basir.

Deity Worshipped: The Fate Scribe.

Karibi, Paladin's mount, male, Drhokkeran charger; Large-sized Animal; Hit Dice: 11d8+33; hp 78 hp; Init +1 (+1 Dex); Speed: 40 ft.; AC: 22 (-1 Size, +1 Dex, +12 natural); Attack +7 melee (1d6+4 hooves x2), +1 melee (1d4+2 bite); Face/Reach: 5 ft. by 10 ft./5 ft.; Fort +14, Ref +9, Will +10; AL N; Str 21, Dex 13, Con 17, Int 8, Wis 13, Cha 6.

Skills and Feats: Listen +7, Spot +7; Empathic Link, Improved Evasion, Share Saving Throws, Share Spells, Command creatures of its kind.

Carrying Capacity: A light load for a Karibi is up to 300 pounds; a medium load 301-600 pounds; a heavy load, 601-900 pounds. Karibi can drag 4,500 pounds.

Mimic (1): CR 4; SZ Large Aberration; HD 7d8+21, 52 hp; Init +1; Spd 10 ft. AC 13; Atk: +8 melee (1d8+6 slam); AL N; Fort +5, Ref +3, Will +6; Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +9, Disguise +12, Listen +11, Spot +6; Skill Focus (Disguise).

Special Attacks: Adhesive

Monks (Lakaran, Parama and Gortha), male, human, Mnk4: CR 4; Medium-sized Humanoid (5 ft., 6 in. tall); HD 4d8+8; hp 34; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (+4 Dex, +4 Wis); Attack +4 unarmed attack (1d8+1); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +6, Ref +8, Will +8; AL LG; Str 13, Dex 18, Con 15, Int 12, Wis 19, Cha 16.

Skills and Feats: Diplomacy +10, Escape Artist +11, Hide +4, Jump +7, Knowledge (arcana) +7, Listen +10, Move Silently +9, Spot +4, Tumble +9; Blind-fight, Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Run, Stunning Attack.

Languages Spoken (Lakaran and Parama): Kalamaran, Merchant's Tongue.

Languages Spoken (Gortha): Merchant's Tongue, Reanaarese.

Sub-race/Place of Origin: Kalamaran (Lakaran and Parama)/Kalamar, and Fhokki (Gortha)/Xaarum.

Deity Worshipped: The Fate Scribe.

Notes: Gortha carries the key to the entrance on a silver chain around his neck.

Pakara, female human Clr5: CR 5; Medium-sized Humanoid (5 ft., 3 in. tall); HD 5d8+15; hp 47; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, +5 chain mail armor); Attack +4 melee, or +5 ranged; SV Fort +7, Ref +5, Will +8; AL N; Str 13, Dex 14, Con 16, Int 12, Wis 18, Cha 12.

Skills and Feats: Diplomacy +9, Hide +4, Knowledge (arcana) +11, Listen +4, Move silently +4, Search +1, Spellcraft +11, Spot +4; Combat Reflexes, Heighten Spell, Lightning Reflexes.

Possessions: Clothing, chain mail, quarterstaff.

Cleric Domains: Knowledge, Divination.

Cleric Spells Per Day: 5/4+1/3+1/2+1.

Spells Prepared: 1st-level spells: *bless*, *cure light wounds*, *detect evil*, *forbid*, *identify* (Domain spell); 2nd-level spells: *augury* (Domain spell), *bull's strength*, *darkness*, *enthrall*, *undetected alignment*; 3rd-level spells: *dispel magic*, *divination* (Domain spell), *magic vestment*; 4th-level spells: *discern lies*, *screaming* (Domain spell), *tongues*.

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-race/Place of Origin: Kalamaran/Bet Kalamar.

Clerical Rank: Seer.

Deity Worshipped: The Fate Scribe.

Note: Some of Pakara's spells come from the KINGDOMS OF KALAMAR *Player's Guide*. These can be replaced with other appropriate spells if necessary.

Shield Guardian (1): CR 8; SZ Large Construct; HD 15d10, 82 hp; Init +0; Spd 30 ft.; AC 24; Atk: +16/+11/+6 melee (1d8+9 slam); AL N; Fort +5, Ref +5, Will +5; Str 22, Dex 10, Con —, Int —, Wis 10, Cha 1.

Special Attacks: Spell storing

Special Qualities: Construct, Fast Healing 5, Shield Other, Guard, Find Master.

Stored Spell: *InFLICT Moderate Wounds* Damage 2d8+5.

Sniper, male human Ftr10: CR 10; Medium-sized Humanoid (6 ft., 0 in. tall); HD 10d10+20; hp 86; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +13/+8 melee (1d8+2 19-20/x2 longsword), or +12/+12/+7 ranged (1d8 +3 mighty 19-20/x3 composite longbow); SV Fort +9, Ref +5, Will +4; AL LE; Str 14, Dex 18, Con 15, Int 12, Wis 13, Cha 16.

Skills and Feats: Climb +13, Handle Animal +9, Hide +2, Knowledge +7, Listen +1, Move Silently +4, Ride +14, Spot +1, Swim +13, Wilderness Lore +2.5; Blind-fight, Cleave, Improved Critical (longbow), Improved Initiative, Point Blank Shot, Precise Shot, Shot on the Run, Two-Weapon Fighting, Weapon Focus (longbow), Weapon Focus (longsword), Weapon Specialization (longbow).

Possessions: studded leather armor, longsword, +1 mighty composite longbow (+1 magic, +2 strength).

Languages Spoken: Kalamaran, Merchant's Tongue,

Sub-race/Place of Origin: Kalamaran/Dodera.

Deity Worshipped: Polytheistic.

Teelia Remel, female, human, Rog 5/Clr 3: CR 9; Medium-sized Humanoid (5 ft., 4 in. tall); HD 5d6+3d8+8, hp 56; Init +9 (+5 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (+5 Dex, +3 Leather Armor, +1 Ring of Protection); Attack +12 melee (1d6+1

crit 18-20/x2 Rapier); Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +5, Ref +10, Will +6; AL NE; ; Str 10, Dex 21, Con 12, Int 17, Wis 15, Cha 11.

Skills and Feats: Appraise +5, Balance +8, Bluff +5, Climb +4, Concentration +4, Decipher Script +5, Diplomacy +4, Disable Device +4, Disguise +3, Escape Artist +8, Forgery +7, Gather Information +3, Heal +4, Hide +12, Intimidate +2, Intuit Direction +4, Jump +5, Knowledge (local) +5, Knowledge (Religion) +11, Listen +8, Move Silently +10, Open Locks +9, Profession (sailor) +6, Read Lips +5, Search +4, Scry +6, Spellcraft +6, Spot +5, Swim +3, Tumble +7, Use Rope +6; Blind-fight, Improved Initiative, Weapon Finesse (Rapier).

Spell-like Abilities: Once per day: *Darkness* (as an 8th level sorcerer)

Spells (4/3+1/2+1): oth -*Cure Minor Wounds, Detect Magic, Light, Inflict Minor Wounds*. 1st -*Inflict light Wounds, Magic Stone, Cause Fear* (Domain Spell). 2nd - *Hold Person, Sound Burst, Death Knell* (Domain Spell).

Possessions: +1 *Leather Armor* (silent moves), +2 *Rapier of Puncturing, Ring of Protection +1, Ring of Chameleon Power, Holy Symbol for the Harvester of Souls* (small golden sickle), travelers outfit, five days trail rations, a small leather backpack, 100 ft. of rope and 26 pieces of gold

Cleric Domains: Death, Evil.

Languages Spoken: Infernal, Kalamaran, Merchant's Tongue, Reanaarese.

Sub-race/Place of Origin: Tiefling/Aaser.

Deity Worshipped: The Harvester of Souls.

Teelia Remel's History

Born to pirate parents in the city of Aasaer, she grew up on boats and in ports surrounding Reanaaria Bay. Under the careful tutelage of her aunts, Teelia grew up committing petty crimes such as pickpocketing and forgery. When she turned 14, her parents allowed her to sail with them. By the age of 16, Teelia was an accomplished pirate in her own right. She is wanted for piracy, murder and assassination, among other crimes. There was a sizable bounty on her head.

Everything was going as she had planned. She was practically untouchable, a wanted criminal but able to blend into a crowd unnoticed and most importantly, able to terrorize the high seas at whim. Everything was going well until she made a mistake. One day her ship stumbled across a lone galley riding low in the water. Assuming it was laden with treasure, the pirates attacked. They closed and raised their flag, but they had misjudged their prey; they were completely unprepared for the fireball that slammed into their starboard side. The pirates were also completely unprepared for the mercenary troops that stormed the burning ship. During the short, but brutal battle, Teelia saw many of her friends and family butchered by the mercenaries.

During the fight Teelia was struck by a falling mast and knocked unconscious. While unconscious, Teelia had a fever dream where a demon in the service of the Harvester of Souls claimed to be her ancestor. The demon accused Teelia of

living a lie and forgetting her infernal heritage. As the fever dream progressed, Teelia became aware of how her parents and aunts had hidden her true heritage from her, pretending that she was human when she was actually a tiefling. The demon continued to speak about Teelia's responsibilities to her heritage and instructed her to seek out a tower in the Kakidela mountain range. There, the demon told her, she will find Baletak, another of her demon ancestors who is imprisoned in the tower. Once freed, Baletak will work with her to destroy all those who would oppose their master.

Teelia regained consciousness on the galley, bruised, sore and bound. Amazingly, before she was hanged, a great darkness appeared that allowed Teelia to escape. After reaching the mainland, Teelia joined the Congregation of the Dead and began preparing for her quest.

