

KET7-02

The Wicked Returns

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure

By Jason O’Gorman

with special thanks to Dana O’Gorman

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Shades of silence whisper dangerously in the night as voices from beyond attempt to settle all scores. Wrap yourself in light before you go to the darkest of places. A one-round regional adventure with an Extended Play Option set in Ket, for characters level 1-15 (APLs 2-14), particularly suitable for members of the Puppeteers of Ket, Warders of Geshtai and Guardians of Eternal Slumber. The third and final part of the “Good vs Evil” series that began with KET3-01 *The Lowest of the Low* and KET4-01 *The Rescue of Sanjar the Low*.

Resources for this adventure include *Complete Divine* [David Noonan], *Complete Arcane* [Richard Baker], *Miniatures Handbook* [Michael Donais, Skaff Elias, Rob Heinsoo and Jonathan Tweet] and *Monster Manual IV* [Gwendolyn F.M. Kestrol]

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL rules reference version 7.0.1 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard 1-round regional adventure, set in the region of Ket. All characters with the home region of Ket pay 1 Time Units per round, all other characters pay 2 TU per round.

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

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

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

ADVENTURE BACKGROUND

THE STORY THUS FAR

In **KET3-01** *Lowest of the Low*, set in the village of Yern in Polvar Province, a woman named Armaiti had two suitors, Sanjar and Barmak. She became engaged to Sanjar, and in a fit of jealous rage, Barmak killed her. Barmak then disguised himself as a Thresher and taking advantage of a particularly stupid Jurat named Kobad, he framed Sanjar for the murder. After a group of adventurers discovered this deception, Sanjar was freed and Barmak was stripped of his Citizenship and executed for murder and impersonating a military officer. The townspeople, horrified by his actions, named Barmak "The Wicked", believing that only a follower of Iuz the Wicked could stray so far from the Four Feet of the Dragon.

In **KET 4-01** *The Rescue of Sanjar the Low*, Sanjar was captured by ogres while on a pilgrimage. Armaiti, with some life essence borrowed from an adventurer, returned as a deathless to urge a party of adventurers to rescue Sanjar. Unfortunately Sanjar died before the rescue was complete, and Armaiti gave up her deathless state to be with Sanjar forever in the hereafter.

PRESENT TIME: BARMAK'S REVENGE

A rich necromancer named Bamtozoa secretly recovered Barmak's body after his execution because he wanted to experiment with creating a special kind of undead that was half undead and half demon, and he required someone who had died filled with rage and

despair. The Necromancer's experiment resulted in a bonding between Barmak and a whisper demon but there was a conflict between who would control the single host body. Before Bamtozoa could correct the problem, the Archons discovered his hiding place and destroyed Bamtozoa and the mine. (**KET4-1A2** *Hell Mine*). However, the Archons didn't discover Bamtozoa's experimentation chamber or library.

Once the Archons had left, Barmak emerged from hiding and set about learning what he could about what he was from Bamtozoa's well-stocked library. For two years he experimented with his abilities and limitations. He also thought about revenge, and to further his plans, he formed an alliance with a half-mad evil dwarven druid, Bazbir Duerdukr, who seeks to gain more power through the destruction of nature. Bazbir is not a Citizen of Ket.

In addition, Barmak discovered two special items left behind by Bamtozoa—a *censer for controlling undead*, and a book that described how to open a portal to any plane by attuning the portal to something already in the plane. Reading Bamtozoa's notes, Barmak discovered that the trigger for a portal to the 514th plane of the Abyss was a drop of blood of an innocent. With the spirits at his command, and a plan on getting more evil creatures via a portal to the Abyss, Barmak decided to make his move against the people of Yern.

He first took control of a passing caravan teamster and transferred what he needed to the caravan. He then set off to Yern, and quickly set up shop in the sewers. Using the censer, he called undead to him and had them attack the village's Threshers, converting them into allips under his control. He then killed the village's mullahs one by one. This left him with the townsfolk to deal with. Rather than attacking them directly, Barmak decided to prolong their agony—he went after their children.

He had Bazbir post a note that a village meeting was to be held the following night in the warehouse right across from the Temple of Al'Akbar. All families with children were required to attend. Some townsfolk were apprehensive about this strange order and did not attend.

At nightfall, the allips and undead were set loose upon the village, sparing only those who had attended the meeting in the warehouse.

All the bodies were collected by Barmak's demon allies, and carted off to an unfinished sewer line, which was then collapsed (see **DM Aid 1: Map of Yern**). The bodies of any other villagers killed since then have been carted to the same place and quickly buried. There are now over 180 bodies in this mass grave. (The only body the demons have missed was that of Dadar, the owner of The Prospector tavern, who was killed in the basement of his tavern three days ago.)

When the carnage was over and the dead converted to undead, Bazbir ordered all children be turned over to him. The remaining townsfolk reluctantly agreed, seeing no other choice. Once the children had been taken away, the villagers were ordered to stay in the village and comply with all orders or the children would suffer. All the townsfolk are now afraid to do anything that might

run afoul of Bazbir and the undead that control the village.

One week has past since the village was overrun by Barmak.

CROP CIRCLES

Any PC who is living off the land, any PC who flies outside during the adventure or an intelligent animal automatically finds crop circles. These crop circles are how Bazbir the blighter renews his spells. PCs traveling through the open fields or exploring wilderness on the outskirts of Yern also see the crop circles on a DC 15 Spot check. This can happen on the final night of their journey to Yern (see 1: *On the Way to Yern*), or anytime the party travels outside the village.

Anyone finding a crop circle can make a Knowledge (Nature) check:

[DC 15] recognizes these crop circles as dead plants.

[DC 17] **Druid only!** Determines that these crop circles were made by a blighter

[DC 23] **Druid only!** To know that blighters use fire, undead *wild shape*, and spread disease.

OBSERVERS

On the orders of Barmak, his incorporeal undead keep watch on the entire village. Barmak does not want to draw attention to Yern yet, so travelers who do not stop in Yern are allowed to pass through the village without hindrance. Travelers who stop for a meal or to shop in the market are carefully watched, and if they choose to leave Yern the same day, the Observers do nothing. However, if visitors opt to stay in Yern overnight, they are killed at nightfall.

From the moment the PCs arrive in town, they are watched constantly by shadows and wraiths that are hiding inside walls and other objects. (Allips are NOT Observers. Their babbling ability is uncontrollable and, therefore, would give them away as well as disrupt the town's daily activities.)

By moving only one eye out of the object they are hiding inside, the Observers are able to watch while remaining almost completely hidden. Give the PCs a Spot check when they first arrive in town. Thereafter, give the PCs a Spot check

- if they actively search for Observers, at the rate of one check every 10 minutes.
- Every time they walk into or out of a building.

If the PCs are unaware they are being watched, then Observers get a +10 circumstance bonus to their Hide checks since they are 99% hidden.

When the first PC successfully Spots an Observer, the Observers will no longer get the +10 circumstance bonus to their Hide against that particular PC. However, as soon as that PC sees the Observer, the Observer will immediately slide back into the object it is hiding in, so even if the PC who spotted the Observer tells the rest of the PCs exactly where to look, no one else in the party will see what the PC is talking about. This could become highly amusing (at least for the DM) if the PC continues to see eyes looking at him from walls and stones but no

one else in the party does. (To maintain the possibility that the PC has gone crazy or is seeing things, the DM should convey the information about seeing an eyeball to the player via a written note so that the player is the one to announce that his or her PC has seen an eyeball.)

The only way for the entire party to become aware of the Observers, and thus completely remove the Observers' +10 circumstance bonus to Hide for everyone is if

- one of the PCs uses some sort of magic to detect the Observers (see **Spell Effects against Undead** below)
- the ghost of Sanjar tells them about the Observers during their encounter with him in the graveyard
- they *speak with animals* after they find the Threshers' horses
- every one of the PCs individually makes a successful Spot check against the Observers' Hide check (with the Observers' +10 circumstance bonus) sometime during the day.

Hide checks of the undead encountered at various APLs (use number in brackets if PC is aware of Observers).

Shadow, Lesser: Hide +16 (+6), Listen +5

Shadow: Hide +18 (+8), Listen +7

Wraith: Hide +21 (+11), Listen +12

Greater Shadow: Hide +24 (+14), Listen +9

Dread Wraith; Hide +34 (+24), Listen +25

The undead use the sewers during the day to move about the town, and come out into the open at night. So during the day, there is no chance of meeting undead in the streets but a good chance in the sewers. Conversely, at night, there is a good chance of meeting undead in the streets but no chance in the sewers.

The Observers report back to Barmak each day at dusk about new arrivals in town. *Encounter 5: The Observers Attack* happens either if the party enters the sewers during the day, or after the Observers report back to Barmak at dusk.

SLEEPING OVERNIGHT

This adventure is designed to take place over one day. However, if the party decides to sleep overnight to rest and recover spells, the DM should take the following into account.

Once the PCs have completed the combat in 5: *The Observers Attack*, either in the sewers during the daytime or in the village at sunset, they may believe that they have killed all the undead in the village. However, there are over 80 undead creatures in town that do not take part in this combat. As night falls, the surviving undead come out, sweeping through the town and through the surrounding countryside, looking for overnight visitors. The only place the undead will not enter is the graveyard. (If the party chooses to sleep here, see 4: *The Graveyard* for more details).

Sleeping in the village: If the party decides to sleep in the village overnight, neither the Digging Donkey Inn

nor the Pick & Lantern Inn will give the adventurers a room, the owners claiming they have no rooms available. Likewise, no villagers will allow the party to stay in their home overnight. Villagers have been warned that the Observers will know where strangers are staying, and when the undead invade the house to kill the adventurers, they will also kill the homeowners as punishment.

If PCs choose to sleep in an empty building, in the Prospector Tavern (since the owner is dead), or anywhere outdoors other than the graveyard, the Observers will be aware of where the adventurers choose to sleep, and will attack at 2 a.m., triggering *5: The Observers Attack* again even though the party has already faced this encounter either during the day in the sewers or at sunset.

Leaving the village: If the PCs depart from the village anytime before sunset, they will be allowed to leave unmolested. However, if they have not fought *5: The Observers Attack* in the sewers during the daytime, and they are within five miles of Yern at sunset, they will be discovered by a wandering band of undead, triggering this combat just as if they had stayed in town.

Camping outside the village: Regardless of whether the party fights the undead from *5: The Observers Attack* in the sewers during the daytime, or in the town or surrounding countryside at sunset, if they camp within five miles of Yern, they will be discovered by another band of undead at 2 a.m., triggering *5: The Observers Attack* again!

If the PCs are more than five miles from Yern at sunset, and also camp more than five miles from Yern overnight, the undead will not find them at sunset or during the night. However, when they re-enter the village in the morning, the Observers recognize them from the day before, and attack immediately, triggering *5: The Observers Attack*.

ANIMALS

All local animals are aware they are being watched, and are very skittish. Animals that have accompanied the PCs (horses, dogs, familiars) are “unaware”, giving the Observers the +10 modifier to their Hide checks. If any animals successfully spot Observers, they become very skittish.

A wraith’s *unnatural aura* causes animals to be come frightened. If the APL has wraiths then any animals/familiars accompanying the PCs that attempt to go into a building stop at the aura’s range and become panicked and in distress. It is a DC 25 Handle animal check to keep the animal from bolting out of the building. Familiars cower in their master’s robes/pouch/backpack.

SPELL EFFECTS AGAINST UNDEAD

Detect evil/detect thought/detect undead: When one of these spells is used, the PC will detect Observers if he or she is within range even if the PC was not looking for them. (This does not happen in an open location far from buildings, such as a field.) If the PC shares this

information with the others, the Observers’ Hide bonus is no longer applicable to any of the PCs.

Command undead does not work unless a caster level check is made against Caster Level 20. This is due to the effects of the *censer for controlling undead* that is affecting the undead in town.

Auguries/Divinations/ If a PC casts one of these spells, the DM can use one of these cryptic responses:

“Woe! Evil surrounds you and the town is darkened”

“Blessed water be thy drink tonight”

“Take my symbol in hand and don’t let it go for you will need all my blessings to survive this place”.

Resurrection, true resurrection, raise dead:

The villagers who have become incorporeal undead such lesser shadows, shadows, greater shadows, wraiths, dread wraiths, and spectres cannot be brought back to life except if, through roleplaying, the PCs find the undead’s name and a piece of his or her body and kill/destroy the undead before the attempt. All incorporeal undead want to be brought back to life in this adventure.

WEATHER AND PHASES OF THE MOONS

The adventure begins on the 10th day of Flocktime (i.e. late spring). The weather is fair and warm all day, and clear in the evening. There is a full moon on the first night after the adventurers arrive in town.

BUILDINGS

If it is not described in the building description, use these as stats:

Stone Buildings: Government/upper class/ mullahs live in this type of building. 1ft thick walls, hp 200, Hardness 7.

Wooden Buildings: Merchants, commoners and warehouses. 3-inch thick walls, hp 80, Hardness 5.

Tents: Cloth walls hp 2, Hardness 2. Poor merchants and showmen.

Wooden Doors: 2-inch thick door. hp 40, Hardness 5.

Copper/Silver/Bronze Doors: Government buildings and temples only. 4-inch wood with metal skin, hp 60, Hardness 6.

ADVENTURE SUMMARY

Non-linear adventure: After Encounter 1, the flow of this adventure is very dependent on the players’ decisions. It is very possible that the party may jump from Encounter 2 to Encounter 6, back to Encounter 2, then on to Encounter 3, etc. Therefore the times of day listed in this summary are only a suggestion of one path the players might take through this adventure. Don’t get locked into a linear way of thinking—if the players do something that causes the battle with the undead at 9 a.m. instead of 8 p.m., let it happen and be prepared to make compensations to the storyline.

Synopsis: The party arrives in Yern early one morning, and is alerted either by one of the villagers, or

by the ghost of Sanjar that Barmak controls the village. The PCs are attacked at sunset (or sooner) by undead. They must rescue the village children from an evil druid. Eventually they confront Barmak himself, who has opened a portal to another plane in order to call more creatures to his aid. The party can choose to either close the portal, trapping Barmak on the other side (end of regular play), or follow Barmak into the other plane and attempt to destroy him (extended play option).

1: On the Way to Yern Roleplaying encounter. The party is traveling to the village of Yern as escort guard for a cleric of Al'Akbar. They have an opportunity to find crop circles on their last night of camping before they reach Yern.

2: The Village of Yern Roleplaying encounter. Early morning: The party arrives in Yern, drops off the cleric at the temple, and has an opportunity to explore the village of Yern and perhaps begin to notice strange things.

3: Kiaras the Puppeteer Roleplaying encounter. Midday: A puppeteer, knowing he is being observed, tries to hint to the PCs that something is amiss through a puppet show, and that they should go to the graveyard.

4: The Graveyard Roleplaying encounter. Mid-afternoon: The PCs meet the ghost of Sanjar in the graveyard. He tells them about Barmak and the siege of the village.

5: The Observers Attack Combat encounter. Dusk: Undead attack under orders from Barmak.

6: Free the Children Combat encounter. Night: The PCs attempt to free children from warehouse guarded by an evil dwarf.

7: Into the Sewers Combat encounter. Night: PCs confront Barmak in the sewers with a hostage. Barmak has opened a portal to another plane and has entered the plane. From there, he attempts to get one of the PCs to help him make the portal permanent. Whether it is made permanent or not, his remaining guardians attack. After defeating the guardians, the party can choose to close the portal, trapping Barmak on the other plane. This would be the end of regular play.

Extended play option: For 1 TU (home region of Ket) or 2 TUs (otherwise), the players can enter the portal and attempt to destroy Barmak.

Conclusion: Archons arrive and arrest everybody in sight, then sort it out.

Resources:

- DM Aid 1: Map of Yern
- DM Aid 2: Encounter 6: Warehouse
- DM Aid 3: Encounter 7: Sewers
- Players Handout 1: Map of Ket
- Players Handout 2: Map of Yern
- Players Handout 3: Barmak's Contract

TIME MANAGEMENT

Due to the investigative nature of this adventure, the non-linear path that the adventurers can take, and the number of combats (at least 3 in the “regular” adventure,

plus another in the Extended Play Option, this adventure has the potential to run long. In home play, this may not be a problem, and roleplaying and investigation of all possible leads by the players should be encouraged. However, in a time-limited setting such as a slot-based convention or game day, time management may be an issue.

In these time-limited settings, the DM should be prepared to:

- Begin on time
- Start play as soon as players have completed pre-game paperwork
- Explain that the players will have to remain focused in order to have enough time for the Extended Play Option
- Encourage players to keep to the task
- Discourage aimless sidetrips with a bit of timely roleplaying from a helpful villager
- Look for *Time Management* paragraphs, and be prepared to follow the suggested ways to shorten the adventure.

PREPARATION FOR PLAY

As with any LG adventure, the DM should ascertain all of the following before the adventure:

- Is anyone crafting magic items? A MIC must be completed before the adventure begins.
- Does anyone have any non-class-related animals? If the DM feels these will be a significant factor in combat, the animal's CR should be added to the owner's level for purposes of calculating APL. In addition, see *Adventure Background: Animals*
- Will anyone be using out-of-game bonuses (Campaign cards, buttons or tokens) and if so, which ones?
- Does anyone have outstanding **Lawbreaker** status (formerly **Warrant of Ket**)?

In addition, this adventure will also require the following information:

- Check for curses, bonuses or other in-game effects on players, including lycanthropy: There will be a full moon on the first night in town.
- Check previous adventures played:
 - If any PCs have played **KET3-01** *Lowest of the Low*, they will be familiar with Yern, and will have met all the main players—Barmak, Sanjar, Armaiti, Yousef, and even the stupid jurat Kobad.
 - If any PCs have played **KET4-01** *The Rescue of Sanjar the Low*, they will be familiar with Yern, and will have met Sanjar, Armaiti and Yousef but not Barmak.
 - If any PC earned *Armaiti's Thanks* from **KET4-01** *The Rescue of Sanjar the Low*, this might lead to an extra reward in Encounter 4 in the graveyard.

- Check PCs' lifestyle and upkeep: Make note of anyone living off the land—they will automatically find crop circles.
- Ask to see all spell lists. Check them against spells mentioned in *Adventure Background*. Ask if there are any ongoing spells or spell-like abilities (just in case there are things like *detect evil*, etc.)
- Check membership in Ket metaorgs:
 - Members of Warders of Geshtai, Puppeteers of Ket or Guardians of Eternal Slumber have an opportunity to earn a special AR reward.
 - Members of any Ket military metaorg (Stouthearths, Kishtar, Re'Lahd I'Shad, Beygraf's Pride, Paighan, Veterans of Ket) who can read will be able to decipher the duty roster in the Thresher barracks.

1: ON THE WAY TO YERN

You mentally sigh as your employer, Dinsha al'Mullah, asks you to describe more of your adventures. The weather is as mild as could be wished for during the second week of Flocktime, and your present work has been remarkably easy—all you have had to do is escort Dinsha from Lopolla to the small village of Yern in the province of Polvar. But it turns out that Dinsha is a huge fan of your adventures, and during every waking hour of every day on the road, he has requested details of your every brush with Fate. You were flattered—for the first hour. Since then, you can only wonder at his apparently endless appetite for more tales of your adventures.

Dinsha al'Mullah is a jovial, happy fellow, possibly more laid-back than any other mullah the party has encountered. Rather than a sermonizing priest of the True Faith, he is actually more of a clerk from the largest temple in Lopolla, and is on his yearly circuit to assess the files of outlying temples.

He is starting his two-month journey at Yern, the site of the most northeastern temple in Ket, and then will work his way back to Lopolla, village by village. In each temple he will verify that the files are up-to-date and will also converse with local mullahs about any problems that the temple in Lopolla should know about.

He is actually far more aristocratic than religious, and owes his present well-paying position to his family's power and wealth in Lopolla. Actually, he likes adventurers and their stories far more than his duties, and Dinsha already seems to know something about the PCs' exploits. It quickly becomes obvious that he is an avid and star-struck adventurer fanatic. He apparently collects adventurers' tales of heroism, follows adventurers around Lopolla, and even hires them out as guards on his long travels so that he can listen to more stories of derring-do. It was for this very reason that he hired this group to "escort" him from Lopolla to Yern.

Mullah al'Dinsha: Baklunish male, Aris3/Cleric 3 non-combatant; hp 27; *Comprehend languages* x 2, *cure light wounds**, *zone of truth*, *calm emotions** (* indicates Domain spell).

Give the players **Player Handout 1: Map of Ket** so they can see where Yern is.

When the party camps for the final night of their journey, anyone living off the land or flying PCs/intelligent animals will automatically find crop circles, and anyone else in the party can find one by making a DC 15 Spot check. (See *Adventure Background: Crop Circles*)

The evening campfire is a roleplaying opportunity for PCs to introduce each other and perhaps relate a story or two of their previous adventures.

Time management: In a time-limited setting (slot-based game day or convention) the DM should limit this roleplaying to character introductions, then move directly to 2: *The Village of Yern*.

2: THE VILLAGE OF YERN

It is with a feeling of relief that you see the small village of Yern appear in the morning light. Although the journey from Lopolla has been uneventful, you will be glad that Dinsha's tasks in town will keep the talkative cleric busy for several days before it is time to escort him to the next village on his circuit.

The morning air is very quiet as you stride into the village proper. Even from the edge of town, it is obvious where your destination lies, for the large onion-shaped silver dome and spires of the temple of the True Faith stand high over the other buildings in the village. The temple is as grand as some temples you have seen in much larger towns, but the brick courtyard out front is flanked by rows of ragged bushes, and the temple grounds seem poorly kept. At the front door, Dinsha turns to you.

"Friends, my thanks for your constant and enjoyable companionship. However, duty calls me for several days. Please do as you will, and I will find you when my work here is finished. Likely at the nearest tavern, if I know adventurers." He winks broadly and chuckles knowingly as he pulls open one of the large front doors and enters the temple.

It is 10 a.m. The PCs are now free to explore the village, with no set timeline or path. Give the players **Player Handout 2: Map of Yern** and allow the adventurers to wander where they will.

TRAVELLING ABOUT THE VILLAGE

In order to aid the players in visualizing the village as they walk about, the DM should tell them what the PCs see as they walk from one place to the next. For instance, if the PCs walk from the Digging Donkey Tavern to the Thresher Barracks, the DM should tell them they pass by Thresher Square (where nobody is in the stocks??), the Courthouse, etc. This will help the players remember

possible venues for investigation as the adventure continues.

THE VILLAGE: UNIVERSAL THEMES

Commoners: Commoners stay indoors whenever possible, with no more than one or two being seen on the streets at any given time. They are extremely guarded, and do not talk to strangers unless hard-pressed (even then saying only enough to end the conversation or give directions). They avoid the PCs whenever they can. The villagers believe that talking to an adventurer can be a death sentence for their children.

Although all villagers will try to act naturally, a DC 10 Sense Motive check will reveal fear.

In order to have any conversation with a villager, the PCs need to make a DC 30+APL Diplomacy check. The PCs suffer a -10 circumstance bonus to this check while the undead guard the village.

If the PCs fail their Diplomacy check, the villager will hurry away from the attempted conversation, but will whisper the following as they turn to go:

1st villager: "Help us."

2nd villager: "Go see Kiaras the Puppeteer"

3rd villager: "Go to the village market."

4th villager: "Our children need you"

Meeting any other villagers will elicit whispered phrases similar to the above.

Gather information Checks: Since no villagers will talk to the PCs, attempting Gather Information automatically fails.

Children: There are no children to be seen or heard around village. They have all been rounded up and are held prisoner in the warehouse with the druid/blighter Bazbir (see 6: *Free the Children*). After the PCs have been in the village for 30 minutes game time, allow them a DC 15 Wisdom check to realize that there are no children on the streets. If the PCs confront any villager with this knowledge, increase the -10 Diplomacy circumstance penalty to -20. Failure on a Diplomacy check means the villager will break down and weep, then run into his or her house and lock the door. Breaking into the house is against the law, and the villager will become hysterical if the PCs do so.

Wild animals: There are no wild animals or birds around the village. They have been scared off by the undead. The only beasts that remain are those that are penned or tethered.

Threshers/Mullahs: All Threshers and mullahs are dead.

Time management: If this adventure is being played in a time-limited setting such as a slot-based game-day or convention, the DM should have a villager walk past the party as soon as Dinsha enters the temple. Most parties will want to talk with the villager (if only to ask directions to the nearest tavern). As mentioned above, the villager will stop and reluctantly talk with the party, then whisper something as he or she leaves. This should get the party curious as to what is going on immediately.

MAP LOCATIONS

(1) Temple of Al'Akbar

The temple of Al'Akbar is centrally located and is visible from anywhere in the village, since its four 50' spires surrounding a large, silver onion-shaped dome rise above the village. The front, double doors are 6" thick grey-white marble trimmed with silver and the walls are 1' thick white-grey marble stone.

It is normally warded against entry from evil and undead by a host of spells such as *consecrate*. However, with the mullahs dead for a week, the spells are no longer in force. Anyone casting *detect magic* will know that the temple's defensive spells are inoperative. Should the adventurers discover this, Dinsha becomes extremely worried, and asks the PCs to go into the village to find the mullahs. He will stay at the church to see if he can find some clue to what's going on in the written records.

Otherwise, Dinsha stays in the temple going over the files for the whole day. He finds it odd that no mullahs are there to meet him but he thinks that they are out in the village helping the locals. He doesn't think about it until nighttime, when decreasing light makes it difficult for him to read, and he realizes that none of the mullahs came to the temple for evening prayers. Unless the adventurers have detected it, Dinsha doesn't know that the temple defenses are inoperative, that undead can enter the temple at any time and that he is being observed.

