

URC7-03

The County Strikes Back

A One-Round Dungeons & Dragons® Living
Greyhawk™

County of Urnst Regional Adventure

By Jean-Philippe 'JP' Chapeau with Theo Judd

Circle Reviewers: Colleen Simpson

Reviewers: D'Anne Rooney

Playtesters: Sean 'The Bold' Curtis, Jim Foye, John Foye, Pam Foye, Leonard Logan, Murry McEntire

Forces in the County of Urnst plan to use the current state of unrest in the Bandit Kingdoms to strike a blow against the Mad Lich Malachite. Choices have power; weigh your decisions carefully. Having played URC6-S02 *Fetch* will enhance this adventure, but is not required. A County of Urnst regional adventure set in the Bandit Kingdoms for characters level 2-15 (APLs 4-12)

Resources for this adventure [and the authors of those works] include BDK5-04 *A Leather-Bound Tome* [Jason A Covitz], BDK16-07 *Villainy of the Baron* [Theo Judd, Casey Brown, and Susan Threadgill], *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Dungeonscape* [Jason Buhlman and Rich Burlew], *Libris Mortis* [Andy Collins and Bruce R. Cordell] and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event 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.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. 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, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 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). You need one copy of this for each participating player.

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 calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Bandit Kingdom. Characters from the County of Urnst pay one (1) Time Unit per round, while all other characters pay two (2) 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

During the Richfest celebrations of 596CY, Contessa Elone and her daughter, Lady Cyanna, were both murdered by then-unknown assassins.

When Lady Cyanna was killed, a ghost rose from the body and laughed at the assembled PCs saying, "*Malachite has had this one's soul for a long time...*" The ghost then dissipated, fleeing back to its master.

Malachite, the mad lich of the County, is a known worshipper of Kyuss and one of the County's most implacable foes. People don't say his name out loud for fear that he might hear. His name strikes terror into peasant and adventurer alike.

Malachite owns a house in Obresthorpe in the Barony of Wormhall, Oltagg Manor, which he purchased at auction through intermediaries. There, one of his lieutenants keeps the Gem of Brightness that Malachite had one of his agents steal from the town of Geralenn. However, the unrest of the city he finds himself in, forces the lieutenant to focus his attention on other interests in town. Obeying additional commands, he leaves the Cyanna-gem in the hands of subordinates and heads out to take care of business.

LADY CYANNA GELLOR

Lady Cyanna was not like her paladin mother at all. She was a free spirit who longed for the open skies and the

tranquility of the forest. Lady Cyanna learned the way of the forest and she became a competent ranger.

Following an assassination attempt on her life (URC6-01 *Death of a Bird*), Lady Cyanna was forced into the palace by her mother. However, the ranger would not remain a prisoner. She would often sneak out and run free for days before returning to a stern lecture from her mother about being the heiress to the throne.

One day as she was out in the wilds, she was ambushed by a marauding band of Malachite's undead minions. The creatures contacted their master who came with all haste.

Malachite used a twisted version of the *trap the soul* spell to trap Cyanna's spirit in a Gem of Brightness, and had one of his ghostly minions inhabit her body. The new Cyanna returned to the Palace where her mood swings were attributed to the death of her brother.

All this took place a few days before the Richfest Festival where she met the assassin's blade.

LORD JACOBIS UNDERLEY

Lord Underley was the County's Lord Mage until Countess Rachel replaced him on the Council of Lords. His main abilities center around organizing and maintaining a network of spies—known as the Underley Network—composed of merchants, innkeepers, artisans and adventurers all loyal to the County.

Lord Underley is a planner and a schemer who never does things quite straightforward. Therefore, tricks, gimmicks, and misdirection—so that his work cannot be retraced to him in an obvious fashion—are his lot in life.

Lord Underley is a staunch patriot and highly devoted to his country. However, he is not opposed to dealing with dark factions, such as the drow, duergar or even priests of Iuz.

BARON OLTAGG

Following the Old One's invasion and subsequent defeat of Wormhall in 583CY, talks were held in Wormhall between the lords of Wormhall, represented by Baron Oltagg, and representatives of Iuz. After three days of negotiations, the Old One's representative had Baron Oltagg executed. His still-beating heart is magically preserved in the central village of Obresthorp.

Since his death, his manor was left abandoned on the outskirts of Wormhall. In 595CY until the city decided to reclaim the house and sell it at auction to make some money off the decrepit old manor.

OLTAGG MANOR

Following the destruction of his main base at Franzguard, Malachite decided to establish a series of safe houses throughout the eastern Flanaess. This would not only make him harder to find, but would allow him to hide valuable components and make sure that should adventurers manage to find one, they could only steal as little as possible.

Through a number of contacts, the Lich learned about the auctioning of the abandoned manor in the

outskirts of Wormhall. Malachite needed a base away from the County, and the house's reputation only ensured greater privacy; it was perfect. Using minimal resources he bought the place. No one wanted the house because it had a sinister reputation, and the costs for repairing it would be significantly greater than its value.

RECENT EVENTS IN WORMHALL

These events are based on *BDKI6-07 Villainy of the Baron*. During the riots in Oblesthorpe, local adventurers entered Oltagg Manor and confronted Malachites' original defenders.

Upon his next visit, Malachite saw the loss of his guardians and created a large number of undead to defend the manor. Caught in-between meetings with superiors in the lower planes, Malachite left the gem to his underlings when he departed.

Malachite gambled that Obresthorpe would remain calm for the duration of his business in the lower planes. His assessment of the locals was correct, but he forgot to take into account Lord Underley.

ADVENTURE SUMMARY

Introduction: The PCs are asked to head to High Mardreth and find a ship's captain in the port.

Encounter 1: Aboard ship on the Nyr Dyv, the PCs meet Lord Underley in the Captain's cabin. Lord Underley explains he wishes to hire the PCs to head to Wormhall and retrieve a magical gem for him. He promises a significant reward for this. He gives the PCs most of the content of the Adventure Background above.

He insists the gem must be brought back to HIM intact and undamaged.

Once the PCs agree, Lord Underley has one of his allies, a wayfarer guide, *teleport* the PCs to Wormhall.

Encounter 2: The PCs visit a series of locations in Wormhall trying to gather information about Malachite's local mansion. They learn of the location of Malachite's house/base.

Encounter 3: The PCs head there and have a little romp through the house.

Encounter 4: The PCs face Malachite's welcoming committee.

Encounter 5: The PCs face Malachite's guardians.

Encounter 6: While leaving the Bandit Kingdoms, the PCs are attacked by a Devoted of Iuz and her demonic allies.

Encounter 7: The PCs make their way to the County. Here they have a choice of what to do with Cyanna's Gem.

Conclusion PCs get the rewards for their actions.

PREPARATION FOR PLAY

Before beginning play, make sure you are familiar with the contents of Appendix 3: Cyanna's Gem because how the PCs handle the gem plays a big part in the adventure.

META-ORGS AND HANDOUTS

Before starting the adventure, ask if any of the PCs belong to any County meta-org.

In the case of the religious meta-orgs, these would apply to an organization from any country. Thus a priest of Pelor belonging to the church of Pholtus from Nyrond or the Pale would receive the "Church of Pholtus" handout.

FAVORS

Some favors may have an impact on this adventure.

- **Death warrant** from URC6-So3 *Family Ties*
- Any favor or enmity of a member of the Duncombe family.
- Any favor or enmity of a member of the Gellor family.
- Any favor or enmity of a member of the Underley family.
- A PC's WCI (Wanted by the Church of Iuz) score.
- PCs being wanted in the Bandit Kingdom by forces other than the Church of Iuz.

WARNING: DIFFERENT REGION

Most of this adventure is set in the Bandit Kingdoms even though it is a County of Urnst regional adventure. The Bandit Kingdoms is a VERY different place from the County.

The law here is of Chaotic Evil alignment, instead of the County's Neutral Good. Iuz, the Old One (aka: the Old Wicked), rules this area with an iron fist even though some areas of his empire are crumbling or are in open rebellion against him. Good and evil have united in many places to fight his dark armies.

Also, for the purpose of determining circumstance bonuses, the PCs are NOT considered to be in the County as long as they remain in the Bandit Kingdoms. Many bonuses do not apply such as (but not limited to meta-orgs). However, bonuses earned in the Bandit Kingdoms or the Iuz Meta-region can and should apply.

As long as the PCs are in the Bandit Kingdoms, the Knowledge (local - NMR) does NOT apply, but instead Knowledge (local - IUZ) does. This means the synergy bonus to Gather Information does not apply.

Also note that in the Bandit Kingdoms the locals do not commonly use the name to describe their region, instead they use the term "Combination of Free Lords"

Clearly Dorothy, you're not in Kansas anymore...

NAMING

The PCs will travel to the city of Obresthorpe, in the barony of Wormhall.

THANKS

I want to thank Theo Judd and the Bandit Kingdoms triad for this module.

RULE ITEMS

UNDEAD SWARMS AND TURNING

(*Libris Mortis* p.82) Because undead swarms are made up of many weak undead creatures, they are more vulnerable to turning than normal undead. For all purposes related to a turning check or turning damage, treat the undead swarm as having only one-half (50%) of its normal hit dice. Add any turn resistance only after halving the swarm's HD

INTRODUCTION

The adventure starts with the PCs receiving a letter or a note from one of the meta-orgs to which they belong. If a PC belongs to more than one meta-org, select one. Try, if possible, to handout as many of the letters as feasible. The letters are found in Player Handout One.

If the PCs refuse to head to High Mardreth, the adventure is over for them.

The PCs begin separated from each other (unless they would have a specific reason to be together). When the PCs decide to head to High Mardreth, read the following.

The city of High Mardreth, rebuilt after the raid by Prince Zeech Redhand of the Bandit Kingdoms in 590CY, shines in a glorious early summer sun. The White Swan on a green field, and banners of a leaping fox, are visible everywhere.

Military ships, merchant vessels, and fishing boats, enter and leave the harbor in some sort of ordered chaos.

From Hilltown the temple of Xerbo dominates the area with its tall dome reminiscent of Baklunish architecture. Dolphin and turtle mosaics cover it from the outside giving the impression of one seeing an underwater scene.

It does not take long for you to learn that the HNB Kroesus [pron. Kree-Zus] is docked at the admiralty. The massive fortress, built on the east side of Mardreth Water, dominates the city and can be seen from everywhere. The admiralty seems to have been one of the few buildings that survived the raid. Its massive walls extend into the harbor where they protect the military docks.

In addition to its military vocation, the Admiralty serves as the Baron's residence.

You are often asked your name and the reason for your presence by naval personnel, but within minutes you find yourself on the deck of the HNB Kroesus. The ship flies a naval flag with the Swan proudly displayed. Sailors are getting ready to set sail.

The first mate shows you to the captain's cabin and instructs you to wait here and that the Captain will be back shortly.

A DC 15 (DC 12 for PCs whose home region is County of Urnst) Knowledge (nobility) check informs the PCs that the leaping fox is the heraldry of House Underley, one of the County's major houses.

A DC 15 Knowledge (nobility or local – NMR) or Bardic Knowledge check informs the PC that the local Baron, Lord Anasil Underley, is at odds with the current head of the House, Lord Jacobis Underley. Anasil was to be head of the House until his uncle adopted Jacobis. Relations between the two have been cold at best.

Allow the PCs to introduce themselves at this time.

A man dressed in a naval dress uniform enters the cabin. Unbuttoning his vest and taking off his hat, he takes a seat behind the large desk.

"Welcome aboard the Kroesus! I am Captain Amilart. Lord Admiral Matthias Gellor has instructed me to take you onto the Lake to a secret rendezvous point. This is a naval warship. You are guest on board my ship, but do stay away from the ship's operation. In case of trouble I expect you to assist my marines."

If there are any members of the navy on-board, he adds the following to the attention of that PC.

"Pleased to have you on-board. I will have you assigned to one of the crews."

For all:

"There is nothing else I know or am willing to impart to you at this time. Go put your packs in the main cabin; you will not be leaving the ship until we leave. Is there anything my men can get for you before we set sail?"

The captain is not used to having his word questioned, and though he may come off as arrogant, he is really more accustomed to military command and sees the PCs as just extra marines. He denies the PCs the right to disembark. Note any PC who does so (whether by teleport-style magic or sneaking).

Given money, the Captain sends a sailor to town to make any purchases the PCs want. This allows the PCs to make purchases at this time.

The PCs may ask questions of the Captain.

- **Where are we going?** You are not to be told at this time
- **Who ordered this?** My orders come from the Lord Admiral himself.
- **Why can't we leave the ship?** I have my orders and they were made perfectly clear to you.
- **What if we leave the ship?** I will have you whipped just like anyone who disobeys my orders.
- **Who is Lord Admiral Matthias Gellor?** The Countess' minister of the Navy.

Once the PCs are done with their purchasing and preparations, the ship leaves the port.

1: LORD UNDERLEY

The ship sails north for a few days, barely keeping the coast in sight. The Captain and his First Mate keep their spyglasses locked on the horizon, as if looking for something.

The Captain points to an area where you see only water. "In 592CY, about a mile or two that way, a series of islands appeared. They were constantly cloaked with mists... Don't know many people who set foot on them that ever returned. Then, in 593CY, they vanished again. No one knows why."

The Captain is referring to the Isles of Woe (as seen in CORS2-03 Isles of Woe and COR3-02 Return to the Isles). The sailors and the captain will be very impressed by PCs who went to these islands and returned to tell the tale.

NAVAL JUSTICE

If one of the PCs went ashore before leaving High Mardreth, they are approached by a number of sailors led by the First Mate.

"By order of the Captain you have been condemned for disobedience! Five lashes on the back to be exacted at this time. Would you be so kind as to remove your shirt so we may carry out the Captain's sentence?"

The First Mate and the other sailors do not take any pleasure in this. The First Mate explains that the Captain's authority is second only to the Countess and Xerbo's while out to sea. Discipline on the ship WILL be maintained and disobedience will be punished.

PCs who get whipped take 8 points of damage. The First Mate stops if a PC is rendered unconscious. After this, they wash the PC and allow him to be healed by his fellows.

The crew continues to treat that PC as they always did. For them this is the normal way of life. No one apologizes or gives any sympathy.

Starting a fight here is very BAD for the PCs. Not only does this make them criminals, but it gets them thrown overboard. Should a fight break out at this time, Lord Underley does not recruit the PCs, judging them too wild to complete this important mission.

LORD UNDERLEY

Three days into the trip, "SAIL HO!" shouts the man in the crow's nest.

Everyone snaps to attention; the officers come on deck, sailors climb the rigging, marines don their armor and ready themselves. The Captain approaches you. "We near our destination at last!"

The small ship approaching flies a red flag with... WITH A GRINNING SKULL UPON IT!!! It's

an Iuzian vessel! The crew comes to the same realization and reach for their weapons. But the Captain's authoritarian voice resounds across the deck.

"MEN STAND DOWN! This mission was given to us by the Lord Admiral at the request of the Countess. We may not like this, but we will obey our commands."

The Iuzian ship likewise seems to ready for combat but holds position some distance away. A small boat is lowered and a single silhouette embarks in it. Once the person is aboard, the small boat returns to the Iuzian vessel, which maneuvers to change course and head back north.

The newcomer wears a heavy cloak covering his features and a wizardly staff. The Captain invites the man into his cabin and motions for you to follow. The Captain; however, does not enter the cabin and leaves you alone with the visitor.

