

VTF4-04

Insidious Malfeasance

A Two-Round D&D LIVING GREYHAWK[®]
Volverdyva Trade Route Meta-Regional Adventure

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Mysterious men in black, a missing cleric, and a race against the dawn. What more could you ask for in an adventure? Oh, how about a return to a place of pure evil? An adventure for APLs 6 to 14.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their PCs now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the PC's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which PC.

The players are free to use the game rules to learn about equipment and weapons their PCs are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player PCs.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING GREYHAWK adventure it is expected that players bring their own PCs with them. If players do not have a LIVING GREYHAWK PC generated, get a copy of the current LIVING GREYHAWK PC generation guidelines, and a PC sheet from your convention coordinator or the RPGA Web site, and then have any players without a PC create one. Once all players have a LIVING GREYHAWK PC, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own PCs to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average PC level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the PC level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each PC's animals separately. A single PC may only bring

- four or fewer animals of this type, and animals with different CRs are added separately.
- Sum the results of 1 and 2, and divide by the number of PCs playing in the adventure. Round to the nearest whole number.
 - If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your PC is three PC levels or more either higher or lower than the APL this adventure is being played at, that PC will receive only half of the experience points awarded for the adventure. This simulates the fact that either your PC was not as challenged as normal, or relied on help by higher-level PCs to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level PCs may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- Attempt to create a table of six 1st-level PCs, or try to enlist higher-level PCs to play at that table.
- Advise PCs to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard two-round Meta-regional adventure, set in the Velderdyva Trade Route meta-region. PCs native to the Velderdyva Trade Route meta-region pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

This adventure falls within the Year 4 plotline of the Velderdyva Trade Route meta-regional scenarios. Many of these scenarios involve searching out the four Elemental Nodes and preventing Lareth the Beautiful from summoning the Four Elemental Princes to Oerth.

This scenario is something of a

side-trek from the main plotline. During the Year 3 meta-regional scenarios, the PCs likely befriended a mysterious and helpful Walker of the Church of Fharlanghn named Salidius. In more recent events, the PCs may have learned that Walker Salidius is dead, slain near Ket by forces of the Cult of Elemental Evil.

This is not precisely true. Walker Salidius actually escaped his imprisonment, and returned to Verbobonc to consult with his superiors and find out what has happened during his imprisonment.

Unfortunately for Walker Salidius, the Scarlet Brotherhood has been taking a more active role in Verbobonc recently (these events are the focus of several Verbobonc regional scenarios).

A secret cult within the Scarlet Brotherhood, known as the Black Brotherhood, venerates Tharizdun. Although the Black Brotherhood and the Cult of Elemental Evil share the same unholy master, they do not typically work together. The Black Brotherhood has only recently come to Verbobonc, a couple of years after the most recent downfall of the Temple of Elemental Evil. The Black Brotherhood, like the larger Scarlet Brotherhood, prefers to work their evil machinations in secret and keep their presence undetected. The Black Brotherhood has been lairing in the Moathouse near Hommlet (near the now-empty Temple of Elemental Evil) for several weeks.

Things have turned suddenly bad for the Black Brotherhood. Some of their agents captured Walker Salidius upon his return to the lands of Verbobonc, and they were able to imprison him in the dungeons below the Moathouse. However, in doing so, the Black

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

Brotherhood accidentally made their presence known to the two watchful Lords who monitor the area around the Temple of Elemental Evil and the Moathouse. These two are Lords Burne and Rufus (who appeared in the first VTF meta-regional scenario, *VTF3-01 Nor Crystal Falls*).

Burne and Rufus quietly alerted their peers to the presence of an evil force sequestered within the Moathouse (they did not, as yet, know of Walker Salidius' kidnapping). Much to their surprise, the Provost Marshal of Verbobonc, Lord Simon Milinous, responded to this report with interest and vigor. Lord Milinous, head of the Verbobonc military, immediately began marshalling forces to assault the Moathouse and slay all within it. None can say why, of all the dangers in the Viscounty, Lord Milinous should decide to call out his ample forces to besiege the Moathouse, but Burne and Rufus are at least grateful for the assistance.

Unfortunately, Lord Milinous' fervent crusade to slay all within the Moathouse will mean the death of Walker Salidius, as well, unless the PCs can rescue him in time.

Adventure Summary

The PCs receive a message from Walker Salidius that he is in urgent need of their help. He asks them to meet him in the city of Verbobonc.

Arriving in Verbobonc, the PCs are told by Walker Jericho that Salidius has been kidnapped. It quickly becomes apparent that he has been taken by evil forces loyal to the Temple of Elemental Evil.

Arriving near the town of Hommlet (the closest town to the Temple of Elemental Evil) the PCs are met by forces of Rufus and Burne. They are led into a meeting with these two nobles. They know of a force that has entered the old Moathouse in the last few days. It is their plan to gather their forces and assault the Moathouse. Unfortunately for them, Lord Simon Milinous, the Provost Marshall of Verbobonc, has arrived and is demanding a complete and immediate assault to destroy the evil forces.

Burne and Rufus tell the PCs that they know Salidius and because of this they will delay the assault for one day. That leaves the PCs 24 hours to sneak into the Moathouse, rescue Salidius, and escape with him.

The forces that have inhabited the Moathouse are that of the Black Brotherhood. These are members of the Scarlet Brotherhood that worship Tharizdun. They have captured Salidius because of his knowledge. They have been torturing him in an effort to learn more about what it will take to free Tharizdun.

Introduction

The following happens no matter where the PCs are.

Note: This assumes the PCs are not together as of this time.

The day has been about average so far... nothing exciting...until now. A young boy cautiously approaches and says, "Pardon me, who are you?" (Allow the PCs to say who they are) The boy smiles widely and gladly hands over a letter. As he turns to leave, an unusually small symbol hangs on a leather cord around his neck.

A Knowledge (religion) check (DC 10) will reveal it's a symbol of Fharlanghn. The young boy is nothing more than a follower of Fharlanghn who was tasked by some priests to deliver a letter to the PCs. He doesn't even know what information is contained in the letters.

Any PCs who have met Walker Salidius before get **Player Handout #1** at this time. Any PCs who have NEVER met Walker Salidius get **Player Handout #2**.

Read the following to those who have met Walker Salidius before:

Reading the letter, you quickly realize that Walker Salidius is not dead, as had been thought. He is in dire need of help however.

Read the following to those PCs who have NOT met Walker Salidius before:

A possible new threat from an old source? Whoever this Walker Salidius is, he writes words that would put anyone's nerves on edge.

If any PCs do not wish to travel to Verbobonc City, give them their AR. They are done and cannot play any further in this adventure.

For any PCs that do travel to Verbobonc City, continue on with encounter one.

Encounter One: Nothing Is Ever Easy, Is It?

The PCs are all at the Blue Boar Inn in Verbobonc City. Now is a good time to let the PCs introduce themselves.

The Blue Boar Inn is not crowded today, so everyone has no problems finding a table. The inn itself is well made and has a comfortable, safe feeling to it. It is

obvious after but a short time here that the inn caters to the religious traveler.

The door to the inn opens and in saunters a middle aged man wearing a holy symbol of Fharlanghn. He scans around the inn obviously looking for someone. He spots the lot of you and quickly strides over.

“Greetings, I am Jericho, a follower of Fharlanghn. Am I to assume that you are (He will rattle off each of the PCs names) Now that we know each other I can tell you we have a serious problem indeed. How I know you is because of our mutual friend, Walker Salidius. It was believed that he had fallen to the forces of the Temple but the Horizon Lord has looked kindly on him and we have just found out that he is still alive albeit kidnapped however.”

Walker Jericho is a long time follower of Fharlanghn. He is agitated at the current state of events. He will answer the PCs' questions as truthfully as he can.

At this point the players will probably start asking questions. Below are Jericho's answers to the obvious ones. Any other answers you'll have to adlib. Jericho's is trusting of the PCs (why not? Salidius trusts them).

- “Kidnapped? By who?” – *Salidius was taken by some highly trained soldiers. They were dressed all in black and had no symbols on their shields.*
- “When was he taken?” - *He was captured two days ago, about a days travel south of the city. On the border of two of the local nobles. Knowledge (nobility and royalty) or Knowledge (local: Volverdyva Trade Route), or a Bardic Knowledge check of DC 15 will reveal that he is referring to the border of House Milinous and House Langmuir. See DM Map 2 and Appendix 3 for more information.*
- “How do you know? Did you see it happen?” – *I did not see it personally. We had word Salidius would be arriving to discuss new developments to the West. When Salidius was late in arriving, the Fharlanghn Temple here was more than willing to scry for him. That led to divinations and other similar spells. A quick investigation of the trail by experienced trackers uncovered a local farmer who was all too happy to tell all he knew. That's how we know of the black clad soldiers. Our divinations will not tell us where he is now, only where he was when he was taken. Clearly, his kidnappers are using magic to mask him.*

Answer any other questions using the information you get from reading the module. Don't give too much away though!

Walker Jericho gives the PCs directions to an area on the border of Lords Milinous' lands and the Kron Hills. Basically pretty close to the Temple of Elemental Evil lands. Of course do not let the PCs in on this.

Encounter Two: Tracking the Walker

Assuming the PCs follow Jericho's directions and try to track Walker Salidius' kidnappers, read the following:

After having traveled for most of the day, there has been your fair share of farmers and merchants but nothing out of the ordinary. You are close to the area you seek, perhaps within half a day, but the sun is beginning to set.

This is good time for the PCs to stop for the evening. Have the PCs set up any watches or other precautions that they choose. Roll some dice, flip through the *Monster Manual*, ask for some Listen checks, and say nothing. Basically, make the moment tense. When you've set the atmosphere, continue on.

The sound of hooves abruptly echoes in the night! It's too dark to see but the loud noise gives away that there are a great many horses moving with some speed. They are a couple of miles away but you can hear them quite easily.

If the PCs come up with a way to look at or catch the horses then read the following:

The horses each bear a rider. Each rider is armored and armed. Their tabards have a symbol on them: a black griffon.

A DC 20 skill check of Knowledge (nobility and royalty), Bardic Knowledge, or Knowledge (local: Volverdyva Trade Route), reveals that it is the heraldry of Lord Simon Milinous, the Provost Marshal of Verbobonc (see Appendix 3). PCs native to Verbobonc gain a +5 bonus on these rolls.

Lord Milinous and his forces are in a hurry and will not stop to talk to the PCs unless someone attempts to attract their attention (i.e. yell to them, cast a spell, reveal a light source, etc). If that happens, read the following:

The riders wheel in formation and head directly toward you. Swiftly, they form a circle around the campfire. From in front of you a large dark-haired man speaks “Who are you? Quickly now, answer me!”

If the PCs are reasonable and polite, then continue with the following:

“I am Lord Simon Milinous, Provost Marshal of Verbobonc. I travel on the wings of need to a meeting upon which the future of this fair land may be decided. I shall warn thee to beware! Old dangers are sniffing around like a hound at supper time. I advise you to keep a strong watch.”

Lord Milinous will not answer any questions. He is indeed in a hurry and just stopped to make sure the PCs were not the evil soldiers he is hunting. A Sense Motive check (DC 25 + APL) will reveal that Lord Milinous is very nervous. If the result of the check is (DC 35 + APL) then they will detect a touch of fear in Lord Milinous.

If any PCs are discovered and decide to either run (they are quickly surrounded) or become flippant when asked who they are, read the following:

“I am Lord Simon Milinous fool! These men are my personal guard and their loyalty is unquestioned! I am in a hurry and shall brook no nonsense. Tell me who you are and what you are doing out here or by all the gods I shall see you in prison!”

If the PCs continue to be blatantly rude or dishonest, then they are arrested. The Time Unit cost of any arrests by Lord Milinous are equal to the APL+2 (i.e. if a sorcerer playing APL 10 says he will not answer Lord Milinous, the sorcerer is then captured and he must spend 12 TU's on his prison time). One does not lightly interfere with the Black Griffon.

If the PCs are not blatantly rude or dishonest, then return to the entry for when the PCs are polite.

After the conversation with Lord Milinous and his men, they turn and ride in haste towards the east. The rest of the evening then goes by with no further interruptions.

Encounter 3: The Lone Ranger

The morning dawns bright and you quickly break camp. Continuing to follow Jericho's directions, you head south.

Travel lasts for about half an hour when the trail is crossed by that of many horses. The tracks of the horses are heading east.

A DC 20 Survival check reveals that there were between 80-100 horses with riders. These are Milinous' men from the night before.

Continuing on, stopping around noon, you arrive at the spot described by Jericho. Searching it, you discover that a group made camp here.

A DC 20 Survival check yields the information that the camp consisted of 10 to 20 medium sized creatures, all wearing boots. These men had no mounts.

A DC 35 Search check uncovers a holy symbol to Fharlanghn, burned and bent. If the PCs can somehow figure out a way to know, this is Walker Salidius' holy symbol.

As the PCs are winding up their investigations, call for DC 10 Spot checks and read:

As you look over the site, you notice a lone figure sitting in a tree about 50 feet from the campsite. Upon seeing that you have noticed, the figure gives a slow wave and climbs down from the tree.

Once on the ground you can see it is a halfling. Pushing back the hood of her cloak, you see it is a woman. Upon her back is a bow and at her side a short sword. She casually walks towards you keeping her hands in full view at all times.

“Hello. I am Clara. I assume you to be the folks the Fharlanghn's sent?”

Anyone looking can make a Knowledge (nobility and royalty) check at DC 30 to see that she wears the symbol of a badger on her cloak. This is the badge of Burne's Badgers, the elite rangers in service to Lords Burne and Rufus (see Appendix 3).

Clara is a halfling ranger in Burne's Badgers. She has been sent by Lords Burne and Rufus to track where the soldiers who have entered the Moathouse came from. She received word from Rufus and Burne that the Church of Fharlanghn sent some adventurers to investigate also. She is honest and even a bit talkative. She is neither stupid nor innocent, however. If the PCs are honest with her she will reciprocate. She tells the PCs that Burne and Rufus discovered that the Moathouse has been recently occupied and that they are gathering their guard and are planning to invade the Moathouse and collapse the entire structure once and for all. If the PCs mention that Walker Salidius may be a prisoner of the force in the Moathouse, Clara urges them to return to Hommler with her immediately. If asked, she explains that Rufus and Burne have no idea that a prisoner may be in there and so will not hesitate to destroy everyone first and ask questions later.

If asked about the campsite, Clara will say that it was well organized, showing the discipline she associates with a

military force. She speculates that the kidnapers were soldiers of some kind, probably a strong scouting force.

If there are any male halflings in the party, Clara will be well-disposed towards them and flirtatious with them. She easily becomes affectionate with them if they even hint in that direction (she has been 'on the road' a long time).

The only real choice the PCs have at this point is to go with Clara to see Lords Rufus and Burne.

Encounter 4: Rufus and Burne

It takes a day to travel to Hommlet. As you near the town you can see Doomwatch Keep, the home of the local nobles, Rufus and Burne. Then you notice the tents near the village. All of them are neatly lined up. Soldiers move about, some drilling in an open space, others sitting outside their tent sharpening weapons, mending armor, or just cooking a meal.

What is odd though, is the hushed sound of all the voices. You can feel that the air is charged with nervous energy. These soldiers are hardened professionals but even they treat anything to do with the Temple of Elemental Evil very seriously.

Clara guides you to the keep. Rounding the corner of the village you see the base of the tower where it rises above the wall of the keep. Off to one side of the keep are even more tents. These all bear the insignia of the Black Griffon, Sir Simon Milinous, Provost Marshal of Verbobonc. You exchange glances with your companions, each of you knowing that it must indeed be a very serious threat if the Viscount has sent the commander of his army to deal with it.

The entrance to the keep is guarded by a squad of soldiers. They are alert and look like they have seen action before.

Clara asks you to wait while she enters the keep and makes her report. She is gone for about 20 minutes, then the gate opens and a soldier steps out. He looks at you and says, "The lords would like a word with ya so come along."

Seeing no reason to not go, you follow the soldier into the keep. Just inside the gate you see more soldiers and a couple of siege engines. The guard leads you to the tower. Another four guards are on duty here. The soldier beckons and opens the door, motioning for you to go ahead.

This door leads you into the first floor of the tower. It is obvious that it normally serves as barracks but is currently in use as a command center. A table sits in the center of the room with two well dressed men behind it. One wears a breastplate and has a sword of some type strapped to his side. The other is dressed in robes and his nervous glance tells you that he is worried. Clara stands off to one side.

