

IUZ6-04

Acid Test

A One-Round Dungeons & Dragons® LIVING GREYHAWK™
Iuz's Border States Metaregional Adventure

Version 1.0

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An evil is revealed in the recently liberated city of Admundfort, one that could send it's tendrils out across Oerth. An old friend, Gildor Arcanix, asks assistance against the vile foe. Never before has the enemy been so determined to see good and honest folk fail. Can heroes overcome this Acid Test? An Iuz Metaregional Adventure for APLs 8 to 14.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as

part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

| Mundane Animals Effect on APL | | # of Animals | | | |
|-------------------------------|-----------|--------------|----|----|---|
| | | 1 | 2 | 3 | 4 |
| CR of Animal | 1/4 & 1/6 | 0 | 0 | 0 | 1 |
| | 1/3 & 1/2 | 0 | 0 | 1 | 1 |
| | 1 | 1 | 1 | 2 | 3 |
| | 2 | 2 | 3 | 4 | 5 |
| | 3 | 3 | 4 | 5 | 6 |
| | 4 | 4 | 6 | 7 | 8 |
| | 5 | 5 | 7 | 8 | 9 |
| 6 | 6 | 8 | 9 | 10 | |
| 7 | 7 | 9 | 10 | 11 | |

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player

character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

Time Units and Upkeep

This is a standard one-round Iuz's Border States Metaregional adventure. Characters native to a region that is a part of the Iuz's Border States Metaregion pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

Adventure Background

The Shield Lands is a nation fighting back against a cruel foe, Iuz, often called "The Old One". For a generation, the nation was reduced to a single holding, Bright Sentry, located on Scragholme Island. Its capital, Admundfort, was now the home of the Boneheart, Vayne, general-wizard of the Old One's armies.

How the Shield Lands lost the war is a story for another day. Suffice it to say, paranoia of Furyondy annexing the Shield Lands in return for assistance against Iuz was fostered by dark forces. The embers of ancient

prejudices were flamed into a roaring fire, and the pride imbedded in the upper class of the Shield Lands was the fuel.

Only through years of effort and great sacrifice did the Shield Lands reclaim some of what they had lost. First, Critwall was liberated and reestablished as the capital. Then, Torkeep was freed, followed by Gensal and South Keep. But then, victories faltered and the military initiative was lost.

Lady Katarina, the face and voice of the Shield Lands, was assassinated. The Council of Lords went mad and civil war threatened the nation. Iuz mustered his forces and laughed. His laughter carried an insidious disease, the Black Breath of Iuz. Many citizens of the Shield Lands were weakened by its foulness.

Only through great acts of heroism and personal loss did adventurers manage to find a cure to the Black Breath and turn it on its maker's forces. Katarina, thought lost, was recovered and raised just in time to unify the Council. Iuz was defeated again.

But then, one year ago, a new opportunity presented itself. The merchants and military of Dyvers cut a deal with the Council of Lords and Lady Katarina. In exchange for a permanent trading port on the north side of the Nyr Dyv, Dyvers sent forth an armada to assist in the liberation of Admundfort. The battle was glorious! Admundfort's occupying army was crushed and Vayne was thrown down and captured.

Now, Admundfort is a ruined hole in the ground. While Dyvers and the Shield Lands have established trading and military outposts on the outskirts, treasure hunters, fools, and heroes frequently make excursions into the city to rout out the lingering evils in the wreckage, look for treasures, and to seek personal glory.

A note on the technical background of this adventure:

There were a number of obelisks scattered around the Shield Lands. These were Ur-Flan artifacts that served two purposes: First, they could be used to raise and control vast amounts of undead. Second, their magic could be used to protect its users from detection. Over the centuries, the obelisks became attuned to the lands new occupants, the Shield Landers. As a result, their latent magic helped thwart Iuz's forces on more than one occasion.

However, when the Black Breath was to be cured, the magic stored in these stones was consumed in order to overcome the infernal nature of the illness. As a result, the Shield Lands became more vulnerable to the activities of evil. But in life, all things must balance. An unexpected consequence of the obelisks being destroyed was that a cult of Ur-Flan in Admundfort, calling themselves the Black Dragons, were no longer hidden from the forces of good. Their evil crimes were laid bare.

Gildor Arcanix, a gold dragon who has favored the Shield Lands for some time, has used this opportunity to track the Ur-Flan down to their lair in Admundfort. This is when the adventure begins: Gildor has sought out adventurers who he hopes will be useful in fighting this evil.

Adventure Summary

This adventure moves more or less in a straight line. The party has been requested to appear in Admundfort in the Shield Lands in order to assist the forces of good in a battle versus evil. They arrive only to discover the messenger has been assassinated.

The person who summoned them, Gildor Arcanix, (really a gold dragon) is grief stricken at the loss. He agrees to accompany the party to strike and the evil cultists who committed the crime. The party races through Admundfort to the lair of the cult. They find they have arrived too late! The cultists are gone.

However, the cultists did not leave cleanly... a glowing portal beckons. Stepping through separates the party as it teleports them deep into the jungles of the south. There the party must reunite and obtain the assistance of the lizardfolk of the region.

The lizardfolk point the party to the cultist's lair, set in a mountain. On the way, the party is attacked by two-headed abominations.

Once at the lair, the party travels through what first appears to be a deserted tunnel system. However, it ultimately arrives at a central chamber where the cultists are about to sacrifice Gildor Arcanix. The cultists have consumed an explosive drink that causes them to explode when they die!

The party rescues Gildor and then may proceed back to Admundfort with new information about the evil worming its way into the Flanaess.

Preparation for Play

The idea behind this adventure is to give the party a taste of truly going after a cult of evil. There are, I'm sure, many more ways to solve this adventure than are written into the rules. The judge should feel free to reward clever play and clever players! They are, after all, the true heroes of this story.

Introduction

He is dead. But instead of blood seeping out onto the dirt streets of Admundfort, wisps of black smoke billow out from his body as it is consumed by dark and vile arcana.

The youth of 16, 17 perhaps, had sought you out a little over a week ago, and told you he was sent with word of a quest. Krylinn, the boy, said that he had others to reach, and had left to do so. He had agreed to meet you with details of the quest at the Orc and Pike in Admundfort, recently reclaimed by Dyvers and the Shield Lands from the Old One. Before he left, he had given you a cracked and broken talisman. This, he said, was found by his patron, and should prove the need of skilled adventurer such as you.

Upon arriving in Admundfort, you found that it is a city rebuilding after a disaster. Blasted and shattered buildings of stone and wood are

everywhere, silent tombstones to the war. Adventurers, soldiers, merchants and fortune seekers are everywhere, looking to profit from the ruins reclaimed. The "Orc and Pike" was not easy to find. Like many of the businesses here, it is new and built up from the ruins around it.

Still, with a bit of information gathering, you were directed to its location. That is when you heard the screams and managed to arrive just in time to see Krylinn lying dead on the streets of Admundfort.

Give the party the opportunity to introduce themselves to each other. Krylinn has given each of them a similar talisman. It is of a claw wrapped around a human skull. It is an old and powerful symbol of the Ur-Flan. The edges of the talismans appear to have cracked due to exposure to extreme heat.

It is presumed that the party would have used all of their various skills by this time to learn what they could of the talisman. They would have learned the following:

- The talisman is a variant symbol of some groups of the Ur-Flan, especially those focusing on ritual sacrifice.
- Such symbols, if found, should be hundreds of years old. However these (absent the fire damage) appear to be made within the last decade or two.
- The talisman was cast in iron with flakes of obsidian embedded into the eye sockets of the skull. The talisman could be worn around the neck.
- There is an inscription on the back, in Flan. It reads: "Life is nothing. Death is all. Obedience is the bridge between the two."
- In ancient days, such cults were formed around rituals of murder and oaths in draconic at secret locations devoted to the worship of a black dragon.
- The point of the cult was to bring down societies through fear and intimidation, thus opening opportunities to usurp power.
- The fire damage appears to be VERY recent (within the last year, at the most...).
- Clearly, if a Cult of the Black Dragon is currently at large, the risk to all good and orderly beings could be great.

Krylinn was killed at dusk. If his body is investigated, a DC 25 Heal check will reveal his very life force was burned out of him. A DC 20 Spellcraft check will reveal he died due to being blasted with negative energy. If the Spellcraft check is 30 or higher, the cause of death will be revealed as a more insidious version of *enervation* that burns out the soul as it leeches away the life's energies.

Examining the boy's corpse will reveal that he too wears a talisman. It is of a claw clutching a golden orb. A DC 20 Knowledge (religion) check will reveal that this is a variant of the Bahamut holy symbol. The difference between the two symbols should be apparent. The first symbol the party encountered is claw-like and is withered in the way a vampire or other undead might be (although

still draconic in nature). The second is healthy and robust in appearance.

There are only a few TRUE witnesses to the murder, though there are many “gawkers” who claim to have seen the entire thing but actually saw nothing. Feel free to make up any number of false witnesses and extravagant stories (For example: “A shadow man ripped his soul out and drug it down to the underworld, it did.” “There was an albino elf with a magic sword. She hit him with the sword, I think...” “It was kobolds I tell ya... lots and lots of kobolds. The under ground is thick with ‘em. Wha’s that? His body’s blasted by fire you say? Well, all them kobolds is demon-infested, ya ask me...”

A successful DC 25 Gather Information check will sort the wheat from the chaff and give the following (slightly more accurate) information. A dark robed man with pale skin stepped from the shadows and with a single word filled the youth with dark energies. When the deed was done, the man clutched at something hanging from around his neck and vanished.

Krylinn has no soul left and cannot be raised or resurrected from the dead. Instead, there is a possibility his body will be inhabited by one of the many spirits horribly killed over the years in this town. Any character able to see into the ethereal plane will see 1d10 ghosts lingering about, harmlessly, at any given time. Speaking with these spirits is pointless... they were all killed in a violent manner during the war or occupation and have nothing intelligible to say. None of them currently have the power to manifest themselves or do any harm. Still, they all seem to be focused on this area, staring at the boy’s body. Casting *Speak with Dead* or *Raise Dead*, *Resurrection*, *Reincarnation* (etc.) will give one of these spirits the ability to animate the boy’s form. Treat the body as being animated by the 5th level fighter ghost shown in the Monster Manual on page 118. It will immediately attack the party, doing what it can to the living as revenge for its loss of life.

ALL APLs (EL 7)

Ghost: Fifth Level Fighter: hp 32; see *Monster Manual* page 118.

Encounter One: Enter the Dragon

The party can do some investigations in the immediate area: The location where the robed man was standing is a dead end alley – no exits there. Read or paraphrase the following:

The street Krylinn was murdered on is busy enough... there are all manners of persons going back and forth on their daily errands. Ironically, only 10 yards from the youth’s body, “The Orc and Pike” stands as a silent witness to the crime. A three story affair, it looks recently built and what it lacks in architectural artistry it more than makes up for in its utilitarian sturdiness.

Upon entering the building:

“The Orc and Pike” is certainly bustling with activity – adventurers, treasure seekers and the like, mostly, although a few soldier types, some Shield Lands, some Dyvers, are lingering about, off duty and enjoying a meal and a drink.

The tavern owner, a shrewd business woman named Xarlene, knew Krylinn. The youth had just rented out the third floor common room upstairs not more than an hour ago. He paid in advance and the room has been set up with food and drink. The party is free to go upstairs. Examining the common room will reveal no clues. It is a simple enough setup, consisting of a food and drink table and some chairs. There are enough chairs for each of the party members plus two.

After about 10 minutes in the area, or if they look to be leaving the area, a man will join up with the party, wherever they are. He has straw-colored hair and wears an open, black vest over a simple cotton shirt and dark heavy wool pants. He wears dark leather boots and carries a sturdy-looking quarterstaff.