"At last... it's good to be back..." The man removes his cloak to reveal a mostly Oeridian man in his 50's, with dark hair graying at the temples.

Any PC who has met Lord Underley immediately recognizes him. Other PCs must succeed at a DC 15 Knowledge (nobility) or Bardic Knowledge check to recognize Lord Underley.

Lord Underley knows every PC by their real name (for those who use aliases) and refers to them as such. It is very possible the PCs are wary of an imposter, yet the man before them IS Lord Underley.

"It has come to my attention that the Mad Lich Malachite has stored a series of items of power in one of his lairs. One is a Gem of Brightness I believe he took from Geralenn in the southern County. We need to take it back from him."

"Diviners in my employ have assured me that he is currently traveling on one of the lower planes preparing for his next strike. The Gem is somehow vital to his plan; therefore, we must take it away from him. This is the first time that we can strike at the Lich to stop his plans before he hits the County with waves of undead horrors."

Lord Underley opens a map on the desk. (Player Handout 2) and points to an area in the Bandit Kingdoms

"He hides the Gem here in Obresthorpe located in the Barony of Wormhall. Malachite should remain away for at least two days... After that, my diviners cannot guarantee his location."

"Wormhall is a decaying limestone citadel on the Western Edge of the barony of Wormhall. It rests on the shores of the Ritensa where a large tributary joins the river from the east. Large worms crawl through the walls of the keep and rumors abound that Kyuss himself is somehow involved in the affairs of the land. Old Wicked only has limited forces in the area."

“Another thing, Malachite is quite crafty and will no doubt have placed a number of wards and contingencies on the Gem. Do not touch it directly, do not put the gem within and extra-dimensional space, do not use any teleportation magic with the gem, and especially do not try to dispel its magic. Bring it back the old fashion way.”

“Travel to Malachite’s house in Wormhall and get that Gem... Is that clear?”

Lord Underley does NOT know that Malachite has already bound the soul of Lady Cyanna into the Gem. His secret goal at this time is to provoke the lich by stealing something of value to it. The fact that Cyanna is in the Gem is a great (and happy) surprise to Lord Underley.

- **Who are you?** I am Jacobis Underley.
- **What were you doing on an Iuzian vessel?** I went to Alhaster to verify some information.
- **Why didn’t you send a group of adventurers/members of your house guard?** I did. (Lord Underley won’t elaborate but if pressed on the matter he hints that they met an unfortunate end).
- **Are you the one who ordered us here?** Yes.
- **Why?** I need adventurers like you for this important task.
- **Why all the secrecy?** (Lord Underley only smiles, but does not answer)
- **What does it pay?** I am no ingrate and will thank you appropriately.
- **Does the Countess agree with this endeavor?** Yes, she does. The Countess is not one to let anyone suffer under the thumb of Malachite if she can do something about it.
- **What if we refuse?** You do not want to refuse my offer. (Lord Underley does not elaborate but it should be obvious that he is not making empty threats).
- **Where should we take the Gem?** Bring it to my residence in Radigast City.
- **What is this Gem?** Give the PCs Player handout 3.

All APLs

☛ Lord Jacobis Underley: NG.

Once the PCs agree to Lord Underley’s offer, proceed to “Traveling, Underley-style”.

PCS WITH A “DEATH WARRANT”

If any PC has a death warrant signed by a member of the Underley family, Lord Underley tells this PC that should the PC successfully complete this mission, he will personally destroy the death warrant.

TROUBLESHOOTING: “WE REFUSE”

Lord Underley makes sure the party agrees with this decision, but does not elaborate on what he will do. He

only sends PCs who agree and leaves the others behind. PCs left behind receive the “Refused to help” AR Reward.

Any PC with a Death Warrant who refuses is executed when they return to the County. (Their bodies are then returned to their friends to be raised or buried).

TRAVELING, UNDERLEY–STYLE

“Once in Obresthorpe, you can meet with a friend of mine called Oytens. She is a beautiful Flan woman with long hair. She knows the area quite well and she could help you either get in and out.”

A frail-looking woman with long blonde hair and ample bosoms suddenly appears in the room. “AH! Perfect timing as usual! Adventurers, here is a good wayfarer friend of mine from the Obsidian Conclave. She will take you to Wormhall. Of course, she’ll return to the County once her job is done...”

The PCs can ask questions at this time (refer above). The wayfarer is not interested in talking to the PCs. She does this as a favor to Lord Underley. When the PCs are ready to go, Lord Underley bids them farewell with a simple *“See you in Radigast!”*

In a flash the PCs appear in...

2: WORMHALL

You find yourself in a city. Immediately, the air that fills your nostrils is no longer the clean lake air; it has a foul, stale and fetid odor. The mortar used in the mostly brick and mortar buildings has a vile, bilious-green color. As your eyes focus, you can make out these are worms. Millions and millions of bilious-green worms...

The people around you all look vile and unsavory. A few raise a quick eyebrow but quickly return to their routine, ignoring you and doing their best not to be noticed.

You do not have time to thank or ask questions of your guide; she has already teleported away leaving you alone in this strange, vile, and wicked town.

The PCs are now left to themselves. Allow the PCs a chance to wander around before having them meet Oytens the bard.

The PCs appear on the west side of Obresthorpe, in a darkened alley. Refer to the map of Obresthorpe in the DM’s Map. The map has a number of locations

TROUBLESHOOTING: TAKING MORE THAN TWO DAYS

Once they reach Wormhall, there is a secret timer that starts. The PCs have a full 48 hours before Malachite returns and takes the Gem (thus spoiling the PCs’ mission). This gives the PCs the opportunity to rest twice. Suppose the PCs arrive in Obresthorpe at midday (12pm).

However, DO NOT let the PCs know this! They have to make the decision to rest a second time.

Also note that at no time during this adventure are the PCs allowed to fight Malachite. The Lich teleports in, takes the gem and quicken teleports out. Yes, quickened teleports!

WORD ON THE STREETS

In this section, the PCs can get some hints as to where to look for information by making a Gather Information check with a variable DC. Making a check takes 1d4+1 hours. Give a +1 bonus for each gp spent, to a maximum of +4.

- **DC 5** Many parts of the Combination of Free Lords are revolting against the Old One.
- **DC 7** Baron Janzeem has just recently taken the throne from Baron Horrace.
- **DC 8** There are many places to avoid in Obresthorpe.
- **DC 9** Baron Janzeem has chased the Iuzians out of town.
- **DC 10** Do not attract attention... it is always better not to attract attention.
- **DC 13** Oytens that traitor! Throwing her lot with the Iuzians! I hope they find her and hang her.
- **DC 15** If you are looking for anyone, I recommend you head to the Writhing Worm, it is not a great place, but it is better than other places.
- **DC 18** If you are looking for a place in Obresthorpe, the Town Hall has decent records.
- **DC 19** The Temple of the Old One lies in ruins since all the priests were killed.
- **DC 20** I heard a lich is trying to move in to town. If it is true, then it is very secretive and no one has ever seen it.

BUYING STUFF

If the PCs decide to buy stuff they can easily find it in town. If they begin looking for obviously good items (such as holy water or scrolls of *consecrate*) make the PCs feel alien and obviously foreign. This should only increase the feeling of being unwelcome in this strange town (strange compared to the County that is).

WRITHING WORM

This tavern is decorated with a worm motif that lines the roof's edge and is recognized by a sign that shows a green worm with a toothy smile sitting inside a mug. Inside, the place is run by a haggard old man with a graying beard and loose-fitting clothes. A pair of half-elven barmaids make sure the patrons are taken care of and the tavern appears to have rooms available above.

This inn used to be known as the Writhing Wyrms, but after a fire turned the dragon on the sign to an unrecognizable blur, the spelling was changed to a derogatory name. It is owned by a man named Cathloy. The inn is not much better than anywhere else in town. Any Gather Information made here receives a +2 circumstance bonus.

While the PCs spend some time here, one of the two half-elven barmaids, Arwaine and Arwyl, says in passing to the PCs. "If you tip well, I can make it worth your while..." Both ladies give the recognition sign (scratching their chin) of the Underley Network since they are members. If the PCs do not catch the signal, the women continue their job as if nothing happens. Any PC from the Underley Network should immediately get the sign.

When, or if, the PCs finally get the clue, one of the girls approaches them and has the following information.

About Oytens

- Oytens was caught with Nezran the necromancer and has been declared a traitor to Wormhall.
- (Only to members of the Network) With all the craziness going on in town, they have not been able to pass information to contacts.

About Malachite's Lair

- A few years ago, a foreigner bought Oltagg Manor, a decrepit old house with a reputation of being cursed and haunted. Since no one in Wormhall, other than the Iuzians and the baron, has money ... It has to be your lich.
- She can relate the story of Baron Oltagg found in the adventure background.
- All the windows are boarded up making her think a vampire "lives" within. Adventurers went there recently and reported it was filled with undead creatures, but that they got rid of those things.
- No one ever goes in or out of the house and animals avoid the place.
- Before being auctioned off, the house lay vacant for 12 years.
- The thieves warn anyone to stay away from the mansion. Though a few thieves have been known to enter, none were ever seen again afterwards.

About Wormhall

- Like many places in the Bandit Kingdoms, it is better not to attract attention (she points to any obvious holy symbols or anything that would attract attention).
- With the new Baron in place, though he has promised change, many people think he may have a dark purpose in mind.

Speaking to them is already dangerous enough that they do not want to push their luck. They tell the PCs this friendly chat never took place.

TOWN HALL

This poorly kept public building serves as the administrative center for the local ruler; however, much of the day-to-day affairs seem to be handled by the local aristocracy. A large public forum inside the main hall is available for the presentation of grievances among the citizenry.

The PCs may request to see the records for Oltagg Manor if they wish. Doing so takes the PCs a few hours of dealing with the bureaucrats. Finally, they can view a ledger that states that someone (whose signature is unreadable but starts with an "M") purchased the manor using Urnstian nobles (gp).

THE RUINED TEMPLE OF IUZ

This dilapidated building has experienced serious neglect over the years. Apparently it was hastily, and poorly, constructed because, while it appears fairly new, it is literally falling to pieces. A defaced laughing skull sits atop the entrance to this place and graffiti of every kind plasters its walls.

This is the temple of Iuz. After the conquest, it housed several lesser priests of Iuz who spent most of their time terrorizing the populace and extorting bribes. When Nerzan (a powerful necromancer) came to Wormhall to find out why Baron Horrace was not giving reports (and eventually become the power behind the throne), he quickly grew annoyed by these priests. One day, he entered the temple and slaughtered every one of them with a single destructive spell. Since then, the temple has become merely a husk. PCs who poke around here find little of interest.

WORMHALL

This dark manor is surrounded by a mesmerizing mist that swirls about the tall central tower. The tower is surrounded by a wall of intimidating malachite stone and leering gargoyles perch over the entrance. The grounds within seem to crawl of their own power, but upon closer inspection this is revealed to be the result of countless worms squirming about on the ground. A single pathway from the gate to the entrance is clear of the little creatures and the guards at the gate give the inside a wide berth.

There is nothing for the PCs to do here but get in trouble. Baron Janzeem has no desire to see them at this time.

3: OLTAGG MANOR

This haunting old mansion sits outside of town in a horrible state of disrepair. It is surrounded by old trees whose dark leaves sway in the chilling breeze that blows about it. A rickety fence, which probably once served to deter intruders, has been bored and split in many places in addition to suffering severe weathering.

This encounter contains all the locations in the house. When you reach a specific encounter, run through it and return to this one as the PCs explore the house.

Refer to DM's map 1 for the layout of the manor. The ground floor is on the right and the top floor is on the left.

The manor is protected by a permanent *Mordenkainen's private sanctum* spell. For the purpose of dispelling spells, unless specified otherwise, all spells found in the house should be considered to be cast by a 17th-level caster.

All the doors inside (and outside) are unlocked and have the following stats.

🔒 **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

The walls and bricked-up windows are considered reinforced masonry and have the following stats.

🔒 **Wall Section (per 5ft):** Reinforced masonry 1 ft. thick; hardness 8; hp 180; AC 5; Break DC 45, Climb DC 15.

At one point there were windows, but since Malachite took over, he closed all of them with masonry.

Malachite never comes through the lower floor, he usually teleports directly to his parlor or his lab.

LEAVING THE HOUSE

The PCs may leave the house at anytime and return later. They find the house in the same state they left it. Therefore, if they deactivated the traps, the traps are deactivated. This allows them to leave and rest if necessary. However, do not tell them this ahead of time.

GROUND FLOOR

The dark grey areas on the bottom floor are empty spaces used by the incorporeal undead to hide. There are no obvious entrances into these areas.

The ground floor was re-designed by Malachite to serve as a maze where his minions could take care of intruders. This has worked well so far.

THE ANTICHAMBER

Beyond the door, the PCs find an antechamber that is not trapped. Allow the PCs to spook themselves about traps.

THE MINIONS

Once the PCs are well into the maze, run Encounter 4: Welcoming Committee.

SECOND FLOOR

The second floor has the parlor, a dining hall (for Malachite's few guests (both living and unliving), a storage area for spell components, and a laboratory.

THE PARLOR

On the floor a number of Kyuss worms roll and wiggle around. Though they are disgusting (and squish with an unearthly sound when stepped on), these worms have no other game effect.

When the PCs enter this room, the guardians, from Encounter 5: The Guardians, wait for them. Proceed to that encounter before returning to this one.

The parlor has nothing of interest.

STORAGE AREA

Supplies to be found here include spell components for necromancy spells, many beads of obsidian, coin from Dyvers and throughout the North Kingdom, and empty spellbooks.

A thorough search also finds Cyanna's Gem in a nice Copperwood case whose interior is lined with a thin layer of lead (to prevent most divination spells). The container is adorned with a Swan emblem carved into the wood. See Appendix 3 for more details about the gem.

When they open the case, give them Player Handout 3 which has a picture of the gem.

Treasure:

👑All APLs: Loot: 200gp; Coin: 200gp;

THE DINING ROOM

Three tables line the far wall. These are covered with bodies infested with rot grubs. Their previous owners are some of the current undead inhabitants of the house.

THE LABORATORY

In the middle of the Laboratory a permanent *magic circle vs good* turned inward (to keep things inside) has been etched on the floor. The room is otherwise bare and devoid of furniture. The walls are caked with blood, results of past outcomes and sacrifices. The laboratory does not have anything of value.

BASEMENT

The house has no obvious basement.

4: WELCOMING COMMITTEE

Due to the presence of the *Mordenkainen's private sanctum*, it is not possible to detect the undead without first entering the house unless the *sanctum* is dispelled.

The shadows, specters, and wraiths, in the house are all remnants of thieves who entered the manor.

APL 4 (EL5)

👤Bone Rat Swarm: hp 26; Appendix 1

👤Quell: hp 32; Appendix 1

APL 6 (EL7)

👤Mageripper Swarm: hp 55; Appendix 1.

👤Quell, advanced: hp 54; Appendix 1

APL 8 (EL9)

👤Advanced Mageripper Swarm: hp 93; Appendix 1.

👤Quell, advanced (3): hp 54 each; Appendix 1

APL 10 (EL11)

👤Advanced Mageripper Swarm: hp 121; Appendix 1.

👤Quell, advanced (4): hp 54 each; Appendix 1

👤Spectre (2): hp 45; *Monster Manual* 232

APL 12 (EL13)

👤Advanced Mageripper Swarm: hp 121; Appendix 1.