Later on, the PCs might think that the church is a safe haven, but it is not! The temple defenses are down and need to be reset by a clerical team. Undead can enter the church at will.

If the PCs think to explore the temple for supplies, they will find 5 flasks of holy water, one wand of *cure light wounds* (23 charges), 3 potions of *lesser restoration*, two oils of *magic weapon*, a potion of *cure moderate wounds* and a cold iron scimitar. All of these are labeled and clearly belong to the church. Any unused items will be returned to the church at the end of the adventure. If the PCs do not search the church, Dinsha will come across the supplies while looking for files in the afternoon.

If the adventurers provoke an early attack from the Observers in the sewers in the daytime, (see *Adventure Background: The Observers* and 5: *The Observers Attack*) but don't return to the temple, then Kiaras the Puppeteer will come to the temple and take Dinsha to the safety of the graveyard, where the two of them will stay until the end of the adventure. If Dinsha meets the adventurers at the graveyard, he will tell them about the magical supplies at the church, and describe exactly where they are.

If the adventurers defeat the undead in the sewers during the day and then come back to the temple, Kiaras will arrive and offer to take Dinsha to the graveyard, where they will wait in safety until the end of the adventure. At APL 2-4, Dinsha will show them where the magical supplies are before he leaves.

(2) Puppet Square & (3) Village Market

Time Management: If this adventure is being played in a time-limited setting such as a slot-based game-day or convention, eliminate the three merchants, and instead have all the shops in the market closed. If you choose to do this, substitute the paragraph in square brackets for the paragraph in round brackets.

This large square is paved with grey brick. On its western and northern sides are more than a dozen merchant shops and tents, their brightly illustrated signs gently swinging in the midday sun.

(However, only three are open. One displays a sword crossed over a shield, the second is a pick in a stone, and the third displays a sitting chicken.)

[None of the shops are open.]

Two or three villagers are here, but they hurry away as you enter the square. The only person left is a colorfully robed man holding some puppets in front of a puppet stage in the southeast corner of the market square.

At map location (2) Puppet Square, the colorfully robed man with the puppets is Kiaras. If the adventurers approach Kiaras, move to 3: *Kiaras the Puppeteer*

At map location (3) Village Market, only a few of the merchant shops are permanent structures of wood; most of them are tents.

A large, walk-in entrance to the sewers is on the east side, across the road from the merchant's area.

Although there are fifteen shops here, and room for more during summer revelry, only 3 are open and sell only what is listed:

- **Rustan, Baklunish Human Male:** A weapon/armor merchant (up to 50 GP from *Player's Handbook*)
- **Feldspar Opentunnel, Dwarven Male:** a mining gear merchant
- **Taj, Baklunish Human male:** a food merchant

These merchants are trying to take advantage of the fact that all of their competitors have fled or are dead. The merchants believe that the other merchants that fled may have gotten away. (However, all the merchants that attempted to flee town were, in fact, killed.)

All three of the merchants fear for their lives, know that they are being watched, but act like nothing is wrong. They offer sweet promises to the PCs such as, "My swords are the sharpest in all of Polvar province", "my picks crumble stone with the greatest of ease", or "my pears are the juiciest you'll ever taste".

A DC 10 Spot check shows that the side windows of every one of the three merchant's stores are already partially shuttered, as if the merchant wants to be able to close up at an instant's notice.

If the adventurers ask a merchant about the shutters, where the other merchants are, or about the odd behavior of villagers, the merchant will lie or make up excuses. (DC 20 Sense Motive to detect fear, and DC 25 to detect lies.) Pressed further and the merchant being questioned promptly closes up for the day, and walks over to the

Digging Donkey tavern to have a drink without saying anything further. (See *Digging Donkey Tavern* below.)

If the PCs follow the merchant to the Digging Donkey, the merchant will go to his room, lock the door, and refuse to come out. PCs that break into his room are breaking the law, and the merchant calls for Zahan the innkeeper to remove them. Note that Zahan attempts to pickpocket the party if they are harassing the merchant with questions—see (7) *Digging Donkey Tavern* for details.

(4) Lover's Lane

A footpath leading from the village to the graveyard crosses a small brook via a footbridge. The brook pools in front of the footbridge to form a small, secluded pond, surrounded by lavender bushes and small trees. It would be a peaceful and beautiful spot except that all the bushes that should be covered with spring blossoms are diseased and dead, their dying flowers dropping petals onto the pool's surface.

The footbridge is 10' long by 5' wide and arcs 2ft over the water's surface. PCs who played **KET4-01** *The Rescue of Sanjar the Low* know the water is only 3ft deep in the center of the pool.

The bushes here are dead (from Bazbir's *deforestation* effect). It is a DC 11 Knowledge (Nature) check to identify an unnatural event that killed the plant life. A DC 16 Knowledge (Nature) check made by a druid will identify the effect as a Blighter's *Deforestation* ability (*Complete Divine* 24).

It is a DC 12 Spot check to notice that down by the edge of the pool, two intertwined stems bearing two flowers are still alive. PCs that played **KET3-01** *Lowest of the Low* can identify this spot as the place where Armaiti died.

(5) Graveyard

Described in *Encounter 4: Graveyard*.

TAVERNS AND INNS

The three inns/taverns are shuttered and look closed, but two are actually open for business. However, the common rooms are completely empty—all the villagers are staying home.

The innkeepers and barmaids do not engage in dialogue except to complete orders or give directions. No one gives the PCs a room for the night, insisting all their rooms are booked up.

(6) Pick and Lantern Inn

On the main road coming into the south side of village, the Pick & Lantern is a two-story inn with stables and a well in the courtyard.

The owner is Balas, and his barmaid is Neda.

Balas: Expert 3 (Prof. Barkeep +8)

Neda: Expert 1 (Balance +5)

There are four rooms upstairs that are empty but Balas won't admit they are available. He rented those rooms out to some adventurers a couple of days ago and watched them get slaughtered in his common room after nightfall. He had to clean up the mess.

(7) Digging Donkey Tavern

The tavern is located on the east road out of village that leads towards the government-run copper mines. The Digging Donkey has a bar room, two rooms, and a small stable out back. It is run by Zahan, a rough-looking owner.

If the PCs enter because they are following a merchant from the village market, Zahan tries to take advantage of the turmoil to pick the PCs' pockets. He targets those most involved with browbeating the merchant. Only Zahan's target and those characters not talking to the merchant get a Spot check to see the pickpocketing, opposed by his Sleight of Hand attempt. A bonus of +2 applies to Zahan's attempt due to the distraction of the merchant (which is added into the stat below). A successful pickpocket by Zahan nets him a small item from any one character's MIL (or one small mundane item from character sheet if MIL is empty) per attempt.

A DC 20 Spot check notes three ceramic beer mugs marked "Prospector Tavern" on a shelf in the common room.

If caught pickpocketing, Zahan immediately surrenders and returns the goods he stole from the adventurer. If PCs accuse him of stealing goods from the Prospector Tavern, Zahan likewise confesses.

In either case, if the PCs take him to the Thresher barracks or the Courthouse, they discover that these buildings are empty. If they threaten to lock him in jail, Zahan pleads not to be locked up and the PCs do not suffer the usual -10 Diplomacy penalty while attempting to question him. If the PCs make the DC 30 Diplomacy check Zahan agrees to tell the PCs what's going on in the village, and where the children are. (Reduce DC of Diplomacy check to 20 if PCs successfully use Intimidate first.)

Zahan: Rogue 3/Expert 2 (Sleight of Hand +10, Sense Motive +7, Bluff +6)

Zahan's donkey is tethered in the stable. The donkey is afraid of the undead roaming about. A DC 15 Handle Animal check shows that it is scared of something, but is soothed as the PCs approach.

(8) The Prospector Tavern

This tavern is on the western side of the village market and is empty. The owner was killed in the cellar of his tavern three days ago, and yesterday, Zahan, the owner of the Digging Donkey, ransacked the main floor of the tavern for food, drink and money.

The tavern has a kitchen, a cellar, two bedrooms and a common room that is partitioned by curtains into several small sitting areas.

One bedroom has two beds and several large cushions, and by the lack of personal items, would seem to be the room rented to travelers.

The other bedroom has a single bed and personal possessions belonging to a person named Dadar.

In one of the curtained areas in the common room, a large pitcher of spoiled lemonade (a week old) surrounded by four small glasses is on one of the tables.

A bad smell rises from the cellar steps when the trapdoor is opened. In the cellar is a body of a bearded middle-aged man dressed in ordinary clothing and wearing a long beer-stained apron. A successful DC 15 Heal check reveals the person was killed about three days ago, and DC 25 that the person was killed by some sort of negative energy drain. A search of the body reveals personal items belonging to someone named Dadar. (The body is that of Dadar, owner of the tavern. The demons missed the trap door, and so did not collect this body.)

A DC 15 Search check of the tavern reveals that the main floor has been ransacked by someone—all food, drink, various other items and money have been taken—and DC 25 nets a hidden bottle of bosq, CY593 vintage, as well as a child's toy puppet that has fallen behind a chair.

(9) Thresher Barracks

This brick building has small, arrow slit windows. The placard beside the heavy wooden door displays an insignia. A stable can be seen out back.

Any Citizen or resident of Ket automatically knows the insignia indicates this is the Thresher barracks found in most villages and towns of Ket. Visitors to Ket making a DC 10 Knowledge (Local—VTF) check also know this.

This one-storey brick building has a front room, a 10ft x 10ft cell, an office and a bunk area with beds and footlockers for six Threshers.

The barracks are currently empty of Threshers and prisoners, all having been killed by the undead in village. The cell is empty and unlocked.

The footlockers in the bunk area reveal personal possessions and clothing only.

In the office, there is an open ledger filled with some sort of military code. Anyone who can read and is either a member of a Ket Military metaorg (Stouthearts, Kishtar, Re'Laht I'Shad, Beygraf's Pride, Paighan, Veterans of Ket) or makes a successful DC 15 Decipher Script check can see that this is a duty roster listing personnel watch times. It shows that the duty roster has not been planned for the past three days, and the duty officer last initialed the roster seven days ago. A closer examination of the roster shows that the pattern seems to be that six Threshers should be on guard/watch duty—two patrolling the western road to the mines, two on the southern road towards Bissel and two patrolling the village, dealing with miscreants in Thresher Square and keeping an eye on the village market.

There is a large brass key on the wall by the door. This is the key for the courthouse.

The stables are empty. (A villager risked his life to release the six horses during the undead attacks.) Saddles & tack for six horses is hanging neatly in place.

A successful DC 30 Survival check with the Track feat can follow the horses' hoof prints to a pasture about two miles near the northwest road outside town, where the horses have gathered. A member of the Beygraf's Pride metaorg can calm the animals, as can a PC making a DC 15 Handle Animal check or anyone using a relevant class or spell ability.

One of the horses seems much weaker than the others, and a DC 15 Heal Check discovers an unnatural wound on the animal that was caused by a negative energy attack. A *Speak with Animals* spell on the horses reveal that they know about the Observers. Speaking with the horses makes the adventurers aware of the Observers. The horses don't know where their riders are, and will not willingly enter the village while Barmak and the undead are still there unless they are ridden by a member of a Ket military metaorg or a military officer—because they use a style of handling identical to the Threshers—or by a PC “pushing” with a DC 30 Handle Animal check.

While outside of town, anyone can make a DC 15 Spot Check to discover crop circles (see *Adventure Background: Crop Circles*).

Time Management: If this adventure is being played in a time-limited setting such as a slot-based game-day or convention, following the horses is unnecessary. Try to discourage the PCs from leaving town by having a villager walk past them and whisper for them not to leave, the villagers are depending on them or words to that effect.

(10) Courthouse

Facing Thresher Square is a large, pristine, white marble building that contrasts with the simpler wooden and stone buildings around it. A sign beside the front archway reads “Courthouse of Yern. Enter all who seek Justice and Truth.”

Inside the archway are two large, bronze doors, slightly ajar. A simple lantern over the archway is lit.

The courthouse is a small, two-room building with a courtroom at the front for the public trials and a bedroom in the back where the traveling Jurat stays while he is in town. A key for the front doors—which are currently unlocked and ajar—is located in the Thresher barracks.

The lantern over the front doors is lit. It is a DC 11 Knowledge (Local—VIF) check—automatic for Ket Citizens and residents—to know that the lantern is lit when a traveling jurat is in town.

Just inside the front door, a small tank is attached to the wall. A metal tube leads from the top of the tank into the wall. The tank is almost empty, having only a few ounces of lamp oil left in the bottom. It is a DC 11 Knowledge (Dungeoneering) or DC 11 Knowledge (Architecture & Engineering) to know that this is the fuel tank for the outside lamp, and that a full tank could

keep the lamp lit for about a week. (No Bardic Knowledge on this check.)

The building is completely empty. The bedroom looks lived in, and there are some personal belongings and books here. A cursory DC 10 Search check of the personal belongings reveals that they belong to a man named Kobad al'Jurat. (PCs who played **KET3-01** *Lowest of the Low* will recognize Kobad as the incompetent jurat who originally sent Sanjar to the mines.) A DC 10 Search will reveal a file of papers that contains copies of several letters Kobad sent three years ago to judicial and governmental officials who apparently owed Kobad some favors. In the letters, Kobad asks for their help to ensure he keeps his job long enough to earn a full pension. There are also some replies from these officials indicating that they would do what they could to help him keep his job. Another letter, dated two years ago, from the Council of Jurats, indicates that despite his serious error in judgment in the case of Sanjar and Barmak, Kobad will be allowed to keep his post as jurat until the end of this year.

Kobad was killed the night that Barmak and his minions took over the village, and he is now an allip, roaming around the village at night under Barmak's influence. If the PCs can get the villagers to answer their questions, the villagers saw Kobad arrive about 10 days ago, but nobody has seen him for a week.

(11) Thresher square

This open area has a grey brick platform. On top of the platform are wooden stocks, and attached to the stonework at various intervals around the base of the platform are black iron rings. No one is currently in the stocks.

In the middle of the platform, a large black iron grate is set into the brick surface.

Directly between the Thresher barracks and the small courthouse is Thresher Square. (Ket Citizens and residents automatically know that almost every village, town and city has a place called Thresher Square.) The platform has four sets of wooden stocks.

The Threshers rinse the platform off each day, sweeping the water through the grate down into the village sewers. Looking down through the grate reveals a square shaft with brick walls. The sound of dripping water can be heard somewhere in the darkness below.

(12) Water Shrine

If the adventurers walk along the road from the Thresher Barracks south to the Prospector Tavern, give them a Spot check as they pass by the water shrine. A DC 10 reveals the shrine through the trees. On a DC 15, the PC detects movement down by the shrine.

On the banks of a stream that passes through the western side of Yern, you see a small shrine that bears a mosaic of a fish spitting a waterspout into a jug held by a woman. In front of the shrine, you see a strange sight: a woman in robes sits beside the edge of the stream, chanting and periodically touching the water

with her hands. But she is totally surrounded by a veil of glistening water that moves back and forth with her as she sways. The woman ignores your approach.

PCs that played **KET4-01** *The Rescue of Sanjar the Low* will recognize Gita, a priestess of Geshtai, who witnessed Armaiti's return as a deathless. Otherwise, it is a DC 11 Knowledge (Religion) check (automatic for residents of Ket) to recognize the mosaic on the shrine and the robes of the woman as being of the faith of Geshtai, Baklunish goddess of streams and oases. Gita built this shrine to Geshtai near the stream.

Gita: Cleric 4 of Geshtai.

Gita stares blankly ahead while chanting. She witnessed the attacks on the village and has gone a little mad. Thinking that Geshtai is punishing the village for lack of faith, Gita has been saying prayers on the bank of the stream since the events began. This is now her sixth day of continuous prayer. Geshtai has heard Gita's prayers and answered them by placing a watery protective aura around her that no undead can touch. A follower of Geshtai or a DC 10 Knowledge (Religion) check determines that she is chanting prayers of forgiveness offered during times of tested faith.

Geshtai has further blessed Gita's vigil by granting her a temporary form of Die Hard. However, even with that aid, Gita is at -9 hp from lack of food and sleep. If an adventurer either touches the watery aura surrounding her or attempts to speak with her while within five feet of her, the aura disappears in a fine spray, and she collapses. A DC 15 Heal check reveals that she is near death. If the party brings her back to 0 hp or better in the next ten minutes, she will sleep for 24 hours, recovering hit points at the standard rate of healing. If she is not cured to at least 0 hp, she will lose 1 hit point every ten minutes until she reaches -10, at which point she will die.

However, if a member of the Warders of Geshtai metaorg touches her, either before or after she collapses, Geshtai will transfer 9 hp from the adventurer to Gita (doing 9 hp non-lethal damage to the PC—if this reduces the adventurer to less than 0 hp, Geshtai immediately heals the PC back to 1 hp), bringing Gita to 0 hp. Gita will awake and say quite clearly to her benefactor, "Save the children. They are in a warehouse near the temple. Blessing to Geshtai, who has preserved my life so that I might tell you this. I will sleep now." Then she will close her eyes and sleep for 24 hours. When she awakes, she will be completely healed. This earns the Warder of Geshtai the AR reward **Warder**.

Even if Gita is magically healed to full hit points, nothing—including magical aid such as a potion of *lesser restoration*—will wake her for 24 hours once she starts sleeping—she is in the healing arms of Geshtai during this time. A DC 15 Heal check will reveal that Gita is in a deep healing sleep and cannot be awoken.

(13) Warehouses

There are three large warehouses and half a dozen smaller warehouses around Yern. This mining village houses stoneyards and brickyards as well as copper/silver/gold that is smelted and brought down from the mines. Large enclosures of rough worked stone and ore transport wagons are common views around Yern.

Bazbir is holding the kidnapped village children in a warehouse. See *6: Free the Children* if the PCs insist on entering every warehouse in town.

(14) Sewers [several entry points on map]

For many years, the early spring runoff from the nearby mountains would burst the banks of the local river and flood the village streets of Yern each spring. To cope with this, a large sewer complex was built under the village by dwarven engineers to divert and carry the runoff.

The PCs can enter the sewers through one of several entrances. The northern and southern entrances and the marketplace entryway are the only entrances that are walk-in entrances with stairs leading down into the darkness. All other sewers entrances are manhole grates that need to be climbed down into.

The sewers are 15' wide and 15' high, with a 5' wide center channel for water runoff. The water is only 3' deep at the moment. A DC 12 Knowledge (Architecture & Engineering) reveals that the run-off from a normal spring thaw would fill the whole sewer up to a depth of ten feet.

There are sewer entrances at these following locations:

- The Pick and Lantern Inn
- Village market
- Warehouse district
- Thresher Square
- North side of village

The sewers are unlit, and light coming from the sewer entrances during daylight hours only provides light for the first 10 feet.

During the day: The undead use the sewers to move about the town during the day, so entering the sewers and moving more than 10 feet triggers *5: The Observers Attack*. After the attack, any further movement through the sewers on this day is unhindered.

If this is the first time the PCs have faced Encounter 5, they do not meet this encounter again except under certain circumstances—see *5: The Observers Attack* for details.

At night: If they enter the sewers at night, they will have already fought the Observers at sunset, and they will not encounter any undead in the sewers, since the surviving undead spend the night wandering through the streets of the village.

Barmak has made his lair in the sewers. Refer to *7: Into the Sewers* if the PCs enter the sewers.

VILLAGE PERIMETER

Observers will generally allow visitors to leave the village unmolested and re-enter during the same day. However, they will attack any villagers who attempt to leave town at any time, as well as anyone who attempts to leave or enter the village during the night, or any visitors who leave town one day and re-enter the next day.

Therefore the adventurers can leave the village and roam about in the surrounding woodlands, and as long as they return before sunset, the Observers will not attack.

Should adventurers go deep into the woods, they get a DC 15 Spot check for crop circles (automatic for anyone living off the land) and a DC 25 to spot a dead body (no more than three bodies are found). A DC 15 Heal check reveals that death occurred as a result of a negative energy attack and the bodies have been exposed for about 5 days.

If the adventurers decide to camp outside of Yern overnight, see *Adventure Background: Sleeping Overnight* for whether or not they will be attacked.

Time Management: If this adventure is being played in a time-limited setting such as a slot-based game-day or convention, try to discourage the players from leaving town by having a villager walk by and whisper to them, "Please don't leave, we need your help."

3: KIARAS THE PUPPETEER

The man in colorful robes seems to be gesturing and waving his hands with an actor's grace yet he has no audience.

The robed man is Kiaras, the local bard, puppeteer and village crier.

Kiaras: Bard 5 (Perform, acting +10, Sense Motive +4, Bluff +10)

Kiaras knows that the undead are watching. He also knows exactly what has gone on in village, but he can't come out and just say this for fear of being overheard. Kiaras tries to pass on information while trying to sound slightly mad. (The Observers know that several villagers, such as Gita, the priestess of Geshtai, have gone insane.)

Weather References: Kiaras is being overly dramatic but he has a point to it. He's trying to show that he is lying so that he won't be taken at face value with everything he says. He does this in one way by overstating the weather. A PC with Survival can make a DC 15 Survival check to identify last week's weather. It was mild with some light rain, hardly the hail and brushfires that Kiaras is talking about.

Questions & answers: If the PCs question him, this is the way Kiaras answers:

What's going on?

"All is well. The weather has been horrible lately with hail stones the size of my fist. Women have headaches from all the babies crying and the merchants are happy and doing a good, brisk business. The Innkeepers are busy and the crowds in the street keep me dreadfully busy."

Where's a good place to stay for the night?

"There's the church but I would not put any faith in religion. I would rather sleep with my ancestors." Kiaras winks one eye and nods to the PCs after this response.

Where are all the children?

"Always underfoot, the rascals! I wish we could round them up and put them away."

Where is everybody?

"I can't say I've seen them all but they make their presence felt."

Where are the Mullahs/Threshers/people?

"I haven't seen them lately but I hear they are around."

What happened to the fields/crops/plants and these crop circles?

"Nature is a fickle beast, hail one day, brushfires the next. Say, did you hear the one about the paranoid potato farmer? He was convinced his fields were full of eyes."

Why are you talking so funny/with doubletalk?

"I seek to capture your attention and never let it go!"

Sense Motive Checks: PCs might try to Sense Motive. Since Kiaras is trying to fool the Observers, PCs will have to beat his Bluff check.

Kiaras won't allow himself to be repeatedly questioned, since that might be suspicious. After each question he tries to move the conversation to the subject of puppet shows that he is thinking of performing in the near future. The plays he tries to talk about are:

"The Siege of Bissel", a drama

"The Importance of Being Erach", a comedy

"All the Beygraf's Men", a mystery

Kiaras even quotes some of the passages but he changes some of the dialogue to slip in his own message.

For the *"Importance of Being Erach"*, Kiaras quotes the part of Erach with the lines "I can't go to Aunt Agnes's party. My dear friend Sanjar has died and I must attend his funeral." A member of the Puppeteer metaorg or anyone else making a DC 15 Perform check or DC 10 Bardic Knowledge check realizes that this is not the real line from the play. Kiaras has met Sanjar in the graveyard and is trying to get the PCs to go see him.

For the *"Siege of Bissel"*, Kiaras quotes Siege Engineer Mansoor, garrison leader of Thornward. He says "If we go by the book, hours would seem like days. I assure you, you're safe in village for 6 days." A member of the Puppeteer metaorg or anyone else making a DC 15 Perform check or DC 10 Bardic Knowledge check realizes that this is not the real line from the play. Kiaras

is making up a line where the character is telling another character that what he is about to say is in code.

The play “*All the Beygraf’s Men*”, Kiaras tries his best impersonation of the Beygraf. “Here I stand on the bloody battlefield among the bodies of those that I once called friends, until they turned against me. I saw neither the shadow of hatred in their eyes nor the cruel darkness in their hearts. And my honor I owe to the one, who was despised, not trusted, and accused, *the lowest of the low*. Let the graveyard now be my temple.”

Kiaras has added in the reference to the Lowest of the Low, the story of Sanjar, a popular puppet show in recent years. Anyone in the Puppeteer metaorg, or a successful DC 10 Bardic Knowledge check or a DC 13 Knowledge (Local—VTF) check, or a PC who played **KET3-01** *Lowest of the Low* can try a DC 15 Intelligence check to recall the details of this story. (See *Adventure Background* for a short summary.)

Kiaras ends the conversation with “Do not look for me to be happy until the ‘morrow, for today I shall be a grave man”.

Puppeteers of Ket: If the party figures out what Kiaras has to say, any member of the Puppeteers of Ket earns the AR reward **Puppeteers**.

Development: Kiaras has done his best to point the PCs towards the graveyard, and it should be their next stop. If the PCs do not understand, let them continue to wander around town. If they go near the footpath to the graveyard, mention that this footpath leads over the Lovers Lane bridge to the graveyard. In the end, if they don’t visit the graveyard, their job is a lot tougher without knowing what’s going on, but not impossible.

4: THE GRAVEYARD

The footbridge does not end on the other side of the river, but on a small island in the middle of the river that is the site of Yern’s graveyard. The grass has been carefully tended. One small, simple crypt and numerous headstones are neatly laid out.

A grey stone crematorium, with a chimney blackened from use—a common sight in Ketite cemeteries—is situated near the center of the graveyard.