His name is Gildor Arcanix, and his actions depend largely on how the party reacts to him. He will initially appear to not know where Krylinn is. He WILL know who the party members are. He personally selected them through a variety of means: divinations, a friend of a friend, past encounters with the party, etc. whatever seems appropriate to the party.

Once he learns of the loss of Krylinn he will be incredibly upset, a clear mix of sorrow and anger showing on his face.

“Ah! I cannot believe this loss! We were SO very careful, so very careful. Those, fiends... I...” He chokes back words and for a moment his eyes flash from blue to golden-red. He turns to you. “This was not how it should have been. Krylinn died far too soon. He had... such promise as a sorcerer, such promise... I should have followed my original plan, but there were too many tasks to be done at once. I took what should have been the more dangerous task and sent him on what should have been the safer. Ah, but this is not the place for such conversation. Let me make arrangements for poor Krylinn, then we must make haste. Villains need pay for this sin.”

This is a quick review of what Gildor knows and does not know, as well as his attitude towards the party:

- He knows who the party members are. He hand picked them either based on divinations, past encounters with them, or based on the word of mouth of persons he trusts.
- If the party left the body of Krylinn outside, he knows of Krylinn’s death and is looking for answers – thus he sought out the party.

- If the party did something else with the body, or are outside with the body, he will not know what has happened to Krylinn, yet.
- Gildor should be played as very intelligent, but also very friendly. He truly likes the “mortal races” but never looks down on them.
- He is a firm believer that the mortal races need to accomplish or fail in their goals on their own, and will therefore only directly intervene in the direst of circumstances.

Gildor will want to place a *gentle repose* on Krylinn. After this, he will advise the party he will be right back as he is taking the body to the local cult. Without waiting for a response, he teleports away, returning a few minutes later.

The party may or may not know that Gildor is a gold dragon of great power. He has taken an interest in Shield Lands’ events and has been known to nudge the local affairs to favorable conditions from time to time. If asked, Gildor will not deny being a gold dragon. However, focusing on this fact will draw his ire; he is very upset about the death of Krylinn.

In fact, party members who decide to chastise him or his actions regarding Krylinn will NOT receive “The Scales Balance” at the end of the module. This is because he already feels terrible about the loss, but also knows that Krylinn knew the risks.

Gildor suspects the Ur-Flan cultists. He is insistent on seeking vengeance immediately, before the villains can escape. He asks the party to assist him and begins heading out towards the ruins, where he says the murderer likely fled. See “Gildor’s History of the Ur-Flan”, below.

As they move, Gildor, if asked, will explain that he teleported the body of Krylinn to the shrine of Bahamut, located elsewhere in Admundfort. There is another shrine located in South Keep. Originally, the shrine had originally been set in Critwall, but continued misunderstandings with the Church of Heironeous forced it to be moved. Krylinn was one of about fifty worshippers (about 25 or so at each shrine), and one of especial promise. Gildor agreed to let him work with him in combating a new evil: a cult of Ur-Flan mages.

Based on the nature of the players, either they can ask the below information from Gildor, or he will simply relay it. Any of this information is also discoverable through applicable Knowledge checks, such as Knowledge (history), (local: Iuz Border States), (arcana), or Bardic Knowledge. It is up to the DM to adjudicate which Knowledge checks are applicable to each piece of information. The DCs are listed next to each piece of information.

Gildor’s History of the Ur-Flan:

- The Ur-Flan were in the Shield Lands region before civilized folk. (DC 20)
- Today, they are thought of more as a myth than a reality; however, there are still some lingering cults,

their evil passing down and renewing from generation to generation. (DC 25)

- Ages past, they began building a series of obelisks that drew dark and dangerous energies to them. With them, the ancient worshippers could convert those energies to the study of Necromancy. One obelisk could negate the ability to feel pain; another could negate the ability to love, and so on. (DC 30)
- There was another side effect as well: The obelisks contained a masking effect. They radiated an energy that allowed its controllers to hide themselves from others. One such obelisk was in the Shield Lands village of Ringland. Over the centuries, it laid beneath the Oerth, becoming attuned to the humans living there. As a result, when the Old One attacked, his forces failed to attack Ringland at all! (DC 30)
- With the Reclamation of the Shield Lands, not all the citizens that returned were loyal Shield Landers. Some were Ur-Flan cultists. They began to reclaim their ancient powers. In Ringland, Critwall, Bright Sentry, and other locations, they summoned the obelisks from beneath the Oerth, and used their powers for their obscene rituals. With those obelisks re-summoned, who knows what evils could have been perpetrated? (DC 25)
- The cultists used the energies of the obelisks to mask their activities for nearly five years. But then, the Old One erred. He released a plague upon the Flanaess. Adventurers from all over risked their lives to end what was called the Black Breath. Eventually, they found a way to tap the power of the obelisks, permanently draining them of their accumulated arcana, and disrupting the foulness of the plague. (DC 25)
- This had an unexpected consequence: The Ur-Flan could hide no longer. Gildor and some loyal humans began eradicating their cults (the local government being too divided by petty politics to spend resources on shadowy accusations). (DC 25)
- Recently, they found an especially nasty group of cultists here, in Admundfort. Gildor decided to watch their activities while calling in more help, namely the adventurers. He believes Krylinn must have been spotted in his travels, and then killed. (DC 35)
- This particular cult is especially nasty. Known as “The Black Dragon” cult,(or “Worshippers of the Black Dragon”), they have apparently been living here, unseen and undetected, even under the watchful eyes of The Old One, for nearly a decade. They have been training fanatical sorcerer/assassins, using their dark deeds to influence events all across the Flanaess. Recently, he has learned this sect has sent members to Highfolk, Perrenland, the Bandit Kingdoms, Greyhawk City, and elsewhere. (DC 35)

Gildor believes that because they were so bold as to strike out in a public assassination this close to their cult’s base indicates they must be abandoning it. He feels he cannot

wait any longer. Gildor would like the adventurers to help him raid the cult's hidden lair and destroy them.

Encounter Two: The Cult on the Edge of Admundfort

Admundfort, former capital of the Shield Lands, is now a dead city. Once you leave the outer docks region, the city is a corpse. Ruins of buildings jut from the wreckage like bleached bones on a battlefield. Near the safety of the docks, are a number of treasure seekers, or possibly foolish merchants, going through the rubble looking for lost and forgotten items to sell. Gildor calls them foolish, stating: "just because The Old One has fled this city does not mean the touch of his evil is completely gone." Indeed, more than once you get the distinct feeling of being watched.

Gildor directs your travels deep into the heart of the ruined city. As you go farther away from the docks, the air loses its fresh, healthy, lake smell and now is heavy with a wet, rotted smell; it carries a coppery taste. Despite the weather's warmth, you feel a distinct chill upon your skin. Gildor slows his pace and points at a ruined barracks. The grinning skull, the unholy symbol of Iuz, still hangs over the door post. Only that part of the wall facing you, and part of one on the opposite side still stand. The rest of the building has been blasted away by war.

The building is a complete loss. It has been blasted right down the middle by some sort of attack from a war machine (like a catapult or the like). The front and back wall still, partially, stand, like two hands cupped around the center. The interior appears to be made of solid wood slats on a brick foundation. Searching the rubble for anything of value is pointless.

There is a secret trap door located just outside the back of the barracks. Because of the lingering power of the obelisk, it is particularly difficult to find (DC 30 Search check). The area on the back side of the building radiates strong abjuration and illusion magic. This is because the obelisk (which is treated as an artifact) is still radiating the equivalent of both *nondetection* and *silent image* on the trap door.

If the party has trouble finding the door, Gildor will tell them to "try detecting magic" as the cult may be using *arcana* to hide the entrance. If a *dispel magic* or the like is used, the masking magic of the obelisk is treated as a 12th level caster.

The party may pre-cast spells or make any other preparations they wish.

The secret door, once revealed, is a sturdy iron door set into the ground. It is a triangular door cunningly designed to be easy to lift open. Beneath it, all appears to be dark initially; however, after a moment, one can see that there is a purplish light emanating from deep beneath the surface of the earth.

The light is accompanied by a crackling sound, similar to fire burning slightly wet wood, as there are loud pops and snaps mixed in with the crackling.

The way to the cult's lair is a five foot wide staircase, winding in a counter-clockwise direction. On the 27th stair down, (a third of the way to the ground floor), a magical trap has been set. If a person, in Flan, states "I owe my loyalty to the Black Dragon Cult" as they reach the 27th stair, the trap will deactivate for one minute. The trigger to deactivate the trap is actually "cult," so the trap may be disabled inadvertently by other phrases. This trap was designed to take down a single invader with extreme prejudice, and in a hopefully painful manner. The magical trap will only target the character setting it off and it will do so with all of its attacks. Further, due to a quirk in the trap's settings, it is only designed to attack members of the humanoid races, thus Gildor cannot set off the trap. The Ur-Flan could never have expected a human-shaped gold dragon from breaching their lair!

APL 8 (EL 4)

Melf's Acid Arrow Trap: CR 4; magic device; proximity trigger; one-shot trap; spell effect: *Melf's acid arrow* x2, 4th level sorcerer, 2d4 acid per missile plus 2d4 acid per missile for 3 more rounds); Atk +4 ranged touch; Search DC 27; Disable Device DC 27; Market value 1,800 gp.

APL 10 (EL 5)

Melf's Acid Arrow Trap: CR 5; magic device; proximity trigger; one-shot trap; spell effect: *Melf's acid arrow* x3, 4th level sorcerer, 2d4 acid per missile plus 2d4 acid per missile for 3 more rounds); Atk +5 ranged touch; Search DC 27; Disable Device DC 27; Market value 2,200 gp.

APL 12 (EL 6)

Melf's Acid Arrow Trap: CR 6; magic device; proximity trigger; one-shot trap; spell effect: *Melf's acid arrow* x4, 4th level sorcerer, 2d4 acid per missile plus 2d4 acid per missile for 3 more rounds); Atk +6 ranged touch; Search DC 27; Disable Device DC 27; Market value 2,600 gp.

APL 14 (EL 7)

Melf's Acid Arrow Trap: CR 7; magic device; proximity trigger; one-shot trap; spell effect: *Melf's acid arrow* x5, 4th level sorcerer, 2d4 acid per missile plus 2d4 acid per missile for 3 more rounds); Atk +7 ranged touch; Search DC 27; Disable Device DC 27; Market value 2,600 gp.

As the party gets about two-thirds of the way down, they will be able to see into the cult's chamber. It is a massive room with a high vaulted ceiling, approximately 200 feet across and 90 feet high. The stone has been shaped smooth by magic and is devoid of any carvings. On the far wall, away from the stairs, is a blood stained altar. A shimmering field hangs in the air above it (See "The Shimmering Field", below). The walls, floor and ceiling

are crammed with various runes and magic symbols painted on nearly every square inch. In many places, faded symbols have been repainted or painted over with different symbols. The symbols are disturbing to look at. Anyone trying to read them must make a DC 15 Fortitude save or be shaken for 1d4 rounds.

In the center of the room is a black obsidian obelisk, about 20 feet across. Its point stands just a few feet from the ceiling of the cave.

When the party enters the chamber, a number of robed forms will rise out of the floor to face the party. Read or paraphrase the following:

As your feet hit the floor of the chamber, two dozen robed figures rise from the rock bed itself. They are human in appearance, with heavy black leather robes. They wield daggers of an especially cruel make. One of them, their leader, apparently, throws back his hood. He is a pale, strong looking man. All the hair has been shaved from his head and tattoos cover his scalp. A sickly black goatee sprouts from his chin beneath a cruel looking grin. He says "So, you have followed us this far. Welcome to your death! Your blood will mingle with the blood of the innocent we have already spilt."