Teelia Remel (undead), female, human vampire, Rog 5/Clr 2: CR 8; Medium-sized Humanoid (5 ft., 4 in. tall); HD 7d12, hp 60; Init +9 (+5 Dex, +4 Improved Initiative); Spd 30 ft.; AC 25 (+5 Dex, +3 *Leather Armor*, +1 *Ring of Protection*, +6 natural); Attack +11 melee (1d6+1 crit 18-20/x2 Rapier), +11/+6 (1d6 damage Slam + energy drain; Face/Reach 5 ft. by 5 ft./5 ft.; SV Fort +5, Ref +9, Will +6; AL NE; ; Str 16, Dex 24, Con —, Int 19, Wis 17, Cha 15.

Skills and Feats: Appraise +5, Balance +10, Bluff +15, Climb +4, Concentration +5, Decipher Script +6, Diplomacy +5, Disable Device +4, Disguise +3, Escape Artist +10, Forgery +9, Gather Information +5, Heal +4, Hide +22, Intimidate +4, Intuit Direction +5, Jump +8, Knowledge (local) +6, Knowledge (Religion) +12, Listen +16, Move Silently +20, Open Locks +9, Profession (sailor) +6, Read Lips +5, Search +12, Scry +5, Sense Motive +11, Spellcraft +5, Spot +14, Swim +6, Tumble +7, Use Rope +6; Alertness, Blind-fight, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Weapon Finesse (Rapier).

Special Attacks: Domination, Energy Drain, Blood Drain, Children of the Night, Create Spawn.

Special Qualities: Undead, Damage Reduction 15/+1, Turn Resistance, Cold and Electricity Resistance 20, Gaseous Form, Spider Climb, Alternate Form, Fast Healing 5

Spell-like abilities: Once per day: *Darkness* (as a 7th level sorcerer)

Spells (4/3+1): oth -*Cure Minor Wounds, Detect Magic, Light, Inflict Minor Wounds*. 1st -*Inflict light Wounds, Magic Stone, Cause Fear* (Domain Spell).

Possessions: +1 *Leather Armor* (silent moves), +2 *Rapier of Puncturing, Ring of Protection +1, Ring of Chameleon Power, holy symbol of the Harvester of Souls* (small golden sickle), traveler's outfit, five days trail rations, a small leather backpack, 100 ft. of rope, 26 gp.

Cleric Domains: Death, Evil.

Languages Spoken: Infernal, Kalamaran, Merchant's Tongue, Reanaarese.

Sub-race/Place of Origin: Tiefling/Aaser.

Deity Worshipped: The Harvester of Souls.

Thugs, male human Rog4: CR 4; Medium-sized Humanoid (5 ft., 4 in. tall); HD 4d6+12; hp 28; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 armor); Attack +4 melee (1d6 19-20/x2 shortsword); SV Fort +4, Ref +7, Will +2; AL LE; Str 11, Dex 16, Con 17, Int 12, Wis 12, Cha 12.

Skills and Feats: Balance +9, Climb +7, Diplomacy +7, Disguise +7, Hide +10, Intimidate +7, Intuit Direction +8, Listen +5, Move Silently +3, Perform +8, Spot +1, Swim +7, Use Magic Device +8; Dodge, Improved Initiative, Weapon Focus (shortsword).

Special Attacks: Sneak Attack +2d6

Special Qualities: Evasion, Uncanny dodge

Possessions: studded leather armor, shortsword.

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-race/Place of Origin: Kalamaran/Kalamar.

Deity Worshipped: Polytheistic.

APPENDIX B: GLOSSARY OF TERMS

Aasaer: Commonly known as the City of Pirates, this small city is located on Kaotoon Island in Reanaaria Bay. See the KINGDOMS OF KALAMAR sourcebook, page 128.

Bet Dodera: Capital city of the duchy of Dodera. See Kingdoms of Kalamar sourcebook, page 47.

Bynarr: Capital city of Tharggy, on the banks of the Jenshyta River. See the Kingdoms of Kalamar sourcebook, page 113.

Church of the Night's Beauty: Church of the god of moons and beauty, Kingdoms of Kalamar sourcebook, page 199.

Congregation of the Dead: The church of the god of death and the underworld. See the KINGDOMS OF KALAMAR sourcebook, page 217.

Dodera: A duchy, the smallest province in the Kalamaran Empire, nestled between the Katagas Rise and the Ridara and Doreba Rivers, in the northeastern corner of the Empire. See Kingdoms of Kalamar sourcebook, page 47.

Fate Scribe: A common name for the goddess of prophesy, fate and time. See Kingdoms of Kalamar sourcebook, page 208.

Geanavue: An independent city-state in the Keenoa Tors of the Reanaaria Bay region. See Kingdoms of Kalamar sourcebook, page 131.

Harvester of Souls: A common name for the god of death and the underworld. See the KINGDOMS OF KALAMAR sourcebook, page 217.

Jenshyta River: A tributary of the Jendasha River, running through Tharggy originating in the Kakidela Mountains. Kingdoms of Kalamar sourcebook, page 125.

Kakapela Hills: Hills between the Byth and Kakidela Mountain ranges, near the city of Bet Dodera. Kingdoms of Kalamar sourcebook, page 71.

Kakidela Mountains: Small northwestern spur of the Ka'Asas that trails off into the Shynako Hills. See the KINGDOMS OF KALAMAR sourcebook, page 70.

Knight of the Gods: A common name for the god of chivalry and valor. See Kingdoms of Kalamar sourcebook, page 190.

Merchant's Tongue: The language of commerce in the world of Tellene. See Kingdoms of Kalamar sourcebook, page 187.

Nightsword, Eggamit: A wizard/ranger who lives in Bynarr and is offering a reward for the capture of the assassin responsible for the death of some high ranking members of the Church of the Night's Beauty. See Kingdoms of Kalamar sourcebook, page 114.

Queen Defyn: First woman to rule Tharggy. Kingdoms of Kalamar sourcebook, page 113.

Renaaria Bay: Large, deep bay in eastern Tellene. See the KINGDOMS OF KALAMAR sourcebook, page 141.

Svimohzish Isle: Name for the massive island, which dominates the southwestern portion of the continent of Tellene. See the KINGDOMS OF KALAMAR sourcebook, page 143.

Tellene: The continent featured in the See the KINGDOMS OF KALAMAR sourcebook, page. See the KINGDOMS OF KALAMAR sourcebook, page 5.

Tharggy: Matriarchy located between Dodera and Thybaj. See the KINGDOMS OF KALAMAR sourcebook, page 113.

APPENDIX C: RANDOM ENCOUNTER TABLE

Using the table on the following pages, check for random encounters three times per day. There is a 1 in six chance of an encounter. To roll on the chart, roll a 10-sided die four times (the first roll being the 1,000s digit, the second the 100s digit, and so on).