Two of the newer headstones have been placed quite close together, and an old Baklunish man appears to be sleeping on the ground in between the two graves, lying on his back, his arms folded on his chest, fingers entwined, ankles crossed, a peaceful look on his face. As you approach him, you realize the man is not breathing.

The man is Yousef, Sanjar’s father, and he is dead. Any PC who played either **KET3-01** *Lowest of the Low* or **KET4-01** *The Rescue of Sanjar the Low* will recognize Yousef. A DC 15 Heal check will reveal Yousef died of natural causes in the past day, likely from exposure after falling sleeping beside the graves the previous night. A

search of the body reveals a leatherworking tool with the name Yousef inscribed in the wooden handle.

The two headstones he is lying beside bear the symbol of the Cup and Talisman of Al’Akbar, as well as the inscriptions:

Sanjar
Beloved son of Yousef

and

Armaiti
Faithful in Life,
Faithful beyond Death

Between the two headstones is a bush that bears two blue carnation blossoms. A DC 15 Spot check will reveal a pair of leather gloves in the bush. The gloves belonged to Yousef, although there is no way for the PCs to know this.

Although the air has been calm, a cool breeze suddenly plays through your hair. You think the wind might be playing tricks with your ears but you are certain that you just heard a voice calling you. Looking around, you can’t see anyone, but the voice seems to be coming nearer. Without warning, a transparent form rises up from one of the headstones right in front of you!

The form is the ghostly image of Sanjar. Any PCs who played either **KET3-01** *Lowest of the Low* or **KET4-01** *Rescue of Sanjar the Low* recognize the ghost as Sanjar.

If any PCs attack Sanjar, he does not fight back, he simply absorbs damage with a sad look on his face before disappearing. If the PCs stop attacking, he will continue on with the encounter below as if nothing had happened. If the PCs attack Sanjar and hit him (AC 13 with 50% miss chance), and cause more than 15 points of damage, he disappears for the night, returning 24 hours later. If this happens, nothing else will happen in the graveyard tonight. The PCs will not receive either Sanjar’s gloves or Armaiti’s flower. In addition, the graveyard loses its “safe” status—Barmak’s undead will realize that Sanjar no longer guards the graveyard, and will feel free to move into the graveyard, observe the PCs, and attack if the need arises.

If the PCs did not attack Sanjar, or if they attack but stop and allow Sanjar to continue, and if he recognizes any of the PCs from **KET3-01** *Lowest of the Low*, he calls to them by name.

[Name of PC or PCs], *I have anxiously awaited your return to Yern.*”

He continues on for everyone.

“Yern is in mortal danger. Several years ago, an evil man named Barmak murdered my fiancée, and was executed for his crimes. Now Armaiti’s murderer

has returned from the dead as some sort of evil incarnate, and the many undead under his control have killed all the Threshers and mullahs. To terrorize the villagers, he has taken their children hostage. Anyone who has attempted to act against Barmak's orders has been slain and brought back in undeath. Barmak must be stopped before he fulfills his evil plan and turns the entire village into a realm for the undead. (If PCs have not yet rescued children, he then says) Please, rescue the children first, then slay Barmak.

Sanjar will answer truthfully with whatever information he can provide. He knows the following:

- Barmak killed Aramaiti (Sanjar's fiancée) and framed Sanjar for the crime. Barmak almost got away with it.
- Barmak has returned and is more powerful, far more powerful than what he was when he was alive.
- Barmak, controls a large force of undead in and around village. They have likely been watching the adventurers from the moment they entered the village. (This statement makes the PCs aware of the Observers. See *Adventure Background: The Observers*)
- If the adventurers have already fought and defeated undead in *5: The Observers Attack*, Sanjar will point out that there are still dozens of undead in the village.
- During the day, the corporeal undead keep to the sewers, while the incorporeal undead stay inside walls and stones to observe what is going in the village. At night, they emerge from their hiding places and openly roam the streets. The only safe places for the PCs at night are the graveyard or the sewers.
- If the undead are aware of anyone staying in the graveyard at night, many of them will ring the graveyard. It is certain death to leave the graveyard at night.
- Barmak is hiding in the sewers.
- Barmak has an evil dwarven ally named Bazbir who is holding the children, but Sanjar does not know where the children are.
- Barmak will not be satisfied with destroying the village with his undead. He vies for even more power, and to that end, he is extremely dangerous to all of Ket.

If asked why he cannot face Barmak, Sanjar replies that he is bound to this place at Aramaiti's side. However, he is not helpless, and has already destroyed any undead who have been foolish enough to enter the graveyard. Barmak is probably aware of Sanjar's presence, but it appears he is unwilling to face Sanjar's wrath. Therefore the graveyard is the only safe place in the village.

When the PCs are finished asking Sanjar for information and are ready to go fight the good fight, Sanjar says:

"Before you go, I would ask one favor. My father Yousef died last night as he would have wished, in our company. Will you fulfill his last wish completely and cremate him, then bury his ashes next to us?"

If the PCs agree to cremate Yousef, Sanjar points out Yousef's gloves in the carnation bush. (If the PCs have already found them, Sanjar touches them instead). He enchants the gloves and they become *Sanjar's gloves of ghost touch*. Sanjar will explain the power of the gloves before he leaves, and suggest that they should be given to the PC best able to use them effectively.

If the PCs do not agree to cremate and bury Yousef, Sanjar does not berate them, only fades away with a sad look in his eyes, does not enchant the gloves, and PCs do not get this AR item.

Cremating and burying Yousef takes 4 hours unless magical means are used.

SANJAR'S GLOVES

Sanjar's gloves can be used right away. As an immediate action, a person wearing both gloves may make any one melee weapon (or one end of a two-headed weapon) that is being held in one or both hands a *ghost touch weapon* as per the spell (*Spell Compendium* pg. 102). Only one weapon can be affected during the duration of the effect, which lasts for up to five minutes once per day. (Weak transmutation; CL 5; Craft Wondrous Item, 5 ranks of Craft (Leatherworking), *ghost touch weapon*, caster must be of Good alignment; Price 12,000 GP).

The gloves can only be used to *ghost touch weapon* a manmade melee weapon. They cannot be used in conjunction with a ranged weapon or an unarmed strike.

ARMAITI'S FLOWER

After talking with Sanjar, if anyone has the *Blessing of Aramaiti* from **KET4-01** *The Rescue of Sanjar the Low* then that person sees one of the blue carnation flowers on the bush begin to glow, and hears a voice that says only to him or her:

"Do you remember me? Then henceforth remember us..."

The glowing flower is gently detached from the branch and carried to you as if by an unseen hand, where it is placed on you. It clings to your chest as if fastened there, although there is no sign of any pin.

The voice is that of Aramaiti speaking to the one who gave her life for a time so she could be reunited with Sanjar. If more than one person has the blessing then they each get Aramaiti's flower.

If no PC has played "Rescue of Sanjar the Low" then the flower is given to the highest-level good-aligned PC (roll off if there is a tie), who hears a woman's voice say:

"I will help you as best as I can."

The PC who has earned this reward will automatically know that for the rest of the adventure, the flower will act as protection against negative energy attacks.

Armaiti's Flower: Any time a PC wearing this is struck by an effect that drains levels, life, and/or ability scores, the attack is negated by the Bloom. The flower starts with 3 charges. Each negated attack uses up one charge. After all three charges have been used, the flower loses its power but will never wither or fade. It does not take up a magic item slot.

At the end of the adventure, or when all three charges have been used up, the flower's glow fades (but does not wither), and the flower gently detaches itself from the wearer's clothing and floats to the ground. It will never wither or decay, and can be kept as a souvenir by the wearer, should he or she desire, although it is completely drained of power.

SLEEPING THROUGH THE NIGHT

The PC's may feel that they need to rest overnight. They can stay at the graveyard in safety (if they did not drive away Sanjar), but the Observers will know where they are. The undead surround the graveyard all night, taunting, tormenting, and screaming what horrible things they'll do when the adventurers leave the graveyard. Unless the adventurers take extraordinary steps to cut off this noise (efficient earplugs, a permanent *silence*, etc.), the screaming makes any restful sleep impossible.

There is one relatively soundproof empty crypt that is big enough for one person. The crypt marks the final resting place of Kurag, the famous prospector who founded a private silver mine in the mountains outside of town. Any spellcaster sleeping inside this crypt will be able to get restful sleep and recover spells. Sanjar says that Kurag doesn't mind the company.

Kurag's Crypt: 2 ft thick walls; Hardness 8, 200hp; Stone door: 1 ft thick; Hardness 8, hp 100. Locked, DC 22 Open locks/DC 26 Break. Holds maximum one person.

LEAVING THE GRAVEYARD AT NIGHT

If the PCs choose to leave the graveyard at night despite Sanjar's warning, they will have to fight their way through an untiered combat of all the undead from all APLs of 5: *The Observers Attack* simultaneously!

UNDEREQUIPPED PARTIES (APL 2-4)

Parties that have not yet had combat with the Observers from 5: *The Observers Attack* meet Dinsha just before sundown as he is being led to the graveyard by Kiaras. Dinsha will tell them that there are some supplies that may be useful at the church—five flasks of holy water, one wand of *cure light wounds* (23 charges), three potions of *lesser restoration*, two oils of *magic weapon*, a potion of *cure moderate wounds* and a cold iron scimitar. Dinsha found them while going through files earlier

today, and can describe exactly where to find them. Dinsha is sure to tell them that the supplies belong to the church, and any unused items must be returned at the end of adventure. Allow the adventurers to reach these supplies before the Observers attack.

Development: If the PCs listened to Sanjar, they will now be aware of the Observers, know that Barmak has returned, is up to his evil ways and that everyone in village is depending on them. They may or may not know where the children are.

5: THE OBSERVERS ATTACK!

This adventure is designed so that hopefully the PCs will only face this encounter once. However, due to the adventure's non-linear nature, if the PCs insist on taking certain actions, this encounter can be triggered more than once. Try to avoid this, especially with low-level parties, and more particularly if you are in a time-limited setting, since each occurrence of this combat will use up a fair amount of time. If this combat does occur multiple times despite your best efforts, the PCs get XP for the first combat, but no bonus XP for subsequent iterations.

DURING THE DAY

As mentioned in *Adventure Background: The Observers*, the Observers are under standing orders from Barmak to watch any visitor who comes into town, remaining hidden in walls and objects around town, using the sewers to move from place to place. If an Observer is spotted by a PC, it quickly pulls its eye back out of sight, and then moves to a new area while the spotter is trying to get the rest of the party to see the eyeball that is no longer there. The DM can play up the paranoia angle and drive the one or two characters with good Spot checks crazy by saying that they occasionally see an eyeball looking at them from the wall but that no one else can see it (have some fun with this).

Even if they are spotted by the entire party, the Observers will not attack during the day unless the party enters the sewers, since this is where the undead are while the sun is up. If the PCs do go into the sewers and have this combat, and then stay in the sewers afterward and explore further, move to 7: *Into the Sewers*.

If the party leaves the sewers immediately after destroying the undead in this encounter, but before meeting Barmak, they will not face this combat again at sunset. However, this encounter combat may be triggered again if

- They leave the village during the day and camp less than five miles away. (see *Adventure Background: Sleep Overnight*)
- They leave the village during the night. (see 2: *Village of Yern – Village Perimeter*)
- They leave the village during the day and re-enter the next day. (See 2: *Village of Yern – Village Perimeter*)

- They sleep overnight anywhere in the town except the graveyard. (see *Adventure Background: Sleep Overnight*)

These circumstances can stack, leading to multiple occurrences of this combat.

It is important for APL 2 & 4 parties to find or be told about the magical supplies in the temple before they meet this encounter—otherwise it is likely they will not be able to defeat the incorporeal undead due to lack of magical weapons.

AT SUNSET – IN TOWN

If the PCs did not fight this encounter in the sewers during the day, the Observers report back to Barmak at sunset and tell him that visitors are in the village after dark. Barmak orders the Observers to immediately kill the interlopers. However, if the Observers are defeated, then they are to leave the PCs to him.

The first place the incorporeal undead go is to the temple. If Dinsha is here by himself, they kill him, then head out into the village to look for the PCs. (Obviously if the PCs are at the temple with Dinsha at sunset, then the undead attack everyone.)

If no one is at the temple (Dinsha is with the party in the village or with Kiaras in the graveyard) the undead go out into the village to find the PCs.

The attack happens outdoors in the streets unless the PCs are adamant about staying indoors.

If the PCs move to the sewers immediately after this encounter at dusk, they will avoid any more undead until they meet Barmak (see 7: *Into the Sewers*) since the undead are under orders to leave the PCs to Barmak.

However, if the PCs do not enter either the sewers or the graveyard immediately following this combat, the same combat can be triggered again under the following circumstances—

- They stay on the streets after full darkness and dawdle around in town. Warn the PCs that the Observers come out from hiding and start to circle ever closer, like sharks circling in closer to attack their prey. If the party does not get the hint then the party will have to fight this combat again.
- They camp outside the town less than five miles away. (see *Adventure Background: Sleep Overnight*)
- They leave the village after sunset. (see 2: *Village of Yern – Village Perimeter*)
- They sleep overnight anywhere in the town except the graveyard. (see *Adventure Background: Sleep Overnight* for details)

These circumstances can stack, leading to multiple occurrences of this combat.

AT SUNSET – OUTSIDE TOWN

If the PCs did not fight this encounter in the sewers during the day, have left town during the day and are within 5 miles of Yern at sunset, they will now face this encounter at sunset, just as if they had stayed in town and met this encounter at sunset.

This encounter can then be triggered again under the following circumstances—

- They re-enter town at night and do not immediately enter the sewers or the graveyard, but walk around on the streets (See *At Sunset—in Town* above.).
- They re-enter town at night and sleep anywhere in the town except the graveyard. (see *Adventure Background: Sleep Overnight*)
- They camp outside the town less than five miles away. (see *Adventure Background: Sleep Overnight*)
- They re-enter the village the next day. (see 2: *Village of Yern – Village Perimeter*)

These circumstances can stack, leading to multiple occurrences of this combat.

Time Management: If this adventure is being played in a time-limited setting such as a slot-based game-day or convention, try to discourage the PCs from leaving town by having a villager walk past them and whisper for them not to leave, the villagers are depending on them or words to that effect.

APL 2 (EL 3+1)

Shadow, Lesser (3): hp 9, 8, 7; see *Appendix One*

APL 4 (EL 5+1)

Shadow, Lesser (6): hp 9, 9, 8, 8, 7, 7; see *Appendix One*

APL 6 (EL 7+1)

Shadow: hp 27; *Monster Manual* 221

Allip (2): hp 36, 36; *Monster Manual* 10

Shadow, Lesser (3): hp 9, 8, 8; see *Appendix One*

APL 8 (EL 9+1)

Wraith (2): hp 45, 41; *Monster Manual* 258

Shadows, lesser (6): hp 9,9,9,8,8,8; see *Appendix One*

Allip: hp 36; *Monster Manual* 10

Shadow: hp 27; *Monster Manual* 221

APL 10 (EL 11+1)

Greater Shadow (2): hp 81, 75; *Monster Manual* 221

Wraith (3): hp 45, 43, 41; *Monster Manual* 258

APL 12 (EL 13+1)

Dread Wraith: hp 144; *Monster Manual* 258

Greater Shadow (4): hp 81, 78, 77, 72; *Monster Manual* 221

APL 14 (EL 15+1)

Dread Wraith (3): hp 144, 140, 138; *Monster Manual* 258

Greater Shadow (3): hp 81, 78, 77; *Monster Manual* 221

Tactics: The Observers attempt to attack with surprise. It's a PCs Spot check vs. their Hide check. If PCs are aware of the Observers, the undead do not get the +10 circumstance bonus to their Hide checks.

Withdrawing: The PC's may only withdraw from the fight during the day since all they have to do is step back into the sunshine and be safe. At night the undead pursue relentlessly.

Tactics: The undead focus their attacks on any cleric that attempts to turn undead. They even risk Attacks of Opportunity in order to attack the cleric.

Loot: There is no loot to be gained from this encounter.

6: FREE THE CHILDREN

Bazbir is hiding out in a 100' x 100' x 30' high government warehouse with the children. (Location 13 on **Map of Yern**.) He has had one week to plan his defenses. (See **DM Aid 2 – Encounter 6** for floor plan). There is no timing for this encounter, which happens whenever the PCs learn of where the children are being held and arrive to rescue them, or if the PCs start going through the village buildings one by one in a search for the children.

Bazbir sleeps at night when the Observers come out to take control of the town. The Observers don't enter or keep watch inside this building or check in with Bazbir at any time.

ENTRANCES

Western Door: There is a large double door (40' wide x 20' high) in the western wall that is unlocked, but the door hinges squeak as they open.

Eastern door: There is a single regular-sized door in the eastern wall. It opens inward, but Bazbir has stacked several rows of barrels in front of it so that the door cannot be pushed opened. Break DC 28 to open.

Wooden Front Door: 4-inch thick door, 80hp, hardness 5. Squeaky, unlocked double doors, listen DC 10 to hear them open.

Wooden Back Door: 2-inch thick door, 40hp, hardness 5. Barricaded single door.

INTERIOR ROOM

There is one 30' x 40' x 30' high back room in this warehouse, with only one door. The door has been jammed into the frame using *warp wood*, and has to be forced open (Break DC 24) in order to enter the room. Forcing the door in this manner opens it but does not break the door nor prevent it from closing and being jammed shut again. (DC 18 Strength check to jam it closed.)

Wooden Interior Door: 2-inch thick door, 40hp, hardness 5. Must be forced open. Break DC 24

Wooden wall: 3 inch thick walls, 80 hp, Hardness 5.

There are 33 children in the back room; they are malnourished and sick. Five are unable to walk. There are

two nursemaids caring for the children as best they can. Each child weighs 50 pounds.

Children (33): 5 are unable to walk

Nursemaids (2): can carry one child each

The night before the PCs arrived in town, Bazbir entered this room and took away Farida, a 7-year-old girl. (He gave her to Barmak in the sewers.)

DEFENSES

Crates have been piled up to the ceiling to block flying movement. There is a path winding through the pile of crates and Bazbir has dug a 10-foot pit in the dirt floor to slow incoming assailants. PCs will have to jump down and climb up the other side of the pit—or find some other way to circumvent it—to get to Bazbir.

SMASHING CRATES

This government warehouse stores all of the equipment that the three outlying state run mines need to operate. The crates contain raw ore samples, sand grit, packing materials, wooden timbers, lamps and oil, sacks, ropes, and other mining equipment.

Smashing the crates will make a great deal of noise. In addition, if a PC does over 20 points of damage to a crate in the bottom half of the stack, the entire stack will collapse, doing 4d6 damage to everything in a 10-ft area as the contents spill out. Everyone in this area is also knocked prone and entangled until they leave the affected area.

Crates (each 10ft by 10ft by 5ft high): 4-inch thick raw material container, 20 hp, HD 5. Six crates per 30-ft stack.

THE PEEP HOLE

A small crack in the eastern exterior wall (where it joins with the northern interior wall) allows someone on the outside of the building to peek into the room with the children. It is a DC 20 + APL Spot or Search check to find the peephole and view the children.

Using the peephole also allows observation of the daily routine for the patient watcher—Bazbir checks in on the children three times each day: once in the morning (9 am), once around noon and again near dusk (6 pm). At noon one of the nursemaids leaves and returns with a large cauldron of gruel for the children.

FIRE EFFECTS:

Setting everything in the warehouse on fire results in an inferno in a very short amount of time. To make adjudication easier, each square hit by flames ignites. Once 25 squares of the warehouse are on fire, the effects are the same as a forest fire: heat damage, catching on fire, and smoke inhalation (*Dungeon Master's Guide* 88). Note: At APL 8-14, Bazbir in undead form doesn't breathe and thus is immune to smoke inhalation. At APL 2-6 he can succumb to the smoke just like the PCs.

APL 2 (EL 3)

Bazbir the Kidnapper: Dwarven Druid 3; hp 25; see *Appendix One*

APL 4 (EL 5)

Bazbir the Kidnapper: Dwarven Druid 5; hp 45; see *Appendix One*

APL 6 (EL 7)

Bazbir the Kidnapper: Dwarven Druid 7; hp 63; see *Appendix One*

APL 8 (EL 9)

Bazbir the Kidnapper: Dwarven Druid 6/ Blighter 3; hp 81; see *Appendix One*

APL 10 (EL 11)

Bazbir the Kidnapper: Dwarven Druid 6/Blighter 5; hp 99; see *Appendix One*

APL 12 (EL 13)

Bazbir the Kidnapper: Dwarven Druid 6/ Blighter 7; hp 117; see *Appendix One*

APL 14 (EL 15)

Bazbir the Kidnapper: Dwarven Druid 6/ Blighter 9; hp 135; see *Appendix One*

Note: Bazbir's blighter's undead wildshape form is healed by inflict spells.

Tactics:

Bazbir is expecting a direct assault through the front door, and has a simple defensive plan: He climbs onto a stack of 5-ft high crates, thus giving him a bonus of +1 to hit due to higher ground, which is not included in his stats. At higher APLs, he then wildshapes, and puts on his resistance items.

As a pyromaniac who cares nothing about the living, he will protect himself from fire then set everything on fire. Should a PC get the interior door open or make an opening through an interior wall into the room where the children are being held, Bazbir targets the children if he has line of sight and line of effect. If he kills all the children, he immediately flees from combat. If he kills the PCs, he lets the building burn to the ground with the children in it.

However, his defenses are set up for an attack through the main doors. He is not expecting someone to come through one of the exterior walls directly into the children's room. If this happens, and Bazbir becomes aware of it, he will have to force open the warped door to this room, giving the PCs some time to evacuate the children before Bazbir arrives. It takes Barmak one round to listen, one round to cast a *resist/protection from fire* spell, and one round to try to force the door. (Or *warp wood* at certain APLs). He might not be able to force the door on his first try (DC 24 Break). If he wildshapes, he

puts on his resistance items before going through the door.

Loot:

APL 2: Loot 28 gp; Magic 268 gp; +1 *hide* (97gp), +1 *darkwood shield* (105 gp), *potion of cure light wounds* (4 gp), *wand of create water* (62 gp); Total 296 gp.

APL 4: Loot 28 gp; Magic 529 gp; +1 *dragonhide plate* (358 gp), +1 *darkwood shield* (105 gp), *potion of cure light wounds* (4 gp), *wand of create water* (62 gp); Total 557 gp.

APL 6: Loot 28 gp; Magic 587 gp; +1 *dragonhide plate* (358 gp), +1 *darkwood shield* (105 gp), *potion of cure serious wounds* (62 gp), *wand of create water* (62 gp); Total 615 gp.

APL 8: Loot 28 gp; Magic 1192 gp; +1 *dragonhide plate* (358 gp), +1 *darkwood shield* (105 gp), *cloak of resistance +2* (333gp), *periapt of wisdom +2* (334 gp), *wand of create water* (62 gp); Total 1220 gp.

APL 10: Loot 28 gp; Magic 1859 gp; +1 *dragonhide plate of beastskin* (1025 gp), +1 *darkwood shield* (105 gp), *cloak of resistance +2* (333 gp), *periapt of wisdom +2* (334 gp), *wand of create water* (62 gp); Total 1887 gp.

APL 12: Loot 28 gp; Magic 2858 gp; +1 *dragonhide plate of beastskin* (1025 gp), +1 *darkwood shield* (105 gp), *cloak of resistance +2* (333 gp), *periapt of wisdom +4* (1333 gp), *wand of create water* (62 gp); Total 2886 gp.

APL 14: Loot 28 gp; Magic 3858 gp; +1 *dragonhide plate of beastskin* (1608 gp), +1 *darkwood shield* (105 gp), *cloak of resistance +3* (750 gp), *periapt of wisdom +4* (1333 gp), *wand of create water* (62 gp); Total 3886 gp.

Development: If the PCs save at least five children, the party earns the AR reward **Archon Aid**.

If the PCs saved at least one child or nursemaid, the survivor will tell them that the evil dwarf came last night and took away one of the children, a 7-year-old girl named Farida.

7: INTO THE SEWERS

Daytime: The PCs must complete *5: The Observers Attack* before they confront Barmak in this encounter. If the PCs are entering the sewers in the daytime for the first time, they have not yet fought the undead in *5: The Observers Attack*. Go and complete that encounter first, then once that combat is completed, if the PCs stay in the sewers, come back to this encounter and continue on. If they climb out of the sewers after the combat, leave this encounter for the time being, and return to this encounter when they re-enter the sewers.

After sunset: If they enter the sewers at night, they will have already completed the combat in *5: The Observers Attack* (either at sunset or during a previous trip into the sewers in the daytime), so continue on with this encounter.

Any natural light from outside quickly fades away as you climb down into the sewers. You can hear dripping water off in the distance. You instinctively hold your nose against the disgusting odor that wafts out of the darkness. The sewers seem overly large—a full fifteen feet high and fifteen feet wide. There is a five-foot water channel down the middle of the sewer, flanked on either side by five-foot walkways.

You have only taken a few steps when you hear a distant “whoomp”—some sort of explosion or concussion. A few moments later, a sudden gust of dank, bitter air hits you in the face, then all is silent again.

The distant explosion is Barmak opening the portal.

The most northern and southern entrances to the sewers as well as the one in the marketplace are walk-in style entrances with stone steps leading down into the darkness. All other entrances have sewer grates that can be removed to access 15-ft ladders descending into the sewers.

If any adventurers either step into the middle channel or poke something longer than two feet into it, they discover the water is only about two feet deep at the moment.