This is nothing more than a *programmed image* (DC 19 Will save to disbelieve). It is designed to scare off the party, make them retreat, or otherwise waste time. The villains are trying to buy time; for all they know, their lair is being raided by easily scared local militia as opposed to hardened adventurers looking for battle! The images cannot really harm the party and don't really react except to silently crowd in on the stair area.

The Obelisk

The obelisk in the chamber is one of the ancient Ur-Flan artifacts. It is carved with Flan and Draconic runes that form a magical speech that instructs one to trace the runes in a particular order to activate or deactivate its magical powers. Fortunately for the party, its magic energies, long stored, are now quickly dissipating; however, it still has some lingering power. The first person to touch it (if anyone does) must make a DC 26 Reflex save to pull away in time to avoid receiving the obelisk's "blessing". If a person fails their save, they receive the **Lifeless** curse on the AR. (See the "Special" section in the treasure summary, below). Such a person also receives a vision: The character is wearing the dark, leather robes of the Ur-Flan and stands on a blood soaked dais. Before the character, on an altar, lays a human male warrior, bound with chains. With a single stab, the character plunges an obsidian dagger down towards the vulnerable victim. As this is done, a snake-like hissing voice says "We accept this gift..." (but pronounced 'acssssept thissss').

The Shimmering Field

Hanging in mid air over the altar is a shimmering field. It is a swirling mass of color, all from the dark end

of the spectrum (navy blue, deep purple, etc.), shifting colors every few seconds. This is what is causing the purplish glow seen earlier. A DC 24 Knowledge (arcana) or DC 19 Spellcraft check will reveal it to be a form of *teleportation circle*. Where it leads is unknown. If the character beat the DC by 5 or more, it will also be known that the spell effect will fade in approximately eight hours (the exact number is 10 hours). Apparently, the magic of the obelisk is fueling the spell, allowing it to last longer than it normally would. Gildor will advise that his research shows the Ur-Flan traditionally had a number of "lair" they might have retreated to. This portal might lead to any of them. Some locations rumored to hold cults include the frozen wastelands among the barbarians of the snowy north, the snake infested jungles of the far south, and the dust caked desert near the Sea of Dust. Stepping through brings the party to Encounter Four.

Studying the portal briefly (a few minutes) will reveal that it is fueled, in part, by the obelisk. This will require a DC 30 Spellcraft check. If they learn this, they will also learn that casting Conjunction (teleportation) spells on the obelisk will increase the time the portal stays open. Each level of spell "fed" into the obelisk will keep the portal open for an additional half hour, to a maximum increase in time of five hours (for ten levels of spells).

If *detect magic* is cast in conjunction with a DC 30 Spellcraft check, the character will realize that there is an underlying low level evocation magic embedded into the magic of the portal that is triggered on the other end of the portal when the portal is used.

Development: If the party takes time to prepare or study the portal, proceed to Encounter Three. If the party steps through the portal, proceed to Encounter Four.

Encounter Three: Interlude

The party now has a limited amount of time to cast spells, heal, get supplies, etc. One of the things they may look at is how to get animal companions (especially large ones) down the narrow stairs! Additionally, animals with an Intelligence lower than 4 will not naturally go into the portal. A PC must make a DC 20 Handle Animal check to get the animal to enter.

Attempts to track down the cultists via magic will be impeded. There is some sort of masking magic being used to keep one from finding the cultists, similar to that exuded by the obelisks. Any spell used to scry or otherwise locate the cultists requires a DC 27 caster level check to succeed. Failure results in painful headaches and a feeling of being "watched".

The party is free to use whatever time they feel they have available to purchase supplies in Admundfort. Essentially, any potions of 200 gp or less as well as all standard PHB supplies are available. Gildor insists on going along with the party.

Encounter Four: Never Split the Party

SPECIAL FAST PLAY OPTION: If time is a serious factor, it's ok to have groups of two or more characters to arrive together. Just increase the amount of lizardfolk and shaman groups in each encounter to match the number of players!

This encounter may be very frustrating for some parties. The portal is going to separate them and have each of them thrown into their own private encounter. Randomly place each character at one of the starting points shown on the attached map. It is best if each person is PRIVATELY run through their encounter (albeit somewhat quickly so no one gets too bored – after all, with a party of six players, if you spend just 10 minutes with each player, that is an hour of game time!). THE ENCOUNTER IS NOT HERE TO FRUSTRATE OR ANGER PARTIES; it is here to allow players a chance to show what their characters can do when left to their own resources.

Each player will find themselves teleported into a different section of jungle. They will have no obvious point of reference and no immediate way to find the other party members. The idea is to give each party member a chance to have a micro-adventure. Their actions should, more or less, be simultaneous. Read or paraphrase the following to each party member:

Stepping into the portal, you find yourself sliding down a tunnel of light. You feel your self rushing quicker and quicker towards a dark green light. Suddenly, there is a loud explosion of fire and sound and you find yourself... where, exactly?

Looking around, you see you are in the middle of a charred and burnt ring of foliage, forty feet across. Wisps of smoke trail towards the bright blue sky above. Bits of flame and sparks dance here and there in the blasted surface of the land. Charred and blasted trunks of trees stand smoking and blackened through out the area. At the edges of the ring, thick and unrelenting jungle fences you in at all sides. A few of the trees and plants on the edges of the blast zone look to be partially on fire.

The smell of a fresh fire mixed with the wet smell of the jungle is heavy in the hot humid air. Excited sounds of exotic birds and strange animals can be heard from all around you.

First, each party member will have been teleported to their own private "landing zone". This is because the fading magic of the obelisk has caused the teleport mechanism to go awry. They will have any animal companion (familiars, etc.) that traveled with them but that's it. It is impossible to guess all of the things a person might do, but here are some top possibilities to use as a guide.

- Examine the blast zone. A DC 23 Spellcraft check is necessary to know the fire damage was from a fireball that hit the zone just seconds before the party member teleported in. This is actually a preprogrammed spell effect the cult had in place! They typically would be teleporting into a stone circle and the fireball effect would insure that any enemies waiting for them would be incinerated, or at least very weak, when the teleportation was completed.
- Put out the fires! A DC 10 Knowledge (nature) check will reveal the fires that are lingering are too weak to overcome the wet, thick jungle. As a result, they will go out naturally within 10 to 15 minutes.
- Climb a tree or fly. Climbing a tree is simple enough (DC 10 Climb check), though the vantage point is not very good; however, either flying or climbing will quickly show the party is in a sea of green. Jungle stretches in all directions for many miles. Ringing the forest in on the north is a mountain range which dips slightly to the south far to the east and west. A DC 20 Spot check (with a +2 competence bonus for every 10 feet above the surface of the jungle a person is flying) will reveal the plumes of smoke of the other party members' teleports. See the attached map.
- Head off into the jungle. If the perimeter is searched, there is a trail leading out of either side of the teleport zones.

The party members should be given the opportunity to go off on their own. By the time a flying character reaches one on the ground, for example, chances are that character may have already entered the jungle. If not, DON'T PANIC! The characters are supposed to be heroes, after all.

Describe travel through the jungle, even along the path, as somewhat difficult. Thick, hanging, ropey vines dangle off of strange dense trees. Jungle brush stands anywhere from two feet to five feet tall. Bird calls, insect buzzing, and wild animal shrieks occasionally fill the air... but not too closely...

In this next encounter, each character will meet the pre-set amount of lizardfolk. If they have joined up, somehow, before this happens, then the amount of lizardfolk groups they meet is increased to match the number of characters.

The lizardfolk have an excellent understanding of their environment, having lived here their entire lives. Thus, in addition to any other abilities, the lizardfolk have a competence bonus for being in the native terrain of +4 to all Hide, Move Silent, Spot and Listen checks. Additionally, because their scaled hides are colored similarly to the jungle's foliage, they receive an additional +4 circumstance bonus to Hide checks. This gives them (total):

- +8 Hide
- +4 Move Silent, Spot, Listen

- The Shaman has an additional +2 Spot and Listen (+6 total)

It is possible that characters have abilities to completely avoid the encounter; that is ok! However, the party member should be made aware of how their ability prevented the encounter. For example: **“As you fly invisibly over the jungle, you can see through an occasional gap in the foliage the movements of a lizard man hunting party. It is clearly lucky you managed to avoid these feral beasts!”**

Otherwise, choose one of the texts below (or make up suitable text) to reflect the situation most appropriate:

(Party Member surprised)

As if produced by some conjurer's trick, thick jungle brush parts and you find yourself viewing a number of very agitated looking lizardfolk! They have dangerous looking weapons pointed at you and their leader – a deep blue-green lizardfolk wearing a brightly plumed headdress – seems to be hissing out words of magic!

(Lizardfolk surprised)

Your keen senses have paid off! Through the dense undergrowth you have spotted movement... lots of movement! A patrol of lizardfolk led by a deep blue-green, plumed headdress wearing lizardfolk, are stalking through the jungle. Could it be they are looking for you?

(Neither party surprised)

Travel through the jungle has been difficult but so far you have not encountered any other creatures. Suddenly, as if produced by some conjurer's trick, thick jungle brush parts and you find yourself viewing a number of very agitated looking lizardfolk! They have dangerous looking weapons and a leader – a deep blue-green lizardfolk wearing a brightly plumed headdress. You both appear to have spotted each other at the same time!

APL 8 (EL 4)

Lizardfolk: hp 17; see *Monster Manual* page 170.

Shaman: Female lizardfolk Drd3; hp 33; see *Appendix One*.

Viper: Medium Viper Animal Companion; hp 23; see *Appendix One*.

APL 10 (EL 5)

Lizardfolk (3): hp 17 each; see *Monster Manual* page 170.

Shaman: Female lizardfolk Drd3; hp 33; see *Appendix One*.

Viper: Medium Viper Animal Companion; hp 23; see *Appendix One*.

APL 12 (EL 6)

Lizardfolk (5): hp 17 each; see *Monster Manual* page 170.

Shaman: Female lizardfolk Drd3; hp 33; see *Appendix One*.

Viper: Medium Viper Animal Companion; hp 23; see *Appendix One*.

APL 14 (EL 7)

Lizardfolk (10): hp 17 each; see *Monster Manual* page 170.

Shaman: Female lizardfolk Drd3; hp 33; see *Appendix One*.

Viper: Medium Viper Animal Companion; hp 23; see *Appendix One*.

Tactics: The lizardfolk have been harassed by the Ur-Flan for ages. While not the ONLY humanoids they have seen, they are generally the only ones they have recently seen in the ‘civilized’ dress. As a result, they believe the adventurers to be Ur-Flan or Ur-Flan agents. They will want to capture the character alive with no fight (if possible) and if not possible, then they will attack to kill the intruder. They are on patrol because of the loud/explosive fireballs that went off during the teleports.

If the party chats to the lizardfolk about prior humanoids in the jungle, the lizardfolk will say there are, on very rare occasions, “visitors” dressed as strangely as the party. So far all of those visitors were taken to the camp where they were sacrificed to the jungle creatures.

Generally, the lizardfolk (if they surprise or if neither party is surprised), will ready actions to attack the party member with prejudice if the party member does ANYTHING other than surrender. The Shaman will ready an action to cast *entangle* if the party member does anything other than surrender.

Otherwise, the lizardfolk will react according to the player’s actions. They certainly can be talked out of attacking (if the player speaks draconic)! Let players pantomime out conversation if they want. This can also be fun roleplaying.

This encounter, while it looks like a combat encounter, is not intended to be one! The party members should be encouraged to attack to subdue, talk their way out of trouble, etc. Essentially, once the party members can convince the lizardfolk they are not there to harm them (other than self defense), the lizardfolk will realize these are not Ur-Flan and back down.

Treasure: Generally, they only have their crude weapons and armor (which are worthless in civilized lands). However the shaman also has his set of Dragonhide Full Plate.