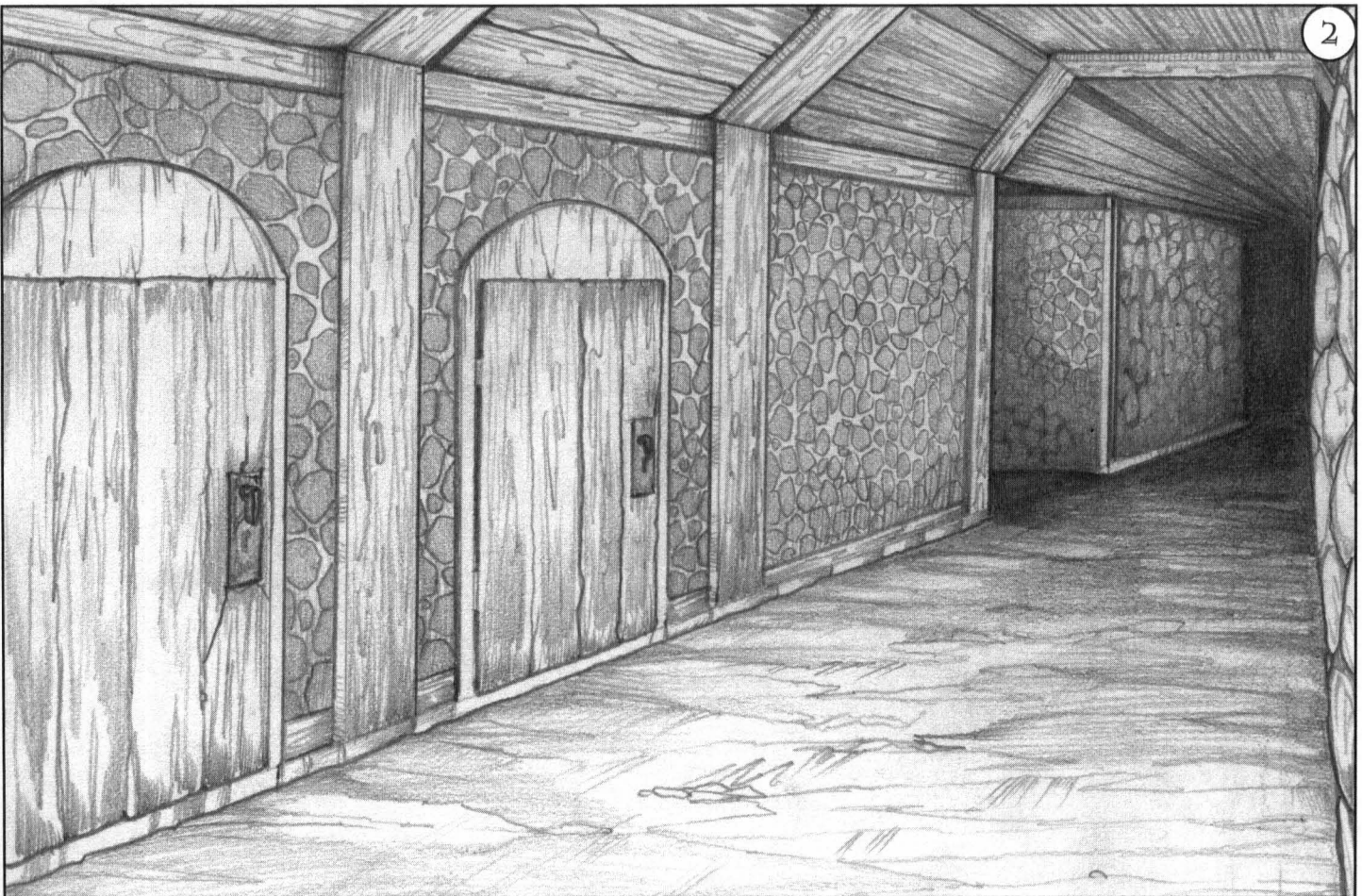
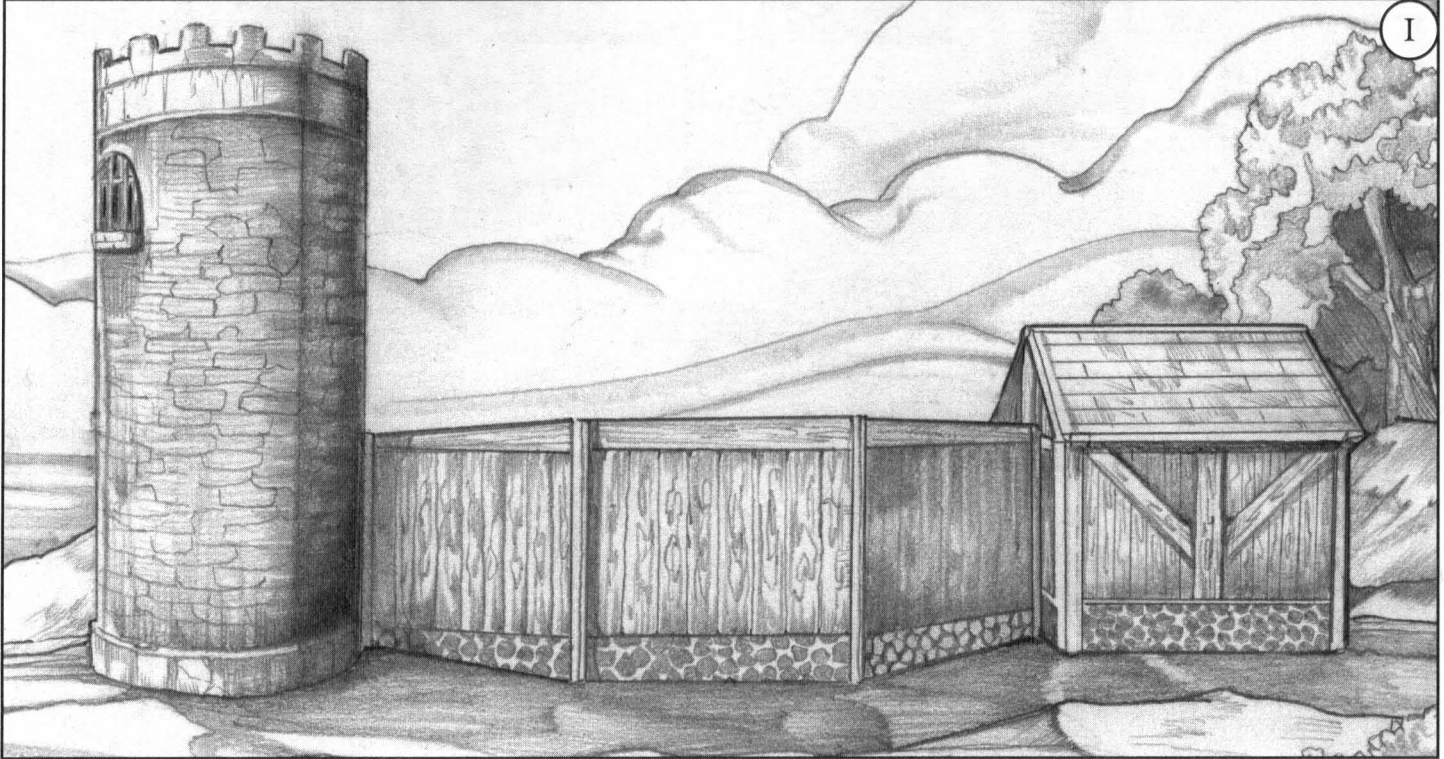
RANDOM ENCOUNTER TABLE

