

VTF4-05

The Air Node

A One-Round D&D LIVING GREYHAWK®

Tuflik, Fals and Volverdyva

Metaregional Adventure

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For three weeks now, there has been a gale-force wind near the city of Ekbir. You know that it is a sign that the Air Node is now fully active. Are you ready to brave the fury of the evil elemental air? A sequel of the Three is the Evilest Number series. You are advised to have played the previous episodes of this series, especially VTF3-07 and 4-01 to 4-04. An adventure for APLs 8-16.

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 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 one-round Meta-regional adventure, set in the Ververdyva Trade Route meta-region. PCs native to the Ververdyva 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.

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

Adventure Background

The Cult of Elemental Evil has never been united. The Temple of Elemental Evil was a Chaotic Evil organization with several factions warring against each other. After the second fall of the Temple of Elemental Evil and after the defeat of the Temple of All-Consumption, a new organization, sometimes called the New Cabal, succeeded the original Temple. They moved the cult to other countries. But again it was not an united cult. Some of the leaders of this New Cabal came from the original Temple, such as Lareth the Beautiful, and others had an entirely different origin. A new faction appeared with a Lawful Evil alignment. This faction does not tolerate any division or disorder in the New Cabal. They demand a perfect discipline of every cultist. To achieve this unity, they see only one way: to eliminate other factions, especially the Chaotic Evil factions, and to conquer the whole organization.

The Lawful Evil faction is strongly supported by an ancient power of evil, the Ataphad Islands, most notably the most powerful ataphad city named Kazurka, the Dark Harbor. The Ataphads are long time worshippers of the Elder Elemental Eye and Tharizdun is directly venerated in Kazurka. The history of Ataphads is very old, dating back to the Baklunish Empire when wicked elements of the Empire came to these islands where they were joined by evil Ur-Flannae.

Now, the powerful leader of Kazurka, the Harbormaster of the Dark Harbor, aspires nothing less than to become the one and only leader of the New Cabal. Of course, this ambition is going to clash with other leaders of the Cult, notably Lareth, the Champion of Elemental Evil. What is at stake is not merely the control of the organization. The

leaders of the New Cabal believe that, when freed, Tharizdun will destroy this world and that he will reward his worshippers with unimaginable power and particularly that he will raise the leader of his cult to demigod status or maybe more. This is why the Harbormaster is not going to leave Lareth summoning alone the four princes of Elemental Evil, gaining all the glory for himself.

Eons ago, there was a temple to Tharizdun in the present region of Dezbat in the Caliphate of Ekbir. At that time however Ekbir didn't exist. This temple was very similar to the Forgotten Temple of Tharizdun in the Yatils. But the Dezbat Temple was utterly destroyed a long time before the foundation of Ekbir. The Ataphads quickly learned about this ancient place and tried to rebuild the temple. The foundation of the Caliphate of Ekbir stopped them and the region was conquered by Ekbirian troops some 1,000 years ago and the Ataphads had to retreat to their islands. Recently an ataphad plot succeeded to have a secret ally becoming lord of Dezbat. Under the secret protection of this ally, they began to rebuild the temple. They used the unholy aura remaining below the temple to create the Air Node as part of the plan of the New Cabal to create four nodes to summon the four princes of Elemental Evil. For this task, they made an alliance with grey dwarves (Duergars). The work is far from being finished and grey dwarves are still working to create new rooms, statues and passages.

Three weeks ago, Lareth the Beautiful came with several followers to summon Yan C Bin in this temple. Lareth belongs to a Chaotic Evil faction of the cult whereas the Air Node Temple is controlled by the Lawful Evil faction (Ataphad). Because of his status as champion of elemental evil, Lareth is a very arrogant person. His thirst for power and his ambition to become the leader of the whole cult clashed with the ataphad leaders head-on. The ataphad searched for years a way to summon Yan C Bin without the help of Lareth. They finally succeeded. Consequently, they didn't need Lareth anymore and they decided to eliminate him. A big fight erupted one week ago in the middle of the ritual of summoning of Yan C Bin by Lareth. Lareth barely escaped with his life whereas all his followers were either killed or captured and thrown into the Node. The ataphad leaders went back to the Ataphad islands to prepare a new ritual of summoning without the help of Lareth.

They entrusted the defense of the temple to an old enemy of the Chaotic Evil faction of the Elemental Evil Cult, a wizard named Sargen. Sargen tried to work for the original Temple of Elemental Evil, about 20 years ago, but due to philosophical differences (he is Lawful Evil

whereas the original cult was Chaotic Evil), he was thrown into the nodes. Having luckily escaped from the nodes after several months, he has now a solid hatred for the Chaotic Evil faction, especially for Lareth the Beautiful.

The PCs come now in Ekbir searching for the Air Node in the hope of stopping the summoning of Yan C Bin. What they don't know is that the summoning of Yan C Bin has already been stopped and that another one will happen later. But they are likely to discover the Air Node himself and an important revelation, rival factions of the New Cabal are warring against each other. Maybe this information will prove to be useful to defeat the New Cabal before they release the God of Eternal Darkness!