After some time in the sewers looking about, read the following:

You have gotten more used to the musty, unpleasant odor, but now you start to smell a bitter, cloying incense. The passageway continues straight but has a connecting passageway coming up on the right. When you arrive at the intersection, the smell seems to be coming from the right passage.

The passageway opens up into a large underground chamber. There is a wide pool of water in the middle of the floor. A large burning censer sits on the far edge, hot blue flames flickering unsteadily in its bowl, a ghostly column of smoke rising from it, writhing in the heat. A sparkling metal belt, a scroll and a pen are on a table standing to one side.

In the eerie blue light, you can see the tiny form of a child, seated in a chair, bound and blindfolded. Blood drips from a wound on her arm to the floor.

Clinging to the child's chair is a small, squat, disgustingly quivery creature with pale sickly flesh and long pointed ears. Its slack jaws harbor a mouth full of fangs and its clawed hand is poised over the girl, ready to strike.

Behind the child is a swirling vortex of black cloud sparked with blue energy. Although it is difficult to see beyond the roiling clouds, you get occasional glimpses of a very foreign landscape lit by flashes of lightning. The boom of distant thunder echoes through the room.

You hear a voice in your head, a chilling evil whisper from beyond the grave. “So, you have come to rescue the child? Very well, I have a modest proposition that should benefit us both. I will free the child and let all of you go unharmed, and will also

give you an item of great worth in exchange for one signature.”

It is a DC 13 Knowledge (Architecture/Engineering) to recognize that this oversized room is actually a typical Dwarven cistern design, however, the room does not function as one, since the final parts to make it fill with water were never installed.

CENSER FOR CONTROLLING UNDEAD

The *censer for controlling undead* is what Barmak is using to control the Observers and the other undead, which in turn control their spawn. (See *Appendix 2: New Items*).

It is a DC 15 Knowledge (Religion) check for members of the Ket metaorg Guardians of Eternal Slumber or a DC 25 Knowledge (Arcana) for other PCs to comprehend that the censer does have a purpose.

To destroy or nullify the censer, and thus Barmak's control over the undead, the censer must be broken or overturned so that nothing burning is left in it.

Just overturning the censer is enough to destroy it, since the hot metal will crack when it touches the cold water of the cistern pool. If the PCs destroy the censer, anyone belonging to the Ket metaorg Guardians of Eternal Slumber earns the AR reward **Guardians**, and everyone in the party earns the AR reward **Cleansed Yern**.

If the PCs do nothing with the censer, the Archons who arrive shortly will recognize it for what it is and immediately destroy it on the spot. The party still earns the AR reward **Cleansed Yern**. If the PCs attempt to keep the censer, the Archons will confiscate it, destroy it, and then very intently question the PC who had possession of it.

Under no circumstances will the adventurers be able to keep this censer! It is evil.

THE PORTAL

The open Portal is only a temporary one. Barmak had the dretch wound the girl, which opened the portal prior to the PCs' arrival. Barmak crossed through the portal into the Abyss, and has 15 more minutes until the portal closes. Barmak's ambition is to make his temporary portal to the Abyss a permanent one in order to recruit more evil creatures to enter Ket. His research indicates if he can get a good-aligned character to draw a single drop of blood from an innocent child, it is possible that, with the preparations he has made, the portal will become permanent.

A neutral-aligned character that draws the blood also opens the portal, but only temporarily (1 minute per character level to a max of 5 minutes.) An evil-aligned character also opens the portal temporarily, but for only 20 minutes.

The reason for the different times is due to the nature of good/neutral/evil and how they relate with the nature of the universe.

WHERE IS BARMAK?

Barmak has gone through the portal, and he's on the 514th plane of the Abyss, hiding and observing the PCs from there. Unless the PCs enter through the portal they cannot see him. Barmak turns off his *maddening aura* when he negotiates telepathically with the PCs. He does not need line of sight or line of effect to use telepathy.

BARMAK AND THE CONTRACT

Barmak wants to make the portal permanent. Firstly, if the portal closed with him on the wrong side, and something happened so the dretch could not spill more of the girl's blood to reopen the portal, then Barmak would be trapped in the Abyss. Secondly, Barmak has managed to meet and recruit some demons that happened to be in the vicinity when the portal opened, but without a permanent portal, he'll stay in the Abyss long enough to make meaningful contact with the powerful rulers of the plane. Finally, he would like to cause some evil mischief to a Good-aligned character if possible. For all these reasons, he attempts to strike a bargain with a Good-aligned character in order to make the portal permanent.

The center pin of his negotiations is a *belt of magnificence* lying on the table, which he will freely give to someone whom he believes, is Good-aligned; in return, the adventurer must wound the child so that a drop of her blood spills on the floor.

Barmak cannot *detect alignment*, so he first asks if anyone is wearing holy symbols of good-aligned gods. If there is one, he telepathically asks the PC with the holy symbol to step forward and negotiate terms for handing over the girl, Farida. (As a former Citizen of Ket, Barmak is well aware that although Al'Akbar is a Good-aligned God, most of his worshippers in Ket are Lawful Neutral. He will therefore ignore worshippers of Al'Akbar if there is someone wearing the symbol of another Good-aligned deity.) If he has more than one Good-aligned PC to choose from, he prefers paladins over clerics. Otherwise, he asks for any one of the Good-aligned PCs to step forward and the players can choose who goes. If no one declares a holy symbol, Barmak will choose an adventurer randomly. If no one has a Good-aligned holy symbol, someone without a holy symbol can make a DC 30 Diplomacy check to be the negotiator in place of someone displaying the symbol of a neutral god or who displays no holy symbol.

Barmak only releases Farida if a PC signs the contract on the table and cuts the child. Having no further need of Farida or the PCs, Barmak then double-crosses them by ordering the guardians hiding in a nearby room to attack.

[To begin negotiations, Barmak telepathically talks to the chosen adventurer.]

“Step forward and let us bargain for this child. On the table is a belt of magnificence and a contract with my terms. Sign the contract, take the belt, and do one simple task for me and I will let you and the girl leave, alive. Otherwise the girl dies while you watch.”

Give **Player Handout 2: Barmak's Contract** to the chosen PC. It is a magical *contract of nepthas* that curses any signatory who reneges on the agreement. (See *Appendix 2: New Items & Spells*).

If the chosen adventurer is reluctant to sign, Barmak again threatens to order the dretch to kill the child if the player does not sign. (This is a lie—Barmak knows the portal can only be opened if the child lives.)

Barmak also touts the benefits of the *belt of magnificence*, reminding the adventurer that the belt will increase all of their abilities (see The Belt below).

If the PC wishes to examine the *belt of magnificence*, Barmak allows the chosen PC to look it over closely but specifies that no spells are to be cast. (If anyone tries to cast a *detect magic* or any other spell, Barmak angrily ends negotiations, and the belt and contract disappear in a flash of flame. Move to *If Things Don't Go Barmak's Way*.)

THE BELT OF MAGNIFICENCE

The item on the table is a *cursed belt of magnificence* (*Miniatures Handbook* page 42).

Any player taking the belt and putting it on immediately receives the benefits of the belt (APL 2-6:+2/APL 8-10:+4/APL 12-14:+6, see below or **Appendix 2: New Items** for powers) but is also cursed as follows:

- the PC loses any powers or spells granted by any Good or Neutral deity
- The PC can no longer be healed magically from any source (including fast healing or regeneration). *Delay death* will work, but only for the duration of the spell. Natural healing is the only way to recover from damage.
- If the PC dies, the death is permanent, as the PC's soul is dragged down into the depths of the Abyss forever. The character is removed from the campaign.

To remove the belt requires a *remove curse* (Caster Level 12), and if the PC is also a follower of a Good deity, the PC then needs an *atonement*. Once removed, the belt disappears.

Belt of Magnificence (*Miniatures Handbook* 42):

This sparkling metal belt projects power and authority. The belt adds a +2, +4 or +6 enhancement bonus to the wearer's Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma scores. (Strong transmutation)

OPTION 1: SIGNING THE CONTRACT

If the PC signs the contract and takes the belt, Barmak points at the contract and his name magically appears on the line “Owner of the Contract”.

If the PC puts on the belt before signing the contract, his or her signature instantly appears on the contract under “Employee” and Barmak's signature appears under “Owner”.

Once the contract has been signed, either voluntarily or involuntarily, Barmak will immediately order the PC

to wound the child so that a drop of blood falls to the floor.

Honoring the Contract: If the PC wounds the child, he or she earns the AR item **Barmak's Employee**. With the contract fulfilled, the contract disappears in a flash of flame. Immediately go to *If the Portal is Made Permanent*.

Reneging on the contract: If the PC refuses to wound the child, he or she is instantly stricken by the curse of the magical contract. (See *Appendix 2 New Items: Contract of Nepthas*.) Once the contract has cursed the PC, it disappears in a flash of flame. Go to *If Things Don't Go Barmak's Way*.

OPTION 2: THE CONTRACT LOOPHOLE

The contract contains one loophole that Barmak has missed. A DC 20 Profession (Lawyer) reveals the loophole (or a player might be able to figure it out on their own). The contract specifies that the adventurer is to take the item from the table on which the contract lies as his or her payment. The inference is that the PC will take the *belt of magnificence*. But the contract itself is also a valuable item on the table. If the PC picks up the contract instead of the belt, the PC becomes the owner of the contract, and therefore dictates when and where the child's blood will be drawn, if ever. If the PC takes the contract, his or her signature magically appears on the line "Owner of the Contract". The contract and the belt instantly disappear in a flash of flame. Go to *If Things Don't Go Barmak's Way*.

OPTION 3: REFUSING TO SIGN THE CONTRACT

Of course the PC can refuse to take the belt and sign the contract despite all of Barmak's threats and promises. Or another PC might intervene by casting a spell, or otherwise initiating combat. In either case, the belt and contract disappear in a flash of flame. Go to *If Things Don't Go Barmak's Way*.

IF THE PCS TRY TO QUESTION BARMAK DURING NEGOTIATIONS:

Where are the children?

This gets a laugh from Barmak. He says that Bazbir has them in a warehouse across from the Temple.

Why are you doing this?

"Revenge! For seven days I hung at Thresher Square, wrapped in meat in a carpet. At first I laughed at the idea of this punishment as I felt nothing. I even managed to eat some of the meat myself that first day. But then the heat came, and the smell started to get bad. By the third day the insects had started to crawl over me and the birds came to eat them. Then insects and birds began to eat at me, tiny little pecks that I could feel. All the while everyone was coming to look at me. They pointed and laughed. They held a puppet show in front of me about what I had done. They

mocked me, taunted me, and jeered me while I struggled with the pain. By the sixth day I was in agony, praying for something to take me, to end it. Then the darkness did come, but before it did I swore to get my revenge on the entire village. And I will have my revenge!"

Where are all the dead bodies?

The demons have gone around town and collected all the dead and brought them to an unfinished sewer line. The sewer was then collapsed to seal in the bodies.

IF THINGS DON'T GO BARMAK'S WAY

If a PC chooses the contract instead of the belt as the item to be claimed, or if no PC agrees to sign the contract, or if any PC makes an aggressive move (i.e. spellcasting, charging into melee, firing missiles, singing bard songs, etc.), then the contract (and the belt, if it was unclaimed) disappear in a flash of flame. Barmak's telepathic voice becomes angry. He orders the dretch standing next to the child to attack her while calling his guardians from the next room. If the dretch gets an opportunity to attack the girl once combat starts, it hits her for 5 hp (taking the child to -3 hp). The child's spilled blood keeps the portal open temporarily for 20 more minutes.

IF THE PORTAL IS MADE PERMANENT

The air rips with a thunderous crack as black energy erupts from nothingness. You are thrown back by a violent blast. When you look up you can still see the black cloud ring around the portal but the crackling blue energy has increased in intensity. Warm air escapes from that plane while flashes of light and rolling thunder can be heard. You can see a strange and alien landscape through the open portal.

Everyone, including the dretch, is knocked prone in the sewer chamber. After one round the guardians enter.

Farida: Baklunish female human: 7 years old.

APL 2 (EL 5)

Dretch (2): hp 13, 12; *Monster Manual* 42

Nashrou : hp 42; see *Appendix One*

APL 4 (EL 7)

Dretch (3): hp 13, 13, 12; *Monster Manual* 42

Nashrou (2): hp 42, 42; see *Appendix One*

APL 6 (EL 9)

Dretch: hp 13; *Monster Manual* 42

Babau (2): hp 66, 65, *Monster Manual* 40

Nashrou (3): hp 42, 41, 40; see *Appendix One*

APL 8 (EL 11)

Dretch: hp 13; *Monster Manual* 42

Kastigur: hp 195; see *Appendix One*

APL 10 (EL 13)

Dretch: hp 13; *Monster Manual* 42

Kastigur: hp 195; see *Appendix One*
Vrock (2): hp 115, 112; *Monster Manual* 48

APL 12 (EL 15)

Dretch: hp 13; *Monster Manual* 42
Kastigur: hp 195; see *Appendix One*
Vrock: hp 115, 112; *Monster Manual* 48
Nalfeshnee: hp 175; *Monster Manual* 45

APL 14 (EL 17)

Dretch: hp 13; *Monster Manual* 42
Marilith: hp 216, see *Appendix One*

Tactics:

APL 2 The dretch attacks the girl, and if it succeeds in wounding her, then it attacks the nearest PC. The dretch does not summon more dretches, nor does it use its *stinking cloud*. The nashrou attacks the largest concentration of PCs to take advantage of its multiattack.

APL 4 The dretch attacks the girl, and if it succeeds in wounding her, it throws a *stinking cloud*, and then attempts to summon more dretches. The nashrou attacks the largest concentration of PCs to take advantage of its multiattack.

APL 6 The dretch attacks the girl, and if it succeeds in wounding her, it throws a *stinking cloud*, and then attempts to summon more dretches. The nashrou attacks the largest concentration of PCs to take advantage of its multiattack. The Babau summon other tannari first, then move to flank attack the PCs.

APL 8 The dretch attacks the girl, and if it succeeds in wounding her, it throws a *stinking cloud*, then attempts to summon more dretches. The Kastighur quicken *teleports* each round to an open area where it can charge an opponent. It holds the line if it has no open space.

APL 10 The dretch attacks the girl, and if it succeeds in wounding her, it throws a *stinking cloud* and then attempts to summon more dretches. The Kastighur quicken *teleports* each round to an open area where it can charge an opponent. It holds the line if it has no open space. The Vrocks attempt to summon other vrocks, cast *mirror image* and then engage the PCs. They screech each in turn after their first round of melee with the PCs.

APL 12 The dretch attacks the girl, and if it succeeds in wounding her, it throws a *stinking cloud* and then attempts to summon more dretches. The Kastighur quicken *teleports* each round to an open area where it can charge an opponent. It holds the line if it has no open space. The Vrocks attempt to summon other vrocks, cast *mirror image* and then engage the PCs. They screech each in turn after their first round of melee with the PCs. The Nalfeshnee summons 1d4 vrocks, then casts its *smite* aura. It *febleminds* any spellcasters it finds before *greater dispelling* as a counterspell or the PC's buffs if it has no other demons protecting it.

APL 14 The dretch attacks the girl, and if it succeeds in wounding her, it throws a *stinking cloud* then attempts to summon more dretches. The Marilith

summons 1d4 hezrou. She then separates the PCs with a *blade barrier* and attacks spellcasters.

Treasure:

APL 2: Coin 185gp; Total 185gp
APL 4: Coin 124 gp; Total 124gp
APL 6: Coin 316 gp; Total 316 gp
APL 8: Magic 362 gp; +2 *breastplate* (362gp); Total 362gp
APL 10: Coin: 82gp; Magic 362 gp; +2 *breastplate* (362gp); Total 444gp
APL 12: Magic 779 gp; +3 *breastplate* (779gp); Total 779gp
APL 14: Coin 128gp; Magic 2617gp, *large longsword of the planes* (1860gp), 2 adamantine longsword (502gp), 2 masterwork cold iron longsword (55gp), +1 *silvered longsword* (200gp); Total: 2745gp

WHEN THE PCS DEFEAT THE GUARDIANS

Glancing through the portal into the hellish depths of the unknown plane, you glimpse the bones of a long dead body lying at the base of the portal. A gleaming scimitar can be seen shining in the gloom beside the bones.

You catch a glimpse of a shadowy evil figure retreating further away from the portal. It must be Barmak.

A DC 10 Spot check reveals a holy symbol on the scimitar of an armed man standing on a mountain summit. A DC 11 Knowledge (Religion) check, Bardic Knowledge or Knowledge (Local—VTF) reveals this to be the symbol of the Baklunish hero-deity Azor'alq.

A DC 20 Knowledge (Nobility) or Bardic Knowledge identifies that this skeleton was likely a paladin of Azor'alq.

A DC 25 Knowledge (Arcana) or DC 30 Spellcraft check reveals that the portal is likely keyed to the dead body on the ground. Moving the dead body back into Ket will close the portal permanently.

CHOOSE THE EXTENDED PLAY OPTION OR END THE ADVENTURE

If there is enough time, the DM can now offer the PCs a choice: They can end the adventure here (end of regular play); or for the cost of 1 TU (for PCs whose home region is Ket) or 2 TU (for non-regional characters), they can choose to enter the portal and try to track down Barmak and kill him. The players should be informed about the extra TU cost before they make their decision.

If the players choose to end the module here, move to *Conclusion*.

Note: Some of the players may decide to continue with the Extended Play Option, while others decide to end the adventure. This is acceptable as long as there are at least 4 characters (i.e. a legal table) that choose to continue the Extended Play Option. Otherwise, the

Archons arrive, the adventure is over; move to *Conclusion*.

Leaving the sewers and then returning: After defeating the guardians, the players must immediately choose this opportunity to enter the abyss if they want to play the *Extended Play Option*. If the players choose to head back into the village to heal, flee, or rescue the children (since they may find out from Barmak where they are), they lock themselves out of the *Extended Play Option*. When they subsequently return to the portal, they find that a large party of Archons of the Su Raste have just closed the portal permanently. The PCs then have to explain themselves. All Diplomacy checks fail and the Archons arrest the PCs, believing them to be accomplices, and interrogate everyone at a later time. Go to *Conclusion*.

EXTENDED PLAY OPTION: TO THE 514TH LAYER OF THE ABYSS

As you enter the portal, you step over a skeleton at your feet. Bright bits of armor still cling to the bones.

Looking around, it is hard to imagine a more somber scene. The landscape is gloomy, the light dim and shadowy. Overhead, just out of reach it seems, are dark, writhing clouds that pulse with electrical energy. From the low clouds, a lightning bolt strikes the ground in the distance and for one heart-stopping moment, everything is harshly outlined in eye-searing light. Thunder hits you a second later with almost physical force.

The ground crunches under your feet, and you look down to see razor-sharp shards of black glass covering the landscape, sometimes poking up from the ground in small clusters six inches high, in other places forming nests of spikes over ten feet high.

Another bolt of lightning strikes in the distance and then another, even before the roll of thunder from the first has reached you. In ragged sequence, more bolts blast from the clouds, and where each bolt strikes, red-hot glassy shards are blasted into the air, while the place where the lightning struck remains a vivid orange-red for several minutes. In the dim gloom between lightning strikes, you can see hundreds of the orange-red spots glowing around you.

Just ahead of you, the creature that must be Barmak turns and faces you, and his undead allies gather around him.

The effects of this plane are:

- normal gravity
- breathable air
- Low-light lighting conditions
- electrical energy spells are maximized and corrupted

Lightning Strikes: At APL 2-6 a lightning bolt will only strike close to the PC's, never actually hitting a PC.

At APLs 8-14, each round there is a cumulative 1% chance that a 20d6 corrupted lightning bolt hits a creature wearing and carrying the most metal. If the percentile roll is 1-10% more than what would be needed to hit the PC, then the bolt strikes so close that the peal of thunder deafens everyone standing within 30 feet of the target. When the bolt comes down, the adventurers feel the charge race up their persons (more so if they have metal on their person). Any adventurer with electrical resistance/protection of 5 or more cannot be struck by lightning. A DC 25 Reflex save halves the damage.

The Dead Body: There is a humanoid skeleton at the base of the portal. A shining scimitar can be seen beside the remains. The scimitar is a +2 *cold iron scimitar* to good-aligned characters, but in the hands of a paladin, it becomes a +5 *holy cold iron scimitar* that can cause critical hits on undead. It can also *heal* the wielder once per day at CL 15th.

The scimitar can be wielded only by good-aligned characters. Neutral characters that touch it are stunned for one round (no save).

A DC 15 Knowledge (Religion) reveals that the scimitar is a holy artifact owned by the church of Azor'alq that is lent to its champions. It will have to be returned and cannot be kept. If the PCs take the scimitar back to Ket with them, the Archons will confiscate it in order to return it to the church of Azor'alq.

Barmak sees you coming and says, "You have held my attention long enough but now I no longer need any of you. First I have a village to destroy, and when my allies here finish with Yern then everyone, everywhere, will feel my wrath!"

Barmak attacks.

APL 2 (EL 2)

Shadow, Lesser (2): hp 9, 8; *Appendix One*

APL 4 (EL 4)

Allip: hp 36; *Monster Manual p.10*

Shadow, Lesser: hp 9; *Appendix One*

APL 6 (EL 6)

Barmak, Whisper Demon, Lesser: hp 36; *Appendix One*

Allip: hp 36; *Monster Manual p.10*

APL 8 (EL 8)

Barmak, Whisper Demon, Lesser: hp 36; *Appendix One*

Allips (4): hp 36, 33, 33, 30; *Monster Manual p.10*

APL 10 (EL 10)

Barmak, Whisper Demon: hp 108; *Appendix One*

Allips (4): hp 36, 33, 33, 30; *Monster Manual p.10*

APL 12 (EL 12)

Barmak, Whisper Demon: hp 108; *Appendix One*
Dreadful Lasher (2): hp 165, 161; *Appendix One*

APL 14 (EL 14)

Barmak, Whisper Demon, Advanced: hp 180;
Appendix One

Dreadful Lasher (2): hp 165, 161; *Appendix One*
Dread Wraith: hp 144; *Monster Manual p.258*

Tactics:

APL 2-4 Barmak is here with his allies, but he hangs way back from the other creatures so that none of his area effects affect the adventurers. Roll initiative for him as usual, but when it comes up for his first action, the clouds form into a colossal-sized evil-looking demonic visage that sneers down at him, crackling energy racing across the face, lighting up the whole sky. *"You enter my domain and barter with my generals without first paying homage to me? Feel my wrath!"* Suddenly a maximized, corrupted, planar lightning bolt strikes Barmak dead. (Half the energy from the bolt is divine (corrupted bolt) and therefore bypasses electrical immunities.)

APL 6-14 Barmak stays near the rear of his entourage, directing them into combat first before joining the combat where he feels it would be most advantageous to him.

Development: If the PCs tarry too long in the Abyss after the end of combat (more than 15 minutes), the portal will close, trapping them on the Abyss. Luckily the Archons will open the portal five minutes later to retrieve the skeleton so that the portal can never be opened again. When the PCs attempt to move through the portal back to Ket, the Archons will not let them pass at first, and then will only allow them through with the greatest reluctance, and after much questioning to ensure they are not yugoloths (or worse) masquerading as adventurers.

CONCLUSION

CLOSING THE PORTAL

It is a DC 25 Knowledge (Arcana) or DC 30 Spellcraft check to know that the portal is keyed on the skeletal body. If the PCs bring the skeleton back into Ket, the portal will close permanently, and the party receives the AR reward **Brought Back the Fallen**. (If the Archons retrieve the skeleton, the PCs do not earn this reward.)

THE ARCHONS ARRIVE

One round after the PCs return from the Abyss, a large group of Archons of the Su Raste arrive to find the portal that they detected. If the PCs have not destroyed or broken the *censer for controlling undead*, the Archons immediately do so. (If the Archons destroy the censer, it does not give the PCs any victory points although they still receive the AR reward **Cleansed Yern**).

If the PCs do not know how to close the portal, the Archons will bring the body of the dead paladin back into

Ket, closing the portal permanently, but in this case, the PCs do not earn the AR reward **Brought Back the Fallen**.

DIDN'T RESCUE THE CHILDREN BEFORE ENTERING THE ABYSS

If the adventurers entered the portal before rescuing the children, they can attempt a DC 20 Diplomacy check to convince the Archons that the adventurers are adamant about saving some innocent children. The PCs get a +20 circumstance bonus on their check because the Archons are Lawful and would do it themselves if they weren't holding down the portal for an investigation.

Success means the Archons will wait by the portal while the adventurers rescue the children. The Archons will allow the PCs to "borrow" the scimitar from the body of the dead paladin in the Abyss while they rescue the children, but will confiscate it after the PCs are finished.

If the adventurers fail the Diplomacy check, the Archons arrest everyone. Move to **Conclusion**.

ADVENTURERS' ACCOMPLISHMENTS

Add up the victory points earned by the adventurers to determine the adventure's final conclusion.

PCs destroyed or overturned the *censer for controlling undead*: 2 victory points

Censer was destroyed by Archons: 0 victory points

PCs closed the portal: 2 victory points

Archons closed portal: 0 victory points

Killed/Trapped Barmak: 1 victory point

Freed at least 5 children: 1 victory point

Success (4+ victory points)

You have made it out of Yern with your life and have spared the townsfolk a grim and terrible fate. The children are saved and Barmak has received his just and final punishment. The villagers are overjoyed with their freedom and organize a celebration in your honor.

Partial Success (1-3 victory points)

The day was harsh and difficult. You saw death many times over but managed to survive. You're not sure how you made it out and are unsure of how the rest of the village has fared but you are just glad to have your life.