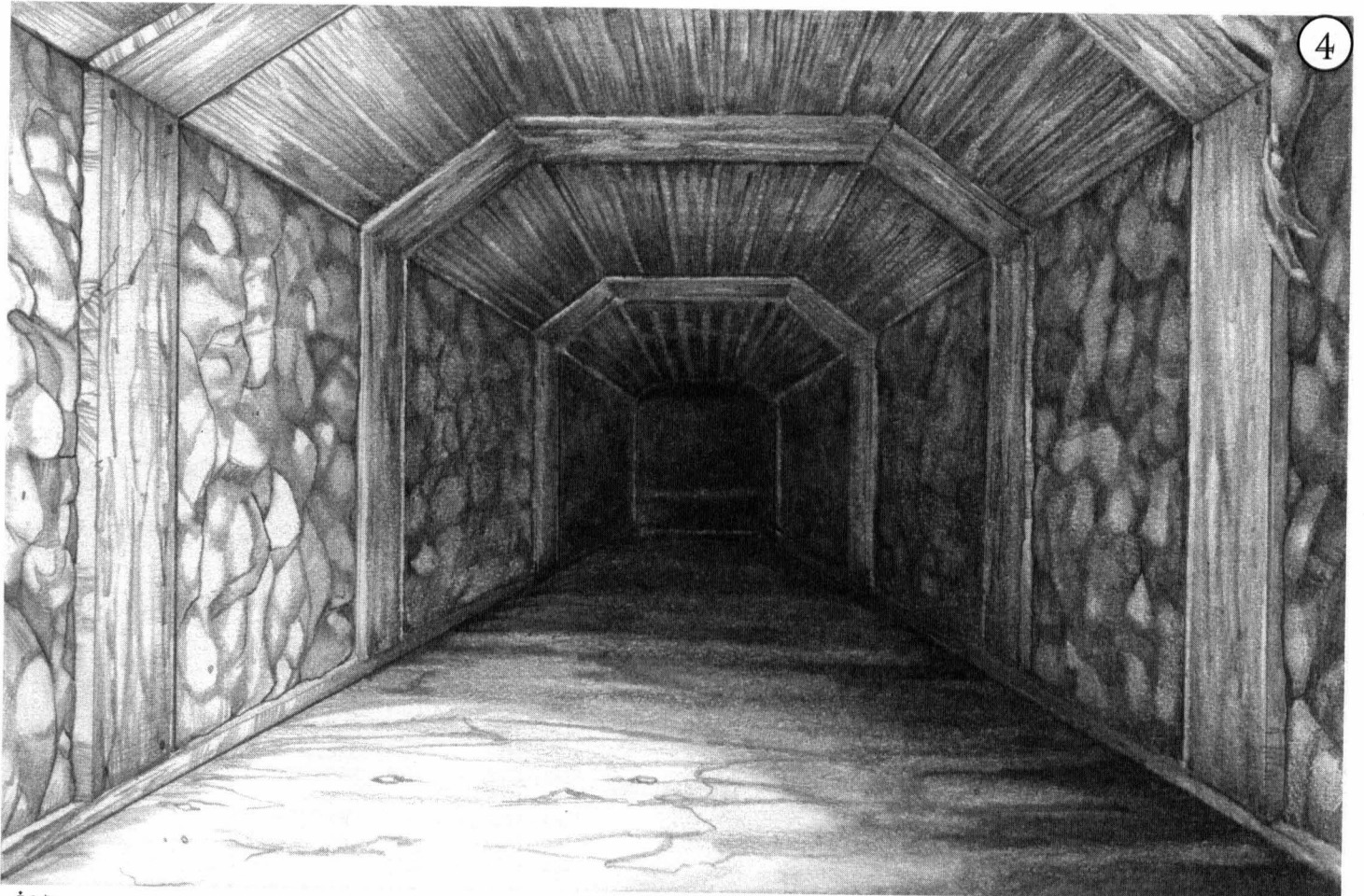
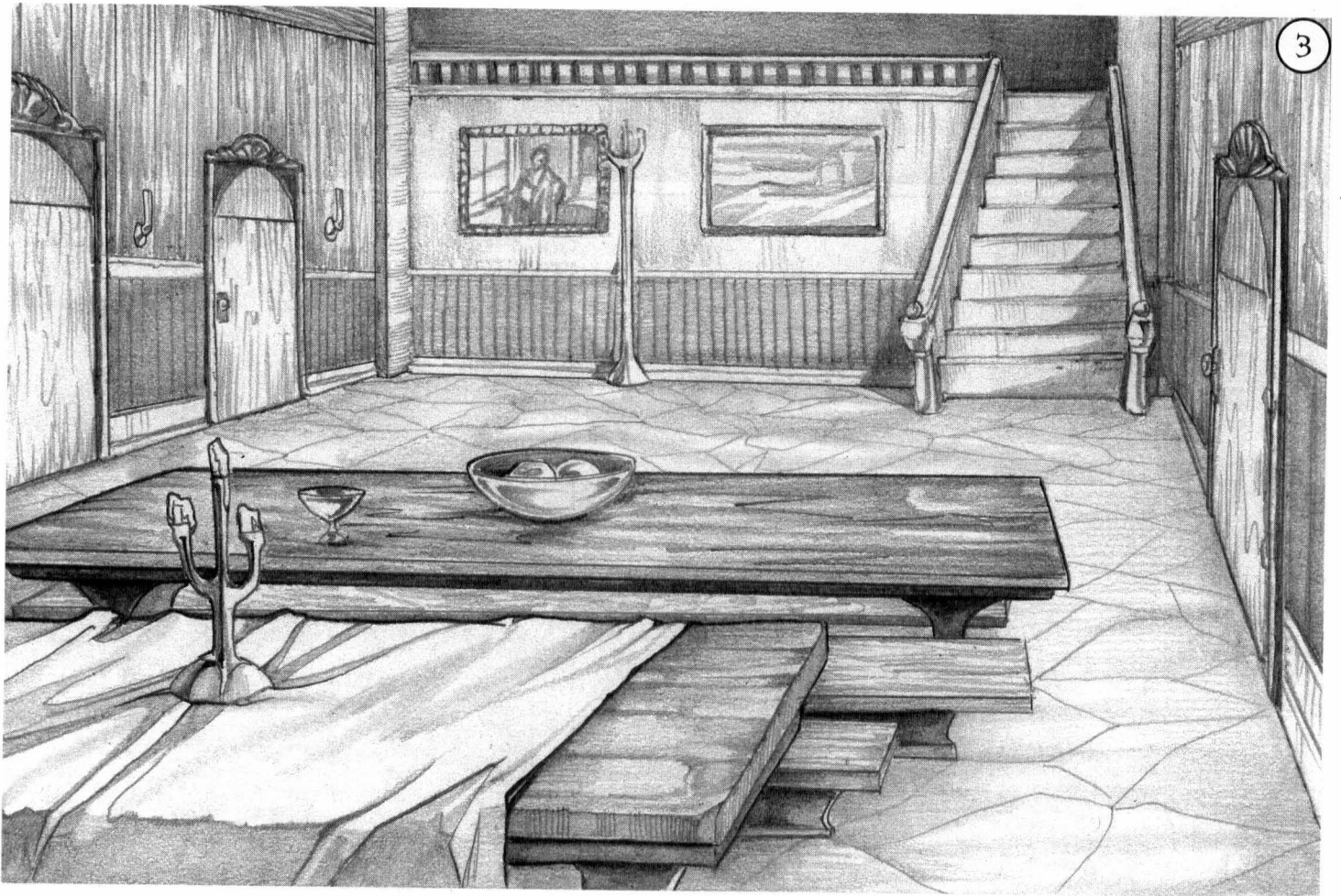
	Kakapela Hills	Kakidela Mountains			
Aarakocra	-	1 - 23	Caller in the Darkness	1844 - 1902	1726 - 1731
Aasimar (Planouched)	1 - 6	24 - 29	Camel	1903 - 1904	1732 - 1789
Aballin	7 - 12	30 - 35	Canoloth (Yugoloth)	1905 - 2087	1790 - 1812
Abishai, Black (Baatezu)	13 - 18	36 - 41	Caravan	-	1813 - 1870
Abishai, Blue (Baatezu)	19 - 24	42 - 47	Cat	2088 - 2093	1871 - 1928
Abishai, Green (Baatezu)	25 - 30	48 - 53	Celestial, Avoral (Guardinal)	2094 - 2099	1929 - 1930
Abishai, Red (Baatezu)	31 - 36	54 - 59	Celestial, Hound	2100 - 2105	1931 - 1936
Abishai, White (Baatezu)	37 - 42	60 - 65	Celestial, Lantern	2106 - 2111	1937 - 1938
Achaierai	43 - 48	66 - 68	Centipede, Monstrous (Colossal)	2112 - 2131	1939 - 1944
Adventuring Party	49 - 54	69 - 91	Centipede, Monstrous (Gargantuan)	2132 - 2151	1945 - 1950
Alaghi	-	92 - 97	Centipede, Monstrous (Huge)	2152 - 2210	1951 - 1956
Allip	55 - 74	98 - 120	Centipede, Monstrous (Large)	2211 - 2269	1957 - 1979
Ant lion, giant (CR 4-8)	75 - 94	121 - 143	Centipede, Monstrous (Medium)	2270 - 2328	1980 - 2002
Ant, Giant Queen	95 - 217	-	Centipede, Monstrous (Small)	2329 - 2451	2003 - 2060
Ant, Giant Soldier	218 - 340	-	Centipede, Monstrous (Tiny)	2452 - 2457	2061 - 2118
Ant, Giant Worker	341 - 463	-	Chaggrin	2458 - 2463	2119 - 2124
Ape	-	144 - 201	Chaos Beast	2464 - 2469	2125 - 2130
Ape, Dire	-	202 - 224	Chaos Eater	2470 - 2475	2131 - 2136
Ape, Legendary	-	225 - 230	Chaoswyrd	2476 - 2495	2137 - 2142
Armanite (Tanar'ri)	464 - 469	231 - 234	Chimera	2496 - 2501	2143 - 2165
Arrowhawk, Adult	470 - 475	235 - 240	Chosen One	2502 - 2507	2166 - 2171
Arrowhawk, Elder	476 - 481	241 - 246	Cockatrice	2508 - 2566	2172 - 2229
Arrowhawk, Juvenile	482 - 487	247 - 252	Coyote	2567 - 2572	2230 - 2358
Astral Construct (1st-Level)	488 - 493	253 - 258	Crawling Claw	2573 - 2592	-
Astral Construct (2nd-Level)	494 - 499	259 - 264	Crested Feldrake	2593 - 2598	-
Astral Construct (3rd-Level)	500 - 505	265 - 270	Crossroads Guardian	2599 - 2604	2359 - 2364
Astral Construct (4th-level)	506 - 511	271 - 276	Curst	2605 - 2610	-
Astral Construct (5th-level)	512 - 517	277 - 282	Daemon, guardian	2611 - 2616	2365 - 2370
Astral Construct (6th-level)	518 - 523	283 - 288	Dao (Genie)	2617 - 2622	2371 - 2376
Astral Construct (7th-level)	524 - 529	289 - 294	Darkenbeast	2623 - 2642	-
Astral Construct (8th-level)	530 - 535	295 - 300	Death dog	2643 - 2648	2377 - 2399
Astral Construct (9th-level)	536 - 541	301 - 306	Death's Head Tree	2649 - 2650	2400 - 2405
Astral Monster	542 - 546	307 - 312	Demon, Bebilith	2651 - 2656	-
Athach	547 - 605	313 - 370	Demon, Dretch	2657 - 2662	2406 - 2411
Athach, Anarchic	606 - 611	371 - 376	Demon, Quasit	2663 - 2668	2412 - 2417
Azer	612 - 617	377 - 399	Demon, Retriever	2669 - 2674	2418 - 2423
Badger	618 - 676	-	Demon, shadow	2675 - 2680	-
Badger, Dire	677 - 735	-	Demon, Succubus	2681 - 2686	2424 - 2429
Banedeat	736 - 741	400 - 405	Demon, Yochlol	2687 - 2692	2430 - 2435
Baneguard	742 - 761	406 - 411	Devil, Barbazu	2693 - 2694	2436 - 2441
Banelar	762 - 767	412 - 417	Devil, Cornugon	2695 - 2700	2442 - 2443
Barghest	768 - 787	418 - 423	Devil, Erinyes	2701 - 2706	2444 - 2449
Barghest, Greater	788 - 846	424 - 429	Devil, Hamatula	2707 - 2712	2450 - 2451
Bariaur	847 - 866	430 - 435	Devil, Hellcat	2713 - 2718	2452 - 2457
Basilisk	867 - 887	436 - 493	Devil, Imp	2719 - 2724	2458 - 2463
Bat	888 - 907	-	Devil, Kyton	2725 - 2730	2464 - 2469
Bat, Deep (Bonebat)	908 - 913	494 - 551	Devil, Lemure	2731 - 2732	2470 - 2475
Bat, Deep (Night Hunter)	914 - 919	552 - 609	Devil, Osyluth	2733 - 2738	2476 - 2481
Bat, Deep (Sinister)	920 - 925	610 - 667	Devourer	2739 - 2744	2482 - 2504
Bat, Dire	926 - 984	-	Digester	2745 - 2803	2505 - 2527
Bear, Black	985 - 1107	668 - 796	Displacer Beast	2804 - 2986	2528 - 2585
Bear, Brown	1108 - 1230	797 - 925	Dog	2987 - 3045	2586 - 2776
Bear, Dire	1231 - 1250	926 - 983	Dog, Riding	3046 - 3168	2777 - 2905
Bear, Legendary	1251 - 1256	984 - 1006	Donkey	3169 - 3188	2906 - 3034
Beast of Malar, Bat Form	1257 - 1258	1007 - 1012	Doppelganger	3189 - 3190	3035 - 3057
Beast of Malar, Claw Slayer Form	1259 - 1260	1013 - 1018	Doppelganger, Greater	3191 - 3196	3058 - 3063
Beast of Malar, Hunting Panther Form	1261 - 1262	1019 - 1024	Dragon, Copper	3197 - 3198	3064 - 3065
Bee, Giant	1263 - 1321	1025 - 1082	Dragon, Fang	-	3066 - 3067
Beetle, Giant Bombardier	1322 - 1380	1083 - 1211	Dragon, Gem (Amethyst)	3199 - 3200	3068 - 3069
Beetle, Giant Fire	1381 - 1439	1212 - 1340	Dragon, Gem (Emerald)	3201 - 3202	3070 - 3071
Beetle, Giant Stag	1440 - 1459	-	Dragon, Gem (Emerald)	-	3072 - 3073
Behir	1460 - 1518	1341 - 1363	Dragon, Gold	3203 - 3208	3074 - 3075
Beholder	1519 - 1524	1364 - 1386	Dragon, Red	3209 - 3210	3076 - 3077
Beholderkin, Deathkiss	1525 - 1530	1387 - 1392	Dragon, Silver	-	3078 - 3079
Beholderkin, Spectator	1531 - 1536	1393 - 1398	Dragon, Song	3211 - 3212	3080 - 3081
Belker	1537 - 1542	1399 - 1404	Dragonkin	3213 - 3271	3082 - 3087
Blue	1543 - 1548	1405 - 1410	Dragonne	3272 - 3277	3088 - 3093
Bodak	1549 - 1568	1411 - 1468	Dread Warrior	3278 - 3283	3094 - 3099
Bogun	1569 - 1588	1469 - 1491	Dusk Beast (Ephemera)	3284 - 3342	3100 - 3105
Bonespitter	1589 - 1647	1492 - 1514	Dwarf	3343 - 3465	3106 - 3128
Bonetree	-	1515 - 1520	Dwarf, Ka'Asa rebel	-	3129 - 3151
Brain Mole	1648 - 1706	-	Dwarf escaped slave	-	3152 - 3174
Brigands	1707 - 1708	1521 - 1578	Dwarf, Ka'Asa escaped slave	-	3175 - 3197
Breathdrinker	1709 - 1710	-	Eagle	3466 - 3485	3198 - 3388
Broodguard	1711 - 1833	1579 - 1584	Eagle, Giant	3486 - 3487	3389 - 3446
Bugbear	1834 - 1839	1585 - 1713	Eagle, Legendary	3488 - 3489	3447 - 3469
Bulette	1840 - 1841	1714 - 1719	Ecalypse (Ephemera)	3490 - 3491	3470 - 3475
Bulette, Axiomatic	1842 - 1843	1720 - 1725	Elemental, Air (Elder)	3492 - 3511	3476 - 3487
			Elemental, Earth (Small)	3512 - 3531	3488 - 3499
			Elemental, Fire (Small)	3532 - 3551	-
			Elemental, Water (Small)	3552 - 3610	-

