

Deuxterra Campaign Beginning

(I left a lot of the details out for your own benefit as a player and not DMing, though this should be enough to help with locations and names and stuff.)

A hard winter has finally given way to spring in the Kingdom of Melan. Bruin traders from Umberly and Yaerrien ore merchants filed their way into Emmery a week ago causing the city to roar back to life from the slumber of winter.

The Knights of Melan have resumed their duties, parading about in ceremonial armor acting as guides throughout the city more than constables.

Rat Gnomes have cast off their winter rags in favor of warm days. Though they generally prefer to stick to the dark alley ways and sewers, many gnomes have taken to the streets in hopes of picking up dropped items and discarded sweetmeats by the many vending stations across town.

Priests walk through the crowds taking donations of coin and performing minor healings in exchange for a promise to attend services at one of the several temples.

It is the same thing in Emmery almost every year. The only exception would be three winters ago when a foreigner named Jerrold Burnaby won the whole of the kingdom in a card game with the previous king and was crowned King Jerrold the First. Jerrold moved the kingdom's capitol from its ancestral home of Glenary to Emmery in order to be closer to the powerful nobles who reside here, and actually know how to run a kingdom.

In recent years Jerrold has proven to be a pathetic ruler. He is a drunk, a womanizer and a compulsive gambler who never seems to lose. Melan has survived worse kings however, and Jerrold seems to have no ambitious designs on grabbing absolute power from the nobles and the electorate.

Melan is one of those few places in the world where most of the civilized, or mostly harmless, races seem to be able to live in relative harmony. The Bruin and Yaerrien for example, are usually at each others throats claiming that one or the other are not really dwarves. Elsewhere their skirmishes have gone on for a few centuries. In Melan however there seems to be something about the land that allows even the goblins to live in peace, trade and become members of society in good standing. Nations such as Aeldland and Umberly think Melan is a backwater weak state doomed to fall, but it is they who have allowed their resources to dwindle with decades of war and politics.

Maybe it is the diversity, the food, or perhaps even the fact a kingdom can be won in a card game in Melan. Whatever the reason, Emmery has become your home.

Your quiet contemplation is broken as an exhausted runner carrying a scroll begs your attention on behalf of the Paladin Lord Gunther. He asks that you assemble your team

and report to his estate within the hour. A dire emergency has need of you and your fellows.

Lord Gunther sends a runner seeking the party.

Calucius, A Cleric of Taertoraus has sent word ahead of a massive army marching Alogthiea that he demands surrender of the city of Emmery and the rest of the nation will be spared. The army is said to be composed of undead, Ogres and Orcs. This cleric rides atop a black dragon called Gythavlad. The army will be in Emmery within a ten-day.

According to scouts the army has not engaged any town or village once entering Melan. They seem interested only in Emmery. King Jerrold is prepared to receive the army and turn over the city.

A Terasoli mystic divined that an artifact sealed within catacombs far beneath the city's noble crypts is the reason for Taertoraus's interest in the city. Already Taertoraus has clerics and a make shift temple in the Warrens.

The Bruin and the Yaerrien are leaving Emmery to notify their clans about the approaching army. Emmery only has about 30 Knights of Melan, two thirds of them are Halflings. A small militia was raised though it was doomed from the beginning; Dwarves and Halflings were slaughtered by undead hands and through magics that they could not combat.

The Terasoli send word that they are packing the elven camp and heading north to avoid any conflict with the dark god's priest and his army; most are crucified along the road.

The party leaves Melan in ruins as they fly on Dragonback after answering the Dark Priest's request for mercy. Following a series of explorations into ancient crypts, jaunts into other planes of existence to defeat demons and even gods in face to face struggles, the party find's themselves back on Deuxtterra though in a land far from home.

The Recent Past: Explanations and Stats

***Calucius*, the Dark Prophet: Aspect of the Pretender**

Calucius has gone by many names; all of them lies created by the pretender god to create the impression that he has many such soldiers as powerful as Calucius. This dark cleric hates all demi-human races and has already launched a powerful assault against the Lands of Gorin resulting in the genocide of Terisoli, Rat Gnomes and many Bruin clans. Some survivors have scattered to lands north and to the east; Calucius intends to track each and every one down to their end. The souls of the demi-humans are collected by an artifact called 'the sphere of oblivion' which will give rebirth to the one god, and presumably the one race of ages past. In truth, the one god has already returned, though as a mere shadow of himself. He has fused with many of the Deuxtterra gods and usurped their power and domains. Only adventures brave or foolish enough to confront and succeed against the one god within his tomb, a location hidden away on a distant plane of existence, can the one god and his minions ultimately fall.

Calucius was turned to stone and transported by the same dragon whom he rode in combat to the Draconic Eternity once the One God was defeated. He remains in the party's possession aboard the Sky Boat.

Male Deuxtterra Human Clr13: CR 10;Medium Humanoid ; HD 13d8+20(Cleric); hp 80; Init +4; Spd 30; AC:24 (Flatfooted:20 Touch:12); Atk +11 base melee, +8 base ranged; AL NE; SV Fort +12, Ref +3, Will +11; STR 14, DEX 11, CON 15, INT 13, WIS 19, CHA 12.
Skills: Climb +4, Concentration +15, Diplomacy +9, Heal +9, Knowledge (Religion) +13, Swim +2.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Athletic, Combat Casting, Extend Spell, Extra Turning, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Flail.

Spells Known (Clr 6/5/5/4/4/2): 0 -- Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue; 1st -- Bane, Bless, Bless Water, Cause Fear, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Enlarge Person, Entropic Shield, Hide from Undead, Inflict Light Wounds, Magic Stone, Magic Weapon, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I; 2nd -- Aid, Align Weapon, Augury, Bear's Endurance, Bull's Strength, Calm Emotions, Consecrate, Cure Moderate Wounds, Darkness, Death Knell, Delay Poison, Desecrate, Eagle's Splendor, Enthral, Find Traps, Gentle Repose, Hold Person, Inflict Moderate Wounds, Make Whole, Owl's Wisdom, Remove Paralysis, Resist Energy, Restoration, Lesser, Shatter, Shield Other, Silence, Sound Burst, Spiritual Weapon, Status, Summon Monster II, Undetectable Alignment, Zone of Truth; 3rd -- Animate Dead, Bestow Curse, Blindness/Deafness, Contagion, Continual Flame, Create Food and Water, Cure Serious Wounds, Daylight, Deeper Darkness, Dispel Magic, Glyph of Warding, Helping Hand, Inflict Serious Wounds, Invisibility Purge, Locate Object, Magic Circle against Chaos, Magic Circle against Evil, Magic Circle against Good, Magic Circle against Law, Magic Vestment, Meld into Stone, Obscure Object, Prayer, Protection from Energy, Remove Blindness/Deafness, Remove Curse, Remove Disease, Searing Light, Speak with Dead, Stone Shape, Summon Monster III, Water Breathing, Water Walk, Wind Wall; 4th -- Air Walk, Control Water, Cure Critical Wounds, Death Ward, Dimensional Anchor, Discern Lies, Dismissal, Divination, Divine Power, Freedom of Movement, Giant Vermin, Imbue with Spell Ability, Inflict Critical Wounds, Magic Weapon, Greater, Neutralize Poison, Planar Ally, Lesser, Poison, Repel Vermin, Restoration, Sending, Spell Immunity, Summon Monster IV, Tongues; 5th -- Atonement, Break Enchantment, Command, Greater, Commune, Cure Light Wounds, Mass, Dispel Chaos, Dispel Evil, Dispel Good, Dispel Law, Disrupting Weapon, Flame Strike, Hallow, Inflict Light Wounds, Mass, Insect Plague, Mark of Justice, Plane Shift, Raise Dead, Righteous Might, Scrying, Slay Living, Spell Resistance, Summon Monster V, Symbol of Pain, Symbol of Sleep, True Seeing, Unhallow, Wall of Stone.

Spells Prepared (Clr 6/5/5/4/4/2): 0 - Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Light, Mending; 1st - Bless, Comprehend Languages, Detect Evil, Magic Weapon (d), Shield of Faith, Summon Monster I; 2nd - Consecrate, Hold Person, Restoration, Lesser, Silence, Spiritual Weapon (d), Zone of Truth; 3rd - Continual Flame, Dispel Magic, Magic Vestment (d), Magic Vestment, Searing Light; 4th - Divination, Neutralize Poison, Restoration x2, Spell Immunity (d); 5th - Flame Strike (d), Raise Dead, Wall of Stone.

Possessions:

Weapons: Flail, Masterwork Blue Steel +3 (308 gp); Crossbow, light (35 gp); Bolts, crossbow (10) (1 gp); Bolts, crossbow (10) (1 gp).

Armor: +3 Full plate (2,650 gp).

Shields: +1 Shield, heavy steel (1,170 gp).

Magic: Ring: Protection +2 (2,000 gp); Wondrous: Periapt of Wisdom (+2) (4,000 gp).

The Dragon Gythavlad, who once carried the pretender priest of Taertoraus and flew the party to the draconic caves after he was released from the priest's power, is worshiped as a deity by the draconic souls. Gythavlad does nothing to encourage or discourage the worship; he is simply doing his duty by crossing the boundaries of life and death as he delivers departed dragon souls to eventually become reborn. The dragon knows that he is doing the bidding of a supposedly sleeping deity, though he does not know much more beyond that.

Gythavlad's layer is beyond the mountains where he is attended by a small city of loyal humans and a legion of kobolds. The mountains are not accessible by any creature except a dragon in flight. Any attempt to scale the mountain ultimately fails in a randomly magical fashion. Though a Black Dragon, Gythavlad is smart and tolerant of humanity. His interest in testing the party's ability to keep their word and to obey the

strange ‘punishments’ of the village elder is primarily to ascertain if his son, the human/dragon half-breed sorcerer, should venture with them into the world of the living or be put down.

Dragon, Black, Mature Adult: CR 15; Huge Dragon (Water); HD 22d12+110 (Dragon) ; hp 253; Init +0; Spd 60, Swim 60, Fly, Poor 150; AC:32 (Flatfooted:32 Touch:8); Atk +28 base melee, +20 base ranged; +29/+26/+26/+26 (2d8+8, Bite; 2d6+4, 2 Claw; 1d8+4, 2 Wing; 2d6+4, Tail Slap); +28 (2d8+12, Crush); +28 (14d4, Breath Weapon); SA: Breath Weapon (Su) , Spell-like Abilities Darkness 5 3 , Frightful Presence (Ex) , Corrupt Water (Sp) , Frightful Presence DC: 24 , Breath Weapon DC: 26 , Spells Sorcerer 12 , Breath Weapon Type: 100 ft. Line of Acid , Frightful Presence Radius: 210 ft. ; SQ: Immunity: Acid (Ex), Water Breathing (Ex), Immunity: Paralysis (Ex), Immunity: Sleep Effects (Ex), Keen Senses (Ex), Blindsight (Ex): 60 ft., Damage Reduction (Su): 10/Magic, Spell Resistance (Ex): 21, Darkvision (Ex): 120 ft.; AL CE; SV Fort +18, Ref +13, Will +15; STR 27, DEX 10, CON 21, INT 14, WIS 15, CHA 14. Skills: Concentration +30, Diplomacy +29, Escape Artist +25, Hide +17, Intimidate +27, Listen +29, Move Silently +25, Search +27, Sense Motive +27, Spellcraft +27, Spot +29, Swim +33, Use Magic Device +27. Feats: Alertness, Blind-Fight, Improved Natural Armor, Multiattack, Power Attack, Snatch, Weapon Focus: Bite, Wingover. Spells Known (SA Spells: Sor 6/7/5/4/4/3).

Special Attacks: Breath Weapon (Su): A black dragon has one type of breath weapon, a line of acid.

Water Breathing (Ex): The dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Corrupt Water (Sp): Once per day the dragon can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed at a Will save (DC equal to that of the dragon's frightful presence) or become fouled.

Charm Reptiles (Sp): The dragon can use this ability three times per day. It operates as a mass charm spell that works only on reptilian animals.

The dragon can communicate with any charmed reptiles as though casting a ‘speak with animals’ spell.

Other Spell-Like Abilities: 3/day-darkness (radius 10 feet per age category) and insect plague; 1/day-plant growth.

Tenon, is the remarkable half draconic son of Gythavlad. He was born with draconic wings, claws that emerge into normal human legs, and a short tail that terminates into a pattern of red and violet scales near the base of his neck. Tenon is a sorcerer/thief who was abandoned by his mother after she turned to dark force that enslaved his father. Tenon’s parents never knew each other; unholy magics placed Tenon within his mother’s womb after the cleric stole away with Gythavlad’s seed.

