

SHE6-07

SIGHT UNSEEN

A One-Round D&D® LIVING GREYHAWK™ Sheldomar Metaregional Adventure

Version 1.0

by Steve Hess

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Tensions between rival political and religious factions in the stinking city of Westkeep threaten the fragile peace. Subtle and dangerous conspiracies foment just out of sight, threatening to destabilize the entire area. Surely there is a need for heroes at a time like this...but when one's enemies hide behind a thousand masks of innocence, where does one even begin? A Sheldomar Valley metaregional adventure for APLs 6-10 and Part 1 of the *Not One of Us* Series.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA Sanctioned Play

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

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 table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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Players Read No Farther

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or

read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

Living Greyhawk Levels of Play

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

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

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

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

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

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

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

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

Time Units and Upkeep

This is a standard two-round Metaregional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley pay one Time Unit per round, all others pay two Time Units per round.

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

A character who 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 Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft

(bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the LIVING GREYHAWK Campaign Sourcebook.

Adventure Background

The city of Westkeep was captured from the Scarlet Brotherhood-dominated Hold of the Sea Princes by Keoland in CY 588. It is not a pleasant place, lying at the southern edge of the Hool Marshes. Adventurers have flocked there in search of glory, honor, and profit, even as many former slaves of the Sea Princes have either fled the area or established freeholds of their own. Most of these former slaves are humans of Olman origin.

Many of these Olman have settled in the Westkeep area as farmers; a significant number have relocated north to the Ilbosok slums of Gradsul in Keoland. Very few have moved farther north...but more do so every day. They tend to stick close together, as their native language, customs, and appearance is quite foreign to the common folk of the Sheldomar Valley.

Olman people traveling north into the greater Sheldomar tend to stand out by virtue of their dress, language, religion, and other aspects of their culture aside from their skin color and bone structure. In most areas outside of the largest cities, suspicion is common, and acceptance is hard to come by.

The vast majority of the Olman want nothing more than to live in peace and to share in the prosperity of the Sheldomar Valley, but there are always persons of ill intent in any population. A conspiracy has arisen among a few disaffected Olman, persons who have come north bearing the dark will of their dark gods, persons to whom the image of the sun can only mean chaos and death. These conspirators, using ancient and ambiguous prophecies and poorly-understood relics, mean to supplant the sun gods of the northern lands, namely Pelor, Pholtus, and Lydia, with their own Tezcatlipoca, the Smoking Mirror, evil deity of the scorching sun and the uncaring moons. They intend to turn the faiths of the so-called "Three Blasphemies" against each other and then strike them down in their weakness. They also wish to see the scattering of the Olman people north into the Flanaess stop. They believe that the strength of their god and their own political power hinges on large, concentrated Olman populations performing the savage rituals of old.

Adventure Summary

This is Part 1 of the *Not One of Us* series, in which the PCs will witness the results of the conspirators' first strike in the area of Westkeep and are drawn to follow them north into the heart of the Sheldomar Valley. The PCs will not meet the conspirators in this adventure; instead, they will be confronted by henchmen, stooges, red herrings, and the occasional hungry denizen of the Hool Marshes. By they end, the PCs may have found important clues as to the true nature of the threat to the Sheldomar; in any event, they will have found either a grisly death or a powerful reason to pursue the conspirators.

Encounter One: PCs wander Westgate freely and may Gather Information about the city and current events from the locals.

Encounter Two: On the streets and canals of Westkeep, the PCs witness a band of Pholtans, persons clearly not local to the area, haranguing the crowd. These clerics and their retinue target the faiths of Pelor and Lydia for particular abuse.

Encounter Three: Morning comes, and with it, a lynch mob. The city's Pelorite sanctuary has been most savagely attacked; those residents not burned into heaps of greasy ashes have been blinded by means that defy magical healing. The PCs are enlisted by the Keoland Royal Standards to look into the matter while the Pholtans widely believed to be responsible are imprisoned as much for their own protection as for their supposed crimes.

Encounter Four: Interviews reveal that the Pholtans traveled to Westkeep with interesting company, a trio of men for whom no two people can provide the same description. An elderly Olman woman, one of the blindness victims, reports to the PCs that she has seen this phenomenon before, in a long-abandoned slave village to the northwest.

Encounter Five: If the PCs journey into the Hool by mundane means, such as on foot or on horseback, they must brave the dangers of Hool Marsh and face the challenges of its terrain.

Encounter Six: Journeying into the Hool, the PCs witness a bizarre sight: a human child of Olman blood wandering alone in the swamp. She does not notice the PCs until they call out to her; indeed, her eyes are the same dull black orbs seen in the blind of Westkeep. She can give the PCs the general direction and distance of her village.

Encounter Seven: Imagine a small settlement of Olman humans deep in the Hool Marsh, one that survives on rice cultivation, hunting, and trapping...and now imagine that every resident has been struck blind. The PCs arrive in town just ahead of

a wave of mutant swamp-creatures bent on feasting on helpless human flesh.

Encounter Eight: Having disposed of the immediate threat, the PCs may now investigate the significance of this seemingly-insignificant town. The clues lie all around them, in the stones that make the foundations of every building in the area and the remains of the stone tower just outside of town. A prophecy is recorded thereon that foresees one who will "blind the sun and kill the moons." If the pieces of the prophecy are assembled correctly, then the PCs will learn that the prophet described in the text was born almost twenty years ago.

Encounter Nine: The townsfolk beseech the PCs to bring aid from a local temple not far off. Our heroes will have to fight a nasty little temple guard in order to reach the place, but the resident druids will gladly help the town and offer the PCs some additional interpretation of the prophecy.

Epilogue: A brief description of a scene far to the north teases the players with the ongoing danger to the Sheldomar Valley.

Preparation for Play

Please ask the players to list the languages that their PC speaks on their initiative cards. If they have a *comprehend languages* or *tongues* effect in place at all times, that should be noted as well. This will come into play during Encounter Three.

My maps and floor-plans are sketched on a 20 by 20 square grid, which is the size of the smallest battle-mat I have ever seen. In the very likely event that you are using a larger mat, feel free to expand the edges of the outdoor encounters but please keep the indoor spaces and buildings in their given proportion.

As this is the first in a three-part series, no prior information, experience, or possessions are necessary to the plot. The DM should take note of the ethnicity of any human PCs at the table: Any human PC with the Suel ethnicity suffers a -2 penalty to all Charisma-based skill checks when dealing with the Olman or lizardfolk throughout this adventure.

This adventure takes place in Keoland and starts in an area closely controlled by that nation's army. There are a few Keoish laws with which the DM should be familiar, as the breaking of these laws may well lead to serious consequences for the PCs.

- Spells that create or control undead or lycanthropes, spells that tap into the Plane of Shadow, that open a bridge to another plane, or are necromantic and have no obvious beneficial effects are forbidden in Keoland. Use of such a spell can incur penalties if cast where an NPC could see and report on it. The

penalties for such an act are the removal of all forbidden spells from the caster's spellbook, a fine of 50 gp per level of forbidden spell removed, incarceration for 18 TUs, and a zero-gold, zero-xp AR for the current adventure.

- Unusual appearances have negative effects on the common folk of Keoland. No one is accustomed to seeing "monsters" walk around in broad daylight, even if those monsters are druids using *wild shape* or *polymorphed* wizards. Assume that PCs who maintain an image that is not one of the standard PHB races suffers a -6 penalty to Bluff, Diplomacy, Gather Information, and Perform checks. The DM may feel free to have entire neighborhoods flee in terror from a truly bizarre or frightening PC.
- Half-elves and half-orcs are not very well-respected in Keoland; they are looked down upon and made to feel like impure scum. These PCs suffer a -2 penalty to Bluff, Diplomacy, Gather Information, and Perform checks during this adventure.
- The nobles and people of Keoland have a deep-seated mistrust of divine magic. It is the law in Keoland that clerics may not hold title or land, nor are churches built except by permission of the local lord. Unless a PC is a member of a meta-organization that provides a discount, divine spells cast by NPCs cost twice the LGCS rate.
- Above all, remember that Keoland is a very conservative, very traditional feudal monarchy. Everyone takes their fealty to their lord and their obligations to their vassals quite seriously. Mocking the status quo, criticizing the system, or in any way disturbing the lord's or king's peace will get a body thrown in irons quicker than you can say, "Give me liberty or give me - urk!"

A Note on Divination

Given the APL range of this adventure, it is quite reasonable to assume that the PCs might use various divinations to try to track the villains. Several circumstances work against the PCs in this regard. First and foremost, the PCs have no idea precisely what the "bad guys" look like: Every description they receive will be different. Also, they have access to none of the possessions of these villains.

Considering that their opposition is working with a powerful evil relic and at the instructions of an evil deity, any PC attempts at divination will probably be futile. *Augury* will yield a "nothing" result. At best, the

divination spell will give the PCs this cryptic rhyme on a successful roll (only 50% plus 1% per caster level):

"Into the grave to rise again,
This is our daily regimen,
What matters prophets' poison pen
Which writes that we will end, and when?"

Introduction

Few places offer more challenges and opportunities for the adventuring classes than the outposts of civilization, where the wild lands are forced to bend to the will of the law...but not without a fight. The road to Westkeep was not without its own adventures, but the goal approaches. Patrols of the Keoland Royal Standards have been encountered several times for many miles around Westkeep. They respectfully suggest that you keep to the roads and make haste so as to reach the city before dark. The welcome sight of the slightly lopsided gate in the shadow of the citadel in the late afternoon sunshine is somewhat dampened by the lingering stench of swampy decay.

The "Stinking City" of Westkeep is technically in Keoland...although it's about as far from the typical conservative, stable Keoish stereotype as one can imagine. This enclave of civilization on the southern edge of the wild Hool Marshes is a melting pot of cultures, languages, and humanoid species. Humans of every ethnicity roam the city; a large minority of the population is Olman, former slaves of the former masters of the city, the Sea Princes and the Scarlet Brotherhood. Of the common races, only dwarves are poorly represented here, miles from the mountainous terrain they favor. A most unusual sight is the occasional group of lizardfolk, all wearing leather harnesses for tools and weapons, and many wearing the livery of the Keoland Royal Standards.

The presence of lizardfolk in the city's defense forces surely helps in keeping the hazards of the marsh at bay, but the Hool is still one of the most hostile places in the Flanaess. Westkeep is thus a magnet for adventurers, explorers, and treasure-seekers, persons for whom danger is a way of life, persons either unable or unwilling to fit in to a more peaceable, conservative way of life.

This introduction gives the PCs a taste of the local flavor and provides essential clues as to the problems they'll face. See Appendix Five (The City of Westkeep) for details of the city; feel free to show the map to the players.

Encounter One: Wandering Westkeep

Every entrance to Westkeep, by land or by river, has the following notice posted in Common, Keoish, Olman, and Draconic:

“By order of Lord Camranth of the Keoland Royal Standards, the following ordinances are in effect for the duration of the emergency.

1- No person not on active duty with the Royal Standards may conceal their face or head while within Westkeep or within bowshot of its walls. Punishment for the first offense is a fine and community service; punishment for a second offense is death.

2- All persons of adult age residing in or lawfully admitted to the City shall be armed at all times while outside their living quarters with a minimum of a shortspear or a light crossbow. Failure to do so will result in a fine.

3- All persons of adult age residing in or lawfully admitted to the City shall answer to the general alarm bell or a lawful call to arms prepared to defend the City as ordered by the Royal Standards. Persons refusing to do so shall be treated as enemies of the Lion Throne.

4- The lizardfolk of the Marshgrove tribe are under the protection of the Lion Throne and its lawful representatives. An unprovoked attack upon the person or property of anyone under said protection is a breach of Lord Camranth's peace to be punished accordingly.

Determine what lifestyle the PCs are paying for during this adventure and read them the appropriate introduction. If the PCs decide to live at different levels, read the “Living Off the Land” entry to the PCs making that choice, and then read only the most expensive lifestyle choice that remains.

Living Off the Land

The swampy environs that dominate the lands around Westkeep teem with life; perhaps the inevitable death and decay in such a place explains the stench. After a day or so, you find yourself not noticing the horrible smell quite so much. On the outskirts of the city, many Olman families work at cultivating rice and raising livestock, mostly water buffalo and pigs. There are also many lizardfolk enclaves, mostly extended families who have settled into a farming lifestyle. Although the dangers of the swamp are never far, the civilizing effect of these settlers is undeniable.

Standard Lifestyle

The poorer areas of Westkeep are north and west of the badly damaged city walls. North Island is deserted and in ruins, while considerable rebuilding has taken place on South Island. Cheap room and board are difficult to find at first; most places seem to cater to the local Olman majority and have little interest in doing business with “outsiders.”

At this time, allow players to roll a Gather Information check (DC 15). If any PC speaks Olman, give a +4 bonus; an additional +4 bonus applies if that PC appears to be of Olman ancestry.

If the Gather Information check fails, bribes of APL x 2 gp must be paid to learn the following:

Several locals suggest in halting Common that you might find rooms at the Inn of the Green Boots, a place where “travelers from the Great North are welcome.”

Rich Lifestyle

The Roadside neighborhood was once the mercantile heart of Westkeep, home to the city's traders and central market, but a decade of war has taken its toll. Fully one in four structures lie in ruins, and half of those remaining are propped up as much by hope as by crude repairs...but still, this area is better off than it has been in years. Workers swarm the area as long as there's daylight in which to put hammer to nail, and several inns of good quality advertise their services along what was once the Great Northern Road of the Hold of the Sea Princes. You see more humans of Oeridian and mixed Keoish descent here than any other type, and a far greater number of uniforms of the Keoland Royal Standards.

Luxury Lifestyle

Hard up against the citadel, on the highest ground and upwind of the rest of the Stinking City, the neighborhood of High Westkeep seems to be the exclusive domain of the Keoish conquerors. While this area bears a few scars from the recent wars, it has been the focus of Keoish rebuilding efforts and is all but returned to its former glory. There is but one inn that caters to transients here; the Southern Lion is as fancy a place as one could imagine finding in this war-torn, struggling city. The rooms are cool, comfortable, and almost odor-free, and the other amenities offered by the attentive staff make this place well worth the expense.

👑 Westkeep (Small City): Nonstandard; AL LN; 15,000 gp limit; Assets 4,500,000 gp; Population 6000; Integrated (human 79%, lizardfolk 9%, halfling 5%, gnome 3%, elf 2%, half-elf 1%, half-orc

1%). See Appendix Eleven – The City of Westkeep on page 35 for more details.

General Description

Westkeep is a unique city in many ways: a city of war survivors and refugee former slaves ruled over by the Keoish military, a place mostly ruined being slowly rebuilt. The city's biggest problem is obvious no matter where one travels, from the most stable wealthy neighborhood to the most badly damaged slum. There are just too many people here. When the Keoland Royal Standards captured the place nearly a decade ago, thousands of Olman slaves were liberated from the plantations that ringed the city. Many have moved north, but the elderly, the infirm, and many orphaned children remain behind, most of them unable to support themselves save by begging or petty thievery. The evils done by the Scarlet Brotherhood and the Sea Princes before them will be years in healing.

The PCs may want to speak with the locals; here are some Gather Information check results. Read all that apply, in order.

DC 10: *There are many human laborers of both Olman and mixed ethnicity toiling in the oppressive heat and humidity. A group of bricklayers are patching up one of the smaller rents in the city walls near one of the bridges to South Island, but they seem eager to speak with strangers who might bring news from beyond the marsh.*

“Been hard times, but better to come, now that they say the Lizard King is dead again. The Keoish keep coming south with hard coin and big plans, and there’s work for all what ain’t afraid to sweat. Odd seein’ all them lizard-men about, but they keep out o’ the way, mostly.”

DC 15: *Some Olman refugees seem to be supporting themselves by offering home-made weaving or embroidery to passers-by; a good many more push carts or tend firepits on the roadside, hawking samples of their unusual cuisine. An elderly woman with a gentle smile offers a sample to you: some rice and beans rolled up inside a curious flat-bread. The spice of the thing is like nothing you’ve ever tasted!*

“The Keoish came, and all the masters fled or were killed; now we are our own masters. My brother has settled rich lands to the west with his sons, but my own sons and their families seek their fortune in the Great North. Blessings upon the Keoish steel and magic for slaying the masters. I live in the light of Lydia now, and these old eyes have seen the death of the old ways. Trust me, my lord, the heat of the spice is good for you: It helps all to tolerate the heat of noon-time.”