Elf, High	–	3500 – 3505	Ildriss	5633 – 5652	5440 – 5445
Elf, Gray	–	3506 – 3511	Intellect Devourer	5653 – 5658	5446 – 5468
Elk, Dire	3611 – 3612	3512 – 3534	Invisible Stalker	5659 – 5664	5469 – 5474
Ethereal Filcher	3613 – 3614	3535 – 3540	Jumping Caltrop	5665 – 5684	5475 – 5480
Ethereal Marauder	3615 – 3737	3541 – 3546	Kalamaran Patrol Mixed (Human/Hobgoblin)	–	5481 – 5671
Ettn	3738 – 3739	3547 – 3604	Kalamaran Patrol Hobgoblin	–	5672 – 5862
Eye of Fear and Flame	3740 – 3741	3605 – 3610	Kobold	5685 – 5690	5863 – 5920
Firenewt	–	3611 – 3633	Kolyarut (Inevitable)	5691 – 5749	5921 – 5926
Firre (Eladrin, Celestial)	3742 – 3747	3634 – 3639	Lamia	5750 – 5769	–
Formian, Myrmarch	3748 – 3753	3640 – 3645	Lammasu	5770 – 5775	5927 – 5949
Formian, Taskmaster	3754 – 3759	3646 – 3651	Leonal (Guardinal, Celestial)	5776 – 5781	–
Formian, Warrior	3760 – 3765	3652 – 3657	Leopard, Wood Element	5782 – 5840	–
Formian, Worker	3766 – 3824	3658 – 3663	Leucrotta	5841 – 5842	5950 – 6007
Fox	3825 – 3830	3664 – 3721	Lich (11th-level human wizard base)	5843 – 5848	6008 – 6013
Fox, Dire	3831 – 3836	3722 – 3744	Lillend	5849 – 5854	6014 – 6019
Gargoyle	3837 – 3842	3745 – 3802	Lion, Celestial	5855 – 5874	6020 – 6025
Genie, Djinni	3843 – 3848	3803 – 3808	Lion, Dire	5875 – 5894	6026 – 6048
Genie, Efreeti	3849 – 3854	3809 – 3814	Living Catapult	5895 – 5914	6049 – 6054
Genie, Janni	3855 – 3860	3815 – 3820	Lizard	5915 – 5920	6055 – 6077
Ghast	3861 – 3880	3821 – 3843	Lizard, Giant	5921 – 5940	6078 – 6100
Ghost (5th-level fighter)	3881 – 3886	–	Lizard, Minotaur	–	6101 – 6158
Ghoul	3887 – 3892	3844 – 3901	Magmin	5941 – 5946	6159 – 6164
Giant Strider	–	3902 – 3924	Malaugrym	5947 – 6005	6165 – 6170
Giant, Cloud	–	3925 – 3947	Manticore	6006 – 6011	6171 – 6193
Giant, Fire	3893 – 4075	3948 – 3970	Marid (Genie)	6012 – 6031	6194 – 6199
Giant, Fomorian	–	3971 – 3993	Marut (Inevitable)	6032 – 6051	–
Giant, Hill	4076 – 4095	3994 – 4051	Medusa	6052 – 6057	6200 – 6205
Giant, Stone	–	4052 – 4074	Megaraptor (Dinosaur)	6058 – 6063	–
Giant, Storm	–	4075 – 4097	Mephit, Air	6064 – 6069	6206 – 6228
Gibbering Moucher	4096 – 4101	4098 – 4103	Mephit, Dust	6070 – 6075	6229 – 6234
Girallon	–	4104 – 4109	Mephit, Earth	6076 – 6081	6235 – 6257
Githyanki	4102 – 4107	4110 – 4115	Mephit, Fire	6082 – 6087	6258 – 6263
Githzerai	4108 – 4166	4116 – 4121	Mephit, Ice	6088 – 6093	6264 – 6269
Gnoll	4167 – 4289	4122 – 4179	Mephit, Magma	6094 – 6099	6270 – 6275
Gnome	4290 – 4348	4180 – 4202	Mephit, Ooze	6100 – 6105	6276 – 6281
Goblin	4349 – 4354	4203 – 4260	Mephit, Salt	6106 – 6111	6282 – 6287
Goblin, Dekanter	–	4261 – 4283	Mephit, Steam	6112 – 6117	6288 – 6293
Golem, Clay	4355 – 4360	4284 – 4289	Mephit, Water	6118 – 6123	6294 – 6299
Golem, Flesh	4361 – 4366	4290 – 4295	Mercane	6124 – 6129	6300 – 6305
Golem, Gemstone (Diamond)	4367 – 4372	4296 – 4297	Merrow, Ogre	6130 – 6135	–
Golem, Gemstone (Emerald)	4373 – 4378	4298 – 4299	Mezzoloth (Yugoloth)	6136 – 6155	6306 – 6328
Golem, Gemstone (Ruby)	4379 – 4384	4300 – 4301	Mimic	6156 – 6161	6329 – 6334
Golem, Iron	4385 – 4390	4302 – 4307	Mohrg	6162 – 6220	6335 – 6340
Golem, Lesser Iron	4391 – 4396	4308 – 4313	Mooncalf	6221 – 6279	6341 – 6363
Golem, Sand	–	4314 – 4319	Moor Cat	6280 – 6285	6364 – 6369
Golem, Stone	4397 – 4402	–	Mord Wraith	6286 – 6291	–
Golem, Thayan	4403 – 4422	–	Mwellret	6292 – 6297	6370 – 6375
Gorgon	4423 – 4428	4320 – 4342	Myrolchar	6298 – 6303	6376 – 6381
Gray Render	4429 – 4448	4343 – 4348	Naga, Dark	6304 – 6309	6382 – 6387
Greenwise	4449 – 4571	4349 – 4354	Naga, Guardian	6310 – 6315	6388 – 6393
Griffon	4572 – 4577	4355 – 4412	Naga, Spirit	6316 – 6321	6394 – 6399
Grimlock	–	4413 – 4470	Naga, Water	6322 – 6327	6400 – 6405
Groundling	4578 – 4597	4471 – 4476	Narzugon (Baatezu)	6328 – 6333	6406 – 6411
Hag, Annis	4598 – 4603	4477 – 4482	Night Hag	6334 – 6353	6412 – 6434
Half-Celestial/Half-Unicorn	–	4483 – 4488	Nightmare	6354 – 6359	6435 – 6440
Half-Dragon (Red)/Half-Ogre	4604 – 4609	4489 – 4494	Nightshade, Nightcrawler	6360 – 6365	6441 – 6442
Half-Fiend/Half-Medusa	4610 – 4732	4495 – 4500	Nightshade, Nightwalker	6366 – 6367	6443 – 6444
Halfling	4733 – 4738	4501 – 4558	Nightshade, Nightwing	6368 – 6369	6445 – 6446
Halfling, Deep	4739 – 4744	4559 – 4581	Nishruu	6370 – 6375	6447 – 6448
Hammerer	4745 – 4750	4582 – 4587	Nymph	6376 – 6395	6449 – 6454
Hargrinn	4751 – 4770	4588 – 4593	Nyth	6396 – 6454	6455 – 6460
Harpy	4771 – 4776	4594 – 4651	Ogre	6455 – 6460	6461 – 6518
Harrier	4777 – 4959	4652 – 4657	Ogre Mage	6461 – 6466	6519 – 6541
Hawk	4960 – 5018	4658 – 4848	Ogre Petitioner	6467 – 6472	6542 – 6547
Hawk, Dire	5019 – 5038	4849 – 4906	Ooze Paraelemental, Elder	6473 – 6595	6548 – 6553
Hell Hound	5039 – 5044	4907 – 4964	Orc (1st Level Warrior)	6596 – 6615	6554 – 6682
Hell Hound Beast of Xvim	5045 – 5064	4965 – 4987	Orcwort	6616 – 6738	6683 – 6705
Helmed Horror	5065 – 5187	4988 – 4993	Owl	6739 – 6758	6706 – 6763
Hermit	–	4994 – 5016	Owl, Giant	6759 – 6881	6764 – 6786
Hippogriff	5188 – 5246	–	Peryton	6882 – 6901	6787 – 6809
Hobgoblin	5247 – 5266	5017 – 5207	Phase Spider	6902 – 6921	6810 – 6832
Hobgoblins, winged	5267 – 5286	5208 – 5265	Phasm	6922 – 6941	6833 – 6838
Homonculous	5287 – 5306	5266 – 5271	Phthisic	6942 – 6947	6839 – 6844
Horse, Dire	5307 – 5365	5272 – 5294	Pilgrims	–	6845 – 6902
Horse, Heavy	5366 – 5385	5295 – 5317	Planetouched, Genasi (Air)	6948 – 6953	6903 – 6904
Horse, Heavy War	5386 – 5390	5318 – 5340	Planetouched, Genasi (Earth)	6954 – 6959	6905 – 6906
Horse, Legendary	5391 – 5513	5341 – 5346	Planetouched, Genasi (Fire)	6960 – 6965	6907 – 6908
Horse, Light	5514 – 5572	5347 – 5404	Planetouched, Genasi (Water)	6966 – 6967	6909 – 6910
Horse, Light War	5573 – 5592	5405 – 5427	Planetouched, Tiefling (Fey'ri)	6968 – 6969	6911 – 6912
Howler	5593 – 5612	5428 – 5433	Planetouched, Tiefling (Tanarukk)	6970 – 6971	6913 – 6914
Ibrandlin	5613 – 5632	5434 – 5439	Poltergeist	6972 – 7094	6915 – 6920