Tenon was to be the template for a great army, but was soon forgotten by the cleric and abandoned for an easier to engineer army of undead. He managed to escape with the help of the Goddess of Thieves, Lyndea. Her purpose in the escape was unknown at the time though it was her intervention that allowed the party to find refuge in the Draconic Eternity, and confront the One God. Lyndea has taken Tenon as her personal responsibility and acts to hide his spirit from the myriad gods who concenter him an abomination that must be destroyed. She works through the black dragon Gythavlad to ensure his safety. Gythavlad could have cared less about the half-breed child except a divination proved Tenon to have a dragon’s soul and would be instrumental in returning dragons to Deuxtterra.

Tenon’s soul is on a journey though his body remains with the party on the Sky Boat. The dark cleric, prophet of the pretender, remains a solid statue also aboard the Sky Boat. Lyndea is certain that Tenon and the cleric’s fates are intertwined and she has taken steps to prevent his destruction until the signs in the heavens indicate the time is nigh. She is certain that Tenon will become the vessel for the demon Tenebrous to emerge in this world and perhaps ascend to true godhood; a fate that Lyndea refuses to tolerate.

Male Half-Dragon Sor9: Rog8: CR 17: Medium Humanoid : HD 16d6+20(Rogue); hp 110; Init +4” Spd 30; AC:17)Flatfooted:17 Touch:12) Atk +9 base melee, +7 base ranged; AL CG; SV Fort +14, Ref +10, Will +6; STR 14, DEX 17, CON 19, INT 15, WIS 14, CHA 19. MR 10/10 Fire, Charm, Illusion. . Spells Known (Sor 6/5/4/3/2/1):

Feats: Alertness, Blind-Fight, Improved Natural Armor, Improved Initiative, Dodge, Combat Casting, Fast Healing +2, Weapon Focus: Short Sword, Maximize Spell, Uncanny Dodge, Evasion, Mobility, Nimble Fingers, Magical Aptitude, Draconic Aspect.

(7d4, Breath Weapon); SA: Breath Weapon (Su) , Spell-like Abilities Frightful Presence DC: 15 , Breath Weapon DC: 16 , Spells Sorcerer 9 , Breath Weapon Type: 50 ft. Line of Acid , Line of Fire, Frightful Presence Radius: 210 ft. ; SQ: Immunity: Acid (Ex), Water Breathing (Ex), Immunity: Paralysis (Ex), Immunity: Sleep Effects (Ex), Keen Senses (Ex), Blindsight (Ex): 60 ft., Damage Reduction (Su): 10/Magic, Spell Resistance (Ex): 21, Darkvision (Ex): 90 ft.;

Skills: Concentration +10, Diplomacy +9, Escape Artist +15, Hide +14, Intimidate +7, Listen +9, Move Silently +15, Search +14, Sense Motive +12, Spellcraft +15, Spot +10, Swim +5, Use Magic Device +12.

Special Attacks: Breath Weapon (Su): A half dragon has two types of breath weapons, a line of acid or cone of fire.

Water Breathing (Ex): The half dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Corrupt Water (Sp): Once per day the half-dragon can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed at a Will save (DC equal to that of the dragon's frightful presence) or become fouled.

Charm Reptiles (Sp): The half dragon can use this ability three times per day. It operates as a mass charm spell that works only on reptilian animals.

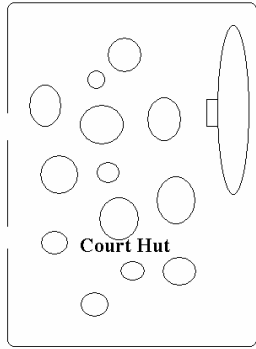
The dragon can communicate with any charmed reptiles as though casting a 'speak with animals' spell.

Other Spell-Like Abilities: 1/day-darkness (radius 10 feet per HD) and insect plague; 1/day-plant growth.

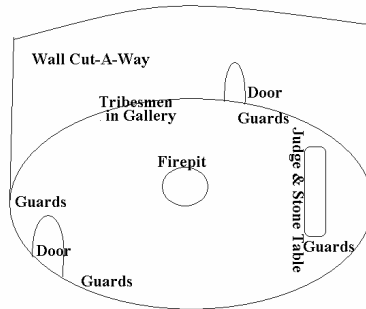
The One God was the entity of creation, aspects of everything and nothing, chaos and law bound in one force. From him the universe sprang and the gods were born. The One God was diminished and soon forgotten by mortal men. He sought a return however, from oblivion and beyond the One God schemed to reenter the world. Using the ultimate destruction of the first world and the one race (a race created in his image) as a catalyst to create the event known as "Godfall" Kalderme and the Seven Daughter crashed to the earth. In the chaos the one god channeled all of his energies into the forgotten plane that served as a cradle for the infant gods. Once there, he waited for a prophet to emerge, and told him that his name was *Taertoraus*, a lie but only partially as that vile god sprung from his being long ago.

The One God managed to capture the essence of most of the Dieties though a few, including the actual *Taertoraus*, managed to evade him. The party discovered the well of souls in the nick of time and found the wisdom to use it... the gods were released, or more precisely reborn.

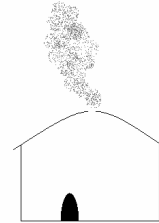
Plane of Draconic Eternity: The location where dragons who perished prior to the time of 'Godfall' await their opportunity to be reborn. They have none to little knowledge of their past lives and worship an entity beyond the mountain range.



Primitive Town With Grass Huts



Tribal Council Hut



Lauciol: Draconic Chief Elder

Name: ***Lauciol***
 Alignment: Lawful Neutral
 Gender: Male
 Race: Dead (spirit); Bronze Dragon in Human Form
 Height: 4' 11" / Huge
 Weight: 109 lbs / 35100

Strength: 12 (+1)
 Dexterity: 20 (+5)
 Constitution: 14 (+2)
 Intelligence: 13 (+1)
 Wisdom: 19 (+4)
 Charisma: 22 (+6)

Hit Points: 17d4+34 + 3d8+6 (105) 321
 Armor Class: 15 (+5 Dex) 29
 Speed: 30 ft.
 Initiative: +5 (+5 Dex)
 CR: 19 25
 Total Gear Value: 220,000 gp

Classes:

- Sorcerer 17
- Aristocrat 3

Saving Throws:

Fortitude: +10 (+6 Base, +2 Con, +2 Great Fortitude)
 Reflex: +11 (+6 Base, +5 Dex)
 Will: +17 (+13 Base, +4 Wis)

Attack Bonuses:

Melee: +11/+6 (+10 Base, +1 Str)
 Ranged: +15/+10 (+10 Base, +5 Dex)

Languages:

- Common
- Elven
- Sylvan

Skills Points:

Sorcerer	60
Aristocrat	15

Skills:

Bluff	+23	(+17 Rank, +6 Cha)
Disable Device	+1.5	(+0.5 Rank, +1 Int)
Forgery	+7	(+6 Rank, +1 Int)
Heal	+5	(+1 Rank, +4 Wis)
Hide	+5	(+5 Dex)
Knowledge (Arcana)	+14	(+19 Rank, +1 Int)
Knowledge (Nobility and Royalty)	+5.5	(+4.5 Rank, +1 Int)
Knowledge (The Planes)	+6	(+5 Rank, +1 Int)
Listen	+14	(+5 Rank, +4 Wis, +2 Racial)
Move Silently	+8	(+5 Dex)
Perform (Sing)	+7	(+1 Rank, +6 Cha)
Search	+14	(+1 Int, +2 Racial)
Spot	+14	(+4 Wis, +2 Racial)
Survival	+7	(+3 Rank, +4 Wis)
Use Rope	+6	(+1 Rank, +5 Dex)

Feats:

- Forge Ring
- Great Fortitude
- Improved Unarmed Strike
- Magical Aptitude
- Point Blank Shot
- Spell Focus (divination)
- Track

Sorcerer Spells Per Day:

0th-level: 6 (DC 16 where applicable)

- Acid Splash
- Dancing Lights
- Detect Magic
- Detect Poison
- Flare
- Mending
- Prestidigitation
- Read Magic
- Resistance

1st-level: 8 (DC 17 where applicable)

- Chill Touch

- Detect Secret Doors
- Magic Missile
- Shocking Grasp
- Sleep

2nd-level: 8 (DC 18 where applicable)

- Invisibility
- Magic Mouth
- Mirror Image
- Rope Trick
- Web

3rd-level: 7 (DC 19 where applicable)

- Arcane Sight
- Clairaudience/Clairvoyance
- Daylight
- Haste

4th-level: 7 (DC 20 where applicable)

- Contagion
- Detect Scrying
- Locate Creature
- Scrying

5th-level: 7 (DC 21 where applicable)

- Contact Other Plane
- Overland Flight
- Prying Eyes
- Telepathic Bond

6th-level: 7 (DC 22 where applicable)

- Analyze Dweomer
- Legend Lore
- True Seeing

7th-level: 6 (DC 23 where applicable)

- Delayed Blast Fireball
- Greater Scrying
- Mass Invisibility

8th-level: 4 (DC 24 where applicable)

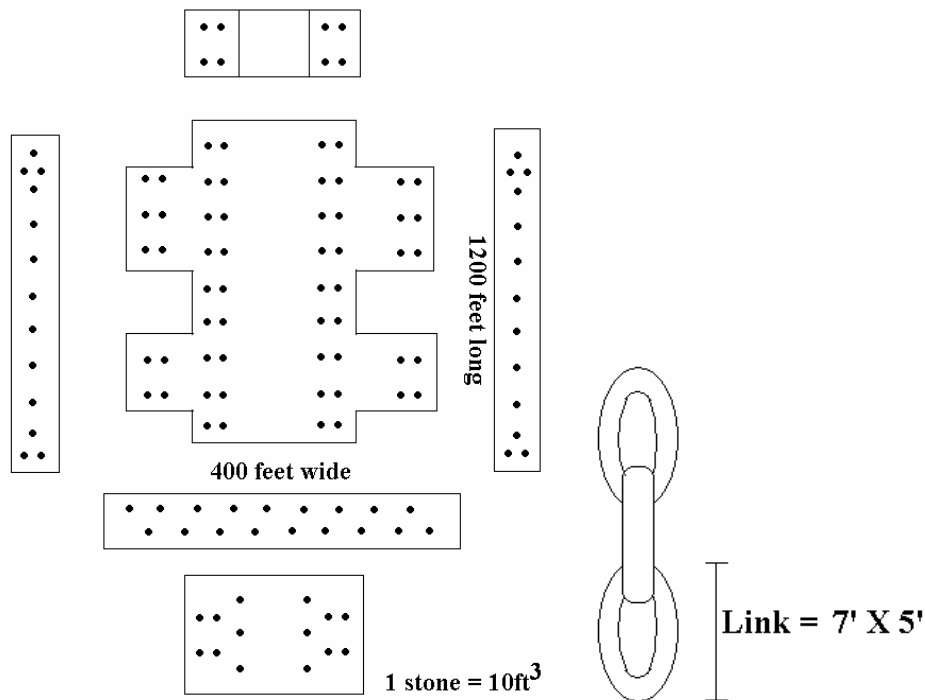
- Discern Location
- Symbol of Insanity

Total: 60

Primary Motivation: A need to defend themselves from __the half-breed_____.
The character feels continually threatened, and defense is their priority.

Secondary Motivation: A desire for power and rebirth.

Recent Past: The character had a recent run in with Black Dragon Army Commander.



Dragon Alter of Sacrifice; Near the Dragon Caves

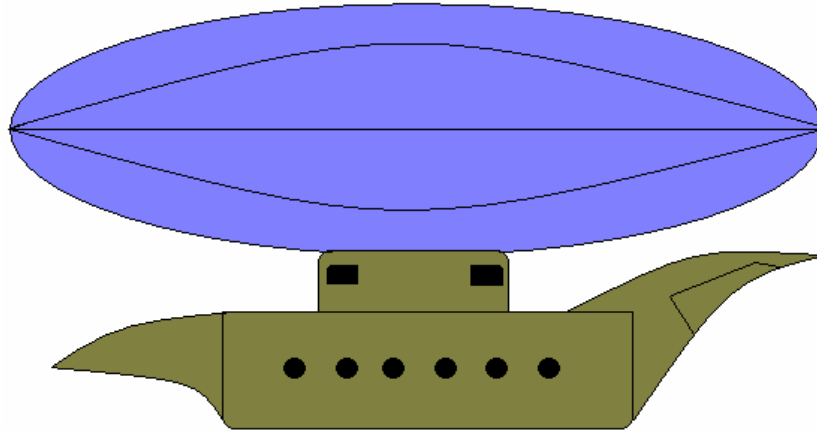
Several '*Tile Potions*' containing dragon magic and arcane knowledge are located here. The tiles were made long ago into a series of mosaics on these dragon walls. A portal exists here that will lead to the hiding place of Tenebrous. **(Let me know if you need these detailed.)** The alter allows a sacrificed being to become a dragon, though only long enough to be put to death. This is actually an engine of rebirth among the dragon souls, as they are already in the after life. The alter allows the sacrifice the opportunity to shift it's soul to any living mortal being within a mile of the altar, Will Save DC 26, and place the mortal's soul into the dragon's spirit form, thus trapping the hapless mortal in the afterlife.