Adventure Summary

Introduction

The PCs arrive in Ekbir. With the help of the Faris of the Cup and Talisman, they learn that they should go to the forgotten village of Nwalab.

Encounter 1: The Temple of Yalas

This temple to Istus is not far to Nwalab. Its soothsayers can give advice.

Encounter 2: The Road to Nwalab

The PCs go to Nwalab and find a corrupted region.

Encounter 3: The Village of Nwalab

The PCs investigate in the village. They learn about the disease and about a strange man living in the moors.

Encounter 4: The Geomancer

The strange man is a geomancer. He has a rod which allows the PCs to find the Temple.

Encounter 5: Ambush!

There are spies of the Temple living in the village. They try to ambush the PCs.

Encounter 6: In Search of the Temple

The PCs go to the Temple.

Encounter 7: The Reconstructed Temple of Tharizdun

Exploration of the Temple. The PCs can find a gate leading to the Air Node.

Encounter 8: The Shrine

The PCs fight the defenders of the Temple.

Encounter 9: The Source of All Corruption

The PCs find the source which corrupts the region.

Encounter 10: Arrival to the Air Node

The PCs find themselves in a strange demi-plane.

Encounter 11: Dissidents of the Evil Elemental Cult

Encounter with followers of Lareth defeated by the Ataphads.

Encounter 12: Prisoners from Ekbir

Encounter with a qadi, a faris and several askari who were captured by the Ataphads.

Encounter 13: Escape of the Air Node

The PCs fight the jailers of the node to come back to the Temple.

Introduction

If the PCs have the map from VTF 3-07 (check the AR), they hear a howling sound coming from it. If the PCs don't have the map from VTF 3-07, Walker Jericho (from VTF 4-04 *Insidious Malfeasance*) has it (and he gives his map to the PCs). If the PCs have not played VTF 4-04, they meet Walker Jericho (a cleric of Fharlanghn) who has heard about their heroic deeds (from their mutual friend Walker Salidious). Adjust the following text depending on who has the map:

Recently you have noticed that the strange node map can hardly be folded because of some wind. A small flame burns onto the map where Tusmit is located. A drop of water flows from the region of Dyvers. But now, a breath of wind blows from the West, in the region of Ekbir. More precisely, you notice that the exact origin of this wind is in a place somewhere to the northwest of the city of Ekbir.

PCs having played VTF 3-06 *A Smile in the Mist* and PCs from Ekbir know that this place is in a region called Dezbat. A successful Knowledge (geography) [DC 10] gives the same result.

Continue with the following:

Two of the nodes have revealed themselves, Fire in Tusmit and Water in Dyvers. Now it appears that the Air Node is fully active in Ekbir. It's time to travel to this baklunish land once more.

You arrive in the holy city of Ekbir as a gale-force wind is raging. A great army has been gathered in the city. This army should be boarding on a huge war fleet for a campaign against the foul Ataphads, which is now ready. However, you quickly learn that the ships are immobilized in the port because of the strong wind howling in the Dramidj and on the Caliphate. So the war

is delayed much to the discontent of the authorities of Ekbir.

PCs having played VTF 3-06 *A Smile in the Mist* know that they can find information about Dezbat in the ribat (fortress) of the faris of the Cup and Talisman. Those who have not played VTF 3-06 can easily get this information from the people of Ekbir (with an easy Gather Information check DC 10).

You have to go to the northwest of the city in a region called Dezbat. You know that you can find help and information in the ribat of the faris of the Cup and Talisman. After two days, you finally arrive in the ribat.

The ribat of the faris of the Order of the Cup and the Talisman stands on the coast of the Ocean. It dominates the Dramidj from the top of a rocky headland with high and abrupt cliffs. There is a strong wind and the sea is raging. Huge waves crash on the coast far below the walls. The sky is overcast. The clouds are low and dark. The sea is green and covered with foam.

This is exactly the same place as in VTF 3-06 but the wind is now far stronger. Adjust the following text if none of the PCs have met Nursultan Raminand during VTF 3-06.

You are welcomed by Nursultan Raminand, commander of the ribat.

"Welcome my friends! It's a pleasure to meet you again! But I think you came here for a serious problem by the look of your faces."

If the PCs explain to the faris why they are here and show him the map read the following:

"We have a detailed map of Dezbat. Wait a moment...Here it is!"

Nursultan opens out a big map of the region. The comparison between the two maps show clearly that the Air Node should be somewhere in the center of Dezbat.

"The place you are searching for should be around there. It's not far from the temple of Istus in Yalas. It agrees with the report of one of our informers who said that there is a corruption in the elements in the area of the village of Nwalab"

If the PCs have met the sylph Zinaryamtaz in VTF 3-06, Nursultan says:

"You know who our informer is, don't you? It's your friend Zinaryamtaz! She is investigating everywhere and she is very sensitive to disturbances in the air element. Recently, she reported an evil taint near Nwalab"

If the PCs ask for some information about Nwalab, Nursultan know the following:

- Nwalab is a nearly forgotten village. There is no road to go there, only a bad trail. Almost nobody goes there. None of the faris of the ribat have ever been there.
- Nwalab is in the center of Dezbat. Around Nwalab, there are moors, woods and low hills. It's a very small village.
- Nwalab is not far from the temple of Yalas. It's a temple of Istus famous for its soothsayers (see VTF 3-06). You can go to Yalas on your way to Nwalab.