Failure (Zero victory points)

Today was not your day as everything went horribly wrong. Yern has paid the cost in lives. Adults and children alike now have a fate worse than death

and a shadow seems to descend over this corner of Ket. Nothing was gained but a little knowledge...

APL 14 480 XP

EXPLANATION OF AR REWARDS:

Cleansed Yern: The *censer for controlling undead* was destroyed, either by the party or by the Archons.

Sanjar's Gloves: Cremated Yousef.

Brought Back the Fallen: Closed portal by bringing back dead body of paladin into Ket.

Barmak's Employee: Signed contract, took belt and wounded child.

Warder: Came to Gita's aid

Puppeteer: Understood that Kiaras was talking about the graveyard.

Guardian: Ensured the *Censer for Controlling Undead* was destroyed. (This is not rewarded if the Archons destroy the censer.)

Lawbreaker: Broke a law of Ket. This is true if they broke into anyone's house without permission—perhaps to press a villager who was unwilling to talk to them—or broke into a merchant's room at the inn when he was unwilling to answer their questions. See **Appendix 3: Laws of Ket** for details.

Anytime a PC is arrested and convicted, he or she can escape before serving the sentence (i.e. after sentencing them, you give them the choice of fleeing. Explain the downside—they then would become a fugitive, and at the start of any module set in Ket, or any module where they enter Ket during the adventure, they would have a 25% chance of being arrested and force to withdraw from the adventure in order to serve twice the original sentence (no chance of escape this time.)

THE END

EXPERIENCE POINT SUMMARY

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

5: Observers Attack

Survive ambush	
APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

6: Save the Children

Destroy Bazbir	
APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

7: Into the Sewers

Survive the guardians	
APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Story Award

Save the children and nullify the *censer for controlling undead* (half XP for only completing on of these objectives).

APL 2	50 XP
APL 4	100 XP
APL 6	150 XP
APL 8	200 XP
APL 10	250 XP
APL 12	300 XP
APL 14	350 XP

Discretionary roleplaying award

APL 2	40 XP
APL 4	35 XP
APL 6	30 XP
APL 8	25 XP
APL 10	20 XP
APL 12	15 XP
APL 14	10 XP

Extended Play Option:

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP

Total Possible Experience

(Regular Play/Regular Play + E.P.O.)	
APL 2	450 XP/510 XP
APL 4	675 XP/795 XP
APL 6	900 XP/1080 XP
APL 8	1125 XP/1365 XP
APL 10	1350 XP/1650 XP

APL 12
APL 14

1575 XP/1935 XP
1800 XP/2220 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

6: Save the children

APL 2: Loot 28 gp; Magic 268 gp; *+I hide* (97gp), *+I darkwood shield* (105 gp), *potion of cure light wounds* (4 gp), *wand of create water* (62 gp); Total 296 gp.

APL 4: Loot 28 gp; Magic 529 gp; *+I dragonhide plate* (358 gp), *+I darkwood shield* (105 gp), *potion of cure light wounds* (4 gp), *wand of create water* (62 gp); Total 557 gp.

APL 6: Loot 28 gp; Magic 587 gp; *+I dragonhide plate* (358 gp), *+I darkwood shield* (105 gp), *potion of cure serious wounds* (62 gp), *wand of create water* (62 gp); Total 615 gp.

APL 8: Loot 28 gp; Magic 1192 gp; *+I dragonhide plate* (358 gp), *+I darkwood shield* (105 gp), *cloak of resistance +2* (333gp), *periapt of wisdom +2* (334 gp), *wand of create water* (62 gp); Total 1220 gp.

APL 10: Loot 28 gp; Magic 1859 gp; *+I dragonhide plate of beaustskin* (1025 gp), *+I darkwood shield* (105 gp), *cloak of resistance +2* (333 gp), *periapt of wisdom +2* (334 gp), *wand of create water* (62 gp); Total 1887 gp.

APL 12: Loot 28 gp; Magic 2858 gp; *+I dragonhide plate of beaustskin* (1025 gp), *+I darkwood shield* (105 gp), *cloak of resistance +2* (333 gp), *periapt of wisdom +4* (1333 gp), *wand of create water* (62 gp); Total 2886 gp.

APL 14: Loot 28 gp; Magic 3858 gp; *+I dragonhide plate of beaustskin* (1608 gp), *+I darkwood shield* (105 gp), *cloak of resistance +3* (750 gp), *periapt of wisdom +4* (1333 gp), *wand of create water* (62 gp); Total 3886 gp.

7: Into the Sewers

APL 2: Coin 185gp; Total 185gp

APL 4: Coin 124 gp; Total 124gp

APL 6: Coin 316 gp; Total 316 gp

APL 8: Magic 362 gp; *+2 breastplate* (362gp); Total 362gp

APL 10: Coin: 82gp; Magic 362 gp; *+2 breastplate* (362gp); Total 444gp

APL 12: Magic 779 gp; *+3 breastplate* (779gp); Total 779gp

APL 14: Coin 128gp; Magic 2617gp, *large longsword of the planes* (1860gp), 2 adamantine longsword (502gp), 2 masterwork cold iron longsword (55gp), *+I silvered longsword* (200gp); Total: 2745gp

Extended Play Option: On to the 514th plane of the Abyss

APL 2 Coin 75gp.

APL 4 Coin 145gp

APL 6 Coin 225gp

APL 8 Coin 346gp

APL 10 Coin 638gp

APL 12 Coin 942gp

APL 14 Coin 1925gp

Treasure Cap (Regular Play)

APL 2: 450gp

APL 4: 650gp

APL 6: 900gp

APL 8: 1300gp

APL 10: 2300gp

APL 12: 3300gp

APL 14: 6600gp

Total Possible Treasure

(Regular Play/Regular Play + E.P.O.)

APL 2: 450gp/525gp

APL 4: 661gp/806gp

APL 6: 820gp/1045gp

APL 8: 1420gp/1664gp

APL 10: 2554gp/3192gp

APL 12: 3553gp/4495gp

APL 14: 6920gp/8845gp

APPENDIX 1: APL 2

5: OBSERVERS ATTACK

SHADOW, LESSER

CR 1

CE Medium Undead (Incorporeal)

MM Shadow De-Advanced

Init +2; **Senses** Darkvision 60ft, Listen +5, Spot +5

Aura None

Languages -

AC 12, touch 12, flat-footed 11

(+1 Dex, +1 deflection,)

Miss Chance 50%

hp 7 (1 HD)

Immune Undead Immunities

Fort +1 **Ref** +1, **Will** +3

Speed Fly 40 ft. (Good) (8 squares)

Melee Incorporeal Touch +1 (1d4 Str damage)

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

Base Atk +0; **Grp** -

Atk Options Strength Damage

Abilities Str -, Dex 12, Con -, Int 6, Wis 12, Cha 13

SQ Incorporeal Traits

Feats Alertness

Skills Hide +6 (+2 bright light, +10 shadowy light), Listen +5, Search +4, Spot +5

Strength Damage (Su) The touch of a shadow deals 1d4 points of strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Skills Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. * A shadow gains a +4 racial bonus on hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

6: SAVE THE CHILDREN

BAZBIR DUERDUKR

CR 3

Male Dwarf Druid 3

NE Medium Humanoid (Dwarf)

Init +0; **Senses** Darkvision 60ft; Listen +8, Spot +8

Languages Common, Druidic, Sylvan, Dwarven, Giant.

AC 17, touch 10, flat-footed 17

(+4 armor, +3 shield, +4 dodge vs Giant type)

hp 26 (3 HD);

Resist +2 saves vs spells and spell like abilities

Fort +6 (+2 against poison), **Ref** +1, **Will** +5

Speed 20 ft. in Hide (4 squares), base movement 20ft.

Melee mwk dwarven waraxe +4 (1d10+1 x3)

Ranged dagger +2 (1d4+1 19-20)

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

Base Atk +2 **Grp** +3

Atk Options (+1 vs orcs/goblinoids)

Combat Gear +1 *hide armor*, +1 *darkwood shield*, mwk dwarven waraxe, 2 daggers, 2 cold iron daggers, *potion cure light wounds*.

Druid Spells Prepared (CL 3rd):

2nd— *warp wood*, *resist energy*.

1st— *cure light wounds* x2, *produce flame*

0— *detect magic*, *cure minor* x2, *create water*

Abilities Str 12, Dex 10, Con 16, Int 13, Wis 15, Cha 6

SQ Wild Empathy, Trackless step, Animal Companion, Nature sense, Woodland stride, link with companion, share spells.

Feats Heavy armor proficiency, Martial weapon Proficiency: Dwarven Waraxe

Skills Concentration +9, Knowledge nature +9, Listen +8, Spot +8, Survival +10

Possessions combat gear plus wand of *create water*

Skills Dwarven skill bonuses

BAZBIR'S WOLF COMPANION

CR -

N Medium Animal

Init +3; **Senses** Low light vision; Listen +3, Spot +3

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

Hp 36 (4 HD)

Fort +7, **Ref** +7 (Evasion), **Will** +2

Speed 50 ft. (10 squares)

Melee bite +6 (1d6 +3)

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

Base Atk +3; **Grp** +5

Atk Options Trip

Abilities Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6

SQ Scent, Evasion, Share Spells

Feats Track, Weapon Focus (Bite)**Skills** Hide +3, Listen +3, Move Silently +4, Spot +3, Survival+1*

Trip (Ex) A wolf that hits with a bite attack can attempt to trip the opponent (+2 modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

7: INTO THE SEWERS

NASHROU

CR 2

**Monster Manual IV* p 44

CE Large outsider (Chaotic, Evil, Extraplanar)

Init +6; **Senses** Darkvision 60ft., Listen +7, Spot +7

Languages -

AC 15, touch 11, flat-footed 13

(-1 size, +2 Dex, +4 natural)

hp 42 (4 HD); DR 5/ cold iron or good

Fort +10, **Ref** +6, **Will** +4

Weakness Vulnerable to critical hits

Speed 50 ft. (10 squares)

Melee 2 gores +5 (1d8+2) and 2 Claws +3 each (1d6+1)

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

Base Atk +4; **Grp** +10

Atk Options Aligned strike (chaotic,evil)

Abilities Str 15, Dex 14, Con 22, Int 2, Wis 11, Cha 8

Feats Improved initiative, Multiattack

Skills Jump +17, Listen +7, Spot +7, Survival +7,

Vulnerability to Criticals (Ex) A nashrou has a unique weakness that can allow a clever or lucky opponent to sly it in a single blow. A successful critical hit instantly reduces the creature to -10 hit points; no saving throw or damage reduction applies. The attack must deal enough damage to overcome the nashrou's damage reduction.

8: TO THE 514TH LAYER OF THE ABYSS

SHADOW, LESSER CR 1

CE Medium Undead (Incorporeal)

MM Shadow de-advanced

Init +2; **Senses** Darkvision 60ft, Listen +5, Spot +5

Aura None

Languages -

AC 12, touch 12, flat-footed 11

(+1 Dex, +1 deflection)

Miss Chance 50%

hp 7 (1 HD)

Immune Undead Immunities

Fort +1 **Ref** +1, **Will** +3

Speed Fly 40 ft. (Good)(8 squares)

Melee Incorporeal Touch +1 (1d4 Str damage)

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

Base Atk +0; **Grp** -

Atk Options Strength Damage

Abilities Str -, Dex 12, Con -, Int 6, Wis 12, Cha 13

SQ Incorporeal Traits

Feats Alertness

Skills Hide +6 (+2 bright light, +10 shadowy light), Listen +5, Search +4, Spot +5

Strength Damage (Su) The touch of a shadow deals 1d4 points of strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Skills Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. * A shadow gains a +4 racial bonus on hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

5: OBSERVERS ATTACK

SHADOW, LESSER CR 1

CE Medium Undead (Incorporeal)

Shadow De-advanced

Init +2; **Senses** Darkvision 60ft, Listen +5, Spot +5

Aura None

Languages -

AC 12, touch 12, flat-footed 11

(+1 Dex, +1 deflection,)

Miss Chance 50%

hp 7 (1 HD)

Immune Undead Immunities

Fort +1 **Ref** +1, **Will** +3

Speed Fly 40 ft. (Good) (8 squares)

Melee Incorporeal Touch +1 (1d4 Str damage)

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

Base Atk +0; **Grp** -

Atk Options Strength Damage

Abilities Str -, Dex 12, Con -, Int 6, Wis 12, Cha 13

SQ Incorporeal Traits

Feats Alertness

Skills Hide +6 (+2 bright light, +10 shadowy light),

Listen +5, Search +4, Spot +5

Strength Damage (Su) The touch of a shadow deals 1d4 points of strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Skills Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. * A shadow gains a +4 racial bonus on hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

6: SAVE THE CHILDREN

BAZBIR DUERDUKR CR 5

Male Dwarf Druid 5

NE Medium Humanoid (Dwarf)

Init +0; **Senses** Darkvision 60ft; Listen +10, Spot +10

Languages Common, Druidic, Dwarven, Giant.

AC 22, touch 10, flat-footed 22

(+9 armor, +3 shield, +4 dodge vs Giant type)

hp 45 (5 HD);

Resist +2 saves vs spells and spell like abilities

Fort +7 (+2 against poison), **Ref** +1, **Will** +7

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

Melee Mwk Dwarven Waraxe +5 (1d10+1 x3)

Ranged Dagger +3 (1d4+1 19-20)

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

Base Atk +3 **Grp** +4

Atk Options (+1 vs orcs/goblinoids)

Combat Gear +1 dragonhide plate, +1 darkwood shield, Mwk Dwarven Waraxe, 2 Daggers, 2 Cold Iron Daggers, potion *cure light wounds*.

Druid Spells Prepared (CL 5th):

3rd— *protection from energy*, *summon nature's ally iii* (Thoqqua)

2nd— *body of the sun** (DC 14), *warp wood*, *barkskin*

1st— *cure light wounds* x2, *produce flame*, *magic fang*

Abilities Str 12, Dex 10, Con 16, Int 13, Wis 16, Cha 6

SQ Wild Empathy, Trackless step, Animal Companion, Nature sense, Woodland stride, link with companion, share spells, Resist Nature's Lure, Wild shape 1/day (Boar).

Feats Heavy armor proficiency, Martial weapon Proficiency: Dwarven Waraxe.

Skills Concentration +11, Knowledge nature +11, Listen +10, Spot +10, Survival +12

Possessions combat gear plus wand of *create water*

Skills Dwarven skill bonuses

* see Appendix 2: New Rules Items

BAZBIR'S WOLF COMPANION CR -

N Medium Animal

Init +3; **Senses** Low light vision; Listen +3, Spot +3

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

Hp 36 (4 HD)

Fort +7, **Ref** +7 (Evasion), **Will** +2

Speed 50 ft. (10 squares)

Melee bite +6 (1d6 +3)

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

Base Atk +3; **Grp** +5

Atk Options Trip

Abilities Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6

SQ Scent, Evasion, Share Spells.

Feats Track, Weapon Focus (Bite)

Skills Hide +3, Listen +3, Move Silently +4, Spot +3, Survival+1*

Trip (Ex) A wolf that hits with a bite attack can attempt to trip the opponent (+2 modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

7: INTO THE SEWERS

NASHROU

CR 2

**Monster Manual IV* p 44

CE Large outsider (Chaotic, Evil, Extraplanar)

Init +6; **Senses** Darkvision 60ft., Listen +7, Spot +7

Languages -

AC 15, touch 11, flat-footed 13

(-1 size, +2 Dex, +4 natural)

hp 42 (4 HD); DR 5/ cold iron or good

Fort +10, **Ref** +6, **Will** +4

Weakness Vulnerable to critical hits

Speed 50 ft. (10 squares)
Melee 2 gores +5 (1d8+2) and 2 Claws +3 each (1d6+1)

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

Base Atk +4; **Grp** +10

Atk Options Aligned strike (chaotic,evil)

Abilities Str 15, Dex 14, Con 22, Int 2, Wis 11, Cha 8

Feats Improved initiative, Multiattack

Skills Jump +17, Listen +7, Spot +7, Survival +7,

Vulnerability to Criticals (Ex) A nashrou has a unique weakness that can allow a clever or lucky opponent to sly it in a single blow. A successful critical hit instantly reduces the creature to -10 hit points; no saving throw or damage reduction applies. The attack must deal enough damage to overcome the nashrou's damage reduction.

EPO: TO THE 514TH LAYER OF THE ABYSS

SHADOW, LESSER CR 1

CE Medium Undead (Incorporeal)

MM Shadow de-advanced

Init +2; **Senses** Darkvision 60ft, Listen +5, Spot +5

Aura None

Languages -

AC 12, touch 12, flat-footed 11

(+1 Dex, +1 deflection,)

Miss Chance 50%

hp 7 (1 HD)

Immune Undead Immunities

Fort +1 **Ref** +1, **Will** +3

Speed Fly 40 ft. (Good)(8 squares)

Melee Incorporeal Touch +1 (1d4 Str damage)

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

Base Atk +0; **Grp** -

Atk Options Strength Damage

Abilities Str -, Dex 12, Con -, Int 6, Wis 12, Cha 13

SQ Incorporeal Traits

Feats Alertness

Skills Hide +6 (+2 bright light, +10 shadowy light),
Listen +5, Search +4, Spot +5

Strength Damage (Su) The touch of a shadow deals 1d4 points of strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Skills Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. * A shadow gains a +4 racial bonus on hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on hide checks.

5: OBSERVERS ATTACK

SHADOW, LESSER CR 1

CE Medium Undead (Incorporeal)

MM Shadow de-advanced

Init +2; **Senses** Darkvision 60ft, Listen +5, Spot +5

Aura None

Languages -

AC 12, touch 12, flat-footed 11

(+1 Dex, +1 deflection,)

Miss Chance 50%

hp 7 (1 HD)

Immune Undead Immunities

Fort +1 **Ref** +1, **Will** +3

Speed Fly 40 ft. (Good) (8 squares)

Melee Incorporeal Touch +1 (1d4 Str damage)

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

Base Atk +0; **Grp** -

Atk Options Strength Damage

Abilities Str -, Dex 12, Con -, Int 6, Wis 12, Cha 13

SQ Incorporeal Traits

Feats Alertness

Skills Hide +6 (+2 bright light, +10 shadowy light), Listen +5, Search +4, Spot +5

Strength Damage (Su) The touch of a shadow deals 1d2 points of strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Skills Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. * A shadow gains a +4 racial bonus on hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

6: SAVE THE CHILDREN

BAZBIR DUERDUKR CR 7

Male Dwarf Druid 7

NE Medium Humanoid (Dwarf)

Init +0; **Senses** Darkvision 60ft; Listen +12, Spot +12

Languages Common, Druidic, Dwarven, Giant.

AC 22, touch 10, flat-footed 22

(+9 armor, +3 shield, +4 dodge vs Giant type)

hp 63 (7 HD);

Resist +2 saves vs spells and spell like abilities

Fort +8 (+2 against poison), **Ref** +2, **Will** +8

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

Melee Mwk Dwarven Waraxe +7 (1d10+1 x3)

Ranged Dagger +5 (1d4+1 19-20)

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

Base Atk +5 **Grp** +6

Atk Options (+1 vs orcs/goblinoids)

Combat Gear +1 dragonhide plate, +1 darkwood shield, Mwk Dwarven Waraxe, 2 Daggers, 2 Cold Iron Daggers, potion cure serious wounds.

Druid Spells Prepared (CL 7th):

4th— *Flame Strike* (DC 17)

3rd— *protection from energy, dominate animal* (DC 15), *wind wall*.

2nd— *warp wood, body of the sun** (DC 14), *resist energy, spider climb*

1st— *cure light wounds* x2, *produce flame, longstrider, jump*

0— *create water* x2, *cure minor wounds* x3, *guidance*

Abilities Str 12, Dex 10, Con 16, Int 13, Wis 16, Cha 6

SQ Wild Empathy, Trackless step, Animal Companion, Nature sense, Woodland stride, link with companion, share spells, Resist Nature's Lure, Wild shape 3/day (Boar).

Feats Heavy armor proficiency, Martial weapon Proficiency (Dwarven Waraxe), Natural Spell.

Skills Concentration +13, Knowledge nature +13, Listen +12, Spot +12, Survival +14

Possessions combat gear plus wand of *create water*

Skills Dwarven skill bonuses

* see Appendix 2: New Rules Items

BAZBIR'S WOLF COMPANION CR -

N Medium Animal

Init +3; **Senses** Low light vision; Listen +5, Spot +3

AC 19, touch 13, flat-footed 14

(+3 Dex, +6 natural)

Hp 54 (6 HD)

Fort +8, **Ref** +8 (Evasion), **Will** +3

Speed 50 ft. (10 squares)

Melee bite +7 (1d8 +3)

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

Base Atk +4; **Grp** +6

Atk Options Trip

Abilities Str 15, Dex 17, Con 16, Int 2, Wis 12, Cha 6

SQ Scent, Evasion, Share Spells, Devotion.

Feats Track, Weapon Focus (Bite), Improved natural Attack (Bite)

Skills Hide +3, Listen +5, Move Silently +4, Spot +3, Survival+1*

Trip (Ex) A wolf that hits with a bite attack can attempt to trip the opponent (+2 modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

7: INTO THE SEWERS

NASHROU

CR 2

**Monster Manual* IV p 44

CE Large outsider (Chaotic, Evil, Extraplanar)

Init +6; **Senses** Darkvision 60ft., Listen +7, Spot +7

Languages -

AC 15, touch 11, flat-footed 13

(-1 size, +2 Dex, +4 natural)

hp 42 (4 HD); DR 5/ cold iron or good

Fort +10, **Ref** +6, **Will** +4

Weakness Vulnerable to critical hits

Speed 50 ft. (10 squares)

Melee 2 gores +5 (1d8+2) and 2 Claws +3 each (1d6+1)

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

Base Atk +4; **Grp** +10

Atk Options Aligned strike (chaotic,evil)

Abilities Str 15, Dex 14, Con 22, Int 2, Wis 11, Cha 8

Feats Improved initiative, Multiattack

Skills Jump +17, Listen +7, Spot +7, Survival +7,

Vulnerability to Criticals (Ex) A nashrou has a unique weakness that can allow a clever or lucky opponent to sly it in a single blow. A successful critical hit instantly reduces the creature to -10 hit points; no saving throw or damage reduction applies. The attack must deal enough damage to overcome the nashrou's damage reduction.

EPO: TO THE 514TH LAYER OF THE ABYSS

BARMAK, WHISPER DEMON CR 5

CE Medium Outsider (Chaotic, Evil, Extraplanar but Native to Abyss, Incorporeal)

Monster Manual IV Whisper Demon p 46 de-advanced

Init +2; **Senses** Darkvision 60ft; Listen +4, Spot +4

Aura Maddening Whispers (60ft DC 15)

Languages Common, Baklunish, Telepathy 60 ft

AC 17, touch 17, flat-footed 15

(+2 Dex, +5 deflection)

Miss Chance 50%

hp 36 (4 HD); DR 5/cold iron or Good

Immune: Confusion, Electricity, hypnotism, insanity, poison, wisdom damage and drain

Resist Acid 10, Cold 10, Fire 10;

Fort +7 **Ref** +6 **Will** +7

Speed Fly 40 ft. (8 squares) (perfect) flyby attack

Melee Incorporeal Touch +6 (2d6)

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

Base Atk +4; **Grp** +-

Atk Options Aligned Strike (Chaotic, Evil)

Abilities Str -, Dex 14, Con 16, Int 10, Wis 5, Cha 16

SQ Create Spawn, Incorporeal Traits, Madness

Feats Flyby Attack, Alertness,

Skills Bluff +10, Diplomacy +10, Hide +9, Intimidate +10, Knowledge (Planes) +7, Listen +4, Sense Motive +4, Spot +4

Maddening Whispers (Su) Any Living creature within 60ft of a whisper demon hears its maddening telepathic whispers and must succeed on a DC 15 Will save or become confused for 1 round. When rolling d% to determine the actions of a creature confused by maddening whispers, on a roll of 51 or higher, instead of the normal confusion result, the creature automatically deals damage to itself equal to its normal melee damage with the weapon it currently wields or its primary natural weapon, whichever deals more damage. A creature that succeeds on the Will save cannot be affected by the same whisper demons maddening whispers for 1 round. This is a mind-affecting compulsion effect. The save DC is Charisma based.

This ability does not allow the whisper demon to exercise mental control over a creature, and thus the *Protection from Evil* spell does not provide immunity to this effect. Demons are immune to the maddening whispers of a whisper demon.

Create Spawn (Su) A living creature that kills itself within 60ft of a whisper demon rises as an allip under the whisper demon's control 1 round later. A whisper demon can control up to nine allips it creates. Allips created in excess of this limit are free willed.

Madness (Ex) Whisper demons use their Charisma modifier on Will saves instead of their Wisdom modifier, and they have immunity to confusion and insanity effects. In addition, anyone targeting a whisper demon with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom Damage.