Note: If any PCs played in VTF3-01 Nor Crystal Falls then Rufus and Burne will refer to them by name as they remember these PCs valiant efforts.

The man in armor looks up at you, "Come in. We don't have much time but Clara here says you're following the trail of some people that interest us greatly. Tell us what you know."

The armored one is Rufus and the other is Burne (a DC 20 Knowledge (nobility and royalty), Bardic Knowledge, or Knowledge (local: Volverdyva Trade Route) reveals the information in Appendix 3). They are looking for the PCs to tell them what they are up to. If the PCs are honest and mention Walker Salidius being captured, they will then become even more worried. Burne will then say the following:

"That is not good. The troops you were following have entered the Moathouse of the Temple of Elemental Evil. Word reached us almost the instant they arrived but such was their speed and precision that they were in before we could respond with enough force to stop them."

If the PCs decide to not tell the two nobles about Walker Salidius or fail to give any plausible tale as to why they should be allowed to follow the trail into the Moathouse, read the following:

"I do not know if you are aware of exactly where you are. Allow me to enlighten you. This is the Viscounty of Verbobonc of which the land you currently stand upon is a small fiefdom under the rule of Lords Rufus and Burne (he motions to himself and the other noble), who for over fifteen years now have been charged with preventing the environs of the Temple of Elemental Evil from being violated by both the forces of evil and treasure hunters such as yourself. So either do us the courtesy of telling us the whole truth of why you are here or leave this area immediately."

If the PCs continue to be evasive or rude, the nobles will tell them to be gone from their lands within the hour or be arrested. Give the PCs every chance to realize that Rufus and Burne are 'good guys' and telling them the truth would not be a bad thing. If, for whatever reason,

the PCs continue to be evasive or secretive, then they are escorted out of the area. Stop the adventure here and give them the experience they have earned up to this point. They may not continue on with the adventure.

For those PCs who are not escorted away, continue on with the following:

“That makes for a real problem. The Provost Marshal of Verbobonc, Sir Simon Milinous, has just informed us that we are to enter the Moathouse and destroy everyone and everything inside. We are to do this at first light tomorrow morning.”

Give the PCs a few moments to suggest a course of action. The only suggestion that Rufus and Burne will agree with is that the PCs must go now and rescue Salidius before dawn tomorrow. They can not ignore an order from Lord Milinous so they will attack tomorrow at dawn whether the PCs are out or not. Stress to the PCs that they have until dawn to get out. If they are still under the Moathouse at dawn, they will be caught in the attack.

“There are only two ways into the Moathouse. The front entrance has been known and used for years. But our scouts tell us there is a weed-choked hole down by Imerdys’ Run that should run right into the dungeons under the Moathouse. The soldiers in black that you were following entered through the front entrance. But I wouldn’t go that way, if I were you. The front door would be the most heavily fortified in the entire complex. We intend to assault that direction at dawn with everything we’ve got. The river entrance to the rear is probably just the thing for a small, elite group like yours.”

Burne and Rufus strongly encourage the PCs to use the rear entrance; they assume it’s unguarded (although they’re wrong). The nobles also add:

We can’t have you traipsing around the ground floor levels of the Moathouse. If you happen to discover a way up into the Moathouse itself from the dungeons beneath, DO NOT take it! It would sabotage our dawn assault for the Moathouse residents to know there might be another way out through the dungeon. To the best we can tell, they think they’re trapped, and we can’t let them know there might be an escape. For the sake of the good soldiers going to battle tomorrow, please confine yourselves to the dungeons.”

The nobles will attempt to dissuade the PCs from entering through the front door. If the PCs are adamant about going in the front door, read the following:

Lord Rufus shakes his head. Lord Burne snorts in laughter. “Frontal assault against an outpost of evil, with a group of your size? To do so is madness. If you insist on this route, I shall be glad to notify your nearest relatives.”

Rufus and Burne will let the PCs know that the force of soldiers that they chased into the Moathouse numbers about 10, but there are dozens of other humans and humanoids in residence in the Moathouse itself. Burne’s scrying of the upper Moathouse has not revealed any prisoners, only soldiers dressed in black and humanoids who he assumes to be mercenaries or slaves. They have no knowledge of any forces in the Moathouse dungeon, as they have not been able to scry directly into the dungeons.

If the PCs relate that no scrying or divination seemed to pinpoint Walker Salidius’ location, Burne becomes particularly convinced that Walker Salidius must be in the dungeons, as it’s the only place in the Moathouse where scrying cannot penetrate.

What the Black Brotherhood Knows

Lord Rufus and Burne are making a lot of assumptions about the inhabitants of the Moathouse, and many of them are wrong.

The Black Brotherhood knows that the assault is coming, of course, but their lead cleric, Arkteris, has summoned a monstrous creature he plans to use against Lord Burne and Rufus’ troops. Since the creature is kept in the dungeon where scrying does not penetrate, Burne and Rufus don’t suspect it.

Lords Burne and Rufus also assume that the current inhabitants of the Moathouse, like the forces that have laired there in the past, are poorly organized and fairly weak. This is not the case. The Black Brotherhood is skilled and orderly, and the humanoid mercenaries they have brought with them are well-trained and well-equipped (every mercenary is at least 5th level, some are much higher). The Black Brotherhood did not plan for an open confrontation so soon, but they aren’t about to back down from it.

In the end, the battle at dawn will be far more difficult and costly than Lords Burne and Rufus (and even Lord Milinous) anticipate. Despite great loss of life, however, the forces of good will prevail yet again and the Black Brotherhood and their minions will be destroyed. It’s up to the PCs to make sure Walker Salidius isn’t destroyed along with them.

In addition to this time constraint that the PCs know about, there is something they don’t know: the creatures that have Walker Salidius captured intend to sacrifice him to Tharizdun at midnight.

Rufus and Burne will not let the PCs know how many troops or what kind of troops that they will be attacking with (they don't want that information getting into the enemies' hands if the PCs are captured). If asked about Lord Milinous' orders, they will shrug and say it is their duty to obey. They will stress that the party **MUST BE OUT** of the Moathouse by dawn or they risk being killed in the assault. Lord Milinous is very specific about there being no survivors left in the Moathouse.

Any PCs who attempt to meet with Lord Milinous (including members of the Milinous House Guard meta-organization) are either told that he is in a meeting or that he is not feeling well. Any magical scrying or divinations cast on the Moathouse will fail. Any cast on Lord Milinous will show that he is either (scry) in a large room under a beautiful vaulted ceiling or (divinations) feeling much better than he has in a long time.

In short, the PCs must enter the rear passage into the Moathouse dungeons to rescue Walker Salidius. They must not enter the upper levels of the Moathouse, and must be out by dawn.

The PCs' conversation with Lords Burne and Rufus takes place at about **one o'clock in the afternoon**.

Encounter 5: The Moathouse

This encounter is merely here to set up and see if the PCs detect the *alarm* traps and when they go in. When the PCs decide to leave read the following:

The Moathouse to the Temple of Elemental Evil. The name conjures images from every person's worst nightmares. It has been inhabited by evil and ravaged by adventurers for over 20 years and it shows. The walls have crumbled, most of the ceilings have collapsed, and the moat itself reeks of rotting vegetation. If you didn't know any better, you'd think this forlorn place abandoned, but you can just make out the sounds of creatures moving within on the other side of the boarded up windows and tightly closed doors.

The Moathouse is more of a small keep in appearance. It has been untended for 20 years or so and looks it. The wall that surrounds it has crumbled in a few places and has large holes in other places. Getting into the grounds seems fairly easy.

Provided the PCs agree to go in and rescue Salidius, they are given directions to the hidden entrance that leads below the Moathouse. It is several hundred yards from the Moathouse, near the banks of the slow-moving

Imerdys' Run River (from which the Moathouse architects drew the water for the moat).

Although Burne and Rufus were hoping that this area would be unguarded, they are wrong. The passageway was discovered by the Black Brotherhood not long after they moved in to the Moathouse a few weeks ago; however, the Black Brotherhood also noticed that this rear entrance is cut off from the rest of the dungeon by an old *wall of stone* spell.

Still, the Black Brotherhood is cautious. They assembled a competent strike team, and *dimension doored* them in near the rear cavern entrance only a few hours ago. This strike team has been instructed to attack anyone that might try to enter the dungeon from the rear passage. To assist in this, the area around the rear entrance for 200 feet has been ringed with silent *alarm* spells. They trigger when any intelligent creature other than a worshipper of Tharizdun approaches. There is no harm done to any PCs from these traps, but the Black Brotherhood in Encounter 6 will know they are coming and be prepared accordingly. If the PCs use any stealth or cleverness to avoid the *alarm* traps, then the Black Brotherhood in Encounter 6 will not be prepared

All APLS (EL 1)

➤ **Alarm Trap:** Search DC 26, Disarm DC 26; automatic reset; proximity trigger; not triggered by worshipper of Tharizdun. Warns Black Brotherhood in Encounter 6 and allows them to prepare.

Encounter 6: The Hidden Entrance

The direction given to you by Rufus and Burne lead to the east side of the Moathouse itself. Imerdys' Run flows slowly here and its edges are lined with high rushes and deep river mud. Quickly looking around, there are no tracks to be found. This, however, is not a surprise.

Knowing where to look, you find the well-hidden entrance. The opening slants downward into darkness...

The tunnel is 10 feet wide and 10 feet tall. See **DM Map 3**; the secret passage leads off the east side of that map.

These enemies are within the 10 foot wide tunnel lounging in the middle of it further 'off the map'. So place them accordingly as you see fit.

APL 6 (EL 9)

☛ **Fleiss and Klaus:** Male Human Ftr4; hp 36 each; see Appendix One.

☛ **Hanz:** Male Human Ftr4; hp 30; see Appendix One.

☛ **Carrep:** Male Human Mnk4; hp 27; see Appendix One.

☛ **Velise the Black:** Male Human Clr4; hp 31; see Appendix One.

☛ **Berat Seth:** Male Human Wiz4; hp 21; see Appendix One.

APL 8 (EL 11)

☛ **Fleiss and Klaus:** Male Human Ftr6; hp 52 each; see Appendix One.

☛ **Hanz:** Male Human Ftr6; hp 45; see Appendix One.

☛ **Carrep:** Male Human Mnk6; hp 39; see Appendix One.

☛ **Velise the Black:** Male Human Clr6; hp 45; see Appendix One.

☛ **Berat Seth:** Male Human Wiz6; hp 31; see Appendix One.

APL 10 (EL 13)

☛ **Fleiss and Klaus:** Male Human Ftr8; hp 68 each; see Appendix One.

☛ **Hanz:** Male Human Ftr8; hp 60; see Appendix One.

☛ **Carrep:** Male Human Mnk8; hp 60; see Appendix One.

☛ **Velise the Black:** Male Human Clr8; hp 60; see Appendix One.

☛ **Berat Seth:** Male Human Wiz8; hp 36; see Appendix One.

APL 12 (EL 15)

☛ **Fleiss and Klaus:** Male Human Ftr10; hp 84 each; see Appendix One.

☛ **Hanz:** Male Human Ftr10; hp 75; see Appendix One.

☛ **Carrep:** Male Human Mnk10; hp 75; see Appendix One.

☛ **Velise the Black:** Male Human Clr10; hp 75; see Appendix One.

☛ **Berat Seth:** Male Human Wiz10; hp 45; see Appendix One.

APL 14 (EL 17)

☛ **Fleiss and Klaus:** Male Human Ftr12; hp 108 each; see Appendix One.

☛ **Hanz:** Male Human Ftr12; hp 90; see Appendix One.

☛ **Carrep:** Male Human Mnk12; hp 90; see Appendix One.

☛ **Velise the Black:** Male Human Clr12; hp 90; see Appendix One.

☛ **Berat Seth:** Male Human Wiz12; hp 54; see Appendix One.

Tactics: The Black Brotherhood are battle hardened soldiers. The troopers stay together so they can give each other the AC bonus, and fight defensively on full expertise to raise their armor class as high as possible. The glaive-wielding fighter fights from behind them and uses feats such as Improved Trip. The monk uses his *potion of spider climbing* to climb over around any front line troops; he tries to get behind the party and use his *bead of force* to cut the rearmost party member off from the rest of the group and then try to grapple him. The wizard uses his spells, feats, and meta-magic rod to most damaging effect, while the cleric will buff/heal/protect the troopers with spells. Both the cleric and the wizard know that they can easily cut down the number of opponents with intelligently-placed wall spells across the narrow hallway.

Note: If the PCs triggered any alarms in Encounter 5, then the Black Brotherhood is formed and ready to go when the PCs uncover the hidden entrance. In this case, the cleric has already cast, if possible, *invisibility purge* (at APL 6, where the cleric doesn't have *invisibility purge*, the wizard casts *invisibility* on the monk or the cleric), *death ward* (on himself), and *mass bear's endurance* on everyone. The wizard precasts *false life* on himself. If they somehow managed to avoid the alarms, then the Black Brotherhood is lounging and disorganized; the PCs get a surprise round unless they have been exceptionally noisy. Note that whether the Black Brotherhood has been alerted or not, the troopers have a *stalwart pact* active at APL 12 and 14, and the entire group has a *heroes' feast* spell active at APL 14.

Treasure:

APL 6: L: 171 gp; C: 0 gp; M: 3 *+1 full plate* (221 gp per PC each), *+1 glaive* (192 gp per PC), *bead of force* (250 gp per PC), *potion of spider climb* (25 gp per PC), *ring of protection +1* (167 gp per PC).

APL 8: L: 103 gp; C: 0 gp; M: 3 *+1 full plate* (221 gp per PC each), 3 *+1 heavy steel shield* (97 gp per PC each), *+1 glaive*, (192 gp per PC), *+1 chainmail* (108 gp per PC), *bead of force* (250 gp per PC), *potion of spider climb* (25 gp per PC), 2 *amulet of natural armor +1* (167 gp per PC each), *ring of protection +1* (167 gp per PC).

APL 10: L: 26 gp; C: 0 gp; M: 3 *+2 full plate* (471 gp per PC each), 3 *+1 heavy steel shield* (97 gp per PC each), 2 *+1 shortsword* (192 gp per PC each), *+1 glaive* (192 gp per PC), *+2 chainmail* (358 gp per PC), *+1 heavy mace* (192 gp per PC), 2 *bead of force* (250 gp per PC each), *potion of spider climb* (25 gp per PC), 2 *amulet of natural armor +1* (167 gp per PC each), 2 *ring of protection +1* (167 gp per PC each).

APL 12: L: 26 gp; C: 0 gp; M: 3 *+2 full plate* (471 gp per PC each), 3 *+2 heavy steel shield* (347 gp per PC each), 2 *+2 shortsword* (692 gp per PC each), *+2 glaive* (692 gp per

PC), +2 *chainmail* (358 gp per PC), +1 *heavy mace* (192 gp per PC), 2 *bead of force* (250 gp per PC each), *potion of spider climb* (25 gp per PC), 4 *amulet of natural armor* +1 (167 gp per PC each), 5 *ring of protection* +1 (167 gp per PC each), *ring of protection* +2 (667 gp per PC), *metamagic rod of empower, lesser* (750 gp per PC).

APL 14: L: 26 gp; C: 0 gp; M: 3 +3 *full plate* (887 gp per PC each), 3 +2 *heavy steel shield* (347 gp per PC each) 2 +2 *shortsword* (692 gp per PC each), +2 *glaive* (692 gp per PC), +3 *chainmail* (775 gp per PC), +1 *heavy mace* (192 gp per PC), 2 *bead of force* (250 gp per PC each), *potion of spider climb* (25 gp per PC), 4 *amulet of natural armor* +1 (167 gp per PC each), 5 *ring of protection* +1 (167 gp per PC each), *ring of protection* +2 (667 gp per PC), *metamagic rod of empower, lesser* (750 gp per PC).

Encounter 7: Into the Dungeon

In this section of the adventure, the PCs must enter the dungeons beneath the Moathouse in order to rescue Walker Salidius.

About the Dungeon

The Moathouse Dungeon has been invaded and sacked by adventurers several times over the years, each time trying to root out the evil within. It should come as no surprise that this area is once again occupied by evil forces. If you have a copy of *Return to the Temple of Elemental Evil*, read the sections concerning the Moathouse for a feel of how this dungeon looked three years ago.

Light: The dungeon is unlit for the most part (the northern room in Area C is the only exception, though some light filters down the stairs in Area D). All the present denizens don't need light to see.