Nursultan doesn't know where Zinaryamtaz is now. He doesn't think she is still in Nwalab but as she is always moving, nobody knows.

The PCs can spend the night here. When they decide to go directly to Nwalab, go to **Encounter 2 The Road to Nwalab**. If they decide to go first to the temple of Yalas, go to **Encounter 1 The Temple of Yalas**.

Encounter 1: The Temple of Yalas

This encounter occurs if the PCs decide to go to the temple of Istus in Yalas, either on their way to Nwalab or later. The following text assumes that the PCs have already been in Yalas in VTF 3-06.

Coming back to the sumptuous temple with a golden dome built in the middle of nowhere you see the surroundings are nothing more than wild and desolate moors. The temple is defended by strong walls and several warriors.

This temple of Istus is very important and famous for its soothsayers. Important clues can be found here.

If the PCs introduce themselves at the door of the fortress and ask to consult the soothsayers of Istus (or any other equivalent formulation), they are allowed to enter. Otherwise let them stew for a while if they are rude enough to insult the guards.

Many armed guards defend the temple. Priestesses (and more rarely priests) stroll in the walled enceinte or in the temple itself. Their hair has an impressive length and their hairstyles are extravagant. They wear long gray or black dresses with very wide sleeves. Some wear dresses with web patterns. All the personnel of the temple as well as the guards express a deep respect for these priests and priestesses.

The consultations are not free. Before being introduced to the soothsayer, the PCs must first pay the price of the consultation. Civil servants of the temple, experts in financial matters, receive the payment. The price for a divination is 305 cups (the cup is the ekbirian gold piece i.e. 1 cup = 1gp) for the special divination and consulting of the oracle. This involves having the diviner either plucking a (long) hair from each PCs (or a thread from their clothing if no hair) or pricking their fingers with a needle to obtain a single drop of blood. Once that and some other minor rites are completed, the oracle gives forth the next bit of important information on their weave of life.

Once the price of the divination is paid, civil servants introduce the PC (or the PCs if several PCs contributed to the payment) into the temple to allow them to ask their question.

The interior of the temple is covered with earthenware. In the main room there are three large polychrome statues. The first represents a girl dressed as a shepherdess. The second represents a lady with a great beauty but with haughty expression, dressed like the noble baklunish ladies, and the third, an old woman holding a spindle, bobbin and thread. Priestesses with very long hair reach forth for your own heads and remove a single strand of hair (or tunic thread if bald). Then one by one, a single finger is pricked with a sewing needle and the drop of blood is placed into a shallow pan of scented oil.

"Leave us now and await our summoning."

Once the reading is prepared, the PCs are asked by the civil servants to leave the main room of the temple. About half an hour later, the PCs are invited to come to listen to the oracle from Istus.

A priestess of Istus steps forward to you. She is of middle age and her countenance is noble. With a solemn voice, she declaims:

"The air is foul. A dark influence permeates everything. A vine-man can help you. If you enter the remote and evil realm, maybe you will find knowledge and allies but you will run the risk of never seeing your home again. But if your destiny is to escape from the realm of winds, don't go there a second time as your enemies will not give you a second chance. If you fly like the bird and endure the fury of the storm, your quest will be easier."

The vine-man is the geomancer who lives in the area of Nwalab.

A PC able to cast *divination* himself gets the same result.

The divination is reproduced in the Appendix as **Player's Handout #1**.

The PCs may spend the night in the inn which is just outside the temple or go to Nwalab immediately. Go to **Encounter 2** *The Road to Nwalab*.

Encounter 2: The Road to Nwalab

The weather is cloudy with a strong wind. The road or more succinctly put bad trail to Nwalab is terrible and muddy. The last peasant you asked the way was astonished that you wanted to go to Nwalab.

"Nwalab? Nwalab? You want to go to Nwalab? As you wish my lords, follow this trail on your left! But remember: it's a place forgotten by the gods! Nobody wants to go to Nwalab! Nobody! The High Cleric must have forgotten to spread the Word there..."

Hours later, you arrive to a river with no bridge. After a moment of looking around there appears to be a passable ford. After crossing the ford, and continuing to follow the trail there is a noticeable difference in the wind as it is weaker than this morning. You didn't meet anybody for hours now. Around you, there are only moors and small woods.

Finally, you see a very small village in the distance. The wind has dropped, strangely, the air is still now. The vegetation around you is unpleasant. It's mostly thorns and briars with twisted trees.

Closer to the village, you are surrounded by a lot of disgusting black flies.

There are some sheep, pigs and cows in fields close to the village. All of them look skinny and assailed by swarms of flies. The poor animals struggle to drive the flies from their eyes. On the trail, excrements and cow dung are covered with swarming flies. The whole area gives off a horrible stench. There is a man guarding the animals. You notice he is a hunchback.