All APLs: Loot: dragonhide full plate 275 gp;
Coin: 0 gp; Magic: 0 gp.

NOTE: If the PCs befriend the lizardfolk, they do NOT gain access to the dragonhide full plate on the AR.

Development: Depending on the party members' actions, they will either be taken to the lizardfolk village by force or as friends. Alternatively, the pathways lead to lizardfolk village. The village has 250 lizardfolk in it. The attitude of the lizardfolk towards each player depends on how they arrived:

- Captured party members will be interrogated (where the truth of the matter will be discovered). Afterwards they will be given many apologies, but always looked at as a bit “weak”.
- Party members that talked their way here will be treated as great friends of the village. The lizardfolk will happily do their best to give aid and assistance to the party.
- Party members that killed off the warband and found their way here will be treated with fear (and respect). The lizardfolk will sense an aura of death around them that cannot be shaken. Still, the lizardfolk respect power and will show it to such party members.

Encounter Five: We are not the Ur-Flan you are looking for...

Once party members are in the village, they are free to use it as a base of operations. The lizardfolk here will be excited to learn the party members are after the Ur-Flan cult that has plagued this village for so long.

The lizardfolk will relay the following information to the party:

- The Ur-Flan have been harassing this village for ages. They come here every few years and steal young lizardfolk and eggs.
- The Ur-Flan have carved a lair out of a mountain about two days march from here. It is an area the lizardfolk shun because when they approach, they are attacked with strange magics.
- The jungles are very dangerous for outsiders. The party should watch out!

Each party member that talked their way into the village, with no lizardfolk being killed, will be able to recruit one of the war band members as a guide/warrior; however, the lizardmen will NOT volunteer. They are actually TERRIFIED of sending anyone to help as they view the Ur-Flan as extremely powerful. They do not want to draw their wrath upon themselves

Describe the village as an area of cleared jungle, perhaps a quarter of a mile in diameter. It is surrounded by a trench dug from the jungle and filled with nasty looking, outward pointing wooden spikes. Dense jungle growth has over taken the floor of the trench so it must be old. Inside the clearing are a number of wood huts with thick leaf roofs. These huts are sturdy in appearance, and appear to be well maintained. The village itself has approximately 200 citizens of which a third are young, a third are middle aged, and a third are elders. If the party

asks around, the elders are the only ones who remember disposing of prior visitors in the trench.

As described above, the outskirts of the village are surrounded by a trench, overgrown with jungle plants. Spiked stakes, 4 to 5 feet long, have been driven into the trench, pointing outwards, as defense against some of the jungle creatures. If this area (a 20' wide circle surrounding the village, which is about one-quarter mile in diameter) is searched, a number of humanoid bones will be discovered. These are the remains of explorers who did not meet the lizardfolk on friendly terms! Among the bones will be a few magical trinkets not destroyed by animals, the humidity of the jungle, time, etc. Because of the heavy undergrowth and the large area, it takes four hours of work and a DC 25 Search check, or magical means such as *detect magic*, to discover the treasures (although the dwarven plate can only be found with a Search check, as it is nonmagical). Each item should require its own search check, though all the checks can be made in one four-hour period. These items include: *arrow of slaying (undead)*, *dwarven plate*, *horn of goodness*, *maul of the titans*, *stone of alarm*, and *vest of escape*.

Treasure:

All APLs: Loot: 0. Coin: 0 gp; Magic: *arrow of slaying (undead)* (191 gp), *dwarven plate* (1,375 gp), *horn of goodness* (542 gp), *maul of the titans* (2,109 gp), *stone of alarm* (59 gp), and *vest of escape* (433 gp).

Development: The tribe really does not have much to offer party members. They will provide food, shelter, and druid spells cast by the shaman (see the Shaman's statblock in Appendix One for spells available) and items for sale that could normally be purchased in a village of 200 citizens.

Encounter Six: Above and Below

The next section is difficult to adjudicate because players have so many skills and talents at their disposal. Still, they should not feel boxed in. If the party goes by air, the trip will take nearly an entire day. Additionally, the party will have the “aerial” encounters (Six A/B). If the party goes by land, the journey will take the better part of two days and the party will have the “ground” encounters (Six C/D). The party cannot get BOTH sets of encounters. So, if they get the aerial encounters, they cannot get the ground encounters and vice versa.

Encounter Six A

Travel to the mountain is more or less easy to accomplish. As the party finishes traveling about three-quarters of the way, they will have the following untiered encounter:

Your flight has been, more or less, excellent. The air is cloudy and overcast, but not rainy. Blue skies can be seen behind the fluffy white of the clouds. Flying

over the jungle is almost pleasant: thick humid, growing smells come up, and there is the ever present background song of jungle birds.

As you travel along, you can see the particular mountain described by the lizardfolk growing ever closer. It has an odd dark-reddish tint compared to the other mountains.

Then, with a screech, a nasty trio of arrowhawks dives out of a cloudbank straight at your party!

The birds, an Elder and two Adults, will screech horribly and close to within 120 yards of the party. The party may want to react here. They have one round to do so if they express such a desire. At the start of the next round, the creatures CHASING the arrowhawks fly into view...

Cawing in anger, a second set of arrowhawks swoops down out of the cloudbank and attacks the first set of arrowhawks! Feathers fly everywhere...

A clutch of four Adults and four Juveniles will swoop down on the first group of arrowhawks. These two groups will fight each other exclusively until one side or the other is killed or driven off. They are fighting over nesting areas and will not attack the party unless forced to.

ALL APLs (EL 11)

Elder Arrowhawk: hp 112; see *Monster Manual* page 20.

Adult Arrowhawk (6): hp 38 each; see *Monster Manual* page 20.

Junior Arrowhawk (4): hp 16 each; see *Monster Manual* page 20.

Tactics: This is not intended as a combat encounter for the players. If they want to get involved in the battle, they can, but the Arrowhawks will completely ignore them. These creatures are locked in a territorial dispute.

If the players get involved, the Arrowhawks will stay back and try to shoot at mounts first (with their electricity attack), flying creatures (via visible means such as wings) second, and magically flying creatures last. They will concentrate their attacks as best as possible.

Development: After encountering the Arrowhawks, the party can continue to watch them battle or simply go on their way. However, the battle SHOULD act as foreshadowing for the next encounter (in that monsters may be coming out of the various cloud banks).

Encounter Six B

You near the dark mountain. Looking more like a broken leg bone jutting from the Oerth than any actual natural occurrence, its neighbors seem weak in comparison. The top of the mountain is a jagged mess with shear points jutting from the thick fog surrounding the peak. The dark stone of the rest of the mountain is a rough, craggy affair, offering little purchase for any climber. The jungle seems to stop

about a 100 yards before the mountain's foot and, even from here, what may be the blackness of a cave front can be seen.

As the party approaches, they will be attacked by one or more huge, multi-headed wyverns. At APLs 8 and 10, the wyvern(s) is/are distracted, giving the party a surprise round to act before the wyvern(s). This reduces the EL of these encounters by 1 each.

APL 8 (EL 8)

Huge Multiheaded Wyvern: hp 161, see *Appendix One*.

APL 10 (EL 10)

Huge Multiheaded Wyvern (2): hp 161 each, see *Appendix One*.

APL 12 (EL 12)

Huge Multiheaded Wyvern (3): hp 161 each, see *Appendix One*.

APL 14 (EL 14)

Huge Multiheaded Wyvern (6): hp 161 each, see *Appendix One*.

Tactics: The wyverns are intelligent cohorts of the cultists. They have been warped by strange Ur-Flan magic and trained to defend the area from interlopers. Generally, they feed on the occasional lizardfolk that come too close, jungle animals, or the extremely rare explorer. However, they are excited to see a good battle suitable to their dragon heritage.

They will use their flyby attack to best of their ability, possibly using their talon and improved grab to get a free sting attack on a victim. They have no problem with taking mounts out, allowing the riders to fall to their deaths.

At APLs 8 and 10, the party spots the Wyverns at their highest spot check roll times 10 feet.

At APLs 12 and 14, the wyverns get full use of their Hide (+11) skills. This can be interpreted as the wyverns flying out of the sun, using a fog bank for cover, etc. The starting encounter distance is equal to ten times the amount by which the highest Spot check in the party beats the lowest Hide check amongst the wyverns. Roll separately for each wyvern's Hide check.

Treasure: The wyverns have no treasure.

Development: Defeating the wyverns gives the party access to the mountain. Note: the wyverns nest in the rocky crags of the mountain's peak. Exploring the nest only finds old bones.

Encounter Six C

Describe the party's exploration of the jungle as tiring. The humidity and heat inside the cover of the jungle is heavy and sweat may pour freely from party members. At

the start of the second day, read or paraphrase the following:

As you travel through the jungle, you hear a thumping sound. Rapidly, it approaches from just ahead.

The party may want to react here. They have one round to do so if they express such a desire.

A moment later, through a clearing just ahead of you, three raptors smash out of the jungle path. They spot you and appear to be momentarily surprised to see creatures here.

Throwing aside trees as if they were children's toys, two massive beasts roar into the clearing behind the raptors. Their black scaly skin makes them seem even larger in the dark of the jungle. They open their massive jaws and roar!

ALL APLs (EL 11)

Tyrannosaurus Rex (2): hp 180 each; see *Monster Manual* page 61.

Deinonychus (raptors) (3): hp 34 each; see *Monster Manual* page 60.

Tactics: This is not intended as a combat encounter for the players. If they want to get involved in the battle, they can, but the raptors will completely ignore them. These creatures are fleeing for their lives from the Tyrannosaurus.

If the players get involved, the dinosaurs will have no problem turning on player characters as a dinner choice. Otherwise, one of the Tyrannosaurus will critical on its first bite attack on a Raptor.

Development: After meeting the dinosaurs, the party can continue to watch them battle or simply go on their way. However, the battle SHOULD act as foreshadowing for the next encounter, in that monsters may be coming out of the jungle.

Encounter Six D

At long last you near the dark mountain. The jungle floor has steadily become hillier. In places, the ground is quite rough, as if it has suffered seismic activity. Now you are at the edge of a clearing, perhaps 300 feet across.

Looking more like a broken leg bone jutting from the Oerth than any actual natural occurrence, its neighbors seem weak in comparison. The top of the mountain is a jagged mess with shear points jutting from the thick fog surrounding the peak. The dark stone of the rest of the mountain is a rough, craggy affair, offering little purchase for any climber. From here you can see what may be the blackness of a cave front.

APL 8 (EL 8)

Huge Multiheaded Ankheg: hp 172, see Appendix One.

APL 10 (EL 10)

Huge Multiheaded Ankheg (2): hp 172 each, see Appendix One.

APL 12 (EL 12)

Huge Multiheaded Ankheg (3): hp 172 each, see Appendix One.

APL 14 (EL 14)

Huge Multiheaded Ankheg (6): hp 172 each, see Appendix One.

Tactics: The ankhegs are unintelligent beasts that know a good thing when they get it. The Ur-Flan will bring victims and feed them to the ankhegs. These beasts have been warped by strange Ur-Flan magic and now (unintentionally) defend the area from interlopers. Generally, they feed on the occasional lizardfolk that come too close, jungle animals, or the extremely rare explorer.

They will use their burrowing ability to try to attack by surprise. Their goal is to get a victim and drag it back down into their lair to munch on it. They may not be intelligent, but they are cunning. The *Monster Manual* describes the Ankheg tactic as lying underneath the ground, approximately 5 to 10 feet beneath the surface. They use their tremorsense to detect persons walking above them. They then burrow out, treating the movement as a charge.

It is possible that they do not have to come out of their holes entirely to attack in which case they may receive a cover bonus (+4).

Treasure: The ankhegs have no treasure.