DC 20: *Patrols of the Keoland Royal Standards are everywhere in the city, though more common as one passes within the walls and draws closer to the citadel of High Westkeep. The troopers are more lightly armored than one might see in cooler climes, wearing only chain shirts, but their lances seem well-made and in most cases, well-used. They coolly observe the crowds but most definitely pay close attention to anyone who appears to be a foreigner. The leader of one patrol looks as if he might be willing to pass a few moments in conversation.*

“I am Branthus, lieutenant of the Royal Standards cavalry. I’m from up near the Gran March borders; once it snowed in the dead of winter back home. The bloody heat of this place is maddening! Still, the will of the Lion be done, right? Nasty business with Sakatha the Lizard King a few months back, what with foul things bubbling up out of the water all around us and all, but we put an end to him and his stinking black dragon! With the Marshgrove lizardfolk coming ‘round to our side, it’s safer than ever out beyond the walls, but there’s still thousands of Olman with little work and few prospects locally. The clerics do what they can to stave off hunger, but for many Olman, the choice is to move north or starve.”

🗡️ **Branthus:** Male human (Keoish) Rgr2/Ftr4 (Sense Motive +1).

DC 25: *Careful observation shows that many non-Olman persons move among the Olman poor and are treated with great respect. A few can be seen giving away coins or parcels of food; others offer counsel to those in despair. One woman catches your eye; she is of mixed human ancestry, wears simple green robes, and prominently displays the symbol of a scimitar in front of an oak tree. Your curiosity and demeanor convince her that a moment spent speaking with you is worth her time.*

With a DC 15 Knowledge (religion) or DC 17 bardic knowledge check, you can determine that she is a follower of Phyton, a Suel-pantheon god representing the dominion of civilization over nature.

“Lord Camranth of the Keoland Royal Standards has relaxed the laws governing the rights of the clergy to grant the gods’ gifts in Keoland. In the vicinity of Westkeep, we are free to aid whom we will, provided we abide by other Keoish laws and bring our interfaith disputes before Lord Camranth. We move among the heathen Olman especially, encouraging them to abandon their brutal deific heritage and join the community of civilized peoples. My own faith has many adherents among the farmers, and the Light of Lydia spreads daily. The faith of Pelor seems to have found something of a foothold as well.”

She hides her true meaning poorly. With a Sense Motive check (DC 12), you know that her dismissive mention of the Pelorites is rife with jealousy.

"The city is a dangerous place, my friends, after dark in particular. The law against covering one's head is only the most obvious of Camranth's efforts to root out those agents of the Scarlet Brotherhood still about, and blood-crazed adherents of the old Olman religions stalk the night streets. Terrible crimes have been committed by travelers from the north as well: Not all the newcomers have the best interests of the people at heart. Not a day goes by that we clerics are not called on to heal the lord's wounded. Whatever your business in Westkeep, be always on your guard!"

◆ **Rachela**; Female human (Keoish) Clr4 (Bluff +2, Sense Motive +6).

The PCs may make purchases at this time based on the available resources of the city. Food items are notably more expensive than normal. PCs who wish to make large food purchases for charity or some other reason pay an extra 20% above PHB prices.

Encounter Two: The Melting Pot Boils Over

The PCs must gather at some point for the adventure to continue. We can assume that their Gather Information checks have resulted in a series of conversations with persons moving through the city, and that this movement brings them to the westernmost gate in Westkeep's walls.

The sun is low in the sky as your party gathers just outside the South Island Gate, looking forward to the evening meal and a discussion of the day's events. A three-story building of purest white dominates this block; the image of a wise face on a gilded solar disk is painted between the windows of the third floor so as to be visible from a great distance across the Roadside neighborhood.

Knowledge (religion) DC 10 or Bardic Knowledge DC 12: The holy symbol of Pelor is unmistakable.

There is a crowd gathering outside the main entrance to the building. Someone is preaching to the crowd at considerable volume. The locals part to allow you through; they know enough to respect persons dressed and armed as yourselves. The crowd is held back from the speakers by a cordon of Royal Standards troopers armed with halberds.

PCs may attempt to Gather Information from the crowd.

DC 10: *"Hey, they're givin' away free food. Get out of my way!"*

DC 15: *"Some crazies are saying some nasty things about the Pelorites. Don't they know how much help they've been? Hey, that's free food. Excuse me, please."*

As you reach the front of the crowd, the voice of the speaker becomes clear. "...of those who reject the One True Way is certain: eternal damnation and fire! Only the Blinding Light can reveal the truth!" The speaker is a man of middle age, of obviously Oeridian blood and grim of face, standing on the back of a cart. He is dressed in a simple white robe trimmed in gold and silver and carries an iron-shod quarterstaff. As he continues, he sweeps his weapon in a dismissive gesture towards the Pelorite sanctuary; an aura of red-gold fire is plainly visible around the staff. "These Flan primitives and their ignorant pagan beliefs cannot save you. Follow them and burn as they will burn! Only the Blinding Light of Pholtus can save your soul from eternal damnation and fire!"

Even as the man continues, half a dozen others dressed in similar fashion (although in plain white robes, without the fancy silver and gold trim) stand surrounding him on the ground. A few of their number pass out loaves of bread from the cart and toss some coins to the crowd; a few land near your feet and can be seen to be coppers of an unusual octagonal design.

Knowledge (local – Nyrond and Environs) DC 10 or Bardic Knowledge DC 12: The speaker is a native of the Theocracy of the Pale, considering both his accented Common and his ethnicity.

Spot, DC 10: The others in his group all have a similar look about them, the hair and skin-tones and eye colors of purebred Oeridians.

Listen, DC 20: The conversation of the others is similarly accented. All of these people hail from the same geographical area.

Knowledge (religion) DC 15: This behavior is typical of the more radical elements of the faith of Pholtus.

The speaker continues in an impressive and authoritative voice in the same vein, using the strongest terms possible to condemn the followers of Pelor as rogues, scoundrels, and agents of dark and alien powers.

If the PCs try to intervene in any way, they are approached as they do by the commander of the Royal Standards present; if they succeeded at the DC 20 Gather Information check earlier, they've met this man before.

◆ **Branthus**: Male human (Keoish) Rgr2/Ftr4 (Sense Motive +1).

“A word, my friends, before a little trouble becomes much larger?” The man standing before you is of Oeridian and Suel stock; he wears the spotless uniform of the Keoland Royal Standards and the insignia of an officer. “Please don’t interfere here. These people are mercenaries in the employ of the Royal Standards; they’re here on their own time and they paid for all the necessary permits in good hard gold. As long as they don’t attack anyone or encourage the same, they’re free to speak.”

If the PCs choose to ignore him and act against the Pholtans in any obvious way, they initially face a force of Royal Standards twice their number armed for crowd control, with a number of soldiers equal to the party’s number arriving every 3 rounds thereafter until the party either surrenders or is overwhelmed.

☞ **Royal Standards;** Male and female human (Keoish) Ftr2; AC 17; hp 18; Atk Masterwork longsword +6 (1d8+2 nonlethal).

If the PCs failed to take Branthus’ advice and then resisted arrest, read the following;

Laws have been broken in a land where the law is a relied upon as the last line of defense against the complete breakdown of civilization. Your guilt is quickly agreed upon and advertised throughout the Kingdom of Keoland. Regardless of your protestations or previous service, you must pay the price for breaking the law, and the adventure ends here for you this day.

. PCs may choose one of two special items on their adventure records: either *Wanted in Keoland* or *Punished Lawbreaker*. All other special items and item access are crossed out. (At the DM’s discretion, the players may be given a stronger warning from Branthus and a second chance if the PCs do not cause injury to the Pholtans or the guards, but subsequent acts of interference are cause for arrest. Should the PCs avoid punishment at this time but be caught breaking the law again, refer to this section and end the adventure accordingly.)

Encounter Three: When You Listen to Fools, the Mob Rules

Short form: PCs are just arming and equipping themselves for the day when Branthus, the Royal Standards officer they may have met before, bursts into their quarters. Branthus has made a bit of a snap decision, and he’s hoping that the PCs Pholtans, who have acquiesced to his arrest on the charge of mass murder, but the mob is on his heels.

The morning starts out pleasantly enough, but the inn’s breakfast of the day is interrupted by a Royal Standards officer bursting into the

common room. He is accompanied by an odd sulfurous smell; his scorched cloak smokes slightly. Following him are five people in white robes, immediately recognizable as the followers of Pholtus.

Any PC who has met Branthus before recognizes him.

The officer strides up to your table and bows. “Forgive the intrusion...but by the laws of Keoland and the authority of Lord Camranth, I hereby call you to arms in the service of the city.”

Remind the players if necessary of the laws of the city as found on page 5 of this adventure.

“The Pelorite home was attacked this morning just before dawn. All five clerics were found in their beds either beaten to death with blunt weapons or burned to death. Their lay servants were spared, but all were blinded by foul magic.”

He turns to indicate the five Pholtans. “A mob descended upon the residence of the Pholtans here. Two were taken, but I fought my way out with the rest and escaped down a hidden alleyway I know. These are my prisoners; they insist that they are innocent but insist equally strongly on a trial to prove it.”

The officer’s face turns grim. “The mob has alchemist’s fire; I managed to dodge most of their first volley. My reinforcements may still be several minutes away: I charge you to protect these prisoners until true justice can be served.” A projectile shatters a goodly portion of the inn’s front window; flames spray from the point of impact, igniting a thankfully-empty table. The barkeep shouts a warning and leaps forward with a bucket of water as the common room’s few other patrons flee out the back way.

The officer takes the largest, most dangerous looking of the party by the arm. “I know some of the men out there. Desperate they may be, but this behavior is well beyond that even of desperation. Do everything you can to avoid killing, as I suspect a deeper evil is at work here. Go! I will stay here and defend my prisoners to the last.”

Draw the Encounter Three map and roll initiative. The skulk goes on the same initiative as the rioters; it repeats the standard assassin pattern, studying a victim for 3 rounds and striking on the 4th, as long as there are rioters with whom he can blend. If the PCs suppress the rioters, she sneaks inside and goes to work on the Pholtans. She will not stop killing until she is somehow neutralized or every PC, every Pholtan, and Officer Branthus are all dead.

The rioters are not very subtle, but neither are they suicidal. 16 of them come at the front of the building and 8 at the rear; 3 of them per round (2 in

front, 1 in back) throw alchemist's fire at the building until they're out of ammunition in 16 rounds. The remaining rioters attempt to enter the building to seize and kill the Pholtans. They're equally likely to club or grapple with anyone who opposes them.

Diplomacy Effects: The rioters are legitimately angry with the clerics of Pholtus, and the available evidence does seem to implicate those newcomers in the grisly murder of the very popular Pelorites...but the mob is also under the influence of an attitude-influencing Diplomacy check that turned them "helpful" to the speaker's cause. The check was made with a +40 bonus to an already-Friendly crowd; should a PC attempt to use Diplomacy to defuse the riot, they must hit DC 65 to turn the mob to "Indifferent" and send them on their way.

The Law Arrives: Two minutes (20 rounds) after initiative is rolled, a company of 35 Keoland Royal Standards on horseback arrive. Any rioters who have fled are rounded up and brought back, and enough *create water* spells are cast to put out whatever fires have been started. Everyone involved is removed to High Westkeep and an audience with Lord Camranth.

APL 6 (EL 5)

✦ **Rioters (4):** Male human War1 (fatigued); hp 8; see Appendix One.

✦ **Skulk Killer:** Female skulk Rog1; hp 20; see Appendix One.

APL 8 (EL 7)

✦ **Rioters (6):** Male human War1; hp 8; see Appendix Two.

✦ **Skulk Killer:** Female skulk Rog2/Ftr1; hp 32; see Appendix Two.

APL 10 (EL 9)

✦ **Rioters (24):** Male human War1; hp 8; see Appendix Three.

✦ **Skulk Assassin:** Male skulk Rog2/Ftr1/Asn1; hp 37; see Appendix Three.

Treasure Summary:

APL 6: L: 655 gp, C: 0 gp, M: +1 mithral chain shirt (1050 gp).

APL 8: L: 335 gp, C: 0 gp, M: +1 mithral chain shirt (1050 gp), +1 rapier (1160 gp).

APL 10: L: 0 gp, C: 0 gp, M: +1 light crossbow, +1 mithral chain shirt (1050 gp), +1 rapier (1160 gp).

Development

If the PCs killed any of the rioters, they will have acted against the orders of Branthus of the Royal Standards and thus will have committed a crime. The special

item "Fined" must be circled on every AR for this adventure and the consequences paid.

Encounter Four: No Such Thing as Coincidence

Ideally, the PCs have dispersed the riot and dealt with the skulk assassin, and Branthus is still alive guarding the Pholtan prisoners. If any PCs have been injured beyond the capacity of the party to heal, a cleric is made available. PCs will pay only standard prices if Branthus survived and no rioters were killed; otherwise, as is normal for Keoland, double the PHB standard price for divine spellcasting must be paid.

Less-than-ideal outcomes to Encounter Three do not prevent the PCs from moving on with the adventure. The arriving Royal Standards break up the rioters, and the skulk assassin flees upon their arrival.

At High Westkeep

The ride through the early morning streets of the Stinking City is swift; no one thinks to challenge a large patrol of the Royal Standards as it clatters over the cobblestones and up the long ramp into the citadel of High Westkeep. It is easy to see the paranoia of the slave-owning Sea Princes at work in the design of this old castle: It is in equal parts prison and fortress. At least the air is a bit less noisome here; the ground is the highest for miles around, and the bulk of the city is downwind.

A heavyset older Oeridian man in a plain Royal Standards uniform strides through the traffic of soldiers, grooms, and workers towards the dismounting patrol. The man is accompanied by a male gnome similarly dressed who carries a large white book under one arm. Branthus (provided he survived Encounter 2; if not, say the patrol's commander) drops to his right knee and bows his head; he then stands and delivers a factual, unemotional report on all that he has seen. The man listens as the gnome makes notes.

Success at a DC 15 Knowledge (religion) check reveals that the white book is the holy symbol of Delleb, an Oeridian god associated with reason, intellect, and study.

✦ **Camranth:** Male human (Oeridian) Ftr8/Cav3.

✦ **Gnorm:** Male gnome Clr3/Rog3/Shadowbane Stalker3.

The older man nods with a serious expression and then dismisses the squad to their duties; he bids the captain to stay and turns to you with a smile that does not touch his eyes. "I am Camranth of House Zhal, commander of the Army of the Southern Lion and by the grace of His

Majesty King Kimbertos the Royal Governor of the Hool Marsh Protectorate.” He indicates the gnome at his side with a wave of his hand. “This is my adjutant Gnorm. So... how do you like my Stinking City so far?”

Allow the players to react in whatever way they see fit. Camranth is not particularly obsessed with the niceties of privilege and title; success at a DC 20 Knowledge (nobility) or DC 15 Sense Motive check confirms that for the PCs. When the players have finished their introductions, read the following:

“I thank you for your continuing aid in this matter. Truth be spoken, we’ve a real wildfire on our hands this day, and my troops will be stamping out flare-ups for the foreseeable future. The word is out, according to my eyes and ears...”

Spot, DC 25: The gnome gives a tiny little nod and smile at this point. Apparently being the lord’s adjutant also means being his spymaster.

DC 30: He catches your eye, and you’re equally sure that he knows that you noticed his reaction, and that he allowed you to see it.

“...and there are a lot of angry people in the streets today. Angry is bad enough, but angry as well as hungry...that’s a fireball waiting to pop. Some people are out to kill our Pholtan guests here, and there are lots of rumors as to other reasons someone might have wanted to destroy the Pelorite presence here.”

If the PCs behaved themselves properly in the eyes of Branthus during Encounter Three, read the following and skip to the section marked “Continue”:

Lord Camranth sighs deeply and looks out of the yawning main gate towards the sprawling, wounded city before him. “I believe that my man Branthus did the right thing in calling you to the city’s service. My men are spread out all over the poorer neighborhoods keeping order and trying to identify the troublemakers and rumor-mongers; all I need is another Scarlet Brotherhood spy or left-over follower of Sakatha the Lizard King making mischief in the confusion.

If the PCs violated the orders of Branthus during Encounter Three, read the following:

Lord Camranth sighs deeply and looks out of the yawning main gate towards the sprawling, wounded city before him. “You’ve made some mistakes right at the start here, I’ve been told...but here’s your chance to look less like fools and more like heroes. My men are spread out all over the poorer neighborhoods keeping order and trying to identify the troublemakers and rumor-mongers; all I need is another Scarlet Brotherhood spy or left-over follower of Sakatha

the Lizard King making mischief in the confusion.