The following features apply to the whole area surrounding the village of Nwalab (roughly in a 3 miles radius). The same features apply in the following encounters, especially **Encounter 6** *In Search of the Temple*.

Nature is corrupted

Nature here shows all marks of corruption. Trees are twisted and sick or even dead and blackened.

The vegetation is diseased. It is made of thorny bushes, briars and twisted trees. The thorns can be as long as a finger. The thorny bushes are the most common plants. They grow so densely that they hamper movement.

These thorns and briars are affected by the evil emanations coming from the Source of All Corruption in the Temple. All the land, including earth and plants radiate a faint aura of evil. Consequently, the Woodland Stride ability of druids and rangers doesn't work here.

Use of such spells as *commune with nature* can give the following information: The general state of the natural setting is corrupted, diseased, twisted and decaying. Plants, water, animals and earth are infected with a very slow corruption, although it's not poison.

Note that this corruption affects health on a very long term basis (many years). The PCs don't run any risk to be contaminated. The contamination is transmitted to children, offshoots and offspring who are always more severely affected than the parents (the contamination is often not noticeable before the next generation). It takes a long exposure to these effects (several years) to be contaminated. However, this contamination can not be cured easily (*wish* and *miracle* work). Contaminated humans, animals and plants, especially those whose parents were already contaminated, get some more or less visible deformities.

This contamination is very ancient. This land was corrupted eons ago, before it was populated by humans.

The Flies carry a disease

The disgusting flies are everywhere: in the fields, in the houses, in the moors. They can be killed as easily as any fly but there are so many of them that it's impossible to lower their number significantly. They radiate a faint evil aura if a *detect evil* spell is cast. They are diminutive vermin (extraplanar, evil). They don't inflict any damage but they carry a disease.

This disease is different from the contamination that existed eons ago. This disease started six months ago. PCs have no risk to be contaminated but they can contract the disease. Roll a secret DC 10+APL Fortitude save once for each PCs to see if the PCs is infected.

DM NOTE: If possible make this roll at the temple or somewhere else other than this so the PCs don't realize what it could be for.

Victims have their body slowly decaying. They gradually lose the use of their limbs.

This disease, called Stygian Leprosy, was first elaborated in the Nine Hells where the flies come from. Then, its virulence was considerably heightened by the black liquid from the Source of All Corruption below the Temple. This disease is not easily cured. It can only be shaken off if a PCs makes four sequential successful Fortitude saves. If the diseased PC is subject to a magical cure, the caster must make a successful caster level check (DC 15+APL) or the curative effect fails and the Stygian Leprosy remains.

The villagers, except the qadi, are not sick because they received a special medicine (a potion) from the creators of the disease. This medicine works automatically providing that the PCs drink a spoonful from the potion each day. It restores any strength or dexterity point lost but the intelligence, wisdom and charisma are lowered by 4 points each and the patient becomes a little bit lethargic as long as a spoonful of the medicine has been consumed in the last 24 hours. If no spoonful of the potion has been drunk in the last 24 hours, lost intelligence, wisdom and charisma points are restored but the PCs can be infected again with the Stygian Leprosy.

This disease was created to lower the intelligence and will of the villagers to be sure that none of them could interfere with the plans of the New Cabal during the crucial stage of the opening of the Air Node. The disease serves also as a protection against any intruder.

Disease: Stygian Leprosy

Infection	DC	Incubation	Damage
Contact	10+APL	1day	1d3Dex+1d3Str

First Encounter with a villager of Nwalab

The man guarding the sheep is a hunchback (an effect of the contamination). He speaks only Baklunish. To speak ancient Baklunish allows the PCs to talk with him but he speaks a Baklunish patois with a strong local accent. If the PCs speak to the man guarding the sheep, they will notice that he speaks very slowly and seems simpleminded. He knows what every villager knows (see **Encounter 3**).

This villager, like the others, is under the effect of the cure. His intelligence, wisdom and charisma are very low.

♣**Bashtai, the villager:** male human Com1; hp 5.

When the PCs enter the village itself, go to **Encounter 3** *The Village of Nwalab*.

Encounter 3: The Village of Nwalab

The village is poor and dirty. The disgusting flies are everywhere. You notice immediately that every villager has some physical deformity. Some are hunchbacks, some are lame, some have an ugly face, and others have goiter or are club-footed. There happens to be a light breeze.

There is no temple in the village. A circle of stones is used as a temple of Al'Akbar.

There is no inn and no tavern. The village is too small and there are no visitors.

The physical deformations of the villagers (hunchbacks, goiter...) are the consequence of the evil radiations which emanates from the destroyed temple of Tharizdun for millenniums (of course nobody in the village knows this). All the area is twisted: trees, plants, animals, humans. The harvests are bad and people are poor.

Houses of the villagers

The houses are small. The sides are cob-walls and the roofs are thatched. There is only one door and no window. The houses have only one room with a contiguous cowshed. Behind each house there is a small meadow with a kitchen-garden and a hen house.

There are many flies inside each house.

Note that every villager can provide shelter to the PCs (traditional baklunish hospitality).