Walls: Dungeon walls are masonry stone (see *Player's Handbook*, page 166), once well-carved but blackened, stained, and chipped through the decades of harboring evil creatures.

Ceilings: The ceilings are a uniform twelve feet high, stained from multiple fires with poor ventilation.

Doors: The few doors that remain are 1 1/2-inch thick wood, reinforced by iron bands; treat them as good wooden doors (see *Player's Handbook*, page 166).

Secret Doors: The secret doors noted on the map are not particularly hard to find; the current denizens of the dungeon use them regularly, so a tracking check (DC 15 Survival check) shows tracks that stop at the secret door. The doors themselves can be noticed with a DC 20 Search check. Remember that as these doors are made of

stone, both elves and dwarves are entitled to a Search check if they merely pass within 5 feet.

Furnishings: Nearly all of the rooms are filled with ruined furniture: smashed tables, broken chests, and torn mattresses. The Black Brotherhood has not had much time to clean house. Whenever you see fit, feel free to rule that a room is filled with so much smashed furniture and debris that moving around within counts as difficult terrain (see *Player's Handbook*, page 148). In general, the dungeon should have about as many squares of difficult terrain as it has open terrain.

Occupants: Most of the Black Brotherhood's forces occupy the upper reaches of the Moathouse. Only a few mercenary patrols occupy the dungeon itself, along with the cleric Arkteris. Arkteris, however, has been recently slain by a summoned minion of Tharizdun. The dungeon also has a few other dangerous inhabitants, mentioned below.

Magic: Divinations cast on targets within the Moathouse by those outside the Moathouse automatically fail. This is why the temple of Fharlanghn has been unable to locate Walker Salidius. However, divinations cast within the Moathouse are not interrupted; all magic works normally within the dungeon.

An Ancient Evil

As was revealed in the *Return to the Temple of Elemental Evil* adventure, the Moathouse dungeon sits atop an underground obelisk dedicated to Tharizdun. When the last adventurers came through and sacked the Moathouse dungeon, they triggered an *earthquake* to bury the evil stone forever.

However, this evil has not rested. The obelisk is buried under hundreds of tons of stone, and the passages to it have been entirely collapsed, but the obelisk still affects the area around it. In the previous days of the Moathouse, this obelisk created ghouls from the corpses in the catacombs. As it grew in power, it was able to create ghouls instead. Now the fell stone has the ability to create bodaks, and bodaks now populate the area formerly known as the Ghoul Caves. The Ghoul Caves are narrow passages carved out of the rock to the west of the dungeon itself. It is a narrow, claustrophobic place.

The Black Brotherhood can technically command the bodaks, as the bodaks are compelled to follow any direct order given by a worshipper of Tharizdun, but the bodaks are willful and disobedient by nature. Since their gaze means death, the Black Brotherhood has been loath to deal closely with the bodaks. Therefore, the Black Brotherhood does not know that the bodaks keep their own secret, powerful shrine to Tharizdun deep within the twisting passages of the Ghoul Caves.

The Mission

The PCs enter the dungeon beneath the Moathouse in order to find and rescue Walker Salidius. The Black Brotherhood blinded him and left him tied up in the Crypt, where the bodaks could watch over him. The willful bodaks have taken Walker Salidius into their secret temple within the Ghoul Caves, and intend to sacrifice him to that dark deity at midnight.

If any members of the Black Brotherhood (including their mercenary patrols) are interrogated, they think Walker Salidius is still in the Crypts. If the PCs question the ghouls hiding in the Crypts (a difficult proposition), they learn that Walker Salidius has been taken to a secret shrine in the Ghoul Caves.

Areas of the Dungeon

Refer to **DM Map 3** for the layout of the dungeon. Rather than a room-by-room description, the Moathouse dungeon has been divided up into six areas. Feel free to describe the areas as you see fit, and move the denizens around (Maybe even referring to Return to Temple of Elemental Evil for affect). This is key to having the dungeon feel like a living, responsive place. The areas are:

Area A: This is the secret rear entrance into the dungeon, populated with several oversized, aggressive cockatrices.

Area B: Before the PCs can reach this area (and the rest of the Moathouse dungeon), they must bypass a *wall of stone* spell, which any APL 6 or higher party should be able to get past or knock down. This area is where the leaders of the Moathouse once resided. It is mostly empty now.

Area C: This area once contained the gnoll troops of the Moathouse. Although the smell of wet fur lingers unpleasantly here, this is where the Black Brotherhood cleric Arkteris made his home. Arkteris has recently been slain (and consumed) by a horrid entity of mindless destruction sent by Tharizdun. Arkteris begged his dark god for this “pet,” and found he could not control its inhuman hunger. Neither the Black Brotherhood nor the humanoid patrols yet know that Arkteris is gone.

Area D: This area contains the old cells of the Moathouse, and the direct connection to the upper levels of the Moathouse. A powerful magical ward placed by the Black Brotherhood should discourage the PCs from invading the upper Moathouse by this route.

Area E: These crypts are thoroughly looted. Although sometimes the bodaks roam this area, they are not here now. Some clues as to the nature of the foes the PCs may encounter might be found here, in the form of two obsequious ghouls.

Area F: This area is known as the Ghoul Caves, but no ghouls remain here any longer. Instead, a pack of Tharizdun-worshipping bodaks inhabits these twisting corridors. The bodaks have expanded these caves considerably by digging into the soft stone, and the whole area has a wet, claustrophobic feel. In the middle of this maze is a large, hollowed out area containing a shrine to Tharizdun. Bound atop it is Walker Salidius, who is alive but paralyzed (if the PCs reach here before midnight), or slain (if the PCs reach here after midnight).

Any Area: Two teams of humanoid mercenaries also roam the entire Moathouse dungeon (although they rarely enter Area E and never enter Area F). They are detailed in the Mercenary Patrols sidebar. These patrols can come across the party at any time, separate or together, or even in the middle of another encounter. We recommend that you have one patrol encounter the party in Area B, but immediately retreat and warn the rest of the dungeon, if possible. The other patrol, if warned, might wait to ambush the party in Area D. Alternatively, they might try to join up with Arkteris in Area C, only to flee from the horrid creature that has consumed the evil cleric.

Area A: The Rear Entrance

Once the PCs travel down the long hallway, they find an opening to their left and a blank wall ahead and to the left. The sounds of several creatures moving around in the left-hand passage are apparent with a DC 10 Listen Check. The smell of animal refuse is quite strong.

This area is the nest of several cockatrices, who have been able to lair here in relative peace and comfort for decades. As a result, they are old, fat, and fearless. At any time, half of the cockatrices are asleep, but they wake up quickly if their nest is invaded. If the PCs investigate these rooms, the cockatrices leap to attack. The cockatrices are usually spread out in their lair; put a third in the first room the PCs enter, and the rest in the room beyond. As soon as any combat begins in this area, all the cockatrices move to join combat as soon as they can. Don't let the PCs know how many cockatrices are here; give the sense that they just keep pouring out of the side rooms, intending to overwhelm the PCs with sheer numbers.

APL 6 (EL 8)

☛ **Cockatrices (6):** hp 31 each; see *Monster Manual*.

APL 8 (EL 10)

☛ **Cockatrices (12):** hp 31 each; see *Monster Manual*.

APL 10 (EL 12)

☛ **Cockatrices, Advanced (8):** hp 105 each; see Appendix 1.

APL 12 (EL 14)

☛ **Cockatrices, Advanced (16):** hp 105 each; see Appendix 1.

APL 14 (EL 16)

☛ **Fiendish Cockatrices, Advanced (16):** hp 105 each; see Appendix 1.

Tactics: The cockatrices fly into a fury and attack any creature that invades their lair. If the PCs retreat, the cockatrices follow. At APL 10 and above, the cockatrices use their Spring Attack feat to dart in, deliver a petrifying bite, and then dart away. These creatures fight to the death.

Treasure: The cockatrices have little in the way of treasure. If the PCs search the back room exceptionally well (DC 30+APL Search) or employ *detect magic*, they discover one of the sticks used to make up a nest is a *wand of call lightning* (CL 5th) with 10 charges left.

Treasure:

All APLs: L: 0 gp; C: 0 gp; M: *wand of call lightning* (CL 5th, 10 charges) (188 gp per PC).

Area B: Deserted Quarters

To get into the Moathouse dungeon from the rear entrance, the PCs have to bypass a solid *wall of stone* erected long ago. This wall clearly looks different from the masonry stone around it. The Cult of Elemental Evil never bothered to get past it, and neither has the Black Brotherhood. Fortunately, this wall is all that stands between the PCs and their mission to rescue Walker Salidius. The PCs have to break it down somehow. Although brute force works quite well, the pounding alerts the patrols that invaders are coming (they respond in any intelligent way the DM sees fit). Wise parties will mask their noise or use other, quieter methods (such as *dimension door* or *passwall*).

☛ **Wall of stone:** 9-in. thick; hardness 8; hp 135; break DC 38.

Once the PCs are past the *wall of stone*, they can enter into the Moathouse dungeon proper. The corridor leads to an intersection. The south passage almost immediately ends at an extensive cave-in. This passage is collapsed for forty feet, and the entire area over the obelisk to Tharizdun is now buried under tons of stone (see the Return to Temple of Elemental Evil adventure). Excavating the obelisk is outside the scope of this scenario.

The area to the north once housed the leaders of the Cult of Elemental Evil, here excavating the evil obelisk far below the dungeon. This area now consists of smashed furniture and little else. At the far north end of the

Mercenary Patrols

Two combat encounters in the Moathouse dungeon are not keyed to any particular area. These are two patrols of humanoid mercenaries hired by the Black Brotherhood to watch for intruders. They are not particularly alert, but they are fairly intelligent. These patrols might stumble upon the PCs anywhere in the dungeon except the Ghoul Caves (which the patrols avoid). The patrols have been ordered to fight to the death, but they surrender if hopelessly outclassed.

Use these patrols however you see fit—you can have the patrols attack independently, or together, or even while the PCs are in the middle of another combat.

These statistics come from the *Dungeon Master's Guide* (page numbers are given). They are equipped just like the NPCs described there, and do not hesitate to use their abilities and magic items (especially potions) to their best potential. Their treasure is listed in the Treasure Summary at the end of this module.

Additionally, all patrol members are benefiting from a *heroes' feast* cast by the cleric Arkteris earlier today (CL 14th). This grants them immunity to fear and poison, and a +1 morale bonus to attack rolls and Will saves.

There are two identical patrols. Each consists of the following:

APL 6 (EL 7)

☛ **Hobgoblin Ftr5:** hp 47; see *DMG* 117.

☛ **Goblin Rog5:** hp 25; see *DMG* 123.

APL 8 (EL 9)

☛ **Hobgoblin Ftr5 (2):** hp 47 each; *DMG* 117.

☛ **Goblin Rog5 (2):** hp 25 each; *DMG* 123.

APL 10 (EL 11)

☛ **Half-Orc Bbn10:** hp 90; *DMG* 112-13.

☛ **Goblin Rog5 (3):** hp 25 each; *DMG* 123.

APL 12 (EL 13)

☛ **Half-Orc Bbn10:** hp 90; *DMG* 112-13.

☛ **Goblin Rog10 (2):** hp 47 each; *DMG* 123-24.

APL 14 (EL 15)

☛ **Hobgoblin Ftr15:** hp 132; *DMG* 117-18.

☛ **Goblin Rog10:** hp 47; *DMG* 123-24.

irregularly-shaped western room is buried a cracked mug with a disgusting black sludge that once, long ago, was coffee.

Area C: Arkteris' Folly

This area once housed the gnoll troops employed by the cult of Elemental Evil. The smell of wet fur still lingers unpleasantly in these rooms.

The large diamond-shaped room to the north was the sleeping quarters, study, and laboratory of a powerful Black Brotherhood cleric named Arkteris. Arkteris petitioned his god, Tharizdun, for a monster to inflict pain and suffering on the Viscounty; Tharizdun responded by sending a powerful ooze called the Hungering Slime. Arkteris kept the Hungering Slime bottled up, in the hopes of learning how to breed the creature. The Hungering Slime did not like to be caged; it wanted to be free to feed. While Arkteris studied the Hungering Slime, the Hungering Slime waited patiently for the chance to escape.

Mere hours before the PCs entered the Moathouse dungeon, Arkteris made a fatal mistake. He turned his attention away from the Hungering Slime for a few vital moments, allowing the dangerous creature to turn on its master. The Hungering Slime grabbed Arkteris and ate him.

Now, the creature waits languidly to see what all the commotion in the Moathouse is about; if any creature enters this area, the Hungering Slime moves to attack.

The large room to the south is where the patrols bunk, but they are not here now. The three doors to the east open into closets where supplies like meat and ale are stowed (except the middle door, which does not open; it's a trap sprung long ago).

Once the PCs enter the large diamond room, the hungrier slime lunges forward to attack. Read the following:

As you move from one large room to the next, a hideous creature born of nightmares slithers toward you. The creature is much larger than a man, and seems to consist entirely of squirming purple tentacles that glisten with some unnatural slime.

APL 6 (EL 7)

☛**The Hungering Slime, pseudonatural gray ooze, advanced:** hp 115; see Appendix 1.

APL 8 (EL 9)

☛**The Hungering Slime, pseudonatural black pudding:** hp 115; see Appendix 1.

APL 10 (EL 11)

☛**The Hungering Slime, pseudonatural black pudding, advanced:** hp 207; see Appendix 1.

APL 12 (EL 13)

☛**The Hungering Slime, pseudonatural black pudding, advanced:** hp 297; see Appendix 1.

APL 14 (EL 15)

☛**The Hungering Slime, pseudonatural black pudding, advanced:** hp 405; see Appendix 1.

Tactics: This creature is nearly mindless; it should be played accordingly. It generally picks the closest target, grabs on to it with its *true strike* ability, and grapples until it is dead. Then it chooses the next closest target, and so on. If all targets leave this area, it pursues them as fast as it can (which is not very fast) anywhere in the dungeon. Recall that a creature more than three size categories apart can share the same square, so a gargantuan slime can move right through a square containing a Medium PC.

Development: Looking Around. Once the PCs have defeated the Hungering Slime, they are free to investigate the northern diamond-shaped room. The northern room is lit by a *continual flame* spell emanating from the western corner of the room.

There are no signs of battle here—the Hungering Slime consumed Arkteris and all his equipment—but there is a fancy cot and several stone tables containing various alchemical devices. Some of them still bubble cheerily, as though their owner only stepped away for a moment.

In the northernmost corner of the room is a stone shrine to Tharizdun; next to it is a round pit with a stone covering the top engraved with runes. A DC 18 Knowledge (arcana) check reveals these to be runes of evil, summoning, and binding. The pit is just large enough to contain the Hungering Slime. At APL 6, it is three feet across and eight feet deep. At APL 8 and 10, it is five feet across and ten feet deep. At APL 12 and 14, it is seven feet across and twenty feet deep. The walls of the pit are coated with purplish slime. The lid is slightly to one side, which allowed the Hungering Slime to escape. Other than the slimy residue, the pit is empty.

In the western corner of the room is a desk, and a *continual flame* burns on the wall above it. The desk contains several religious treatises about Tharizdun, all of them written in Ancient Suel. On the desk is a half-finished letter, also written in Ancient Suel. When the PCs discover it, give them **Player Handout #3**.

This letter is written to Uncle Vardis, an agent of the Scarlet Brotherhood operating in Verbobonc City (Uncle Vardis is the mastermind in several Verbobonc regional scenarios). The letter is a clue that something suspicious is going on with Lord Milinous; the nature of this mystery will be further explored in other Verbobonc regional scenarios.

Treasure:

All APLs: L: 0 gp; C: 50 gp; M: *field provisions box* (167 gp per PC) *magic sleeping bag* (83 gp per PC).

Area D: The Cells

This claustrophobic area contains several cells that the older inhabitants of the Moathouse used to keep prisoners. Past adventurers have looted even these old cells, and there is little of interest here. The cells are all bolted from the outside; they open easily from the outside and require a DC 30 Open Locks check to open from the inside.

The four significant areas here are:

The Skeleton Closet (marked "1"): This small room formerly contained several large skeletons. It is filled ankle-deep with human and ogre bones now. The bones are partially animated, and shift eerily when the door to this room is opened. Under the shifting bones is a forgotten *belt of one mighty blow*, which can be discovered with a DC 20 Search check.

Treasure:

All APLs: L: 0 gp; C: 0 gp; M: *belt of one mighty blow* (125 gp per PC).