The Demon Tenebrous (Orcus) was seeking entry into the prime material plane through a gateway in the Draconic Eternity. He would have emerged through the son of a dragon reborn if not for the party's mage and a lot of luck. His minions, including a Lich that rules the noble house of Valen in Pax-Grecia are already seeking revenge for their master, until Tenebrous can reform in a year and a day.

Select Magic Items

Acorns: Once any surviving acorns are blessed by a priest of *Paenilapi* and stored in a pouch made of silk harvested under the full moon, *Soleame* will grant them power. As long as a single acorn remains in the pouch at the end of each day Paenilapi will replace those that were expended against the marauding creatures of darkness. No more than six acorns can be created at any one time.

Acorn Abilities: Summon Treant, Nature's Blessing (1d10+5+Level on the next attack and damage roll), and Fire Seed (CL 15, doing 11d6 Points of Damage, area effected as per the spell.)



The Sky Boat: This airship is filled to the brim with treasure that cannot leave the boat except when shot out of the canon as grapeshot. The treasure is replenished as it is used, and will never run out.

The treasure's purpose aboard the ship is to remind the crew that life is fleeting and greed does nothing but consume life. Any treasure used as grapeshot turns to a powdery dust in 1d4 days and cannot be used in the creation of magical devices or for the expense involved in their creation; any attempt to do so simply cause the treasure to turn to dust and the caster loses 4000 exp.

The Sky Boat is always manned by an enchanted painting, presumably made sometime in the future by a Terasoli wizard woman according to the picture's comments. It has adopted the name 'Cappy' and cannot leave the Sky Boat.

The Sky Boat requires 8 charges from a magical staff to become aloft and an additional 4 charges every 1d4 days. Additionally, each charge must be at least 5th Level Magic. The staff need not be any specific one, though it must be made to fit into a socket hole resembling a 12-point star, Craft DC-19. Speed 60/90/120 Maneuverability: Fair. The 6 canons on each side deal 8d6+3 damage though a use magical device DC roll 20 is needed to fire the canon unless the pilot wills the cannons to become operational. Only 2 Canon per side of the Sky Boat may fire per round, each with its own Initiative roll. Reloading a canon requires 1 round.

The Sky Boat will fly away, abandoning the party 1d4+1 days if it has been anchored in one location. It will reappear buried under vines and ages of soot when the party has need of it again.

DM Note: The Boat is a joint creation of Dan & Fairelyn's characters sometime well into their futures. The boat was made necessary following Norm's Cleric of Laden's mishap with the Celestial Artifact in 'the Tomb of the One God.'

Treasure

Other items and specifics are in my black notebook; use that information only when you can deal with spoilers.

Goods: Gold dragon comb with red garnet eye (1,500 gp)

Shields: +1 Shield, heavy steel (1,170 gp).

Goods: Black pearl (600 gp); Obsidian (12 gp)

Magic: Wand: Detect Secret Doors (1) (Charges: 2) (30 gp); Scroll: Charm Person (1), Resistance (1), Summon Monster I (1) (62 gp); Potion: Cursed Restoration, Lesser (3) (300 gp); Wand: Bull's Strength (3) (Charges: 8) (720 gp); Potion: Cure Light Wounds (1) (50 gp); Scroll: Protection from Arrows (3), Color Spray (1) (175 gp); Potion: Delay Poison (3) (300 gp).

Currency: 3480 gp, 1565 sp.

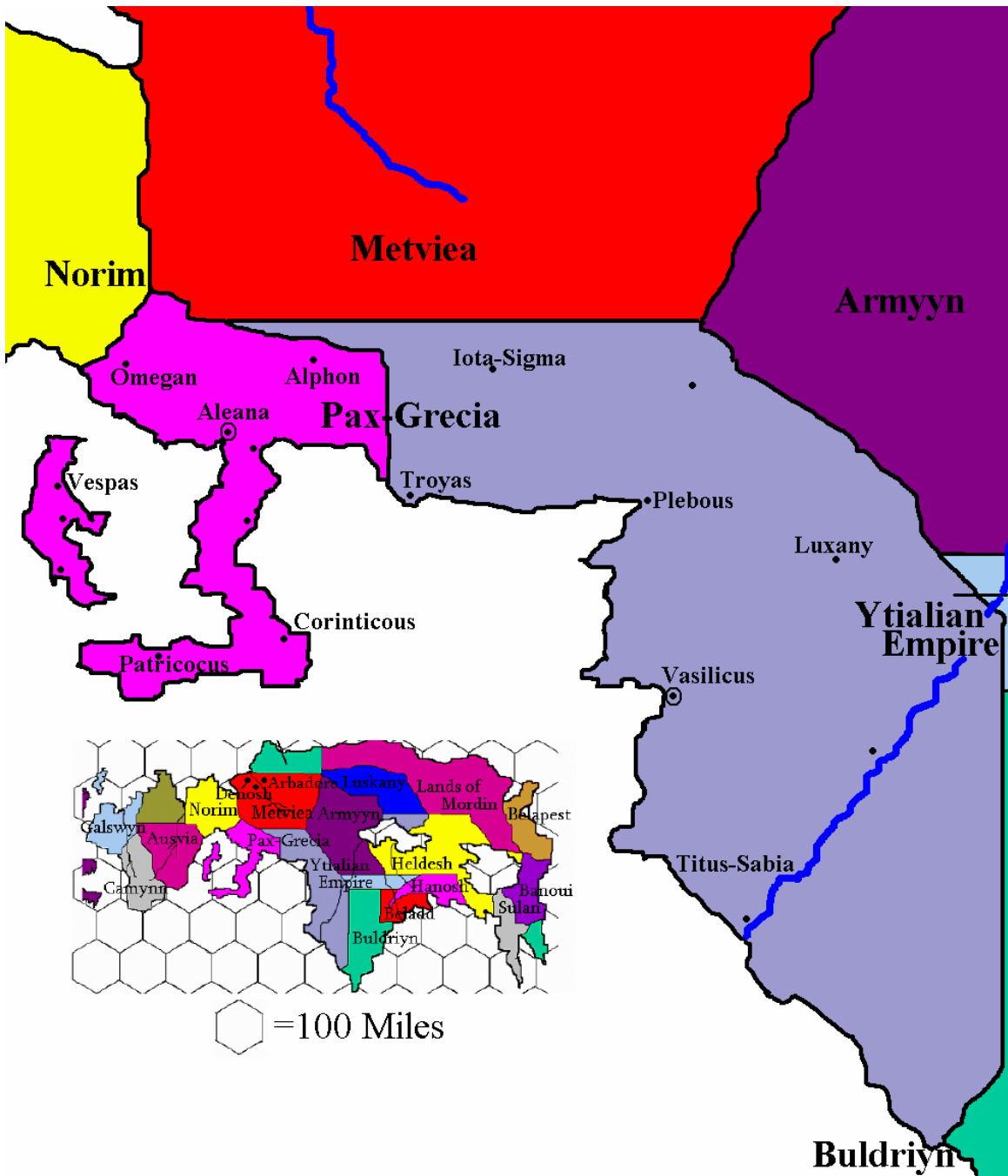
Magic: Wand: Detect Secret Doors (1) (Charges: 2) (30 gp); Scroll: Charm Person (1), Resistance (1), Summon Monster IV (1) (62 gp); Potion: Cursed Restoration, Lesser (3) (300 gp); Wand: Bull's Strength (3) (Charges: 8) (720 gp); Potion: Cure Light Wounds (1) (50 gp); Scroll: Protection from Arrows (3), Color Spray (1) (175 gp); Potion: Delay Poison (1) (300 gp)

Weapons: +3 Longsword, Holy (50,335 gp); Armor: +3 chain mail (25,350 gp).

Shields: +3 Shield, heavy steel (16,170 gp);

Potion: Water Walk (5) (750 gp); Potion: Polymorph Self (5) (750 gp); Staff: Fire (Charges: 30)

Artifacts: The Sigil of Taertoraus; Staff of the Magi; Sphere of Annihilation



Arrival in Alphon

Sky Boat Missing

Upon returning from the Crooked Kettle Tavern the party discovers the sleeping bodies of those who were aboard the Sky Boat now slumbering in the dewy grass. The Sky Boat and all within it are gone!

Adventuring In the City of Alphon

Alphon is a city in the growing empire of Pax-Grecia located just south of the border of Metvia and West of Grecia proper. Though the nations are separate Pax-Grecia is quickly on the road to unification. The Grecians influence the arts, education and lore while the Paxans grant military muscle from land and sea.

On whole, Pax-Grecia is an enlightened nation that allows religious freedom and encourages free thinking, provided those thoughts are inline with those of the state. Nobles claim bloodlines that can be traced to the gods themselves, though any cleric or lore master familiar with the stories know them to be fanciful tales at best and outright lies to control the populace at worst.

Magic is all but unheard of in Pax-Grecia; most think of wizards as godly magic as children's tales and acts of sleight of hand. Creatures, especially monstrous humanoids, are captured and put to their death in the Great Games that entertain the mobs with in the cities. Slavery is rampant, though most slaves are treated well enough as slaves outnumber freemen 4 to 1. Killing a slave in cold blood is punishable by a fine of ten Gallions or about 20 Melan Mills.

Alphon is governed by a group of nobles known as 'the Proxy' though true power is held by the Governor who controls the military and passes along mandates from the soon to be crowned Emperor. Alphon's Proxy is not going to remain in the living world for long; the party has become a convenient scapegoat for the Proxy's destruction since they arrived in the Sky Boat.

The House of Valen, which claims the current Governor, Lord Aurelius Valen, is secretly ruled by a long dead wizard who brokered his very soul for access to the magics of the gods. Now a Lich calling itself Tymir the Everlasting, (he was also recently a former tool of Taurtoraus himself in the Lands of Gorin), the lich has hatched a plan to unleash hoards of wraiths in the halls of the Government Temple and slay the Proxy. His henchmen, a thief called Gary and a dark priestess known as La'Asha intend to lead the party to the temple and seal them inside. La'Asha promises to introduce the party to a great sage who has word of the war in Melan, or any other interesting tidbit that she can offer in order to get the party to come along.

(While the party slumbered the previous night, or fought at the Crooked Kettle, Tymir discovered the charm enchantment placed upon Lord Valen and removed it, with instructions to act as though he is still charmed for the time being.)

The blame for the massacre will fall on the party's hands without a doubt. Lord Valen has been 'inspired' to proclaim that the gods will sort out the just from the guilty in righteous combat within the great games after witnessing the performance that the Bruin warrior put on earlier in the day.

Effectively now slaves, the party is owned by House Valen and housed within the arena cells. Gary and La'Asha will attempt to assassinate any party members that survived the temple, paying special attention to the divine spell casters.

Adventure Hooks

Framed for Slaughter!- The party is led by the vixen La'Asha into the Proxy's Temple using an excuse suitable to gain their interest. There, the party is trapped within and forced to combat a host of undead including dozens of Wraiths and a mighty Lich. When the battle ends, the survivors are arrested for the murder of the entire Proxy. The governor proclaims his guests' innocence though eventually agrees to allow the gods to sort out the issue in the Great Games.