5: OBSERVERS ATTACK

SHADOW, LESSER CR 1

CE Medium Undead (Incorporeal)
MM Shadow De-advanced
Init +2; **Senses** Darkvision 60ft, Listen +5, Spot +5
Aura None
Languages -

AC 12, touch 12, flat-footed 11
 (+/-1 Dex, +1 deflection,)
Miss Chance 50%
hp 7 (1 HD)
Immune Undead Immunities
Fort +1 **Ref** +1, **Will** +3

Speed Fly 40 ft. (Good)(8 squares)
Melee Incorporeal Touch +1 (1d2 Str damage)
Space 5 ft.; **Reach** 5 ft.
Base Atk +0; **Grp** -
Atk Options Strength Damage

Abilities Str -, Dex 12, Con -, Int 6, Wis 12, Cha 13
SQ Incorporeal Traits
Feats Alertness
Skills Hide +6 (+2 bright light, +10 shadowy light),
 Listen +5, Search +4, Spot +5

Strength Damage (Su) The touch of a shadow deals 1d4 points of strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.
Skills Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. * A shadow gains a +4 racial bonus on hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

6: SAVE THE CHILDREN

BAZBIR DUERDUKR CR 9

Male Dwarf Druid 6/Blighter** 3
 NE Medium Humanoid (Dwarf)
 ***Complete Divine* p 23
Init +0; **Senses** Darkvision 60ft; Listen +14, Spot +14
Languages Common, Druidic, Dwarven, Giant.

AC 22, touch 10, flat-footed 22
 (+9 armor, +3 shield, +4 dodge vs Giant type)
hp 81 (9 HD);
Resist; +2 saves vs spells and spell like abilities
Fort +13 (+2 against poison), **Ref** +5, **Will** +14

Speed 20 ft. in dragonhide plate (4 squares), base movement 20ft.
Melee masterwork dwarven waraxe +8/+3 (1d10+1)
Ranged dagger +6/+1 (1d4+1)
Space 5 ft.; **Reach** 5ft.
Base Atk +6 **Grp** +7
Atk Options (+1 vs orcs/goblinoids)
Special Actions Blightfire
Combat Gear +1 *dragonhide plate*, +1 *darkwood shield*, masterwork dwarven waraxe, 2 daggers, 2

cold iron daggers, *cloak of resistance* +2, *periapt of wisdom* +2.

Blighter Spells Prepared (CL 9th):

3rd— *vampiric touch*
 2nd— *flaming sphere* (DC 16), *resist energy*
 1st— *ray of enfeeblement* x2, *inflict light wounds* x2 (DC 15)
 0— *inflict minor wounds* x2, *read magic*, *touch of fatigue* x2

Abilities Str 12, Dex 10, Con 16, Int 13, Wis 19, Cha 6

SQ Undead wildshape 2x/day (undead boar).
Feats Heavy Armor Proficiency, Martial Weapon Proficiency: Dwarven Waraxe. Natural Spell, Spell Focus (necromancy)

Skills Concentration +15, Knowledge (nature) +15, Listen +14, Spot +14, Survival +16

Possessions combat gear, *wand of create water*

Blightfire (Su) As a standard action, a blighter can unleash a scorching blast of fire. This effect deals 5d6 points of fire damage to all creatures within 10 feet (DC 17 Reflex for half). It ignites flammable materials that it touches. Blighters delight in starting wildfires and often use this ability to do so.

Deforestation (Sp) The blighter renews his daily spells by killing all nonsentient plant life within a radius of 20ft per blighter level as a full round action.

Sustenance (Ex) A blighter no longer needs food and water to survive

Undead wildshape (Sp) Works similar to the druid wildshape ability, except that the blighter adds the skeleton template to the animal form he chooses to transform into. The blighter's animal form is altered as follows: Type becomes Undead, Natural armor bonus for med/large size is +2, +2 Dex, no constitution score, Immune to cold, DR 5/bludgeoning.

Speak with dead animals (Sp) Works like *Speak with dead* but on animal corpses and usable once per day.

Skills Dwarven skill bonuses

BAZBIR WILD SHAPED (BOAR) CR -

NE Medium undead
Init +1; **Senses** Darkvision 60ft Listen +15, Spot +15

AC 19, touch 11, flat-footed 18
 (+1 Dex, +8 natural)
hp 90 (10 HD); DR 5/Bludgeoning
Immune Cold, Undead immunities
Fort +14, **Ref** +5, **Will** +15

Speed 40ft ft. (8 squares)
Melee Gore +9 (1d8+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +9
Atk Options Ferocity
Special Actions Spells-see blighter entry

Abilities Str 15, Dex 12, Con -, Int 13, Wis 19, Cha 6

SQ Ferocity
Feats see blighter above
Skills see blighter above

Ferocity (Ex) A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

7: INTO THE SEWERS

KASTIGHUR **CR 11**

Always CE Huge Outsider (chaotic, Extraplanar, evil, Tanar'ri)

Monster Manual IV p 42

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

Aura Frightful presence (60ft DC 18)

Languages Abyssal, Celestial, Draconic, Telepathy 100ft

AC 23 touch 7, flat-footed 23
(-2 size, -1 Dex, +7 armor, +9 natural)

hp 172 (15 HD) DR 10/cold iron or good

Immune acid, electricity, poison

Resist cold 10, fire 10; **SR** 17

Fort +16 **Ref** +8 **Will** +10

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee Gore +21 (2d6 +8) and 2 slams +19 each (1d8+4)

Space 15 ft.; **Reach** 15 ft.

Base Atk +15; **Grp** +31

Atk Options Improved bull rush, Improved overrun, Power attack, Powerful charge, Quicken spell-like ability (teleport), aligned strike (chaotic, evil) fear bolstered, Stunning charge 5d6+12

Spell-Like Abilities (CL 18th):

At will- *feather fall*, *teleport* (self only)

Abilities Str 27, Dex 8, Con 25, Int 8, Wis 12, Cha 8

SQ Tanar'ri traits

Feats Ability Focus (frightful Presence), Improved bull rush, Improved overrun, Multiattack, Power Attack, Powerful charge, Quicken spell-like ability (teleport), track

Skills Concentration +15, Diplomacy +1, Intimidate +17, Knowledge Dungeoneering +4, Knowledge Nature +6, Knowledge the planes +5, Listen +19, Search +8, Sense motive +13, Spellcraft +8, Spot +19, Survival +19 (21 on other planes, +21 following tracks, +21 in above ground environments, +21 underground).

Possessions +2 *breastplate*

Frightful Presence (Su) A Kastighur can inspire terror by charging or attacking. Affected creatures must succeed on a DC 18 Will save or become shaken, remaining in that condition as long as they remain within 60ft of the Kastighur. The save DC is Charisma based and includes the bonus from the Ability focus feat.

Fear Bolstered (Ex) A Kastighur delights in attacking terrified opponents and gains a +2 bonus on attack rolls against shaken, frightened, or panicked creatures.

Stunning Charge (Ex) A Kastighur typically begins battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows the Kastighur to make a single gore with a +23 attack bonus that deals 5d6+12 points of damage. The struck creature must succeed on a DC 25 Fortitude save or be stunned for one round. The save DC is strength based.

EPO: TO THE 514TH LAYER OF THE ABYSS

BARMAK, WHISPER DEMON **CR 5**

CE Medium Outsider (Chaotic, Evil, Extraplanar but Native to Abyss, Incorporeal)

Monster Manual IV p46 de-advanced

Init +2; **Senses** Darkvision 60ft; Listen +4, Spot +4

Aura Maddening Whispers (60ft DC 15)

Languages Common, Baklunish, Telepathy 60 ft

AC 17, touch 17, flat-footed 15

(+2 Dex, +5 deflection)

Miss Chance 50%

hp 36 (4 HD); DR 5/cold iron or Good

Immune: Confusion, Electricity, hypnotism, insanity, poison, wisdom damage and drain

Resist Acid 10, Cold 10, Fire 10;

Fort +7 **Ref** +6 **Will** +7

Speed Fly 40 ft. (8 squares) (perfect) flyby attack

Melee Incorporeal Touch +6 (2d6)

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

Base Atk +4; **Grp** +-

Atk Options Aligned Strike (Chaotic, Evil)

Abilities Str -, Dex 14, Con 16, Int 10, Wis 5, Cha 16

SQ Create Spawn, Incorporeal Traits, Madness

Feats Flyby Attack, Alertness,

Skills Bluff +10, Diplomacy +10, Hide +9, Intimidate +10, Knowledge (Planes) +7, Listen +4, Sense Motive +4, Spot +4

Maddening Whispers (Su) Any Living creature within 60ft of a whisper demon hears its maddening telepathic whispers and must succeed on a DC 15 Will save or become confused for 1 round. When rolling d% to determine the actions of a creature confused by maddening whispers, on a roll of 51 or higher, instead of the normal confusion result, the creature automatically deals damage to itself equal to its normal melee damage with the weapon it currently wields or its primary natural weapon, whichever deals more damage. A creature that succeeds on the Will save cannot be affected by the same whisper demons maddening whispers for 1 round. This is a mind-affecting compulsion effect. The save DC is Charisma based.

This ability does not allow the whisper demon to exercise mental control over a creature, and thus the *Protection from Evil* spell does not provide immunity to this effect. Demons are immune to the maddening whispers of a whisper demon.

Create Spawn (Su) A living creature that kills itself within 60ft of a whisper demon rises as an allip under the whisper demon's control 1 round later. A whisper demon can control up to nine allips it

creates. Allips created in excess of this limit are free willed.

Madness (Ex) Whisper demons use their Charisma modifier on Will saves instead of their Wisdom modifier, and they have immunity to confusion and insanity effects. In addition, anyone targeting a whisper demon with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom Damage.

6: SAVE THE CHILDREN

Male Dwarf Druid 6/Blighter 5
 NE Medium Humanoid (Dwarf)
Init +0; **Senses** Darkvision 60ft; Listen +17, Spot +17
Languages Common, Druidic, Dwarven, Giant.

AC 22, touch 10, flat-footed 22
 (+9 armor, +3 shield, +4 dodge vs Giant type)
hp 99 (11 HD);
Resist ; +2 saves vs spells and spell like abilities
Fort +14 (+2 against poison), **Ref** +5, **Will** +16

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

Melee masterwork dwarven waraxe +9/+5 (1d10+1)

Ranged Dagger +7/+2 (1d4+1)

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

Base Atk +7 **Grp** +8

Atk Options (+1 vs orcs/goblinoids)

Special Actions Blightfire

Combat Gear +1 *beastskin dragonhide plate*, +1 *darkwood shield*, masterwork dwarven waraxe, 2 daggers, 2 cold iron daggers, *cloak of resistance* +2, *periapt of wisdom* +2.

Blighter Spells Prepared (CL 11th):

5th— *antilife shell*
 4th— *flame strike* (DC 19), *wall of fire*
 3rd— *protection from energy*, *vampiric touch*, *dispel magic*
 2nd— *flaming sphere* (DC 17), *inflict moderate wounds* x2 (DC 17), *resist energy*
 1st— *ray of enfeeblement* x2, *inflict light wounds* x3 (DC 16),
 0— *inflict minor wounds* x2, *read magic*, *touch of fatigue* x3

Abilities Str 12, Dex 10, Con 16, Int 13, Wis 20, Cha 6

SQ Undead wildshape (Large) 3/day (undead dire bear)

Feats Heavy Armor Proficiency, Martial Weapon Proficiency: Dwarven Waraxe, Natural Spell, Spell Focus (necromancy).

Skills Concentration +17, Knowledge (nature) +17, Listen +17, Spot +17, Survival +19

Possessions combat gear plus wand of *create water*

Blightfire (Su) As a standard action, a blighter can unleash a scorching blast of fire. This effect deals 5d6 points of fire damage to all creatures within 10 feet (DC 20 Reflex for half). It ignites flammable materials that it touches. Blighters delight in starting wildfires and often use this ability to do so.

Deforestation (Sp) The blighter renews his daily spells by killing all nonsentient plant life within a radius of 20 ft per blighter level as a full round action.

Sustenance (Ex) A blighter no longer needs food and water to survive

Undead wildshape (Sp) Works similar to the druid wildshape ability, except that the blighter adds the

skeleton template to the animal form he chooses to transform into. The blighter's animal form is altered as follows: Type becomes undead, natural armor bonus for medium/large size is +2, +2 Dex, no Constitution score, immune to cold, DR 5/bludgeoning.

Speak with dead animals (Sp) Works like *Speak with dead* but on animal corpses and usable once per day.

Contagious Touch (Su) A blighter can produce an effect like that of a *contagious touch* spell 1x/day. She gains one extra use of this ability for every two additional blighter levels she acquires. See *Appendix 2: New Spells* for description.

Animate Dead Animal (Sp): This ability functions like an *animate dead* spell, except that it affects only animal corpses and requires no material component. It is usable once per day.

Skills Dwarven skill bonuses

BAZBIR WILD SHAPED (SKELETAL DIRE BEAR) CR -

NE Large undead
Init +2; **Senses** Darkvision 60ft Listen +18, Spot +18

AC 29, touch 11, flat-footed 29
 (+2 Dex, +9 natural, +9 armor, size -1) + 4 dodge vs Giant

hp 106 (12 HD); DR 5/Bludgeoning

Immune Cold, Undead immunities

Fort +15 **Ref** +6 **Will** +17

Speed 40ft ft. (8 squares)

Melee 2 claws +18 (2d4 +10) and bite +12 (2d8 +5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +22

Atk Options Improved grab

Special Actions Spells-see blighter entry

Abilities Str 31, Dex 15, Con -, Int 13, Wis 20, Cha 6

SQ Undead traits

Feats see blighter above

Skills see blighter above

7: INTO THE SEWERS

KASTIGHUR CR 11

Always CE Huge Outsider (chaotic, Extraplanar, evil, Tanar'ri)

Monster Manual IV p 42

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

Aura Frightful presence (60ft DC 18)

Languages Abyssal, Celestial, Draconic, Telepathy 100ft

AC 23 touch 7, flat-footed 23

(-2 size, -1 Dex, +7 armor, +9 natural)

hp 172 (15 HD) DR 10/cold iron or good

Immune acid, electricity, poison

Resist cold 10, fire 10 ; **SR** 17

Fort +16 Ref +8 Will +10

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee Gore +21 (2d6 +8) and 2 slams +19 each (1d8+4)

Space 15 ft.; **Reach** 15 ft.

Base Atk +15; Grp +31

Atk Options Improved bull rush, Improved overrun, Power attack, Powerful charge, Quicken spell-like ability (teleport), aligned strike (chaotic, evil) fear bolstered, Stunning charge 5d6+12

Spell-Like Abilities (CL 18th):

At will- *feather fall*, *teleport* (self only)

Abilities Str 27, Dex 8, Con 25, Int 8, Wis 12, Cha 8

SQ Tanar'ri traits

Feats Ability Focus (frightful Presence), Improved bull rush, Improved overrun, Multiattack, Power Attack, Powerful charge, Quicken spell-like ability (teleport), track

Skills Concentration +15, Diplomacy +1, Intimidate +17, Knowledge Dungeoneering +4, Knowledge Nature +6, Knowledge the planes +5, Listen +19, Search +8, Sense motive +13, Spellcraft +8, Spot +19, Survival +19 (21 on other planes, +21 following tracks, +21 in above ground environments, +21 underground).

Possessions +2 *breastplate*

Frightful Presence (Su) A Kastighur can inspire terror by charging or attacking. Affected creatures must succeed on a DC 18 Will save or become shaken, remaining in that condition as long as they remain within 60ft of the Kastighur. The save DC is Charisma based and includes the bonus from the Ability focus feat.

Fear Bolstered (Ex) A Kastighur delights in attacking terrified opponents and gains a +2 bonus on attack rolls against shaken, frightened, or panicked creatures.

Stunning Charge (Ex) A Kastighur typically begins battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows the Kastighur to make a single gore with a +23 attack bonus that deals 5d6+12 points of damage. The struck creature must succeed on a DC 25 Fortitude save or be stunned for one round. The save DC is strength based.

8: TO THE 514TH LAYER OF THE ABYSS

BARMAK, WHISPER DEMON CR 9

CE Medium Outsider (Chaotic, Evil, Extraplanar but Native to Abyss, Incorporeal)

Monster Manual IV p 46

Init +5; **Senses** Darkvision 60ft; Listen +14, Spot +14

Aura Maddening Whispers (60ft DC 21)

Languages Common, Baktunish, Telepathy 60 ft

AC 20, touch 20, flat-footed 15; Dodge, Mobility (+2 Dex, +5 deflection)

Miss Chance 50% (incorporeal)

hp 90 (12 HD); DR 5/cold iron or Good

Immune: Confusion, Electricity, hypnotism, insanity, poison, wisdom damage and drain

Resist Acid 10, Cold 10, Fire 10;

Fort +11 Ref +13 Will +13

Speed Fly 40 ft. (8 squares) (perfect); Flyby Attack

Melee 2 Incorporeal Touches +17 (2d6/19-20)

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

Base Atk +12; Grp +-

Atk Options Aligned Strike (Chaotic, Evil)

Abilities Str -, Dex 20, Con 16, Int 10, Wis 5, Cha 20

SQ Create Spawn, Incorporeal Traits, Madness

Feats Alertness, Dodge, Flyby Attack, Improved critical (incorporeal Touch), Mobility

Skills Bluff +20, Diplomacy +9, Disguise +5 (acting +7), Hide +20, Intimidate +22, Knowledge (Religion) +15, Knowledge (Planes) +15, Listen +14, Sense Motive +12, Spot +14

Maddening Whispers (Su) Any Living creature within 60ft of a whisper demon hears its maddening telepathic whispers and must succeed on a DC 21 Will save or become confused for 1 round. When rolling d% to determine the actions of a creature confused by maddening whispers, on a roll of 51 or higher, instead of the normal confusion result, the creature automatically deals damage to itself equal to its normal melee damage with the weapon it currently wields or its primary natural weapon, whichever deals more damage. A creature that succeeds on the Will save cannot be affected by the same whisper demons maddening whispers for 1 round. This is a mind-affecting compulsion effect. The save DC is Charisma based.

This ability does not allow the whisper demon to exercise mental control over a creature, and thus the *Protection from Evil* spell does not provide immunity to this effect. Demons are immune to the maddening whispers of a whisper demon.

Create Spawn (Su) A living creature that kills itself within 60ft of a whisper demon rises as an allip under the whisper demon's control 1 round later. A whisper demon can control up to nine allips it creates. Allips created in excess of this limit are free willed.

Madness (Ex) Whisper demons use their Charisma modifier on Will saves instead of their Wisdom modifier, and they have immunity to confusion and insanity effects. In addition, anyone targeting a whisper demon with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom Damage.

6: SAVE THE CHILDREN

Male Dwarf Druid 6/Blighter 7
 NE Medium Humanoid (Dwarf)
Init +0; **Senses** Darkvision 60ft; Listen +20, Spot +20

Languages Common, Druidic, Dwarven, Giant.

AC 22, touch 10, flat-footed 25
 (+9 armor, +3 shield, +4 dodge vs Giant type)

hp 117 (13 HD);
Resist; +2 saves vs spells and spell like abilities
Fort +15 (+2 against poison), **Ref** +6, **Will** +18

Speed 20 ft. in dragonhide plate (4 squares)
Melee masterwork dwarven waraxe +11/+6 (1d10+1)

Ranged dagger +9/+4 (1d4+1)

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

Base Atk +9 **Grp** +10

Atk Options (+1 vs orcs/goblinoids)

Special Actions Blightfire, contagious touch 2x/day

Blighter Spells Prepared (CL 13th):
 6th – *finger of death* (DC 23), *harm* (DC 22)
 5th – *antilife shell*, *corrupted* flameshield* (DC 20), *forbiddance* (DC 21).
 4th— *flame strike* x2 (DC 20), *corrupted* vampiric touch*, *wall of fire*
 3rd— *protection from energy*, *vampiric touch* x2, *dispel magic*
 2nd— *flaming sphere* (DC 18), *inflict moderate wounds* x2 (DC 18), *resist energy* x2
 1st— *ray of enfeeblement* x2, *inflict light wounds* x4 (DC 17)
 0— *inflict minor wounds* x2, *read magic*, *touch of fatigue* x3

Abilities Str 12, Dex 10, Con 16, Int 13, Wis 22, Cha 6

SQ Undead wildshape (Large) 4x/day (undead dire bear)

Feats Heavy Armor Proficiency, Martial Weapon Proficiency: Dwarven Waraxe. Natural Spell, Spell Focus (necromancy), Corrupt Spell*.

Skills Concentration +19, Knowledge (nature) +19, Listen +20, Spot +20, Survival +22

Possessions +1 *beastskin dragonhide plate*, +1 *darkwood shield*, masterwork dwarven waraxe, 2 daggers, 2 cold iron daggers, *cloak of resistance* +2, *periapt of wisdom* +4, *wand of create water*

Blightfire (Su) As a standard action, a blighter can unleash a scorching blast of fire. This effect deals 5d6 points of fire damage to all creatures within 10 feet (DC 23 Reflex for half). It ignites flammable materials that it touches. Blighters delight in starting wildfires and often use this ability to do so.

Deforestation (Sp) The blighter renews his daily spells by killing all nonsentient plant life within a radius of 20 ft per blighter level as a full round action.

Sustenance (Ex) A blighter no longer needs food and water to survive

Undead wildshape (Sp) Works similar to the druid wildshape ability, except that the blighter adds the skeleton template to the animal form he chooses to transform into. The blighter's animal form is altered as follows: Type becomes undead, natural armor bonus for med/large size is +2, +2 Dex, no Constitution score, immune to cold, DR 5/bludgeoning.

Speak with dead animals (Sp) Works like *Speak with Dead* but on animal corpses and usable once per day.

Contagious Touch (Su) A blighter can produce an effect like that of a *contagious touch* spell 2x/day. She gains one extra use of this ability for every two additional blighter levels she acquires. See *Appendix 2: New Spells* for description.

Animate Dead Animal (Sp): This ability functions like an *animate dead* spell, except that it affects only animal corpses and requires no material component. It is usable once per day.

Unbond (Sp) A blighter can temporarily separate a bonded animal or magical beast (such as familiar, animal companion, or mount) from its master once per day. The target creature must be within 40 ft of both its master and the blighter. If the master fails a DC 24 Will save, the bond terminates as if the servitor has died, though this does not cause experience loss in the case of a familiar. The bond returns after 8 minutes, restoring all benefits.

Skills Dwarven skill bonuses

*See Appendix Two: New Rules

BAZBIR WILDSHAPED (SKELETAL DIRE BEAR) CR -

NE Large undead
Init +2; **Senses** Darkvision 60ft Listen +21, Spot +21

AC 29, touch 11, flat-footed 28
 (+2 Dex, +9 natural, +9 armor, size -1) + 4 dodge vs Giant

hp 122 (114 HD); DR 5/Bludgeoning

Immune Cold, Undead immunities

Fort +17, **Ref** +7, **Will** +20

Speed 40ft ft. (8 squares)

Melee 2 claws +20 (2d4 +10) and bite +14 (2d8 +5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +24

Atk Options Improved grab

Special Actions Spells-see blighter entry

Abilities Str 31, Dex 15, Con -, Int 13, Wis 22, Cha 6

SQ undead traits

Feats see blighter above

Skills see blighter above

7: INTO THE SEWERS

KASTIGHUR CR 11

Always CE Huge Outsider (chaotic, Extraplanar, evil, Tanar'ri)

Monster Manual IV p 42

Init +-1; **Senses** Darkvision 60ft, scent; Listen +19, Spot +19

Aura Frightful presence (60ft DC 18)

Languages Abyssal, Celestial, Draconic, Telepathy 100ft

AC 24 touch 7, flat-footed 23

(-2 size, -1 Dex, +8 armor, +9 natural)

hp 172 (15 HD) DR 10/cold iron or good

Immune acid, electricity, poison

Resist cold 10, fire 10; **SR** 17

Fort +16 **Ref** +8 **Will** +10

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee Gore +21 (2d6 +8) and 2 slams +19 each (1d8+4)

Space 15 ft.; **Reach** 15 ft.

Base Atk +15; **Grp** +31

Atk Options Improved bull rush, Improved overrun, Power attack, Powerful charge, Quicken spell-like ability (teleport), aligned strike (chaotic, evil) fear bolstered, Stunning charge 5d6+12

Spell-Like Abilities (CL 18th):

At will- *feather fall*, *teleport* (self only)

Abilities Str 27, Dex 8, Con 25, Int 8, Wis 12, Cha 8

SQ Tanar'ri traits

Feats Ability Focus (frightful Presence), Improved bull rush, Improved overrun, Multiattack, Power Attack, Powerful charge, Quicken spell-like ability (teleport), track

Skills Concentration +15, Diplomacy +1, Intimidate +17, Knowledge Dungeoneering +4, Knowledge Nature +6, Knowledge the planes +5, Listen +19, Search +8, Sense motive +13, Spellcraft +8, Spot +19, Survival +19 (21 on other planes, +21 following tracks, +21 in above ground environments, +21 underground).

Possessions +3 Breastplate

Frightful Presence (Su) A Kastighur can inspire terror by charging or attacking. Affected creatures must succeed on a DC 18 Will save or become shaken, remaining in that condition as long as they remain within 60ft of the Kastighur. The save DC is Charisma based and includes the bonus from the Ability focus feat.

Fear Bolstered (Ex) A Kastighur delights in attacking terrified opponents and gains a +2 bonus on attack rolls against shaken, frightened, or panicked creatures.

Stunning Charge (Ex) A Kastighur typically begins battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows the Kastighur to make a single gore with a +23 attack bonus that deals 5d6+12 points of damage. The struck creature must succeed on a

DC 25 Fortitude save or be stunned for one round. The save DC is strength based.