Pony	7095 – 7153	6921 – 6978	Tarrasque	8969 – 8974	8865 – 8870
Pony, War	7154 – 7159	6979 – 7001	Temporal Filcher	8975 – 8994	8871 – 8876
Praying Mantis, Giant	7160 – 7165	7002 – 7007	Tendriculos	8995 – 9000	–
Psion-Killer	7166 – 7185	7008 – 7013	Thought Eater	9001 – 9020	8877 – 8882
Puppeteer	7186 – 7191	7014 – 7019	Tiefling (Planetouched)	9021 – 9040	8883 – 8940
Rast	7192 – 7314	7020 – 7025	Tiger	9041 – 9060	8941 – 8963
Rat	7315 – 7373	7026 – 7216	Tiger, Dire	9061 – 9066	8964 – 8986
Rat, Dire	7374 – 7393	7217 – 7274	Tiger, Legendary	9067 – 9072	8987 – 8992
Rat, Fiendish Dire	7394 – 7516	7275 – 7297	Tiger, Water Element	9073 – 9078	8993 – 8998
Raven	7517 – 7522	7298 – 7355	Titan	9079 – 9137	8999 – 9021
Ravid	7523 – 7528	7356 – 7361	Toad	9138 – 9157	9022 – 9044
Revenant	7529 – 7534	7362 – 7367	Toad, Dire	9158 – 9163	9045 – 9067
Rhinoceros, Earth Elemental	7535 – 7554	7368 – 7373	Triceratops (Dinosaur)	9164 – 9222	–
Roc	–	7374 – 7396	Troglodyte	–	9068 – 9125
Rock Troll	7555 – 7560	7397 – 7454	Troll	9223 – 9242	9126 – 9131
Salamander, Average	7561 – 7566	7455 – 7460	Twig Blight	9243 – 9248	–
Salamander, Flamebrother	7567 – 7572	7461 – 7466	Tyrannosaurus (Dinosaur)	9249 – 9254	–
Salamander, Noble	7573 – 7578	7467 – 7472	Urizezu (Tanar'ri)	9255 – 9274	9132 – 9137
Scorpion, Monstrous (Colossal)	7579 – 7584	7473 – 7478	Vampire (5th-level Fighter Base)	9275 – 9294	9138 – 9147
Scorpion, Monstrous (Gargantuan)	7585 – 7590	7479 – 7484	Vampire Spawn	9295 – 9314	9148 – 9153
Scorpion, Monstrous (Huge)	7591 – 7596	7485 – 7507	Vargouille	–	9154 – 9176
Scorpion, Monstrous (Large)	7597 – 7602	7508 – 7530	Wasp, Giant	–	9177 – 9234
Scorpion, Monstrous (Medium)	7603 – 7608	7531 – 7588	Weasel	9315 – 9437	9235 – 9257
Scorpion, Monstrous (Small)	7609 – 7628	7589 – 7646	Weasel, Dire	9438 – 9496	9258 – 9315
Scorpion, Monstrous (Tiny)	7629 – 7648	7647 – 7704	Wemic, Mountain	–	9316 – 9321
Shadow	7649 – 7707	7705 – 7710	Werebat (Bat Form)	9497 – 9502	–
Shadow Mastiff	7708 – 7766	7711 – 7716	Werebear (Bear Form)	9503 – 9508	9322 – 9327
Shadow Wight	7767 – 7825	7717 – 7722	Werebear (Human Form)	9509 – 9514	9328 – 9350
Shadowen	7826 – 7831	7723 – 7728	Wererat (Human Form)	9515 – 9520	9351 – 9373
Shambling Mound, Cold Element	7832 – 7837	7729 – 7734	Wererat (Hybrid Form)	9521 – 9526	9374 – 9396
Sharjan, Greater	7838 – 7843	7735 – 7740	Wererat (Rat Form)	9527 – 9532	9397 – 9402
Sharjan, Lesser	7844 – 7849	7741 – 7746	Weretiger (Human Form)	9533 – 9538	9403 – 9408
Sharn	7850 – 7855	7747 – 7752	Weretiger (Hybrid Form)	9539 – 9544	9409 – 9414
Shield Guardian	7856 – 7857	7753 – 7758	Weretiger (Tiger Form)	9545 – 9550	9415 – 9437
Skeleton (Colossal)	7858 – 7863	7759 – 7764	Werewolf (Human Form)	9551 – 9556	9438 – 9460
Skeleton (Gargantuan)	7864 – 7869	7765 – 7787	Werewolf (Hybrid Form)	9557 – 9562	9461 – 9483
Skeleton (Huge)	7870 – 7889	7788 – 7810	Werewolf (Wolf Form)	9563 – 9568	9484 – 9506
Skeleton (Large)	7890 – 7948	7811 – 7868	Wight	9569 – 9574	9507 – 9635
Skeleton (Medium-Size)	7949 – 8007	7869 – 7926	Wolf	9575 – 9633	9636 – 9693
Skeleton (Small)	8008 – 8027	7927 – 7949	Wolf, Dire	9634 – 9653	9694 – 9716
Skeleton (Tiny)	8028 – 8033	7950 – 7951	Wolf, Legendary	9654 – 9655	9717 – 9722
Skeleton Warrior (base 11th-level fighter)	8034 – 8092	7952 – 7957	Wolf, Sturm	9656 – 9661	9723 – 9745
Skulk	8093 – 8112	–	Wolverine	9662 – 9720	–
Skull Bearer	8113 – 8171	7958 – 8015	Wolverine, Dire	9721 – 9740	–
Skunk	8172 – 8177	8016 – 8021	Worg	9741 – 9799	9746 – 9751
Slaad, Blue	8178 – 8183	8022 – 8027	Wortling	9800 – 9819	9752 – 9757
Slaad, Gray	8184 – 8189	8028 – 8033	Wraith	9820 – 9825	9758 – 9815
Slaad, Green	8190 – 8195	8034 – 8039	Wyvern	9826 – 9845	9816 – 9821
Slaad, Red	8196 – 8201	8040 – 8045	Xag-Ya	9846 – 9851	9822 – 9827
Smoke Paraelemental	8202 – 8221	8046 – 8068	Xeg-Yi	9852 – 9857	9828 – 9833
Snake, Dire	8222 – 8227	8069 – 8074	Xill	9858 – 9863	9834 – 9839
Snake, Legendary	8228 – 8233	8075 – 8080	Xorn, Average	9864 – 9883	9840 – 9845
Snake, Viper (Huge)	8234 – 8239	8081 – 8088	Xorn, Elder	9884 – 9903	9846 – 9851
Snake, Viper (Large)	8240 – 8259	8089 – 8111	Xorn, Minor	9904 – 9923	9852 – 9857
Snake, Viper (Medium)	8260 – 8279	8112 – 8169	Yeth Hound	9924 – 9929	9858 – 9880
Snake, Viper (Small)	8280 – 8338	8170 – 8227	Yrthak	9930 – 9949	9881 – 9903
Snake, Viper (Tiny)	8339 – 8344	8228 – 8233	Yuan-Ti	–	9904 – 9909
Spectral Panther	8345 – 8364	8234 – 8239	Zelekhut (Inevitable)	9950 – 9951	9910 – 9911
Spectre	8365 – 8370	8240 – 8262	Zombie (Colossal)	9952 – 9953	9912 – 9913
Sphinx, Androsphinx	8371 – 8376	8263 – 8285	Zombie (Gargantuan)	9954 – 9955	9914 – 9919
Sphinx, Gynosphinx	8377 – 8396	8286 – 8291	Zombie (Huge)	9956 – 9960	9920 – 9942
Sphinx, Hieracosphinx	8397 – 8416	–	Zombie (Large)	9961 – 9966	9943 – 9965
Spider Eater	8417 – 8422	8292 – 8297	Zombie (Medium)	9967 – 9972	9966 – 9988
Spider, Monstrous (Colossal)	8423 – 8428	8298 – 8320	Zombie (Small)	9973 – 9992	9989 – 9994
Spider, Monstrous (Gargantuan)	8429 – 8448	8321 – 8343	Zombie (Tiny)	9993 – 9998	9995 – 9998
Spider, Monstrous (Huge)	8449 – 8468	8344 – 8401	Zombie, Tyrantfog	9999 – 10000	9999 – 10000
Spider, Monstrous (Large)	8469 – 8527	8402 – 8459			
Spider, Monstrous (Medium)	8528 – 8586	8460 – 8588			
Spider, Monstrous (Small)	8587 – 8709	8589 – 8717			
Spider, Monstrous (Tiny)	8710 – 8832	8718 – 8775			
Spider, Subterranean (Hairy Spider)	8833 – 8891	8776 – 8781			
Spinagon (Baatezu)	8892 – 8897	8782 – 8787			
Spirit, Evil	8898 – 8903	8788 – 8810			
Squid, Air Element	8904 – 8923	–			
Stinger	–	8811 – 8816			
Su-Monster	8924 – 8929	8817 – 8822			
Swordwraith	8930 – 8935	8823 – 8828			
Tainted One	8936 – 8955	8829 – 8851			
Tall Moulder	8956 – 8961	8852 – 8857			
Talflellow, Halfling	8962 – 8967	8858 – 8863			
Taratamorph	8968 – 8968	8864 – 8864			