Development: Defeating the ankhegs gives the party access to the mountain. Note: they live in a warren of tunnels beneath the mountain. Exploring the warrens only reveals old bones.

Encounter Seven: The Cult's Lair

The cult of Ur-Flan has secured itself inside a great, dark mountain. Access to the mountain is through a cave opening 20 feet wide. The subsequent tunnel has been carved into a gentle incline, wrapping around itself, until it reaches its final destination: a massive altar/teleportation chamber. In that chamber, the cult sacrifices its victims to its dark and dangerous faith.

As the party travels through the tunnel, they will note a number of side chambers. These are interconnected cells where prisoners are held or,

alternatively, the cultists can rest. The final chamber has a vast number of other side chambers leading off of it.

A few special notes about the chambers and the cultists:

- The mountain has been ravaged by dark magic over the centuries. This has the effect of making the mountain resistant to magic that affects stone (*stone shape* for example). Any spell or spell-like affect that would affect the mountain is treated as if the mountain has Spell Resistance 27.
- The moisture that runs down the hairline cracks in the walls has gathered magical energies of its own. This cult has designed the altar chamber in such a way as to collect these waters in a basin beneath the main altar. These waters are thick, reddish and smell heavily of ash. If consumed, they have the effect of an *elixir of reckoning* (see Appendix Six).
- The walls of the mountain are infused with a similar, if less strong, version of the masking magic contained in the obelisks. Any attempt to scry or divine through the mountain walls must surpass a DC 27 Caster Level check in order to succeed.
- As party members explore the mountain hallways, they will encounter a number of areas; these are: General Hallways, Generic Cult Rooms, The Room of Bones, The Memorium, and the Final Hallway. As the party explores these chambers, they should be made aware that every indicator says this should be an inhabited area, but, it's not. So, the party should wonder, where is everyone?

General Hallways

Read or paraphrase the following:

Dark, worked stone almost seems to absorb your light as it reflects it back into a dark violet glow. The floors and walls are inset with countless "honorarium" markings: carved stones with the names of dark heroes or events. However, so many cultists have walked upon or caressed these stones that the writing is all but faded. Here and there a word or symbol, perhaps a bit of a phrase, is visible. None of the writings are healthy for a sane mind to contemplate for long...

Anyone wishing to study the writings will find them unable to do so without serious effort. A DC 30 Decipher Script or Bardic Knowledge check or magic such as *comprehend languages* will find the writings are a bastardized combination of Flan and Draconic. PCs that speak either Flan or Draconic receive a +2 bonus to this check, or +4 if they speak both languages. The writings talk of a great darkness that is coming and mention "the Consort of the Queen" (although no exact reference is made as to what that could be). Such efforts are both rewarding and costly. As a reward, any character translating the words as described above will be able to claim to be so revolted by the vile deeds contained therein, that they will receive a +2 circumstance bonus to hit all Ur-Flan in this mountain.

Generic Cult Rooms

As party members explore the various chambers of the mountain, read or paraphrase the following:

Dark red candles in iron holders, tattered books dealing with subjects not clean of thought, rough wool bedding, scrolls decorated with diagrams of anatomy and constellations: these are just a smattering of the various accouterments found in the chambers of the Ur-Flan cultists.

There is very little special information to be learned from these diagrams, but what is here is important.

Reviewing the diagrams with a successful DC 25 Knowledge (arcana) check will reveal these cultists believe all races are nothing but fodder for some power. They are of the belief that all of Oerth is nothing more than a breeding ground for a being or beings so terrible it or they are beyond comprehension. They have sacrificed victims for centuries, providing spiritual fuel to this nameless evil. The symbol of this cult is the clawed, black scaled, lizard hand. This symbol looks draconic. It is clear that this cult does not know the true nature of the evil they worship.

Room of Bones

This door to this room is different than the others. Made of stone, with an inset handle, it appears to be designed to pull open. The face of the door has the diagram of a skull on it, and across the face of it are three deep gashes, like a claw across leather.

Once the door is opened, read or paraphrase the following:

As the door opens, grinding on its ancient hinges, you are able to see the contents of this dreadful room. Skulls are piled wall to wall and floor to ceiling. Hundreds upon hundreds of skulls are here. Opening the door swirls dust out around your feet and you quickly realize from its chalky white nature that it is the crushed and decayed remnants of even older bone matter.

This room, which is 15' square, is where the cult stores the skulls of certain of its victims. While there is a wide variety of skulls in this room; orc, lizardfolk, elf, dwarf, etc., the vast majority (85%) are human. Of these, probably 70% were of persons under 14 years of age.

Each of the skulls has been carefully (almost lovingly) carved with two Flan runes (although of a style not in common use for centuries) – One of the runes is that of death, the other of dragon.

The Memorium

Before the party reaches the final chamber, the hallways all join into one final corridor. The corridor leads to a room thirty feet square. This room is of black stone, much as the rest of the mountain, and appears to be a dead end. The room has four memorial markers. Each marker is

roughly two feet tall, three feet wide and six feet long, and is composed of rose quartz slabs topped by a carved likeness of a former head of the cult – ones who died after extreme service to the forces of evil. There are two on either wall. On the wall opposite the door, there is an archway carved over a stone surface (see below)

The first statue is a thin looking woman with an angular face. Dragon shaped tattoos cover every inch of skin not covered by her robes. In Flan, the inscription reads: “Yizinlly – Heer lyez thee queen oph deeds most vyle in the research of darkling magycs for Acerak the grim.

The second statue is a somewhat corpulent fellow with an especially unhealthy grin. Each of his fingers has carved upon it a unique looking ring. In Flan, the inscription reads – “Garglemier, the Grey Friar - Hees actions yn drowning the youths of Dyvers, Greyhawk and Critwall to raese the daemoness of waters deep. Heer lore still corrupts.”

The third statue is an athletic looking man with bony features. In one hand he bears a rose and in the other a snake. In Flan, the inscription reads “Qrll Urgan – Vynomous reaper, master poysoner. Assassyn of kings, deceiver of queens.”

The fourth statue is an elegant looking woman of stern visage and boney hands. In Flan, the inscription reads – “Kurollyn – Whyler her deedes where neyther of an overt natyre unwholesome, her amassing of coin to the detryment of the poor, and the subsqynt donation of the same, ys reason enuf to remember her nayme.”

On the wall opposite the entrance is an odd sight. A stone archway, made of innumerable bits of shiny black onyx, juts from the surface. It is eight feet tall and wide and comes to a precise point. The two columns appear to be a pair of entwined winged snakes wrapping themselves around the archway from floor to apex. There, they stare out at the room, jaws agape. Still, the archway leads to nowhere – the doorway is a solid piece of the same stone as the rest of the chamber.

When one approaches this archway, a person needs to go to each of the memorials and push in on the eyes of the figures. They will ever so slightly recess. If this is done, there will be a clicking sound and the wall will slide into the floor. If it is not done, and a person touches the wall in the archway, a scythe blade will swing up from the floor!

ALL APLs (EL 4)

Wall Scythe Trap: CR 4; mechanical; location trigger; automatic reset (after two minutes); Atk + +20 (2d4+8/x4 scythe); Search DC 21; Disable Device DC 18; Market value 17,200 gp.

This trap may be especially deadly for a party that detects the secret door (for example via an elf's special ability) and goes straight to the wall to search it.

After the Memorium, the hallway expands to 15 feet wide and extends straight for approximately 100 feet, then angles in to the heart of the mountain. Fifteen feet past the Memorium, an *alarm* spell has been placed.

Encounter Eight: The Cult of the Black Dragon

Cut out of the mountain's heart is a circular room fifty feet across and thirty feet high. The dark stone of the mountain is now streaked with dark red stains. These stains swirl, twist and intertwine across the floor of the chamber, leading ultimately to massive altar. This stone table of death is eight feet long, three feet high and four feet across. It is carved from a single block of obsidian. Pooling about its base is a nasty reddish fluid, bubbling up from the floor.

Grimming, dragon-shaped, stone gargoyles perch on each corner of the altar, facing away from its center. They seem to strain away from the center, pulling at chains that are collared to their necks. Attached to the chains, and securely strapped to the table, is Gildor Arcanix!

Around the edges of the room are numerous alcoves. These alcoves are not empty. Each has a white, bone colored lectern facing the altar. Behind many of them stand several black robed acolytes and one white robed figure, all chanting.

Fifteen feet past the archway described in Encounter Seven, above, the high priest has placed a silent *alarm* spell off of a scroll. The command word to bypass the alarm is any of the names of the villains memorialized in the monuments. If the party triggers the alarm, the cultists will not be surprised. Otherwise, there is a chance the cultists will not hear the party approach (if the party is moving stealthily, for example).

The altar is not a true rectangular box. In fact, its shape is more like a subtle, inverted pyramid. The base is about forty-seven feet long and twenty-seven feet wide, while the top is forty-eight feet long and twenty-eight feet wide. The nasty fluid circles around the base of the altar. The fluid is a number of doses of *elixir of reckoning*. This nasty substance, when consumed, will cause its drinker to explode in a 20' radius for 5D6 damage! There is a DC 14 Reflex save for half.

The altar has been carved with the names of enemies of the Ur-Flan along with the date that enemy was slain. These records go back centuries. A DC 20 Search check will reveal some recent names, including Gildor's, Keljor the Ivory Mace, Irinna Qu'lla, Markoz Kregg, and Waruna of the West. These names can be recognized with a DC 25 Knowledge (local: Iuz Border States) or Bardic Knowledge check. Success reveals these are adventurers of some small renown and that all of them have one thing in common: each went on at least one adventure with a member of the Church of Bahamut.

Gildor Arcanix is unconscious. A nasty welt on his brow makes it appear he has been knocked out (This is

not the source of his unconsciousness, however; this wound was delivered after he was rendered helpless.) Instead, he is the current victim of a “bound slumber” version of *binding*. Essentially, the altar’s surface doubles as the exit point for the obelisk’s teleportation circle in Admundfort. Anyone who lands on the altar and is not a member of the Ur-Flan cult is subject to the altar’s inherent *binding* ability.

When the party comes in, the cult will attack.

APL 8 (EL 10)

Desperate Cult Apprentice (4): Human Sor3; hp 19 each; see *Appendix One*.

Cult Leader: Human Sor9; hp 49; see *Appendix Two*.

APL 10 (EL 12)

Desperate Cult Apprentice (4): Human Sor3; hp 19 each; see *Appendix One*.

Cult Leader: Human Sor9; hp 49; see *Appendix Three*.

Elite Cult Leader: Human Sor11; hp 59; see *Appendix Three*.

APL 12 (EL 14)

Desperate Cult Apprentice (4): Human Sor3; hp 19 each; see *Appendix One*.

Elite Cult Follower: Human Sor11; hp 59; see *Appendix Four*.

Superior Cult Leader: Human Sor13; hp 69; see *Appendix Four*.

APL 14 (EL 16)

Desperate Cult Apprentice (4): Human Sor3; hp 19 each; see *Appendix One*.

Superior Cult Follower: Human Sor13; hp 69; see *Appendix Five*.

Horrible Cult Leader: Human Sor15; hp 79; see *Appendix Five*.

Tactics: This encounter will play, most likely, one of two ways. Either the party will get the drop on the cult or the cult will have a good shot of getting the drop on the party. Either way, all of the cultists, as part of the ritual they are going to perform, have consumed the *elixir of reckoning* (see Appendix Six).

- Each alcove a cultist is in is sufficiently dense that a blast will not wrap around/through to the next cultist chamber.
- The lecterns the cult members are standing behind are easily tipped over and do not impede movement for anyone. They do, however, act as soft cover (PHB page 151. +4 AC vs. ranged attacks), but do not provide concealment.
- The cultists will generally cast as offensively as possible, then charge in to attack. They will coordinate their attacks on one or two persons. They are smart enough to try to take out the strongest threat. Remember – at APL 8, for example, 4 level 3

sorcerers casting magic missile could deal 8d8+8 automatic points of damage on one player (not counting whatever mayhem the leader decides to do).