The Prisoner (marked "2"): In this cell is a single neglected prisoner of the Black Brotherhood, a lonely old gnome woman named Rhenda Cobblepath. She was captured outside of Hommlet just after the Black Brotherhood captured Walker Salidius. The Black Brotherhood was planning to sacrifice her, but it's unlikely they'll ever get around to it. Unless the PCs rescue her, Rhenda will starve and die in her cell, forgotten.

Rhenda has no fighting capabilities whatsoever; in fact, she is half-blind and hobbles at a speed of 10 feet. Roleplay her as a crotchety old woman outraged at her treatment. Rhenda remembers Walker Salidius; she knows that the Black Brotherhood poked out his eyes and took him into a room to the southeast in the cells (Rhenda doesn't know about the secret pillar).

All APLs

◆ **Rhenda:** Female Gnome Com2: hp 11; AL NG.

The Secret Pillar: The pillar indicated on the map contains a secret entrance to the Crypts and the Ghoulish Caves. It is well-traveled and easy to discover. However, it only admits one PC at a time.

The Stairs Up: In the center of this area is a wide set of stairs leading up into the upper levels of the Moathouse. The sounds of several troops mustering for battle can be heard from upstairs. The PCs should remember that they were specifically told not to enter the upper levels of the Moathouse. Lords Rufus, Burne, and Milinous have attack plans that the PCs must not interrupt. If the PCs do decide to contradict their orders, a powerful trap awaits them. At the top of the stairs to the Moathouse is a trap set by the Black Brotherhood to protect Arkteris and prevent a concerted uprising from the mercenary patrols. Only PCs intent on disobeying their orders will trigger this trap; therefore, no experience is awarded for disabling or bypassing it.

Advanced Maze Trap: CR 10; magical device; proximity trigger (*true seeing*, triggered if any PC crosses the top of these stairs); automatic reset (instantaneous); spell effect (*maze*, 17th-level wizard plus special, 40 ft. radius burst, no saving throw); Search DC 34; Disable Device DC 34. *Note:* Cannot be triggered by worshippers of Tharizdun.

This trap is powered by energy directly drawn from Tharizdun, the lord of entropy and insanity. As such, PCs triggering this trap suffer a TU penalty equal to half the APL at which this scenario is played, representing the time they are trapped within the maze of Tharizdun. In addition, there are other lingering affects that will manifest in time.

Area E: The Crypts

This area was badly treated by previous adventurers. The bodies once laid to rest here have been spilled out of their sarcophagi and lay scattered all over the floor. Any treasures were long ago taken from them. This area reeks of death. Two of the bodies are in fact ghouls (named Fosk and Gik), bullied and beaten by the bodaks (who they call "the Favored"). These ghouls won't fight the PCs if they can possibly avoid it, and pretend just to be ordinary corpses.

Have the PCs make Spot checks versus the 2 ghouls Hide checks to see if they are noticed. Each of the ghouls tries to out-grovel the other, begging the PCs to let them go.

If the PCs take the time to question Fosk and Gik, the ghouls moan and lament that once they were the Favored of the Dark Master, but the ghouls were passed over for ghastrs, and the ghastrs passed over for "the new Favored." Fosk and Gik don't know what bodaks are but do know that they like to stare at people which makes go to sleep.

Fosk and Gik will describe the bodaks use of the special ability the best they can without giving it away. Have the PCs roll a Knowledge (dungeoneering) or Knowledge (religion) DC 18 to know that the creature they speak of probably has some sort of death attack and is undead.

They do know that the 'Favored' lair deep within the maze, and that the fair-skinned humans have given them another darker-skinned human to keep watch over. The 'Favored' have taken the lone human deep into the Ghoul Caves. Fosk adds that the humans so revered the 'Favored' that they wouldn't even look at them (which is somewhat true; the Black Brotherhood would not look directly at the bodaks, but for an entirely different reason).

All APLs (EL 2)

☛ **Fosk and Gik:** Ghouls: hp 26 each; see *Monster Manual*.

Area F: The Ghoul Caves

This extensive series of claustrophobic caverns is an endless twisting maze. Once the PCs enter here, they are faced with several unmarked turns. Following tracks does no good, as the bodaks travel all over these warrens. Since mazes can be tedious for both players and DMs, we recommend the following mechanic to determine how long the PCs take to wind their way into the inner sanctum of the bodaks:

Have one PC make a special Intelligence check. Other PCs can coordinate if they'd like. Any PC with 5 or more ranks in Knowledge (dungeoneering) gains a +2 synergy bonus to this check. The PCs cannot take 10 or 20 on this check. Subtract this Intelligence total from 10 + double the APL (22 at APL 6, 26 at APL 8, and so on). The result is the number of minutes it takes the party to arrive at the bodak shrine described below (treat any result of less than 1 minute as 1 minute). If the PCs try some variant of the right-hand rule to navigate the maze, they do not arrive at the bodak shrine (it's in the middle of the maze, not connected to any of the edges). They arrive back at the entrance after 20 minutes, and must brave the maze again.

The bodak shrine is a large room, about fifty feet square, carved out of solid rock. Near one far corner is a strange-looking altar roughly six feet square. Walker Salidius is bound to the top of the altar, with bloody holes where his eyes should be.

- If it is **before midnight**, Walker Salidius is unconscious and paralyzed, but alive.
- If it is **midnight or later**, Walker Salidius has been sacrificed by the bodaks, and is dead (treat him as having been slain by a death effect).

As soon as the PCs enter the room, the bodaks move to attack. They begin combat spread throughout the room.

APL 6 (EL 9)

☛ **Bodak:** hp 58; see *Monster Manual*.

☛ **Ghasts (3):** hp 29 each; see *Monster Manual*.

APL 8 (EL 11)

☛ **Bodaks (3):** hp 58 each; see *Monster Manual*.

APL 10 (EL 13)

☛ **Bodaks (6):** hp 58 each; see *Monster Manual*.

APL 12 (EL 15)

☛ **Bodaks, Advanced (3):** hp 136 each; see Appendix 1.

APL 14 (EL 17)

☛ **Bodaks, Advanced (6):** hp 136 each; see Appendix 1.

Tactics: The bodaks know that their gaze is their most effective weapon against the living, and they prefer to gaze at frail-looking PCs rather than make melee attacks. Only if the PCs are clearly resistant to their gaze attacks do the bodaks resort to physical assault. The bodaks fight until destroyed. If the PCs flee before rescuing Walker Salidius, and Walker Salidius is still alive, the bodaks take no chances with another confrontation: they sacrifice Walker Salidius immediately and toss his body out into the Crypts about ten minutes later. Note that any PCs killed by a death gaze cannot be brought back to life by *raise dead* or *reincarnation*.

The Altar: As a shrine to Tharizdun, the altar emanates an *unhallow* effect with an *invisibility purge* tied to it. Keep in mind that this makes turning undead more difficult and gives the bodaks the protection of *magic circle against good* (+2 deflection bonus to AC and +2 resistance bonus to saves to attacks from good creatures).

The altar is a translucent amethyst color with a black amorphous center. Each of its four sides has a different carving (as though carved out of amethyst), and each side contains a hidden compartment that can be found with a DC 20 Search check. The four sides, and their contents, are as follows:

- The first side depicts a large, muscular man in full plate armor with unfamiliar flanges and fluting. In this secret compartment is a *bead of force*, but this particular *bead* can only be used by followers of Tharizdun; thus, it has no value.
- The second side is carved into a man swathed in a flowing robe with long sleeves and a high collar. Covering the face is a mask that looks

like a death grimace. In this secret compartment is a talisman; at APL 6-8 it is a nonmagical talisman worth 30 gp; at APL 10+ it is a *talisman of the sphere*.

- The third side depicts a man in high boots, a doublet, and gauntlets of twisting design. A hood drawn tight around the face covers his head. In this secret compartment is silver chime; at APL 6, it is a nonmagical chime worth 35 gp; at APL 8+ it is a *chime of opening*.
- The final side is carved like a robed man. The figure is clothed in a many-pleated robe with a sash covered in strange symbols (impossible to decipher). His head is cowed and he cradles a scepter in his folded arms. In this secret compartment is a scepter; at APL 6-10 it is a nonmagical scepter worth 60 gp. At APL 12+ it is a *scepter of obedience*.

Unfortunately, the altar is dangerous. Any PC touching the altar (which includes retrieving an item) must make a DC 12 + APL Fortitude save or be paralyzed for 1d4 hours. Walker Salidius is not only unconscious, but also paralyzed due to his contact with the altar.

Treasure: Gain the treasures from the altar.

APL 6: L: 0 gp; C: 21 gp; M: 0 gp.

APL 8: L: 0 gp; C: 15 gp; M: *chime of opening* (250 gp per PC).

APL 10: L: 0 gp; C: 10 gp; M: *talisman of the sphere* (750 gp per PC), *chime of opening* (250 gp per PC).

APL 12-14: L: 0 gp; C: 0 gp; M: *talisman of the sphere* (750 gp per PC), *chime of opening* (250 gp per PC), *scepter of obedience* (1042 gp per PC).

Conclusion

Once the PCs have rescued Walker Salidius, their quest is complete. Once clear of the Moathouse dungeon, Walker Jericho approaches the PCs. He volunteers to *teleport* them, along with the unconscious and paralyzed (or perhaps dead) Walker Salidius, back to Verbobonc City. The Temple of Fharlanghn rewards the PCs with access to a number of travel-related magic items.

If the PCs rescued Walker Salidius in time:

Cries of battle and the thundering of hundreds of hooves can be heard in the immediate vicinity as you quickly leave the underdark of the Moathouse. Walker Salidius has not said much at all except a few mumbling words of 'Jericho' and 'wind'. It seems he suffered more emotional pain than physical, but you

know that due to his strong will he will recover eventually.

To those with keen ears, there are a few shouts of battle commands coming from what sounds like Rufus far behind you. Powerful magics and the clanging of metal on metal dies down the further away you go.

Hommllet seems a bit tense as you come in contact with it again. However a familiar face greets you once more.

"Greetings travelers it is good to see you are safe and with our esteemed Walker" Walker Jericho smiles at you all.

*"We must take him to Father Pilchus immediately for healings." (If the PCs have the means to cast a *heal* spell and *regenerate* (for the eyes) than they can suggest to do it in town. This will get Walker Salidius to speak with them)*

Once the PCs have either cast 6th level spells on Walker or they have taken him to Father Pilchus continue with the following:

The Walker stirs in his sleep, his eyes now bandaged up. "Jericho? Are you there?" The walker starts to get up as Jericho gently pats at his shoulder.

"Yes father I am here. Be still and try not to move."

*Walker Salidius sniffs the air. "Ah, my young adventurers. So good *cough* to be in your company again. I knew you'd still be walking the land." Walker smiles gently at all of you. "The map let me feel the map."*

(Assume the PCs show him the map. If they do not have a copy of the map then Walker Jericho will)

"It is unfortunate that I can feel the fire burning in the west while the rain continues in the City of Sails. But look out further west it appears the map can hardly be folded because of the mighty winds."

Sure enough the map keeps unfurling each time you try to fold it up.

*"I think you know your next task, my friends. Go now I *cough* will be okay."*

If the PCs did NOT rescue Walker Salidius in time:

Cries of battle and the thundering of hundreds of hooves can be heard in the immediate vicinity as you quickly leave the underdark of the Moathouse. Walker Salidius hangs limply in your grasp as you trudge out. It seems that the Walker finally succumbed to the evil of the temple.

To those with keen ears, there are a few shouts of battle commands coming from what sounds like Rufus far behind you. Powerful magics and the clanging of metal on metal dies down the further away you go.

Hommler seems a bit tense as you come in contact with it again. However a familiar face greets you once more.

"Greetings travelers it is good to see you are safe but oh Father!" Walker Jericho falls to his knees as he sees the site of Walker Salidius.

"We...we must take him to Father Pilchus immediately for healings." (If the PCs have the means to cast a *resurrection* spell than they can suggest doing it in town. This will get Walker Salidius to speak with them)

The PCs can take them to Father Pilchus who will thank them and take Walker Salidius inside to his room for better attention.

If the PCs have the map of the VTF region from previous meta-regional adventures then they hear a howling sound coming from it. If not Walker Jericho pulls out the map.

Adjust the following text depending on who has the map:

Taking out the map you hear a howling noise coming from it. The fires still burn in the west as the rain continues in the City of Sails. But looking out further west it appears the map can hardly be folded because of some wind.

Sure enough the map keeps unfurling each time you try to fold it up.

"I think you know your next task, my friends. Go now I will take care of Walker Salidius." Walker Jericho solemnly walks back towards where his father lays.

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 PC.

Encounter Six – The Hidden Entrance

Disable or bypass the *alarms* without triggering them.

All APLs 30 XP

Defeat the Black Brotherhood guards

APL 6 270 XP

APL 8 330 XP

APL 10 390 XP

APL 12 450 XP

APL 14 510 XP

Encounter Seven – Moathouse Dungeon

Defeat the cockatrices

APL 6 240 XP

APL 8 300 XP

APL 10 360 XP

APL 12 420 XP

APL 14 480 XP

Defeat each patrol (award twice)

APL 6 210 XP

APL 8 270 XP

APL 10 330 XP

APL 12 390 XP

APL 14 450 XP

Defeat the Hungering Slime

APL 6 210 XP

APL 8 270 XP

APL 10 330 XP

APL 12 390 XP

APL 14 450 XP

Defeat the bodaks

APL 6 270 XP

APL 8 330 XP

APL 10 390 XP

APL 12 450 XP

APL 14 510 XP

Rescue Walker Salidius alive

All APLs 300 XP

Good Roleplaying and Combat Heroics

APL 6 60 XP

APL 8 150 XP

APL 10 240 XP

APL 12 330 XP

APL 14 420 XP

Total Possible Experience

APL 6 1,800 XP

APL 8	2,250 XP
APL 10	2,700 XP
APL 12	3,150 XP
APL 14	3,600 XP

Treasure Summary

During an adventure, PCs 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 PC 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 PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs 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), PCs may return to retrieve loot. If the PCs 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 PC 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 PCs may want to use them during the adventure. Many times PCs 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 PCs total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, PCs may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Six – Hidden Entrance

Defeat the Black Brotherhood guards

APL 6: L: 171 gp; C: 0 gp; M: 3 *+1 full plate* (221 gp per PC each), *+1 glaive* (192 gp per PC), *bead of force* (250 gp per PC), *potion of spider climb* (25 gp per PC), *ring of protection +1* (167 gp per PC).

APL 8: L: 103 gp; C: 0 gp; M: 3 *+1 full plate* (221 gp per PC each), 3 *+1 heavy steel shield* (97 gp per PC each), *+1 glaive*, (192 gp per PC), *+1 chainmail* (108 gp per PC), *bead of force* (250 gp per PC), *potion of spider climb* (25 gp per PC), 2 *amulet of natural armor +1* (167 gp per PC each), *ring of protection +1* (167 gp per PC).

APL 10: L: 26 gp; C: 0 gp; M: 3 *+2 full plate* (471 gp per PC each), 3 *+1 heavy steel shield* (97 gp per PC each), 2 *+1 shortsword* (192 gp per PC each), *+1 glaive* (192 gp per PC), *+2 chainmail* (358 gp per PC), *+1 heavy mace* (192 gp per PC), 2 *bead of force* (250 gp per PC each), *potion of spider climb* (25 gp per PC), 2 *amulet of natural armor +1* (167 gp per PC each), 2 *ring of protection +1* (167 gp per PC each).

APL 12: L: 26 gp; C: 0 gp; M: 3 *+2 full plate* (471 gp per PC each), 3 *+2 heavy steel shield* (347 gp per PC each), 2 *+2 shortsword* (692 gp per PC each), *+2 glaive* (692 gp per PC), *+2 chainmail* (358 gp per PC), *+1 heavy mace* (192 gp per PC), 2 *bead of force* (250 gp per PC each), *potion of spider climb* (25 gp per PC), 4 *amulet of natural armor +1* (167 gp per PC each), 5 *ring of protection +1* (167 gp per PC each), *ring of protection +2* (667 gp per PC), *metamagic rod of empower, lesser* (750 gp per PC).