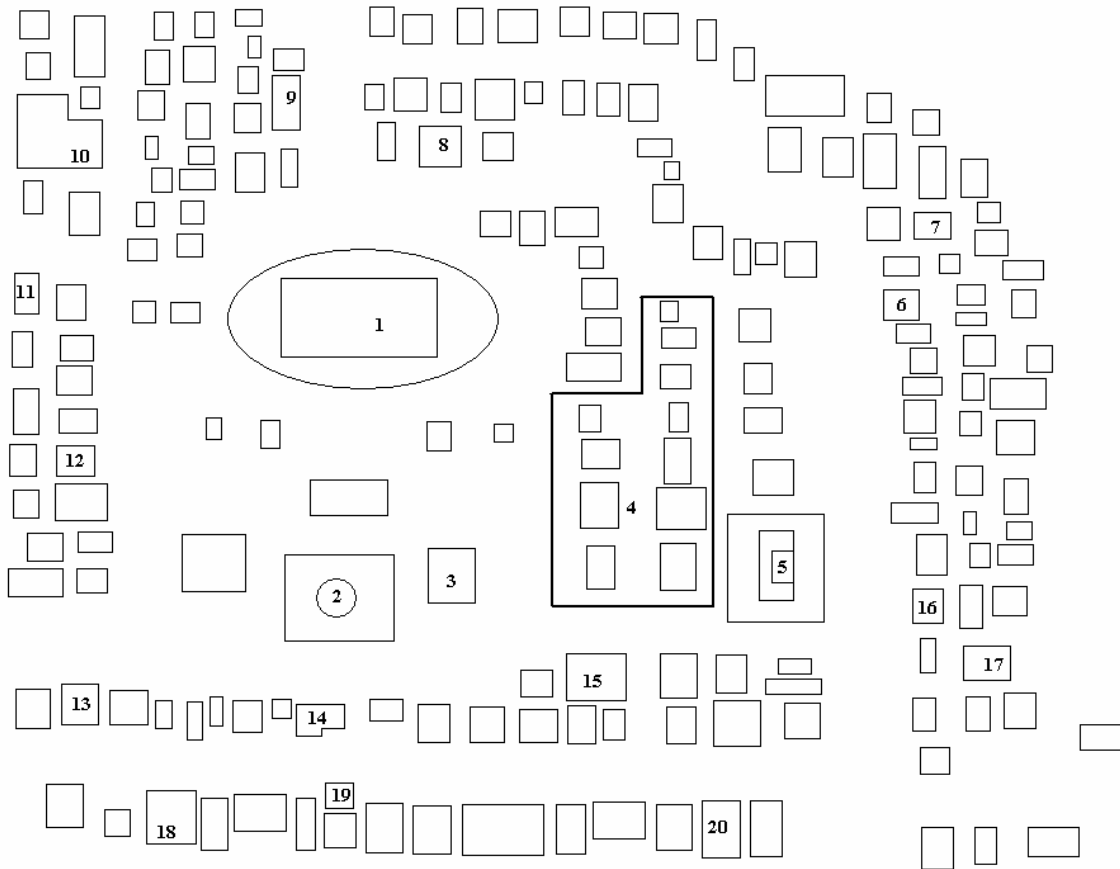
Escaping Slaves- Several of the Gladiators are willing to mount an escape and fight for their freedom. They have no maps or knowledge of the terrain but they know that the party does!

Assassination Attempts- Someone is trying to kill off one or more members of the party. Food has been poisoned, crossbow bolt shots narrowly miss from somewhere deep in the shadows, and the occasional intruder attempting to slip a dagger across the priest's throat are dead give a ways that someone does not like the party. All clues lead to the Crypt Ward.

Strange Woman Following the Party- The abused half-ogre woman who was healed and made whole by the divine might of the party has attracted a small but growing cult that follows her. She thinks the party is actually the gods of legend here to make things right on the world. Her name is Cayla now; her previous name was unmentionable in polite society.

Cayla has killed her abusive mom in a sacrificial ritual designed to gain the favor of the bruin and priest that rescued her, thinking that revenge is the gift that the 'gods' had given her. Calya follows from the shadows and has accidentally observed a few details regarding House Valen that the 'Gods' need to be informed of, though she struggles to tell the party '*Gods would already know what lurks in the shadows. I prayed to you to kill them all, but yet you let them live still. Why?*'

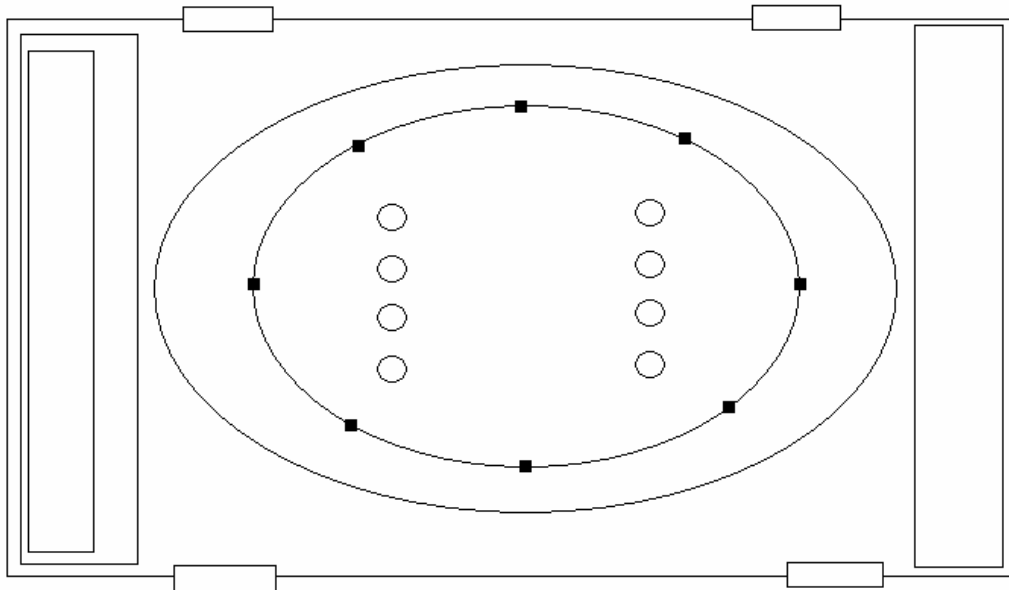
A Guide to the City of Alphon



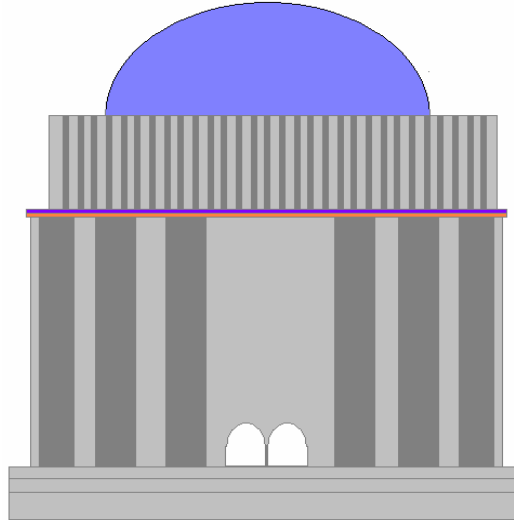
Locations

Common homes and cottage industries reside around the city proper, often made of stone and equally as fine as many residences around the plaza. Unkempt homes are often ceased and demolished as a public works program to 'prevent disease and undesirables.' All homes and business have running water pumped in via the nation's aqueducts.

1. The Arena Maxium
2. Proxy Temple (A Government Building)
3. Governor's House (Where the party stayed)
4. Crypt Ward (Noble and wealthy families only)
5. House Valen Estate
6. Money Changer
7. Crooked Kettle Tavern
8. Bath House
9. Gregor's Forge
10. Garrison House
11. Garrison Commander's Home
12. Temple of Junaus
13. Herbs and Tonics
14. Ancestor's Vine (A nobleman's retreat)
15. House Camious (kay-mah-us)
16. Baked Goods and Candies
17. Small Jailhouse (often contains runaway slaves)
18. Plebus Liberam (A publicly funded library and school, very state minded)
19. Ovid's Glass and Curios (Front for a thieves guild that has yet to be unmasked)
20. Livery and Tack



Arena Maxium: The Great Games of Alphon



Alphonic *Government Temple* dedicated to the god Gilamanos.

‘The hand of Justice, god of retribution and righteousness.’ Alignment: Lawful Good, Symbol: open hand imposed over a sword. Preferred Weapon: Longsword and Mace, Domains: Law, Healing, Good, Protection, Strength.

DM Note: Gilamanos’ presence cannot be felt here any longer; it has been corrupted by Ryull’s minions and infested by the undead. Here, the party will meet the true master of House Valen. An ancient Lich called Tymir the Everlasting and 30+2d12 Wraiths wait to be released once the doors slam shut behind the party and a magical darkness fills the building. If possible the trap will be sprung so as to separate the majority of the party from the priest and paladin. DC 45 to open the doors.

The people within the temple were slain prior to the party’s arrival. The Alphon Govt. is certain that the party was behind the murders of the important officials... they do not believe in ghosts, the gods or magic in general.

If the Lich’s physical form is disrupted it will flee to a hidden location (The Crypt Ward, House Valen’s Tomb) and plan to avenge the loss as it regenerates. The Wraiths will fight until the Lich is down or they have been turned/destroyed.

Among the corpses of the slain city officials and guards, the party discovers the following items.

art

- platinum collar pin (196.3 gp)
- silver dice set with aquamarine pips (975.2 gp)

coin

- 1,604 gold coins (1,604 gp)

potion

- potion of cure moderate wounds (300 gp)

wand

- Hold Person (l2, cl3) (14 charges) (2,160 gp)

Wraith: CR 5; Medium Undead (Incorporeal); HD 5d12 (Undead) ; hp 32; Init +7; Spd Fly, Good 60; AC:17 (Flatfooted:14 Touch:17); Atk +5 base melee, +5 base ranged; +5 (1d4, Incorporeal Touch); SA: Constitution Drain (Su) , Create Spawn (Su) ; SQ: Racial Traits: Undead, Subtype: Incorporeal, Unnatural Aura (Su), Daylight Powerlessness (Ex), Darkvision (Ex): 60 ft., Resistance: Turn (Ex): +2, Immunity: Mind-Affecting Attacks (Ex), Immunity: Poison (Ex), Immunity: Sleep Effects (Ex), Immunity: Paralysis (Ex), Immunity: Stun (Ex), Immunity: Disease (Ex), Immunity: Death Effects (Ex), Immunity: Critical hits (Ex), Immunity: Nonlethal Damage (Ex), Immunity: Ability Drain (Ex), Immunity: Energy Drain (Ex), Immunity: Ability Damage (Physical Scores), Immunity: Death from Massive Damage (Ex), Immunity: Fortitude Save-Based Attacks (Ex), Immunity: Raise Dead (Ex), Immunity: Reincarnate (Ex), Immunity: Exhaustion (Ex), No Natural Healing (Ex), Immunity: Fatigue (Ex); AL LE; SV Fort +1, Ref +4, Will +6; STR --, DEX 16, CON --, INT 14, WIS 14, CHA 15.
 Skills: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12.
 Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.
 Description: Wraiths are incorporeal creatures born of evil and darkness. They despise all living things, as well as the light that nurtures them.

Although composed of darkness, wraiths are more or less humanoid in shape. They are utterly featureless except for the glowing red pinpoints of their eyes. In some cases, the grim silhouette of a wraith might appear armored or outfitted with weapons. This does not affect the creature's AC or combat abilities but only reflects the shape it had in life.

Combat: Close combat with a wraith is dangerous, thanks to its deadly touch.

Special Attacks: Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed at a Fortitude save (DC 14) or suffer 1d6 points of permanent Constitution drain.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Special Qualities: Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Tymir the Everlasting , Neutral evil Male Human Undead – Lich, 5' 9" 164 lbs

Strength:	18 (+4)
Dexterity:	15 (+2)
Constitution:	0
Intelligence:	22 (+6)
Wisdom:	17 (+3)
Charisma:	12 (+1)
Hit Points:	16d4+16 + 4d8+4 (90)
Armor Class:	12 (+2 Dex)
Speed:	30 ft.
Initiative:	+2 (+2 Dex)
CR:	20
Total Gear Value:	220,000 gp

Classes:

- Wizard 16
- Cleric 4

Saving Throws:

Fortitude: +10 (+9 Base, +1 Con)

Reflex: +8 (+6 Base, +2 Dex)
Will: +17 (+14 Base, +3 Wis)

Attack Bonuses:

Melee: +15/+10/+5 (+11 Base, +4 Str)
Ranged: +13/+8/+3 (+11 Base, +2 Dex)

Languages:

- Aquan
- Common
- Giant
- Gnomish
- Sylvan

Skills Points:

Wizard **143**
Cleric **36**

Skills:

Concentration	+19	(+18 Rank, +1 Con)
Craft (Armorsmithing)	+8	(+2 Rank, +6 Int)
Craft (Carpentry)	+26	(+20 Rank, +6 Int)
Craft (Pottery)	+11	(+5 Rank, +6 Int)
Craft (Sculpting)	+8	(+2 Rank, +6 Int)
Craft (Weaponsmithing)	+7	(+1 Rank, +6 Int)
Craft (Woodworking)	+13	(+7 Rank, +6 Int)
Diplomacy	+8	(+7 Rank, +1 Cha)
Gather Information	+1.5	(+0.5 Rank, +1 Cha)
Heal	+10	(+7 Rank, +3 Wis)
Hide	+2	(+2 Dex)
Knowledge (Arcana)	+24	(+18 Rank, +6 Int)
Knowledge (Dungeoneering)	+24	(+18 Rank, +6 Int)
Knowledge (Local)	+25	(+19 Rank, +6 Int)
Knowledge (Religion)	+23	(+17 Rank, +6 Int)
Knowledge (The Planes)	+25	(+19 Rank, +6 Int)
Listen	+3	(+3 Wis)
Move Silently	+2	(+2 Dex)
Spellcraft	+24	(+18 Rank, +6 Int)
Spot	+3	(+3 Wis)

Feats:

- Brew Potion
- Craft Rod
- Craft Staff
- Craft Wand
- Empower Spell
- Endurance

- Enlarge Spell
- Forge Ring
- *Scribe Scroll*
- Still Spell
- Toughness
- Widen Spell

Wizard Spells Per Day:

0th-level: 4 (DC 16 where applicable)