👤Quell, advanced (4): hp 54 each; Appendix 1

👤Shadow, greater (3): hp 58 each; *Monster Manual* 221

👤Spectre (2): hp 45; *Monster Manual* 232

Tactics: The swarms head for the PCs; magerippers head for whoever looks most magically-apt. At APL 4, the Bone Rats head for live meat. At APL 6+, the Magerippers head for the biggest source of magic; the PCs. The undead and the mageripper swarms do not work together, but, since the undead do not have magic, the magerippers are not interested in them. The magerippers always go for the strongest sources of magic they can reach.

The shadows use their Spring Attack to limit the party's capacity to strike back. The shadows hide in the empty spaces while the wraiths move upstairs between attacks.

The quells attempt intercession every turn to break divine spellcasters' ability to cast and turn undead. If forced into a fight, they avoid hitting PCs who seem affected by their intercession.

The specters fight to kill, ignoring targets that are either too difficult to hit, or who seem immune to their draining attack.

5: THE GUARDIANS

This encounter takes place in the maze-like ground floor or on the second floor if the PCs somehow manage to avoid the bottom floor.

APL 4 (EL7)

👤Maggot Swarm: hp 31; *Monster Manual* 238 (use centipede swarm)

👤Malachite's Horror: Spawn of Kyuss; hp 32; Appendix 1

👤Shadow: hp 19; *Monster Manual* 221

APL 6 (EL9)

👤Malachite's Horror: Spawn of Kyuss Fighter 2; hp 47; Appendix 1

👤Rot Grub Swarm: hp 54; Appendix 1

👤Shadow (2): hp 19 each; *Monster Manual* 221

APL 8 (EL11)

👤Malachite's Horror: Spawn of Kyuss Fighter 4; hp 61; Appendix 1

👤Rot Grub Swarm: hp 54; Appendix 1

👤Shadow, greater: hp 58; *Monster Manual* 221

APL 10 (EL13)

👤Malachite's Horror: Spawn of Kyuss Fighter 6; hp 75 each; Appendix 1

- **Rot Grub Swarm (2):** hp 54 each; Appendix 1
- **Shadow, greater (2):** hp 58 each; *Monster Manual*

221

APL12 (EL15)

- **Malachite's Horror:** Spawn of Kyuss Fighter 8; hp 89 each; Appendix 1
- **Rot Grub Swarm (2):** hp 54 each; Appendix 1
- **Shadow, greater (5):** hp 58 each; *Monster Manual*

221

Tactics: Any corporeal undead appear from in front of the PCs. They try to use the corners to minimize the number of PCs who can attack them.

The shadows and dread wraiths use their Spring Attack to limit the party's capacity to strike back. The shadows hide in the empty spaces while the wraiths move upstairs between attacks.

6: THE FAREWELL COMMITTEE

The PCs have found Cyanna's Gem and are making their way back to the County. Make sure you know who has the Gem and where it is on that person at all times.

This encounter can take place in any number of locations. We leave up to you, the DM, to find a suitable location for it. It can take place in a town or on the road. Put the battle in an interesting location.

If the PCs decide to *teleport* back to the County, this encounter takes place somewhere in the County.

THE BLACK LADY OF IUZ

The Black Lady is a young woman (mid- to late- teens) dressed all in black with the grinning skull of Iuz displayed proudly on her armor. She waits for the PCs to appear (she has *invisible* quasit servants that report to her on the PCs' progress). No matter when this encounter takes place, she is ready for the PCs (see her power-up suite).

For those monsters taken from the *Monster Manual*, they are all under the effect of a *bless* spell (+1 morale bonus to attack and save versus fear).

Creatures:

APL 4 (EL 6)

- **Black Lady:** Female Oeridian Favored Soul (Iuz) 4; hp 31; Appendix 1
- **Demon, Dretch (2):** hp 13 each; *Monster Manual*

42

- **Demon, Quasit:** hp 13 each; *Monster Manual* 42

APL 6 (EL 8)

- **Black Lady:** Female Oeridian Favored Soul (Iuz) 6; hp 45; Appendix 1
- **Demon, Babau:** hp 66; *Monster Manual* 40

APL 8 (EL 10)

- **Black Lady:** Female Oeridian Favored Soul (Iuz) 7; hp 52; Appendix 1
- **Demon, Babau (3):** hp 66 each; *Monster Manual* 40

APL 10 (EL 12)

- **Black Lady:** Female Oeridian Favored Soul (Iuz) 9; hp 66; Appendix 1
- **Demon, Babau Assassins (2):** Fighter 3; hp 109 each; Appendix 1

APL 12 (EL 14)

- **Black Lady:** Female Oeridian Favored Soul (Iuz) 9; hp 66; Appendix 1
- **Demon, Babau Assassins (3):** Fighter 3; hp 109 each; Appendix 1
- **Demon, Retriever:** hp 135; *Monster Manual* 46

Tactics: The babau focus on PCs with lower ACs, ideally arcane spell casters. The Black Lady attacks whoever she can, aiming at killing and using her ring of blades to prevent opponents from coming near her.

Note that favored souls may use spell slots of higher levels to cast lower-level spells (for example, she may use a 3rd level spell slot to cast *cure light wounds*, which is a 1st level spell).

At APL12, the retriever goes straight for the PC with Cyanna's Gem and focuses on that PC. Should that PC go down, the retriever goes straight for the Gem. It takes a full-round action for it to find the Gem and seize it. Note that should it touch the Gem, it should have no ill-effect since it is a construct and not alive.

If the PCs are defeated by the Black Lady and her demons, the Black Lady takes the Gem herself and it disappears from her grasp. She too fails in her mission.

The Black Lady and her demons are totally rotten and will take easy shots on downed PCs, especially after they have been hit. The babau try to use this action to use their *Cleave* feat.

Development: Lord Underley would very much like to be able to interrogate the Black Lady if she is captured by the PCs.

7: IN RADIGAST CITY

When the PCs return to Radigast City, the PCs are quickly approached by other adventurers carrying badges of the Underley House. They were sent by Lord Underley to escort the PCs.

Lord Underley's mansion is located a stone's throw from the embassy of Tenh on the Hill in Radigast. The house itself somehow gets lost amongst the much grander manors one can find on the district.

The wrought-iron fence has been painted with alternating patterns of gold and black with the occasional stone columns topped with foxes. The house is a single story with walls of white and red

bricks. The inside of the building is dark and decorated in the Baroque style.

You are shown to a salon where Lord Underley is seated speaking to a man wearing the white robes of a priest of Pholtus with a badge from house Underley holding his white cloak together. As you are shown in, the priest stands and leaves, politely acknowledging your presence.

"Did you get it? Lord Underley asks excitedly."

THE PCS HAVE THE GEM

Lord Underley sighs in relief.

"After you left, my people informed me of what Malachite had done with the Gem... Brace yourselves... The Gem is what Malachite used to make the imprisonment of Lady Cyanna permanent. Somehow the magic of the Gem has allowed Malachite to extend his entrapment of her soul. The soul of the daughter of Contessa Elone is held within the Gem you now hold."

"Can I see it?"

Lord Underley stares at the Gem in awe. *"Marvelous!" he whispers under his breath.*

"Now there is one thing we need to decide. The information I have just shared with you has not yet been made available to Her Noble Brilliancy. So I lay the choice at your feet. Do you think my people should attempt to extract Lady Cyanna's soul from this gem and then resurrect her? Or, should we keep this our secret? Reviving her may create a political crisis in the County, while keeping her soul in this gem is unnatural. Tell me what you would do and why..."

Lord Underley listens to the PCs. He is more interested in the PCs' justification of their decision than the decision itself.

Lord Underley's decision does not hinge solely on the PCs' answers. He wishes to see what they think about the situation and what they would choose.

Make sure you let the PCs know that this is a personal decision and that each PC should be allowed his or her own opinion.

Once every PC has made himself heard, proceed to the Conclusion.

THE PCS DO NOT HAVE THE GEM

Anger flashes behind Lord Underley's eyes for a second before he regains his composure. Lord Underley's tone has turned from friendly to calm and composed, making it sound all the more threatening.

"Do you have any idea what you have done?"

"My people have just informed me the Gem contained nothing less than the soul of Lady Cyanna Gellor, the daughter of Contessa Elone! No doubt Malachite will use it against us. I cannot believe you failed! It was our one chance..."

"Nevertheless, you accomplished your mission for me; I will not be an ingrate. I cannot hold you responsible for having been outsmarted by the lich."

Proceed to the Conclusion.

CONCLUSION

Run the appropriate conclusion, depending how the adventure went. Only PCs who voted to bring back Cyanna get to hear the "Lady Cyanna Revived". PCs who brought the Gem back but decided not to revive Lady Cyanna instead hear "Voted Against raising Lady Cyanna". This means you may have to split the party.

MALACHITE HAS THE GEM

In a small room of the Palace in the Administrator's District of Radigast, Lord Underley stands before the assembled Council of Lords.

"The people I have sent have failed in their mission... The Lich still has the Gem," says Lord Underley.

"Lord Underley, continue your efforts to find Lady Cyanna's soul, she must be brought back to us," says Countess Rachel in a slow, deliberate voice.

"But m'lady, would not that destabilize your throne?" asks the prudent Lord Darius Dane, her Lord Chamberlain.

"It might, but I cannot suffer one of my peers to remain in the claws of the vile thing. Thank you Lord Underley," concludes the Countess.

Proceed to "AR Rewards".

LADY CYANNA REVIVED

It has been two weeks since you left Lord Underley with the gem and still no news. Lord Underley has offered you free board at the House of the Sun in Radigast. The frail-looking woman with long blonde hair who teleported you to Wormhall enters the inn. Approaching you, she says "Gather around, Lord Underley waits."

Allow the PCs to decide whether or not they wish to go before continuing.

A scant second later, you find yourself in a dark room, somewhere underground, built in the limestone,

"Welcome to the Crypt," Lord Underley says as he comes to you holding a torch. "This is where members the royal family of Urnst have been buried since the days of the Urnstian Kingdom; before the Aerdy invasion."

"There is Count Leopold Gellor, who built the top-most level of the Radigast sewers, Countess Belissica rests here, and more recently, Contessa Elone and her children..."

You notice that one of the alcoves has been opened and emptied. Lord Underley walks further

into a large chamber lit by thousands of candles. He takes you to a small group of people standing by an altar where rests the rotting carcass of a female human dressed in fineries.

A young woman in her twenties dressed in a green dress covered with bull and swan designs listens to the others. Next to her is a portly Suel man who constantly looks over his shoulder, obviously uneasy. The other man who stands out is an aging Oeridian of a certain age.

"Her Noble Brilliancy, Countess Rachel, the Lord Chamberlain, Lord Darius Alan Dane, and the Lord Mage, Dennen Astralstaff," whispers Lord Underley.

A group of priests of various religions—one can easily recognize the Chivalric Orders of Heironeous, the bright colors of Pelor, the white of Pholtus, the browns of St Cuthbert, the rainbow of Lydia, and the green of Xerbo—are talking to the trio.

If one of the PCs has reached the rank of Bishop of the College of the Divine, the Countess asks that PC to join with the others. She asks any Knight of the Swan to stay near her and Lord Dane.

"Bishops, Lord Underley's guests have arrived, now would be a good time to start," says Lord Dane.

The head priest, clad in the military garb of Hieroneous, pulls out a scroll as all the other priests begin chanting. In less than a half-minute everything is done. The cadaver is replaced by a fit woman in her late twenties dressed in rags.

Lord Dane walks towards her and hands her a large cloak. "Lady Cyanna, welcome back. There is much we need to discuss. These adventurers are those who rescued you from the vile Malachite."

"Thank you, thank you," Cyanna says looking at you.

Continue with Finally.

VOTED AGAINST RAISING LADY CYANNA

A few days after you met Lord Underley, a page approaches you as you are eating. He wears the bright yellow and reds of the Duncombe.

"(Sir/Ma'am) I carry a message from Lord Duncombe addressed to you... Will you come with me to a more private location?" The page takes you to a location where you will be able to talk without fear of being overheard.

"Lord Duncombe and his family are thankful of the confidence you put in them. As such, Lord Duncombe offers you training and the friendship of his family."

With that, the page leaves.

Continue with Finally.

FINALLY

If you are running this adventure PRIOR to the related URC7-102 Return of the Lich interactive to be held on the 26-29 April 2007, do NOT read this section, but proceed immediately to the AR Rewards section. If you are running this adventure AFTER the 26-29 April 2007, read, or paraphrase the following:

The invitation that bore a gold swan summoned you to the palace in Radigast. You are shown to the Reception Hall. The Hall is filled with courtiers and knights dressed in their finest clothes and armor.

Countess Rachel, dressed in a white dress with green bustier and her copper hair cascading over her shoulders, is surrounded by Knights of the Swan.

From the back of the room a page announces, "Lady Cyanna Gellor." The knights quickly form an honor guard for the newcomer. The crowd gasps and pushes forward to see the former heiress to the throne.

Dressed in rather plain clothes, Lady Cyanna walks through the assembly towards the Countess. As she reaches the front, she puts her right knee on the ground before the Countess who gestures with a friendly motion for Lady Cyanna to rise.

"My dearest cousin, the County rejoices to see you," begins the Countess.

"Cousin, I am here but for one thing..." Cyanna turns to the assembly. "To you all, I wish to renounce any and all claims to the throne I may have had. My only wish is to travel the County and visit its wilderness. Politics, dearest cousin, I leave to you. Long live Countess Rachel! Long Live the County!"

Proceed to the AR Rewards.

AR REWARDS

- PCs who refused to help Lord Underley, receive the "Refused to help" AR Reward.
- PCs who had a death warrant and who rescued Cyanna have the death warrant removed by the "Free from the Underley" AR Reward.
- PCs who participated in the death of the Black Lady of Iuz received the "Wanted by the Church of Iuz".
- PCs who opted to reviving Lady Cyanna, receive the "Thanks of Lady Cyanna" and "House Gellor's training"
- PCs who opted NOT to reviving Lady Cyanna, receive the "Thanks of House Duncombe" and "House Duncombe's training"
- PCs who successfully brought back Cyanna's gem, receive the "Thanks of Lord Underley" and "House Underley's armory"
- PCs who failed to bring back the Gem receive the "Thanks of House Duncombe".

CAMPAIGN CONSEQUENCES

Send the answers to the following questions to modsubmission@gmail.com

1. What did the PCs do with the Black Lady?
2. Did the PCs succeed at their mission?
3. What did the PCs propose Lord Underley do with the Gem?

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.

4: Welcoming Committee

Defeating the welcoming committee

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

5: The Guardians

Defeating the guardians

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

6: Farewell Committee

Defeating the Black Lady and her demons

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Story Award

Bringing back Cyanna's Gem to Lord Underley

APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total Possible Experience

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,300 XP
APL 12	1,575 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.

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

3: Oltagg manor

All APLs: Loot: 200 gp; Coin: 200 gp; Total 400gp.

5: The Guardians

APL 4: Loot 0 gp; Total 0 gp.

APL 6: Loot 10 gp; Total 10 gp.

APL 8: Magic 544 gp; +1 heavy steel shield (98 gp) +1 mithral breastplate (446 gp); Total 544 gp.

APL 10: Magic 544 gp; +1 heavy steel shield (98 gp) +1 mithral breastplate (446 gp); Total 544 gp.

APL 12: Magic 3,877 gp; +3 heavy steel shield (764 gp); +3 mithral breastplate (1,113 gp); amulet of natural armor +2 (667 gp); belt of giant strength +4 (1,333 gp); Total 3,877 gp.