What every villager knows

The following information can be obtained from every villager if asked (they don't take the initiative to speak). Note that it might be very long and difficult to be understood from these villagers. Not only they didn't speak a single word of Common (they speak a Baklunish patois) but also they speak very slowly and understand even more slowly. If a player speaks too quickly or with complicated words, a villager will not understand.

- There was a strong wind recently. It damaged several houses which have been repaired since.
- Every villager has some physical deformity. It has always been the case as far as memory goes back in time. Why? Isn't it the same in your country?
- The flies appeared six months ago. Just after that, every villager fell ill. Thanks to the medicine, they were cured.

- The medicine is brought each month by a merchant of Kofeh. His name is Yohassef. He is coming on the behalf of a merchant of Zeif named Farrukh Al Tureim. Next time will be in two weeks. If you want to take the medicine, ask to Darnish. He has several medicines left.
- Yes we have a temple. It's the stone circles there. It's our temple to Al'Akbar. The qadi lives in this house. He is very sick because he didn't want to take the medicine. Nobody understands why.
- The harvests are bad and there are sometimes famines. The cows don't give much milk.
- There is a strange man in the moors. He has stolen bottles of wine. He comes each night around the village to see if he can steal something. He has strange green hairs. He lives somewhere in the moors.

Places and villagers of note:

Circle of stones

In the center of the village, there is a circle of eight big stones (menhirs), each between one meter (3 ft) and two meters (7 ft) high. Not far from this circle, stands a huge menhir 6 meters high (20 ft).

This circle of stones is used as a temple of Al'Akbar. It symbolizes the stone circles of Tovag Baragu (Knowledge [religion] DC 15). The huge menhir symbolizes one of the Pinnacles of Azor'Alq (Knowledge [religion] DC 20).

The villagers don't know when these stones have been erected. As far as memory goes back in time, these stones have been there.

House of the qadi

This house looks like any other houses. PCs asking for a temple, cleric or something like that are directed to this house. The qadi (cleric of the Exalted Faith) and his family (a wife and two boys) are very sick and weak. They contracted the disease and refused to take the medicine. Despite his magical cures (*remove disease*), the qadi has been unable to cure himself or his family from the disease. When the PCs arrive in the village, he is on the point of giving in to the merchants who brings the medicine but only to save his family. He doesn't trust the merchants and if he agrees to take their medicine, it's only to save his children.

The qadi is the only one villager (besides the spies) with a normal intelligence (and wisdom and charisma). He speaks and understands normally even if physically weak. He can speak Common and a very pure Ancient Baklunish. Due to the disease, he is unable to move and

stays in bed. It's the same for his family. He has no deformity (because he has been sent in the village ten years ago by his faith), neither has his wife nor his elder son (who is born in Ekbir and who is 11 now). But his younger son is a hunchback (he was born in Nwalab and is 5 years old).

The qadi will be happy to speak with someone with a normal intelligence even if speaking is very tiring for him. His name is Abdai. He is about 40 years old, typical Baklunish. What he can say is the following (besides what every villager knows):

- The flies are not normal flies. They are evil. Why did they come? I don't know. (The poor qadi exhausts himself trying to drive out the flies from his body. These horrible flies seem to be particularly attracted by the mouth and the eyes. There are many flies in the house).

- He doesn't trust Yohassef. Yohassef is not evil (he has checked) but this medicine is suspicious. Yes, the medicine has cured the villagers of the disease caused by the flies but since that time, the villagers are slow and stupid.

- The powers of healing Al'Akbar gives to him are sometimes successful but most of the case, they are not.

- This village must be cursed because of all these physical deformities. It has always been the same here in Nwalab and nobody knows why.

- There is a strange man in the moors. He looks wild and strange. The villagers don't like him because he has stolen bottles of wine in the past but now they don't care (because they don't understand very much). He has strange green hairs. He lives somewhere in the moors.

- Darnish acts as a leader for the villagers but he is not very bright. He has never been very intelligent and now, with the medicine, it's even worst.

- Nobody comes in Nwalab except for Yohassef. He asked Ekbir for help and three months ago a small group came. There were a qadi, a faris, a zashassari (wizard from Ekbir) and several askari (soldiers). One day, they left to investigate in the surroundings and never came back. I sent a report to Ekbir but, because of the war against the Ataphads, nobody came.

Abdai the qadi: male human Clr5 (Al'Akbar [Exalted Faith]); hp 33.

The Player of bagpipes

Every evening, one of the villagers comes in the center of the village to play bagpipes. Normally, the PCs arrive in

Nwalab just before the evening so they will get the chance to listen the music. If they are in the surroundings, they can hear the bagpipes as this musical instrument carries very far. He is a good musician and plays rather well.

He is intellectually the same as the other villagers. He is lame. He is about 40 years old. He has a wife and three children. He knows the following (if asked):

- Yes, I am a player of bagpipes like my father was and his father before him and so on as long as memory goes back in time.
- I play to drive the evil spirits out of the village. It's difficult because there are many evil spirits in the moors.
- One of my ancestors, named Oudjalif, drove many evil spirits from the moors, not far from the village, with the help of farises and qadis. He used his bagpipes for that. It was two centuries ago. I don't remember where it was. But I retained his beautiful bagpipes. Yes it is this one I am playing with. With this bagpipe, I can drive the evil spirits out. You will see even these damned flies are driven out by my bagpipes! (When he is playing, it's possible to notice that the flies move away).