Continue:

“I need you to follow this matter to wherever it leads. Question your prisoners but leave them all here with me; they’ll be treated to the King’s justice by my oath to the Lion Throne. If there is, as I suspect, more than just Pholtan intolerance at work here, then you ferret it out and report back to me. My men will know that you’re doing the work of the law; just see to it that you don’t break any laws yourselves in the process. Oh, and of course, the “adventuring law” of Keoland rules here: The property of any who unlawfully assault you is yours unless it can be proved to have been stolen from another.”

Questioning the Skulk

If captured and questioned, the skulk remains defiantly silent unless compelled by Intimidate or mind-affecting magic. If she is forced to speak, she repeats the following over and over:

“This one lives but to serve the Mistress who sends us to smite her enemies, those who mock her garb and corrupt her light. Most blessed is she, she who sees all where even the smallest light penetrates.”

Knowledge (religion), DC 15: The references to light and the part about “mocking her garb” imply that this skulk worships the Suel goddess Lydia, whose clerics wear white vestments with silver and gold trim that are quite similar to the outfits of the Pholtans. Strangely, though, Lydia promotes an agenda of goodwill and a balanced approach to laws versus personal freedom. Her followers seem unlikely to be assassins or to hire same to do their work.

Questioning the Rioters

If any rioters are captured and questioned, the PCs may gain the following information, depending on their ability to coax or intimidate the information from the rioters. The DC listed is for a Diplomacy or Intimidate check and has been modified based on the person or people who motivated the mob to act.

DC (APL + 10): *“We wuz right t’go after them murderin’ scum, with what they did t’the poor Pelorites. Ain’t no place ‘round here fer killers and haters and blasphemers.”*

DC (APL + 15): (Above, plus) *“That one Pelorite who escaped an’ weren’t hurt wuz right: Wuzznt nobody gonna punish them Pholtans fer what they did to his folk ‘cept us!”*

DC (APL + 20): (Above, plus) *“That there Pelorite cleric wuz one of our kind an’ a local an’ all, and*

the Pholtans took everything when they killed his folk. We wuz only after justice!"

Interrogations of different rioters yield the same results. The PCs notice on a DC 15 Intelligence check (or the players may well notice) that every speaker, be they Olman or Keoish or Oeridian or whomever, describes the person who motivated the mob as "one of our kind."

If the PCs express curiosity about a physical description of the motivator, each rioter gives a similarly vague answer: no details, but the same height, weight, build, hair color, and eye color *as the one giving the description*.

Allow a Sense Motive check for every rioter that the PCs interrogate. With a success at DC 30, the PCs become aware that this particular rioter is under the influence of a very powerful mind-influencing effect. The DC is 30 instead of 25 because the effect is non-magical.

If the players think of it or if any PC succeeds in a DC 15 Int check, remind them of Branthus' description of the crime scene:

"All five clerics were found in their beds either beaten to death with blunt weapons or burned to death. Their lay servants were spared, but all were blinded by foul magic that resists curative spells."

If asked, Branthus confirms this and adds that none of the Pelorite clerics were locals.

Questioning the Pholtans

The Pholtans are proud and defiant in demeanor but also eager to cooperate with lawful authority. The leader of the Pholtans, Ingvar, volunteers to make things easy on the PCs.

"Do any of you have the slightest knowledge of the Faith of the Blinding Light? There is no need to fear falsehood in our testimony. With your permission I will cast a zone of truth that neither I nor my fellows will resist. We will go so far as to suffer the indignity of having that same spell cast upon us by one of your own number. Will this convince you of our innocence?"

Ingvar: Male human (Oeridian) Clr7, Sense Motive +6.

Sense Motive, DC 15: He's not kidding. He and his people are willing to deliberately fail the Will save associated with anyone's casting of the *zone of truth* spell.

Knowledge (religion), DC 20: His offer to allow a non-Pholtan cleric to cast this spell is a strong indicator of his desire to have the truth known. The faith of Pholtus views most other deities as frauds and most other clerics as heretics.

A DC 17 Spellcraft check confirms that the spell was cast correctly if the Pholtans are allowed to cast it. That same check also confirms that the Pholtans are not resisting its effects, something known automatically by the caster.

Zone of truth lasts 1 minute per level; if Ingvar casts it, the PCs have 7 minutes of complete confidence in his answers. Use "real time" during this section to heighten the tension.

The PCs may question the Pholtans at will. Here are some possible questions and answers.

Who are you? Ingvar is a missionary of the Blinding Light, a cleric dedicated to spreading the faith of Pholtus. The others are his followers.

Where are you from? They are all natives of the Theocracy of the Pale far to the north and east.

Why did you come all this way? Ingvar was inspired by a dream to seek out "the farthest bastion of civilization, a place that knows not the glory of the Blinding Light." He awoke with the name 'Westkeep' firmly planted in his mind, even though he'd never before heard of the place. He is convinced that Pholtus spoke to him.

How did you get here? The trip to Westkeep took them south through the city of Greyhawk and then west along the Velderdyva River into Veluna and then south into the Sheldomar Valley. All in all they were on the road for seven months, including much time spent preaching the ways of Pholtus.

Did you travel alone? They shared the road with many travelers, and they shared the message of the Blinding Light with each of them. They happily describe traveling through Pholtan-run towns in the vicinity of Greyhawk City and the occasional meeting with a fellow follower of the Blinding Light along the road.

When did you arrive? The group arrived two months ago and immediately signed on with the Royal Standards as mercenary guards. They have been regularly preaching their faith to the city, each time paying a small fee for the necessary permits.

Where are you staying in the city? They bought a small house in the South Island district close to the main road just after they arrived.

Did you assault the Pelorites? Any connection with the violence done to the Pelorites is denied completely. Ingvar cannot hide his contempt for the "dirt-worshipping Flan savages and their false idol", but he clearly wished to debate them, not destroy them.

If the players dig deeper in any of these areas, they find that the Pholtans are repetitive and of little more help...unless they inquire about the people with whom they traveled.

Ingvar smiles and nods as he recalls. "In the Keoish city of Gradsul, our last stop before here, we met a small group of Pholtans. Only three there were, but deep in faith. It was so refreshing to meet those of our kind so far from home! They had business in Westkeep and volunteered to bring us along on the ship that they had leased for that purpose. I have not seen them since we disembarked, but I hope that they have not fallen prey to the sins of prejudice and presumed guilt!"

If pressed for a description of these three, Ingvar is vague, as if he never really got a good look at the men, but he describes their height, weight, build, hair color, and eye color as identical to his own. He adds one more interesting detail:

"The brothers in the Blinding Light were very inspirational to travel with. Two were subordinates of and aides to the other, a man stricken with blindness and yet of great faith. He told us that his affliction was a trial for which he had volunteered and that the fiery gaze of the Blinding Light that had robbed him of his vision would return it in a year and a day. I looked into his eyes, which were nothing more than glassy black featureless orbs, and saw an unshakeable faith."

Questioning the Surviving Pelorites

The PCs must travel outside High Westkeep to find the surviving Pelorites; thus, they should complete their interviews of the rioters and the Pholtans first. The wounded Pelorites are being cared for in a large house in the Roadside district under the watchful eye of the Royal Standards. The location is being kept secret, but Branthus (or another officer if Branthus is dead) escorts the PCs to the place.

Like many houses in the Roadside district, this was once a grand mansion three stories tall built around a central courtyard open to the expansive front lawn. Its windows are mostly boarded up now, and its stucco exterior is peeling away in many places. Still, it looks at least as good as anything else in the area.

Your guide takes you past the building and down a narrow alleyway between the houses next to it. He then cuts through gaps in an old fence, arriving at a service entrance at which he knocks in an odd pattern. The knock is answered by a stern-looking Oeridian woman in Royal Standards livery; she admits you all into the house furtively.

Inside, old but sturdy chairs and beds are occupied by at least two dozen people, mostly humans of various ages and ethnicities along with a trio of gnomes and a halfling couple. All wear bandages over their eyes, although some tear at them restlessly. Some are silent; many weep silently or wail with piteous emotion; still others mutter to themselves or whisper over and over to

their caretakers, looking for the assurance of a nearby voice.

If the PCs ask to examine a victim, they all show the same injury: glassy black featureless eyes, and apparently, total blindness. The Royal Standards sergeant in charge says that no cleric capable of casting *cure blindness* is currently available, but every effort is being made to find such a person at the expense of Lord Camranth himself.

The PCs may experiment with their own magic. If they can cast *cure blindness* or *heal*, it works, but not completely. Victims of this condition are left with light sensitivity: They are dazzled in bright sunlight or within the radius of a *daylight* spell.

At this point, call for Spot and Listen checks. If anyone succeeds at both at DC 18, they notice a strange thing, and you may read the following:

"I can't wear the damned bandage, all right?" The portly middle-aged man, a human of mixed ethnicity, pulls in obvious frustration at the cloth strips that swath his head. "It feels wrong, and it, well, it just feels wrong!" The halfling female attending to him pats his hand and looks up at you with a questioning glance.

This victim cannot articulate just why the bandage "feels wrong" without help from the PCs. The only physical clue is that the bandages over his eyes are fashioned of heavy black cloth from a sash that the halfling was wearing.

These people are victims of a condition called Sunblindness. They cannot see in normal light or even within the glow of a candle, but in near-total to total darkness, they all have sixty-foot darkvision. The man clawing at his bandages is doing so because, beneath them, *he can see...* an ability that vanishes the instant light penetrates the tiniest gap in the cloth.

The PCs must experiment with the man to learn the information in the previous paragraph. He cooperates if they seem reasonable and do not injure him or treat him like an inferior.

🔮 **Cleemer:** Male human (mixed) Exp4 (Sense Motive +8)

Even as the PCs work out the puzzle, take a moment to examine the initiative cards to see if any PC can understand the Olman language. Call for a Listen check (DC 15) for anyone who can possibly understand what is being said. If one or more PCs understand Olman and make the DC, read the following:

The elderly woman cradles the teenage girl in her arms and rocks back and forth gently. Even with the difference in their ages, the family resemblance is unmistakable. They are both of pure Olman blood, and they are both bandaged and blind. Over and over she moans in a voice

tinged with disbelief and horror, "It comes again...the Sunblindness comes again..."

☞ **Ixtiaxtl** (pronounced "Ish-tee-ash-tul"): Female human (Olman) Favored Soul 8.

☞ **Otzamni** (pronounced "Ot-zam-nee): Female human (Olman) Favored Soul 1.

Ixtiaxtl speaks only Olman. If she is approached in that language, she first wants to know who is asking her to tell her story. She listens to the PCs identify themselves and then tells her tale in a voice that grows stronger by the word:

"This blindness and the slaying by fire I have seen together before. In the time before the coming of the Lion and freedom, in the days before the Scarlet Ones warred with the Princes and with each other, in the days of my own childhood, I was a house-slave to a Suel wizard whose tower lay on the edge of the marsh miles to the west of this city. My master Tor-Amtar was far less cruel than most, but I fear that he was touched in the head from the things he saw in the sky.

"From his tower he watched the stars and foretold many things great and grim, and he carved his seeings on the stones of his abode from its lowest basement to its highest battlement. It was rumored among the slaves who worked his fields that he trafficked with demons and possessed objects of evil power, but this I never saw.

"I was a clever child, learned in letters and numbers thanks to my time with him, and in turn I taught him the Olman tongue. One day he confided in me that he had made a great discovery. He claimed to have heard from the voices of those who walk between the stars that a human would one day be born who would 'blind the sun and kill the moons.' He said that the day was far off when this human would be born, and as I watched, he set about inscribing this prophecy along with all his other ramblings on the stones of his home.

"That night I was out with my young friends in the fields, thank the Shining One..."

Knowledge (religion) DC 15, or DC 10 for a worshipper of Pelor: "Thank the Shining One" is a reference to Pelor.

"...and so I did not suffer as did the rest of my people. That night there was a commotion at the tower and fire and death in the slave-quarters. Many were found burned, and those who escaped the fire were blinded. Our eyes, they are eyes no more...just black and shiny and empty?" She nods at the affirmative answer. "Then it is the Sunblindness again. Soldiers of the Sea Princes

came late the next day. They sealed up the tower, burned the slave quarters with all the dead, and took the rest of us away to new masters."

She looks around the room, her dead black eyes seeing nothing. "Knowing what I know now, I wonder if that which my old master had discovered has once again reared its head. I have not been back to that place in seventy rainy seasons...I am sorry, you say 'years,' yes? Seventy years...but I can tell you the way. If you are the ones the Lions trust to seek the truth of this matter, perhaps you can succeed where my old master failed."

The village she describes is just more than thirty miles northwest of Westkeep. An unencumbered human can cover twelve miles of trackless swamp per day at a walk; an unencumbered human on a light warhorse can cover twice that. The *overland flight* spell enables its user to get to the area of the village in just less than eight hours.

Encounter Five: Overland on the Marsh

Read the following if the PCs choose to use mundane means, such as walking or horses or the like, to make the trip:

The journey out of Westkeep to the west and north is slow but uneventful. The rough terrain of the marsh makes passage difficult at times, but mundane animals have given you wide berth and no more serious threats have impeded your progress.

Note that the Hool Marsh is not simply some low-lying inconvenience that travelers avoid at best or endure at worst...it is a place of tangible corruption where tainted, evil things breed in ever-increasing numbers. The very quagmires beneath the feet of those who journey into it can do far more than simply stain clothing and ruin boots. Call for Will saves during the trip for all those PCs on foot; the DC is equal to the APL plus 10. The consequence of failing this save is simple: Any magical footwear worn by a PC failing this save will fail for 1d3 rounds the next time its magic is invoked. The foul goo that causes this will not radiate magic; the only hint as to its danger is the fact that *prestidigitation* will not remove it for 24 hours.

Encounter Six: A Sight for Sore Eyes

If the PCs used magical means to make the trip, they arrive in the vicinity described by the old Olman woman without hostile encounters. Read the following:

The last landmark described to you by the elderly Olman woman approaches. At the banks of the Javan River where a fast-moving stream flows in from the west, a series of stone monoliths ten feet high poke out of the ground like the blunted claws of some huge thing trying to dig itself out of the grave.

Call for a Listen check. The DC is 15 for PCs on the ground and 21 if the PCs are flying; also add 1 to the DC for every 10 feet of elevation. The sound that they are trying to hear is a panicked child's crying at a range of 150 feet. If no one succeeds at this first check, the next one is an automatic success as the child cries from the direction in which the PCs are moving.

The marsh is full of subtle sounds: the chirp of insects, the occasional splash of an animal moving into the water, and the ever-present whisper of the wind in the rushes. The sound of a child sobbing and crying, however, is as out of place as it is unmistakable. In the distance, a young Olman girl can be seen clinging to a long-dead tree-trunk.

🐉 **Cahueta:** Female Com1, hp 4 (Listen +2).

The girl is terrified and panics and run if the PCs approach without warning. She is blind in the same way that the Pelorites of Westkeep were blinded. If she hears a language other than Olman as the PCs come near or if the PCs do not communicate with her, she starts to run, trips, and takes 1d6 nonlethal damage from the fall.

If she takes any damage, she continues to try to escape from the PCs until she is unconscious from nonlethal damage or until someone speaks to her in Olman or uses healing magic on her.

The child is exhausted and terrified beyond reason by recent events, and is only marginally helpful to the PCs. If she took no damage during this encounter, she is more communicative.

This child of perhaps six is shaking from exhaustion, grimy with mud and perspiration, and terrified. She is also blind, with glassy, black, featureless eyes that look horribly familiar. If she has not bolted and injured, she seems reassured by your presence. She breathlessly repeats the same mumbled sentence in fractured Common over and over again: "Old priest told me warn village...monsters know of the blindness."

If the PCs did not scare her into falling over, she adds, "monsters from deep in the swamp...half-man and half-lizard."

As long as the PCs do not delay at this point, but head out at least at a hustle for the village, they arrive just prior to the monsters' attack. If they stop to

discuss tactics, cast spells, or comment on the weather, then the attack on the village will already have begun.

Encounter Seven: Dinner Plans

If the PCs did not delay in heeding the pleas of the little Olman girl:

Just a few hundred yards to the southwest, a small village of perhaps a dozen structures rises up out of the tall grass. Wailing and crying voices can be plainly heard from within the homes. You see no sign of a stone tower as the old woman described it to you, however. Before you have a chance to reflect upon this, a large six-limbed creature with the upper body of a lizardfolk and the lower body of a large crocodile heaves itself up out of the water on the far side of the village and draws a huge greatsword from a scabbard on its back. It shouts in sibilant Common, "Come, my brothersss! Dinner isss ssserved!"