6: The farewell committee

APL4 Loot: 29 gp; Magic: 417 gp; +1 full plate (221 gp); +1 greatsword (196 gp); Total: 446 gp.

APL6 Loot: 29 gp; Magic: 833 gp; +1 full plate (221 gp); +1 greatsword (196 gp); cloak of charisma +2 (333 gp); vest of resistance +1 (83 gp); Total: 862 gp.

APL8 Loot: 29 gp; Magic: 833 gp; +1 full plate (221 gp); +1 greatsword (196 gp); cloak of charisma +2 (333 gp); vest of resistance +1 (83 gp); Total: 862 gp.

APL10 Loot: 29 gp; Magic: 1,850 gp; +1 full plate (221 gp); +1 greatsword (196 gp); +1 mithral chain shirt x2 (175 gp each); cloak of charisma +2 (333 gp); gauntlets of ogre power

(333 gp); *periapt of wisdom* +2 (333 gp); *vest of resistance* +1 (83 gp); Total: 1,879 gp.

APL12 Loot: 29 gp; Magic: 2,025 gp; +1 *full plate* (221 gp); +1 *greatsword* (196 gp); +1 *mithral chain shirt* x3 (175 gp each); *cloak of charisma* +2 (333 gp); *gauntlets of ogre power* (333 gp); *periapt of wisdom* +2 (333 gp); *vest of resistance* +1 (83 gp); Total: 2,054gp.

7: In Radigast

All APLs: Coin: 200gp; Total 200gp.

Treasure Cap

APL 4: 650gp

APL 6: 900gp

APL 8: 1,300gp

APL 10: 2,300gp

APL 12: 3,300gp

Total Possible Treasure

APL 4: 1,046gp

APL 6: 1,443gp

APL 8: 2,006gp

APL 10: 3,023gp

APL 12: 6,531gp

ADVENTURE RECORD ITEMS

☛ **Free From the Underley:** The death warrant on your head has been removed.

☛ **Refused to Help:** This is an infamy point with House Underley, House Gellor AND the Countess. It cancels any influence points with any of the above factions, and you may never join the Underley Network.

☛ **Wanted by the Church of Iuz:** A bounty has been placed on your head. WCI +1 (Insurgent, see BKMKG).

☛ **Thanks of Lady Cyanna:** You can exchange this favor for one of the following (you do not need to choose immediately).

- ☐ 1 Permanent Influence Point with House Gellor
- ☐ Fills the requirements for the Wild Soul prestige class

☛ **House Gellor's Training:** House Gellor offers non-members one-time access to the following scrolls (from SpC): *close wounds*, *blades of fire*, *dawn*, *lay of the land*, *mass snowshoes*, *snowshoes*. Its members gain regional access instead.

☛ **House Duncombe's Training:** House Duncombe offers non-members one-time access to the following scrolls (from SpC): *close wounds*, *diamondsteel*, *faith healing*, *swift bless weapon*. Its members of House Duncombe have regional access.

☛ **Thanks of House Duncombe:** You can exchange this favor for one of the following (you do not need to choose immediately).

- ☐ Permanent influence point with House Duncombe
- ☐ Fill the requirements for the Consecrated Harrier or Sacred Exorcist prestige classes (select one)

☛ **Thanks of Lord Underley:** For your bravery in this difficult mission, Lord Underley offers you ONE of the following (you do not need to choose immediately).

- ☐ 1 Influence point with House Underley
- ☐ Fill the requirements for the Nightsong enforcer, Nightsong Stalker, Shadowbane Inquisitor or Shadowbane Stalker prestige classes.
- ☐ Eligibility to join the Underley Network. (unless you have been forbidden or have infamy point(s) with any member of House Underley)

☛ **House Underley's Armory:** Lord Underley offers non-members adventure access to the following items or item upgrades : any item from table 2-1 in *Dungeonscape* plus *durable* armor ability, *hilt hollow*, *oil chamber*, *restful* armor ability and *wand chamber* from *Dungeonscape*. House Underley members have regional access to the armory and these items.

ITEM ACCESS

APL 8:

- +1 *mithral breastplate* (Adventure; DMG, 5,350gp)

APL 10 (all of APLs 4-8 plus the following):

- +1 *mithral chain shirt* (Adventure; DMG, 2,100gp)

APPENDIX 1: APL 4

4: WELCOMING COMMITTEE

BONE RAT SWARM

CR 3

*Libris Mortis

CE Tine Undead (Swarm)

Init +3; **Senses** darkvision 60ft, Listen +0, Spot +0

AC 15, touch 15, flat-footed 12

(+2 size, +3 Dex)

hp 26 (4 HD); DR 5/bludgeoning, half damage from slashing and piercing weapons

Immune cold, swarm immunities

Fort +1, **Ref** +4, **Will** +4

Weakness swarm vulnerabilities

Speed 15ft (3 squares), climb 15ft.

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

Base Atk +2; **Grp** -

Atk Options Distraction

Abilities Str 2, Dex 17, Con -, Int -, Wis 10, Cha 1

SQ swarm traits, undead traits

Feats -

Skills -

Distraction (Su) Any living creature that begins its turn with a bone rat swarm in its space must succeed on a DC15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

QUELL

CR 3

*From Libris Mortis

LE Medium Undead (Incorporeal)

Init +7; **Senses** darkvision 60ft; Listen +12, Spot +12

Languages Common, Infernal

AC 15, touch 15, flat-footed 12

(+3 Dex, +2 deflection)

Miss Chance incorporeal

hp 32 (5 HD);

Fort +1, **Ref** +4, **Will** +6

Weakness Daylight powerlessness

Speed fly 60ft (good);

Melee incorporeal touch +5 (1d4)

Base Atk +2; **Grp** -

Atk Options

Special Actions Coupled intercessions, intercession

Combat Gear

Abilities Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15,

SQ Incorporeal traits, undead traits

Feats Alertness, Combat Reflexes, Improved Initiative, Weapon Finesse

Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)

Coupled Intercession (Su) Whenever a quell takes a standard action to aid another quell in an intercession attempt, the effective cleric level of the quell increases by 1. Several quells could all take standard actions to aid a single quell's

intercession attempt, each increasing the effective cleric level of the intercession attempts.

Daylight powerlessness (Ex) Quells are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Intercession (Su) A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric equal to the quell's Hit Dice. The results indicates the highest-level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally, affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however, if the quell has twice as many HD as the spellcaster, has divine levels, the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quell attacks an affected spellcaster in any way, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quell can use this ability a number of times per day equal to 3 + its Charisma modifier.

5: THE GUARDIANS

MALACHITE'S HORROR

CR 5

Spawn of Kyuss

* From Monster Manual II

CE Medium Undead

Init -1; **Senses** Listen +0, Spot +6

Languages Common

AC 11, touch 9, flat-footed 11

(-1 Dex, +1 natural)

hp 32 (4 HD); fast healing 5;

Immune undead immunities

Fort +1, **Ref** +0, **Will** +4

Weakness Curative transformation

Speed 30 ft. (6 squares);

Melee Slam +6 (1d6+6 plus Kyuss' Gift)

Ranged Kyuss's Gift +1 ranged touch (Kyuss' Gift)

Base Atk +2; **Grp** +6

Atk Options

Special Actions create spawn, fear aura, Kyuss' gift

Abilities Str 18, Dex 9, Con -, Int 6, Wis 11, Cha 15

SQ curative transformation, turn resistance +2, undead traits

Feats Toughness, Toughness

Skills Hide +5, Jump +10, Move Silently +5, Spot +6,

Possessions combat gear plus

Create Spawn (Su) Once per round as a free action, a spawn of Kyuss can transfer a worm from its own body to that of an opponent. It can do this

whenever it hits with a slam attack, but it can also make the transfer by means of a successful melee or ranged touch attack, hurling a worm at a foe from a distance of up to 10 feet.

Each worm is a Fine vermin with AC10 and 1 hit point. It can be killed with normal damage or by the touch of silver. On the spawn's next action, the worm burrows in the host's flesh. (A creature with a natural armor of +5 or better is immune to this burrowing effect.) The worm makes its way towards the host's brain, dealing 1 point of damage per round for 1d4+1 round. At the end of that period, it reaches the brain. While the worm is inside a victim, a *remove curse* or *remove disease* effect destroys it, and a dispel evil or neutralize poison delays its progress for 10d6 minutes. A successful Heal check (DC20) extracts the worm and kills it.

Once the worm reaches the brain, it deals 1d2 points of Intelligence damage per round until it is either killed (see above) or slays its host (death occurs at 0 Intelligence). A Small, Medium or Large creature rises as a new spawn 1d6+4 rounds later; a Tiny or smaller creature simply putrefies and a Huge or larger creature become a normal zombie of the appropriate size. Newly create spawn are not under the control of their parent but they usually follow whatever spawn of Kyuss created them.

Curative Transformation (Ex) Any *remove curse* or *remove disease* effect or a more powerful of either of these effects transforms a spawn of Kyuss into a normal Zombie.

Fear Aura (Su) A spawn of Kyuss continuously radiates a fear effect. This ability functions like a *fear* spell (caster level 7th; Will save DC14), except that it affects all creatures within a 40-foot radius. Any creature that makes a successful saving throw cannot be affected by the feat aura of that spawn of Kyuss for 24 hours.

Kyuss's Gift (Su) Any creature hit by a spawn of Kyuss's slam attack must succeed at a Fortitude save (DC12) or contract this supernatural disease. The incubation period is 1day, and the disease deals 1d6 points of Constitution damage and 1d4 points of Wisdom damage (see chapter 3 of DMG). These effects manifest as rotting flesh and dementia. An affected creature gets only half the benefits of natural and magical healing, though a *remove disease* effect removes the affliction.

6: THE FAREWELL COMMITTEE

BLACK LADY OF IUZ

CR 4

Female Oeridian Favored Soul 4

CE Medium Humanoid

Init +0; **Senses** Listen +2, Spot +2

Languages Common

AC 19, touch 10, flat-footed 19
(+9 armor)

hp 31 (4HD);

Fort +5, **Ref** +4, **Will** +6

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 *greatsword* +6 (2d6+2) or
masterwork *greatsword* +6 (2d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Combat Gear +1 *greatsword*, +1 *full plate*,
masterwork *greatsword*

Favored Soul Spells Known (CL 4th):

2nd (2 (4)/day) — *bear's endurance* †, *bull's strength* †, *death knell*

1st (5 (7)/day) — *bless* †, *cure light wounds*,
protection from good †, *resurgence* **

0 (6/day) — *cure minor wounds*, *detect magic*,
light, *read magic*, *resistance*, *virtue*

† Already cast

Abilities Str 13, Dex 10, Con 12, Int 8, Wis 14, Cha 16

Feats Armor proficiency: Heavy, Improved Toughness**, Martial Weapon Proficiency (*greatsword*)^B, Skill Focus (Concentration), Weapon Focus (*greatsword*)^B

Skills Concentration +11, Diplomacy +5, Heal +7

Power-Up Suite AC 19 (21 vs good), touch 10 (12 vs good), flat-footed 19 (21 vs good); hp 39; Fort +7 (+2 vs good), Ref +4 (+2 vs good), Will +6 (+2 vs good) (+1 vs fear); **Melee** +1 *greatsword* +8 (2d6+5) or masterwork *greatsword* +8(2d6+4); Str 17, Con 16; Concentration +13 ; **Spells active:** *bear's endurance*, *bless*, *bull's strength*, *protection from good*

4: WELCOMING COMMITTEE

MAGERIPPER SWARM

CR 6

* Monster Manual IV

CN Tiny aberration (Swarm)

Init +4; **Senses** blind, blindsense 30ft, sense magic 30ft; Listen +12, Spot +1

Aura dispelling

AC 18, touch 16, flat-footed 14

(+2 size, +4 Dex, +2 natural)

hp 55 (10 HD); half damage from slashing and piercing weapons

Immune gaze attacks, illusions, visual effects, swarm immunities

SR 21

Fort +4, **Ref** +7, **Will** +8

Weakness swarm vulnerabilities

Speed 20ft (3 squares), climb 10ft.

Melee swarm (2d6 plus magic leech)

Space 10 ft.; **Reach** 0 ft.

Base Atk +7; **Grp** -

Atk Options distraction, magic leech

Abilities Str 4, Dex 19, Con 12, Int 6, Wis 12, Cha 15

SQ swarm traits

Feats Ability Focus (magic leech), Skill Focus (Listen), Stealthy, Track

Skills Climb +5, Listen +12, Move Silently +6, Survival+6,

Distraction (Su) Fortitude save DC16 or be nauseated for 1 round. The save DC is Constitution-based.

Sense Magic (Su) A mageripper swarm automatically detects magic auras within 30 feet, and it knows the strength and location of each. It can also detect creatures that possess the ability to cast spells or use spell-like abilities.

Dispelling Aura (Su) At the end of each of a mageripper swarm's turns, it can attempt a dispel check against one randomly selected ongoing spell or spell-like ability on each creature in its space. This works like the area dispel effect of the *dispel magic* spell, with the following differences. The dispelled spell is selected randomly from those currently active on an affected creature, rather than being the one with the highest caster level. This ability has no effect on permanent magic items.

For each spell dispelled, by its aura, a mageripper swarm gains temporary hit points equal to 2x that spell level. These temporary hit points last for up to 24hours and a swarm can gain a maximum number of temporary hit points equal to its full normal hit point total. A mageripper swarm that gains the maximum number of hit points and retains them for the full 24h advances 1 Hit Die at the end of this period, increasing its capabilities as normal for advancement.

Magic Leech (Su) In addition to dealing damage to creatures whose space it occupies, a mageripper

swarm drains away the ability to cast spells and use spell-like abilities, feeding on the magic energy.

At the end of a mageripper swarm's turn, each creature in its space must succeed on a DC19 Will save or lose one prepared spell or spell slot of the highest level available. The save DC is Charisma-based. A creature with a spell-like ability that fails its saving throw loses one daily use of its highest-level ability. If this spell-like ability is usable at will, the creature is unable to use it for 1 minute. If the target has no spells prepared, no remaining spell slots, and no uses of spell-like ability remaining, this ability has no effect. A mageripper swarm cannot choose which spell to drain, determine this randomly.

For each spell drained in this way, a swarm gains temporary hit points equal to 5x the spell's level. These temporary hit points function as described in the dispelling aura ability.

Skills Mageripper swarms have a +8 racial bonus to Climb check and can always choose to take 10 on Climb checks, even if rushed or threatened.

QUELL, ADVANCED

CR 4

*From Libris Mortis

LE Medium Undead (Incorporeal)

Init +7; **Senses** darkvision 60ft; Listen +16, Spot +16

Languages Common, Infernal

AC 15, touch 15, flat-footed 12

(+3 Dex, +2 deflection)

Miss Chance incorporeal

hp 54 (9 HD);

Fort +1, **Ref** +4, **Will** +6

Weakness Daylight powerlessness

Speed fly 60ft (good);

Melee incorporeal touch +5 (1d4)

Base Atk +2; **Grp** -

Atk Options

Special Actions Coupled intercessions, intercession

Combat Gear

Abilities Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15,

SQ Incorporeal traits, +8 turn resistance, undead traits

Feats Alertness, Combat Reflexes, Improved Initiative, Improved Turn Resistance**, Weapon Finesse, Weapon Focus (touch)

Skills Diplomacy +10, Hide +15, Intimidate +14, Listen +16, Search +12, Sense Motive +8, Spot +16, Survival +2 (+4 following tracks)

Coupled Intercession (Su) Whenever a quell takes a standard action to aid another quell in an intercession attempts, the effective cleric level of the quell increases by 1. Several quells could all take standard actions to aid a single quell's intercession attempt, each increasing the effective cleric level of the intercession attempts.