EPO: TO THE 514TH LAYER OF THE ABYSS

BARMAK

WHISPER DEMON

CR 9

CE Medium Outsider (Chaotic, Evil, Extraplanar but Native to Abyss, Incorporeal)

Monster Manual IV p46

Init +5; **Senses** Darkvision 60ft; Listen +14, Spot +14

Aura Maddening Whispers (60ft DC 21)

Languages Common, Baklunish, Telepathy 60 ft

AC 20, touch 20, flat-footed 15; Dodge, Mobility (+2 Dex, +5 deflection)

Miss Chance 50% (incorporeal)

hp 90 (12 HD); DR 5/cold iron or Good

Immune: Confusion, Electricity, hypnotism, insanity, poison, wisdom damage and drain

Resist Acid 10, Cold 10, Fire 10;

Fort +11 **Ref** +13 **Will** +13

Speed Fly 40 ft. (8 squares) (perfect); Flyby Attack

Melee 2 Incorporeal Touches +17 (2d6/19-20)

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

Base Atk +12; **Grp** +-

Atk Options Aligned Strike (Chaotic, Evil)

Abilities Str -, Dex 20, Con 16, Int 10, Wis 5, Cha 20

SQ Create Spawn, Incorporeal Traits, Madness

Feats Alertness, Dodge, Flyby Attack, Improved critical (incorporeal Touch), Mobility

Skills Bluff +20, Diplomacy +9, Disguise +5 (acting +7), Hide +20, Intimidate +22, Knowledge (Religion) +15, Knowledge (Planes) +15, Listen +14, Sense Motive +12, Spot +14

Maddening Whispers (Su) Any Living creature within 60ft of a whisper demon hears its maddening telepathic whispers and must succeed on a DC 21 Will save or become confused for 1 round. When rolling d% to determine the actions of a creature confused by maddening whispers, on a roll of 51 or higher, instead of the normal confusion result, the creature automatically deals damage to itself equal to its normal melee damage with the weapon it currently wields or its primary natural weapon, whichever deals more damage. A creature that succeeds on the Will save cannot be affected by the same whisper demons maddening whispers for 1 round. This is a mind-affecting compulsion effect. The save DC is Charisma based.

This ability does not allow the whisper demon to exercise mental control over a creature, and thus the *Protection from Evil* spell does not provide immunity to this effect. Demons are immune to the maddening whispers of a whisper demon.

Create Spawn (Su) A living creature that kills itself within 60ft of a whisper demon rises as an allip

under the whisper demon's control 1 round later. A whisper demon can control up to nine allips it creates. Allips created in excess of this limit are free willed.

Madness (Ex) Whisper demons use their Charisma modifier on Will saves instead of their Wisdom modifier, and they have immunity to confusion and insanity effects. In addition, anyone targeting a whisper demon with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom Damage.

DREADFUL LASHER CR 9

NE Huge Outsider (Evil, Extraplanar but Native to Abyss, Yugoloth)

Monster Manual IV p 193

Init +5; **Senses** blind, Blindsight 120ft; Listen +21

Languages Abyssal, Infernal, Telepathy 100 ft

AC 20, touch 9, flat-footed 19

(-2 Size, +1 Dex, +11 natural)

hp 142 (15 HD); DR 10/Good

Immune: Acid, Fire, gaze attacks, illusion, poison, visual effects

Resist Cold 10, Electricity 10; **SR** 20

Fort +14 **Ref** +10 **Will** +8

Speed 30 ft. (6 squares), Climb 20ft

Melee 4 piercing tentacles +24 each (1d8 +11) and 2 claws +23 each (1d8+5)

Space 15 ft.; **Reach** 15 ft. (30ft with tentacles)

Base Atk +15 **Grp** +38

Atk Options Combat Reflexes, Aligned Strike (Evil), Rend 2d8+16

Abilities Str 32, Dex 13, Con 21, Int 5, Wis 8, Cha 7

SQ Scentless, Yugoloth traits

Feats Combat Reflexes, Improved initiative, Improved Natural Armor (2), Multiattack, Weapon focus (Claw).

Skills Climb +37, Diplomacy +0, Listen +21, Move Silently +19, Sense Motive +17, Survival +17

Rend (Ex) A lasher that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals 2d8+16 points of damage.

Scentless (Ex) The lasher exudes no natural scent and is usually undetectable by scent.

Skills A lasher has a +8 racial bonus on Climb checks and can always choose to take 10 even when rushed or threatened. It also gains a + racial bonus on Listen and Grapple checks.

6: SAVE THE CHILDREN

BAZBIR DUERDUKR CR 16

Male Dwarf Druid 6/Blighter 9
NE Medium Humanoid (Dwarf)
Init +0; **Senses** Darkvision 60 ft; Listen +22, Spot +22

Languages Common, Druidic, Dwarven, Giant.

AC 24, touch 10, flat-footed 25
(+9 armor, +5 shield, +4 dodge vs Giant type)

hp 135 (15 HD);
Resist; +2 saves vs spells and spell-like abilities
Fort +18 (+2 against poison), **Ref** +10, **Will** +20

Speed 20 ft. in dragonhide plate (4 squares)
Melee masterwork dwarven waraxe +12/+7 (1d10+1)

Ranged dagger +10/+5 (1d4+1)

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

Base Atk +10 **Grp** +11

Atk Options (+1 vs orcs/goblinoids)

Special Actions Blightfire, contagious touch 3x/day, plague,

Blighter Spells Prepared (CL 15):

- 8th— *mind blank*
- 7th— *firestorm* (DC 23), *miasma* (DC 23)
- 6th— *finger of death* x2 (DC 23), *harm*, *greater dispel magic*
- 5th— *antilife shell*, *corrupted* flameshield* x2 (DC 20), *forbiddance* (DC 21), *repel wood*
- 4th— *flame strike* x2 (DC 20), *corrupted* vampiric touch*, *wall of fire* x2
- 3rd— *protection from energy*, *vampiric touch* x2, *dispel magic* x2
- 2nd— *flaming sphere* (DC 18), *inflict moderate wounds* x2 (DC 18), *resist energy* x2
- 1st— *ray of enfeeblement* x3, *inflict light wounds* x4 (DC 17)
- 0— *inflict minor wounds* x2, *read magic*, *touch of fatigue* x3

Abilities Str 12, Dex 10, Con 16, Int 13, Wis 22, Cha 6

SQ Undead wildshape (Huge) 5/day (undead dire bear)

Feats Heavy Armor Proficiency, Martial Weapon Proficiency: Dwarven Waraxe. Natural Spell, Spell Focus (necromancy), Corrupt Spell*. Lightning reflexes.

Skills Concentration +21, Knowledge (nature) +21, Listen +22, Spot +22, Survival +24

Possessions +1 *beastskin dragonhide plate*, +1 *darkwood shield*, masterwork dwarven waraxe, 2 daggers, 2 cold iron daggers, *cloak of resistance* +3, *periapt of wisdom* +4, *wand of create water*

Blightfire (Su) As a standard action, a blighter can unleash a scorching blast of fire. This effect deals 5d6 points of fire damage to all creatures within 10 feet (DC 24 Reflex for half). It ignites flammable materials that it touches. Blighters

delight in starting wildfires and often use this ability to do so.

Deforestation (Sp) The blighter renews his daily spells by killing all nonsentient plant life within a radius of 20 ft per blighter level as a full round action.

Sustenance (Ex) A blighter no longer needs food and water to survive

Undead wildshape (Sp) Works similar to the druid wildshape ability, except that the blighter adds the skeleton template to the animal form he chooses to transform into. The blighter's animal form is altered as follows: Type becomes undead, natural armor bonus for med/large size is +2, +2 Dex, no Constitution score, immune to cold, DR 5/bludgeoning.

Speak with dead animals (Sp) Works like *speak with dead* but on animal corpses and usable once per day.

Contagious Touch (Su) A blighter can produce an effect like that of a *contagious touch* spell 2x/day. She gains one extra use of this ability for every two additional blighter levels she acquires. See *Appendix 2: New Spells* for description.

Animate Dead Animal (Sp): This ability functions like an *animate dead* spell, except that it affects only animal corpses and requires no material component. It is usable once per day.

Unbond (Sp) A blighter can temporarily separate a bonded animal or magical beast (such as familiar, animal companion, or mount) from its master once per day. The target creature must be within 40 ft of both its master and the blighter. If the master fails a DC 24 Will save, the bond terminates as if the servitor has died, though this does not cause experience loss in the case of a familiar. The bond returns after 8 minutes, restoring all benefits.

Plague (Su) A blighter can spread disease over a large area. This ability functions like the contagious touch ability, except that no attack roll is necessary and it affects all targets the blighter designates within a 20 ft radius. Plague is usable once per day.

Skills Dwarven skill bonuses

*See Appendix Two: New Rules

BAZBIR WILDSHAPED (SKELETAL DIRE BEAR) CR -

NE Huge undead
Init +2; **Senses** Darkvision 60ft Listen +24, Spot +24

AC 29, touch 10, flat-footed 28
(+2 Dex, +9 natural, +10 armor, size -2) + 4
dodge vs Giant

hp 144 (16 HD); DR 5/Bludgeoning

Immune Cold, Undead immunities

Fort +19 **Ref** +11 **Will** +22

Speed 40ft ft. (8 squares)

Melee 2 claws +21 (2d4 +10) and bite +16 (2d8 +5)
Space 15 ft.; **Reach** 10 ft.
Base Atk +11; **Grp** +29
Atk Options Improved grab
Special Actions Spells-see blighter entry

Abilities Str 31, Dex 15, Con -, Int 13, Wis 25, Cha 6
SQ undead traits
Feats see blighter above
Skills see blighter above

7: INTO THE SEWERS

MARILITH **CR 17**
CE Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)
Init +4; **Senses** True Seeing, Darkvision 60ft, Listen +31, Spot +31
Languages Telepathy 100ft

AC 29, touch 13, flat-footed 25
(-1 size, +4 Dex, +16 natural) *Unholy aura*
hp 216 (16 HD); DR 10/ Cold iron and good
Immune Electricity and Poison
Resist Acid 10, Cold 10, Fire 10 ; **SR** 25
Fort +19 , **Ref** +14, **Will** +14 *Unholy Aura*

Speed 40 ft. (8 squares),
Melee Primary +1 *longsword of the planes* +26/+21/+16/+11 (2d6 +10/ 19-20), 2 Masterwork Cold iron longswords +26 (2d6+4/19-20), 2 Adamantine longswords +26 (2d6 +4/19-20), +1 *silver longsword* +26 (2d6 +4/19-20) and tail slap +22 (4d6+4); or 6 slams +24 (1d8+9) and tail slap +22 (4d6+4).
Space 10 ft.; **Reach** 10 ft.
Base Atk +16; **Grp** +29
Atk Options Improved grab, Constrict 4d6+13, Combat expertise, Combat reflexes, Power attack,
Special Actions Summon Tanar'ri, Spell like abilities
Combat Gear *large longsword of the planes* (+1 prime/+2 elemental/+3 astral and ethereal, +4 other and outsiders), 2 masterwork cold iron longswords, 2 adamantite longswords, +1 *silvered longsword*.
Spell-Like Abilities at Will (CL 16th) Cha based: *align weapon, blade barrier* (DC 23), *magic weapon, project image* (DC 23), *see invisibility, telekinesis* (DC 22), *greater teleport* (self and 50lbs of objects only), *unholy aura* (DC 25).

Abilities Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24
SQ True seeing
Feats Combat Expertise, Combat reflexes, Multiattack, Multiweapon fighting, Power Attack, Weapon Focus (longsword).
Skills Bluff +26, Concentration +28, Diplomacy +30, Disguise +7 (acting +9), Hide +19, Intimidate +28, Listen +31, Move Silently +23, Search +23, Sense motive +23, Spellcraft +23 (+25 with scrolls), Spot +31, Survival +4 (+6

following tracks), Use magic Device +26 (+28 scrolls).

Possessions combat gear

Summon Tanar'ri (Sp) Once per day a Marilith can attempt to summon 4d10 dretches, 1d4 Hezrou, or one Nalfeshnee with a 50% chance of success, or one glabrezu or another marilith with a 20% chance of success. This ability is the equivalent of a 5th level spell.

True Seeing (Su) Mariliths continuously use this ability, as the spell (CL 16)

Improved Grab (Ex) To use this ability, a marilith must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on the grapple check, it can constrict.

Constrict (Ex) A marilith deals 4d6+13 points of damage with a successful grapple check. The constricted creature must succeed on a DC 27 Fort save or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter. The save DC is Strength-based.

Skills: Mariliths have a +8 racial bonus to Listen and Spot checks.

Feats: In combination with its natural abilities, a marilith's Multiweapon fighting feat allows it to attack with all its arms at no penalty.

EPO: TO THE 514TH LAYER OF THE ABYSS

BARMAK

WHISPER DEMON ADVANCED CR 11

CE Medium Outsider (Chaotic, Evil, Extraplanar but Native to Abyss, Incorporeal)

Monster Manual IV p 46

Init +5; **Senses** Darkvision 60ft; Listen +18, Spot +18

Aura Maddening Whispers (60ft DC 21)

Languages Common, Baklunish, Telepathy 60 ft

AC 20, touch 20, flat-footed 15; Dodge, Mobility (+2 Dex, +5 deflection)

Miss Chance 50% (incorporeal)

hp 144 (16 HD); DR 5/cold iron or Good

Immune: Confusion, Electricity, hypnotism, insanity, poison, wisdom damage and drain

Resist Acid 10, Cold 10, Fire 10;

Fort +13 **Ref** +15 **Will** +15

Speed Fly 40 ft. (8 squares) (perfect); Flyby Attack

Melee 2 Incorporeal Touches +21 (2d6/19-20)

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

Base Atk +16; **Grp** +

Atk Options Aligned Strike (Chaotic, Evil), Combat Reflexes

Abilities Str -, Dex 20, Con 16, Int 10, Wis 6, Cha 20

SQ Create Spawn, Incorporeal Traits, Madness

Feats Alertness, Dodge, Flyby Attack, Improved critical (incorporeal Touch), Mobility, Combat Reflexes

Skills Bluff +24, Diplomacy +13, Disguise +5 (acting +7), Hide +24, Intimidate +26, Knowledge (Religion) +17, Knowledge (Planes) +17, Listen +18, Sense Motive +16, Spot +18

Maddening Whispers (Su) Any Living creature within 60ft of a whisper demon hears its maddening telepathic whispers and must succeed on a DC 23 Will save or become confused for 1 round. When rolling d% to determine the actions of a creature confused by maddening whispers, on a roll of 51 or higher, instead of the normal confusion result, the creature automatically deals damage to itself equal to its normal melee damage with the weapon it currently wields or its primary natural weapon, whichever deals more damage. A creature that succeeds on the Will save cannot be affected by the same whisper demons maddening whispers for 1 round. This is a mind-affecting compulsion effect. The save DC is Charisma based.

This ability does not allow the whisper demon to exercise mental control over a creature, and thus the *Protection from Evil* spell does not provide immunity to this effect. Demons are immune to the maddening whispers of a whisper demon.

Create Spawn (Su) A living creature that kills itself within 60ft of a whisper demon rises as an allip under the whisper demon's control 1 round later. A whisper demon can control up to nine allips it creates. Allips created in excess of this limit are free willed.

Madness (Ex) Whisper demons use their Charisma modifier on Will saves instead of their Wisdom modifier, and they have immunity to confusion and insanity effects. In addition, anyone targeting a whisper demon with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom Damage.

DREADFUL LASHER CR 9

NE Huge Outsider (Evil, Extraplanar but Native to Abyss, Yugoloth)

Monster Manual IV P 193

Init +5; **Senses** blind, Blindsight 120ft; Listen +21

Languages Abyssal, Infernal, Telepathy 100 ft

AC 20, touch 9, flat-footed 19

(-2 Size, +1 Dex, +11 natural)

hp 142 (15 HD); DR 10/Good

Immune: Acid, Fire, gaze attacks, illusion, poison, visual effects

Resist Cold 10, Electricity 10; **SR** 20

Fort +14 **Ref** +10 **Will** +8

Speed 30 ft. (6 squares), Climb 20ft

Melee 4 piercing tentacles +24 each (1d8 +11) and 2 claws +23 each (1d8+5)

Space 15 ft.; **Reach** 15 ft. (30ft with tentacles)

Base Atk +15 **Grp** +38

Atk Options Combat Reflexes, Aligned Strike (Evil), Rend 2d8+16

Abilities Str 32, Dex 13, Con 21, Int 5, Wis 8, Cha 7

SQ Scentless, Yugoloth traits

Feats Combat Reflexes, Improved initiative, Improved Natural Armor (2), Multiattack, Weapon focus (Claw).

Skills Climb +37, Diplomacy +0, Listen +21, Move Silently +19, Sense Motive +17, Survival +17

Rend (Ex) A lasher that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals 2d8+16 points of damage.

Scentless (Ex) The lasher exudes no natural scent and is usually undetectable by scent.

Skills A lasher has a +8 racial bonus on Climb checks and can always choose to take 10 even when rushed or threatened. It also gains a +4 racial bonus on Listen and Grapple checks

APPENDIX 2: NEW RULES ITEM

NEW MONSTER TYPE

Yugoloth Traits Possibly the greediest, most selfish beings in the outer Planes, yugoloths reign supreme among the evil outsiders of Gehenna

- Immunity to acid and poison
- Resistance to cold 10, electricity 10, and Fire 10
- Telepathy

FEATS

Corrupt Spell (*Complete Divine* 79): This feat adds the evil descriptor to a spell. Furthermore, if the spell deals damage, half the damage (round down) results directly from divine power and is therefore not subject to be reduced by resistance or immunity to energy-based attacks. The corrupted spell uses up one slot one level higher than the spells actual level.

MAGIC ITEMS

Armaiti's Flower: Anytime a PC wearing this flower is struck by an effect that drains levels, life, and/or ability scores, the attack is negated by the Bloom. The flower starts with 3 charges. Each negated attack uses up one charge. After all three charges have been used, the flower loses its power but will never wither or fade.

Beastskin armor upgrade (*Complete Adventurer* p.127): By using a daily use of wild shape, the armor transforms with you. The Beastskin armor becomes a suit of armor suited for your new form rather than merging with your body. The armor continues to grant its armor bonus, appropriate armor check penalty, and slows movement, and otherwise functioning as a suit of armor fitted for your new form.

Censer of Undead control: This 1 foot tall by 24" diameter black iron bowl is embossed with arcane runes about its surface and stands low to the ground on four stumpy clawed legs. By burning incense into the bowl, a blue-grey smoke forms and permeates the area.

Any undead within 100ft of this censer when it is lit must make a Will save DC 25 vs a *Control Undead* spell. The undead follow the commands of the censer's controller as long as something is burning in it. Should a turn undead attempt be made while the censer is within sight of the undead creature the undead creature heads directly to the censer, even sidestepping the turning cleric to do so (at its most maximum range from the cleric). A turned creature that touches the censer is no longer turned.

Either breaking the bowl (Hardness 10, 80hp) or overturning so that its burning contents spill out immediately ends its effect.

Contract of Nepthas. This is a magical contract that will curse any signatory who does not fulfill the terms of the contract.

Easily mistaken for a scroll in an ivory tube if found in a treasure trove, a Contract of Nepthas only has a few words of writing at the top of an otherwise blank page of golden-brown vellum, usually, "We, the undersigned, bind ourselves to this contract under the following mutually acceptable terms..." The rest of the sheet is blank, and the owner of the contract can write any instructions, stipulations and conditions he or she cares to create.

However, when the contract is signed by all parties named in the contract, its true power is revealed by a golden nimbus of light that surrounds the signatories for a few seconds. Any signatory who breaks the terms of the contract is immediately cursed, becoming deaf, blind and mute (no save, but SR applies). The curse can only be removed by a *remove curse* cast by an 8th-level spellcaster or a *break enchantment* spell (DC 25).

Once a contract has either been fulfilled by both parties, or broken so that one of the parties is cursed, it disappears in a burst of flame

The contract treats all of the clauses very literally, and stipulations that are not clearly worded may allow a clever signatory to escape from the terms of the contract without suffering the curse. (If a knight signs a contract with a king stating that he will slay a dragon by the eve of the new moon, the knight will not be cursed if he fails to kill the dragon because the king did not stipulate WHICH new moon was the deadline—in effect, this contract has no time limit.

Contracts signed under the influence of charm or compulsion effects are null and void. Moderate enchantment; CL 11th; Craft Wondrous item, *lesser geas*; Price 1400gp.

Sanjar's Gloves: As an immediate action, a person wearing both gloves may make any one melee weapon (or one end of a two-headed melee weapon) that is being held in one or both hands a ghost touch weapon as per the spell (*Spell Compendium* 102). Only one weapon can be affected during the duration of the effect, which lasts for up to five minutes once per day. (Weak transmutation; CL 5; Craft Wondrous Item, 5 ranks of Craft (Leatherworking), ghost touch weapon, caster must be of Good alignment; Price 12,000 GP).

SPELLS

Contagious Touch (*Complete Divine* 159)

Necromancy

Level: Druid 6

Component: V, S

Casting Time: 1 Standard action

Range: Personal
Target: You
Duration: 1 round/level

Upon casting this spell, you must choose one disease from this list: Blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom (see Disease, *DMG* 292). Any living creature hit with a melee touch attack during the spell's duration is affected as though by the *contagion* spell, immediately contracting the disease you have selected unless it makes a successful Fort save. You cannot infect more than one creature per round.

Body of the Sun

Spell Compendium 35

Transmutation (Fire)

Level: Druid 2, sor/wiz 2

Component: V, S, DF

Casting Time: 1 Standard action

Range: 5 ft

Target: 5-ft-radius emanation centered on you

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

Fire extends 5 feet in all directions from your body, illuminating the area and doing 1d4 points of fire damage per two caster levels (maximum 5d4). Adjacent creatures take fire damage each round on your turn.

Decomposition

Spell Compendium 61

Necromancy

Level: Druid 2

Component: V, S, DF

Casting Time: 1 Standard action

Range: 50 ft

Target: Living enemies within a 50-ft-radius emanation centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Whenever an enemy within in the area takes normal (not nonlethal) damage, that wound festers for an additional 3 points of damage at the beginning of its turn each round thereafter for the duration of the spell. A DC 15 Heal check or the application of any

cure spell or other healing magic stops the festering. Only one wound festers at a time; additional wounds taken while the first is festering are not subject to this effect. Once festering has been stopped, however, any new wound taken while the subject is within the area (before the spell expires) begins the process anew.

For example, a subject who takes 6 points of damage from an attack while within the area of a *decomposition* spell takes 3 points of damage from the festering wound in the next round, and another 3 points of damage the round after that. In the following round, that subject receives 4 points of healing from a *cure light wounds* spell so the festering stops and the subject takes no festering damage that round. In the next round, the subject remains within the emanation and takes another 3 points of damage in battle. The festering begins again, dealing 3 points of festering damage in the following round.

Miasma

Spell Compendium 141

Evocation

Level: Druid 6

Component: V, S, DF

Casting Time: 1 Standard action

Range: Close (25 ft + 5 ft./2 levels)

Target: One living creature

Duration: 3 rounds/level

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

By filling the subject's mouth and throat with unbreathable gas, you prevent it from doing much more than coughing and spitting. An affected creature cannot speak, cast spells with verbal components, use breath weapons, or utter command words to activate magic items, but it can otherwise act normally.

The subject can hold its breath for 2 rounds per point of Constitution, but must make a Constitution check (DC 10+1 per previous success) each round thereafter to continue doing so. Failure on any such check (or voluntary resumption of breathing) causes the subject to fall unconscious (0 hp). On the next round, the subject drops to -1 hp and is dying; and the third round, it suffocates (*DMG* 304).

APPENDIX 3: KET LAWS

For minor crimes (sentences of 10 TUs stock time or less), Threshers are able to immediately investigate the crime, interview witnesses, pass judgment and carry out the sentence. For major crimes, the accused is turned over to a formal court hearing before a Jurat and two mullahs.

Crime & Punishment: The punishment for many crimes, especially of assault, aggravated assault and murder, will largely depend on the status of the person against whom the crime was done

Mitigating Circumstances: In recent times, moderate voices have convinced the Beygraf that the "all-or-nothing" aspect of the justice system had become a burden to the common people. The solution was to introduce "mitigating circumstances" to sentencing—given certain predetermined circumstances during the commission of the crime, the convicted person will receive a reduced sentence.

Legal wrangling: Upon conviction, legal wrangling can be attempted in order to reduce the sentence when there are no mitigating circumstances, or in place of mitigating circumstances. However, if a PC attempts legal wrangling, then he or she cannot call upon mitigating circumstances as well. By making a Diplomacy or Profession (Lawyer) check at DC 20 + APL, execution will be reduced to life in the mines, life in the mines will be reduced to 2 years in the mines, and all other sentences reduced to half their length or half the fine, whichever is applicable.

CRIMES OF DEBT

Falling into Debt (Citizen): Sentenced to become *ushdar* (indentured servant) in household of creditor until Jurat has determined that worth of labor performed has matched debt.

Mitigating Circumstances: None

Unpaid debt obtained with Fraudulent Collateral (Non-Citizen): Upon determination that collateral did not match worth of loan, sentenced to become *qashar* (mine slave) until Jurat has determined that worth of labor performed has matched debt.

Mitigating Circumstances: None

MINOR CRIMES

Vandalism: Fine equal to double the value of the property damage, plus repair costs to owner of property; or if unable to pay fine, 1 TU of court-appointed indentured servitude per 10 greatshields of property damage.*

Mitigating Circumstances: None

Tax evasion: Fine equal to double the value of the tax owed, or if unable to pay fine, court-appointed indentured servitude to a Citizen of Jurat's choice, 1 TU per 10 greatshields of tax owed.*

Mitigating Circumstances: None

Break & Enter: 2 TUs in stocks for unauthorized entry, in addition to any punishment for theft.