If the PCs took their time in getting to the village:

Just a few hundred yards to the southwest, a small village of perhaps a dozen structures rises up out of the tall grass. Screams can be plainly heard from within the homes, wailing and crying voices. You see no sign of a stone tower as the old woman described it to you, however. Before you have a chance to reflect upon this, a large six-limbed creature with the upper body of a lizardfolk and the lower body of a large crocodile bursts out of one of the houses. In one hand it brandishes a huge greatsword; in the other it clutches a bloody human leg. It shouts in sibilant Common, "Come, my brothersss! Dinner isss ssserved!"

Roll initiative and let the fun begin. There are two maps of the town provided; use the "Delay" or "No Delay" map as necessary.

APL 6 (EL 6)

🐉 **Tauric Lizardfolk/Crocodile (2):** hp 57 each; see Appendix One.

APL 8 (EL 8)

🐉 **Tauric Lizardfolk/Crocodile Barbarian 1/Ex-Monk 2 (2):** hp 101 each; see Appendix Two.

APL 10 (EL 10)

🐉 **Tauric Lizardfolk/Crocodile Barbarian 1/Ex-Monk 2 (4):** hp 101 each; see Appendix Three.

Tactics: Tauric lizardfolk/crocodiles (TLCs) use Awesome Blow (at the higher APLs) to knock targets into positions that provoke attacks of opportunity from themselves or other TLCs. Of course, since Awesome Blow takes a standard action, TLCs can't use that feat during an attack of opportunity.

Reminder: Creatures who fail Swim checks are considered to be “off-balance”; they lose their Dex bonus to AC and opponents gain a +2 bonus to attack them. Other significant combat adjustments occur when combat moves underwater; consult DMG pp. 92-93.

Treasure:

APL 10: L: 0 gp, C: 0 gp, M: 2 Large +1 morningstars (1154 gp each). 2 large studded leather armors +1 (587 gp each). 2 potions of cure light wounds (25 gp each). 2 potions of invisibility (150 gp each).

APL 8: L: 0 gp, C: 0 gp, M: 2 Large +1 keen greatswords (4200 gp each). 2 large chain shirts +2 (2175 gp each). 2 potions of cure serious wounds (375 gp each). 2 potions of haste (375 gp each). 2 potions of invisibility (150 gp each).

APL 10: L: 0 gp, C: 0 gp, M: 4 Large +1 keen greatswords (4200 gp each). 4 large chain shirts +2 (2175 gp each). 4 potions of cure serious wounds (375 gp each). 4 potions of haste (375 gp each). 4 potions of invisibility (150 gp each).

Development: Unless the PCs fail and are slain to the last person, they learn the location of the priest who can help them understand more of what has been going on.

Encounter Eight: The Foundation of It All

The grateful townsfolk are pleased at not being eaten but are still terrified at their communal blindness. No skill checks are required to get them to help the PCs as best they can. “Hey, where’s the tower?” is met by “Oh, that old thing? We tore it down back when we first moved here ‘bout five, six years ago and built our homes with its stones. The rest of it is over ‘bout a quarter of a mile to the west.”

Since the PCs know where to look, they find the hidden entrance to the basement of the ruined tower after 10 minutes on the scene.

1- Stairs down. Track (DC 20) reveals that three Medium-size people wearing well-worn boots passed this way going down, and then up again a short time later, within the past 24 hours. Checking again at the intersection (DC 24) shows that the three headed towards Room 3.

2- Storage Room. A locked door (Open Lock DC 30 or 10 hardness, 30 hp steel door) protects an empty room fitted with shelves. The secret door is very well hidden (Search DC 30).

3- Wine Cellar. Another locked door (as above); no tracks of any kind continue past the door. This room has several barrels and crates at its perimeter; one barrel is split open, and the floor is wet with a coating

of vinegar that was once red wine. This disturbance makes the Search DC to locate the secret door only 25 if the searcher is standing in that particular 5-ft. square, and 30 from anywhere in the room.

4- Secret Room. A few shattered chests and crooked shelves. A 3-ft. high stone pedestal at the “X” supports an intact, closed wooden box with a crude carving of a face upon it.

If the PCs open the closed wooden box in Room 4, there is a burst of incredibly bright light and the trap is sprung.

Heightened blindness Trap: CR 5; spell; touch trigger; no reset; no bypass; spell effect (*blindness*, 30 ft. radius, 13th level wizard), DC 20 Fortitude save negates; Search DC 31; Disable Device DC 31. This is a special *blindness* effect; even if treated by *cure blindness*, light sensitivity persists (victim is dazzled while in bright sunlight or within the radius of a *daylight* spell).

The box is empty but appears to have been carved out to hold a mask of some sort inside. If the PCs *detect magic*, they sense a dim and fading aura; a DC 25 Spellcraft check reveals necromancy and transmutation. If they *detect evil*, they sense a dim and fading aura of evil. In either case, a DC 20 Knowledge (arcana) check reveals that the aura’s fade rate indicates that whatever was in this box was of overwhelming magical and evil power.

The PCs know from their interview with Ixtiaxtl, the blinded Pelorite, that the Suel oracle Tor-amtar recorded his visions on the stones that formed the walls of his home. The townsfolk have already volunteered that they quarried the tower to make their homes. A quick inspection shows that, indeed, a great many of the stones from which the town’s buildings are fashioned have words, phrases, and whole sentences carved into them in flowery Ancient Suloise script.

Use the following procedure to see how well the PCs put all the pieces together:

Determine the highest bonus the party can reach by having all qualified PCs assist the PC with the highest bonus on one of each of the following skill checks:

Decipher Script	_____
Knowledge (arcana)	_____
Knowledge (religion)	_____
Profession (astrologer)	_____
Survival	_____

Total these bonuses and then determine their average:

Consult the following table for results.

20 or less:

Hours of mind-bending labor cannot bring comprehension of the mad Suel wizard's logic...if indeed there is any logic to it at all. The people have mentioned an "old priest" who seems to be their leader...perhaps this person can be of assistance?

Do not distribute either player handout 1 or 2 to this group.

21 – 60:

It takes two hours of work, but all of the pieces that seem linked to Sunblindness have been recovered. Now, to attempt to make some sense of them! The people have mentioned an "old priest" who seems to be their leader...perhaps this person can be of assistance?

Distribute Player Handout #3: The Sunblinder Prophecy Puzzle on page 39, but first cut it apart along each dotted line. The players must put the pieces in the correct order themselves.

61 or greater:

In less than an hour, all of the pieces that seem linked to Sunblindness have been recovered. Their order seems intuitive to you, but the message is cryptic. The people have mentioned an "old priest" who seems to be their leader...perhaps this person can be of assistance?

Distribute Player Handout #3: The Sunblinder Prophecy Puzzle on page 39 without cutting it.

PCs who inquire with the townsfolk about the "old priest" mentioned by the lost blind girl find out that he was blinded like the rest of the villagers, but he thought that perhaps the gods could bring them aid. He left at first light for an old place sacred to the rain god that lies in the swamp to the north; he took a dozen or so children with him, ones who had been away from the village and thus were not blinded.

Knowledge (religion), DC 20: The Olman rain god is Tlaloc, who is lawful evil.

DC 25: Tlaloc is said to require sacrifices of children on a monthly basis.

DC 30: He is considered one of the less inimical Olman deities, and is thought to be relatively peaceful if placated.

DC 35: His clerics wear black outfits with white feather, jade, or metal ornaments.

Development: Coming out of this encounter, the PCs most probably have the text of the Sunblinder Prophecy. They may also have jumped to a very dangerous conclusion regarding the motives of the Olman priest.

Encounter Nine: Rain of Terror

The PCs set out in search of the blinded priest and children; their trail is relatively easy to follow (DC 10 Survival check using the Track feat). This must be done from the ground, but given that they are following a group of blind humans, the PCs can catch up with them just before they reach the ruins of the temple to Tlaloc.

The ground rises at a gentle angle and the vegetation thins to a coating of patchy grass barely a foot high. Movement on the slope two hundred feet ahead is unmistakable: One adult human gropes his way up the slope on his hands and knees; he is surrounded by around a dozen walking children. As you draw closer, you can see that the adult is dressed in light leather armor and carrying a bundle of black cloth under one arm.

☞ **Xiatlotl:** Male Human (Olman) LN Druid6, hp 45 (Knowledge [nature] +13, Listen +12, Survival +14).

☞ **Children:** Human (Olman) Com1, hp 2.

The children are generally quiet, exhausted by fear and the efforts of the morning, so the adult automatically hears the PCs at around 120 ft. of range. He calls out and gathers the children behind himself if he hears unknown entities approaching.

The druid is accompanied by thirteen children, none of whom is older than eight. If the players made their Knowledge (religion) rolls and assume the worst, they might easily believe that the druid means to placate Tlaloc by sacrificing these children at his temple. THIS IS NOT TRUE. The children are there to read the names of the many young victims of Suel and Sea Prince oppression over the centuries at the holy place of Tlaloc in the hope that this will placate the deity's desire for sacrifice. The black cloth bundle under the druid's arm is a vestment, but it also protects a tragically long scroll listing those names. This ritual will work, but only if the PCs allow it to happen.

Neither the blinded priest nor any of the children speak Common. Olman works best, but naturally, being a druid, the elderly man responds well to the use of the druids' secret language (+5 bonus to any Diplomacy checks). If the party can communicate with him, they still need to earn his trust. He is Unfriendly (see Influencing NPC Attitudes, PHB p. 72) due to the extreme situation in which he finds himself.

If a Diplomacy check fails to reach DC 15, his attitude remains Unfriendly, and he refuses to speak to the party. If allowed, he continues on his trek with as much dignity as he can muster. If the PCs interfere with the children, he uses *summon nature's ally* as discussed below to defend them.

Diplomacy, DC 15 (Indifferent): *“All that matters to me is the safety of my village. If you wish to help, then guide us up this slope to the place just ahead where it rains in the sunshine.”*

DC 25 (Friendly): *“These children must read the names of their fallen brothers and sisters at the place holy to Tlaloc; I believe that this will placate his anger and bring us the blessing of his tears, which may cure this blindness. Since it fell into disuse, the holy place has been home to many abominations that guard it against intruders; perhaps you can hold them off long enough for us to perform the ritual.”*

DC 40 (Helpful): *“In the dark times of the great pyramids and jungle cities of my grandfather’s grandfather, Tlaloc demanded the blood of children so that rain might fall with the seasons in proper measure. My fellow druids and myself have worked for years to assemble this, believing that it will placate Tlaloc should the need arise.” He opens and unfurls a series of scrolls that hold what appear to be long lists of names. “Untold thousands of Olman children died as slaves for the amusement and enrichment of the Sea Princes and the Scarlet Ones who overthrew them: Surely these sacrifices will be enough for the hunger of Tlaloc.” He stoops and hugs a sobbing child. “These children must read the names of their fallen brothers and sisters at the place holy to Tlaloc; I believe that this will placate his anger and bring us the blessing of his tears, which may cure this blindness. Since it fell into disuse, the holy place has been home to many abominations that guard it against intruders; perhaps you can hold them off long enough for us to perform the ritual.”*

Unless he is prevented from doing so, the druid dons the black silk robe that was wrapped around the scrolls before proceeding forward.

If he is attacked, the druid defends the children using *summon nature’s ally* spells. He calls forth a dire wolf (*Monster Manual*, pp. 65-66) every round for 3 rounds, followed by a Small earth elemental (*Monster Manual*, p. 97) every round for 4 rounds. He orders the creatures to defend the children and attacks anyone who casts spells or aims weapons at him.

If the druid is attacked in any way, adjust the DC on any subsequent Diplomacy checks by +15.

At the top of the rise, the land forms a shallow bowl some 300 ft. across. There is a light mist in the air; it does not provide concealment but it is more noticeable as one proceeds forward. The mist turns to a gentle fall of rain at 100 ft. from the holy place, and the ground to the same distance is covered with a 1-inch deep layer of dirty water. The rain is slightly bitter to the taste.

If the PCs kill the druid or fail to improve his attitude to Friendly or better, they walk into the last combat encounter unaware of the danger. The creatures listed at their APL move out of cover at a range of 50 ft. and attack the party; the creatures ignore the druid and the children until the party has been driven off or slain.

If Diplomacy has improved the druid’s attitude to Friendly or better, the PCs know that an encounter is coming. They have 2 rounds to prepare as the druid and the children press forward, and the guardians break cover and attack as soon as the PCs enter the rain-curtain at 100 ft. of distance from the holy place.

In either event, sketch out the map from Appendix Eleven – Holy Place of Tlaloc and roll initiative!

APL 6 (EL 8)

☛ **Catoblepas** (2): hp 63; see Appendix 1.

APL 8 (EL 10)

☛ **Two-headed Catoblepas** (1): hp 99; Living Defenestrating Sphere (1); hp 59; see Appendix 2.

APL 10 (EL 12)

☛ **Five-headed Catoblepas** (1): hp 213; Undead Kobold Lackey (1); hp 88; see Appendix 3.

Tactics: The catoblepas isn’t very smart. Given a choice of targets, it focuses first on those not in the water (flying, mounted, etc.) and on unarmored foes. The lackeys try to stay at long range and throw their most deadly spells first, starting with *feeblemind* against obvious arcanists along with *disintegrate*. If they run out of useful spells, they wade into melee.

Treasure:

APL 6: none

APL 8: none

APL 10: L: 0 gp, C: 0 gp, M: *Ring of protection* +2 (4000 gp), *periapt of wisdom* +2 (2000 gp), *gloves of dexterity* +2 (2000 gp).

After the Fight

Even if the druid has been killed, as long as one child is left alive, the ritual can proceed. Children begin reading names from the list, and perhaps ten minutes into the process (with many hundreds of names still unread), the taste of the rain becomes that of pure water, and the brackish pool covering the ground becomes visibly clearer. The children fill a dozen small glass vials each with the water that drips off of the rocky slope’s sides, and they encourage the PCs to do so as well. After a minute of this, the rain stops abruptly.

If the druid was killed, the children ask that the PCs take them home after the ritual is complete. The

party finds a cold reception back at the village regardless of their past or future actions if they jumped to conclusions and slew this town's leader and spiritual guide. If the druid remains Indifferent or worse in attitude, he continues to be uncommunicative. He rushes off to help the townsfolk and asks simply that the PCs no longer trouble themselves with them.

It is possible that the party might have no ability to engage in Diplomacy and yet be of great help to the druid. If the PCs did not interfere with the ritual, fought the temple's guardians to the best of their abilities, and are helpful in attitude, then proceed with the balance of the encounter as if the party had achieved a result of Friendly on the Diplomacy check.

If the druid's attitude has been improved to at least Friendly, the PCs earn the "Gratitude of the Olman Druids" reward noted on the AR. The druid speaks with the PCs after the ritual is over:

"The hospitality of my village is forever yours, my friends. We Olman have never had cause to trust the pale folk of the north, but you have done us a mighty service with no hope of reward or thought to your own advantage. Do not think that we will forget this blessing."

If the PCs did not recover the text of the prophecy in Encounter Six, the druid gives them the full text as long as they fought against the temple's guardians to the best of their abilities. In this event, the players lose half of the Story Award xp for their APL as shown below.

If the PCs recovered the text of the Sunblinder Prophecy and ask for the druid's help, he perks up and adds this little tidbit:

"Ah, yes...some of my sect study the stars and speak the language of the Pale Masters, and we have much discussed the coming of this one who will 'blind the sun and poison the moons.'" They say that there is an ancient place far to the north in the cold mountains where, before the Great Death of the West over a thousand rainy seasons ago, the Pale Masters worshipped their Light Goddess."

Knowledge (religion) DC 15: If by "Pale Masters" the old man means the Suel, then the "Light Goddess" must be Lydia.

"It is interesting to note that the Master who spoke to the stars did his figures wrong, though." He laughs for a moment, as if the idea of a Suel wizard getting a math problem wrong is absolutely hilarious. "He foresaw the coming of the Sunblinder, but calculated that that one's birth would be many centuries off. My brothers and sisters have examined their charts of the stars and have seen that this conjunction of the sun and moons as seen from that ancient temple happened

only sixty years after the Pale Master's prophecy was recorded. If we are right, the Sunblinder was born ten years ago."

A PC with access to star-charts or other astrological aids (as shown on an AR or their Master Item Logsheet) can attempt a Profession (astrologer) check. Success at DC 20 reveals that the druids are right, and the Sunblinder conjunction took place almost a decade ago. If a PC has access to NPCs with ranks in Profession (astrology) due to AR details or membership in a meta-organization, they can make inquiries at the end of this adventure and confirm this fact.