Daylight powerlessness (Ex) Quells are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Intercession (Su) A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric equal to the quell's Hit Dice. The results indicates the highest-level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally, affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however, if the quell has twice as many HD as the spellcaster, has divine levels, the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quell attacks an affected spellcaster in any way, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quell can use this ability a number of times per day equal to 3 + its Charisma modifier.

5: THE GUARDIANS

MALACHITE'S HORROR

CR 7

Spawn of Kyuss Fighter 2

* From Monster Manual II

CE Medium Undead

Init +3; **Senses** Listen +0, Spot +6

Languages Common

AC 17, touch 9, flat-footed 17

(-1 Dex, +4 armor, +2 shield +1 natural)

hp 47 (6 HD); fast healing 5;

Immune undead immunities

Fort +3, **Ref** +0, **Will** +4

Weakness Curative transformation

Speed 30 ft. (6 squares);

Melee Slam +9 (1d6+6 plus Kyuss' Gift)

Ranged Kyuss's Gift +3 ranged touch (Kyuss' Gift)

Base Atk +4; **Grp** +8

Atk Options

Special Actions create spawn, fear aura, Kyuss' gift

Combat Gear chain shirt, heavy steel shield

Abilities Str 18[, Dex 9, Con -, Int 6, Wis 11, Cha 15

SQ curative transformation, turn resistance +2, undead traits

Feats Improved Initiative, Improved Natural Attack (Slam), Improved Natural Attack (Slam), Improved Toughness**, Toughness, Weapon Focus (Slam)

Skills Climb +4, Hide +4, Jump +10, Move Silently +5, Spot +6,

Possessions combat gear

Create Spawn (Su) Once per round as a free action, a spawn of Kyuss can transfer a worm from its own body to that of an opponent. It can do this whenever it hits with a slam attack, but it can also

make the transfer by means of a successful melee or ranged touch attack, hurling a worm at a foe from a distance of up to 10 feet.

Each worm is a Fine vermin with AC10 and 1 hit point. It can be killed with normal damage or by the touch of silver. On the spawn's next action, the worm burrows in the host's flesh. (A creature with a natural armor of +5 or better is immune to this burrowing effect.) The worm makes its way towards the host's brain, dealing 1 point of damage per round for 1d4+1 round. At the end of that period, it reaches the brain. While the worm is inside a victim, a *remove curse* or *remove disease* effect destroys it, and a dispel evil or neutralize poison delays its progress for 10d6 minutes. A successful Heal check (DC20) extracts the worm and kills it.

Once the worm reaches the brain, it deals 1d2 points of Intelligence damage per round until it is either killed (see above) or slays its host (death occurs at 0 Intelligence). A Small, Medium or Large creature rises as a new spawn 1d6+4 rounds later; a Fine or smaller creature simply putrefies and a Huge or larger creature become a normal zombie of the appropriate size. Newly create spawn are not under the control of their parent but they usually follow whatever spawn of Kyuss created them.

Curative Transformation (Ex) Any *remove curse* or *remove disease* effect or a more powerful of either of these effects transforms a spawn of Kyuss into a normal Zombie.

Fear Aura (Su) A spawn of Kyuss continuously radiates a fear effect. This ability functions like a *fear* spell (caster level 9th; Will save DC16), except that it affects all creatures within a 40-foot radius. Any creature that makes a successful saving throw cannot be affected by the feat aura of that spawn of Kyuss for 24 hours.

Kyuss's Gift (Su) Any creature hit by a spawn of Kyuss's slam attack must succeed at a Fortitude save (DC14) or contract this supernatural disease. The incubation period is 1day, and the disease deals 1d6 points of Constitution damage and 1d4 points of Wisdom damage (see chapter 3 of DMG). These effects manifest as rotting flesh and dementia. An affected creature gets only half the benefits of natural and magical healing, though a *remove disease* effect removes the affliction.

ROT GRUB SWARM

CR 6

*From Dungeonscape

Always N Diminutive vermin (swarm)

Init +2; **Senses** darkvision 60ft; Listen +0, Spot +0

AC 16, touch 16, flat-footed 14

(+4 size, +2 Dex)

hp 54 (12 HD);

Fort +8, **Ref** +6, **Will** +6

Speed 10 ft., climb 10 ft.;

Space 10 ft.; **Reach** 0 ft.

Base Atk +9; **Grp** +-

Atk Options distraction

Special Actions death hazard, swarm (3d6 + infestation)

Abilities Str 1, Dex 14, Con 10, Int -, Wis 10, Cha 3,
SQ swarm traits, vermin traits

Skills Climb +10, Hide +14*, Listen +0, Spot +0,

Distraction (Ex) Any living creature that begins its turn with a rot grub swarm in its space must succeed on a DC18 Fortitude save or be nauseated for 1 round. The DC is Constitution-based and includes a +2 racial bonus.

Infestation (Ex) Any living creature that takes damage from a rot grub swarm might also become infested with rot grubs each round. A creature must make a successful DC18 Reflex save to dodge the swarming grubs or bat them aside. The rot grubs infesting the creature burrow into its flesh. An infested creature takes 1d6 points of damage per round, plus an additional 1d6 points of damage for each failed Reflex save against a rot grub swarm's attack. A successful DC16 Fortitude save halves this damage. After 2d4 rounds, the sated rot grub crawls away. A rot grub infestation can be removed with a successful DC 20 Heal check, though this check (whether successful or not) deals 1d6 points of the damage to the infested target. Alternatively, a rot grub infestation can be destroyed by *remove disease* or any other effect that halts or counters a disease. Such spells destroy all the rot grubs inhabiting a target.

Medium or larger creatures that die from rot grub infestation spawn a new rot grub swarm within 2d4 days. Burning or otherwise destroying the body prevents this. Casting *raise dead* to restore a creature killed by a rot grub swarm does not destroy the rot grubs inside, but casting *remove disease* or a similar spell in the round afterwards removes the grubs normally. *Resurrection* or *true resurrection* destroy the rot grubs when cast.

Death Hazard (Ex) Upon destroying a rot grub swarm, 1d6 rot grub remain, spread throughout the space inhabited by the swarm. These rot grub behave as the hazard (see Appendix 2). Destroying the remaining rot grubs does not provide any additional experience points.

Skills A rot grub swarm has a +8 racial bonus on Move Silently checks, and adds its Dexterity modifier instead of its Strength on Climb checks. A rot grub swarm can always choose to take 10 on a climb check, even if rushed or threatened.

*A rot grub swarm has a +8 racial bonus on Hide checks while inside a corpse of at least Medium size. A rot grub swarm can enter and leave a corpse as part of a single move action.

(+9 armor)

hp 45 (6HD);

Resist fire 10

Fort +7, **Ref** +6, **Will** +8

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 *greatsword* +7 (2d6+2) or
masterwork *greatsword* +7 (2d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +5

Combat Gear +1 *greatsword*, +1 *full plate*,
masterwork *greatsword*

Favored Soul Spells Known (CL 6th):

3rd (3 (4)/day) — *bestow curse*, *dispel magic*, *ring of blades* †

2nd (4 (6)/day) — *bear's endurance* †, *bull's strength* †, *calm emotions*, *death knell*

1st (4 (7)/day) — *bless* †, *cure light wounds*,
protection from good †, *resurgence***, *shield of faith* †

0 (6/day) — *cure minor wounds*, *detect magic*,
light, *purify food & drink*, *read magic*, *resistance*,
virtue

† Already cast

Abilities Str 13, Dex 10, Con 12, Int 8, Wis 14, Cha 18

Feats Armor proficiency: Heavy, Combat Casting, Improved Toughness**, Martial Weapon Proficiency (greatsword), Skill Focus (Concentration), Weapon Focus (greatsword)

Skills Concentration +13 (+17 when casting defensively), Diplomacy +7, Heal +8

Possessions combat gear plus *cloak of charisma* +2, *vest of resistance* +1

Power-Up Suite AC 21, touch 12, flat-footed 21; hp 57; Fort +9 (+2 vs good), Ref +6 (+2 vs good), Will +8 (+2 vs good) (+1 vs fear); Melee +1 *greatsword* +10 (2d6+5) or masterwork *greatsword* +10(2d6+4); Str 17, Con 16; Concentration +15 (+19 defensively); Spells active: *bear's endurance*, *bless*, *bull's strength*, *protection from good*, *ring of blades*, *shield of faith*

6: THE FAREWELL COMMITTEE

BLACK LADY OF LUZ

CR 6

Female Oeridian Favored Soul 6

CE Medium Humanoid

Init +0; **Senses** Listen +2, Spot +2

Languages Common

AC 19, touch 10, flat-footed 19

4: WELCOMING COMMITTEE**ADVANCED MAGERIPPER SWARM CR 7**

* Monster Manual IV

CN Tiny aberration (Swarm)

Init +5; **Senses** blind, blindsense 30ft, sense magic 30ft; **Listen** +14, **Spot** +1**Aura** dispelling**AC** 19, touch 17, flat-footed 14

(+2 size, +5 Dex, +2 natural)

hp 93 (14 HD); half damage from slashing and piercing weapons**Immune** gaze attacks, illusions, visual effects, swarm immunities**SR** 25**Fort** +5, **Ref** +9, **Will** +10**Weakness** swarm vulnerabilities**Speed** 20ft (3 squares), climb 10ft.**Melee** swarm (2d6 plus magic leech)**Space** 10 ft.; **Reach** 0 ft.**Base Atk** +10; **Grp** -**Atk Options** distraction, magic leech**Abilities** Str 4, Dex 20, Con 12, Int 6, Wis 12, Cha 15**SQ** swarm traits**Feats** Ability Focus (magic leech), Improved Toughness** Skill Focus (Listen), Stealthy, Track**Skills** Climb +5, Listen +14, Move Silently +7, Survival+7,**Distraction (Su)** Fortitude save DC16 or be nauseated for 1 round. The save DC is Constitution-based.**Sense Magic (Su)** A mageripper swarm automatically detects magic auras within 30 feet, and it knows the strength and location of each. It can also detect creatures that possess the ability to cast spells or use spell-like abilities.**Dispelling Aura (Su)** At the end of each of a mageripper swarm's turns, it can attempt a dispel check against one randomly selected ongoing spell or spell-like ability on each creature in its space. This works like the area dispel effect of the *dispel magic* spell, with the following differences. The dispelled spell is selected randomly from those currently active on an affected creature, rather than being the one with the highest caster level. This ability has no effect on permanent magic items.

For each spell dispelled, by its aura, a mageripper swarm gains temporary hit points equal to 2x that spell level. These temporary hit points last for up to 24hours and a swarm can gain a maximum number of temporary hit points equal to its full normal hit point total. A mageripper swarm that gains the maximum number of hit points and retains them for the full 24h advances 1 Hit Die at the end of this period, increasing its capabilities as normal for advancement.

Magic Leech (Su) In addition to dealing damage to creatures whose space it occupies, a mageripper

swarm drains away the ability to cast spells and use spell-like abilities, feeding on the magic energy.

At the end of a mageripper swarm's turn, each creature in its space must succeed on a DC19 Will save or lose one prepared spell or spell slot of the highest level available. The save DC is Charisma-based. A creature with a spell-like ability that fails its saving throw loses one daily use of its highest-level ability. If this spell-like ability is usable at will, the creature is unable to use it for 1 minute. If the target has no spells prepared, no remaining spell slots, and no uses of spell-like ability remaining, this ability has no effect. A mageripper swarm cannot choose which spell to drain, determine this randomly.

For each spell drained in this way, a swarm gains temporary hit points equal to 5x the spell's level. These temporary hit points function as described in the dispelling aura ability.

Skills Mageripper swarms have a +8 racial bonus to Climb check and can always choose to take 10 on Climb checks, even if rushed or threatened.**5: THE GUARDIANS****MALACHITE'S HORROR****CR 9**

Spawn of Kyuss Fighter 4

* From Monster Manual II

CE Medium Undead

Init +4; **Senses** Listen +0, **Spot** +6**Languages** Common**AC** 20, touch 10, flat-footed 20

(+6 armor, +3 shield +1 natural)

hp 61 (8 HD); fast healing 5;**Immune** undead immunities**Fort** +5, **Ref** +2, **Will** +5**Weakness** Curative transformation**Speed** 30 ft. (6 squares);**Melee** Slam +11 (1d6+8 plus Kyuss' Gift)**Ranged** Kyuss's Gift +6 ranged touch (Kyuss' Gift)**Base Atk** +6; **Grp** +10**Special Actions** create spawn, fear aura, Kyuss' gift**Combat Gear** +1 mithral breastplate, +1 heavy steel shield**Abilities** Str 18, Dex 10, Con -, Int 6, Wis 11, Cha 15**SQ** curative transformation, turn resistance +2, undead traits**Feats** Improved Initiative, Improved Natural Attack (Slam), Improved Natural Attack (Slam), Improved Toughness**, Toughness, Weapon Focus (Slam), Weapon Specialization (Slam)**Skills** Climb +6, Hide +4, Jump +10, Move Silently +5, **Spot** +6,**Possessions** combat gear**Create Spawn (Su)** Once per round as a free action, a spawn of Kyuss can transfer a worm from its own body to that of an opponent. It can do this whenever it hits with a slam attack, but it can also

make the transfer by means of a successful melee or ranged touch attack, hurling a worm at a foe from a distance of up to 10 feet.

Each worm is a Fine vermin with AC10 and 1 hit point. It can be killed with normal damage or by the touch of silver. On the spawn's next action, the worm burrows in the host's flesh. (A creature with a natural armor of +5 or better is immune to this burrowing effect.) The worm makes its way towards the host's brain, dealing 1 point of damage per round for 1d4+1 round. At the end of that period, it reaches the brain. While the worm is inside a victim, a *remove curse* or *remove disease* effect destroys it, and a dispel evil or neutralize poison delays its progress for 10d6 minutes. A successful Heal check (DC20) extracts the worm and kills it.

Once the worm reaches the brain, it deals 1d2 points of Intelligence damage per round until it is either killed (see above) or slays its host (death occurs at 0 Intelligence). A Small, Medium or Large creature rises as a new spawn 1d6+4 rounds later; a Tiny or smaller creature simply putrefies and a Huge or larger creature become a normal zombie of the appropriate size. Newly create spawn are not under the control of their parent but they usually follow whatever spawn of Kyuss created them.

Curative Transformation (Ex) Any *remove curse* or *remove disease* effect or a more powerful of either of these effects transforms a spawn of Kyuss into a normal Zombie.

Fear Aura (Su) A spawn of Kyuss continuously radiates a fear effect. This ability functions like a fear spell (caster level 11th; Will save DC16), except that it affects all creatures within a 40-foot radius. Any creature that makes a successful saving throw cannot be affected by the fear aura of that spawn of Kyuss for 24 hours.

Kyuss's Gift (Su) Any creature hit by a spawn of Kyuss's slam attack must succeed at a Fortitude save (DC14) or contract this supernatural disease. The incubation period is 1day, and the disease deals 1d6 points of Constitution damage and 1d4 points of Wisdom damage (see chapter 3 of DMG). These effects manifest as rotting flesh and dementia. An affected creature gets only half the benefits of natural and magical healing, though a *remove disease* effect removes the affliction.