- The apprentices have just a few scrolls left that they managed to scrounge from their lair in Admundfort. They will use these on the party as aggressively as possible. Assign the scrolls randomly to the Desperate Cult Apprentices. To use the scrolls, they need to make a Caster Level check (DC is equal the Caster Level of the scroll. See DMG pg. 238):

Scrolls:

- Fireball (CL5, DC 16)
- Lightning Bolt (CL5, DC 16)
- Ray of Exhaustion (CL 5, DC 15)
- Slow (CL 5, DC 15)

Try to sell the life of each cultist as dearly as possible, and hopefully within 20 feet of the party! However, the way the *elixir* works, unconsciousness will not trigger its effects. A clever party may switch to using nonlethal damage.

If the *alarm* was triggered, each cultist should have time to prepare one or two spells (*shield*, then *mage armor* for apprentices, whatever seems most appropriate for the leader and follower).

The leader will have cast *Mordenkainen’s faithful hound* near the altar before the ceremony began, if available to him.

Don’t forget, the cult leader wears a white *robe of the archmagi*, using Use Magic Device to Emulate Alignment. This gives him +5 armor bonus to AC, Spell Resistance 18, +4 on all savings throws and +2 to overcome spell resistance.

The idea behind this encounter is to make it one where the party is attacked in strength by a number of minions as well as a strong leader. The cultists are insane loons that worship death and have no problem throwing themselves at the party, knowing their death may kill others. However, they are also more than happy to zap the party with as many spells as possible first.

Treasure:

All APLs: Loot – 6 gp, Coin – 0 gp, Magic – *robe of the archmagi* (6,250), *scepter of obedience* (1042 gp), *scroll of fireball* (32 gp each), *scroll of lightning bolt* (32 gp each), *scroll of ray of exhaustion* (32 gp each), *scroll of slow* (32 gp each), *elixir of reckoning* – (6 @ 70 gp each).

Development: With the cultists dead, the party can tend to Gildor. As mentioned above, he is subject to the spell effects of a “bound slumber” version of *binding* (CL 20). It can be broken by any appropriate means and Gildor will regain consciousness 1d6+6 rounds later. Alternatively, with the death/capture of the leader, the magic will fade away in about an hour.

When Gildor is removed from the altar, there will be a depression underneath him that contains a blood-red

jewel, the size of a man's head. It is multi-faceted (much like a d12) and pulses with dark power. If checked for, it radiates strong necromantic magic. If the party holds it, they know that it is filled with the soul energy of all those ever slain on the altar. But should they destroy it or keep it? The cultists have no idea.

For purposes of this adventure, if it is destroyed, it will open a *teleport circle* back to Admundfort, and the party will receive "Blessed by Good". If it is NOT destroyed, but is taken from the altar, the bearer of it will slowly (after about an hour) determine it can be used to open a *teleport circle* back to the cult lair in Admundfort. Either way, it will not go into extradimensional spaces (such as a bag of holding or a rope trick).

If it is brought back to Admundfort, the Obelisk will suddenly glow a dark purple and begin to sink into the floor and the gem will shatter. If this happens, the party gets "Blessed by Darkness". If the party does neither and keeps it, it will slowly lose its stored energies over the next few weeks, finally crumbling to useless bits of glass and the party gets neither reward.

If any of the cultists survive (and they may, once the party figures out that they tend to explode if killed) or are questioned successfully via *Speak with Dead*, the cultists will state that they have been operating out of Admundfort for years. They learned they were being pursued by the "hated cult of platinum" (i.e. the church of Bahamut) and so operated to put an end to their meddling. Before killing the messenger (so to speak), they realized the magic of the obelisk was fading and they would need to leave anyway. The killing was, thus, out of revenge. Having Gildor come through was merely a bonus.

Some other top questions they might be asked:

- Uh, so who are you guys again?
"Worshippers of the darkness in the souls of all living things – evil taken form and despair given shape! We worship... evil!"
- Ok... that's creepy. Any NAME to this evil?
"We call ourselves the followers of the Black Dragon because of the acidic burning hatred we carry for all things good and pure. You, uh, might have noticed, not a lot of clerics here..."
- Oh, right. So, why all the dead children's skulls?
"Well, some arcane rituals prefer innocent souls. Generally, not a lot happens after the ritual. Some weird smoke, maybe some sparks; then we typically have something to eat. However, we keep hoping to please the darkness that lies outside of the dreaming minds of all whom..."
- Yeah, yeah, heard you on that. So... where's all your food? And, why didn't I find a lot of writing materials for scrolls and stuff?
"Oh. We are not the ONLY cult out there. There are others, equally dedicated to – ah, but you know that already. Essentially, we brought a few supplies with us, then some of us (the ones that knew the secret location) teleported away with most of the good stuff. As for food, well, we are in a jungle and there are some good fruits and animals out there to eat."

- So, what about the obelisks? Are their powers completely done for?

"Who knows? But the local ones in the Shield Lands are, for the most part, done for. There are others out there, however... all across the Oerth... waiting, waiting to be awoken by true believers in the forces of incredible darkness that lurk in the shadows of the hearts of those who know and follow the true ways of evil!"

- What about the names of all those people carved on the Altar?

"Those are enemies of the darkness that must be destroyed, or well, have been already."

- What about all the crimes of assassination, terror, etc. you are charged with?

"Well, a cultist isn't much if you aren't doing cultist things, right? We get our instructions in our dreams, from some other faceless evil. It fills us with dread and exaltation when we are contacted."

Beyond that, they don't know a heck of a lot. They all have odd sounding Flan names such as Artur, Beyor, Cornad, Delsia, Enag, Fellepe, or Gunzer. If their backgrounds are thoroughly researched, these are all missing members of extremely wealthy families scattered across the Flanaess.

As to Gildor, he will remember teleporting through, then feeling extreme pain, and after that... dreaming. He dreamed of being in an eternal battle with other dragons all of whom were evil, but some of whom he thought (in his dream state) were friends.

Conclusion – The Thrilling Conclusion

The party can go where they want, but it is presumed they end up back at Admundfort. In any case, Gildor will thank them before they leave telling them:

"This is certainly not the way I intended this adventure to go. Even though evil was vanquished and a dark stain removed from the Flanaess, I cannot help but think this is but a single scale from a dragon's back."

"Still I appreciate your efforts. I am not without my influences. Be assured I will put in a good word for you."

"After leaving you to your devices, you are aware that more questions remain – Where did the other cultists go to? Who were the persons carved into the altar, and exactly why?"

"All you have learned, however, leads you to believe that something is directing the cultists. But who or what could it be?"

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Disable or survive the trap on the stairs:

APL8 120 xp
APL10 150 xp
APL12 180 xp
APL14 210 xp

Encounter Four

Defeat or avoid combat with the lizardfolk:

APL8 120 xp
APL10 150 xp
APL12 180 xp
APL14 210 xp

Encounter Six

Defeat the two-headed monster:

APL8 240 xp
APL10 300 xp
APL12 360 xp
APL14 420 xp

Encounter Seven

Disable or survive the scythe trap:

APL8 120 xp
APL10 120 xp
APL12 120 xp
APL14 120 xp

Encounter Eight

Defeat the cultists:

APL8 400 xp
APL10 460 xp
APL12 520 xp
APL14 580 xp

Discretionary Roleplaying Award

APL8 255 xp
APL10 270 xp
APL12 315 xp
APL14 360 xp

Total possible experience:

APL8 1125 xp
APL10 1350 xp
APL12 1575 xp
APL14 1800 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Four:

All APLs: Loot: dragonhide full plate 275 gp. Coin: 0 gp; Magic: 0 gp.

Encounter Five:

All APLs: Loot: 0. Coin: 0 gp; Magic: 4,709 gp – *arrow of slaying (undead)* (191 gp), *dwarven plate* (1,375 gp), *horn of goodness* (542 gp), *maul of the titans* (2,109 gp), *stone of alarm* (59 gp), and *vest of escape* (433 gp).

Encounter Eight:

All APLs: Loot: 6 gp, Coin: 0 gp, Magic: 7840 gp – *robe of the archmagi* (6,250), *scepter of obedience* (1,042 gp), *scroll of fireball* (32 gp), *scroll of lightning bolt* (32 gp), *scroll of ray of exhaustion* (32 gp), *scroll of slow* (32 gp), *elixir of reckoning* – (6 @ 70 gp each).

Total Possible Treasure

APL 8: Loot: 281 gp; Coin: 0 gp; Magic: 12,549 gp - Total: 1,250 gp.

APL 8: Loot: 281 gp; Coin: 0 gp; Magic: 12,549 gp - Total: 2,100 gp.

APL 8: Loot: 281 gp; Coin: 0 gp; Magic: 12,549 gp - Total: 3,000 gp.

APL 8: Loot: 281 gp; Coin: 0 gp; Magic: 12,549 gp - Total: 6,000 gp.

Special

The Scales Balance: For assisting Gildor (and rescuing him), he has granted you his favor. Once per adventure for one year from the date of this AR, during any Iuz metaregional adventure, you may invoke Bahamut's name as a standard action, granting you the benefits of a *protection from evil* spell as if cast by an 18th level arcane caster. This is a supernatural effect. This favor counts as peaceful contact with a representative of Bahamut.

Lifeless: You were the first to touch the obelisk of the Ur-Flan. As a result, you were infused with powers intended to create undead and your soul has been infused with a bit of these energies. You gain low light vision (or your current low light vision is doubled in range) and darkvision 30 feet (or your current darkvision is increased by 15 feet). However, you suffer a -1 to hit, and a -2 to spot and search attempts when in daylight. This benefit fades after one year from the date earned.

Blessed by Good: For the next four adventures, you have Spell Resistance 16, or if you already have Spell Resistance from some other source, you gain a +2 holy bonus to your Spell Resistance.

Kissed by Evil: As "Blessed by Good," but in addition, during this time period, spells treat you as if you were evil. This does not affect your alignment at all. The bonus to Spell Resistance is profane, rather than holy. "Kissed by Evil" may be removed with a *remove curse* accompanied by a DC 27 Caster Level check.

List of Enemies of the Cult: This is a list of names recently carved into the side of the altar: Gildor Arcanix, Keljor the Ivory Mace, Irinna Qu'lla, Markoz Kregg, and Waruna of the West

Strange Black Dragon Scale: The bearer of this scale and all allies within 30' gain a +2 luck bonus on saving throws against the attacks, spells, and special attacks (extraordinary, supernatural, and spell-like) of dragons. This item only works for humans and does not take up an item slot. Frequency: Adventure. Faint abjuration; CL 3rd; *Antidragon aura*^{DRA}, Craft Wondrous Item, Dragon Hunter Bravery^{DRA}; Price 3,000 gp; Weight 1 lb.