Fear 30' Radius
 Rapid Healing +2
 Undead Traits
 Rebuke Undead
 Spell Like Abilities: Gaseous Form, Darkness,
 Dispel Magic 3X Day CL 16, Alter Self 3X Day

- Acid Splash
- Arcane Mark
- Dancing Lights
- Daze
- Detect Magic
- Detect Poison
- Disrupt Undead
- Flare
- Ghost Sound
- Light
- Mage Hand
- Mending
- Message
- Open/Close
- Prestidigitation
- Ray of Frost
- Read Magic
- Resistance
- Touch of Fatigue

1st-level: 6 (DC 17 where applicable)

- Chill Touch
- Comprehend Languages
- Jump
- Mage Armor
- Magic Aura
- Magic Missile
- Magic Weapon
- Mount
- Obscuring Mist
- Sleep
- Unseen Servant

2nd-level: 6 (DC 18 where applicable)

- Acid Arrow
- Alter Self
- Blur
- Darkness
- Locate Object
- Magic Mouth
- Scare

- Summon Swarm
- Touch of Idiocy

3rd-level: 5 (DC 19 where applicable)

- Deep Slumber
- Fly
- Haste
- Hold Person
- Keen Edge
- Lightning Bolt
- Magic Circle against Good
- Protection from Energy
- Rage
- Shrink Item
- Sleet Storm
- Suggestion

4th-level: 5 (DC 20 where applicable)

- Animate Dead
- Arcane Eye
- Crushing Despair
- Illusory Wall
- Rainbow Pattern

5th-level: 5 (DC 21 where applicable)

- Baleful Polymorph
- Contact Other Plane
- Summon Monster V
- Symbol of Pain

6th-level: 4 (DC 22 where applicable)

- Chain Lightning
- Control Water
- Disintegrate
- Flesh to Stone
- Greater Heroism
- Planar Binding
- True Seeing
- Seal Portal

7th-level: 3 (DC 23 where applicable)

- Banishment
- Delayed Blast Fireball
- Greater Teleport
- Mage's Sword
- Prismatic Spray
- Simulacrum

8th-level: 2 (DC 24 where applicable)

- Greater Shadow Evocation

- Iron Body
- Irresistible Dance
- Telekinetic Sphere

Total: 40

Cleric Domains:

- War
- Luck

Cleric Spells Per Day:

0th-level: 5 (DC 13 where applicable)
 1st-level: 4+1 (DC 14 where applicable)
 2nd-level: 3+1 (DC 15 where applicable)

Adventure Part 6-1

The party returns from the combat at the Crooked Kettle Tavern under escort from the local garrison. They discover the Sky Boat missing as described earlier.

- The Bruin Paladin has agreed to fight sans his magical weapons and armor in the great games tomorrow in order to gain status as an equal while in Pax-Grecia.
- A note has been left at the Governor's Estate by a cousin of the governor seeking an audience with the 'Healer of Ladin' at the Bath House. The note is a ruse by Gary (see Party Foils) and La'Asha to assassinate the priest. Gary will strike out from the shadows with a crossbow (poisoned) bolt and flee if the priest survives or not.
- Assuming the priest still intends to make his audience with the Governor's Cousin a man calling himself Tymir Valen greets the party or the solo priest. *"Thank you for coming. During my travels abroad I heard of many prophets and healers. I have read legends of your Ladin and if you are willing I have a mission of mercy to ask of you. There is talk of a vampire stalking the citizens that began shortly after my brother died of a strange fever. I do not believe in such things, but it would help out the public mind at ease if a priest strong in his devotion could enter the Valen crypt and prove once and for all that my brother is in fact dead."*

There are several stone coffins in the crypt, all of them contain very dead members of the Valen family, except one. The freshest corpse is actually a commoner who was slain by the actual vampire and dressed in noble attire. A VERY well hidden secret passage is under the stone floor that leads to a catacomb beneath. (See the Crypt Ward for details.)

- Following the events at the great games (new players are introduced) the party is treated as welcome guests across town. Lines of sick and feeble seek healing while owners of gladiators seek martial instruction from the party for their slaves.
- The party is lured to the Proxy Temple and framed as described earlier.

- Party is placed under house arrest by the Valen family and bid to fight in the games. Gear is confiscated by the church of Junaus for the time being.

The party may opt to flee but Lawful members of the party should attempt to remain in order to clear their names.

If the party manages to track the frequent assassination attempts back to the Valen Crypt or Valen Estate they might attempt to bring the Valen House down and promote an orderly change of power in the city. If this occurs the new magistrate will ask the party to accompany a legion to the Capitol to inform the Senate and soon to be crowned Emperor of the transition.

- Word arrives that Melan has a new king; the brother of the King of Umberly. The details of the transition are vague, but it has been peaceful thus far.
- Word of war in North is announced by a crier. Icehielm is warring with the elves of Metviea. The Great Dragon Friezmaygul is Dead! The white dragon's mate Glacierwind has rallied the Icehielm Azimpari against their brother elves and the humans of Metviea. Pax-Grecia has offered Metviea aid in exchange for resolving a border dispute.

The Gladiators

Kerwyn- Human Slave captured at sea; former sailor from Umberly in the Lands of Gorin (north of Melan). Kerwyn seeks to escape in order to deliver a healing salve to his free romantic interest's daughter. Shelbia and her daughter, Yolanae (Yaoh-lyn-may), live in a small cottage near the crooked kettle tavern. Yolanae cannot be saved through the salve, it was purchased from a charlatan on the street after a session of the games. If party cleric can save her (heal DC 28, remove curse CR 10 and heal) Kerwyn will do anything for the party. If the daughter dies he escapes and murders both the love interest and the dwarven slave handler upon returning to free the party.

Yolanae was named after one of the several goddesses and if survives is fated to bring honor and justice to the empire.

Male Deuxtterra Human Ftr7: CR 7;Medium Humanoid ; HD 7d10+14(Fighter); hp 50; Init +5; Spd 20; AC:20 (Flatfooted:21 Touch:11); Atk +10 base melee, +8 base ranged; AL CG; SV Fort +8, Ref +3, Will +3; STR 16, DEX 13, CON 14, INT 10, WIS 12, CHA 8.
Skills: Climb +7, Handle Animal +4, Intimidate +4, Jump +5, Ride +8, Swim +7.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Athletic, Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions:

Weapons: Masterwork Short Sword, Net.

Armor: Half plate (2,650 gp).

Shields: Shield, Light steel (20 gp).

'Bastille' One-Eye – Though a slave and sometime gladiator himself, Bastille is something of a coach, trainer and prison master to the Gladiators under House Valen. Bastille is free to come and go as he pleases, though he prefers to remain in the barracks. Bastille is true to both his masters and the Pax-Grecian way of

life. He relished his days as a gladiator during his prime and seeks any opportunity to remain high in the favor of House Valen.

Common Quote: “*Not even Raendryn can save you now!*” (Dwarven patron god of the Ore Forged and God of Thunder and Lightning.)

Male Dwarf, Ore-Forged Ftr7: CR 7;Medium Humanoid ; HD 7d10+28(Fighter); hp 72; Init +5; Spd 20; AC:22 (Flatfooted:19 Touch:11); Atk +10 base melee, +8 base ranged; SQ: Light Sensitivity (Ex), +1 Attack vs. Orcs and Goblinoids, +3 Saves vs. Poison, Darkvision (Ex): 90 ft., Stability (Ex), Weapon Familiarity (Ex), +2 Craft (Stone and Metal Items), +3 Saves vs. Spells and Spell-like Effects, +4 Dodge Bonus to AC vs. Giants, +2 Appraise (Stone and Metal Items), Stonecutting (Ex); RF: +3 Fort save against poison, +3 Will save against spells; AL NE; SV Fort +9, Ref +4, Will +3; STR 16, DEX 16, CON 18, INT 15, WIS 14, CHA 6.

Skills: Climb +7, Handle Animal +5, Intimidate +12, Jump +5, Ride +3, Swim +5, Listen +6, Move Silently +8, Hide +8.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions:

Weapons: +1 Sword, bastard (2,335 gp); Crossbow, heavy (50 gp).

Armor: +1 Full plate (2,650 gp).

Shields: Shield, heavy steel

Aralis (Air-Ah-Less)

Aralis is a Dionne-Shide Ranger who was captured about twelve winters ago in a distant land. He was sold as a curiosity and eventually purchased as a gladiator by House Valen. Aralis is a devotee of the nature goddess ***Paenilapi*** (Pan-Elle-Ah-Pie) and holds a place in his heart for the youngest of the Seven Daughters, the demi-goddess Humea (Hugh-May-Ah). He will attempt to escape multiple times during the party's stay in the games; each time suffering Bastille's lash. His wilderness spirit refuses to be broken. He would rather die than remain a slave forever. He has made a wolf companion called 'Adda' out of the animals that are frequently used to bait the gladiators. Adda will attack on sight anyone who is taking Aralis on in combat if she is freed.

Male Dionne-Shide Rgr7: CR 9;Medium Humanoid ; HD 7d8+7(Ranger); hp 41; Init +4; Spd 30; AC:18 (Flatfooted:14 Touch:14); Atk +8 base melee, +11 base ranged; SQ: +2 Saves vs. Enchantment Spells and Effects, Detect Magic (Su), Immunity: Disease (Ex), Immunity: Energy Drain (Ex), Immunity: Hold spells (Ex), Subtype: Elf, Low-light Vision (Ex), Immunity: Sleep Effects (Ex), Keen Sight (Ex), Keen Senses (Ex), +1 Reflex Saves vs. Spells and Spell-like Effects, Lay on Hands (Su), Cannot be Raised or Resurrected; AL CG; SV Fort +6, Ref +12, Will +5; STR 14, DEX 18, CON 14, INT 10, WIS 16, CHA 13.

Skills: Climb +5, Handle Animal +15, Heal +10, Hide +19, Jump +4, Knowledge (Nature) +6, Listen +13, Move Silently +18, Ride +12, Search +11, Speak Language +1, Spot +10, Survival +12.

Feats: Alertness, Animal Affinity, Armor Proficiency: light, Armor Proficiency: medium, Blind-Fight, Endurance, Improved Two-Weapon Fighting, Lightning Reflexes, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Stealthy, Track, Two-Weapon Fighting.

Spells Known (Rgr --/3): 1st -- Alarm, Animal Messenger, Calm Animals, Charm Animal, Delay Poison, Detect Animals or Plants, Detect Poison, Detect Snares and Pits, Endure Elements, Entangle, Hide from Animals, Jump, Longstrider, Magic Fang, Pass without Trace, Read Magic, Resist Energy, Speak with Animals, Summon Nature's Ally I.

Spells Prepared (Rgr --/3): 1st - Calm Animals, Charm Animal, Cure Light Wounds.

Possessions:

Weapons: Masterwork Ironwood Longbow (2,375 gp); +1 Blue Steel Longsword (2,315 gp) Blue Steel Dagger +2.

Armor: Masterwork Studded leather (1,175 gp).

Adda - Animal, Dire Wolf, Female Animal, Wolf : CR 1; Medium Animal ; HD 7d8 (Dire Animal); hp 43; Init +3; Spd 50; AC 17; Atk +3 base melee, +4 base ranged; +4 (1d6+3, Bite); SA: Trip (Ex) ; SQ: Scent (Ex), Low-light Vision (Ex); AL N; SV Fort +6, Ref +7, Will +2; STR 14, DEX 16, CON 15, INT 2, WIS 12, CHA 6.

Skills: Climb +5, Heal +10, Hide +19, Jump +4, Listen +13, Move Silently +18, Ride +12, Search +11, Spot +10, Survival +12.

Feats: Track, Weapon Focus: Bite.

Eight Ogres

These ogres are used by House Valen as impressive displays of violence in the game. They are usually introduced when the crowd grows bored by the display or if the combatants are troublemakers that the house would not mind disposing of permanently.

The two ogres below are all that remain of their clan's leadership before coming into slavery through House Valen. These are truly barbaric ogres with little use for society.

- **Angi-nyarah**, female ogre Bbn7: CR 9; Size L (10 ft., 0 in. tall); HD 4d8+16 + 7d12+18; hp 61; Init +3 (+3 Dex); Spd 40 ft.; AC 17 (+3 Dex, -1 Size, +5 Natural); Attack +12/+9melee, or +14/+12/+9/ranged; SV Fort +20, Ref +9, Will +6; AL CE; Str 26, Dex 16, Con 18, Int 6, Wis 11, Cha 9.

Languages Spoken: Common, Giant.

Skills and feats: Climb +11, Gather information +0, Hide -1, Intimidate +13, Jump +14, Knowledge +2, Listen +3, Move silently +3, Spot +3, Swim +24; Combat reflexes, Exotic weapon proficiency (chain, spiked), Great fortitude, Improved critical (greatsword), Run, Shield proficiency.