APL 14: L: 26 gp; C: 0 gp; M: 3 *+3 full plate* (887 gp per PC each), 3 *+2 heavy steel shield* (347 gp per PC each) 2 *+2 shortsword* (692 gp per PC each), *+2 glaive* (692 gp per PC), *+3 chainmail* (775 gp per PC), *+1 heavy mace* (192 gp per PC), 2 *bead of force* (250 gp per PC each), *potion of spider climb* (25 gp per PC), 4 *amulet of natural armor +1* (167 gp per PC each), 5 *ring of protection +1* (167 gp per PC each), *ring of protection +2* (667 gp per PC), *metamagic rod of empower, lesser* (750 gp per PC).

Area A: The Rear Entrance

Find the hidden wand.

All APLs: L: 0 gp; C: 0 gp; M: *wand of call lightning* (CL 5th, 10 charges) (188 gp per PC).

Area C: Arkteris’ Folly

Loot Arkteris’ room.

All APLs: L: 0 gp; C: 50 gp; M: *field provisions box* (167 gp per PC), *magic sleeping bag*, (83 gp per PC).

Area D: The Cells

Find the belt under the bones.

All APLs: L: 0 gp; C: 0 gp; M: *belt of one mighty blow* (125 gp per PC).

Area F: The Ghoul Caves

Gain the treasures from the altar.

APL 6: L: 0 gp; C: 20 gp; M: 0 gp.

APL 8: L: 0 gp; C: 15 gp; M: *chime of opening* (250 gp per PC).

APL 10: L: 0 gp; C: 10 gp; M: *talisman of the sphere* (750 gp per PC), *chime of opening* (250 gp per PC).

APL 12-14: L: 0 gp; C: 0 gp; M: *talisman of the sphere* (750 gp per PC), *chime of opening* (250 gp per PC), *scepter of obedience* (1042 gp per PC).

Any Area: The Patrols

Defeat and loot the patrols (as there are two patrols, award the following items up to two times):

APL 6: L: 305 gp; C: 0 gp; M: 2 *cloak of resistance +1* (83 gp per PC each), 6 *potions of cure light wounds* (4 gp per PC each), 2 *potions of neutralize poison* (62 gp per PC each), *potion of bear's endurance* (25 gp per PC), *potion of cure moderate wounds* (25 gp per PC).

APL 8: L: 610 gp; C: 0 gp; M: 4 *cloak of resistance +1* (83 gp per PC each), 12 *potions of cure light wounds* (4 gp per PC each), 4 *potions of neutralize poison* (62 gp per PC each), 2 *potions of bear's endurance* (25 gp per PC each), 2 *potions of cure moderate wounds* (25 gp per PC each).

APL 10: L: 276 gp; C: 0 gp; M: 3 *cloak of resistance +1* (83 gp per PC each), 18 *potions of cure light wounds* (4 gp per PC each), 6 *potions of neutralize poison* (62 gp per PC each), +2 *breastplate* (362 gp per PC), *amulet of natural armor +1* (167 gp per PC), +1 *greataxe* (193 gp per PC), +1 *composite longbow (Str +4)* (233 gp per PC), 2 *potions of cure moderate wounds* (25 gp per PC each).

APL 12: L: 21 gp; C: 0 gp; M: 2 +2 *buckler* (346 gp per PC each), 2 *bracers of armor +2* (333 gp per PC each), 2 *ring of protection +1* (167 gp per PC each), 2 +1 *rapier* (193 gp per PC each), 2 +1 *shortbow* (194 gp per PC each), 2 *potions of cure serious wounds* (62 gp per PC each), +2 *breastplate* (362 gp per PC), *amulet of natural armor +1* (167 gp per PC), +1 *greataxe* (193 gp per PC), +1 *composite longbow (Str +4)* (233 gp per PC), 2 *potion of cure moderate wounds* (25 gp per PC each).

APL 14: L: 11 gp; C: 0 gp; M: +2 *buckler* (346 gp per PC), *bracers of armor +2* (333 gp per PC), 2 *ring of protection +1* (167 gp per PC each), +1 *rapier* (193 gp per PC), +1 *shortbow* (194 gp per PC), *potion of cure serious wounds* (62 gp per PC), +2 *full plate* (471 gp per PC), +2 *heavy steel shield* (347 gp per PC), *amulet of natural armor +2* (667 gp per PC), +3 *bastard sword* (1528 gp per PC), +1 *composite longbow (Str +4)* (233 gp per PC), 5

adamantine arrows (60 gp per PC each), 15 +2 *arrows* (14 gp per PC each), *quiver of Ehlonna* (150 gp per PC), *boots of speed* (1000 gp per PC), *cloak of resistance +2* (333 gp per PC), *potion of bear's endurance* (25 gp per PC), *potion of cure moderate wounds* (25 gp per PC), *potion of heroism* (62 gp per PC).

Maximum Possible Treasure

APL 6:	1,800 gp
APL 8:	2,600 gp
APL 10:	4,600 gp
APL 12:	6,600 gp
APL 14:	13,200 gp

Items to be Listed on the AR:

Cross out any item not gained.

☛ **Touched by the Lord of Destruction:** Any PC that died in the Moathouse dungeon can be *raised* or *resurrected* as normal (Canoness Y'dey, in the nearby town of Hommlet, can cast either spell for the appropriate price; (of course the PCs must provide the material component), but continually feels Tharizdun's icy grip on his or her soul. This PC suffers a permanent -1 penalty on Will saves, but gains a +1 bonus on Fortitude saves. Only a *wish* or *miracle* can undo Tharizdun's dread touch (eliminating both the penalty and the bonus).

☛ **Favors of Lords Burne and Rufus:** For willingness to enter the dangerous Moathouse Dungeon, Lords Burne and Rufus of Doomwatch Keep reward this PC. Lord Rufus, a skilled fighter, arranges to teach one of the following *Miniature Handbook* feats to the PC (circle one when used): Hurling Charge, Martial Throw, Reckless Charge, Second Wind. Additionally, Lord Burne, a powerful wizard, arranges to teach one of the following *Miniature Handbook* feats to the PC (circle one when used): Mounted Casting, Sudden Empower, Sudden Extend, Sudden Silent, Sudden Still.

☛ **Trinket of Travel:** For rescuing Walker Salidius from the Moathouse, this PC has been gifted with a magical wooden trinket by Father Pilchus, head of the Church of Fharlanghn in Verbobonc. One time only, the PC may activate the trinket as a free action to receive the benefit of a *dimension door* spell (caster level 6th) affecting only the PC. One round after it is used, the trinket explodes in a twinkle of silvery powder forming the shape of a small arrow pointing north. After two rounds, the powder fades away. Once this trinket is used, cross it off this AR.

☛ **Maze of Tharizdun:** This PC disobeyed the orders of Rufus and Burne and went upstairs, triggering the trap.

In addition to suffering a TU penalty equal to half the APL at which this scenario was played, the PC also suffers from nightmares of hideous creatures from beyond the void of time and space, slowly picking at the strands of his/her sanity. As a result, the PC's mental resolve is weakened and battered. For the next number of scenarios equal to this APL, once per scenario when subjected to any spell or effect requiring a Will save, if the save was successful – the PC must save again and take the result in place of his original save. Note – the intent here is that the PC must make two saves and take the worse of the two.

Appendix 1: Non-Player PCs

Encounter 6: The Hidden Entrance

APL 6 (EL 9)

◆ **Fleiss and Klaus:** male human, Suel Ftr4; CR 4; medium humanoid (human); HD 4d10+8; hp 36; Init +5; Spd 20 ft; AC up to 32 (+9 armor, +2 shield, +1 Dex, +3 Phalanx Fighting*, +1 Dodge, +2 fighting defensively, +4 full Combat Expertise), touch 21 (+1 Dex, +3 Phalanx Fighting*, +1 Dodge, +2 fighting defensively, +4 full Combat Expertise), flat-footed 21 (+9 armor, +2 shield); Base Atk +4; Grp +7; Atk +9 melee (short sword, 1d6+5) (+1 to hit when fighting defensively with full Combat Expertise) or +5 ranged (javelin, 1d6+3); Full Atk +9 melee (short sword, 1d6+5) (+1 to hit when fighting defensively with full Combat Expertise) or +5 ranged (javelin, 1d6+3); AL LE; SV Fort +6, Ref +2 (+3 in Phalanx Fighting*), Will +1; Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +10, Handle Animal +3, Jump +10, Ride +8, Swim +7; Weapon Focus (shortsword), Weapon Specialization (shortsword), Phalanx Fighting*, Dodge, Combat Expertise, Improved Initiative.

Possessions: +1 plate armor, masterwork large steel shield, masterwork short sword.

The armor and shield are painted black.

* See Appendix 2: New Rules Items

◆ **Hanz:** male human, Suel Ftr4; CR 4; medium humanoid (human); HD 4d10; hp 30; Init +2; Spd 30 ft; AC 17 [+2 Dex, +5 armor] (18 with Dodge), touch 12 (13 with Dodge), flat-footed 15; Base Atk +4; Grp +7; Atk +9 melee (+1 glaive, 1d10+7) or +7 ranged (javelin, 1d6+3); Full Atk +9 melee (+1 glaive, 1d10+7) or +5 ranged (javelin, 1d6+3); Face/Reach 5ft/10ft; AL LE; SV Fort +4, Ref +3, Will +2; Str 16, Dex 14, Con 10, Int 13, Wis 12, Cha 10.

Skills and Feats: Climb +10, Handle Animal +3, Jump +10, Ride +8, Swim +7; Weapon Focus (glaive), Improved Trip, Dodge, Combat Expertise, Power Attack, Weapon Specialization (glaive)

Possessions: +1 glaive, masterwork chainmail, masterwork short sword.

The armor is painted black.

◆ **Carrep:** male human, Suel Mnk4; CR 4; medium humanoid (human); HD 4d8+4; hp 27; Init +7; Spd 40 ft; AC 15 [+3 Dex, +2 Wis] (16 with Dodge), touch 15 (16 with Dodge), flat-footed 10; Base Atk +3; Grp +9; Atk +5 melee (unarmed, 1d8+2) or +6 ranged (heavy

crossbow, 1d10); Full Atk +5 melee (unarmed, 1d8+2) or +6 ranged (heavy crossbow, 1d10); SA Flurry of Blows, Unarmed Strike, Evasion, Still Mind; AL LE; SV Fort +5, Ref +7, Will +6; Str 14, Dex 16, Con 13, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +10, Escape Artist +10, Hide +10, Tumble +10, Move Silently +10; Dodge, Improved Grapple, Combat Reflexes, Improved Initiative, Mobility

Possessions: bead of force, potion of spider climbing

The monk is dressed in all black robes.

◆ **Velise the Black:** male human, Suel Clr4; CR 4; medium humanoid (human); HD 4d8+8; hp 31; Init +1; Spd 20 ft; AC 22 [+1 Dex, +9 armor, +2 shield], touch 11, flat-footed 19; Base Atk +3; Grp +5; Atk +7 melee (heavy mace, 1d8+2) or +4 ranged (heavy crossbow, 1d10); Full Atk +7 melee (heavy mace, 1d8+2) or +4 ranged (heavy crossbow, 1d10); AL LE; SV Fort +6, Ref +2, Will +7; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +13, Heal +10, Knowledge (religion) +7; Combat Casting, Weapon Focus (heavy mace), Profane Boost*

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0 – cure minor wounds (x3), guidance (x2); 1st – bless, doom, inflict light wounds, shield of faith, cure light wounds; 2nd – shatter, cure moderate wounds (x2), hold person.

Domains: Destruction (smite for +4 to hit and level to damage 1/day); Force (reroll one damage roll 1/day)

Possessions: +1 plate armor, masterwork large steel shield, masterwork heavy mace.

The armor and shield are painted black.

* See Appendix 2: New Rules Items

◆ **Berat Seth:** male human, Suel Wiz4; CR 4; medium humanoid (human); HD 4d4+8; hp 21; Init +1; Spd 30 ft; AC 12 [+1 Dex, +1 Deflection] touch 12, flat-footed 11; Base Atk +2; Grp +1; Atk +1 melee (dagger, 1d4-1); Full Atk +1 melee (dagger, 1d4-1); AL LE; SV Fort +3, Ref +2, Will +4; Str 8, Dex 12, Con 14, Int 18, Wis 10, Cha 10.

Skills and Feats: Concentration +9, Knowledge (arcana) +11, Knowledge (religion) +11, Knowledge (history) +11, Knowledge (dungeoneering) +11, Knowledge (the planes) +11, Spellcraft +11; Combat

Casting, Greater Spell Focus (Evocation), Scribe Scroll, Spell Focus (Evocation).

Possessions: +1 ring of protection

Spells Prepared (4/4/3; base DC = 14 + spell level; 16 + spell level for Evocation spells): 0 – flare (x2), ray of frost (x2), 1st – magic missile (x3), burning hands; 2nd – invisibility, scorching ray, Tasha's Hideous Laughter.

The wizard is dressed in all black robes

APL 8 (EL 11)

☛ **Fleiss and Klaus:** male human, Suel Ftr6; CR 6; medium humanoid (human)] HD 6d10+12; hp 52; Init +5; Spd 20 ft; AC up to 35 (+9 armor, +3 shield, +1 Dex, +3 phalanx fighting*, +1 Dodge, +2 fighting defensively, +6 full Combat Expertise), touch 23 (+1 Dex, +3 phalanx fighting*, +1 Dodge, +2 fighting defensively, +6 full Combat Expertise), flat-footed 22 (+9 armor, +3 shield); Base Atk +6; Grp +9; Atk +11 melee (short sword, 1d6+5) (+1 to hit when fighting defensively with full Combat Expertise) or +7 ranged (javelin, 1d6+3); Full Atk +11/+6 melee (short sword, 1d6+5) (+1/-4 to hit when fighting defensively with full Combat Expertise) or +7 ranged [javelin, 1d6+3; AL LE; SV Fort +7, Ref +3(+4 in Phalanx fighting*), Will +2; Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +11, Handle Animal +5, Jump +11, Ride +10, Swim +7; Weapon Focus (short sword), Improved Combat Expertise*, Phalanx Fighting*, Dodge, Combat Expertise, Improved Initiative, Weapon Specialization (short sword), Improved Shield Bash

Possessions: +1 plate armor, +1 large steel shield, masterwork short sword.

The armor and shield are painted black.

* See Appendix 2: New Rules Items

☛ **Hanz:** male human, Suel Ftr6; CR 6; medium humanoid (human); HD 6d10; hp 45; Init +2; Spd 30 ft; AC 20 (21 with Dodge), touch 12 (13 with Dodge), flat-footed 16; Base Atk +6; Grp +9; Atk +11 melee (+1 glaive, 1d10+7) or +7 ranged (javelin, 1d6+3); Full Atk +9 melee (+1 glaive, 1d10+7) or +5 ranged (javelin, 1d6+3); Face/Reach 5ft./10 ft.; AL LE; SV Fort +5, Ref +4, Will +3; Str 16, Dex 14, Con 10, Int 13, Wis 12, Cha 10.

Skills and Feats: Climb +11, Handle Animal +5, Jump +11, Ride +10, Swim +7; Weapon Focus (glaive), Improved Trip, Dodge, Combat Expertise, Power Attack, Weapon Specialization (glaive), Improved Sunder, Improved Disarm

Possessions: +1 glaive, +1 chainmail, masterwork short sword.

The armor is painted black.

☛ **Carrep:** male human, Suel Mnk6; CR 6; medium humanoid (human); HD 6d8+6; hp 39; Init +7; Spd 60 ft; AC 17 (18 with Dodge), touch 16 (17 with Dodge), flat-footed 11; Base Atk +4; Grp +10; Atk +6 melee (unarmed, 1d8+2) or +7 ranged (heavy crossbow, 1d10); Full Atk +6 melee (unarmed, 1d8+2) or +7 ranged (heavy crossbow, 1d10); SA Flurry of Blows, Unarmed Strike, Evasion, Still Mind, Slow Fall 30ft. Ki Strike (Magic), Purity of Body; SQ none; AL LE; SV Fort +6, Ref +8, Will +7; Str 14, Dex 16, Con 13, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +10, Escape Artist +10, Hide +11, Tumble +12, Move Silently +12; Dodge, Improved Grapple, Combat Reflexes, Improved Initiative, Mobility, Improved Trip

Possessions: bead of force, potion of spider climbing, +1 amulet of natural armor

The monk is dressed in all black robes.