Items for the Adventure Record

Item Access

All APLs:

- *Arrow of slaying (undead)* (Adventure; DMG; 2,282 gp) *maximum of three may be purchased
- Black dragonhide full plate (Adventure; DMG; 3,300 gp)
- Dwarven plate (Adventure; DMG; 16,500 gp)
- *Horn of goodness* (Adventure; DMG; 6,500 gp)
- *Maul of the titans* (Adventure; DMG; 25,305 gp)
- *Robe of the archmagi, white* (Adventure, DMG; 75,000 gp)
- *Scepter of obedience* (Adventure; Miniatures Handbook; 12,500 gp)
- *Stone of alarm* (Adventure; DMG; 2,700 gp)
- *Strange black dragon scale* (Adventure; see above)
- *Vest of escape* (Adventure; DMG; 5,200 gp)
- *Wand of searing light, 6th* (Adventure; DMG; 13,500 gp)

Appendix One – All APLs

Encounter Four

Lizardfolk Shaman: female lizardfolk Drd3; CR 4; Medium humanoid (reptilian); HD 2d8+2 plus 3d8+3; hp 33; Init +0; Spd 20 ft.; AC 25, touch 10, flat-footed 25 (+8 armor, +5 natural armor, +2 shield); Base Atk: +2; Grp: +4; Atk +4 melee (1d4+1/x2, claw) or +4 melee (1d6+1/x2, club) or +3 ranged (1d6+1/x2, javelin); Full Atk +4 melee (1d4+1/x2, 2 claws) and +2 melee (1d4/x2, bite) OR +4 melee (1d6+1/x2, club) and +2 melee (1d4/x2, bite) OR +3 ranged (1d6+1, javelin); SQ Animal Companion (viper), hold breath, nature sense, wild empathy +3, woodland stride, trackless step; AL N. SV Fort +4, Ref +4, Will +5; Str 13, Dex 10, Con 13, Int 9, Wis 14, Cha 10.

Skills and Feats: Balance -1, Handle Animal +6, Jump +2, Spot +3, Swim +4; Multiattack, Spell Focus (Conjuration).

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks.

Spells Prepared (4/3/2; base DC = 12 + spell level [c +1]): 0—*detect magic, guidance* (3); 1st—*entangle, produce flame, hide from animals*; 2nd—*chill metal, summon swarm*.

Possessions: heavy wooden shield, dragonhide full plate, club, javelins (10), holly, mistletoe, spell component pouch (2).

Physical Description: rich blue-green hide tattooed with stick figure animal shapes.

Animal Companion Viper: CR -; Medium animal; HD 4d8; hp 23; Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural armor); Base Atk: +3; Grp: +2; Atk +7 melee (1d4-1/x2 plus poison, bite); SA Poison; SQ Evasion, link, scent share spells; AL N.

SV Fort +3, Ref +7, Will +2;

Str 9, Dex 18, Con 11, Int 1, Wis 12, Cha 12.

Skills and Feats: Balance +11, Climb +12, Hide +12, Listen +5, Spot +6, Swim +7; Weapon Finesse, Ability Focus (poison).

Tricks: Fighting, Guard, Track.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Viper, see *Appendix One*.

Encounter Six B

Huge Multiheaded Wyvern: CR 9; Huge dragon; HD 11d12+55; hp 137; Init +4; Spd 20 ft., fly 60 ft. (poor); AC 20, touch 8, flat-footed 20 (+12 natural, -2 Size); BAB: +11; Grp +28; Atk +18 melee (1d8+9/x2 plus poison, sting) or +18 melee (3d8+9/x2, bite); Full Atk +18 melee (1d8+9/x2 plus poison, sting) and +18 melee

(3d8+9/x2, 2 bites) and +18 melee (2d6+4/x2, 2 wings) and +18 melee (3d6+9/x2, 2 talons); Space/Reach: 15 ft./10 ft.; SA Improved grab, poison; SQ Darkvision 90 ft., immunity to *sleep* and paralysis, low-light vision, multiheaded, scent; AL N.

SV Fort +12, Ref +7, Will +8;

Str 28, Dex 10, Con 21, Int 6, Wis 12, Cha 9.

Skills and Feats: Hide +10, Listen +19, Move Silently +14, Search +0, Spot +22; Ability Focus (poison), Alertness, Combat Reflexes^B, Flyby Attack, Improved Initiative^B, Improved Multiattack^B, Multiattack^B, Wingover.

Languages: Wyverns speak draconic but usually don't bother with anything more than a hiss or deep throated growl.

Improved Grab (Ex): The wyvern must hit with its talons. It can then start a grapple as a free action without provoking an attack of opportunity. If it wins, it establishes a hold and gets a free Sting attack on its victim.

Poison (Ex): Injury, Fortitude DC 22, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Skills: Wyverns have a +3 racial bonus on Spot checks. Multiheaded creatures have a +2 racial bonus on Listen, Search, and Spot checks.

Encounter Six D

Huge Multiheaded Ankheg: CR 8; Huge magical beast; HD 11d10+102; hp 172; Init +4; Spd 30 ft., burrow 20 ft.; AC 22, touch 8, flat-footed 22 (+14 natural, -2 Size); BAB: +11; Grp +29; Atk +19 melee (4d6+15/x2 plus 1d4 acid, bite); Full Atk +19 melee (4d6+15/x2 plus 1d4 acid, 2 bites); Space/Reach: 15 ft./10 ft.; SA Improved grab, spit acid; SQ Darkvision 90 ft., low-light vision, multiheaded, tremorsense 60 ft.; AL N.

SV Fort +21, Ref +7, Will +4;

Str 30, Dex 10, Con 28, Int 1, Wis 13, Cha 6.

Skills and Feats: Climb +6, Hide +5, Listen +3, Move Silently +5, Spot +2; Ability Focus (acid), Alertness, Combat Reflexes^B, Improved Initiative^B, Improved Natural Attack (Bite), Toughness.

Improved Grab (Ex): To use this ability, the ankheg must hit with its bite attack. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at burrowing speed, dragging the victim with it.

Spit Acid (Ex): 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 26 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based.

An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

Note: IF ONE HEAD USES THIS ATTACK, BOTH MUST USE THIS ATTACK. They may aim at different areas, however.

Skills: Multiheaded creatures have a +2 racial bonus on Listen, Search, and Spot checks.

Tactics: An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. (Treat this as a charge even though the ankheg does not need to move 10 feet before attacking).

Encounter Seven

Desperate Cult Apprentice Sor3: CR 3; Medium humanoid (human); HD 3d4+9; hp 19; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk: +2; Grp: +2; Atk +2 melee (1d4/19-20, dagger); SA Spells; SQ Familiar (toad); AL CE.

SV Fort +3, Ref +3, Will +5;

Str 10, Dex 14, Con 14, Int 11, Wis 12, Cha 14.

Skills and Feats: Bluff +8, Concentration +8, Knowledge (arcana) +8; Improved Initiative^B, Iron Will, Spell Focus (Evocation), Toughness^B.

Spells Known (6/6; base DC = 12 + spell level, [^E+1]): 0—*acid splash*, *detect magic*, *flare*^E, *resistance*, *touch of fatigue*, 1st—*mage armor*, *magic missile*^E, *shield*.

Possessions: dagger, cult robe, scroll (See the Encounter for scroll description), spell component pouch (2).

Physical Description: Black sturdy robes cover this boney, gray-skinned figure.

Encounter Seven

Cult Leader Sorg: CR 9; Medium humanoid (human); HD 9d4+21; hp 49; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 *Robe of the Archmagi*); Base Atk: +4; Grp: +4; Atk +4 melee (1d4/10-20, dagger); SA Spells, SR 18; SQ Familiar (toad); AL CE.

SV Fort +9, Ref +9, Will +13;

Str 10, Dex 14, Con 14, Int 11, Wis 12, Cha 16.

Skills and Feats: Bluff +20, Concentration +14, Use Magic Device +23; Greater Spell Focus (Evocation), Improved Initiative^B, Iron Will, Skill Focus (Use Magic Device), Spell Focus (Evocation), Toughness^B.

Spells Known (6/7/7/7/4; base DC = 13 + spell level, [^E +2]): 0—*acid splash*, *daze*, *detect magic*, *flare*^E, *message*, *open/close*, *resistance*, *touch of fatigue*, 1st—*alarm*, *mage armor*, *magic missile*^E, *protection from good*, *shield*; 2nd—*protection from arrows*, *glitterdust*, *Melf's acid arrow*, *levitate*, 3rd—*fireball*^F, *suggestion*, *hold person*; 4th—*dimension door*, *Evard's black tentacles*.

Possessions: dagger, *robe of the archmagi* (white), *scepter of obedience*, *strange black dragon scale*, spell component pouch (2).

Physical Description: Skin nearly grave-like in pallor and covered with horrible tattoos is barely visible from beneath the black sturdy robes.

Encounter Seven

Cult Follower Sorg: CR 9; Medium humanoid (human); HD 9d4+21; hp 49; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk: +4; Grp: +4; Atk +4 melee (1d4/10-20, dagger); SA Spells; SQ Familiar (toad); AL CE.

SV Fort +5, Ref +5, Will +9;

Str 10, Dex 14, Con 14, Int 11, Wis 12, Cha 16.

Skills and Feats: Concentration +15, Knowledge (arcana) +13, Spellcraft +15; Greater Spell Focus (Evocation), Improved Initiative^B, Iron Will, Skill Focus (Use Magic Device), Spell Focus (Evocation), Toughness^B.

Spells Known (6/6/7/7/4; base DC = 13 + spell level, [^E +2]): 0—*acid splash*, *daze*, *detect magic*, *flare*^E, *message*, *open/close*, *resistance*, *touch of fatigue*, 1st—*alarm*, *mage armor*, *magic missile*^E, *protection from good*, *shield*; 2nd—*protection from arrows*, *glitterdust*, *Melf's acid arrow*, *levitate*, 3rd—*fireball*^F, *suggestion*, *hold person*, 4th—*dimension door*, *Evard's black tentacles*.

Possessions: dagger, spell component pouch (2).

Physical Description: Skin nearly grave-like in pallor and covered with horrible tattoos is barely visible from beneath the black sturdy robes.

Elite Cult Leader Sorri: CR 11; Medium humanoid (human); HD 11d4+25; hp 59; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 *Robe of the Archmagi*); Base Atk: +5; Grp: +5; Atk +5 melee (1d4/x2, dagger); SA Spells, SR 18; SQ Familiar (toad); AL CE.

SV Fort +9, Ref +9, Will +14;

Str 10, Dex 14, Con 14, Int 11, Wis 12, Cha 16.

Skills and Feats: Bluff +22, Concentration +16, Use Magic Device +25; Greater Spell Focus (Evocation), Improved Initiative^B, Iron Will, Skill Focus (Use Magic Device), Spell Focus (Evocation), Toughness^B.

Spells Known (6/7/7/7/6/4; base DC = 13 + spell level, [^E +2]): 0—*acid splash*, *daze*, *detect magic*, *flare*^E, *ligh*^F, *message*, *open/close*, *resistance*, *touch of fatigue*, 1st—*alarm*, *mage armor*, *magic missile*^E, *protection from good*, *shield*; 2nd—*protection from arrows*, *glitterdust*, *Melf's acid arrow*, *resist energy*, *levitate*, 3rd—*fireball*^F, *suggestion*, *dispel magic*, *hold person*, 4th—*dimension door*, *enervation*, *Evard's black tentacles*, 5th—*Mordenkainen's faithful hound*, *cone of cold*^E.

Possessions: dagger, *robe of the archmagi* (white), *scepter of obedience*, *strange black dragon scale*, spell component pouch (2).

Physical Description: Skin nearly grave-like in pallor and covered with horrible tattoos is barely visible from beneath the black sturdy robes.

Appendix Four – APL 12

Physical Description: Skin nearly grave-like in pallor and covered with horrible tattoos is barely visible from beneath the black sturdy robes.

Encounter Seven

Elite Cult Follower Sor11: CR 11; Medium humanoid (human); HD 11d4+25; hp 59; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk: +5; Grp: +5; Atk +5 melee (1d4/x2, dagger); SA Spells; SQ Familiar (toad); AL CE.

SV Fort +5, Ref +5, Will +10;

Str 10, Dex 14, Con 14, Int 11, Wis 12, Cha 16.

Skills and Feats: Concentration +17, Knowledge (arcana) +15, Spellcraft +17; Greater Spell Focus (Evocation), Improved Initiative^b, Iron Will, Skill Focus (Use Magic Device), Spell Focus (Evocation), Toughness^b.