♣ **Sarik, the player of bagpipes:** male human Exp5; hp 32.

Treasure: Sarik has magical bagpipes, the bagpipes of Oudjalif. It is possible that he will offer to sell his bagpipes to one of the players at the end of the adventure (see Conclusion) but not before. To take his bagpipes against his will is nothing less than a theft and it's maybe a mugging or even a murder. It's a chaotic and evil act, especially if Sarik is killed, and it should be written on the AR's notes.

Darnish and the Spies of the Temple

Darnish is the miller of the village. He acts as the leader of the villagers. He takes the medicine each day and he is no more intelligent than the other villagers. He is about 50 years old, bald and with a long grey beard.

He has many unused medicines (potions given by Yohassef) and is ready to give one of them to the PCs for 1cp. With one potion, it's possible to take 40 spoonfuls. He advises the PCs to take one spoonful each day.

Darnish offers hospitality to the PCs.

His wife and daughter are spies of the Temple. They live in the village to prevent any intruder to go to the temple. Thanks to the disease and because the temple is well hidden, they have very little to do.

They live in the house of Darnish. They don't speak much but they watch and listen to everything. The spies are a female human named Sirya and a female halfling named Margaz. A few years ago, Sirya married Darnish after his previous wife died from a disease. Margaz came more recently. She was sent by the ataphad leaders when they decided to rebuild the temple. As more protection was needed for this crucial stage, Margaz was sent to Nwalab. She disguised herself as a little girl, lost and orphan. Sirya persuaded Darnish to adopt her. Darnish, under the effect of the cure, doesn't know anything of the real plans of Sirya and Margaz. He still believes that Margaz is a little girl. Recently, Sirya succeeded to have Darnish chosen as the village's leader. This situation gives more power and influence to Sirya and Margaz while they remain behind the scene.

As soon as the PCs enter the village, the spies will watch on their movements. While the PCs are in the village, Margaz (disguised as Darnish's daughter) will never be far away, playing or going for a walk. She thinks that nobody will care to see a curious child. If someone speaks to her, she will seem simpleminded and barely able to speak.

If the PCs leave the village, Sirya and Margaz will ready themselves to act if needed. If the PCs seem to leave the village to go back home (or to go to Yalas or to Ekbir), nothing will happen. If they seem to try to find the Temple, the spies will try to ambush the PCs. When this happens go to Encounter 5 *Ambush!*

Of course, if the PCs manage to unmask the spies before being ambushed, they can attack the spies. In this case, Sirya and Margaz will try to escape. If they can not flee, they surrender. If questioned, they do their best to lie to the PCs. If they are prisoners, they try to escape as soon as possible.

♣ **Darnish the miller:** male human Com2; hp 7.

♣ **Sirya and Margaz:** see **Encounter 5**.

Treasure: Carefully hidden in the house of Darnish, there are, unknown to Darnish himself, two potions of the real cure of the disease. These potions cure the disease without any bad side effects (i.e. intelligence, wisdom and charisma remain normal). Sirya and Margaz use these potions for themselves. Unfortunately, even if the PCs find these potions, there are not enough of them to cure every villager.

Encounter 4: The Geomancer

This encounter happens if the PCs try to find the strange man of the moors the qadi or the villagers mentioned (see **Encounter 3**).

The strange man can be found by several means:

- Ambushing him by night when he comes around the village to steal some bottles of wine;
- Tracking him in the moors. The surface is firm ground. The tracks lead to his lair. There is a 50% chance to find him in his lair during the day. If he isn't home, it's possible to wait for him.
- By magic. The DM has to improvise. Anyway, it should not be difficult to find him as he is not afraid and not really hiding himself.

The strange man is a geomancer. Treat him as a druid. If you have the *Complete Divine*, you can decide that he has levels in the geomancer prestige class.

The man is very strange. His eyebrows are green and bushy and his hair is a tangle of short vines. He sniffs like an animal and he has a mad expression about him.

If the PCs don't approach him aggressively, it is not too difficult to start a discussion with him. His initial attitude is Indifferent. With the use of Diplomacy, this attitude can be improved (see *Player's Handbook*, Diplomacy). If one of the PCs gives him a bottle of wine, his attitude improves automatically to Friendly.

As long as his attitude remains Indifferent, he doesn't help the PCs, he is a bit surly and he doesn't speak very much.

If his attitude becomes friendly, he invites the PCs in his home.

If the PCs go to his lair (either invited or by tracking), read the following:

The entrance of the lair is a small hut made with thorns and briars. The bottom is a small cave. It's more the lair of a bear than the house of a man. There is a straw mattress and a crude blanket. There are aromatic herbs and strange mixtures.

The mixtures are of no use to the PCs.