Returning to the Village

The PCs must now get the cure back to the village and report to Lord Camranth in Westkeep of all that they've learned. As they approach the village, they see several squads of Royal Standards patrolling the surrounding marsh. Gnorm, Lord Camranth's gnome adjutant, is their commander, and he receives the report of the PCs and sees that the Pholtans are released from custody.

Development: If the PCs gain the help of the druid in deciphering the prophecy, they gain the "Prophetic Knowledge" reward noted on the AR. See "Items for the Adventure Record" just prior to the Appendices below for details.

Conclusion

Many miles away at this very moment, there is a place where the light of the sun offers little comfort from the whipping mountain winds. In that place of cool thin air, three humanoid figures stand surrounded by pack animals and wagons. The dwarf's beard rustles in the wind, as do the furs worn by the tall, thin male human shivering next to him. The third person present is a blond-haired, blue-eyed woman of middle age and statuesque height; she wears an incongruously-light gown of rainbow colors and does not notice the cold.

When first she speaks, it is to herself, as if to confirm what she already knows. "It is true, then. The long-lost temple to the Lady of Light lies just beneath us, wreathed in living crystal and open to the first light of day just as the songs have always said." The dwarf nods; the other man just continues to shiver in obvious discomfort. She turns to her companions. "We must proceed with care, but with haste as well. Thurak, gather your crafts-folk: magical means will not avail us here." The dwarf nods in agreement. "Onextlal, we shall need ten laborers for every dwarf at the excavation." The shivering human bows his head. "Let us begin at once, my friends." The woman's

expression borders on the ecstatic. "There is the work of Lydia to be done!"

End of Part 1

Experience Point Summary

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

Encounter Three (EL=APL-1)

Stop the skulk killer and control the lynch mob without fatalities. (PCs get only half these xp if they kill one or more rioters during this encounter.)

APL 6: 150 xp.

APL 8: 210 xp.

APL 10: 270 xp.

Encounter Seven (EL=APL)

Defeat the mutant swamp creatures.

APL 6: 180 xp.

APL 8: 240 xp.

APL 10: 300 xp.

Encounter Eight (EL 5)

Deal with the residual energies of the Sunblinder reliquary: a CR 5 trap.

All APLs: 150 xp.

Encounter Nine (EL=APL+2)

Defeat the creatures that haunt the temple.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

Story Award

Half for obtaining the text of the prophecy, and half for gaining the aid of the druid in its interpretation.

APL 6: 120 xp.

APL 8: 150 xp.

APL 10: 180 xp.

Discretionary roleplaying award

APL 6: 60 xp.

APL 8: 75 xp.

APL 10: 90 xp.

Total possible experience

APL 6: 900 xp.

APL 8: 1125 xp.

APL 10: 1350 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a metaregional adventure, characters may not spend additional Time Units to practice professions or create items.

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

Encounter Two:

APL 6: L: 655 gp, C: 0 gp, M: +1 mithral chain shirt (1050 gp).

APL 8: L: 335 gp, C: 0 gp, M: +1 *mithral chain shirt* (1050 gp), +1 *rapier* (1160 gp).

APL 10: L: 0 gp, C: 0 gp, M: +1 *light crossbow* (1167 gp), +1 *mithral chain shirt* (1050 gp), +1 *rapier* (1160 gp).

Encounter Seven:

APL 6: L: 0 gp, C: 0 gp, M: 2 *large +1 morningstars* (1154 gp each), 2 *large studded leather armors +1* (587 gp each), 2 *potions of cure moderate wounds* (150 gp each), 2 *potions of invisibility* (150 gp each).

APL 8: L: 0 gp, C: 0 gp, M: 2 *Large +1 greatswords* (1175 gp each), 2 *large chain shirts +2* (2175 gp each), 2 *potions of cure serious wounds* (375 gp each), 2 *potions of haste* (375 gp each), 2 *potions of invisibility* (150 gp each).

APL 10: L: 0 gp, C: 0 gp, M: 2 *Large +1 keen greatswords* (4200 gp each), 2 *large chain shirts +2* (2175 gp each), 2 *potions of cure serious wounds* (375 gp each), 2 *potions of haste* (375 gp each), 2 *potions of invisibility* (150 gp each).

Encounter Nine:

APL 6: none

APL 8: none

APL 10: L: 0 gp, C: 0 gp, M: *Ring of protection +2* (4000 gp), *periapt of wisdom +2* (2000 gp), *gloves of dexterity +2* (2000 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 655 gp, C: 0 gp, M: 4082 gp – Total: 4737 gp (900 gp).

APL 8: L: 335 gp, C: 0 gp, M: 10,710 gp – Total: 11,045 gp (1300 gp).

APL 10: L: 0 gp, C: 0 gp, M: 26,262 gp – Total: 26,262 gp (2300 gp).

Items for the Adventure Record

Special

☞ **Sunblinded:** You have looked into the terrible light of the Sunblinder reliquary and have been robbed of your eyesight. In conditions of absolute darkness (underground or indoors in a sealed room, with no natural or artificial lights) you have the equivalent of blindsight with a 60 ft. range, but you are otherwise constantly blinded (see PHB, page 305). Sunblindness may have other in-game effects in later adventures in this series. This blindness may be eliminated by a *remove blindness* spell, but the victim will be plagued by light sensitivity (dazzled in bright sunlight or while

within the radius of a *daylight* spell; see PHB, page 307) thereafter. This light sensitivity may be eliminated by a *miracle* or *wish* spell, but is impervious to any lesser magic.

☞ **Fined:** You have broken a law in Keoland that requires you to pay restitution to the family of the victim. Under “Other Coin Spent” on this AR enter 20 times the APL in gp. You are allowed to go into negatives on the cash side of an AR just as long as the FINAL GP TOTAL at the bottom right is a positive number.

☞ **Wanted in Keoland:** You have become of interest to the lawful authority of Keoland. You gain no benefits from Keoland meta-organizations, lifestyle costs for all Keoland regional adventures are doubled, and the value of all your influence points with Keoish nobles or organizations are halved. In order to remove this status, you must pay for your crimes via a Special Mission. Contact SpecialMission.keoland@gmail.com for more information.

☞ **Punished Lawbreaker:** You have broken a law in Keoland that requires you to pay restitution to the family of the victim and serve a term of indentured service. Under “Other Coin Spent” on this AR enter 50 times the APL in gp. You are allowed to go into negatives on the cash side of an AR just as long as the FINAL GP TOTAL at the bottom right is a positive number. Under Added TU Costs on the left side of this AR, put 4. If these additional TUs would put you over your allotment for the year, you must subtract them from your starting TUs for next year and your character is unplayable until then.

☞ **Rainy Reward:** With the intervention of the Olman druid, the mystic rains of Tlaloc become beneficial for a short time. You are granted a vial of this precious rain, which can mimic any single potion listed on DMG Table 7-17 of 750 gp value or less. Choosing the identity of the potion is a free action that is performed by the person holding the vial as it is consumed. If no specific potion is chosen, it acts as a *potion of cure light wounds*. This liquid does not radiate an alignment or magical aura, nor can it be crafted or duplicated by any means.

Item Access

APL 6 (all of the following):

- *Blend Cream* (*Adventure; Complete Adventurer*)
- *Medal of Gallantry* (*Adventure; Complete Adventurer*)
- *Softfoot* (*Adventure; Complete Adventurer*)

APL 8 (all of APL 6 plus the following):

- *Druid's Vestment* (*Adventure; Dungeon Master's Guide*)

- *Potion of Barkskin +4* (*Adventure; Dungeon Master's Guide*)
- *Rope of Stone* (*Adventure; Complete Adventurer*)
- *Vial of the Last Gasp* (*Adventure; Complete Adventurer*)

APL 10 (all of APLs 6, 8 plus the following):

- *+1 Mithral Chain Shirt* (*Adventure; Dungeon Master's Guide*)
- *Elemental Gem, Water* (*Adventure; Dungeon Master's Guide*)
- *Large +1 Keen Greatsword* (*Adventure; Dungeon Master's Guide*)
- *Large +2 Chain Shirt* (*Adventure; Dungeon Master's Guide*)
- *Ring of Protection +2* (*Adventure; Dungeon Master's Guide*)

Appendix One – APL 6

Encounter Three (EL 5)

Rioters (fatigued from hunger) (4): Male Human (Mixed) Warrior: CR 1/3; Medium humanoid (human); HD 1d8; hp 6; Init +0; Spd 30 ft. (can't run or charge); AC 12, touch 10, flat-footed 12; Base Atk +1; Grp +1; Atk Club +2 melee (1d6) or club +2 ranged (+3 within 30 ft.) (1d6, 1d6+1 within 30 ft.); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL N; SV Fort +2, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 9, Wis 10, Cha 8.

Skills and Feats: Climb +1, Handle Animal +1, Ride +2, Swim +0; Point Blank Shot, Weapon Focus (club).

Possessions: Leather armor, 3 clubs.

Skulk Killer, Female Skulk Rogi: CR 4; Medium humanoid; HD 2d8+1d6+3; hp 19; Init +5; Spd 30 ft.; AC 20, touch 15, flat-footed 15; Base Atk +1; Grp +1; Atk +7 melee (1d6/18-20, rapier) or +7 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +1d6; SQ Innate nondetection, peerless camouflage, trackless path, trapfinding; AL CE; SV Fort +1, Ref +10, Will +1; Str 10, Dex 20, Con 12, Int 14, Wis 12, Cha 4.

Skills and Feats: Disable Device +8, Hide +26, Listen +7, Move Silently +19, Open Lock +8, Spot +7; Dodge, Weapon Finesse.

Innate Nondetection (Su): Skulks are difficult to detect by divination spells such as *locate creature*, *clairaudience/clairvoyance*, *scry*, detection spells, and items such as a *crystal ball*. If a divination is attempted on a skulk, the caster of the divination must succeed on a caster level check against DC 20.

Peerless Camouflage (Ex): Skulks can move at full speed (and can even run) while hiding, taking no penalties on Hide checks due to movement.

Trackless Path (Ex): The DC of any Survival check to follow the trail of a skulk is increased by 10.

Skills: Skulks have a +8 racial bonus on Move Silently checks and a +15 racial bonus to Hide checks. These apply only to skulks wearing light or no armor.

Possessions: (3300 gp): +1 mithral chain shirt, masterwork rapier, masterwork light crossbow.

Encounter Seven (EL 6)

Tauric Lizardfolk/Crocodile (2): CR 4; Large Monstrous Humanoid (Reptilian); HD 5d8+35 (57 hp); Init +3; Spd 20', swim 30'; AC 22, touch 12, flat-footed 19; Base Atk +5, Grp +19; Atk Large +1 morningstar +16 (2d6+16) or tail slap +15 (3d6+10); Full Attack: same; Space/Reach: 10'/10'; SA: none; SQ: Hold breath; AL: NE; SV: Fort +8, Ref +7, Will +5; Str 31, Dex 16, Con 24, Int 10, Wis 12, Cha 6.

Skills and Feats: Balance +7, Hide +7*, Jump +15, Listen +5, Spot +5, Swim +15***; Power Attack, Improved Bull Rush

Hold Breath (Ex): A TLC can hold its breath for (Con x 4) rounds before it risks drowning.

Skills: A TLC has a +4 racial bonus on Balance, Jump, and Swim checks. *TLCs gain a +4 racial bonus to Hide when in water. **+8 racial bonus to Swim checks made to perform a special action or avoid a hazard. It can use the run action while swimming provided it moves in a straight line.

Equipment (4300 gp limit): Large +1 morningstar, studded leather armor +1, potion of cure moderate wounds, potion of invisibility.

Encounter Nine (EL 8)

Catoblebas (2): CR 6; Huge aberration; HD 6d8+30; hp 58; Init +5; Spd 30 ft.; AC 19, touch 9, flat-footed 18; Base Atk +4; Grp +20; Atk Tail slam +10 melee (1d6+8 plus stun) or death ray +3 ranged touch; Space/Reach 15 ft./10 ft.; SA Death ray, stun; SQ Darkvision 90 ft., scent; AL N; SV Fort +7, Ref +3, Will +6; Str 26, Dex 13, Con 21, Int 2, Wis 13, Cha 8.

Skills and Feats: Jump +10, Listen +5, Spot +5, Survival +3; Alertness, Improved Initiative, Lightning Reflexes

Death Ray (Su): The catoblebas can project five thin green rays up to 160 ft. from its bloodshot eyes. Any living creature struck by a ray must make a Fortitude save (DC 18) or die instantly. Even on a success, the target takes 5d6 damage. After striking one target, a ray dissipates and the attack cannot be used again for 1d4 rounds. The saving throw is Constitution-based.

Stun (Ex): Any living creature struck by the catoblebas's tail must succeed at a Fortitude save (DC 18) or be stunned for 1 round. A stunned character cannot act and loses any Dex bonus to AC. An attacker gets a +2 bonus on attack rolls against a stunned opponent. Success indicates that the target takes only normal damage for the attack. The saving throw is Constitution-based.

Scent (Ex): A catoblebas can detect approaching enemies, sniff out hidden foes, and track by smell.

Appendix Two – APL 8

Encounter Three (EL 7)

Rioters (fatigued from hunger) (6): Male Human (Mixed) War1: CR 1/3; Medium humanoid (human); HD 1d8; hp 6; Init +0; Spd 30 ft. (can't run or charge); AC 12, touch 10, flat-footed 12; Base Atk +1; Grp +1; Atk Club +2 melee (1d6) or club +2 ranged (+3 within 30 ft.) (1d6, 1d6+1 within 30 ft.); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL N; SV Fort +2, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 9, Wis 10, Cha 8.

Skills and Feats Climb +1, Handle Animal +1, Ride +2, Swim +0; Point Blank Shot, Weapon Focus (club).

Possessions: Leather armor, 3 clubs

Skulk Killer: Female Skulk Ftr1/Rog2: CR 6; Medium humanoid; HD 2d8+2d6+1d10+5; hp 32; Init +5; Spd 30 ft.; AC 20, touch 15, flat-footed 15; Base Atk +3; Grp +3; Atk +1 rapier +9 melee (1d6+1/18-20) or masterwork light crossbow +9 ranged (1d8/19-20); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6; SQ Evasion, innate nondetection, peerless camouflage, trackless path, trapfinding; AL CE; SV Fort +3, Ref +11, Will +1; Str 10, Dex 21, Con 12, Int 14, Wis 12, Cha 4.

Skills and Feats: Disable Device +9, Disguise +1, Hide +28, Listen +8, Move Silently +21, Open Lock +9, Spot +8; Dodge, Weapon Finesse.

Innate Nondetection (Su): Skulks are difficult to detect by divination spells such as *locate creature*, *clairaudience/clairvoyance*, *sCRY*, detection spells, and items such as a *crystal ball*. If a divination is attempted on a skulk, the caster of the divination must succeed on a caster level check against DC 20.

Peerless Camouflage (Ex): Skulks can move at full speed (and can even run) while hiding, taking no penalties on Hide checks due to movement.

Trackless Path (Ex): The DC of any Survival check to follow the trail of a skulk is increased by 10.

Skills: Skulks have a +8 racial bonus on Move Silently checks and a +15 racial bonus to Hide checks. These apply only to skulks wearing light or no armor.

Possessions: (5600 gp): +1 mithral chain shirt, +1 rapier, masterwork light crossbow.

Encounter Seven (EL 8)

Tauric Lizardfolk/Crocodile (2): Male Tauric Lizardfolk/Crocodile Bar1/Mnk2: CR 6; Large Monstrous Humanoid (Reptilian); HD 5d8+1d12+2d8+56; hp 93; Init +3; Spd 30 ft., swim 30 ft.; AC 25, touch 12, flat-footed 22; Base Atk +7, Grp +26; Atk +19/+14 melee (3d6+16/19-20, large +1 greatsword) or +18 melee (3d6+11, tail slap); Space/Reach 10 ft./10 ft.; SA Rage 1/day; SQ: Evasion,

hold breath; AL NE; SV Fort +14, Ref +11, Will +9; Str 32, Dex 16, Con 24, Int 10, Wis 12, Cha 6.

Skills and Feats: Balance +4, Hide +9*, Jump +19, Listen +11, Spot +11, Swim +15**; Awesome Blow, Combat Reflexes, Improved Unarmed Strike, Improved Grapple, Power Attack, Improved Bull Rush.

(Raging Stats: 109 hp; AC 23, touch 10, flat-footed 20; Grp +28; Atk +21/+16 (3d6+18/17-20, sword) or +20 (3d6+13, tail slap); Fort save +16, Will save +11. Rage duration is 9 rounds.)

Hold Breath (Ex): A TLC can hold its breath for (Con x 4) rounds before it risks drowning.