Mitigating Circumstances: It was an emergency.
Effect: No fine or conviction

Theft: Fine equal to double the value of the item stolen owed, plus restitution to owner of property; or if unable to pay fine, court-appointed indentured servitude to owner of property, 1 TU of per 10 greatshields of property value*

Mitigating Circumstances: None

CRIMES AGAINST "MONSTERS"

Killing of "monster": Fine (typically 100 greatshields); or if unable to pay fine, court-appointed indentured servitude to Citizen of Jurat's choice, 1 TU per 10 greatshields of fine owed.*

Mitigating Circumstances: Any reasonable excuse.
Effect: No fine or conviction

CRIMES AGAINST NON-RESIDENTS

Aggravated Assault (lethal damage): 2 TU in stocks.

Mitigating Circumstances: Any reasonable excuse as long as accused did not initiate the combat. **Effect:** No fine or conviction

Lethal Assault (resulting in death): 10 TUs in stocks [Paying for a successful raise dead reduces conviction to Aggravated Assault]

Mitigating Circumstances: Self defense. **Effect:** No fine or conviction

Kidnapping or Torture: 10 TUs in stocks

Mitigating Circumstances: None

CRIMES AGAINST RESIDENTS

Simple Assault (non-lethal): 2 TU in stocks

Mitigating Circumstances: Any reasonable excuse as long as accused did not initiate the combat. **Effect:** No fine or conviction

Aggravated Assault (lethal damage): 5 TUs in stocks

Mitigating Circumstances: Committed in self-defense and cured all lethal damage at end of combat
Effect: 2 TUs in stocks, conviction for simple assault

Deadly Assault (lethal damage and loss of consciousness): 5 TUs in stocks

Mitigating Circumstances: Committed in self-defense and cured all lethal damage at end of combat.
Effect: 2 TUs in stocks, conviction for simple assault

Kidnapping or Torture: 1 year in mines**

Mitigating Circumstances: None

Manslaughter: 1 year in mines**

Mitigating Circumstances: Self defense. **Effect:** 10 TUs in stocks

CRIMES AGAINST HORSES

Simple Assault(non-lethal damage): 2 TU in stocks

Mitigating Circumstances: Self-defense, as long as accused did not initiate the combat with owner of horse.

Effect: No fine or conviction

Aggravated Assault (lethal damage): 5 TUs in stocks

Mitigating Circumstances: Self-defense, as long as accused did not initiate the combat with owner of horse, and cured all lethal damage at end of combat.

Effect: 2 TUs in stocks, convicted of **simple assault**

Deadly Assault (lethal damage and loss of consciousness): 10 TUs in stocks

Mitigating Circumstances: Self-defense, as long as accused did not initiate the combat with owner of horse, and cured all lethal damage at end of combat.

Effect: 5 TUs in stocks, convicted of **aggravated assault**

Horse Theft: 52 TU in stocks and fine equal to double the value of the horse plus restitution to owner of horse. If unable to pay fine, 52 TUs in stocks or 1 year in mines** plus 1 TU of court-appointed indentured servitude per 10 greatshields of value of the horse*

Mitigating Circumstances: To save the life of the Beygraf. **Effect:** No penalty

Kidnapping or Torture: 2 years in mines**

Mitigating Circumstances: None

Horseslaughter: 2 years in mines**

Mitigating Circumstances: Self-defense, as long as accused did not initiate the combat with owner of horse. **Effect:** 10 TUs in stocks, convicted of **deadly assault**

CRIMES AGAINST CITIZENS

Simple Assault (non-lethal): 2 TU in stocks

Mitigating Circumstances: Any reasonable excuse as long as accused did not initiate the combat. **Effect:** No fine or conviction

Aggravated Assault (lethal damage): 5 TUs in stocks

Mitigating Circumstances: Committed in self-defense and cured all lethal damage at end of combat.

Effect: 2 TUs in stocks, conviction for simple assault

Deadly Assault (lethal damage and loss of consciousness): 10 TUs in stocks

Mitigating Circumstances: Committed in self-defense and cured all lethal damage at end of combat.

Effect: 5 TUs in stocks, convicted of aggravated assault

Kidnapping or Torture: Life in mines**

Mitigating Circumstances: None

Murder, unpremeditated: Life in mines** [Paying for a successful raise dead reduces conviction to **Deadly Assault**]

Mitigating Circumstances: Self defense. **Effect:** 26 TUs in mines**

Murder, premeditated: Execution. [Paying for a successful raise dead reduces conviction to **Murder, unpremeditated**]

Mitigating Circumstances: None

CRIMES AGAINST THE STATE

Bearing of armor or weapons inside walled city or town: 10 TUs in stocks

Mitigating Circumstances: None

Impersonation for criminal purposes*:** Execution

Mitigating Circumstances:

Impersonation of Resident: 1 TU in stocks

Impersonation of Citizen: 4 TUs in stocks

Impersonation of member of military unit except

Threshers: 10 TUs in stocks

Impersonation of Thresher or Jurat: 1 year in mines**

Impersonation of Bey or Graf: Life in mines**

Impersonation of the Beygraf: Execution

Attack on military officer, government official or Jurat: Look up same type of assault against Citizen and

double the penalty.

Mitigating Circumstances: None

Theft of Beygraf's property: Execution

Mitigating Circumstances: As determined by Jurat.

Effect: Life in the mines

Crimes against the Beygraf: Execution

Mitigating Circumstances: As determined by Jurat.

Effect: Life in the mines

Treason: Execution

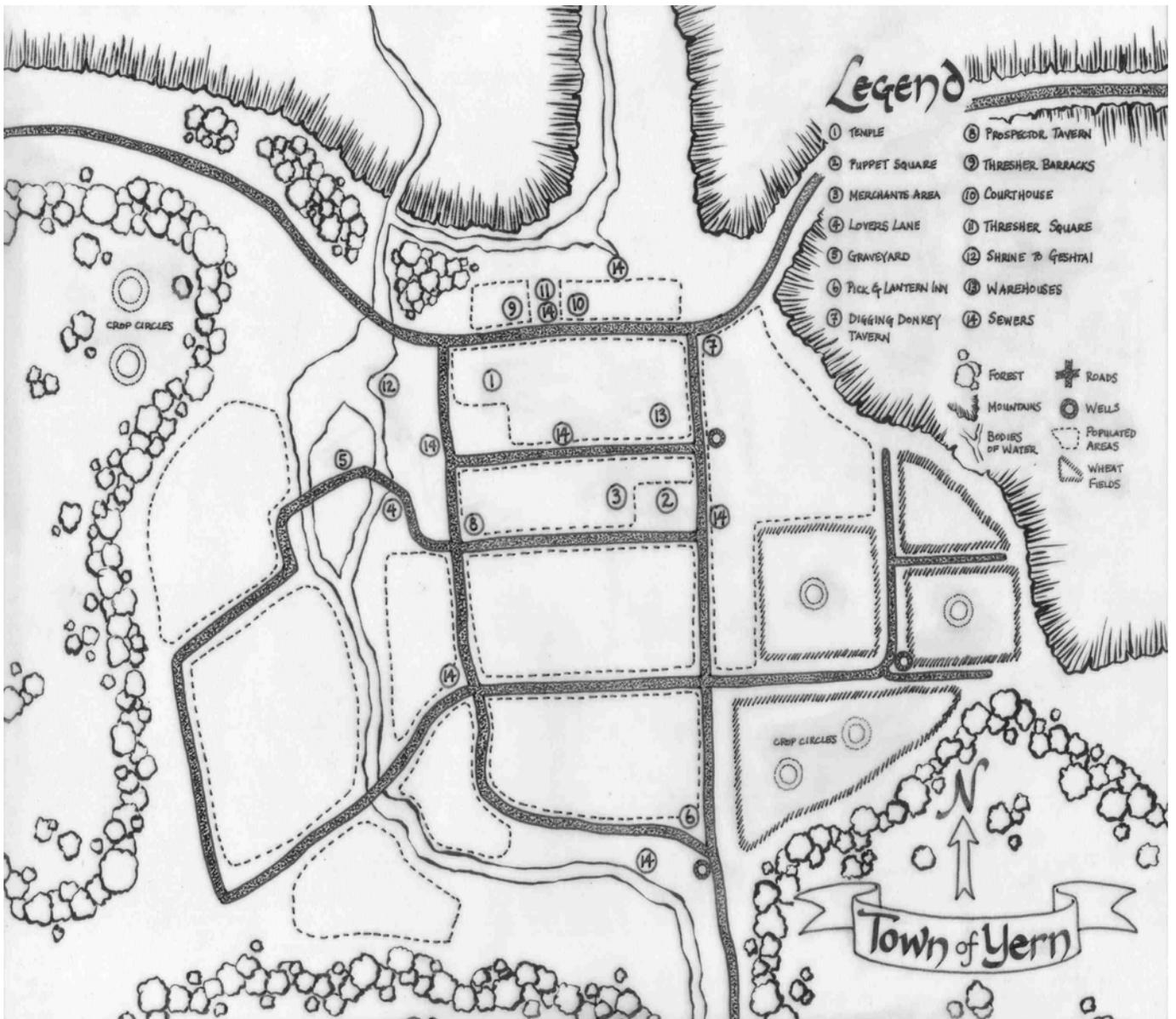
Mitigating Circumstances: None

*Only a Citizen may become an *ushdar* (indentured servant). Residents and non-residents unable to pay fine are sentenced to labor in the mines, value of their work (minus cost of food) used to pay off fine. This typically works out to about 30 greatshields per year.

**Any sentence of time in the mines includes branding on right cheek and lifetime loss of Citizenship

***Impersonation for purposes of entertainment or satire, either public or private, is not judged to be a crime

DM AID 1 – MAP OF YERN

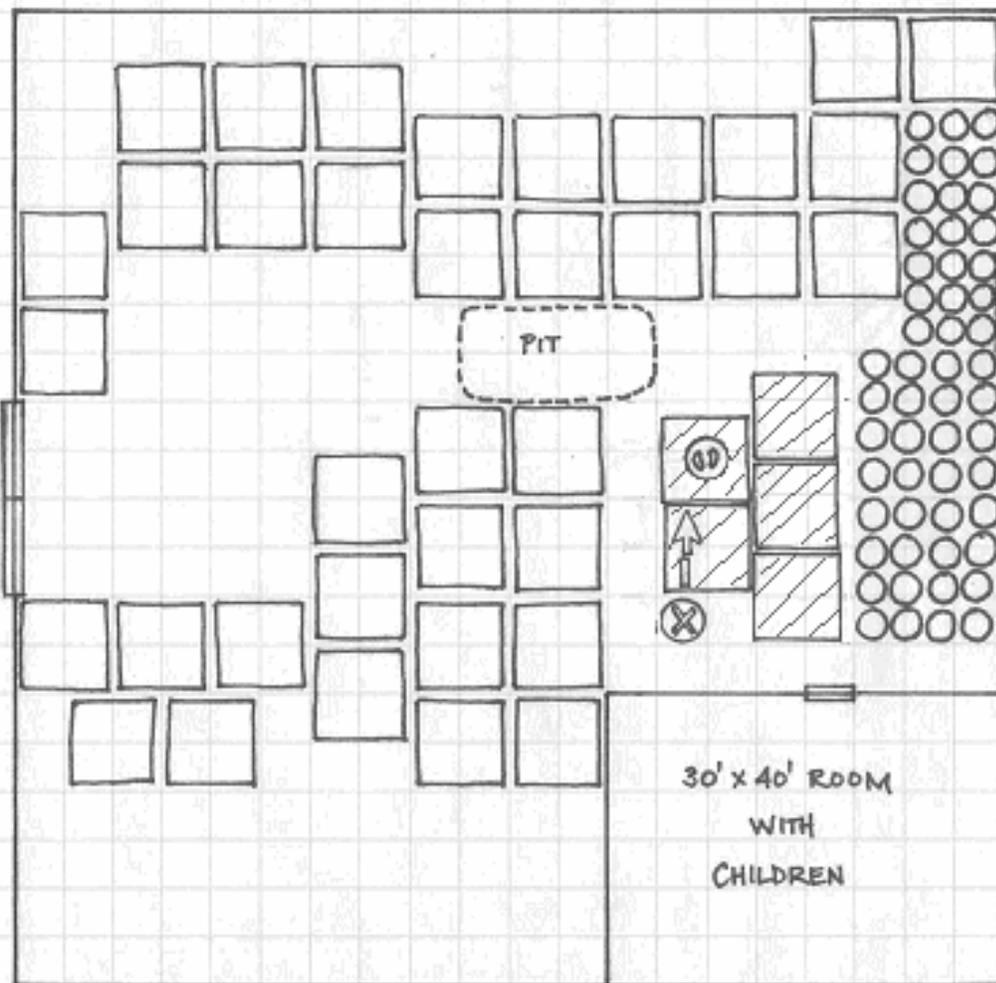


DM AID 2 – ENCOUNTER 6: SAVE THE CHILDREN

WAREHOUSE: 100' LONG x 100' WIDE x 30' HIGH

MAIN ENTRANCE: DOUBLE DOORS 20' WIDE x 10' HIGH

BACK DOOR: 10' WIDE x 10' HIGH



OOO BARRELS

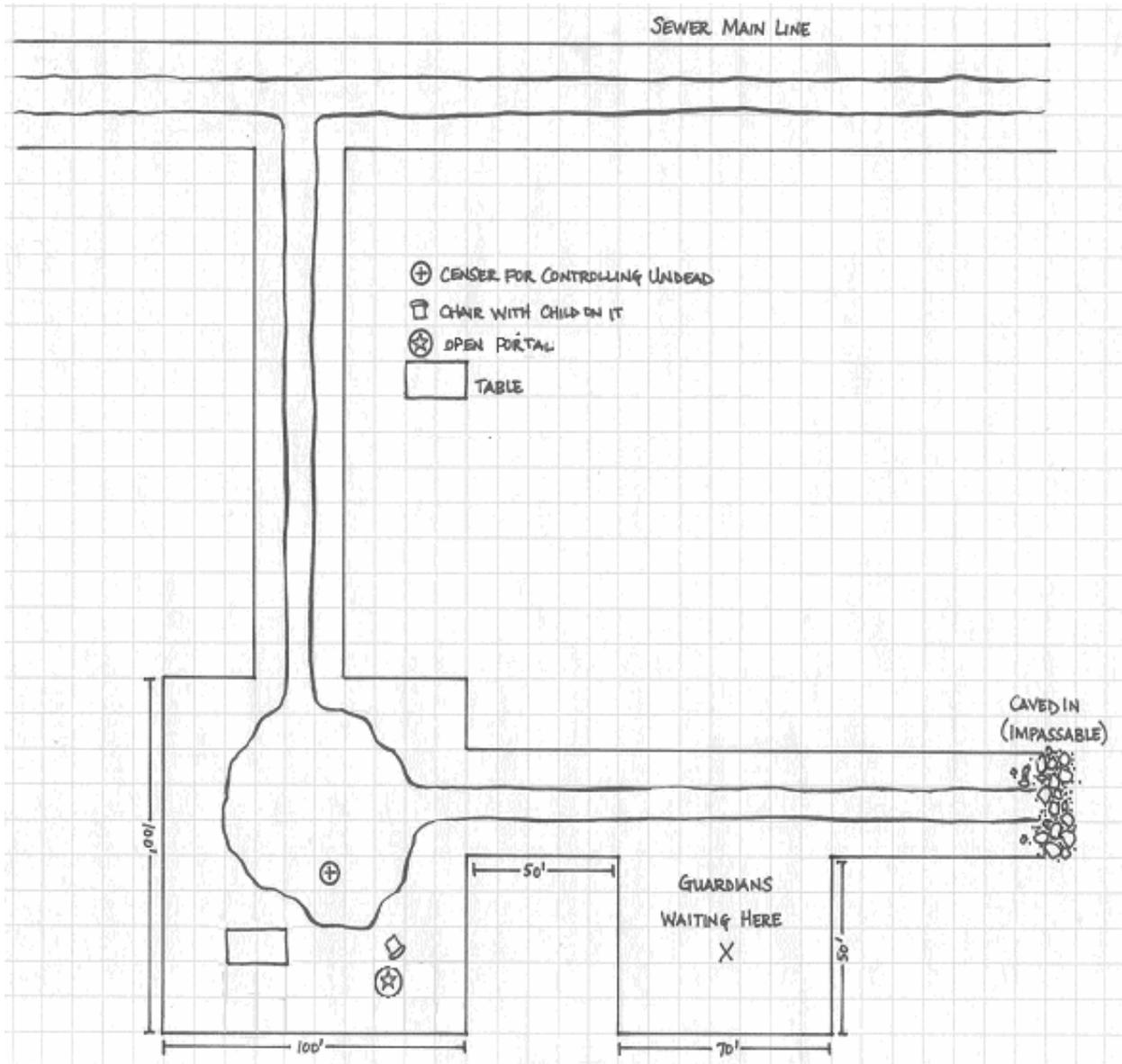
CRATE

CRATES ONLY STACKED 5' HIGH

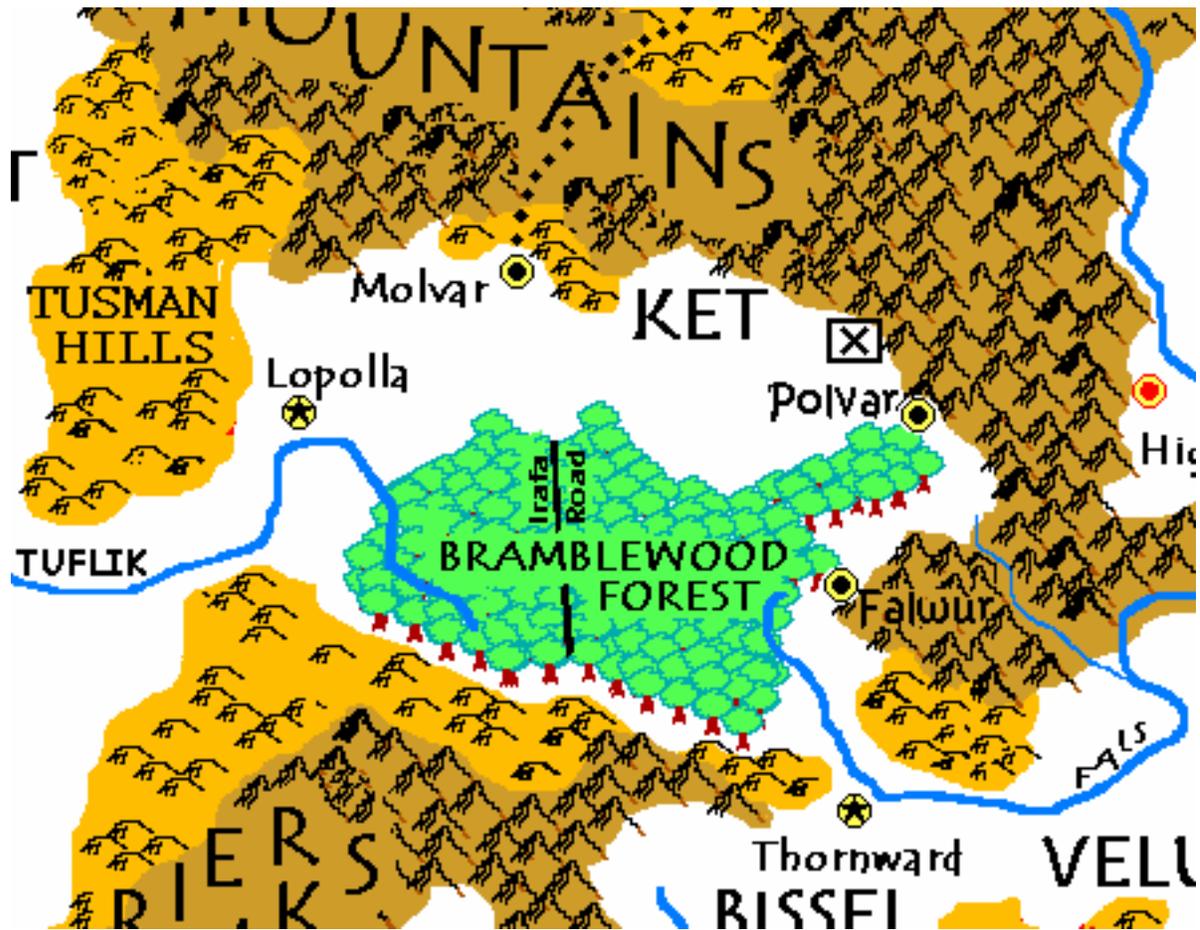
BAZBIR'S STARTING POSITION

BAZBIR'S COMBAT POSITION

DM AID 3 – ENCOUNTER 7: INTO THE SEWERS



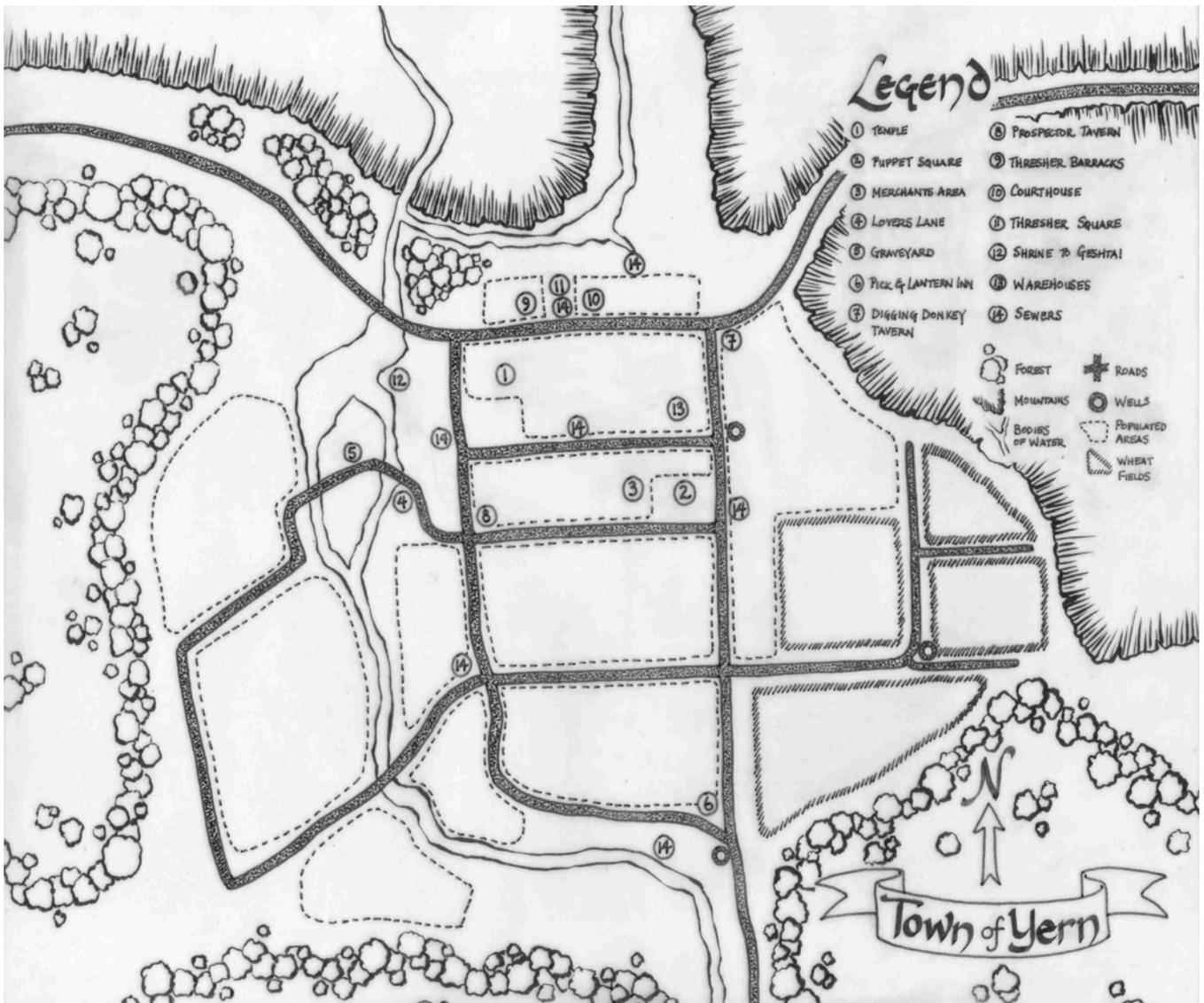
PLAYER HANDOUT 1: MAP OF KET



KET7-02 RETURN OF THE WICKED MAP OF KET

☒ The village of Yern

PLAYER HANDOUT 2: MAP OF YERN



PLAYER HANDOUT 3: BARMAK'S CONTRACT

We, the undersigned, bind ourselves to this contract under the following mutually agreeable terms--

The two parties bound by this contract are the Owner of this contract, and the Employee of the Owner, and each shall do service unto the other as follows--

On the table indicated by the Owner shall be an Item of Great Value. The Employee shall take the Item from the table, to have and to hold henceforth as its rightful owner.

After the Employee has taken possession of the Item, the Owner shall direct the Employee to wound a child of the Owner's choosing in such a way that the child's blood is spilled on the ground, at a time and place to be determined by the Owner.

In this way, the contract shall be fulfilled to the satisfaction of both parties.

Once signed, either party abrogating this contract will be cursed.

Owner of the Contract

Employee of the Owner