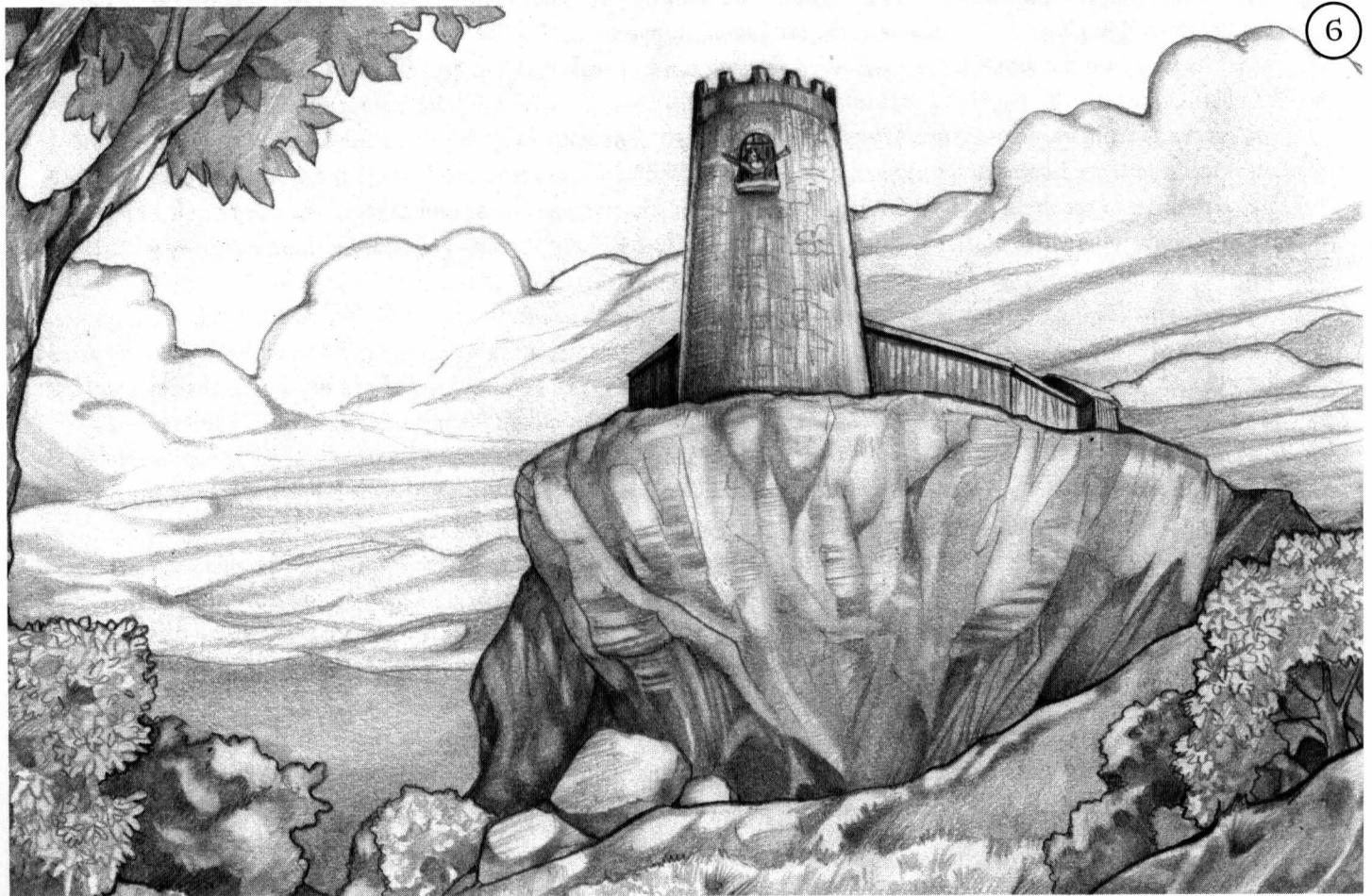
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5



6

Player's Aid #1: The Letter

To Shtfan, Royal Diviner,
in the court of his High Lordship,
Orilaras I, Grand Duke of Doderia,
on this 7th day of Sowing in the year 563 I.R.

I, your humble servant Selemar, send you this report as you requested, regarding my investigation of the events and circumstances surrounding the disturbance at the Balamir farmstead outside of the village of Fodano in the Kakapela Hills.

I arrived at the farmhouse early in the evening; early enough to have the spring twilight well ahead of me. While still in the yard, the farmer Balamir, his wife and brood of children greeted me. After a plain meal (augmented by some local spices I have yet to learn the names of) the weathered farmer shared his tale with me. I have recorded it herein for the benefit of my fellow scholars in hopes of cataloguing the further exploits of the perpetrator of these acts.

Immediately, I caught the sense of wrongness surrounding the household. The children clung to their mother's skirt while the farmer's tired eyes continuously darted about. He appeared apprehensive to speak, perhaps afraid that giving voice to his tale would give it further power over his family. Once the table was cleared, a lamp was lit and the children were hushed in another part of the farmhouse. Balamir's voice was the only sound, save for the occasional murmuring of his infant son in a cradle nearby, and the chirruping of the crickets outside. I will attempt to record his story in the same accent he used. His rough accent and rambling dialogue wandered over many subjects, but I have edited these out of my notes in an effort to preserve only the essentials of the story.

"I guess it started like any other day," he began. "I was goin' about my chores, one of the last mornin' ones bein' to check the vegetable patch for signs that rabbits had been in 'em. That's when I saw 'em. Not rabbits, mind you. The potatoes. I don't grow potatoes here, the land won't support em. I could understand if a stray seed might have found its way into the ground, but these were above ground. I looked at 'em and noticed that three or four carrots had been pulled nearby, too. I didn't think much of it at the time, though. I didn't see no connection, either. I mean, you get critters and vagabonds snatching vegetables from gardens every so often. You come to expect it. But someone sneakin' in to leave two potatoes in your garden? Well, that don't make much sense to me, less you were tryin' to pull a prank and spook decent folk... Anyways, I brought the potatoes inside and asked Takane, my wife, if she or the kids knew where the potatoes had come from. No one knew and no one had any idea if there were any jokesters from nearby farms having a little fun with us."

"I mentioned it the next day when I was visitin' Par'Kada, at the nearest farm. I had offered to trade some spun wool for a jar of his prize honey. Anyways, I asked him if he grew potatoes on his farm, knowin' he had a son just the right age for causin' mischief. He said he didn't an' that was the end of it. I kind of had my doubts the boy would have the smarts to get his hands on potatoes that didn't grow on his father's farm... So, it was still a mystery. Two days after that, I found five more potatoes inside the apple barrel behind the barn. It looked like someone had stolen a half dozen apples or so. I started to make a connection. I may not have been schooled, but I can read my own name, an' I know when things aren't right."

"I spread the word over the next few days to any farmers I spoke to. I told 'em that someone kept stealing from me, but leaving potatoes in their place, like some kinda payment. Nelata, he was never quite right in the head, if you know what I mean - he asked if the potatoes tasted good! I said, "Yeah, they fry up nicely, to tell the truth." He said he hoped someone came to steal his fruits and vegetables, too, then, since he hadn't bothered to grow potatoes for years."

"Now, 'round this point, it was still a nuisance. Then some eggs went missing, right outta then henhouse! My dog never barked, an' the hens never made a fuss. Lying among the straw were two more potatoes and three large, white, mushrooms. I thought that was odd, since they didn't look nothin' like the grey and brown ones that grow

Player's Aid #1: The Letter

in the woods. I know, cause the kids are always gatherin' 'em, puttin' them in their ma's soup. These ones tasted different, too. An earthy taste, like they were dug up from the dirt."

"Next was a hen herself. I have less than a dozen hens and I can't really afford to lose one. I was gettin' concerned. I figure that was when the tales had reached outside the region, an' got your attention. I still can't figure out why an educated man like yourself is so interested in the goin's on of some simple farm folk... Not that I don't appreciate the concern, I just assumed you'd have better things to do with your time."