Skills: A TLC has a +4 racial bonus on Balance, Jump, and Swim checks. *TLCs gain a +4 racial bonus to Hide when in water. **+8 racial bonus to Swim checks made to perform a special action or avoid a hazard. It can use the run action while swimming provided it moves in a straight line.

Feats: Awesome Blow – As a standard action, TLC can choose to subtract 4 from melee attack roll and deliver an awesome blow. If it hits a corporeal creature smaller than itself with an awesome blow, the opponent must succeed on a Ref save (DC = damage dealt) or be knocked flying 10 ft. in a direction of the TLC's choice and fall prone. Movement must be in a straight line, and the creature hit may not end this movement closer to the TLC than where it began. If an obstacle is struck, both the obstacle and the opponent take 1d6 damage and the opponent stops in a space adjacent to the obstacle. Note that this extra movement may provoke attacks of opportunity.

Equipment (9400 gp limit): Large +1 greatsword, chain shirt +2, potion of cure serious wounds, potion of haste, potion of invisibility.

Encounter Nine (EL 10)

Two-headed Catoblebas: CR 9; Huge aberration; HD 8d8+56; hp 90; Init +5; Spd 30 ft.; AC 20, touch 9, flat-footed 19; Base Atk +6; Grp +22; Atk Tail slam +12 melee (1d6+8 plus stun) or death ray +7 ranged touch; Space/Reach 15 ft./10 ft.; SA Death ray, stun; SQ Darkvision 90 ft., scent; AL N; SV Fort +9, Ref +5, Will +7; Str 26, Dex 13, Con 24, Int 2, Wis 13, Cha 8.

Skills and Feats: Jump +8, Listen +8, Spot +8, Survival +2; Alertness, Improved Initiative, Lightning Reflexes

Death Ray (Su): The catoblebas can project five thin green rays up to 160 ft. from its bloodshot eyes. Any living creature struck by a ray must make a Fortitude save (DC 21) or die instantly. Even on a success, the target takes 5d6 damage. After striking one target, a

ray dissipates and the attack cannot be used again for 1d4 rounds. The saving throw is Constitution-based.

Stun (Ex): Any living creature struck by the catoblepas's tail must succeed at a Fortitude save (DC 21) or be stunned for 1 round. A stunned character cannot act and loses any Dex bonus to AC. An attacker gets a +2 bonus on attack rolls against a stunned opponent. Success indicates that the target takes only normal damage for the attack. The saving throw is Constitution-based.

Scent (Ex): A catoblepas can detect approaching enemies, sniff out hidden foes, and track by smell.

Notes on the Multiheaded Template:

- A *vorpal blade* would have to remove every head in order to have its usual effect.
- Severing a head requires hitting the catoblepas's neck (AC 27) with a slashing weapon and dealing 47 points of damage. This attack must be declared before making the attack roll. The severed head dies, and a natural reflex seals the neck shut to prevent further blood loss. The catoblepas can no longer attack with the severed head but takes no other penalties. A severed head cannot regrow naturally.
- All death ray attacks activate on the same round but can aim in different directions. They all become usable again after the same delay.

Living Defenestrating Sphere (Hurling Ooze): CR 7; Large ooze; HD 7d10+21; hp 68; Init +2; Spd 40 ft.; AC 19, touch 19, flat-footed 17; Base Atk +5; Grp +12; Full Atk Slam +8 melee (3d6 plus defenestration); Space/Reach 10 ft./5 ft.; SA defenestration, engulf; SQ Blindsight 60 ft., damage reduction 10/magic, ooze traits, spell resistance 17; AL N; SV Fort +9, Ref +8, Will +8; Str 17, Dex 14, Con 17, Int -, Wis 14, Cha 17.

Defenestration (Su): Any creature struck by the hurling ooze's slam attack or engulfed by its movement takes 3d6 damage. Medium or smaller creatures must succeed on a Fort save (DC 17) or be knocked prone. Creatures that are knocked prone must then succeed on a second Fort save at the same DC or be swept up by the ooze and driven 1d8 x 10 ft. in the air, dropping 1d6 squares from their original position in a random direction and taking falling damage as normal. If some obstacle prevents the target creature from reaching its expelled height, it takes 1d6 points of damage for every 10 ft. of movement it was unable to complete.

Appendix Three – APL 10

Encounter Three (EL 9)

Rioters (fatigued from hunger) (24): Male Human (Mixed) War1: CR 1/3; Medium humanoid (human); HD 1d8; hp 6; Init +0; Spd 30 ft. (can't run or charge); AC 12, touch 10, flat-footed 12; Base Atk +1; Grp +1; Atk Club +2 melee (1d6) or club +2 ranged (+3 within 30 ft.) (1d6, 1d6+1 within 30 ft.); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL N; SV Fort +2, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 9, Wis 10, Cha 8.

Skills and Feats Climb +1, Handle Animal +1, Ride +2, Swim +0; Point Blank Shot, Weapon Focus (club).

Possessions: Leather armor, 3 clubs

Skulk Assassin, Female Skulk Rog2/Ftr1/Asn1: CR 6; Medium humanoid; HD 2d8+3d6+1d10+6; hp 37; Init +5; Spd 30 ft.; AC 20, touch 15, flat-footed 15; Base Atk +3; Grp +4; Atk +9 melee (1d6+1/18-20, +1 rapier) or +9 ranged (1d8+1/19-20, +1 light crossbow); Space/Reach 5 ft./5 ft.; SA Death attack (DC 13), sneak attack +2d6; SQ Evasion, innate nondetection, peerless camouflage, poison use, spells, trackless path, trapfinding; AL CE; SV Fort +3, Ref +13, Will +1; Str 10, Dex 21, Con 12, Int 14, Wis 12, Cha 4.

Skills and Feats: Disable Device +6, Disguise +1, Hide +29, Listen +8, Move Silently +22, Open Lock +12, Spot +8; Dodge, Mobility, Spring Attack, Weapon Finesse.

Spells per Day (1); Save DC 12 plus spell level; Spells Known: 1- *Disguise self*, *true strike*.

Death Attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin as an enemy. If the victim of such an attack fails a Fort save (DC 13) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her helpless and unable to act for 1d6+1 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails or the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use (Ex): Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Innate Nondetection (Su): Skulks are difficult to detect by divination spells such as *locate creature*, *clairaudience/clairvoyance*, *scry*, detection spells, and items such as a *crystal ball*. If a divination is attempted on a skulk, the caster of the divination must succeed on a caster level check against DC 24.

Peerless Camouflage (Ex): Skulks can move at full speed (and can even run) while hiding, taking no penalties on Hide checks due to movement.

Trackless Path (Ex): The DC of any Survival check to follow the trail of a skulk is increased by 10.

Skills: Skulks have a +8 racial bonus on Move Silently checks and a +15 racial bonus to Hide checks. These apply only to skulks wearing light or no armor.

Possessions: (7200 gp): +1 *mithral chain shirt*, +1 *rapier*, +1 *light crossbow*.

Encounter Seven (EL 10)

Tauric Lizardfolk/Crocodile (4): Male Tauric Lizardfolk/Crocodile Bar1/Mnk2: CR 6; Large Monstrous Humanoid (Reptilian); HD 5d8+1d12+2d8+56; hp 93; Init +3; Spd 30 ft., swim 30 ft.; AC 25, touch 12, flat-footed 22; Base Atk +7, Grp +26; Atk +19/+14 melee (3d6+16/19-20, large +1 *greatsword*) or +18 melee (3d6+11, tail slap); Space/Reach 10 ft./10 ft.; SA Rage 1/day; SQ: Evasion, hold breath; AL NE; SV Fort +14, Ref +11, Will +9; Str 32, Dex 16, Con 24, Int 10, Wis 12, Cha 6.

Skills and Feats: Balance +4, Hide +9*, Jump +19, Listen +11, Spot +11, Swim +15**; Awesome Blow, Combat Reflexes, Improved Unarmed Strike, Improved Grapple, Power Attack, Improved Bull Rush.

(Raging Stats: 109 hp; AC 23, touch 10, flat-footed 20; Grp +28; Atk +21/+16 (3d6+18/17-20, sword) or +20 (3d6+13, tail slap); Fort save +16, Will save +11. Rage duration is 9 rounds.)

Hold Breath (Ex): A TLC can hold its breath for (Con x 4) rounds before it risks drowning.

Skills: A TLC has a +4 racial bonus on Balance, Jump, and Swim checks. *TLCs gain a +4 racial bonus to Hide when in water. **+8 racial bonus to Swim checks made to perform a special action or avoid a hazard. It can use the run action while swimming provided it moves in a straight line.

Feats: Awesome Blow – As a standard action, TLC can choose to subtract 4 from melee attack roll and deliver an awesome blow. If it hits a corporeal creature smaller than itself with an awesome blow, the opponent must succeed on a Ref save (DC = damage dealt) or be knocked flying 10' in a direction of the TLC's choice and fall prone. Movement must be in a

straight line, and the creature hit may not end this movement closer to the TLC than where it began. If an obstacle is struck, both the obstacle and the opponent take 1d6 damage and the opponent stops in a space adjacent to the obstacle. Note that this extra movement may provoke attacks of opportunity.

Equipment (9400 gp limit): Large +1 *greatsword*, *chain shirt* +2, *potion of cure serious wounds*, *potion of haste*, *potion of invisibility*.

Encounter Nine (EL 12)

Five-headed Catoblebas: CR 10; Huge aberration; HD 14d8+140; hp 189; Init +5; Spd 30 ft.; AC 24 (-2 size, +2 Dex, +14 natural), touch 10, flat-footed 22; Base Atk +10; Grp +26; Atk +18 melee (1d6+8 plus stun, tail slam) or death ray +12 ranged touch; Space/Reach 15 ft./10 ft.; SA Death ray, stun; SQ Darkvision 90 ft., scent; AL N; SV Fort +14, Ref +8, Will +10; Str 26, Dex 14, Con 30, Int 2, Wis 13, Cha 8.

Skills and Feats: Jump +14, Listen +15, Search +4, Spot +15, Survival +5; Ability Focus (death ray), Ability Focus (stun), Alertness, Combat Reflexes, Improved Initiative, Improved Multiattack, Lightning Reflexes, Power Attack.

Death Ray (Su): The catoblepas can project five thin green rays up to 160 ft. from its bloodshot eyes. Any living creature struck by a ray must make a Fortitude save (DC 27) or die instantly. Even on a success, the target takes 5d6 damage. After striking one target, a ray dissipates and the attack cannot be used again for 1d4 rounds. The saving throw is Constitution-based.

Stun (Ex): Any living creature struck by the catoblepas's tail must succeed at a Fortitude save (DC 27) or be stunned for 1 round. A stunned character cannot act and loses any Dex bonus to AC. An attacker gets a +2 bonus on attack rolls against a stunned opponent. Success indicates that the target takes only normal damage for the attack. The saving throw is Constitution-based.

Scent (Ex): A catoblepas can detect approaching enemies, sniff out hidden foes, and track by smell.

Notes on the Multiheaded Template:

- A *vorpal blade* would have to remove every head in order to have its usual effect.
- Severing a head requires hitting the catoblepas's neck (AC 27) with a slashing weapon and dealing 47 points of damage. This attack must be declared before making the attack roll. The severed head dies, and a natural reflex seals the neck shut to prevent further blood loss. The catoblepas can no longer attack with the severed head but takes no other penalties. A severed head cannot regrow naturally.

- All death ray attacks activate on the same round but can aim in different directions. They all become usable again after the same delay.

Khar-loff: Male Kobold Spellstitched Gravetouched Ghoul War6/Tomb Warden

2/Mnk2: CR 10; Small undead (augmented humanoid (reptilian)); HD 10d12+13; hp 100; Init +5; Spd 30 ft.; AC 28 (+1 size, +6 Dex, +6 Wis, +3 natural, +2 deflection), touch 25, flat-footed 23; Base Atk +9; Grp +4; Full Atk +16/+16 melee (1d4 plus paralysis, claw) and +14 melee (1d4 plus ghoul fever and paralysis, bite) or flurry of blows +15/+15 melee (1d4 plus ghoul fever and paralysis); Space/Reach 5 ft./5 ft.; SA Ghoul fever, paralysis, spell-like abilities; SQ +4 turn resistance, darkvision 60 ft., DR 5/magic or silver, SR 12, tomb sense, turn immunity, undead traits; AL LE; SV Fort +13, Ref +13, Will +13; Str 10, Dex 22, Con -, Int 12, Wis 22, Cha 14.

Skills and Feats: Hide +10, Intimidate +11, Move Silently +10, Spot +13, Swim +9, Tumble +16; Ability Focus (spell-like abilities), Combat Reflexes, Weapon Finesse, Improved Unarmed Strike, Improved Toughness, Multiattack^B, Stunning Fist, Toughness.

Ghoul fever (Su): Disease – bite, Fort DC 16, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Anyone hit by this creature's bite or claw attack must succeed on a DC 16 Fort save or be paralyzed for 1d4+1 rounds. Elves are immune to this paralysis. The save DC is Charisma-based.

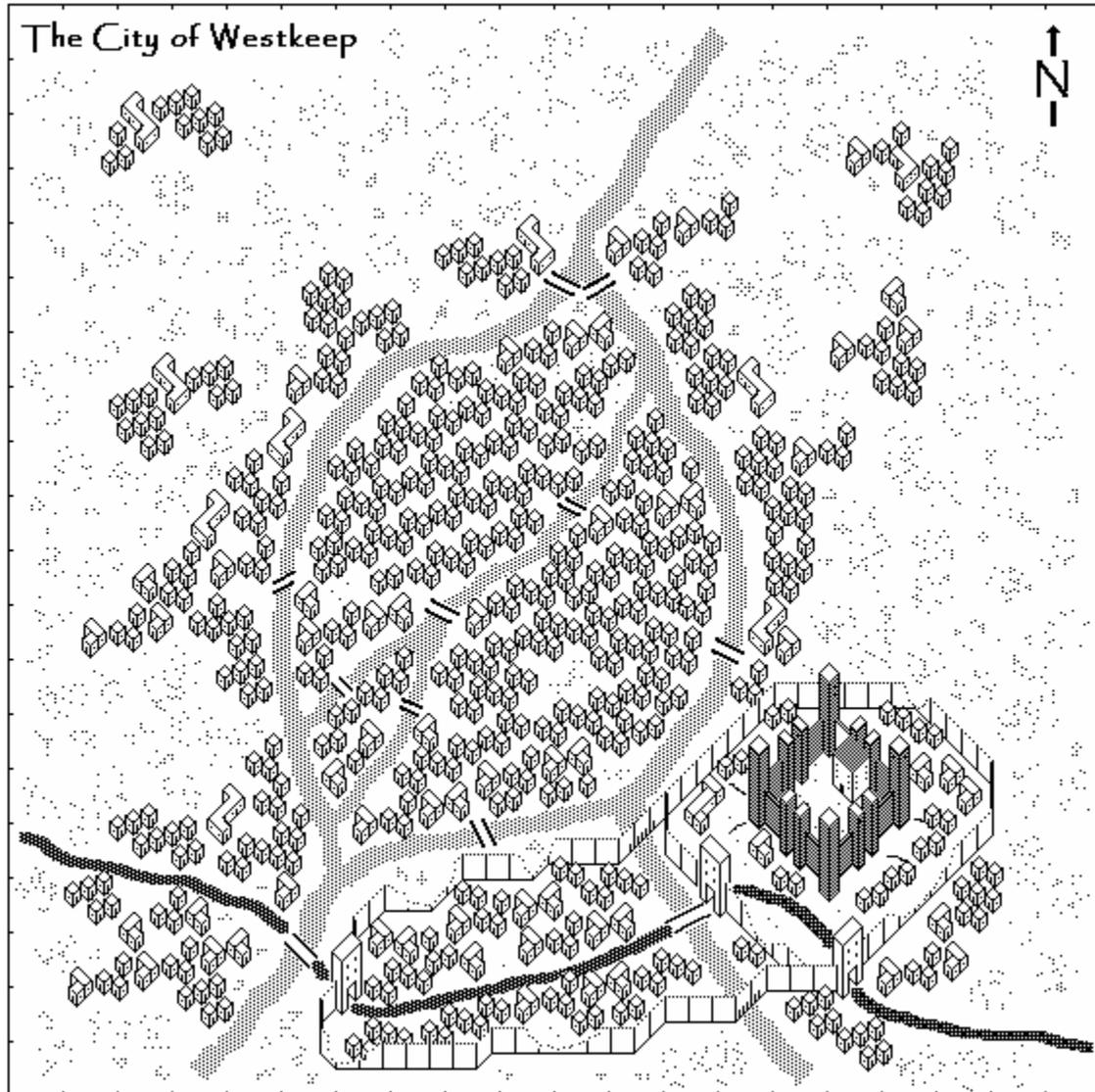
Spell-like Abilities: 3/day *scorching ray* (2 rays); 2/day – *glitterdust* (DC 20), *ray of enfeeblement*, 1/day *cone of cold* (DC 23), *dimension door*, *disintegrate* (DC 24), *Evard's black tentacles*, *feeblemind* (DC 23), *fireball* (DC 21), *mage armor*, *stinking cloud* (DC 21). Caster level 10th, ranged touch attack bonus +16.