☛ **Velise the Black:** male human, Suel Clr6; CR 6; medium humanoid (human); HD 6d8+12; hp 45; Init +1; Spd 20 ft; AC 23 [+1 Dex, +9 armor, +3 shield], touch 11, flat-footed 19; Base Atk +4; Grp +6; Atk +8 melee (heavy mace, 1d8+2) or +5 ranged (heavy crossbow, 1d10); Full Atk +8 melee (heavy mace, 1d8+2) or +5 ranged (heavy crossbow, 1d10); AL LE; SV Fort +7, Ref +3, Will +8; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +15, Heal +12, Knowledge (religion) +9; Combat Casting, Weapon Focus (heavy mace), Profane Boost*, Sudden Silent*.

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0 – cure minor wounds (x3), guidance (x2); 1st – bless, doom, inflict light wounds, shield of faith, cure light wounds; 2nd – shatter, cure moderate wounds (x3), hold person; 3rd – contagion, invisibility purge, prayer, summon monster III.

Possessions: +1 plate armor, +1 large steel shield, masterwork heavy mace.

The armor and shield are painted black.

Domains: Destruction (smite for +4 to hit and level to damage 1/day) and Force (reroll one damage roll 1/day)

* See Appendix 2: New Rules Items

☛ **Berat Seth:** male human, Suel Wiz6; CR 6; medium humanoid (human); HD 6d4+12; hp 31; Init +5; Spd 30 ft; AC 13 [+1 Dex, +1 Natural, +1 Deflection], touch 12, flat-footed 11; Base Atk +3; Grp +2; Atk +2 melee (dagger, 1d4-1); Full Atk +2 melee (dagger, 1d4-1); AL LE; SV Fort +4, Ref +3, Will +5; Str 8, Dex 12, Con 14, Int 18, Wis 10, Cha 10.

Skills and Feats: Concentration +11, Knowledge (arcana) +13, Knowledge (religion) +13, Knowledge (history) +13, Knowledge (dungeoneering) +13, Knowledge (the planes) +13, Spellcraft +13; Combat Casting, Greater Spell Focus (Evocation), Scribe Scroll, Spell Focus (Evocation), Improved Initiative, Sudden Silent*.

Possessions: +1 ring of protection, +1 amulet of natural armor

The wizard is dressed in all black robes.

Spells Prepared (4/5/5/4; base DC = 14 (16 for Evocation) + spell level): 0 – flare (x2), ray of frost (x2); 1st – magic missile (x4), burning hands; 2nd – false life, scorching ray (x3), Tasha's Hideous Laughter; 3rd – lightning bolt (x2), fireball (x2).

* See Appendix 2: New Rules Items

APL 10 (EL 13)

☛ **Fleiss and Klaus:** male human, Suel Ftr8; CR 8; medium humanoid (human); HD 8d10+16; hp 68; Init +5; Spd 20 ft; AC up to 39 (+10 armor, +3 shield, +1 Dex, +3 phalanx fighting*, +1 Dodge, +3 fighting defensively, +8 full Combat Expertise), touch 21 (+1 Dex, +3 Phalanx Fighting*, +1 Dodge, +3 fighting defensively, +8 full Combat Expertise), flat-footed 23 (+10 armor, +3 shield); Base Atk +8; Grp +11; Atk +13 melee (short sword, 1d6+5) (+1 to hit when fighting defensively with full Combat Expertise) or +9 ranged (javelin, 1d6+3); Full Atk +13/+7 melee (short sword, 1d6+5) (+1/-4 to hit when fighting defensively with full Combat Expertise) or +9 ranged (javelin, 1d6+3); AL LE; SV Fort +8, Ref +3(+4 in Phalanx fighting*), Will +2; Str 16, Dex 13, Con 14, Int 13, Wis 11, Cha 10.

Skills and Feats: Climb +12, Handle Animal +10, Jump +13, Ride +10, Tumble +2 (5 ranks); Weapon Focus (short sword), Improved Combat Expertise*, Phalanx Fighter*, Dodge, Combat Expertise, Improved Initiative, Weapon Specialization (short sword), Improved Shield Bash.

Possessions: +2 plate armor, +1 large steel shield, +1 short sword

The armor and shield are painted black.

* See Appendix 2: New Rules Items

☛ **Hanz:** male human, Suel Ftr8; CR 8; medium humanoid (human); HD 8d10; hp 60; Init +2; Spd 30 ft; AC 23 (24 with Dodge), touch 12 (13 with Dodge), flat-footed 19; Base Atk +8; Grp +11; Atk +13 melee (+1 glaive, 1d10+7) or +9 ranged (javelin, 1d6+3); Full Atk +13/+8 melee (+1 glaive, 1d10+7) or +9 ranged (javelin, 1d6+3); Face/Reach 5 ft./10 ft. (with glaive); AL LE; SV Fort +6, Ref +4, Will +3; Str 16, Dex 14, Con 10, Int 13, Wis 13, Cha 10.

Skills and Feats: Climb +16, Handle Animal +10, Jump +16, Ride +10, Swim +12; Weapon Focus (glaive), Improved Trip, Dodge, Combat Expertise, Power Attack, Weapon Specialization (glaive), Improved Sunder, Improved Disarm,

Possessions: +1 glaive, +2 chainmail, masterwork short sword, +1 ring of protection, +1 amulet of natural armor.

The armor is painted black.

☛ **Carrep:** male human, Suel Mnk8; CR 8; medium humanoid (human); HD 8d8+16; ; hp 60; Init +7; Spd 50 ft; AC 16 (17 with Dodge), touch 16 (17 with Dodge), flat-footed 11; Base Atk +6/+1; Grp +12; Atk +8 melee (Unarmed, 1d10+2) or +9 ranged (heavy crossbow, 1d10); Full Atk +8/+3 melee (unarmed, 1d10+2) or +9 ranged (heavy crossbow, 1d10); SA Flurry of Blows, Unarmed Strike, Evasion, Still Mind, Slow Fall 40, Ki Strike (Magic), Purity of Body, Wholeness of Body; AL LE; SV Fort +8, Ref +9, Will +8; Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +10, Escape Artist +10, Hide +12, Tumble +12, Move Silently +12; Dodge, Improved Grapple, Combat Reflexes, Improved Initiative, Mobility, Improved Trip.

Possessions: bead of force (x2), potion of spider climbing.

The monk is dressed in all black robes.

☛ **Velise the Black:** male human, Suel Clr8; CR 8; medium humanoid (human); HD 8d8+16; hp 60; Init +1; Spd 20 ft; AC 24, touch 11, flat-footed 20; Base Atk +6; Grp +8; Atk +10 melee (heavy mace, 1d8+3) or +7 ranged (heavy crossbow, 1d10); Full Atk +10/+4 melee (heavy mace, 1d8+3) or +7 ranged (heavy crossbow, 1d10); AL LE; SV Fort +8, Ref +3, Will +9; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 11

Skills and Feats: Concentration +11, Heal +9, Knowledge (religion) +9; Combat Casting, Weapon Focus (heavy mace), Profane Boost*, Sudden Silent*.

Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level): 0 – cure minor wounds (x4), guidance (x2); 1st – inflict light wounds, bless, doom, shield of faith, cure light wounds (x2); 2nd – shatter, cure moderate wounds (x3), hold person; 3rd – contagion, invisibility purge, prayer, summon monster III, dispel magic; 4th – inflict critical wounds, dismissal, cure critical wounds

Possessions: +2 plate armor, +1 large steel shield, +1 heavy mace

The armor and shield are painted black.

Domains: Destruction (smite for +4 to hit and level to damage 1/day) and Force (reroll one damage roll 1/day)

* See Appendix 2: New Rules Items

☛ **Berat Seth:** male human, Suel Wiz8; CR 8; medium humanoid (human); HD 8d4+16; hp 36; Init +5; Spd 30 ft; AC 13, touch 12, flat-footed 11; Base Atk +4; Grp +3; Atk +3 melee (dagger, 1d4-1); Full Atk +3 melee (dagger, 1d4-1); AL LE; SV Fort +4, Ref +3, Will +6; Str 9, Dex 12, Con 14, Int 18, Wis 10, Cha 10.

Skills and Feats: Concentration +12, Knowledge (arcana) +12, Knowledge (religion) +12, Knowledge (History) +12, Knowledge (dungeoneering) +12, Knowledge (the planes) +12, Spellcraft +12; Combat Casting, Greater Spell Focus (Evocation), Scribe Scroll, Spell Focus (Evocation), Improved Initiative, Sudden Silent*.

Possessions: +1 ring of protection, +1 amulet of natural armor.

The wizard is dressed in all black robes.

Spells Prepared (4/5/4/4/3; base DC = 14 (16 for Evocation) + spell level): 0 – flare (x2), ray of frost (x2); 1st – magic missile (x4), burning hands; 2nd – false life, scorching ray (x3); 3rd – fireball (x2), stinking cloud, haste; 4th – ice storm, confusion, mass reduce person.

* See Appendix 2: New Rules Items

APL 12 (EL 15)

☛ **Fleiss and Klaus:** male human, Suel Ftr10; CR 10; medium humanoid (human); HD 10d10+20; hp 84; Init +5; Spd 20 ft; AC up to 43 (+10 armor, +4 shield, +1 Dex, +1 deflection, +3 phalanx fighting*, +1 Dodge, +3 fighting defensively, +10 full Combat Expertise), touch 29 (+1 Dex, +3 phalanx fighting*, +1 deflection, +1 Dodge, +3 fighting defensively, +10 full Combat Expertise), flat-footed 25 (+10 armor, +4 shield, +1 Deflection); Base Atk +10; Grp +13; Atk +17 melee (short sword, 1d6+7) (+3 to hit when fighting defensively with full Combat Expertise) or +11 ranged (javelin, 1d6+3); Full Atk +17/+12 melee (short sword, 1d6+7) (+3/-2 to hit when fighting defensively with full Combat Expertise) or +11 ranged (javelin, 1d6+3); AL LE; SV Fort +9, Ref +4(+5 in Phalanx fighting*), Will +4; Str 16, Dex 13, Con 14, Int 13, Wis 12, Cha 10.

Skills and Feats: Climb +13, Handle Animal +8, Jump +15, Ride +7, Tumble +2 (5 ranks); Weapon Focus (short sword), Improved Combat Reflexes*, Phalanx Fighter*, Dodge, Combat Expertise, Improved Initiative, Weapon Specialization (short sword), Improved Shield Bash, Improved Critical (short sword), Greater Weapon Focus (short sword).

Possessions: +2 plate armor, +2 large steel shield, +2 short sword, +1 ring of protection.

The armor and shield are painted black.

Pre-cast spell: These fighters have received a *stalwart pact** from the cleric many days ago.

* See Appendix 2: New Rules Items

☛ **Hanz:** male human, Suel Ftr10; CR 10; medium humanoid (human); HD 10d10; hp 75; Init +2; Spd 30 ft; AC 23 (24 with Dodge), Touch 12 (13 with Dodge), flat-footed 20; Base Atk +10; Grp +13; Atk +17 melee (+2 glaive, 1d10+8) or +12 ranged (javelin, 1d6+3); Full Atk +17/+12 melee (+2 glaive, 1d10+8) or +12 ranged (javelin, 1d6+3); Face/Reach 5 ft./10 ft (with glaive); AL LE; SV Fort +7, Ref +5, Will +4; Str 17, Dex 14, Con 10, Int 13, Wis 13, Cha 10.

Skills and Feats: Climb +13, Handle Animal +8, Jump +13, Ride +8, Swim +8; Weapon Focus (glaive), Improved Trip, Dodge, Combat Expertise, Power Attack, Weapon Specialization (glaive), Improved Sunder, Improved Disarm, Greater Weapon Focus (glaive), Improved Critical (glaive, 19-20).

Possessions: +2 glaive, +2 chainmail, masterwork short sword, +1 ring of protection, +1 amulet of natural armor.

The armor is painted black.

☛ **Carrep:** male human, Suel Mnk10; CR 10; medium humanoid (human); HD 10d8+20; hp 75; Init +7; Spd 60 ft; AC 17 (19 with Dodge), touch 13 (14 with Dodge), flat-footed 11; Base Atk +7/+2; Grp +13; Atk +9 melee (unarmed, 1d10+2) or +10 ranged (heavy crossbow, 1d10); Full Atk +9/+4 melee (unarmed, 1d10+2) or +10 ranged (heavy crossbow, 1d10); SA Flurry of Blows, Unarmed Strike, Evasion, Still Mind, Slow Fall 50ft. Ki Strike (Magic), Purity of Body, Wholeness of Body, Improved Evasion, Ki Strike (Lawful); AL LE; SV Fort +9, Ref +10, Will +9; Str 14, Dex 17, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +10, Escape Artist +13, Hide +13, Tumble +13, Move Silently +13; Dodge, Improved Grapple, Combat Reflexes, Improved Initiative, Mobility, Improved Trip, Mobility, Improved Critical (Fist 19-20). *Possessions:* bead of force (x2), potion of spider climbing, +1 amulet of natural armor, +2 ring of protection

The monk is dressed in all black robes.

☛ **Velise the Black:** male human, Suel Clr10; CR 10; medium humanoid (human); HD 10d8+20; hp 75; Init +1; Spd 20 ft; AC 27 [+1 Dex, +10 armor, +4 shield, +1 Deflection, +1 Natural], touch 11, flat-footed 21; Base Atk +7; Grp +9; Atk +11 melee (heavy mace, 1d8+3) or +8 ranged (heavy crossbow, 1d10); Full Atk +11/+6 melee (heavy mace, 1d8+3) or +8 ranged (heavy crossbow, 1d10); AL LE; SV Fort +9, Ref +6, Will +10; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 11.

Skills and Feats: Concentration +13, Heal +10, Knowledge (religion) +10; Combat Casting, Weapon

Focus (heavy mace), Profane Boost*, Sudden Silent*, Lightning Reflexes.

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; base DC = 13 + spell level): 0 – cure minor wounds (x4), guidance (x2); 1st – inflict light wounds, bless, doom, shield of faith, cure light wounds (x2); 2nd – shatter, cure moderate wounds (x3), hold person (x2); 3rd – contagion, invisibility purge, prayer, summon monster III, dispel magic; 4th – inflict critical wounds, death ward, dismissal, cure critical wounds; 5th – mass inflict light wounds, flame strike, slay living.

Possessions: +2 plate armor, +2 large steel shield, +1 heavy mace, +1 ring of protection, +1 amulet of natural armor.

The armor and shield are painted black.

Domains: Destruction (smite for +4 to hit and level to damage 1/day) and Force (reroll one damage roll 1/day)

* See Appendix 2: New Rules Items

♣ **Berat Seth**: male human, Suel WIZ10; CR 10; medium humanoid (human); HD 10d4+20; hp 45; Init +5; Spd 30 ft; AC 13, touch 12, flat-footed 11; Base Atk +5; Grp +4; Atk +4 melee (dagger, 1d4-1); Full Atk +4 melee (dagger, 1d4-1); AL LE; SV Fort +5, Ref +4, Will +7; Str 9, Dex 12, Con 14, Int 18, Wis 10, Cha 10.

Skills and Feats: Concentration +13, Knowledge (arcana) +13, Knowledge (religion) +13, Knowledge (history) +13, Knowledge (dungeoneering) +13, Knowledge (the planes) +13, Spellcraft +13; Combat Casting, Greater Spell Focus (Evocation), Scribe Scroll, Spell Focus (Evocation), Improved Initiative, Sudden Silent*, Sudden Maximize*, Spell Focus (Transmutation).

Possessions: +1 ring of protection, +1 amulet of natural armor, rod of metamagic, lesser empower

The wizard is dressed in all black robes.

Spells Prepared (4/5/5/4/4/2; base DC = 14 (15 for Transmutation, 16 for Evocation) + spell level): 0 – flare (x2), ray of frost (x2); 1st – magic missile (x5); 2nd – false life, scorching ray (x4); 3rd – lightning bolt (x2), fireball (x2); 4th – ice storm, wall of ice, confusion, mass reduce person; 5th – feeblemind, baleful polymorph.

* See Appendix 2: New Rules Items

APL 14 (EL 17)

♣ **Fleiss and Klaus**: male human, Suel FTR12; CR 12; medium humanoid (human); HD 12d10+24; hp 108; Init +5; Spd 20 ft; AC up to 46 (+11 armor, +4 shield, +1 Dex, +1 deflection, +3 phalanx fighting*, +1 Dodge, +3 fighting defensively, +12 full Combat Expertise), touch 31 (+1 Dex, +3 phalanx fighting*, +1 deflection, +1 Dodge, +3 fighting defensively, +12 full Combat Expertise), flat-footed 26 (+11 armor, +4 shield, +1

Deflection); Base Atk +12; Grp +15; Atk +19 melee (short sword, 1d6+9) (+3 to hit when fighting defensively with full Combat Expertise) or +13 ranged (javelin, 1d6+3); Full Atk +19/+14/+9 melee (short sword, 1d6+9) (+3/-2/-7 to hit when fighting defensively with full Combat Expertise) or +13 ranged (javelin, 1d6+3); AL LE; SV Fort +10, Ref +5(+6 in Phalanx fighting*), Will +5; Str 16, Dex 13, Con 14, Int 13, Wis 12, Cha 10.