If Friendly, he agrees to talk with the PCs in his lair. He knows the following information:

- This land is cursed but filled with an ancient power. I can feel the emanations coming from the earth. Here

the earth currents are strong, very strong. I've never felt elsewhere currents as powerful as here. But these currents are dark and cold. These dark currents permeate the earth everywhere and every stones, every trees and plants and even animals and humans. Do you see the bushes? Do you see the trees? Did you see the humans of this village? There is somewhere a source of corruption and everything is corrupted here.

- I am very sensitive to earth currents and lay lines. Besides I have crafted a wand, a kind of water-divining rod. This rod doesn't detect water but earth currents.

At one time during the discussion, read the following:

There are many flies in the lair as everywhere. While you are talking, the strange man looks at the flies and suddenly catches one of them in his fist. Then he brings the fly to his mouth and eats it. "Tasty! Spiced, rather hot and a little bit garlicky! Do you want to try?"

If one of the PCs answers yes, he catches several flies for him. If there is a beautiful lady among the PCs, especially human, half-elf or elf, he catches many flies and, while talking, prepares a delicious fly soup as a gift for her (he would be disappointed by any refusal...).

- The flies? They have been here for six months now. I think they come from another plane. That's why they are so tasty. Usual flies are very disappointing... The disease? I don't know. I am not sick. I have no problem with these flies.

- Why did I steal bottles of red wine? Red wine is the blood of the earth. Me and the earth we are one. Like every people, I need blood to live. So I need wine. My blood is not the same as yours. In my veins, there is wine. Unfortunately, I can't find wine in these moors. So I have to find wine elsewhere. (All this is not really true. The truth is that he is very fond of wine, nothing more.)

If the PCs ask him to lend them his rod, they will have to negotiate. Basically, the geomancer needs nothing except red wine. He agrees to give his rod if the PCs promise to bring him a full barrel of red wine.

If the PCs promise:

"Wait a minute!" He leaves for 10 minutes and comes back. "Here it is!" He shows a water-divining rod with a Y shape. It's made of wood. "Take it! I will wait for you. I gave you what you wanted; now, bring me a full barrel of red wine before next week! You promised!"

This magical rod can detect ley lines and tellurian currents (but not water!). This rod can be used to find the exact location of the Temple which is at the exact place

where these currents are the strongest (and tainted by evil).

Alternatively, the rod can be stolen (assuming the PCs can manage to know by magic where it is hidden). It's a theft and a chaotic act. To kill the geomancer to get the items would be an evil act (no xp). The geomancer is not evil but neutral.

☛ **Avinar the geomancer:** male human (baklunish) Drd9; hp 66. (If you have the *Complete Divine* book, you can decide that Avinar is Drd3/Sor4/Geo2; hp 56)

Treasure: All APLs: *rod of Avinar* (16 gp per character).

Development: With the rod of Avinar, the PCs can easily locate the Temple. Go to **Encounter 6** *In Search of the Temple*. The **Encounter 5** *Ambush!* might happen at any point during **Encounter 6**. Play **Encounter 5** if the spies learn that the PCs are searching the Temple. If the spies (either hidden or flying invisible above the moors) see that the PCs are moving toward the Temple, they prepare the ambush (**Encounter 5**).

Encounter 5: Ambush!

This encounter happens somewhere between the village and the Temple if the spies of the Temple (see **Encounter 3** *The Village of Nwalab*) have been able to successfully watch on the PCs movements. If they think that the PCs are going to try to find the Temple, they ambush them. This encounter happens usually during **Encounter 6** *In Search of the Temple*. The DM should improvise for an unexpected situation.

Both Sirya and Margaz can fly. If the PCs are walking, Sirya and Margaz fly quickly somewhere on the trail leading to the Temple to ambush the PCs. They wait hidden in the bushes and trees and try to surprise the PCs.

If the PCs have another mode of movement, adjust the situation as needed. For example, if they fly, the spies can try to ambush them when they are searching for the secret entrance of the Temple on the top of the hill.

APL 8 (EL 8)

☛ **Margaz:** Female Halfling Rog5/Asn1; hp 38; see Appendix 1.

☛ **Sirya:** Female Human Sor6; hp 27; see Appendix 1.

APL 10 (EL 10)

☛ **Margaz:** Female Halfling Rog5/Asn3; hp 49; see Appendix 1.

☛ **Sirya:** Female Human Sor8; hp 36; see Appendix 1.

APL 12 (EL 12)

☛ **Margaz:** Female Halfling Rog5/Asn5; hp 60; see Appendix 1.

☛ **Sirya:** Female Human Sor10; hp 45; see Appendix 1.

APL 14 (EL 14)

☛ **Margaz:** Female Halfling Rog5/Asn7; hp 72; see Appendix 1.

☛ **Sirya:** Female Human Sor12; hp 54; see Appendix 1.

APL 16 (EL 16)

☛ **Margaz:** Female Halfling Rog5/Asn9; hp 84; see Appendix 1.

☛ **Sirya:** Female Human Sor14; hp 63; see Appendix 1.

Tactics: Margaz is hidden close to the trail. Sirya is hidden further. Margaz uses her death attack against one of the PCs. Sirya readies herself to cast a spell just after Margaz's death attack.