Tomb sense (Su): While this creature is within the temple grounds it protects, it knows the precise location of all intruders in that area. This ability is similar to blindsense, except that it functions without regard to line of effect and its effect extends to every portion of the temple grounds.

Turn immunity (Ex): As long as it is within the temple grounds, this tomb warden is immune to turning or rebuking attempts. It can still be bolstered as normal.

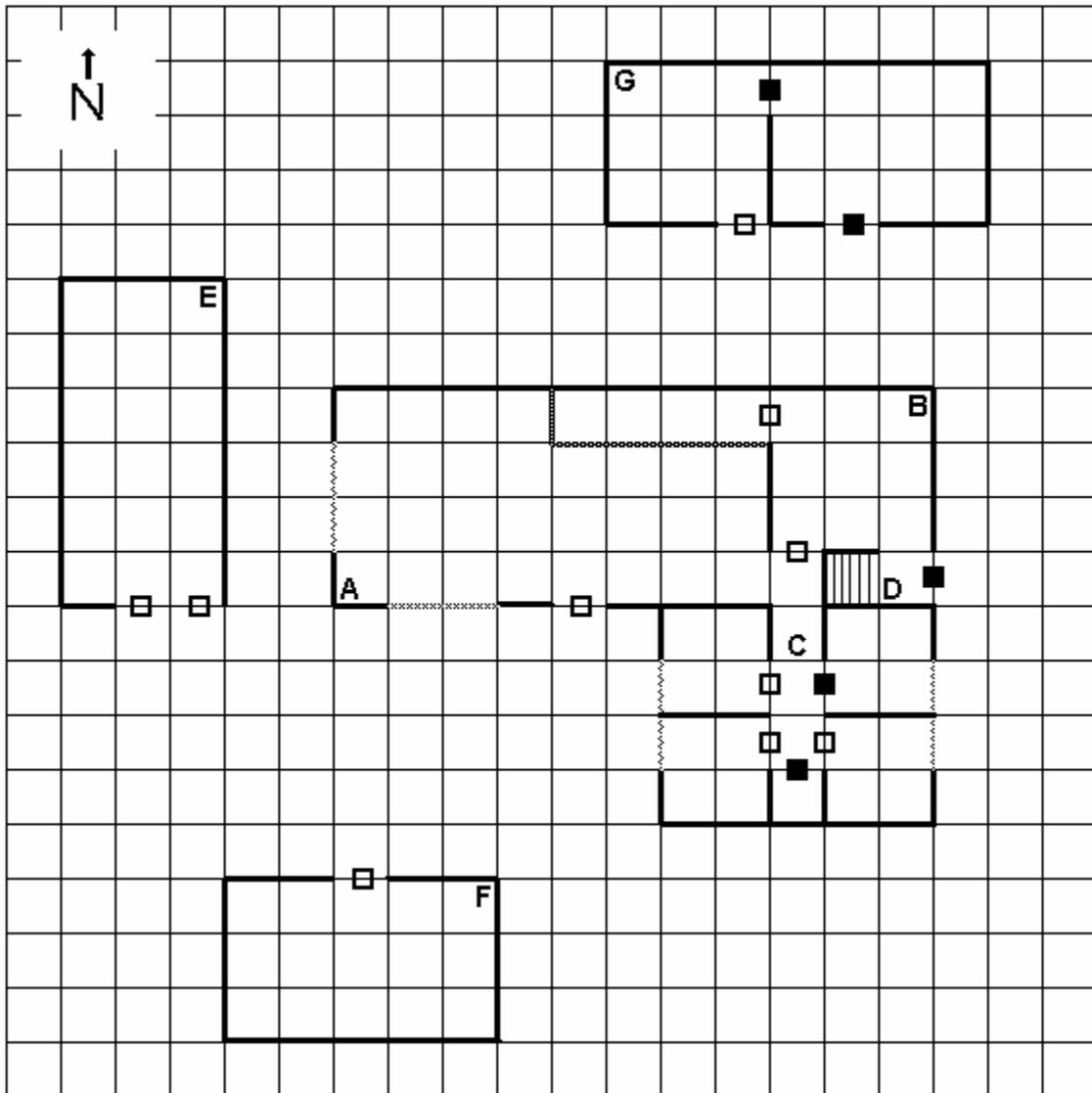
Possessions: *Ring of protection* +2, *periapt of wisdom* +2, *gloves of dexterity* +2.

Appendix Four – Map of Westkeep



Within the walls, High Westkeep surrounds the citadel and Roadside extends along the highway. Most of North Island is abandoned and ruined; South Island is in better shape due to the presence of determined Olman squatters. Overall, one's proximity to the highway is the best indicator of the quality of structural repair and the relative safety of the area.

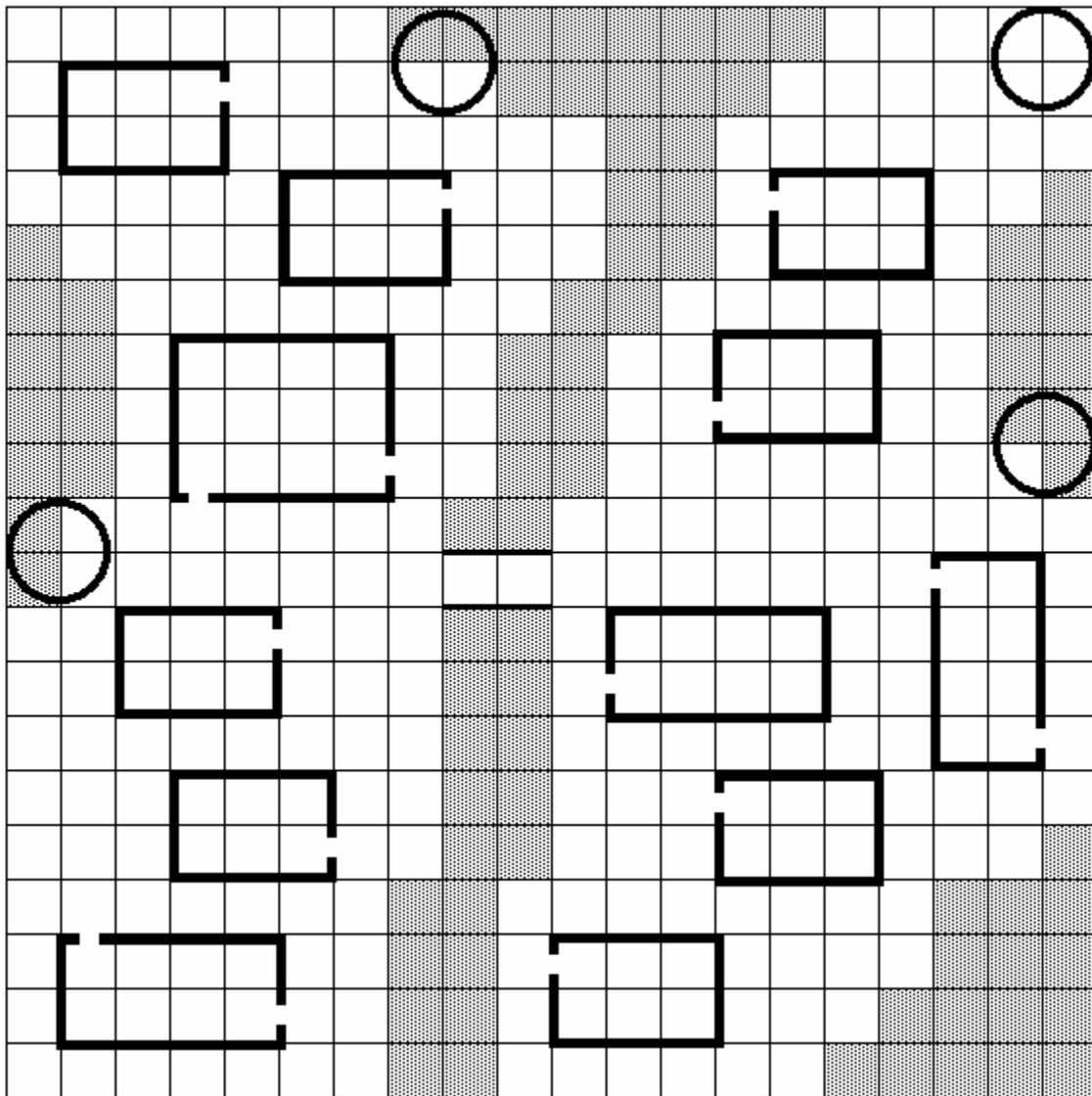
Appendix Five – The Riot and Vicinity



Open squares represent closed but unlocked doors; solid squares represent locked doors. Locks are average (Pick Lock DC 25) and doors are inch-thick wood (hardness 5, 10 hit points per 5-ft. section). Walls are three-inch-thick wood (hardness 5, 30 hp per 5-ft. section).

- A- Common room of the inn. The rioters break the window closest to the front door.
- B- Kitchen. The back door is locked only from the outside; it can be pushed open from within.
- C- Hall with private rooms. One room is locked, as is the supply closet.
- D- Stairs down to the cellar... which is the size of the building and has no exit of its own.
- E- Stable, currently with whatever mounts the PCs brought along.
- F- Private home in disrepair, used by the inn for emergency lodging, currently unoccupied.
- G- Tinsmith's workplace and home; the shop door is unlocked, the home entrances are locked.

Appendix Seven – The Olman Village (No delay)



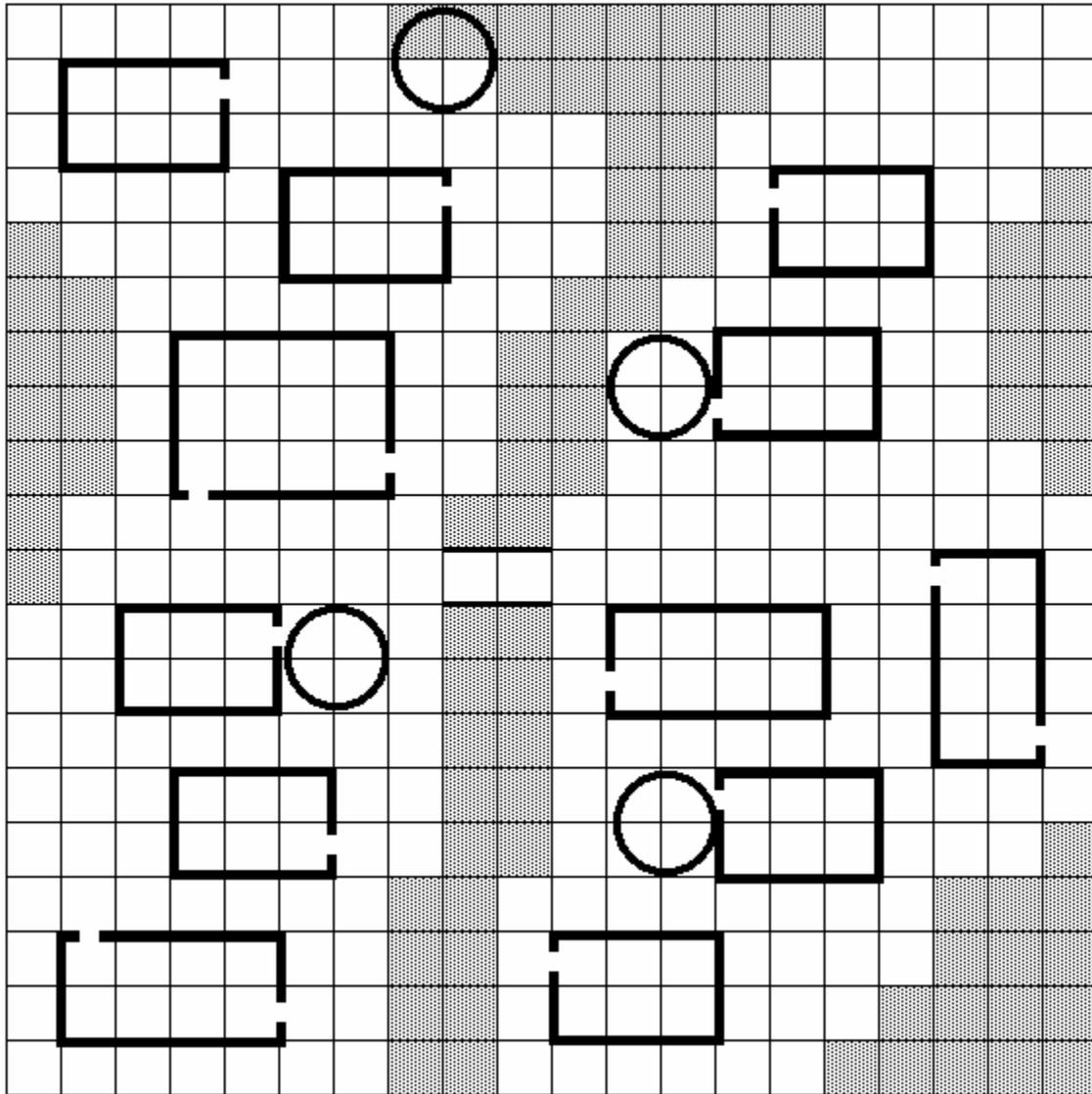
If on foot, the PCs enter the village at the map's bottom center.

Circles = starting positions of TLCs

Rectangles = Stone-walled huts (hardness 8, 90 hp [6 inches thick] per 5 ft.x5 ft. section)

Shaded squares = 5 ft. deep water (note bridge in town center)

Appendix Eight – The Olman Village (The PCs delay)



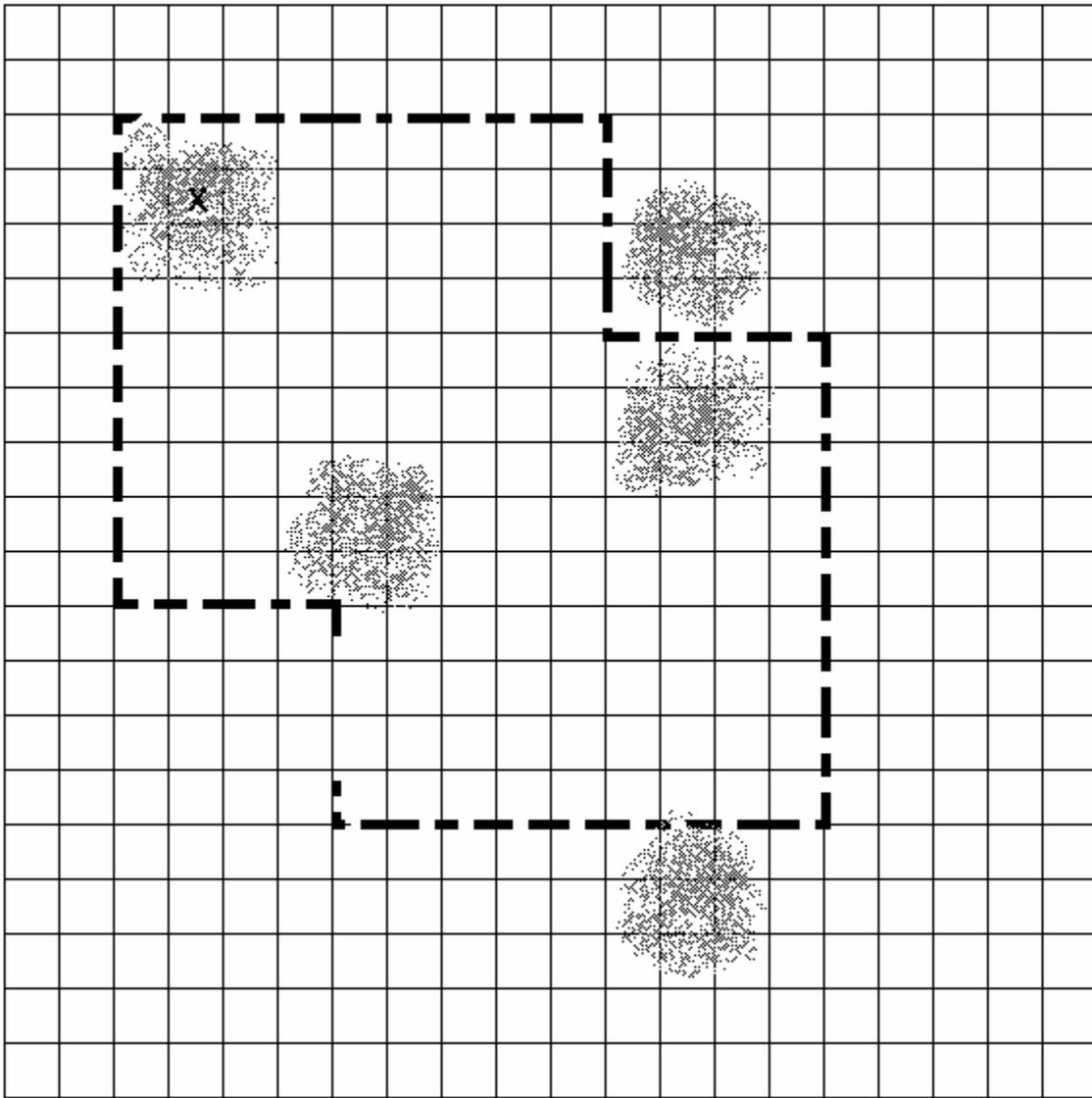
If on foot, the PCs enter the village at the map's bottom center.