- **Gytrah**, male ogre Bbn7: CR 9; Size L (9 ft., 3 in. tall); HD 4d8+20 + 17d12+85; hp 226; Init +1 (+1 Dex); Spd 40 ft.; AC 15 (+1 Dex, -1 Size, +5 Natural); Attack +15/+11melee, or +8/+5ranged; SV Fort +19, Ref +7, Will +6; AL NE; Str 29, Dex 12, Con 21, Int 9, Wis 11, Cha 3.

Languages Spoken: Common, Giant.

Skills and feats: Climb +12, Hide -3, Intuit direction +7, Jump +26, Listen +16, Move silently +1, Profession +4, Spot +5, Wilderness lore +18; Alertness, Power attack, Run, Track, Two-weapon fighting, Weapon focus (longspear).

Ogre: CR 2; Large Giant ; HD 4d8+8 (Giant) ; hp 29; Init -1; Spd 20; AC:16 (Flatfooted:16 Touch:8); Atk +7 base melee, +1 base ranged; +8 (2d8+7, Greatclub); +1 (1d8+5, Javelin); SQ: Darkvision (Ex): 60 ft., Low-light Vision (Ex); AL CE; SV Fort +6, Ref +0, Will +1; STR 21, DEX 8, CON 15, INT 6, WIS 10, CHA 7.

Skills: Climb +5, Listen +2, Spot +2.

Feats: Simple Weapon Proficiency, Toughness, Weapon Focus: Greatclub.

Possessions:

Weapons: Greatclub (10 gp); Javelin (2 gp).

Armor: Hide (60 gp).

Description: Ogres are big, ugly, greedy creatures that have few redeemable qualities.

Party Foils

La'Asha (Lah-oz-sha)

This priestess of Ryull seeks to claim the acorns that the Priest of Laden (she does not know his name) was divined to carry. Ryull considers Ladin's powers to be weak and has tasked this cleric to strike out against all of Ladin's followers. She summoned the Hag that appeared in the Crooked Kettle as a way to measure her opponent's abilities.

La'Asha prefers to seduce her victims and kill them as they lay in bed together. Her tendency to cannibalize her victims is known to a vampire that lives in the city's crypt ward; she fascinates him. La'Asha will do whatever it takes, to satisfy Ryull's bloodlust for the followers of Ladin. She uses the spell Confuse Alignment DC 16 to prevent her angelic disguises from becoming breeched through divination. She is currently working with the thief known as Gary to get at the priest, though he thinks that his primary target is the party's thief. La'Asha plans to step in at just the right moment and slay Gary, preventing him from taking out the Thief, though she will attempt to plan it so that the rescue occurs just a moment too late.

Male Deuxtterra Human Clr8: CR 7; Medium Humanoid ; HD 7d8+10(Cleric); hp 54; Init +3; Spd 20; AC:19 (Flatfooted:19 Touch:9); Atk +7 base melee, +2 base ranged; AL LE; SV Fort +8, Ref +1, Will +9; STR 15, DEX 13, CON 14, INT 14, WIS 17, CHA 19.
Skills: Climb +5, Concentration +12, Diplomacy +9, Heal +8, Knowledge (Religion) +8, Sense Motive +6, Swim +3.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Athletic, Combat Casting, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Flail.

Spells Known (Clr 5/5/4/3): 0 -- Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue; 1st -- Bane, Bless, Bless Water, Cause Fear, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Enlarge Person, Entropic Shield, Hide from Undead, Inflict Light Wounds, Magic Stone, Magic Weapon, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I; 2nd -- Aid, Align Weapon, Augury, Bear's Endurance, Bull's Strength, Calm Emotions, Consecrate, Cure Moderate Wounds, Darkness, Death Knell, Delay Poison, Desecrate, Eagle's Splendor, Enthral, Find Traps, Gentle Repose, Hold Person, Inflict Moderate Wounds, Make Whole, Owl's Wisdom, Remove Paralysis, Resist Energy, Restoration, Lesser, Shatter, Shield Other, Silence, Sound Burst, Spiritual Weapon, Status, Summon Monster II, Undetectable Alignment, Zone of Truth; 3rd -- Animate Dead, Bestow Curse, Blindness/Deafness, Contagion, Continual Flame, Create Food and Water, Cure Serious Wounds, Daylight, Deeper Darkness, Dispel Magic, Glyph of Warding, Helping Hand, Inflict Serious Wounds, Invisibility Purge, Locate Object, Magic Circle against Chaos, Magic Circle against Evil, Magic Circle against Good, Magic Circle against Law, Magic Vestment, Meld into Stone, Obscure Object, Prayer, Protection from Energy, Remove Blindness/Deafness, Remove Curse, Remove Disease, Searing Light, Speak with Dead, Stone Shape, Summon Monster III, Water Breathing, Water Walk, Wind Wall.

Spells Prepared (Clr 5/4/3/2): 0 - Cure Minor Wounds, Detect Magic, Guidance, Light; 1st - Bless, Detect Evil, Magic Weapon (d), Shield of Faith, Summon Monster I; 2nd - Consecrate, Hold Person, Restoration, Lesser, Spiritual Weapon (d); 3rd - Continual Flame, Dispel Magic, Magic Vestment (d).

Possessions:

Weapons: Flail, Masterwork Blue Steel +1 (308 gp); Crossbow, light (35 gp); Bolts, crossbow (10) (1 gp); Bolts, crossbow (10) (1 gp).

Armor: Full plate +1 (1,500 gp).

Shields: Shield, heavy steel (20 gp).

Gary, Blue Rose Guild Assassin

Gary is a haunt at the Cooked Kettle and frequently takes jobs that no one else is willing to do. He habitually chews on spiced dried meats and has a wicked scar that runs the length of his left arm. He never shares how he got the scar. Gary has been hired to eliminate the Party's thief (dan) who the guildmaster is

certain that he recognizes from his days in Melan some years ago. He uses poison DC 23 Fortitude Save tipped crossbow bolts in combat, but prefers stealth.

Male Deuxtterra Human Rog7: CR 7;Medium Humanoid ; HD 7d6+7(Rogue); hp 37; Init +7; Spd 30; AC:17 (Flatfooted:16 Touch:13); Atk +6 base melee, +8 base ranged; AL CN; SV Fort +4, Ref +8, Will +2; STR 12, DEX 16, CON 13, INT 14, WIS 10, CHA 8.
Skills: Bluff +4, Climb +8, Decipher Script +7, Disable Device +10, Escape Artist +4, Gather Information +5, Intimidate +8, Move Silently +10, Open Lock +11, Search +12, Sense Motive +10, Spot +10, Swim +3, Tumble +13, Use Magic Device +6, Use Rope +10.

Feats: Armor Proficiency: light, Athletic, Dodge, Improved Initiative, Mobility, Simple Weapon Proficiency, Spring Attack.

Possessions:

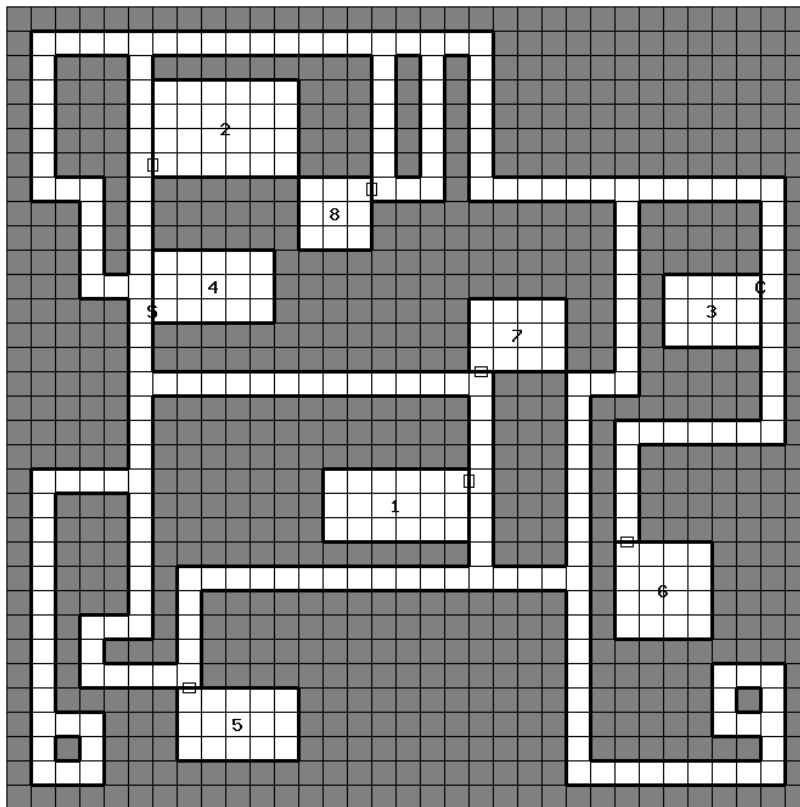
Weapons: Rapier, Masterwork (320 gp); Crossbow, light, Masterwork (335 gp).

Armor: Studded leather

Shields: Buckler

Crypt Ward

Inspection of the Valen Family Tomb reveals a hidden passageway that leads into darkness. Search DC 25. Hidden Door under slabs of marble flooring within the tomb's left chamber. 'The tomb reeks of death and an electric fear dances across the party's flesh.'



Room #1:

The earthen tunnel descends at least 60 feet from the tomb floor. Roots and stones serve as acceptable handholds for the first 10 feet. A Climb Skill Test is needed beyond this point. DC 21.

Safely making it down the shaft allows entry into a hallway with a door located in the wall directly to the left if facing north.

- Door (east, 1 from north): Steel, strong, Locked DC 19. Piles of human remains litter the room. It appears that the tomb above has been emptied of the occupants and left to rot here. Treasure such as gems and other items are scattered across the room without a second thought from whoever abandoned such a fortune.
- Monsters
 - **2d6+2 Wraiths**
- Treasure
 - 8 platinum coins (80 gp)
 - a long sword of steel plated with silver, with a simple cross-hilted blade and a cabochon-cut piece of jet set into the center of the tang where the quillons meet it (100 gp) Non-magical ornamental use only.
 - goldet circlet with four aquamarines (2000 gp)
 - a book with steel-edged, beaten-gold covers, embossed and painted in fine, intricate repeating pattern borders, having as a central scene a warrior with a long sword battling an angel or other heavenly host, which he is grasping by the throat (200 gp)
 - a ring of red gold, beaten into a long knuckle-coil to resemble a miniature snake coiling about the wearer's finger, with two tiny rubies set into its head as eyes (300 gp)
 - gemstone - blue quartz (10 gp)
 - gemstone - banded eye agate (12 gp)
 - gemstone - silver pearl (150 gp)
 - gemstone - ruby (1100 gp)
 - gemstone - onyx (30 gp)
 - gemstone - onyx (70 gp)
 - gemstone - tourmaline (120 gp)
 - gemstone - golden yellow topaz (500 gp)
 - gemstone - obsidian (11 gp)
 - gemstone – aqua diamond (1800 gp)
 - gemstone - white pearl (90 gp)
 - gemstone - black opal (1100 gp)
 - gemstone - onyx (40 gp)
 - ring of minor elemental resistance (14000 gp) +2 Fortitude Save Vs. Cold/Fire Attacks

Features

- spices
- odor (Death and decay)
- pillar
- portcullis

Room #2:

- Door (west, 4 from north): iron, stuck. Behind this door two hidden creatures wait to pounce. Unlike typical undead these are quick, smart and immune to turning/rebuking for as long as their Lich master survives.
- Monsters Undead Savant template: Orcers

Gygh:, female Undead Savant Orcer Ftr12: CR 14; Size M (7 ft., 0 in. tall); HD 3d8+12 + 12d4+48; hp 101; Init +4 (+4 Dex); Spd 30 ft.; AC 17 (+4 Dex, +3 Natural); Attack +12/+7 melee, or +12/+7 ranged; SV Fort +9, Ref +11, Will +9; AL NE; Str 18, Dex 18, Con 0, Int 13, Wis 11, Cha 8.

Languages Spoken: Abyssal, Common, Goblin.

Skills and feats: Climb +6, Concentration +6, Craft +16, Diplomacy -0.5, Gather information +0, Hide +6, Knowledge (religion) +15, Listen +3, Move silently +6, Profession +1, Scry +14, Spot +3; [Alertness]

Rezrrn: male Undead Savant Orcer Rog12: CR 14; Size M (7 ft., 0 in. tall); HD 3d8 + 12d6; hp 49; Init +9 (+5 Dex, +4 Improved initiative); Spd 30 ft.; AC 18 (+5 Dex, +3 Natural); Attack +14/+9/+4 melee, or +16/+11/+6 ranged; SV Fort +5, Ref +16, Will +7; AL NE; Str 17, Dex 20, Con 0, Int 14, Wis 15, Cha 8. Languages Spoken: Common, Goblin, Orc, Undercommon.