Spells Known (6/6/7/7/6/4; base DC = 13 + spell level, [^E +2]): 0—*acid splash*, *daze*, *detect magic*, *flare^E*, *light^E*, *message*, *open/close*, *resistance*, *touch of fatigue*, 1st—*alarm*, *mage armor*, *magic missile^E*, *protection from good*, *shield*; 2nd—*protection from arrows*, *glitterdust*, *Melf's acid arrow*, *resist energy*, *levitate*, 3rd—*fireball^E*, *suggestion*, *dispel magic*, *hold person*, 4th—*dimension door*, *enervation*, *Evard's black tentacles*, 5th—*Mordenkainen's faithful hound*, *cone of cold^E*.

Possessions: dagger, spell component pouch (2).

Physical Description: Skin nearly grave-like in pallor and covered with horrible tattoos is barely visible from beneath the black sturdy robes.

Superior Cult Leader Sor13: CR 13; Medium humanoid (human); HD 13d4+29; hp 69; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+2 Dexterity, +5 *Robe of the Archmagi*); Base Atk: +6; Grp: +6; Atk +6 melee (1d4/19-20, dagger); Full Atk +6/+1 melee (1d4/19-20, dagger); SA Spells, SR 18; SQ Familiar (toad); AL CE.

SV Fort +10, Ref +10, Will +15;

Str 10, Dex 14, Con 14, Int 11, Wis 12, Cha 17.

Skills and Feats: Bluff +24, Concentration +18, Use Magic Device +27; Greater Spell Focus (Evocation), Improved Initiative^b, Iron Will, Skill Focus (Use Magic Device), Spell Focus (Evocation), Spell Penetration, Toughness^b.

Spells Known (6/7/7/7/6/6/4; base DC = 13 + spell level, [^E +2]): 0—*acid splash*, *daze*, *detect magic*, *flare^E*, *light^E*, *message*, *open/close*, *resistance*, *touch of fatigue*, 1st—*alarm*, *mage armor*, *magic missile^E*, *protection from good*, *shield*; 2nd—*protection from arrows*, *glitterdust*, *Melf's acid arrow*, *resist energy*, *levitate*, 3rd—*fireball^E*, *suggestion*, *dispel magic*, *hold person*, 4th—*dimension door*, *phantasmal killer*, *enervation*, *Evard's black tentacles*, 5th—*Mordenkainen's faithful hound*, *dominate person*, *cone of cold^E*; 6th—*chain lightning^E*, *repulsion*.

Possessions: dagger, *robe of the archmagi (white)*, *scepter of obedience*, *strange black dragon scale*, spell component pouch (2).

Appendix Five – APL 14

Possessions: dagger, *robe of the archmagi* (white), *scepter of obedience*, *strange black dragon scale*, spell component pouch (2).

Physical Description: Skin nearly grave-like in pallor and covered with horrible tattoos is barely visible from beneath the black sturdy robes.

Encounter Seven

Superior Cult Follower Sor13: CR 13; Medium humanoid (human); HD 13d4+29; hp 69; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dexterity, +4 armor); Base Atk: +6; Grp: +6; Atk +6 melee (1d4/19-20, dagger); Full Atk +6/+1 melee (1d4/19-20, dagger); SA Spells; SQ Familiar (toad); AL CE.

SV Fort +6, Ref +6, Will +11;

Str 10, Dex 14, Con 14, Int 11, Wis 12, Cha 17.

Skills and Feats: Concentration +19, Knowledge (arcana) +17, Spellcraft +19; Greater Spell Focus (Evocation), Improved Initiative^B, Iron Will, Skill Focus (Use Magic Device), Spell Focus (Evocation), Spell Penetration, Toughness^B.

Spells Known (6/6/7/7/6/6/4; base DC = 13 + spell level, [^E +2]): 0—*acid splash*, *daze*, *detect magic*, *flare^E*, *light^E*, *message*, *open/close*, *resistance*, *touch of fatigue*, 1st—*alarm*, *mage armor*, *magic missile^E*, *protection from good*, *shield*; 2nd—*protection from arrows*, *glitterdust*, *Melf's acid arrow*, *resist energy*, *levitate*, 3rd—*fireball^E*, *suggestion*, *dispel magic*, *hold person*, 4th—*dimension door*, *phantasmal killer*, *enervation*, *Evard's black tentacles*, 5th—*Mordenkainen's faithful hound*, *dominate person*, *cone of cold^E*; 6th—*chain lightning^E*, *repulsion*.

Possessions: dagger, spell component pouch (2).

Physical Description: Skin nearly grave-like in pallor and covered with horrible tattoos is barely visible from beneath the black sturdy robes.

Horrible Cult Leader Sor15: CR 15; Medium humanoid (human); HD 15d4+33; hp 79; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+2 Dexterity, +5 *Robe of the Archmagi*); Base Atk: +7; Grp: +7; Atk +7 melee (1d4/19-20, dagger); Full Atk +7/+2 melee (1d4/19-20, dagger); SA Spells; SQ Familiar (toad), SR 18; AL CE.

SV Fort +11, Ref +11, Will +16;

Str 10, Dex 14, Con 14, Int 11, Wis 12, Cha 17.

Skills and Feats: Bluff +26, Concentration +20, Use Magic Device +29; Greater Spell Focus (Evocation), Greater Spell Penetration, Improved Initiative^B, Iron Will, Skill Focus (Use Magic Device), Spell Focus (Evocation), Spell Penetration, Toughness^B.

Spells Known (6/7/7/7/6/6/6/4; base DC = 13 + spell level, [^E +2]): 0—*acid splash*, *daze*, *detect magic*, *flare^E*, *light^E*, *message*, *open/close*, *resistance*, *touch of fatigue*, 1st—*alarm*, *mage armor*, *magic missile^E*, *protection from good*, *shield*; 2nd—*protection from arrows*, *glitterdust*, *Melf's acid arrow*, *resist energy*, *levitate*, 3rd—*fireball^E*, *suggestion*, *dispel magic*, *hold person*, 4th—*dimension door*, *phantasmal killer*, *enervation*, *Evard's black tentacles*, 5th—*Mordenkainen's faithful hound*, *dominate person*, *hold monster*, *cone of cold^E*; 6th—*circle of death*, *chain lightning^E*, *repulsion*; 7th—*prismatic spray^E*, *spell turning*.

Appendix Six – New Rules Items

Template

CREATING A MULTIHEADED CREATURE

"Multiheaded" is an inherited template that can be added to any corporeal creature that has a discernible head (hereafter referred to as the base creature). A multiheaded creature has all the base creature's characteristics except as noted here. A multiheaded creature speaks any languages the base creature does.

Size and Type: Animals that have this template become magical beasts, but otherwise type is unchanged. All additional heads are like that of the base creature.

Limit on Additional Heads: The number of heads possible for a multiheaded creature is based on the base creature's size.

Base Creature Size Maximum Additional Heads:

| | |
|-------------------|----|
| Up to Medium-size | 1 |
| Large | 3 |
| Huge | 11 |
| Gargantuan | 19 |
| Colossal | 29 |

Hit Dice: Each additional head adds 2 HD to the base creature's total.

Attacks: A base creature with a bite, gore, or tongue attack gains one additional such attack for each additional head. This additional attack has the same attack bonus as its counterpart in the base creature. The base attack bonus increases for additional Hit Dice as appropriate for the creature's type.

Damage: The damage bonus for an extra natural attack gained by the addition of a head is the Strength modifier for a primary attack, or 1/2 the Strength modifier for a secondary attack.

Special Attacks: If the base creature has a breath weapon, the extra heads also have breath weapons. All weapons activate on the same round but can aim in different directions. This rule also applies if the base creature has a spit, spray, ray, or cone attack, so long as that attack comes from the head.

A multiheaded creature does not gain extra gaze attacks, fear auras, and the like for its additional heads.

A multiheaded creature that can use weapons gains the Superior Two-Weapon Fighting or Superior Multiweapon Fighting ability (see below), as applicable.

A multiheaded creature that has only natural attacks instead gains the Improved Multiattack feat as a bonus feat if it has any secondary attacks available at all, even if it does not have three or more natural weapons. Superior Two-Weapon Fighting or Superior Multiweapon Fighting (Ex):

Because each head controls one arm (or analogous weapon-using limb), a multiheaded creature has no penalty on attack rolls for attacking with multiple weapons, and the number of attacks and the damage bonus for each weapon are calculated as though the weapon were held in a primary hand.

AC: Natural armor bonus increases by +1 per additional head.

Special Qualities: Multiheaded creatures have darkvision to a range of 90 feet. Having a redundant head makes a creature more able to survive otherwise lethal attacks. Thus, a vorpal blade would have to remove all heads to have its usual effect. Severing a head requires hitting the creature's neck (same AC as creature) with a slashing weapon and dealing damage equal to the multiheaded creature's original hit point total divided by the original number of heads. (The player must declare an attack against the neck just before making the attack roll.) The severed head dies, and a natural reflex seals the neck shut to prevent further blood loss. The creature can no longer attack with the severed head but takes no other penalties. A severed head cannot regrow naturally.

Abilities: Con +2 per additional head.

Skills: Each additional head a creature has gives it a cumulative +2 racial bonus on Listen, Search and Spot checks. The creature gains additional skill points for its extra Hit Dice as normal for its type.

Feats: A multiheaded creature gains Improved Initiative and Combat Reflexes as bonus feats, provided that it does not already have them. The creature also gains additional feats for its extra Hit Dice as appropriate for its type.

Organization: Solitary.

Challenge Rating: The multiheaded creature's Challenge Rating depends upon how many additional heads it has and on any head-based special attacks, as given on the table below.

Number of Additional Heads CR Adjustment:

| | |
|-------|----|
| 1 | +2 |
| 2–4 | +3 |
| 5–7 | +4 |
| 8–10 | +5 |
| 11–15 | +6 |
| 16–20 | +7 |
| 21–25 | +8 |
| 26–29 | +9 |

Adjust the CR by an additional +1 for every head-based special attack of the base creature, such as a breath weapon or a gaze attack.

Level Adjustment: A multiheaded creature's level adjustment depends on the number of heads it has, as given on the table below. These figures assume that the base creature has sufficient Intelligence to be a player character.

Feats

Improved Multiattack [Monstrous]

You are particularly adept at using all your natural weapons at once.

Prerequisites: Three or more natural weapons, Multiattack.

Benefit: Your secondary attacks with natural weapons have no penalty on the attack roll. You still add only ½ your Strength bonus, if any, to damage dealt.

Normal: Without this feat, your secondary natural attacks are made at a –5 penalty (or a –2 penalty if you have the Multiattack feat).

Items

Elixir of Reckoning: After consuming an *elixir of reckoning*, the imbiber's body is filled with unstable magical energy. If the imbiber dies (the hit points fall to -10 or lower) within 1 hour of imbibing the elixir, her body explodes in a blast of eldritch energy that deals 5d6 points of damage to every creature and object within a 20-foot radius. Targets in this area can attempt a DC 14 Reflex save to halve the damage. Remnants of the imbiber's body survive the blast but are distributed around the periphery of the blast radius. If the imbiber is not slain within 1 hour of consuming the elixir, it has no effect.

Faint abjuration; CL 5th; Craft Wondrous Item, *glyph of warding*, Price 825 gp (DMG II, page 268).

Strange Black Dragon Scale: The bearer of this scale and all allies within 30' gain a +2 luck bonus on saving throws against the attacks, spells, and special attacks (extraordinary, supernatural, and spell-like) of dragons. This item only works for humans and does not take up an item slot. Frequency: Adventure. Faint abjuration; CL 3rd; *Antidragon aura*^{DRA}, Craft Wondrous Item, Dragon Hunter Bravery^{DRA}, Price 3,000 gp; Weight 1 lb.