ROT GRUB SWARM

CR 6

*From Dungeonscape

Always N Diminutive vermin (swarm)

Init +2; **Senses** darkvision 60ft; Listen +0, Spot +0

AC 16, touch 16, flat-footed 14

(+4 size, +2 Dex)

hp 54 (12 HD);

Fort +8, **Ref** +6, **Will** +6

Speed 10 ft., climb 10 ft.;

Space 10 ft.; **Reach** 0 ft.

Base Atk +9; **Grp** +-

Atk Options distraction

Special Actions death hazard, swarm (3d6 + infestation)

Abilities Str 1, Dex 14, Con 10, Int -, Wis 10, Cha 3, **SQ** swarm traits, vermin traits

Skills Climb +10, Hide +14*, Listen +0, Spot +0,

Distraction (Ex) Any living creature that begins its turn with a rot grub swarm in its space must succeed on a DC18 Fortitude save or be nauseated for 1 round. The DC is Constitution-based and includes a +2 racial bonus.

Infestation (Ex) Any living creature that takes damage from a rot grub swarm might also become infested with rot grubs each round. A creature must make a successful DC18 Reflex save to dodge the swarming grubs or bat them aside. The rot grubs infesting the creature burrow into its flesh. An infested creature takes 1d6 points of damage per round, plus an additional 1d6 points of damage for each failed Reflex save against a rot grub swarm's attack. A successful DC16 Fortitude save halves this damage. After 2d4 rounds, the sated rot grub crawls away. A rot grub infestation can be removed with a successful DC 20 Heal check, though this check (whether successful or not) deals 1d6 points of the damage to the infested target. Alternatively, a rot grub infestation can be destroyed by *remove disease* or any other effect that halts or counters a disease. Such spells destroy all the rot grubs inhabiting a target.

Medium or larger creatures that die from rot grub infestation spawn a new rot grub swarm within 2d4 days. Burning or otherwise destroying the body prevents this. Casting *raise dead* to restore a creature killed by a rot grub swarm does not destroy the rot grubs inside, but casting *remove disease* or a similar spell in the round afterwards removes the grubs normally. *Resurrection* or *true resurrection* destroy the rot grubs when cast.

Death Hazard (Ex) Upon destroying a rot grub swarm, 1d6 rot grub remain, spread throughout the space inhabited by the swarm. These rot grub behave as the hazard (see Appendix 2). Destroying the remaining rot grubs does not provide any additional experience points.

Skills A rot grub swarm has a +8 racial bonus on Move Silently checks, and adds its Dexterity modifier instead of its Strength on Climb checks. A rot grub swarm can always choose to take 10 on a climb check, even if rushed or threatened.

*A rot grub swarm has a +8 racial bonus on Hide checks while inside a corpse of at least Medium size. A rot grub swarm can enter and leave a corpse as part of a single move action.

6: THE FAREWELL COMMITTEE

BLACK LADY OF LUZ

CR 7

Female Oeridian Favored Soul 7

CE Medium Humanoid

Init +0; **Senses** Listen +2, Spot +2

Languages Common

AC 19, touch 10, flat-footed 19

(+9 armor)
hp 52 (7HD);
Resist fire 10
Fort +7, Ref +6, Will +8

Speed 20 ft. in full plate (4 squares), base movement 30 ft.
Melee +1 *greatsword* +8 (2d6+2) or masterwork *greatsword* +8 (2d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +6
Combat Gear +1 *greatsword*, +1 *full plate*, masterwork *greatsword*
Favored Soul Spells Known (CL 7th):
 3rd (4 (5)/day) — *bestow curse*, *dispel magic*, *ring of blades*** †
 2nd (5 (7)/day) — *bear's endurance* †, *bull's strength* †, *calm emotions*, *death knell*
 1st (4 (7)/day) — *bless* †, *cure light wounds*, *inflict light wounds*, *protection from good* †, *resurgence*** , *shield of faith* †
 0 (6/day) — *cure minor wounds*, *detect magic*, *light*, *purify food & drink*, *read magic*, *resistance*, *virtue*
 † Already cast

Abilities Str 13, Dex 10, Con 12, Int 8, Wis 14, Cha 18
Feats Armor proficiency: Heavy, Combat Casting, Improved Toughness**, Martial Weapon Proficiency (*greatsword*), Skill Focus (Concentration), Weapon Focus (*greatsword*)
Skills Concentration +14 (+18 when casting defensively), Diplomacy +8, Heal +8
Possessions combat gear plus *cloak of charisma* +2, *vest of resistance* +1
Power-Up Suite AC 21, touch 12, flat-footed 21; hp 66; Fort +9 (+2 vs good), Ref +6 (+2 vs good), Will +8 (+2 vs good) (+1 vs fear); Melee +1 *greatsword* +11 (2d6+5) or masterwork *greatsword* +11(2d6+4); Str 17, Con 16; Concentration +16 (+20 defensively); Spells active: *bear's endurance*, *bless*, *bull's strength*, *protection from good*, *ring of blades*, *shield of faith*

4: WELCOMING COMMITTEE**ADVANCED MAGERIPPER SWARM CR 8**

* Monster Manual IV

CN Tiny aberration (Swarm)

Init +9; **Senses** blind, blindsense 30ft, sense magic 30ft; Listen +18, Spot +1**Aura** dispelling**AC** 19, touch 17, flat-footed 14

(+2 size, +5 Dex, +2 natural)

hp 121 (18 HD); half damage from slashing and piercing weapons**Immune** gaze attacks, illusions, visual effects, swarm immunities**SR** 29**Fort** +7, **Ref** +11, **Will** +12**Weakness** swarm vulnerabilities**Speed** 20ft (3 squares), climb 10ft.**Melee** swarm (5d6 plus magic leech)**Space** 10 ft.; **Reach** 0 ft.**Base Atk** +13; **Grp** -**Atk Options** distraction, magic leech**Abilities** Str 4, Dex 21, Con 12, Int 6, Wis 12, Cha 15**SQ** swarm traits**Feats** Ability Focus (magic leech), Improved Initiative, Improved Natural Attack, Improved Toughness**, Skill Focus (Listen), Stealthy, Track**Skills** Climb +5, Listen +18, Move Silently +8, Survival+8,**Distraction (Su)** Fortitude save DC16 or be nauseated for 1 round. The save DC is Constitution-based.**Sense Magic (Su)** A mageripper swarm automatically detects magic auras within 30 feet, and it knows the strength and location of each. It can also detect creatures that possess the ability to cast spells or use spell-like abilities.**Dispelling Aura (Su)** At the end of each of a mageripper swarm's turns, it can attempt a dispel check against one randomly selected ongoing spell or spell-like ability on each creature in its space. This works like the area dispel effect of the *dispel magic* spell, with the following differences. The dispelled spell is selected randomly from those currently active on an affected creature, rather than being the one with the highest caster level. This ability has no effect on permanent magic items.

For each spell dispelled, by its aura, a mageripper swarm gains temporary hit points equal to 2x that spell level. These temporary hit points last for up to 24hours and a swarm can gain a maximum number of temporary hit points equal to its full normal hit point total. A mageripper swarm that gains the maximum number of hit points and retains them for the full 24h advances 1 Hit Die at the end of this period, increasing its capabilities as normal for advancement.

Magic Leech (Su) In addition to dealing damage to creatures whose space it occupies, a mageripper swarm drains away the ability to cast spells and use spell-like abilities, feeding on the magic energy.

At the end of a mageripper swarm's turn, each creature in its space must succeed on a DC19 Will save or lose one prepared spell or spell slot of the highest level available. The save DC is Charisma-based. A creature with a spell-like ability that fails its saving throw loses one daily use of its highest-level ability. If this spell-like ability is usable at will, the creature is unable to use it for 1 minute. If the target has no spells prepared, no remaining spell slots, and no uses of spell-like ability remaining, this ability has no effect. A mageripper swarm cannot choose which spell to drain, determine this randomly.

For each spell drained in this way, a swarm gains temporary hit points equal to 5x the spell's level. These temporary hit points function as described in the dispelling aura ability.

Skills Mageripper swarms have a +8 racial bonus to Climb check and can always choose to take 10 on Climb checks, even if rushed or threatened.**5: THE GUARDIANS****MALACHITE'S HORROR****CR 11**

Spawn of Kyuss Fighter 6

* From Monster Manual II

CE Medium Undead

Init +4; **Senses** Listen +0, Spot +6**Languages** Common**AC** 20, touch 10, flat-footed 20

(+6 armor, +3 shield +1 natural)

hp 75 (10 HD); fast healing 5;**Immune** undead immunities**Fort** +6, **Ref** +3, **Will** +6**Weakness** Curative transformation**Speed** 30 ft. (6 squares);**Melee** Slam +13 (1d6+8 plus Kyuss' Gift)**Ranged** Kyuss's Gift +8 ranged touch (Kyuss' Gift)**Base Atk** +8; **Grp** +12**Special Actions** create spawn, fear aura, Kyuss' gift**Combat Gear** +1 mithral breastplate, +1 heavy steel shield**Abilities** Str 18, Dex 10, Con -, Int 6, Wis 11, Cha 15**SQ** curative transformation, turn resistance +2, undead traits**Feats** Close-Quarter Fighting**, Improved Initiative, Improved Natural Attack (Slam), Improved Natural Attack (Slam), Improved Toughness**, Toughness, Necromantic Presence**, Weapon Focus (Slam), Weapon Specialization (Slam)**Skills** Climb +8, Hide +4, Jump +10, Move Silently +5, Spot +6,**Possessions** combat gear

Create Spawn (Su) Once per round as a free action, a spawn of Kyuss can transfer a worm from its own body to that of an opponent. It can do this whenever it hits with a slam attack, but it can also make the transfer by means of a successful melee or ranged touch attack, hurling a worm at a foe from a distance of up to 10 feet.

Each worm is a Fine vermin with AC10 and 1 hit point. It can be killed with normal damage or by the touch of silver. On the spawn's next action, the worm burrows in the host's flesh. (A creature with a natural armor of +5 or better is immune to this burrowing effect.) The worm makes its way towards the host's brain, dealing 1 point of damage per round for 1d4+1 round. At the end of that period, it reaches the brain. While the worm is inside a victim, a *remove curse* or *remove disease* effect destroys it, and a dispel evil or neutralize poison delays its progress for 10d6 minutes. A successful Heal check (DC20) extracts the worm and kills it.

Once the worm reaches the brain, it deals 1d2 points of Intelligence damage per round until it is either killed (see above) or slays its host (death occurs at 0 Intelligence). A Small, Medium or Large creature rises as a new spawn 1d6+4 rounds later; a Tiny or smaller creature simply putrefies and a Huge or larger creature become a normal zombie of the appropriate size. Newly create spawn are not under the control of their parent but they usually follow whatever spawn of Kyuss created them.

Curative Transformation (Ex) Any *remove curse* or *remove disease* effect or a more powerful of either of these effects transforms a spawn of Kyuss into a normal Zombie.

Fear Aura (Su) A spawn of Kyuss continuously radiates a fear effect. This ability functions like a *fear* spell (caster level 11th; Will save DC16), except that it affects all creatures within a 40-foot radius. Any creature that makes a successful saving throw cannot be affected by the fear aura of that spawn of Kyuss for 24 hours.

Kyuss's Gift (Su) Any creature hit by a spawn of Kyuss's slam attack must succeed at a Fortitude save (DC14) or contract this supernatural disease. The incubation period is 1day, and the disease deals 1d6 points of Constitution damage and 1d4 points of Wisdom damage (see chapter 3 of DMG). These effects manifest as rotting flesh and dementia. An affected creature gets only half the benefits of natural and magical healing, though a *remove disease* effect removes the affliction.

ROT GRUB SWARM

CR 6

*From Dungeonscape

Always N Diminutive vermin (swarm)

Init +2; **Senses** darkvision 60ft; Listen +0, Spot +0

AC 16, touch 16, flat-footed 14

(+4 size, +2 Dex)

hp 54 (12 HD);

Fort +8, **Ref** +6, **Will** +6

Speed 10 ft., climb 10 ft.;

Space 10 ft.; **Reach** 0 ft.

Base Atk +9; **Grp** +-

Atk Options distraction

Special Actions death hazard, swarm (3d6 + infestation)

Abilities Str 1, Dex 14, Con 10, Int -, Wis 10, Cha 3,

SQ swarm traits, vermin traits

Skills Climb +10, Hide +14*, Listen +0, Spot +0,

Distraction (Ex) Any living creature that begins its turn with a rot grub swarm in its space must succeed on a DC18 Fortitude save or be nauseated for 1 round. The DC is Constitution-based and includes a +2 racial bonus.

Infestation (Ex) Any living creature that takes damage from a rot grub swarm might also become infested with rot grubs each round. A creature must make a successful DC18 Reflex save to dodge the swarming grubs or bat them aside. The rot grubs infesting the creature burrow into its flesh. An infested creature takes 1d6 points of damage per round, plus an additional 1d6 points of damage for each failed Reflex save against a rot grub swarm's attack. A successful DC16 Fortitude save halves this damage. After 2d4 rounds, the sated rot grub crawls away. A rot grub infestation can be removed with a successful DC 20 Heal check, though this check (whether successful or not) deals 1d6 points of the damage to the infested target. Alternatively, a rot grub infestation can be destroyed by *remove disease* or any other effect that halts or counters a disease. Such spells destroy all the rot grubs inhabiting a target.

Medium or larger creatures that die from rot grub infestation spawn a new rot grub swarm within 2d4 days. Burning or otherwise destroying the body prevents this. Casting *raise dead* to restore a creature killed by a rot grub swarm does not destroy the rot grubs inside, but casting *remove disease* or a similar spell in the round afterwards removes the grubs normally. *Resurrection* or *true resurrection* destroy the rot grubs when cast.

Death Hazard (Ex) Upon destroying a rot grub swarm, 1d6 rot grub remain, spread throughout the space inhabited by the swarm. These rot grub behave as the hazard (see Appendix 2). Destroying the remaining rot grubs does not provide any additional experience points.

Skills A rot grub swarm has a +8 racial bonus on Move Silently checks, and adds its Dexterity modifier instead of its Strength on Climb checks. A rot grub swarm can always choose to take 10 on a climb check, even if rushed or threatened.

*A rot grub swarm has a +8 racial bonus on Hide checks while inside a corpse of at least Medium size. A rot grub swarm can enter and leave a corpse as part of a single move action.