Skills and Feats: Climb +17, Handle Animal +12, Jump +18, Ride +12, Tumble +2 (5 ranks); Weapon Focus (short sword), Improved Combat Expertise*, Phalanx Fighter*, Dodge, Combat Expertise, Improved Initiative, Weapon Specialization (short sword), Improved Shield Bash, Improved Critical (short sword), Greater Weapon Focus (short sword).

Possessions: +3 plate armor, +2 large steel shield, +2 short sword, +1 ring of protection.

The armor and shield are painted black.

Pre-cast spell: These fighters have received a *stalwart pact** from the cleric many days ago; see Appendix 2 for details.

* See Appendix 2: New Rules Items

♣ **Hanz**: male human, Suel FTR12; CR 12; medium humanoid (human); HD 12d10; hp 90; Init +2; Spd 30 ft; AC 24 (25 with Dodge), Touch 12 (13 with Dodge), flat-footed 20; Base Atk +12; Grp +16; Atk +20 melee (+2 glaive, 1d10+10) or +14 ranged (javelin, 1d6+3); Full Atk +20/+15/+10 melee (+2 glaive, 1d10+10) or +14 ranged (javelin, 1d6+3); AL LE; SV Fort +8, Ref +6, Will +7; Str 18, Dex 14, Con 10, Int 13, Wis 13, Cha 10.

Skills and Feats: Climb +16, Handle Animal +12, Jump +16, Ride +12, Swim +12; Weapon Focus (Glaive), Improved Trip, Dodge, Combat Expertise, Power Attack, Weapon Specialization (glaive), Improved Sunder, Improved Disarm, Greater Weapon Focus (glaive), Improved Critical (glaive, 19-20), Iron Will, Greater Weapon Focus (glaive)

Possessions: +2 glaive, +3 chainmail, masterwork short sword, +1 ring of protection, +1 amulet of natural armor.

The armor is painted black.

♣ **Carrep**: male human, Suel MNK12; CR 12; medium humanoid (human); HD 12d8+24; hp 90; Init +7; Spd 60 ft; AC 19 (20 with Dodge), touch 16 (17 with Dodge), flat-footed 11; Base Atk +9/+4; Grp +15; Atk +11 melee (unarmed, 1d10+2) or +12 ranged (heavy crossbow, 1d10); Full Atk +11/+6 melee (unarmed, 1d10+2) or +12 ranged (heavy crossbow, 1d10); SA Flurry of Blows, Unarmed Strike, Evasion, Still Mind, Slow Fall 60ft. Ki Strike (Magic), Purity of Body, Wholeness of Body, Improved Evasion, Ki Strike (Lawful), Diamond Body,

Greater Flurry Abundant Step; AL LE; SV Fort +10, Ref +11, Will +10; Str 14, Dex 17, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +16, Escape Artist +16, Hide +17, Tumble +18, Move Silently +18; Dodge, Improved Grapple, Combat Reflexes, Improved Initiative, Mobility, Improved Trip, Mobility, Improved Critical (Fist 19-20), Deflect Arrows

Possessions: *bead of force* (x2), *potion of spider climbing*, +1 *amulet of natural armor*, +2 *ring of protection*

The monk is dressed in all black robes.

☛ **Velise the Black:** male human, Suel Clr12; CR 12; medium humanoid (human); HD 12d8+24; hp 90; Init +1; Spd 20 ft; AC 28, touch 11, flat-footed 24; Base Atk +9/+4; Grp +11; Atk +12 melee (+1 *heavy mace*, 1d8+3) or +10 ranged (heavy crossbow, 1d10); Full Atk +12/+7 melee (+1 *heavy mace*, 1d8+3) or +10 ranged (heavy crossbow, 1d10); AL LE; SV Fort +10, Ref +7, Will +12; Str 14, Dex 12, Con 14, Int 10, Wis 18, Cha 11.

Skills and Feats: Concentration +21, Heal +18, Knowledge (religion) +15; Combat Casting, Profane Boost*, Quicken Spell, Sudden Silent*, Sudden Maximize*, Lightning Reflexes

Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0 – cure minor wounds (x4), guidance (x2); 1st – inflict light wounds, bless, doom, shield of faith, cure light wounds (x2); 2nd – shatter, cure moderate wounds (x3), hold person (x2); 3rd – contagion, invisibility purge, prayer, summon monster III, bestow curse, dispel magic; 4th – inflict critical wounds, death ward, dismissal, cure critical wounds, freedom of movement; 5th – mass inflict light wounds, flame strike, shield of faith (quicken), wall of stone; 6th – harm, mass bear's endurance, *heroes' feast*.

Possessions: +3 *plate armor*, +2 *large steel shield*, +1 *heavy mace*, +1 *ring of protection*, +1 *amulet of natural armor*.

Pre-cast Spells: Whether alerted to the arrival of the PCs or not, this cleric has cast *Heroes' Feast* for this entire group earlier today.

Domains: Destruction (smite for +4 to hit and level to damage 1/day) and Force (reroll one damage roll 1/day)

The armor and shield are painted black.

* See Appendix 2: New Rules Items

☛ **Berat Seth:** male human, Suel Wiz12; CR 12; medium humanoid (human); HD 12d4+24; hp 54; Init +5; Spd 30 ft; AC 13, touch 12, flat-footed 11; Base Atk +6; Grp +6; Atk +6 melee (dagger, 1d4); Full Atk +6 melee (dagger, 1d4); AL LE; SV Fort +6, Ref +5, Will +8; Str 10, Dex 12, Con 14, Int 18, Wis 10, Cha 10.

Skills and Feats: Concentration +18, Knowledge (arcana) +18, Knowledge (religion) +18, Knowledge (history) +18, Knowledge (dungeoneering) +18, Knowledge (the planes) +18, Spellcraft +18; Combat Casting, Greater Spell Focus (Evocation), Scribe Scroll, Spell Focus (Evocation), Improved Initiative, Sudden Silent*, Sudden Maximize*, Spell Focus (Transmutation), Greater Spell Focus (Transmutation).

Possessions: +1 *ring of protection*, +1 *amulet of natural armor*, *rod of metamagic*, *lesser empower*

The wizard is dressed in all black robes.

Spells Prepared (4/5/5/5/4/3/2; base DC = 14 (16 for Transmutation or Evocation) + spell level): 0 – flare (x2), ray of frost (x2); 1st – magic missile (x6); 2nd – false life, scorching ray (x4); 3rd – fireball (x3), lightning bolt, stinking cloud; 4th – ice storm, wall of ice, confusion, mass reduce person; 5th – feeblemind, baleful polymorph (x2); 6th – chain lightning (x2).

* See Appendix 2: New Rules Items

Encounter 7: Into the Dungeon

Area A

APL 10/12 (EL 12/14)

☛ **Cockatrice, advanced to 14HD:** CR 6; medium magical beast; HD 14d10+28; hp 105; Init +3; Spd 20 ft., fly 60 ft. (poor); AC 13 (+3 Dex); Base Atk +14; Grp +14; Atk +17 melee (bite, 1d6 plus petrification); Full Atk +17 melee (bite, 1d6 plus petrification); SA Petrification; SQ darkvision 60 ft., low-light vision; AL N; SV Fort +11, Ref +12, Will +5; Str 10, Dex 16, Con 14, Int 2, Wis 13, Cha 9.

Skills and Feats: Listen +11, Spot +12; Ability Focus (petrification), Alertness, Dodge, Mobility, Spring Attack, Weapon Finesse.

Petrification (Su): Creatures hit by a cockatrice's bite attack must succeed on a DC 21 Fortitude save or instantly turn to stone. The save DC is Constitution-based.

APL 14 (EL 16)

☛ **Fiendish Cockatrice, advanced to 14HD:** CR 8; medium magical beast; HD 14d10+28; hp 105; Init +3; Spd 20 ft., fly 60 ft. (poor); AC 13 (+3 Dex); Base Atk +14; Grp +14; Atk +17 melee (bite, 1d6 plus petrification); Full Atk +17 melee (bite, 1d6 plus petrification); SA Petrification, smite good; SQ darkvision 60 ft., low-light vision, DR 10/magic, resistance to cold 10 and fire 10, SR 19; AL NE; SV Fort +11, Ref +12, Will +5; Str 10, Dex 16, Con 14, Int 3, Wis 13, Cha 9.

Skills and Feats: Listen +11, Spot +12; Ability Focus (petrification bite), Alertness, Dodge, Mobility, Spring Attack, Weapon Finesse.

Petrification (Su): Creatures hit by a cockatrice's bite attack must succeed on a DC 21 Fortitude save or instantly turn to stone. The save DC is Constitution-based.

Smite Good (Su): Once per day this creature can make a normal melee attack to deal 14 extra points of damage against a good foe.

Area C

APL 6 (EL 7)

The Hungering Slime, pseudonatural gray ooze, advanced: CR 7; Large outsider; HD 7d10+56; hp 94; Init -5; Spd 10 ft.; AC 4 (-1 size, -5 Dex), touch 4, flat-footed 4; Base Atk +5; Grp +14; Atk +9 melee (slam, 1d8+7 plus 1d8 acid); Full Atk +9 melee (slam, 1d8+7 plus 1d8 acid); Face/Reach 10 ft./5 ft.; SA acid, constrict 1d8+7 plus 1d8 acid, improved grab, true strike; SQ alternate form, blindsight 60 ft., DR 5/magic, immunity to cold and fire, ooze traits, resistant to acid 5 and electricity 5, SR 14, transparent; AL NE; SV Fort +10, Ref -3, Will -3; Str 20, Dex 1, Con 26, Int 3, Wis 1, Cha 1.

Skills and Feats: None.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on a DC 21 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Alternate Form (Su): At will, a pseudonatural gray ooze can take the form of a squirming mass of slimy purple tentacles. All its abilities remain unchanged despite this alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

A pseudonatural gray ooze prefers its alternate form, and thus appears as a squirming mass of slimy purple tentacles at all times. It loses its transparent ability in this form.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a gray ooze must hit with its slam attack. It can then attempt

to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Ooze Traits: A pseudonatural gray ooze is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), gaze attacks, visual effects, illusions and other attack forms that rely on sight, poison, sleep effects, paralysis, polymorph, and stunning. Not subject to critical hits or flanking.

Transparent (Ex): A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

True Strike (Su): Once per day, a pseudonatural black pudding can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

APL 8 (EL 9)

The Hungering Slime, pseudonatural black pudding: CR 9; Huge outsider; HD 10d10+60; hp 115; Init -5; Spd 20 ft., climb 20 ft.; AC 3 (-2 size, -5 Dex), touch 3, flat-footed 3; Base Atk +7; Grp +18; Atk +8 melee (slam, 2d6+4 plus 2d6 acid); Full Atk +8 melee (slam, 2d6+4 plus 2d6 acid); Face/Reach 15 ft./10 ft.; SA acid, constrict 2d6+4 plus 2d6 acid, improved grab, true strike; SQ alternate form, blindsight 60 ft., DR 5/magic, split, ooze traits, resistant to acid 5 and electricity 5, SR 20; AL NE; SV Fort +9, Ref -2, Will -2; Str 17, Dex 1, Con 22, Int 3, Wis 1, Cha 1.

Skills and Feats: Climb +11.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Alternate Form (Su): At will, a pseudonatural black pudding can take the form of a squirming mass of slimy purple tentacles. All its abilities remain unchanged despite this alien appearance. Changing shape is a standard action. Other creatures receive a -1

morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

A pseudonatural black pudding prefers its alternate form, and thus appears as a squirming mass of slimy purple tentacles at all times.

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

Improved Grab (Ex): To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Ooze Traits: A pseudonatural black pudding is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), gaze attacks, visual effects, illusions and other attack forms that rely on sight, poison, sleep effects, paralysis, polymorph, and stunning. Not subject to critical hits or flanking.

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

True Strike (Su): Once per day, a pseudonatural black pudding can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

APL 10 (EL 11)

The Hungering Slime, pseudonatural black pudding: CR 11; Huge ooze (extraplanar); HD 18d10+108; hp 207; Init -5; Spd 20 ft., climb 20 ft.; AC 3 (-2 size, -5 Dex), touch 3, flat-footed 3; Base Atk +13; Grp +25; Atk +15 melee (slam, 2d6+6 plus 2d6 acid); Full Atk +15 melee (slam, 2d6+6 plus 2d6); Face/Reach 15 ft./10 ft.; SA acid, constrict 2d6+6 plus 2d6 acid, improved grab, true strike; SQ alternate form, blindsight 60 ft., DR 10/magic, split, ooze traits, resistant to acid 10 and electricity 10, SR 25; AL NE; SV Fort +12, Ref +1, Will +1; Str 19, Dex 1, Con 22, Int 3, Wis 1, Cha 1.

Skills and Feats: Climb +12.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 25 Reflex saves. A metal or

wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 25 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 25 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Alternate Form (Su): At will, a pseudonatural black pudding can take the form of a squirming mass of slimy purple tentacles. All its abilities remain unchanged despite this alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

A pseudonatural black pudding prefers its alternate form, and thus appears as a squirming mass of slimy purple tentacles at all times.

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

Improved Grab (Ex): To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Ooze Traits: A pseudonatural black pudding is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), gaze attacks, visual effects, illusions and other attack forms that rely on sight, poison, sleep effects, paralysis, polymorph, and stunning. Not subject to critical hits or flanking.

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

True Strike (Su): Once per day, a pseudonatural black pudding can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

APL 12 (EL 13)

The Hungering Slime, pseudonatural black pudding: CR 13; Gargantuan outsider; HD 22d10+176; hp 297; Init -5; Spd 20 ft., climb 20 ft.; AC 1 (-4 size, -5 Dex), touch 1, flat-footed 1; Base Atk +16; Grp +37; Atk +21 melee (slam, 3d6+13 plus 3d6 acid); Full Atk +21 melee (slam 3d6+13 plus 3d6 acid); Face/Reach 20 ft./15 ft.; SA acid, constrict 3d6+13 plus 3d6 acid,

improved grab, true strike; SQ alternate form, blindsight 60 ft., DR 10/magic, split, ooze traits, resistant to acid 10 and electricity 10, SR 25; AL NE; SV Fort +15, Ref +2, Will +2; Str 28, Dex 1, Con 26, Int 3, Wis 1, Cha 1.

Skills and Feats: Climb +17.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 29 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 29 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 29 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Alternate Form (Su): At will, a pseudonatural black pudding can take the form of a squirming mass of slimy purple tentacles. All its abilities remain unchanged despite this alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

A pseudonatural black pudding prefers its alternate form, and thus appears as a squirming mass of slimy purple tentacles at all times.

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

Improved Grab (Ex): To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Ooze Traits: A pseudonatural black pudding is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), gaze attacks, visual effects, illusions and other attack forms that rely on sight, poison, sleep effects, paralysis, polymorph, and stunning. Not subject to critical hits or flanking.

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

True Strike (Su): Once per day, a pseudonatural black pudding can make a normal attack with a +20 insight bonus on a single attack roll. On this attack,

the creature is not affected by the miss chance that applies when attacking a concealed target.

APL 14 (EL 15)

The Hungering Slime, pseudonatural black pudding: CR 15; Gargantuan outsider; HD 30d10+240; hp 405; Init -5; Spd 20 ft., climb 20 ft.; AC 1 (-4 size, -5 Dex), touch 1, flat-footed 1; Base Atk +22; Grp +44; Atk +28 melee (slam, 3d6+15 plus 3d6 acid); Full Atk +28 melee (slam 3d6+15 plus 3d6 acid); Face/Reach 20 ft./15 ft.; SA acid, constrict 3d6+15 plus 3d6 acid, improved grab, true strike; SQ alternate form, blindsight 60 ft., DR 10/magic, split, ooze traits, resistant to acid 10 and electricity 10, SR 25; AL NE; SV Fort +18, Ref +5, Will +5; Str 30, Dex 1, Con 26, Int 3, Wis 1, Cha 1.