Skills and feats: Appraise +17, Climb +17, Craft +12, Diplomacy +12, Disguise +12, Escape artist +20, Forgery +17, Heal +4.5, Hide +7, Knowledge (nature) +4.5, Listen +5, Move silently +7, Open lock +19, Read lips +9, Sense motive +17, Spot +17; [Alertness], Ambidexterity, Dodge, Improved initiative, Mobility, Weapon focus (crossbow, hand).

Room #3:

- Door (east, 1 from north): (concealed) wooden, poor, stuck, behind rubbish.
- Monsters; Oozes

Ooze, Ochre Jelly: CR 5; Large Ooze ; HD 6d10+36 (Ooze) ; hp 69; Init -5; Spd 10, Climb 10; AC:4 (Flatfooted:4 Touch:4); Atk +5 base melee, -2 base ranged; +5 (2d4+3, Slam); SA: Acid (Ex) , Improved Grab (Ex) , Constrict (Ex) ; SQ: Split (Ex), Blind (Ex), Blindsight (Ex): 60 ft., Mindless (Ex), Immunity: Mind-Affecting Attacks (Ex), Immunity: Gaze attacks (Ex), Immunity: Illusion (Ex), Immunity: Visual Effects (Ex), Immunity: Poison (Ex), Immunity: Sleep Effects (Ex), Immunity: Polymorph (Ex), Immunity: Paralysis (Ex), Immunity: Stun (Ex), Racial Traits: Ooze; RF: Ooze qualities; AL N; SV Fort +8, Ref -3, Will -3; STR 15, DEX 1, CON 22, INT --, WIS 1, CHA 1.
Skills: Climb +10.

Description: Oozes are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter—living or dead.

An ochre jelly seeps along floors, walls, and ceilings with ease, squeezing its malleable body under doors and through cracks in search of meals.

This creature resembles a giant, dark yellow amoeba. It can grow to a length of about 12 feet and a thickness of about 6 inches, but can compress its body to fit into cracks as small as 1 inch wide.

Combat: Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey. Ochre jellies attempt to envelop and squeeze their prey.

Special Attacks: Improved Grab (Ex): To use this ability, the ochre jelly must hit with its slam attack. If it gets a hold, it can constrict.

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit deals acid damage.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

Special Qualities: Split (Ex): Weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half the original's hit points (round down). A jelly with only 1 hit point cannot be further split.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Ooze, Black Pudding: CR 7; Huge Ooze ; HD 10d10+60 (Ooze) ; hp 122; Init -5; Spd 20, Climb 20; AC:3 (Flatfooted:3 Touch:3); Atk +8 base melee, +0 base ranged; +8 (2d6+4, Slam); SA: Acid (Ex) , Constrict (Ex) , Improved Grab (Ex) ; SQ: Split (Ex), Blindsight (Ex): 60 ft., Racial Traits: Ooze, Mindless (Ex), Immunity: Mind-Affecting Attacks (Ex), Blind (Ex), Immunity: Gaze attacks (Ex), Immunity: Illusion (Ex), Immunity: Sleep Effects (Ex), Immunity: Poison (Ex), Immunity: Paralysis (Ex), Immunity: Polymorph (Ex), Immunity: Stun (Ex), Immunity: Visual Effects (Ex); RF: Ooze qualities; AL N; SV Fort +9, Ref -2, Will -2; STR 17, DEX 1, CON 22, INT --, WIS 1, CHA 1.
Skills: Climb +11.

Black puddings slither and undulate along underground terrain seeking sustenance. They resemble nothing so much as roundish blobs of inky black goo. The average pudding measures 20 feet across and 2 feet thick.

Combat: Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey. Black puddings attack by grabbing and squeezing their prey.

Special Attacks: Improved Grab (Ex): To use this ability, the black pudding must hit with its slam attack. If it gets a hold, it can constrict.

Acid (Ex): The pudding secretes a digestive acid that dissolves organic material and metal quickly. Any melee hit deals acid damage. The pudding's acidic touch deals 50 points of damage per round to wood or metal objects. The opponent's armor and clothing dissolve and become useless immediately unless they succeed at Reflex saves (DC 19). The acid can dissolve stone, dealing 20 points of damage per round of contact.

A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds at a Reflex save (DC 19).

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to Reflex saves against the acid.

Special Qualities: Split (Ex): Weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half the original's hit points (round down). A pudding with only 1 hit point cannot be further split.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.
Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

- Features
 - cobwebs
 - Half dissolved bones (humanoid)
 - mold
 - bucket half dissolved
 - pit (shallow) (Home to the Black Pudding)
 - fallen stones
 - 'You get the impression that the Oozes were recently placed here, specifically to ward you against coming any further. But then again, maybe they are just slow eaters and the bones were not that appetizing.'

Room #4:

- Door (west, 3 from north): (secret) side-sliding, pressure-plate trigger, trapped [trap: floor transforms into acid (CR6) (Find/Disable DC 35)]
- Monsters
 - **Undead Guardian Beholder (1)**
 - (charmed) **Gary, Undead Savant male Human Thief** (From the Crooked Kettle Tavern) (As in life except immune to Critical Hits, Backstab, No Constitution, Cannot be turned, $\frac{3}{4}$ Hit Points)

Male Deuxtterra Human Rog7: CR 7;Medium Humanoid ; HD 7d6+7(Rogue); hp 37 (27) ; Init +7; Spd 30; AC:17 (Flatfooted:16 Touch:13); Atk +6 base melee, +8 base ranged; AL CN; SV Fort +4, Ref +8, Will +2; STR 12, DEX 16, CON 0, INT 14, WIS 10, CHA 8.
Skills: Bluff +4, Climb +8, Decipher Script +7, Disable Device +10, Escape Artist +4, Gather Information +5, Intimidate +8, Move Silently +10, Open Lock +11, Search +12, Sense Motive +10, Spot +10, Swim +3, Tumble +13, Use Magic Device +6, Use Rope +10.

Feats: Armor Proficiency: light, Athletic, Dodge, Improved Initiative, Mobility, Simple Weapon Proficiency, Spring Attack.

Possessions:

Weapons: Rapier, Masterwork (320 gp); Crossbow, light, Masterwork (335 gp).

Armor: Studded leather, Shields: Buckler

- Treasure
 - 2,000 gold coins (2000 gp)
 - Gary's gear
 - False Phylactery

Room #5:

- Door (north, 1 from west): Stone, good, Hidden DC 31
- Features
 - chains
 - pottery shards
 - various remains
 - scattered stones
 - cobwebs
 - firepit

Room #6:

- Door (north, 1 from west): wooden, simple, free
- Trap

- 10 feet from the door lurks a spiked pit trap, hidden, magical: reverse gravity, (80 ft. deep) (CR16) (Find/Disable DC 35) The low ceiling prevents a running jump and the pit itself stretches almost 20 feet long, and the whole width of the corridor.
- Crypt, unearthly cold, moist air. Violated holy symbols and gallons of blood on the floor and walls.

Vampire Master – Waiting on the ceiling in gaseous form. Free Action to become Solid during first round only. An ogre mage is gated in during the second combat round. (same as the Crooked Kettle Inn)

The Vampire Viceroy Carlyle Valen : CR 14; Medium Undead ; HD 12d12 (Undead) ; hp 131; Init +12; Spd 30; AC:30 (Flatfooted:30 Touch:12); Atk +7 base melee, +7 base ranged; +7 (1d6+7, Slam); +5 (1d8+7, +2 Longsword); SA: Energy Drain (Su) , Blood Drain (Ex) , Domination (Su) ; SQ: Racial Traits: Undead, Gaseous Form (Su), Spider Climb (Ex), Resistance: Turn (Ex): +2, Damage Reduction (Su): 5/Silver, Darkvision (Ex): 60 ft., Fast Healing (Ex): 2, Resistance: Cold (Ex): 10, Resistance: Electricity (Ex): 10, Immunity: Mind-Affecting Attacks (Ex), Immunity: Poison (Ex), Immunity: Sleep Effects (Ex), Immunity: Paralysis (Ex), Immunity: Stun (Ex), Immunity: Disease (Ex), Immunity: Death Effects (Ex), Immunity: Critical hits (Ex), Immunity: Nonlethal Damage (Ex), Immunity: Energy Drain (Ex), Immunity: Ability Drain (Ex), Immunity: Ability Damage (Physical Scores), Immunity: Death from Massive Damage (Ex), Immunity: Fortitude Save-Based Attacks (Ex), Immunity: Raise Dead (Ex), Immunity: Reincarnate (Ex), Immunity: Exhaustion (Ex), No Natural Healing (Ex), Immunity: Fatigue (Ex); AL LE; SV Fort +16, Ref +12, Will +15; STR 21, DEX 20, CON --, INT 14, WIS 14, CHA 19.

Skills: Bluff +8, Climb +10, Hide +13, Jump +10, Listen +12, Move Silently +13, Profession (Astrologer) +6, Search +9, Sense Motive +12, Spot +11.
Feats: Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus: Profession (Astrologer), Toughness.

Possessions:

Weapons: +2 Longsword: Unholy (32,315 gp).
Armor: +2 Half-plate: Spell Resistance (SR13), Fire Resistance (34,750 gp).
Shields: +2 Shield, heavy wooden: Arrow Deflection (16,257 gp).
Magic: Ring: Counterspells (4,000 gp); Ring: Protection +2 (8,000 gp).

Description: Vampires are undead creatures that come into being when vampires slay mortals. Like their creators, spawn remain bound to their coffins and to the soil of their graves.

Vampires appear just as they did in life, although their features are often hardened and feral, with a predatory look.
Vampire spawn speak Common.

Combat: Vampire spawn use their inhuman strength when engaging mortals, hammering their foes with powerful blows and dashing them against rocks or walls. They also use their gaseous form and flight abilities to strike where opponents are most vulnerable.
Special Attacks: Charm (Su): This is similar to the vampire's domination ability (see the Vampire entry in Appendix 3: Templates), but the save DC is 14, and the effect is similar to charm person as cast by a 5th-level sorcerer. A charmed subject allows the vampire spawn to drain his or her blood (see below).

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Blood Drain (Ex): A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round.

Special Qualities: Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Gaseous Form (Su): As a standard action, a vampire spawn can assume gaseous form at will, as the spell cast by a 6th-level sorcerer, but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though with a spider climb spell.

Fast Healing (Ex): A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Once at rest in its coffin, it regains 1 hit point after 1 hour, and then resumes healing at the rate of 2 hit points per round.

Ogre Mage: CR 8; Large Giant ; HD 5d8+15 (Giant) ; hp 55; Init +4; Spd 30, Fly, Good 40; AC:18 (Flatfooted:18 Touch:9); Atk +7 base melee, +2 base ranged; +7 (3d6+7, Greatsword); +2 (2d6, Longbow); SA: Spell-like Abilities Darkness 9 At Will Invisibility 9 At Will Charm Person 9 1 Cone of Cold 9 1 Gaseous Form 9 1 Polymorph 9 1 Sleep 9 1 ; SQ: Flight (Su), Darkvision (Ex): 90 ft., Low-light Vision (Ex), Regeneration (Ex): 5, Spell Resistance (Ex): 19; AL LE; SV Fort +7, Ref +1, Will +3; STR 21, DEX 10, CON 17, INT 14, WIS 14, CHA 17.

Skills: Concentration +11, Listen +10, Spellcraft +10, Spot +10.

Feats: Combat Expertise, Improved Initiative, Simple Weapon Proficiency.

Possessions:

Weapons: Greatsword (100 gp); Longbow (150 gp).

Armor: Chain shirt (400 gp).

Description: The ogre mage is a more intelligent and dangerous variety of its mundane cousin. Rapacious and cruel by nature, ogre mages often lead organized raids for slaves, treasure, and food.

These creatures dwell in fortified structures or underground lairs, usually living alone or with a small group of ogre followers. Status among ogre mages is measured by wealth. While they do not generally associate with their own kind, they often undertake raids and schemes in competition with one another to amass the most riches.

An ogre mage stands about 10 feet tall and weighs up to 600 pounds. Its skin varies in color from light green to light blue, and its hair is dark. A pair of short ivory horns protrude from its forehead. The eyes are dark with strikingly white pupils, and the teeth and claws are jet black. Ogre mages favor loose, comfortable clothing and lightweight armor.

Ogre mages speak Giant and Common.

Combat: Ogre mages rely on their spell-like abilities, resorting to physical combat only when necessary. When faced with obviously superior forces, they prefer to retreat in gaseous form rather than fight a losing battle. Ogre mages hold deep, abiding grudges, however, and the unwise person who crosses one would do well to keep looking over a shoulder.