6: THE FAREWELL COMMITTEE

BLACK LADY OF IUZ

CR 9

Female Oeridian Favored Soul 9

CE Medium Humanoid
Init +0; **Senses** Listen +3, Spot +3
Languages Common

AC 19, touch 10, flat-footed 19
 (+9 armor)
hp 66 (9HD);
Resist fire 10
Fort +7, **Ref** +6, **Will** +9

Speed 20 ft. in full plate (4 squares), base movement 30 ft.
Melee +1 *greatsword* +11/+6 (2d6+5) or *masterwork greatsword* +11/+6 (2d6+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +9
Combat Gear +1 *greatsword*, +1 *full plate*, *masterwork greatsword*
Favored Soul Spells Known (CL 9th):
 4th (3 (5)/day) — *death ward* †, *freedom of movement* †, *wall of evil**
 3rd (6 (7)/day) — *bestow curse*, *dispel magic*, *ring of blades*** †
 2nd (0 (7)/day) — *aid* †, *bear's endurance* † † †, *bull's strength* † † †, *calm emotions*, *death knell*
 1st (4 (7)/day) — *bless* †, *cure light wounds*, *inflict light wounds*, *protection from good* †, *resurgence***, *shield of faith* †
 0 (6/day) — *cure minor wounds*, *detect magic*, *detect poison*, *light*, *purify food & drink*, *read magic*, *resistance*, *virtue*
 † Already cast

Abilities Str 16, Dex 10, Con 12, Int 8, Wis 16, Cha 18
Feats Armor proficiency: Heavy, Combat Casting, Improved Toughness**, Martial Weapon Proficiency (*greatsword*), Silent Spell, Skill Focus (Concentration), Weapon Focus (*greatsword*)
Skills Concentration +16 (+20 when casting defensively), Diplomacy +9, Heal +10
Possessions combat gear plus *cloak of charisma* +2, *gauntlets of ogre power*, *periapt of wisdom* +2, *vest of resistance* +1
Power-Up Suite AC 22, touch 13, flat-footed 22; hp 84 (+9 temporary); Fort +9 (+2 vs good), Ref +6 (+2 vs good), Will +8 (+2 vs good) (+1 vs fear); Melee +1 *greatsword* +13/+3 (2d6+7) or *masterwork greatsword* +13/+3 (2d6+6); Str 18, Con 16; Concentration +18 (+22 defensively); Spells active: *aid*, *bear's endurance*, *bless*, *bull's strength*, *death ward*, *freedom of movement*, *protection from good*, *ring of blades*, *shield of faith*

BABAU ASSASSIN

CR 3

Babau Fighter 3

*list non core race or class source

CE Medium Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Init +1; **Senses** darkvision 60ft, Listen +19, Spot +1

Languages Common

AC 25, touch 11, flat-footed 24

(+1 Dex, +6 armor, +8 natural)

hp 109 (10 HD); DR 10/cold iron or good

Immune electricity and poison

Resist acid 10, cold 10, fire 10; **SR** 14

Fort +13, **Ref** +7, **Will** +7

Weakness

Speed 30 ft. (6 squares)

Melee 2 claws +17 (1d8+6/ 19-20, x2) and bite +14 (1d6+3)

Base Atk +10; **Grp** +16

Atk Options Power Attack, sneak attack (+2d6)

Special Actions Cleave, *summon tanar'ri*

Combat Gear +1 *mithral chain shirt*

Spell-Like Abilities (CL 7th):

At will—darkness, dispel magic, see invisibility, greater teleport (self plus 50 pounds of objects only)

1/day—summon Tanar'ri

† Already cast

Abilities Str 22, Dex 12, Con 20, Int 14, Wis 13, Cha 16

SQ protective slime, telepathy 100ft

Feats Cleave, Multiattack, Power Attack, Improved Critical (Claw), Improved Natural Attack (Claw), Improved Toughness**, Weapon Focus (Claw)

Skills Balance +3, Climb +19, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Jump +8, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Tumble +7, Use Rope +1 (+3 with bindings),

Protective Slime (Su) A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapons hardness does not reduce this damage. A magic weapon may attempt a DC20 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell or natural weapon takes this damage as well, but can negate the damage with a DC20 Reflex save. The save DC is Constitution-based.

Summon Tanr'ri (Sp) Once per day, a Babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills Babau have a +8 racial bonus on Hide, Listen Move Silently and Search checks.

Power-Up Suite hp 129; Fort +9, Will +8 (+1 vs fear); Melee 2 claws +20 (1d8+8/ 19-20, x2) and bite +17 (1d6+4); Str 26, Con 24; Climb +21 Jump +10; Spells active: *bear's endurance*, *bless*, *bull's strength*

4: WELCOMING COMMITTEE

ADVANCED MAGERIPPER SWARM CR 8

* Monster Manual IV

CN Tiny aberration (Swarm)

Init +9; **Senses** blind, blindsense 30ft, sense magic 30ft; Listen +18, Spot +1

Aura dispelling

AC 19, touch 17, flat-footed 14

(+2 size, +5 Dex, +2 natural)

hp 121 (18 HD); half damage from slashing and piercing weapons

Immune gaze attacks, illusions, visual effects, swarm immunities

SR 29

Fort +7, **Ref** +11, **Will** +12

Weakness swarm vulnerabilities

Speed 20ft (3 squares), climb 10ft.

Melee swarm (5d6 plus magic leech)

Space 10 ft.; **Reach** 0 ft.

Base Atk +13; **Grp** -

Atk Options distraction, magic leech

Abilities Str 4, Dex 21, Con 12, Int 6, Wis 12, Cha 15

SQ swarm traits

Feats Ability Focus (magic leech), Improved Initiative, Improved Natural Attack, Improved Toughness**, Skill Focus (Listen), Stealthy, Track

Skills Climb +5, Listen +18, Move Silently +8, Survival+8,

Distraction (Su) Fortitude save DC16 or be nauseated for 1 round. The save DC is Constitution-based.

Sense Magic (Su) A mageripper swarm automatically detects magic auras within 30 feet, and it knows the strength and location of each. It can also detect creatures that possess the ability to cast spells or use spell-like abilities.

Dispelling Aura (Su) At the end of each of a mageripper swarm's turns, it can attempt a dispel check against one randomly selected ongoing spell or spell-like ability on each creature in its space. This works like the area dispel effect of the *dispel magic* spell, with the following differences. The dispelled spell is selected randomly from those currently active on an affected creature, rather than being the one with the highest caster level. This ability has no effect on permanent magic items.

For each spell dispelled, by its aura, a mageripper swarm gains temporary hit points equal to 2x that spell level. These temporary hit points last for up to 24hours and a swarm can gain a maximum number of temporary hit points equal to its full normal hit point total. A mageripper swarm that gains the maximum number of hit points and retains them for the full 24h advances 1 Hit Die at the end of this period, increasing its capabilities as normal for advancement.

Magic Leech (Su) In addition to dealing damage to creatures whose space it occupies, a mageripper swarm drains away the ability to cast spells and use spell-like abilities, feeding on the magic energy.

At the end of a mageripper swarm's turn, each creature in its space must succeed on a DC19 Will save or lose one prepared spell or spell slot of the highest level available. The save DC is Charisma-based. A creature with a spell-like ability that fails its saving throw loses one daily use of its highest-level ability. If this spell-like ability is usable at will, the creature is unable to use it for 1 minute. If the target has no spells prepared, no remaining spell slots, and no uses of spell-like ability remaining, this ability has no effect. A mageripper swarm cannot choose which spell to drain, determine this randomly.

For each spell drained in this way, a swarm gains temporary hit points equal to 5x the spell's level. These temporary hit points function as described in the dispelling aura ability.

Skills Mageripper swarms have a +8 racial bonus to Climb check and can always choose to take 10 on Climb checks, even if rushed or threatened.

5: THE GUARDIANS

MALACHITE'S HORROR

CR 13

Spawn of Kyuss Fighter 8

* From Monster Manual II

CE Medium Undead

Init +4; **Senses** Listen +1, Spot +7

Languages Common

AC 26, touch 10, flat-footed 26

(+8 armor, +5 shield +3 natural)

hp 89 (12 HD); fast healing 5;

Immune undead immunities

Fort +6, **Ref** +3, **Will** +7

Weakness Curative transformation

Speed 30 ft. (6 squares);

Melee Slam +18 (1d6+11 plus Kyuss' Gift)

Ranged Kyuss's Gift +10 ranged touch (Kyuss' Gift)

Base Atk +8; **Grp** +12

Special Actions create spawn, fear aura, Kyuss' gift

Combat Gear +3 *mithral breastplate*, +3 *heavy steel shield*

Abilities Str 22, Dex 10, Con -, Int 6, Wis 12, Cha 15

SQ curative transformation, turn resistance +2, undead traits

Feats Close-Quarter Fighting**, Greater Weapon Focus (Slam), Improved Initiative, Improved Natural Attack (Slam), Improved Natural Attack (Slam), Improved Toughness**, Toughness, Necromantic Presence**, Weapon Focus (Slam), Weapon Specialization (Slam)

Skills Climb +12, Hide +4, Jump +10, Move Silently +5, Spot +7,

Possessions combat gear plus *belt of giant strength* +4, *amulet of natural armor* +2

Create Spawn (Su) Once per round as a free action, a spawn of Kyuss can transfer a worm from its own body to that of an opponent. It can do this whenever it hits with a slam attack, but it can also make the transfer by means of a successful melee or ranged touch attack, hurling a worm at a foe from a distance of up to 10 feet.

Each worm is a Fine vermin with AC10 and 1 hit point. It can be killed with normal damage or by the touch of silver. On the spawn's next action, the worm burrows in the host's flesh. (A creature with a natural armor of +5 or better is immune to this burrowing effect.) The worm makes its way towards the host's brain, dealing 1 point of damage per round for 1d4+1 round. At the end of that period, it reaches the brain. While the worm is inside a victim, a *remove curse* or *remove disease* effect destroys it, and a dispel evil or neutralize poison delays its progress for 10d6 minutes. A successful Heal check (DC20) extracts the worm and kills it.

Once the worm reaches the brain, it deals 1d2 points of Intelligence damage per round until it is either killed (see above) or slays its host (death occurs at 0 Intelligence). A Small, Medium or Large creature rises as a new spawn 1d6+4 rounds later; a Tiny or smaller creature simply putrefies and a Huge or larger creature become a normal zombie of the appropriate size. Newly create spawn are not under the control of their parent but they usually follow whatever spawn of Kyuss created them.

Curative Transformation (Ex) Any *remove curse* or *remove disease* effect or a more powerful of either of these effects transforms a spawn of Kyuss into a normal Zombie.

Fear Aura (Su) A spawn of Kyuss continuously radiates a fear effect. This ability functions like a *fear* spell (caster level 11th; Will save DC16), except that it affects all creatures within a 40-foot radius. Any creature that makes a successful saving throw cannot be affected by the fear aura of that spawn of Kyuss for 24 hours.

Kyuss's Gift (Su) Any creature hit by a spawn of Kyuss's slam attack must succeed at a Fortitude save (DC14) or contract this supernatural disease. The incubation period is 1day, and the disease deals 1d6 points of Constitution damage and 1d4 points of Wisdom damage (see chapter 3 of DMG). These effects manifest as rotting flesh and dementia. An affected creature gets only half the benefits of natural and magical healing, though a *remove disease* effect removes the affliction.

ROT GRUB SWARM

CR 6

*From Dungeonscape

Always N Diminutive vermin (swarm)

Init +2; **Senses** darkvision 60ft; Listen +0, Spot +0

AC 16, touch 16, flat-footed 14

(+4 size, +2 Dex)

hp 54 (12 HD);

Fort +8, **Ref** +6, **Will** +6

Speed 10 ft., climb 10 ft.;

Space 10 ft.; **Reach** 0 ft.

Base Atk +9; **Grp** +-

Atk Options distraction

Special Actions death hazard, swarm (3d6 + infestation)

Abilities Str 1, Dex 14, Con 10, Int -, Wis 10, Cha 3,

SQ swarm traits, vermin traits

Skills Climb +10, Hide +14*, Listen +0, Spot +0,

Distraction (Ex) Any living creature that begins its turn with a rot grub swarm in its space must succeed on a DC18 Fortitude save or be nauseated for 1 round. The DC is Constitution-based and includes a +2 racial bonus.

Infestation (Ex) Any living creature that takes damage from a rot grub swarm might also become infested with rot grubs each round. A creature must make a successful DC18 Reflex save to dodge the swarming grubs or bat them aside. The rot grubs infesting the creature burrow into its flesh. An infested creature takes 1d6 points of damage per round, plus an additional 1d6 points of damage for each failed Reflex save against a rot grub swarm's attack. A successful DC16 Fortitude save halves this damage. After 2d4 rounds, the sated rot grub crawls away. A rot grub infestation can be removed with a successful DC 20 Heal check, though this check (whether successful or not) deals 1d6 points of the damage to the infested target. Alternatively, a rot grub infestation can be destroyed by *remove disease* or any other effect that halts or counters a disease. Such spells destroy all the rot grubs inhabiting a target.

Medium or larger creatures that die from rot grub infestation spawn a new rot grub swarm within 2d4 days. Burning or otherwise destroying the body prevents this. Casting *raise dead* to restore a creature killed by a rot grub swarm does not destroy the rot grubs inside, but casting *remove disease* or a similar spell in the round afterwards removes the grubs normally. *Resurrection* or *true resurrection* destroy the rot grubs when cast.

Death Hazard (Ex) Upon destroying a rot grub swarm, 1d6 rot grub remain, spread throughout the space inhabited by the swarm. These rot grub behave as the hazard (see Appendix 2). Destroying the remaining rot grubs does not provide any additional experience points.

Skills A rot grub swarm has a +8 racial bonus on Move Silently checks, and adds its Dexterity modifier instead of its Strength on Climb checks. A rot grub swarm can always choose to take 10 on a climb check, even if rushed or threatened.

*A rot grub swarm has a +8 racial bonus on Hide checks while inside a corpse of at least Medium size. A rot grub swarm can enter and leave a corpse as part of a single move action.

6: THE FAREWELL COMMITTEE

BLACK LADY OF IUZ

CR 9

Female Oeridian Favored Soul 9

CE Medium Humanoid
Init +0; **Senses** Listen +3, Spot +3
Languages Common

AC 19, touch 10, flat-footed 19
 (+9 armor)
hp 66 (9HD);
Resist fire 10
Fort +7, **Ref** +6, **Will** +9

Speed 20 ft. in full plate (4 squares), base movement 30 ft.
Melee +1 *greatsword* +11/+6 (2d6+5) or *masterwork greatsword* +11/+6 (2d6+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +9
Combat Gear +1 *greatsword*, +1 *full plate*, *masterwork greatsword*
Favored Soul Spells Known (CL 9th):
 4th (3 (5)/day) — *death ward* †, *freedom of movement* †, *wall of evil**
 3rd (6 (7)/day) — *bestow curse*, *dispel magic*, *ring of blades*** †
 2nd (0 (7)/day) — *aid* †, *bear's endurance* † † †, *bull's strength* † † †, *calm emotions*, *death knell*
 1st (4 (7)/day) — *bless* †, *cure light wounds*, *inflict light wounds*, *protection from good* †, *resurgence***, *shield of faith* †
 0 (6/day) — *cure minor wounds*, *detect magic*, *detect poison*, *light*, *purify food & drink*, *read magic*, *resistance*, *virtue*
 † Already cast

Abilities Str 16, Dex 10, Con 12, Int 8, Wis 16, Cha 18
Feats Armor proficiency: Heavy, Combat Casting, Improved Toughness**, Martial Weapon Proficiency (*greatsword*), Silent Spell, Skill Focus (Concentration), Weapon Focus (*greatsword*)
Skills Concentration +16 (+20 when casting defensively), Diplomacy +9, Heal +10
Possessions combat gear plus *cloak of charisma* +2, *gauntlets of ogre power*, *periapt of wisdom* +2, *vest of resistance* +1
Power-Up Suite AC 22, touch 13, flat-footed 22; hp 84 (+9 temporary); Fort +9 (+2 vs good), Ref +6 (+2 vs good), Will +8 (+2 vs good) (+1 vs fear); Melee +1 *greatsword* +13/+3 (2d6+7) or *masterwork greatsword* +13/+3 (2d6+6); Str 18, Con 16; Concentration +18 (+22 defensively); Spells active: *aid*, *bear's endurance*, *bless*, *bull's strength*, *death ward*, *freedom of movement*, *protection from good*, *ring of blades*, *shield of faith*

BABAU ASSASSIN

CR 3

Babau Fighter 3

*list non core race or class source

CE Medium Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Init +1; **Senses** darkvision 60ft, Listen +19, Spot +1

Languages Common

AC 25, touch 11, flat-footed 24

(+1 Dex, +6 armor, +8 natural)

hp 109 (10 HD); DR 10/cold iron or good

Immune electricity and poison

Resist acid 10, cold 10, fire 10; **SR** 14

Fort +13, **Ref** +7, **Will** +7

Weakness

Speed 30 ft. (6 squares)

Melee 2 claws +17 (1d8+6/ 19-20, x2) and bite +14 (1d6+3)

Base Atk +10; **Grp** +16

Atk Options Power Attack, sneak attack (+2d6)

Special Actions Cleave, *summon tanar'ri*

Combat Gear +1 *mithral chain shirt*

Spell-Like Abilities (CL 7th):

At will—darkness, dispel magic, see invisibility, greater teleport (self plus 50 pounds of objects only)

1/day—summon Tanar'ri

† Already cast

Abilities Str 22, Dex 12, Con 20, Int 14, Wis 13, Cha 16

SQ protective slime, telepathy 100ft

Feats Cleave, Multiattack, Power Attack, Improved Critical (Claw), Improved Natural Attack (Claw), Improved Toughness**, Weapon Focus (Claw)

Skills Balance +3, Climb +19, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Jump +8, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Tumble +7, Use Rope +1 (+3 with bindings),

Protective Slime (Su) A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapons hardness does not reduce this damage. A magic weapon may attempt a DC20 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell or natural weapon takes this damage as well, but can negate the damage with a DC20 Reflex save. The save DC is Constitution-based.