About this point, I interrupted the farmer to reassure him that my interest was academic, that I (and my learned colleagues to whom this correspondence is addressed) were always interested in learning about local customs and events. I hesitated to tell him that our interest also lies in the area of myths, legends and folklore and that we investigate strange occurrences to see if they match legendary patterns. I had come to enjoy this simple man's company and I did not wish to offend him, or worse, frighten him. I urged him to continue with the events that transpired while I was en route to his home.

"Well, two days ago, I woke up an' realized that my dog was missing, too. The straw mat where he usually naps had a small pile of potatoes, mushrooms, an' a few turnips, as well. He had never sounded an alarm, or made a noise to let me know he was bein' taken. I gotta tell you, I was a little spooked now. And mad. That dog had watched over this family and this farm for almost eight years, just like his ma before him an' her pa before her. Now I got no watchdog to keep the foxes out of the henhouse, or to chase away vagabonds who try to steal from me. You got any ideas what might be goin' on 'round here? You ever heard of anythin' like this before?"

I eased back in my chair, both to consider my words and make myself comfortable after such a heavy meal. I chose the phrasing carefully. "Balamir, I can honestly say I have never heard of such an incident before. However, there appears to be a pattern. The culprit has stolen from you, yet has always left something behind. Potatoes, mushrooms and turnips are a form of payment and I'm sure whoever is taking these things considers them to be fair compensation, although you have a better idea of what these are worth. Mushrooms, potatoes and turnips are all things that grow underground, suggesting our thief is secreted away in a burrow or cave nearby. The fact that he has not victimized any other farmers suggests that yours is the closest farm." I ceased my monologue at this point to allow the simple gentleman to digest my words. After a brief period of thought, he spoke.

"Well, sir, you're describin' the old warrens. Well, that's what we called 'em in my day, though I doubt they ever held a family of rabbits for too long. They're a series of caves an' natural channels that kids have widened over the years. Of course, my kids are forbidden to play there, ever since the Dolan boy got caught in a cave-in an' suffocated. But they're too small for grown-ups, an' they're not on useful land, so we mostly just ignored 'em over the years. If anyone's holed up in there, he can't be much taller than my middle daughter who's goin' on four winters. What I wanna know is, how do we catch him and stop his thievin'?"

Here, I was at a loss for words. I am a scholar, not a lawman or soldier. I told him that I could send a message to the nearby city of Bet Doderia and seek out someone better versed in these activities to apprehend the thief. He beamed at the thought of this, then looked a little ashamed. "I haven't got any money, an' I can't afford to feed and house a bunch of lawmen."

I was quick to assure him that he would bear only a fraction of the expense of having the culprit rooted out. (My dear comrades, the cost to ourselves for such an endeavor is minute compared to the knowledge to be gained if we find what I think may be operating here.) My conversation at an end, I retired to a small, yet surprisingly comfortable cot in the main room of the house. It is here that I write my letter. I shall contact you again soon, once the hunt is underway. Until then, I remain your most loyal servant,

Selemar Saketi.

Player's Aid #2: The Note

Hastily scrawled on additional paper and attached to the preceding letter:

My dear fellows, I fear the worst! I am sitting at a table in the inn at Thonidi where even two glasses of the strongest port have failed to dull the memory of what I saw when leaving Balamir's farm. This is my third attempt to commit my thoughts to paper, so horrifying were the events I witnessed. I woke to the sounds of Takane's screams of horror and anguish. It was still the pale gray light of pre-dawn, before the sun crests the horizon. This being a farmhouse, however, there was much activity of which I was barely aware in my slumber. The scream shattered that slumber and I started awake, sitting bolt upright before I was even aware of my surroundings.

Still in my nightclothes, I moved barefoot through the house to the back room where the screams had originated. It was the room I was told the children shared. Takane wept uncontrollably and the children appeared paralyzed with fright. Balamir held some composure, yet I noticed his body shook with barely contained fury. Peering past the family, I saw the source of their dismay.

Within the cradle the farmer's infant son normally occupied, there was merely a blanket and a small sack. From inside the sack, I caught the faint scent of earth and caught a sight that made my blood freeze. Within the sack were an assortment of potatoes, mushrooms and turnips. It was monstrous to imagine what kind of fate awaited the poor babe. My disgust turned to a rage second only to that of the child's father, and I charged from the room, donned my travelling clothes and made for my horse.

I rode from the farmhouse, shouting that I would send help from Bet Doderera. In my heart, I had the dreadful feeling that whatever help arrived would be too late. I made for the town with great speed, whipping my poor steed 'til his flanks were bloodied, murmuring apologies all the way. Luckily I ran into a patrol of Doderan soldiers. I rushed through the explanation, describing the events and giving as good an estimation as I could of the so-called warrens. I feared, though, that any help he could send would be too large to fit in the natural tunnels that were described to me as large enough to accommodate a small child.

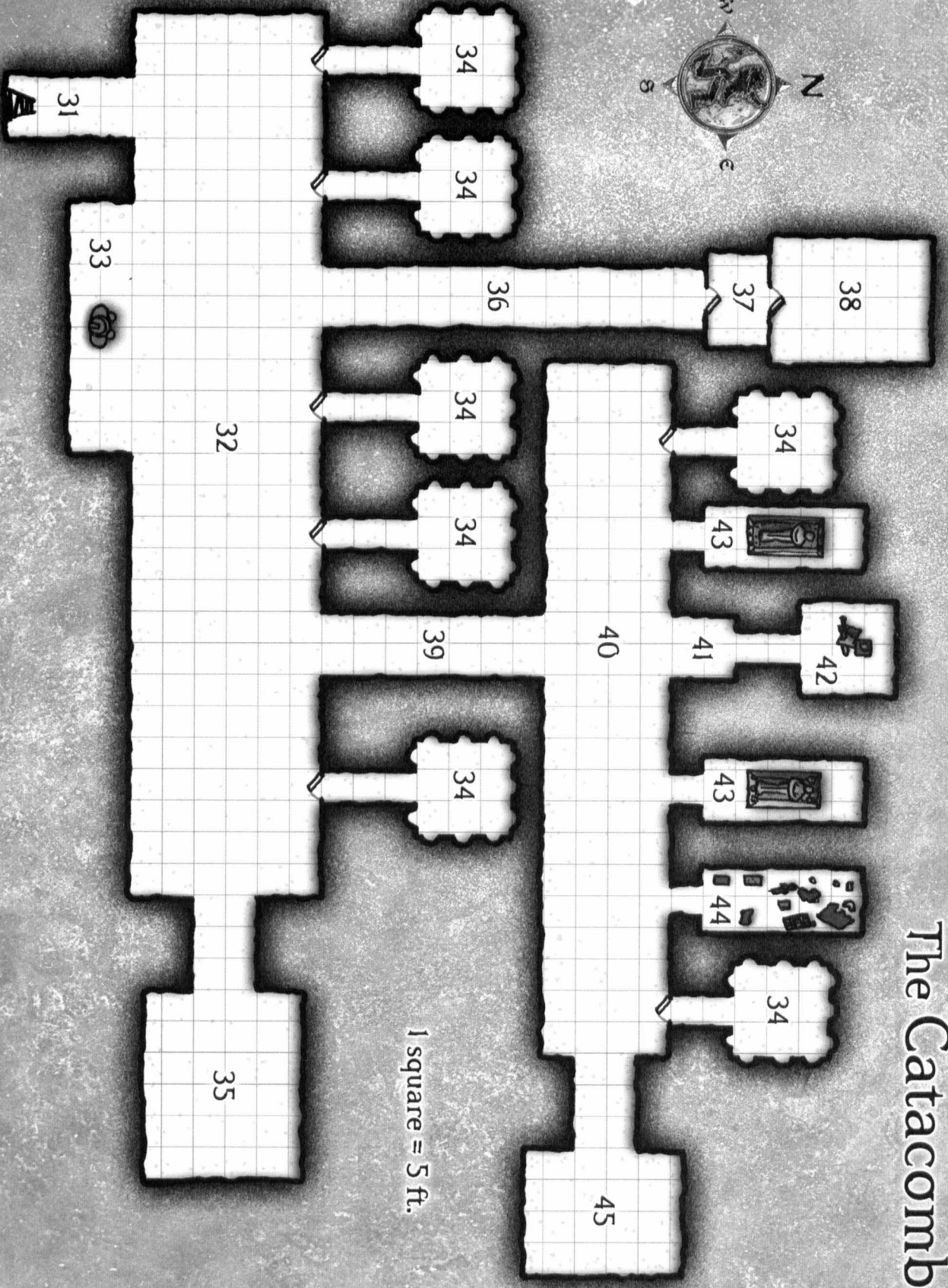
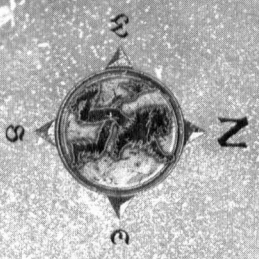
The commander of the group assured me that he would send help immediately, as the farms were ostensibly under his protection. I watched as a party of four mounted lawmen rode east to Balamir's farm, knowing that they would be lucky to reach there with more than an hour of daylight to spare. The creature seemed to be nocturnal, and I feared he would awake before the hunters could rescue the babe. If, indeed, it were not too late already. I made my way for the tavern, needing to calm my nerves.

My lord, I am not a religious man, nor have I ever prescribed to worship any particular deity. But today, I fill my head with prayers to all the gods that this child be found and that this beast be stopped. I will correspond when I have learned, for good or for ill, the fate of the child.

Your faithful servant,

Selemar Saketi

The Catacombs



1 square = 5 ft.

Kingdoms of Kalamar

THE FATE OF HEROES

NOTHING IS WHAT IT SEEMS.

BY D. ANDREW FERGUSON, BRIAN JELKE, MARK PLEMMONS AND JARRETT SYLVESTRE

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