Circles = starting positions of TLCs

Rectangles = Stone-walled huts (hardness 8, 90 hp [6 inches thick] per 5'x5' section)

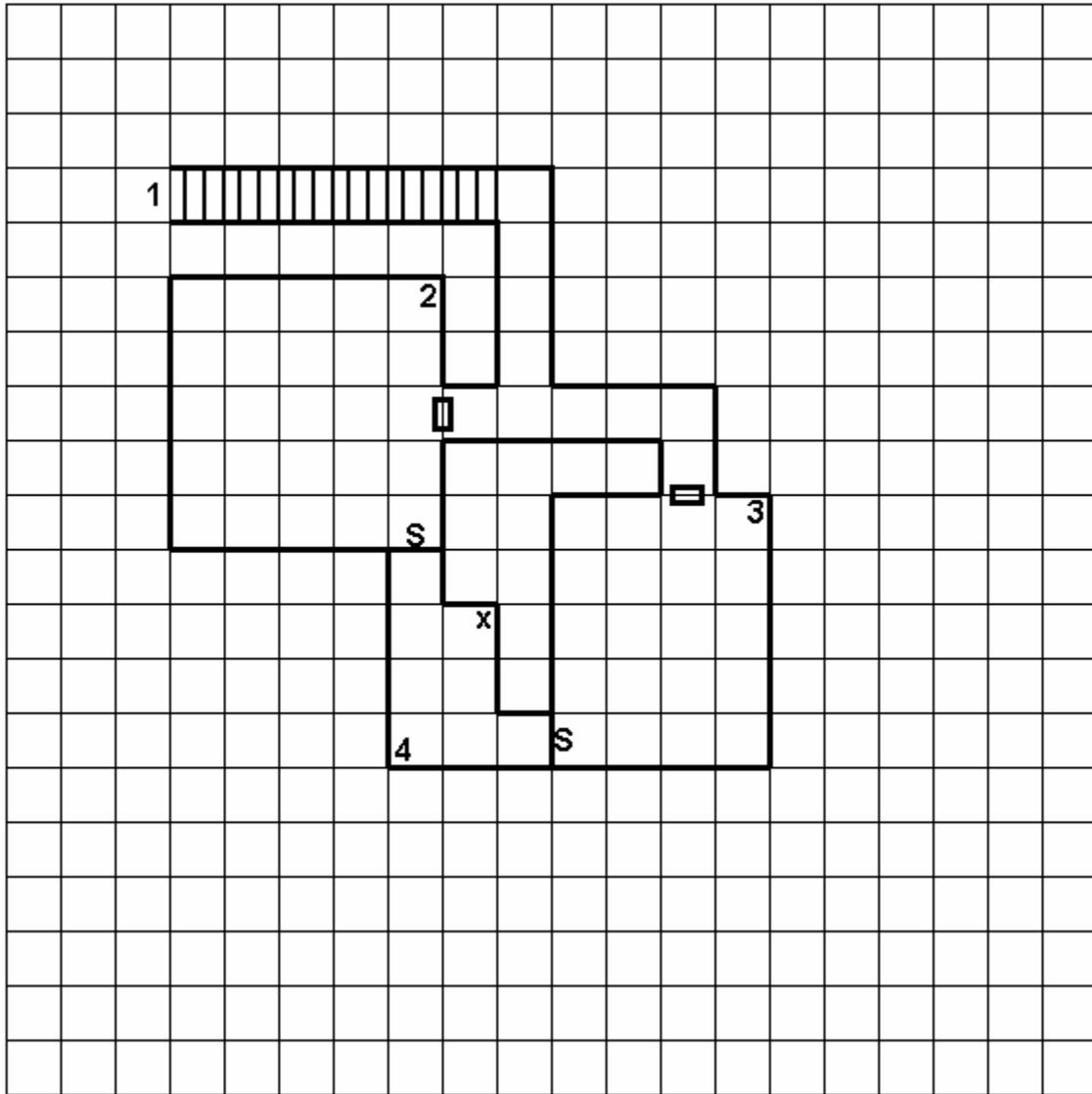
Shaded squares = 5' deep water (note bridge in town center)

Appendix Nine – Ruins of the Tower (Upper Level)

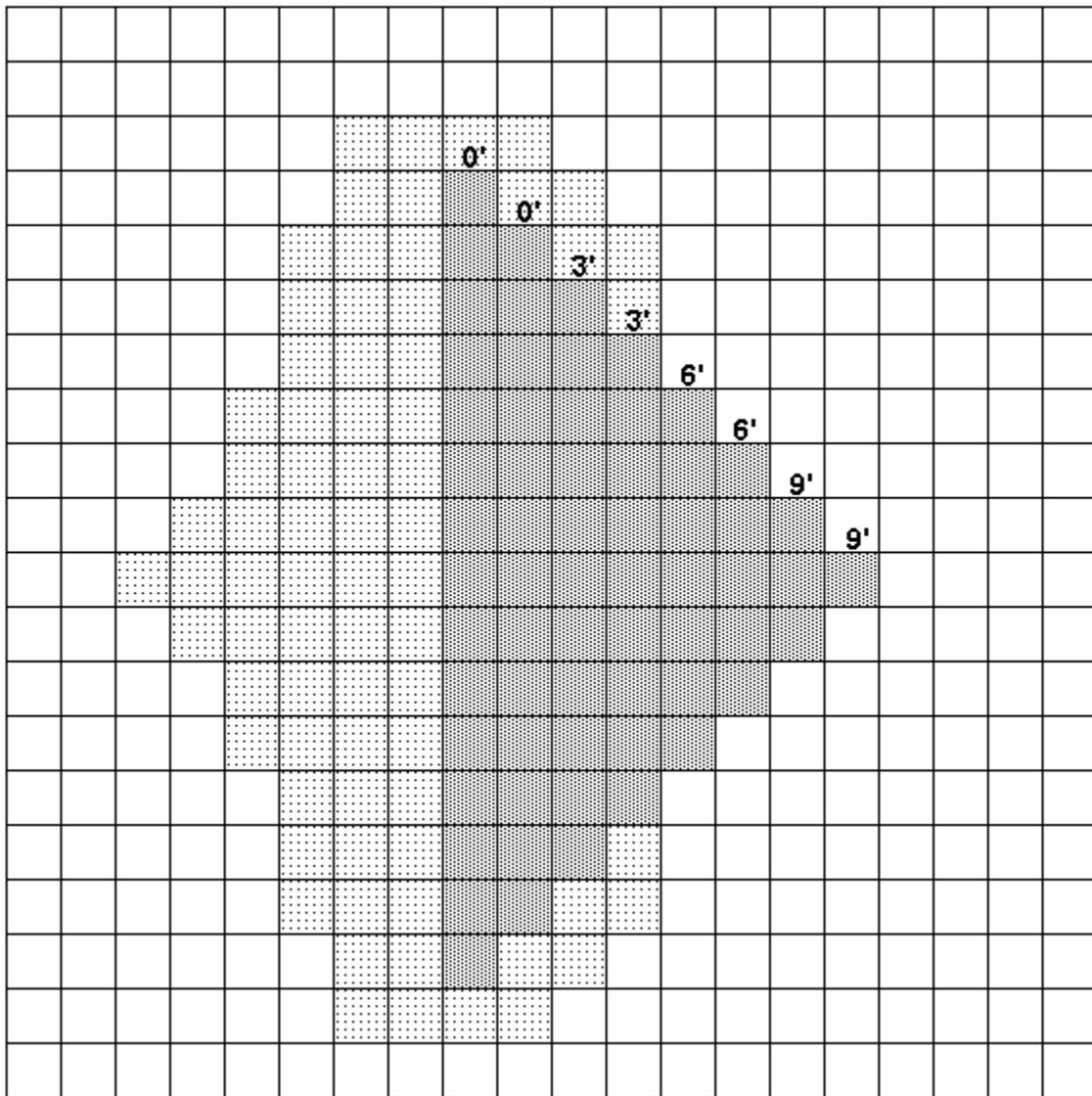


X = Location of hatch entrance to lower level (Search DC 20, or DC 10 with movement into the square)

Appendix Ten – Ruins of the Tower (Lower Level)



Appendix Eleven – Holy Place of Tlaloc



North is towards the top of this map.

The dark shaded areas are more-or-less level solid stone.

The lighter shaded areas are very muddy, representing difficult terrain.

The numbers indicate the height between the ground and the rock surface at that level. These heights apply to the southern edge of the rock surface as well.

Appendix Eleven – The City of Westkeep

Westkeep

Size: Small City

Population 6,000
Spending Limit 15,000 gp
Ready Cash: 4,500,000 gp

Population Racial Breakdown:
(Mixed community,
human-centered)

Human	4740	(79%)
Lizardfolk	540	(9%)
Halfling	300	(5%)
Gnome	180	(3%)
Elf	120	(2%)
Half-elf	60	(1%)
Half-orc	60	(1%)

With few geographical features in which dwarves are comfortable, Westkeep has no permanent population of these beings. Gnomes are slightly better represented than elves because of the formers' presence in certain specialized Keoland Royal Standards units.

Slightly less than half of the humans are either pure Olman or a mix of Olman, Suel, and Oeridian in which Olman heritage is primary. These people are former slaves or the children of same. Most of the remaining humans are the Oeridian/Suel mix commonly found in Keoland; the Keoish include a small number of pure Oeridians as well. There were very few pure Suel left in the city following the violent end of Scarlet Brotherhood control in CY 589: Those few innocent pure Suel were either driven from the city or murdered by Olman bent on revenge, and most pure Suel realize that Westkeep is not a safe place for their kind. Any other human subgroups encountered, be they Baklunish or Flan or Rhenee or Touv, are probably itinerants.

Power Center Type: Nonstandard

Westkeep has undergone several changes in civil administration in the past decade, all of them traumatic and violent. The only non-port city of the Hold of the Sea Princes until CY 585, it was the center of that realm's vast inland slave trade and the hub of their northern defenses against both the Yeomanry and Keoland. The overnight subversion of the Sea Princes by the Scarlet Brotherhood led to the occupation of Westkeep by those militant Suel supremacists, and many former masters joined their primarily Olman slaves in the pens that ringed the city. Keoland conquered the city in CY 589 after a short siege; the Keoish attack was greatly aided by massive slave revolts

and the actions of elves and humans accustomed to the rigors of the Hool Marsh.

Westkeep is nominally ruled by Lord Camranth, a commandant of the Keoland Royal Standards, but the curious and violent recent history of the region has created several power centers that, while not necessarily mutually hostile, are at the very least wary of each other.

Primary Power Center Alignment: Lawful neutral
(Military Government)

Westkeep is permanently garrisoned by several companies of the Keoland Royal Standards, who number around 350. Almost a hundred of these soldiers are on active duty at any given time; the rest work at supervising various projects around the city and can be called to arms on less than an hour's notice. The city is under martial law: A curfew keeps the streets clear from an hour after sundown until an hour before dawn, and covering one's face and head unless one is on duty in the heavy armor of the Standards is a criminal offense.

Secondary Power Center Alignment: Neutral good
(Philanthropic Churches)

Lord Camranth, the Royal Standards commandant of Westkeep, allows the faiths of the Keoland Divinity Council to maintain churches in and around the city, provided they accept his arbitration of all interfaith disputes and otherwise provide for the common welfare. The faiths of Lydia and Phytan have been most proactive in moving among the locals, the former seeking to supplant the worship of Tezcatlipoca, the evil sun god of the Olman, and the latter preaching the taming of the Hool Marsh through agriculture. The faiths of Farlanghan, Ehlonna, and Kord have also seen some success in proselytizing. While not officially sanctioned by the Keoish, clerics of Pelor have founded a mission, and the faith of Trithereon has a small but enthusiastic following, most probably a result of proselytizing by recent arrivals from the Yeomanry. The efforts of these churches hold off starvation among the poorest of the poor and bring a bit more hope to an until-recently hopeless population.

Tertiary Power Center Alignment: Neutral
(Lizardfolk)

Lizardfolk of the Marshgrove tribe have moved to the precincts around the city, and some into the city proper; they provide invaluable intelligence to the Royal Standards on threats from the Hool and trade foodstuffs and the more unusual products of the marsh for finished goods in the markets of Westkeep. While this tribe maintains the classic lizardfolk focus on long-term survival and the propagation of the species, they

have come to realize that peaceful coexistence with the Keoish is in their best interest. Lord Camranth enforces a strict ban on any aggression towards Marshgrove lizardfolk and has extended to these valuable allies the same rights and legal protections due to any Keoish citizen.

Other Powers: Any Evil (Cultists and conspirators)

The existence of several hidden Scarlet Brotherhood cells is more than just a rumor, and the dark gods of the Olman are called upon by feather-masked, blood-drenched priests in forbidden ceremonies to deliver their vengeance upon all non-believers. Luckily for the Keoish, these groups despise each other with a hatred born of long association and bloody rivalry, and their campaigns of insidious poison, back-stabbing murder and spell-borne death are most often directed at each other. Still, innocents do suffer, especially in the poorer Olman districts, and the Royal Standards are kept busy investigating and uncovering all manner of conspiracies.

Player Handout #1:
The Laws of Westkeep

“By order of Lord Camranth of the Keoland Royal Standards, the following ordinances are in effect for the duration of the emergency.

1- No person not on active duty with the Royal Standards may conceal their face or head while within Westkeep or within bowshot of its walls. Punishment for the first offense is a fine and community service; punishment for a second offense is death.

2- All persons of adult age residing in or lawfully admitted to the City shall be armed at all times while outside their living quarters with a minimum of a shortspear or a light crossbow. Failure to do so will result in a fine.

3- All persons of adult age residing in or lawfully admitted to the City shall answer to the general alarm bell or a lawful call to arms prepared to defend the City as ordered by the Royal Standards. Persons refusing to do so shall be treated as enemies of the Lion Throne.

4- The lizardfolk of the Marshgrove tribe are under the protection of the Lion Throne and its lawful representatives. An unprovoked attack upon the person or property of anyone under said protection is a breach of Lord Camranth's peace to be punished accordingly.

Player Handout #2
The Sunblinder Prophecy

The one who blinds the Sun and
Poisons the Moons will be born
When from the high place holy to the
Lady of Light due south of Ist-Ivín
It is seen that Celene trumps Luna and
Luna trumps Pelor on the day that the
Wheelwright perfectly frames the rising sun.
That one shall grow to adulthood in a
Foreign place among faiths and faces alien;
That one's true destiny will be concealed
And yet impossible to conceal;
Against that one even the gods
Shall not stand, but shall fall;
That one shall cause the light to blind the light,
And all the sun's sons to gird for war.

Player Handout #3: The Sunblinder Prophecy Puzzle

The one who blinds the Sun and

Poisons the Moons will be born

When from the high place holy to the

Lady of Light due south of Ist-Ivin

It is seen that Celene trumps Luna and

Luna trumps Pelor on the day that the

Wheelwright perfectly frames the rising sun.

That one shall grow to adulthood in a

Foreign place among faiths and faces alien;

That one's true destiny will be concealed

And yet impossible to conceal;

Against that one even the gods

Shall not stand, but shall fall;

That one shall cause the light to blind the light,

And all the sun's sons to gird for war.