Skills and Feats: Climb +18.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 33 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 33 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 33 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Alternate Form (Su): At will, a pseudonatural black pudding can take the form of a squirming mass of slimy purple tentacles. All its abilities remain unchanged despite this alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

A pseudonatural black pudding prefers its alternate form, and thus appears as a squirming mass of slimy purple tentacles at all times.

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

Improved Grab (Ex): To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Ooze Traits: A pseudonatural black pudding is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), gaze attacks, visual effects, illusions and other attack

forms that rely on sight, poison, sleep effects, paralysis, polymorph, and stunning. Not subject to critical hits or flanking.

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

True Strike (Su): Once per day, a pseudonatural black pudding can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Area F

APL 12/14 (EL 15/17)

☛ **Bodak, advanced to 21HD:** CR 12; Large undead (Extraplanar); HD 21d12; hp 136; Init +6; Spd 20 ft.; AC 21 (-1 size, +2 Dex, +10 natural); Base Atk +10; Grp +19; Atk +15 melee (slam, 2d6+5); Full Atk +15 melee (slam, 2d6+5); Face/Reach 10 ft./10 ft.; SA Death gaze; SQ damage reduction 10/cold iron, darkvision 60 ft., immunity to electricity, resistance to acid 10 and fire 10, undead traits, vulnerability to sunlight; AL CE; SV Fort +7, Ref +11, Will +13; Str 21, Dex 14, Con —, Int 13, Wis 14, Cha 16.

Skills and Feats: Listen +19, Move Silently +18, Spot +19; Ability Focus (death gaze), Alertness, Dodge, Improved Initiative, Irresistible Gaze*, Pervasive Gaze*, Piercing Gaze*, Weapon Focus (slam).

Death Gaze (Su): Death, range 60 feet, Fortitude DC 26 negates. The save DC is Charisma-based.

*See Appendix 2: New Rules Items

Appendix 2: New Rules Items

Improved Combat Expertise [General] as presented in *Complete Warrior*

You have mastered the art of defense in combat.

Prerequisites: Int 13, Combat Expertise, base attack bonus +6.

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack roll and add to your AC can be any number that does not exceed your base attack bonus.

Normal: With Combat Expertise, the number can be no greater than +5.

Special: A fighter may select Improved Combat Expertise as one of his fighter bonus feats.

Irresistible Gaze [Monstrous] as presented in *Savage Species*

Your gaze attack is more potent than normal.

Prerequisite: Gaze attack.

Benefit: Add +2 to the save DC of all saving throws against your gaze attack.

Special: The benefit of this feat stacks with the benefit provided by the Ability Focus feat.

Pervasive Gaze [Monstrous] as presented in *Savage Species*

Your gaze attack is more effective than normal.

Prerequisite: Int 13, gaze special attack.

Benefit: A creature that averts its eyes has only a 25% chance to avoid the need for a saving throw against your gaze attack.

Normal: A creature that averts its eyes normally has a 50% chance to avoid the need for a saving throw against a gaze attack.

Special: This feat does not affect eye rays, such as those of a beholder.

Phalanx Fighting [General] as presented in *Complete Warrior*

You are trained in fighting in close formation with your allies.

Prerequisites: Proficiency with heavy shield, base attack bonus +1.

Benefit: If you are using a heavy shield and a light weapon, you gain a +1 bonus to your Armor Class. In addition, if you are within 5 feet of an ally who is also using a heavy shield and a light weapon and also has this feat, you may form a shield wall. A shield wall provides an extra +2 bonus to AC and a +1 bonus on Reflex saves to all eligible PCs participating in the shield wall. For example, a single PC with this feat gains a +1 bonus to his AC. If two or more PCs who all know this feat are adjacent, they each gain an extra +2 bonus to AC (for a total of +3) and a +1 bonus on Reflex saves.

Special: A fighter may select Phalanx Fighting as one of his fighter bonus feats.

Piercing Gaze [Monstrous] as presented in *Savage Species*

Your gaze attack has a greater range than normal.

Prerequisite: Cha 15, Int 13, gaze special attack, Irresistible Gaze.

Benefit: Because of the sheer force of your presence, you add 30 feet to the range of your gaze attack.

Profane Boost [General] as presented in *Complete Divine*

You can channel negative energy to increase the power of *inflict wounds* spells cast near you.

Prerequisite: Ability to rebuke undead.

Benefit: You can spend a rebuke attempt as a standard action to place an aura of negative energy upon each creature within a 60-ft. burst. Any *inflict* spell cast on one of these creatures before the end of your turn is automatically maximized, with no adjustment to the spell's level or casting time.

Sudden Maximize [Metamagic] as presented in *Miniatures Handbook*

Once per day you can cast a spell to maximum effect without special preparation.

Prerequisites: Any metamagic feat.

Benefit: Once per day, you may apply the Maximize Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Maximize Spell feat normally, if you have it.

Sudden Silent [Metamagic] as presented in *Miniatures Handbook*

Once per day you can cast a spell silently without special preparation.

Benefit: Once per day, you may apply the Silent Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Silent Spell feat normally, if you have it.

Stalwart Pact as presented in *Complete Divine*

Evocation

Level: Cleric 5, Pact 5

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until triggered, then 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows the target to enter a binding agreement with a deity that provides a measure of protection when the need is dire.

Once this spell is cast, the pact remains dormant until the target is reduced to half or less of her full normal hit points. The target immediately gains 5 temporary hit points per caster level, damage reduction of 5/magic, and a +4 luck bonus on saving throws. The hit points, damage reduction, and saving throw bonus evaporate when the spell ends.

XP Cost: 250 XP.

Pseudonatural Template as presented in *Manual of the Planes*

“Pseudonatural” is a template that can be added to any corporeal creature (referred to hereafter as the “base creature”). The creature’s type changes to “outsider.” It uses all the base creature’s statistics and special abilities except as noted here.

Special Attacks: A pseudonatural creature retains all of the special attacks of the base creature and also gains the following.

True Strike (Su): Once per day, a pseudonatural black pudding can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Special Qualities: A pseudonatural creature retains all the special qualities of the base creature and also gains the following abilities.

- Electricity and acid resistance (see the table below).
- Damage reduction (see the table below).
- Spell resistance equal to double the creature’s HD (maximum 25).

Hit Dice	Electricity and Acid Resistance	Damage Reduction
1-3	5	—
4-11	5	5/magic
12+	10	10/magic

If the base creature already has one or more of these special qualities, use the better value.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a –1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Saves: Same as the base creature.

Abilities: Same as the base creature, but Intelligence at least 3.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground.

Organization: Same as the base creature.

Challenge Rating: Up to 3 HD, as base creature. 4 HD to 7 HD, as base creature +1. 8+ HD, as base creature +2.

Treasure: Same as the base creature.

Alignment: Same as the base creature.

Advancement: Same as the base creature.

Appendix 3: Verbobonc Nobles in this Scenario

(These descriptions originally appeared in *VTF3-01 Nor Crystal Falls*)

His Most Honorable Sir Simon Milinous

His Most Honorable Sir Simon Milinous left Griffon Manor under the banner of His Most Honorable Sir Jacque Kolgrim in early CY583 with 100 Black Griffon Men-at-Arms to join the battle of the Greyhawk wars. He left a shining example of kind compassionate man very much in love with Lady Elinor Asbury. His betrothal to Lady Asbury earlier that spring resulted in many joyous festivals and performances from renowned Bards across the entire Viscounty at both Griffon Manor and Asbury Manor. Viscount Wilfrick gave his blessings and gave Simon leave of his duties with the Mounted Borderers to seek a position in the great wars to the north. By the end of his first year of battle under the flag of Furyondy, Sir Milinous was elevated in rank to Right Honorable Sir for gallantry in battle. Tragedy befell his unit as Sir Milinous fell protecting Sir Kolgrim in a battle that turned back a host of over 1,000 of the old ones most decorated horde. Sir Milinous and Sir Kolgrim were captured and held for ransom.

The ransom for both lords, and their 20 surviving men, was paid by his Most Honorable Sir Kilgrave Milinous, Simon's father. Sir Kolgrim returned to Verbobonc with grave injuries. Right Honorable Sir Simon Milinous refused to return to Verbobonc and continued to distinguish his unit with victory after victory. Each victory was one with greater and greater losses but still the young noble pushed forward. Returning to Verbobonc only after killing the commander of the unit that captured Lord Kolgrim and himself four years earlier.

Upon returning to Verbobonc, Lord Milinous returned to his duties as a Knight Captain of the Mounted Borderers. His disposition had changed greatly. Many said that he would come back to his own after the marriage and children. Lady Elinor was not pleased with his change of heart, the lack of tolerance and kindness causing them to separate further and further. Eventually, Lady Asbury denounced the betrothal and Lord Milinous sunk further into his solitude. He attempted to use Lady Asbury's family debt to House Milinous as a leverage point to force the marriage, but this failed when Lady Asbury was able to recover her house treasury with the aid of several kind adventurers and good luck.

Lord Simon Milinous is a very strong military leader believing that might grants right and that Nobility is won by the use of a sword. He has little tolerance towards any race other than human and disdains gnomes and half-elves. He loathes the forces of the old one and will slay any orc on sight. Half-orcs are not attacked immediately for they have shown useful in combat with the right amount of discipline if they are loyal. To be weak in his presence is to be unseen forever. Warriors and some adventurers that believe in his martial discipline are welcome in his camp as long as they show him complete loyalty. To break the trust and loyalty that House Milinous places in a warrior is the warriors death, immediate and without mercy.

Lord Rufus and Lord Burne of Doomwatch Keep

The fortress of Doomwatch Keep is the home to Lord Burne, a wizard, and Lord Rufus, a fighter. Both are well-respected and powerful adventurers who settled down in this area about fifteen years ago and decided to make it their home. Burne and Rufus don't get involved in adventurers any more. Adventurers who come to their door asking for help – or worse, demanding – are sent to Elmo and the town militia.

In general, Lord Rufus is forthright but a little crass at times while Lord Burne is careful thinker and long – term planner who is sometimes quick to anger. Neither suffers fools.

These two essentially run the town. When the old village elder passed away, leadership unofficially passed to them by default. They rule very casually – without asking about the keep, a visitor could stay for days in town without knowing they exist.

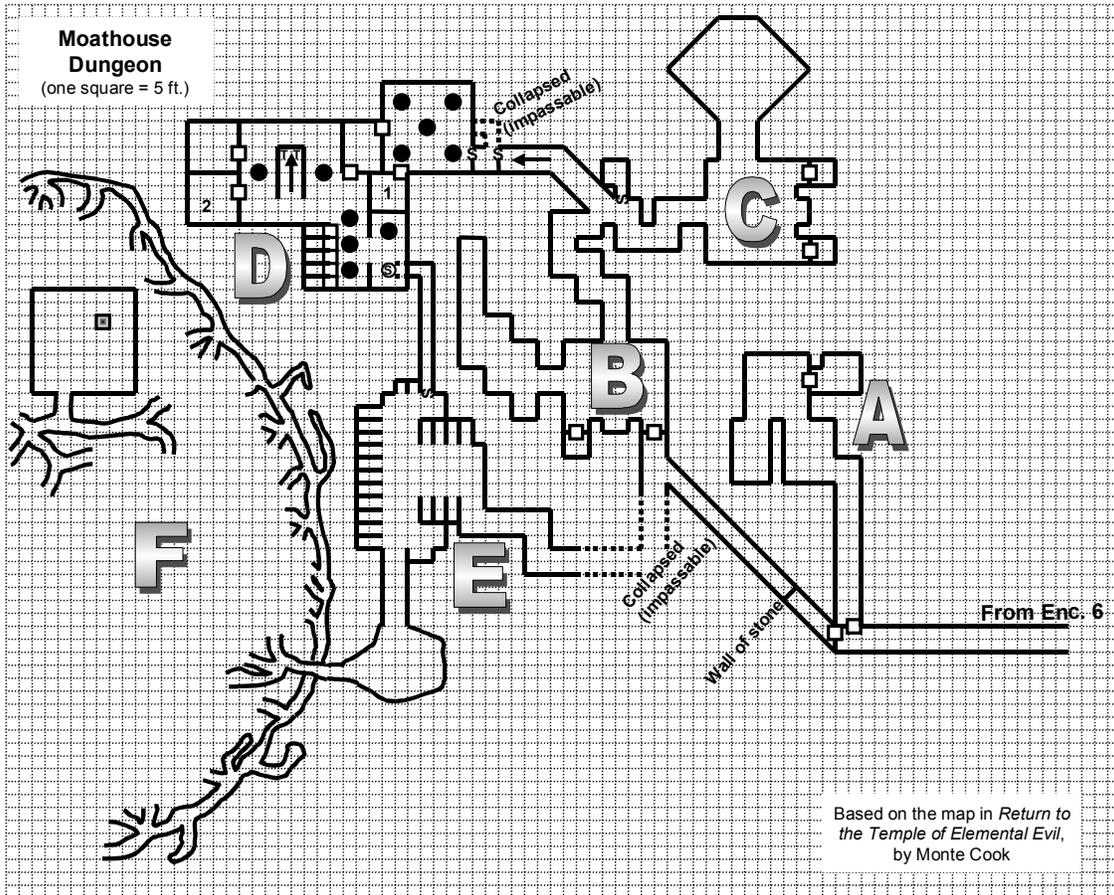
Map 1: The Viscounty of Verbobonc



Map 2: The Viscounty of Verbobonc (Noble's Lands marked)



MDM Map 3: The Moathouse Dungeon



Player Handout #1

My friend,

I am in dire need of your help. A new piece has moved on the playing board. It seeks to awaken that which we strive so hard to keep slumbering. Please meet me at the Blue Boar Inn in Verbobonc City.

Sincerely,
Walker Salidius

Player Handout #2

To (enter PC name here)

Words of your heroic deeds have reached our ears. Evil walks the land and it seeks to destroy us all. We desperately need your help. Please come to the Blue Boar Inn in Verbobonc City. I will explain all when you arrive.

Sincerely,
Walker Salidius

Player Handout #3

This note is written in Ancient Suel. Only players with PCs able to read Ancient Suel should see this handout. This letter is not complete, and the ink on it is not yet dry.

Vardis—

Greetings, my friend, from one Brother to another. I can lament that your star has risen among the Brotherhood while mine has been eclipsed; but I have chosen long ago to put my duty to the Imprisoned Lord of Decay first and my duty to my race and people second. If only you can see that the philosophies of Tharizdun and the philosophies of the Scarlet Sign are not as far apart as many would think! Ah, but I have learned long ago not to try to convert you, my friend, and I will not continue to do so now.

I understand that you are engaged in a vital mission in Verbobonc City. Although I know little of your master plan, I can only admire and approve of its scope; mere riches are nothing compared to our duty to the Brotherhood. Your presence in Verbobonc City has led me to write this brief missive, and to ask a favor of you. I have stumbled upon a most peculiar mystery, and I hoped you might be able to help me solve it.

As you are no doubt aware, the leader of Verbobonc's military forces is one Lord Simon Milinous, the Provost Marshal of Verbobonc. I used a scroll containing a powerful divination spell—*discern location*, if you know of such magic's—in order to identify Lord Milinous' location so that I might scry upon his actions and plan for his assault...perhaps even to dispatch one of the goblin assassins that we have pressed into our service. All my previous information led me to believe that Lord Milinous is in the area of Hommlet, perhaps quite near this very Moathouse, but I wanted more specific information.

The divination must have gone awry; once I cast the spell, I knew that Lord Simon Milinous was not near here, but in Verbobonc City, days of travel away! How can this be? I was unable to complete the spell—it should have told me exactly Lord Milinous' location—as I was so surprised to find an enemy I thought so near to be so far away. Before the spell ended, I was able to catch a magical glimpse of a large room with polished marble floors. There was an altar of some sort at the other end, and the room was ringed with stout pillars supporting a domed roof high overhead. The pillars had carvings on them, holy carvings of some deity of order, but my instantaneous view did not permit me to identify which deity.

If you can, and time permits, please investigate this matter. Is there a building in Verbobonc City like the one I described? If so, find why a divination about Lord Simon Milinous would be drawn there. Report back to me whenever is convenient, but I urge haste; the forces of Verbobonc have identified where we are hiding, and I suspect they may be massing some sort of attack. I will be perfectly safe down here, probably for many days, and I have a surprise for any who would invade my underground lair. Tharizdun has blessed me with a monstrous, hungry creature able to lay waste to hosts of warriors. What divine, mindless destruction it craves! It is safely entombed in a pit behind me as I wri

[the letter stops in mid-word; the ink pen has been dropped on the page]