- Treasure
 - 3,500 gold coins (3500 gp)
 - a golden flute, of delicate workmanship and mirror-smooth finish (300 gp)
 - gold circlet with four aquamarines (4000 gp)
 - gemstone - silver pearl (120 gp)
 - gemstone - obsidian (10 gp)
 - gemstone - silver pearl (100 gp)
 - scroll (divine)
 - detect good (l1, cl1)
 - silence (l2, cl3) (275 gp)
 - potion: jump (50 gp)
 - potion of Mage Armor
 - potion: cure light wounds (150 gp)
 - potion: cure light wounds (150 gp)
 - scroll (divine)
 - Unholy Word (l13, cl7) (2525 gp)
- Features
 - scroll (Cursed Will DC 26 or Charmed & Geased to serve House Valen; 2d8+6 Damage <mental attack DC 26> if save is good.)
 - teeth
 - unnatural sound (unexplained) after the combat.

Room #7:

- Door (south, 1 from west): wooden, good, stuck
- Empty

Room #8:

- Door (east, 1 from north): stone, locked
- Monsters: Sytherax does not wish to fight the party as he has been informed that the God Taertoraus, his master, feels that he owes the party a boon and does not wish to interfere with the god's playthings (mortals). He however was summoned and bid to protect the Lich's Phylactery at all costs. He hints about using the banishment spell and suggests that the party should leave before the Golem activates, forcing his hand to act.
 - **pit fiend (devil) 'Sytherax'** and a **Bone Golem** protecting the Lich's actual Phylactery. (1)
- Treasure

Full Length dressing mirror, Signant Ring House Valen, two Spellbooks, a wand, 2d6 arcane scrolls (random) and a glass orb. Within the crypt (locked DC 35, Magically Held CL 16) is

a Staff of Fire [Core Rules] (1 charges) (580 gp) and an Amulet of Proof Against Detection and Location. (12360 gp)

Concluding the Adventure

The party either manages to destroy the Lich for good or is forced to flee as the catacomb begins to collapse into itself.

DC 15 Run 6 Rounds DC 24 Climb to escape the tunnel entrance. Failure suffers 12d8+30 crushing damage. Survivors have 2 Turns before air runs out.

Upon emerging from the catacombs onlookers and a garrison of men are on hand to watch the Valen crypt sink into the earth. The party is venerated as heroes and brought before the magistrate, a middle aged man called Claudius of Junaus, who is acting to restore order to Alphon.

The magistrate tasks the party to travel to Aleana (all-Eee-An-ah) the Capitol of Pax, and report to the Senate what has transpired here. A garrison and several minor nobles will accompany the party.

If the party declines they have the thanks of all of Alphon for revealing the nature of House Valen, and are free to do what they will.

If the party accepts they are encouraged to rest and heal for a few days before undertaking the journey.

The party is outfitted with light warhorses and a wagon of provisions as well as the protection of the Garrison (30 men 1 HD). Claudius gives the noblemen scrolls to deliver to the Senate and a letter of introduction to the party. Demi-Humans are given the state seal of freedmen.

Hamlet Problems

On the second day of the journey the party wanders into a small hamlet after crossing several farms devoid of livestock. The hamlet elders brush past the party, though giving the adventures many strange looks, and beg for assistance. A creature has been stalking cows, horses, chickens and anything else during the night. Even boarding the animals up in barns has not proved sufficient. No one has a gotten a good look at the creature, though they say it large and has many legs. The Garrison starts to dismiss the elders' worries and demand lodgings in the people's homes.

A worried young pregnant woman throws herself to the feet of the Garrison commander and begs someone to find her twin boys! *"They are ten, with brown hair and fair skin. Kaleb and David are their names."*

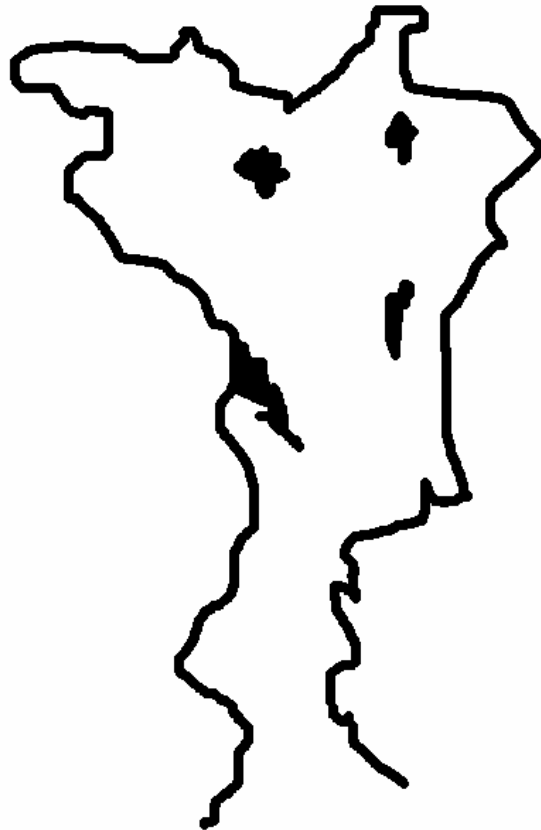
“Ah, see there! Now the creature has taken children. Can you not find it in your heart to send out a patrol to deal with the, the thing?” An elder asks.

The Garrison master refuses but agrees to mention the situation once his mission has concluded.

If the party takes the bait and agrees to search for the children or the beast they are taken to nearby sites where animals have been taken and to the modest home of the missing children. The garrison agrees to rendezvous on the road to Aleana in three days, no more.

The creature appears to step very lightly, or leaves no tracks at all. Tracking DC 25, leads the party to a trail of spider silk scraped against the occasional tree; often located high above the ground.

After a day and a half journey the trail leads into a craggy wide-mouthed cave across from a shallow stream. The cave has been naturally carved into a steep hillside by water, though years of drought have diminished the water flow so that it no longer rises to the cave’s mouth.



Inside the cave are thirty or more cocooned animals stuck against the cave walls. Bats are nowhere to be found.

Nestled in the rear of the cave is an immense spider web; the largest anyone has ever witnessed.

The creature in the web bids the party *“To enter only if you do not value your lives. Though I am sated for the moment my webs will snare you. Be gone!”*

Xane was cursed years ago by a goddess whose name he never knew. He refused her gifts and sought out the wonders of magic rather than accepting his lot in life. Once an elf, he has become something far more dangerous, with a thirst he cannot control for long.

If killed in combat he will revert to the form of a dark skinned elf, freeing his body from the god’s grip on him.

If the party reacts violently Xane will fight to the death using Animate Rope to control his web.

If the party questions Xane about the missing kids he admits to being a monster, though he has taken no children. “There is little food in the wilderness since I awoke. The drought has caused the game to flee and I cannot leave my home unattended for long. The men of the village can eat grain, I cannot. I took their animals but spare them as long as they leave me alone. Search the woods for the missing children, they are not here. Long ago my home was assaulted, take their remains and treasures to their homes if you wish, but leave me be.

If asked about the children a second time Xane snaps. His bloodlust is fueled by the thought of warm human children soon to be discovered and devoured.

Xane Du’gatengand Dire Drider: CR 15; Large Aberration ; HD 14d8+18 (Aberration) ; hp 166; Init +4; Spd 30, Climb 15; AC:24 (Flatfooted:20 Touch:13); Atk +5 base melee, +7 base ranged; +5 (1d4+3, Bite); SA: Spell-like Abilities Dancing Lights 6 1 Darkness 6 1 Detect Good 6 1 Detect Magic 6 1 Detect Law 6 1 Faerie Fire 6 1 Levitate 6 1 Clairaudience/Clairvoyance 6 1 Dispel Magic 6 1 Suggestion 6 1 , Poison (Ex) , Spells Sorcerer 6 ; SQ: Darkvision (Ex): 60 ft., Spell Resistance (Ex): 17; AL CE; SV Fort +7, Ref +8, Will +10; STR 15, DEX 18, CON 16, INT 15, WIS 16, CHA 17.

Skills: Climb +10, Hide +4, Move Silently +8.

Spells Known (SA Spells: Sor 6/7/6/4): 0 -- Read Magic; 1st -- Alarm, Animate Rope, Cause Fear, Charm Person, Color Spray, Enlarge Person, Expeditious Retreat, Grease, Magic Missile, Ray of Enfeeblement, Sleep, True Strike; 2nd -- Bear’s Endurance, Bull’s Strength, Darkness, See Invisibility, Summon Swarm, Web; 3rd -- Blink, Dispel Magic, Displacement, Hold Person, Lightning Bolt, Magic Circle against Law, Ray of Exhaustion, Slow.

Possessions:

Armor: +2 Elven Chain: Spell Resistance (SR13), Silent Moves (28,050 gp).

Magic: Wondrous: Boots of Elvenkind (2,500 gp); Wondrous: Bracers of Armor +3* (9,000 gp); Wondrous: Cloak of Arachnida* (14,000 gp); Wondrous: Cloak of Resistance +2 (4,000 gp); Wondrous: Drums of Panic (30,000 gp); Wondrous: Gauntlets of Fumbling (1,300 gp); Wondrous: Gloves of Dexterity +2 (4,000 gp); Ring: Protection +2* (8,000 gp); Ring: Spell Turning* (98,280 gp); Ring: Mind Shielding (8,000 gp); Potion: Cure Serious Wounds (5) (750 gp); Potion: Cure Serious Wounds (5) (750 gp).

Description: Driders are bloodthirsty creatures that lurk in the depths of the earth, seeking warm-blooded prey of any kind.

* indicates worn items

These strange beings have the head and torso of a drow and the legs and lower body of a giant spider.

Driders speak Drow, Common, and Undercommon.

Combat: Driders seldom pass up an opportunity to attack other creatures, especially from ambush. They usually begin with a spell assault and often levitate out of the enemy's reach.

Special Attacks: Spells: Driders may be 6th-level clerics, wizards, or sorcerers. Drider clerics can choose from the following domains: Chaos, Destruction, Evil, and Trickery.

Spell-Like Abilities: 1/day-dancing lights, darkness, detect chaos, detect evil, detect good, detect law, detect magic, faerie fire, and levitate. These abilities are as the spells cast by a 6th-level sorcerer (save DC 13 + spell level).

Once per day a drider cleric can additionally use clairaudience/clairvoyance, discern lies, dispel magic, and suggestion as a 6th-level caster.

Poison (Ex): Bite, Fortitude save (DC 16), initial and secondary damage 1d6 temporary Strength.

The twin boys are found safe and in the woods just where Xane said they might be. "We were lost while playing, can you take us home?"

The kids seem a little creepy, though no one is sure exactly why.

(They are Doppelgangers who will attempt to take the form of two of the party members after ambushing them during the night, preferably after scattering the group somehow. The children were hastily buried in the woods near where they were found, though scavengers have dug up the remains and consumed much of their flesh if the party returns to search for them.)

Doppelganger: CR 3; Medium Monstrous Humanoid (Shapechanger); HD 4d8+16 (Monstrous Humanoid) ; hp 36; Init +3; Spd 30; AC:17 (Flatfooted:14 Touch:13); Atk +7 base melee, +7 base ranged; +7 (1d6+4, Slam); SA: Detect Thoughts (Su) ; SQ: Immunity: Charm (Ex), Immunity: Sleep Effects (Ex), Change Shape (Su), Subtype: Shapechanger, Darkvision (Ex): 60 ft.; AL N; SV Fort +8, Ref +7, Will +8; STR 17, DEX 16, CON 18, INT 14, WIS 19, CHA 18.

Skills: Bluff +8, Disguise +8.

Feats: Simple Weapon Proficiency.

Description: Doppelgangers are strange beings that are able to take on the shapes of those they encounter.

Combat: When in its natural form or in the guise of someone unarmed, a doppelganger strikes with its powerful fists. In the shape of a warrior or other armed person, it attacks with whatever weapon is appropriate. In such cases, it uses detect thoughts to employ the same tactics and strategies as the person it is impersonating.

Special Qualities: Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Immunities (Ex): Doppelgangers are immune to sleep and charm effects.

The party may opt to return to the hamlet and deliver the sad news, attempt to raise dead, or rejoin the garrison on the road.

If the party elects to return to the hamlet they find the mother naked in the cellar atop of a crude wooden table with burning incense and pools of blood all about her. The afterbirth is hastily being devoured by two dogs on the floor as she dangles the newborn by an ankle.

“For darkest Tenebrous I give this child!” the mother announces as the party comes down the stairway. She is clearly possessed, not the same woman who was worried about her children a few days ago. *“You are too late, Tenebrous will walk the land!”* If the first person going down the narrow staircase can prevent the mother from stabbing the child Tenebrous will remain sealed within the many hells. Though his form is wrecked he still seeks vengeance.

The woman is possessed and the spirit can be Turned DC 26 or Banished. Other than the iron dagger she wields the woman is unarmed and incapable of most combat actions as she has just given birth. She will act on Initiative 21.

If the cleric manages to rid her of the demon the woman simply wants to die after learning of her twin's deaths (unless raised) and due to the guilt associated with the murder/attempted murder of her baby.

Diplomacy DC 27 can lead the woman into a life of priestly devotion; she will follow the party to the Capitol.