Summon Tanr'ri (Sp) Once per day, a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills Babau have a +8 racial bonus on Hide, Listen Move Silently and Search checks.

Power-Up Suite hp 129; Fort +9, Will +8 (+1 vs fear); Melee 2 claws +20 (1d8+8/ 19-20, x2) and bite +17 (1d6+4); Str 26, Con 24; Climb +21 Jump +10; Spells active: *bear's endurance*, *bless*, *bull's strength*

APPENDIX 2: NEW RULES ITEMS

FEATS

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you get a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD, (such as by losing a level) you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter's bonus feats.

Source: *Complete Warrior* 101

Necromantic Presence [General]

Undead you control are harder to turn when they are near you.

Benefit: Whenever undead you control are within 60 feet of you, they gain a +4 bonus to their turn resistance.

Source: *Libris Mortis* 28

MAGIC ITEMS

Vest of Resistance

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster level must be three times that of the vest's bonus; Price: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5).

Source: *Complete Arcane* 150

SPELLS

Resurgence

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate* person, a chaos beast's corporeal instability, or the sickening effect (but not the damage) from *unholy blight*, if the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against, if the subject succeeds at the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores

hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that was caused by the spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

Source: *Spell Compendium* 174

Ring of Blades

Conjuration (Creation)

Level: Cleric 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into all squares adjacent to your space, and it moves with you as you move. Each round at the beginning of your turn, and also when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

Spell resistance does not apply to the damage dealt, but a creature's damage reduction does apply. The blades are treated as magic, silvered and slashing for the purpose of overcoming damage reduction.

Material Component: A small dagger.

Source: *Spell Compendium* 174

Wall of Evil

Abjuration [Evil]

Level: Cleric 4, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25ft+2ft/2levels)

Effect: A straight wall whose area is up to one 10ft-square/level or a sphere or hemisphere with a radius of 5ft/2levels

Duration: 10 min/level

Saving Throw: See text

Spell Resistance: Yes

You invoke the abjuration and a wall of red and black energy springs up, only to fade was to invisibility.

You create an immobile barrier that inhibits good creatures. A good summoned creature cannot pass through the wall in either direction, and any other good creature must succeed on a Will save each time it attempts to move through the wall. If the saving throw is failed, the creature's movement is stopped, and it can take no other action that round.

A wall of evil must be continuous and unbroken when formed. If it is cast so that an object or creature breaks its surface, the spell fails.

Material Component: 25gp of powdered silver.

Source: *Spell Compendium* 234

CYANNA'S GEM

The original gem was brought from a distant land by one of the first barons of Geralenn, Harald Gellor. He found the gem in a forgotten crypt and became enamored with its beauty. Upon ascending to power, he had it placed on the baronial seat.

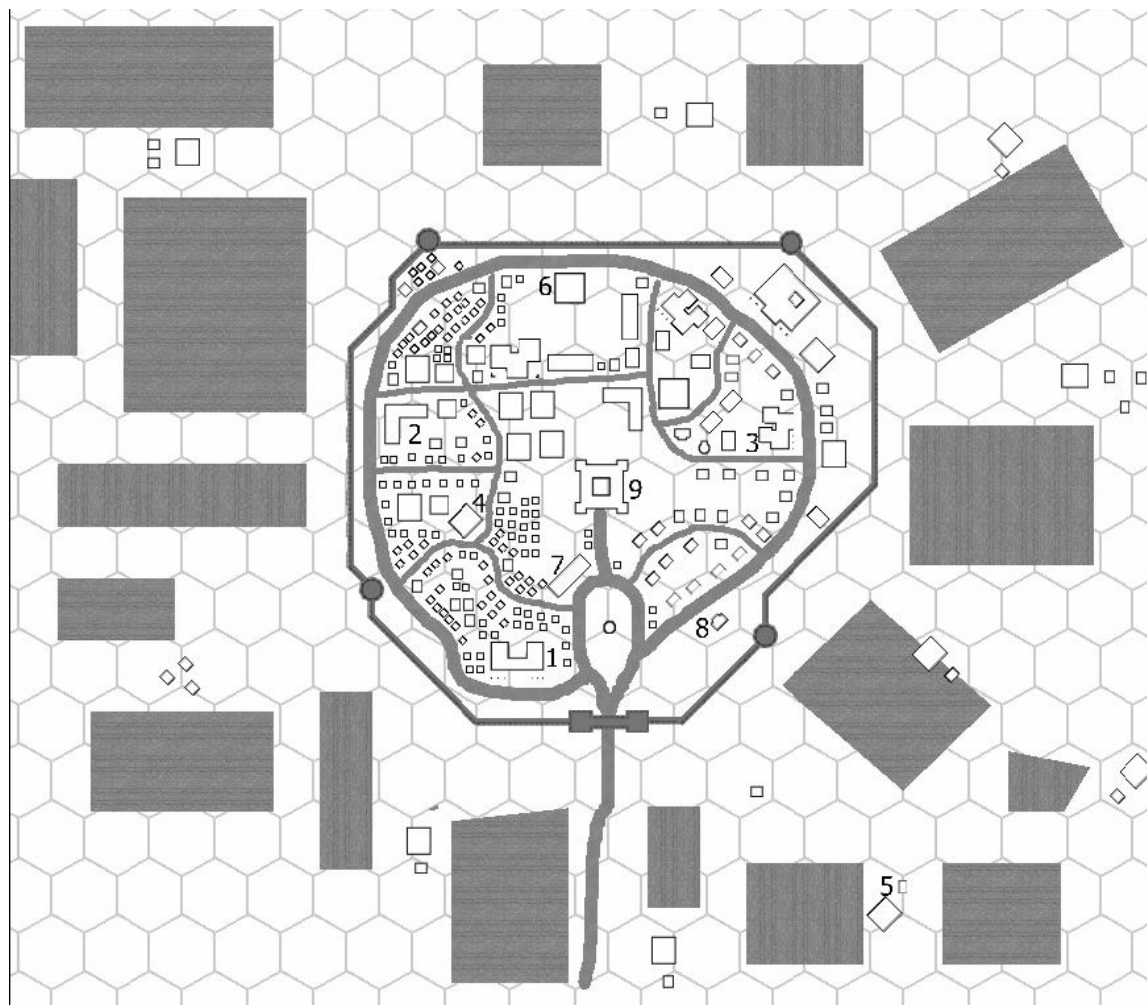
In 596CY, Malachite had one of his pawns steal the Gem (URC6-So2 *Fetch*). Malachite got the Gem and in 596CY and used it to *trap the soul* of Cyanna Gellor in it. He added a number of wards and protections to the gem.

Structure

The Cyanna's Gem in this adventure functions as a standard *gem of brightness* (DMG) except as follows. These are side-effects of Cyanna's soul being trapped inside.

- The Gem itself is a star sapphire about the size of a halfling's fist. It is deep blue with white needle that form a star in its center.
- The light cannot be turned off (but it can be hidden like a normal *gem of brightness*)
- The Gem cannot expend charges. (meaning it cannot use most of its abilities)
- None of the effects of the Gem can be *dispelled*.
- If touched by a living hand, the person who touches it is the target of a *finger of death* spell (Fort save DC23 or die). This happens every time the gem is touched, and every subsequent round. The effect only happens if touched with bare skin, handling the gem while wearing gloves is fine. Thus, an undead or an unliving construct can touch the gem without ill-effect
- There is a *contingency* on the Gem that should it ever leave the Prime Material Plane (such as *teleport*, *dimension door*, entering an extra-dimensional space or *plane shift*), or if the substance of the Gem is somehow altered (say by a *wind walk* spell) the Gem immediately *teleports* to one of Malachite's other safe houses. (Yes, this means the PCs fail the adventure.)
- Another contingency was placed on the gem in case it was the target of a *dispel magic* or similar effect. The Gem immediately *teleports* to one of Malachite's other safe houses. (Yes, this means the PCs fail the adventure.)
- Entering an *anti-magic field* (or similar) destroys Cyanna's soul.

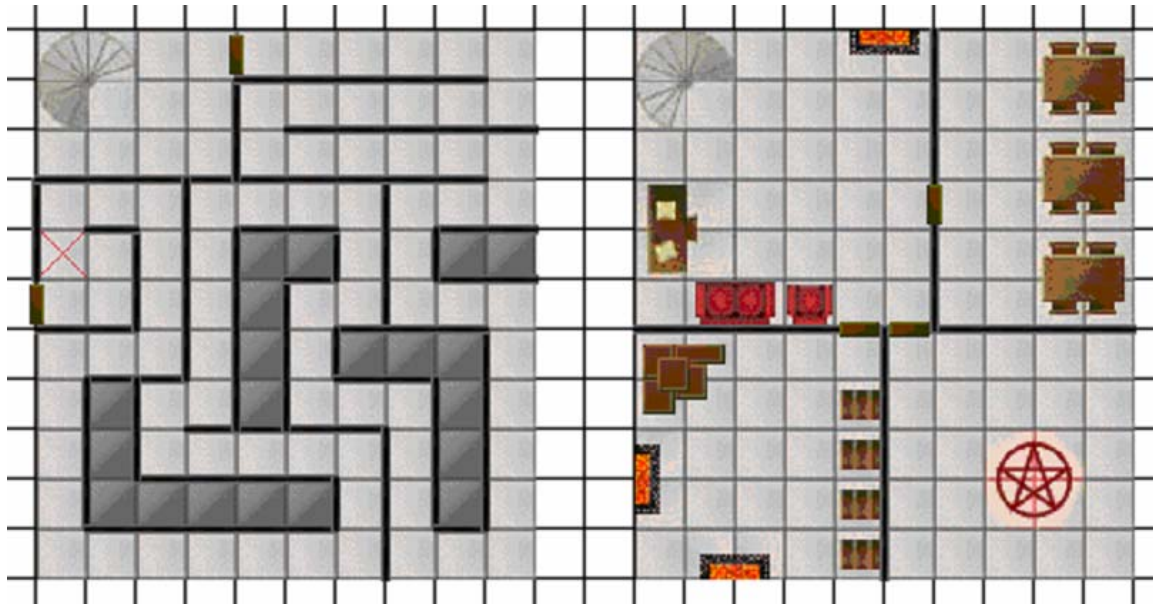




Map 1: Obresthorpe

- 1: The Writhing Worm Tavern
- 2: Bendekar the Smith
- 3: Stout Surmal's
- 4: The Trove of Trinkets
- 5: Abandoned Farmhouse
- 6: Oltagg Manor
- 7: Town Hall
- 8: Temple of Iuz
- 9: Wormhall

Scale: 1 hex = 150 feet



Map 2: Oltagg Manor

PLAYER HANDOUT 1: INVITATIONS

KNIGHTS OF THE SWAN

I have selected you to lead a small band of adventurers to take the fight to Malachite. Report to the HNB Kroesus currently anchored in the port of High Mardreth. Details of the mission will be given to you later. Do not share this information with anyone.

Countess Rachel

COUNTY OF URNST MILITARY

By order of the Countess, you are hereby ordered to report to the HNB Kroesus currently anchored in the port of High Mardreth. Details of the mission will be given to you later. Do not share this information with anyone.

[The order is signed and sealed by your superior]

OBSIDIAN CONCLAVE

The Conclave has been asked to provide arcane assistance in a mission of importance to the Countess herself. After much deliberation, the Conclave believes you could provide support needed. Details of the mission will be given to you later. Do not share this information with anyone.

[The order is signed by your chapter master]

CHURCH OF PELOR/MAYAHEINE

Please report to High Mardreth where you will board on the HNB Kroesus for a mission for the Countess. Details of the mission will be given to you later. May Father Pelor shines upon you and this mission!

CHURCH OF HEIRONEOUS

You are hereby ordered to report to the HNB Kroesus currently anchored in the port of High Mardreth. Details of the mission will be given to you later. Do not share this information with anyone.

[The order is signed and sealed by your superior]

CHURCH OF PHOLTUS

You are hereby ordered to report to the HNB Kroesus currently anchored in the port of High Mardreth.

Details of the mission will be given to you later. Do not share this information with anyone.

Bring Light to the Darkness

[The order is signed and sealed by your superior]

SILVER SWANS

The Countess has asked of us that we send someone on a mission. If you're interested, go to a ship called the Kroesus in High Mardreth.

UNDERLEY NETWORK

I need you to head to High Mardreth immediately. Report to the HNB Kroesus where more details will be given to you.

Lord Jacobis Underley



OTHER PCS

This applies to any PCs who have not received one of the other letters. It is copied here a few times for convenience.

We have heard of your exploits and wish to discuss with you about possible employment. Good pay, chance to combat evil, much chance for glory.

Come to the HNB Kroesus in High Mardreth.

[The signature is illegible]



We have heard of your exploits and wish to discuss with you about possible employment. Good pay, chance to combat evil, much chance for glory.

Come to the HNB Kroesus in High Mardreth.

[The signature is illegible]



We have heard of your exploits and wish to discuss with you about possible employment. Good pay, chance to combat evil, much chance for glory.

Come to the HNB Kroesus in High Mardreth.

[The signature is illegible]



PLAYER HANDOUT 2: THE BANDIT KINGDOMS



Map 3: Wormhall and the Bandit Kingdoms

PLAYER HANDOUT 3: THE GEM

THE GERALENN GEM OF BRIGHTNESS

The original gem was brought from a distant land by one of the first barons of Geralenn, Harald Gellor. He found the gem in a forgotten crypt and became enamored with its beauty. Upon ascending to power, he had it placed on the baronial seat.

The Gem was stolen in 596CY by an agent of Malachite.