Sirya and Margaz know the following information. They can be persuaded to reveal them with a successful Intimidate check or with use of magic but otherwise they don't speak. If forced to follow the PCs, they will attempt to escape at the first occasion. They don't betray their cult and are ready to die for it.

- The disease is the Stygian Leprosy. It has been created in the Nine Hells and improved in the Air Node Temple. The flies come from the Nine Hells too. The medicine brought by Yohassef is not the true medicine. A true medicine exists and is kept somewhere in the Air Node (Sirya and Margaz have two potions of the real medicine at home but it's not enough to cure the whole village for more than 1 day).

- They know the secret entrance of the Temple (the secret door of **Encounter 6**).

- They have been sent to protect the Temple during its reconstruction. An important ritual is going to take place in the Temple.

- The Ataphads are the leaders of the Temple, together with a wizard named Sargen. They are helped by Duergars. Sirya and Margaz don't know Lareth.

Treasure:

APL 8: L: 39 gp; C: 0 gp; M: *scroll of fireball* (31 gp per character), *scroll of dispel magic* (31 gp per character), *scroll of fly* (31 gp per character), 2 *potions of fly* (62 gp each per character).

APL 10: L: 39 gp; C: 0 gp; M: *scroll of fireball* (31 gp per character), *scroll of dispel magic* (31 gp per character), *scroll of fly* (31 gp per character), 2 *potions of fly* (62 gp each per character).

APL 12: L: 39 gp; C: 0 gp; M: *scroll of fireball* (31 gp per character), 2 *scrolls of dispel magic* (31 gp each per character), *scroll of fly* (31 gp per PCs), 2 *potions of fly* (62 gp each per character).

APL 14: L: 39 gp; C: 0 gp; M: *scroll of greater dispel magic* (137 gp per character), *scroll of overland flight* (93 gp per character), 2 *potions of fly* (62 gp each per character).

APL 16: L: 39 gp; C: 0 gp; M: *scroll of greater dispel magic* (137 gp per character), *scroll of overland flight* (93 gp per character), 2 *potions of fly* (62 gp each per character), *scroll of summon monster VII* (189 gp per character).

Encounter 6: In Search of the Temple

With the rod of Avinar, the PCs can easily find the Temple. Taking the rod by both ends of the Y shape, the rod begins to vibrate. The intensity and amplitude of the vibration increase when the intensity of the earth currents increases. It's easy to go where the vibration is more intense and thus to the area where the earth currents are the strongest. When the PCs understand this, they can go to the Temple which is under the point where the currents are the strongest.

Remember that **Encounter 5 Ambush!** is likely to happen somewhere before the hill where the Temple is. When you think that the ambush can take place, go to **Encounter 5 Ambush!**

The rod leads the PCs to the top of a small hill (actually there was a temple to Tharizdun millennia ago but it was utterly destroyed and the ruins became a hill with time).

The paragraph *Nature is corrupted* of **Encounter 2 The Road to Nwalab** applies here even more than elsewhere.

The whole area of the Temple including the Temple itself is in a stationary ether cyclone. This has no effect except if a PC tries to travel to the Ethereal Plane (with such spells as *ethereal jaunt*, *etherealness* and even *blink*). Creatures about to move to the Ethereal Plane get a feeling that there is something unusual on the other side. They may choose not to enter the Ethereal Plane as a result. Any creature becoming ethereal (including those who use the *blink* spell) immediately suffers the effect of the cyclone (see **Appendix 3** for the effects).

You see a small hill in the distance. Nature shows all marks of corruption. The vegetation is diseased as it's made of thorny bushes, briars and twisted trees. The

thorns can be as long as a finger. The thorny bushes are the most common plants. There are some trees on top of the hill. All of them are twisted and sick or even dead and blackened. When you move toward this hill, the rod vibrates with a greater intensity.

The thorns and briars grow so densely that they hamper movement except on the narrow paths. Huge or larger creatures move at their normal speed. Diminutive and smaller creatures move at their normal speed. Large and tiny creatures move at half speed. Medium creatures move at one quarter of their normal speed. Small creatures can only move one step (5 feet) each round.

In addition, any creature moving through the thorny bushes takes slashing damage per round of movement equal to 15 minus the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. Creatures with an Armor Class of 15 or higher, without considering Dexterity and dodge bonuses, take no damage.

On the paths, movement is normal. There is a path leading approximately to the hill.

These thorns and briars are affected by the evil emanations coming from the Source of All Corruption in the Temple. All the land, including earth and plants radiate a faint aura of evil. Consequently, the Woodland Stride ability of druids and rangers doesn't work here.

When the PCs arrive on the top of the hill, read the following text:

The rod of Avinar vibrates with such intensity that it's buzzing so loudly that it can be easily heard. This hill is clearly the reason for the maximum intensity of the earth currents.

There is a secret door (Search DC 20) opening in the ground on top of the hill. The hill being large (roughly 150ftx150ft), it can take a very long time for the PCs to find it (except if they use magic. Don't forget also the special ability of elves). If **Encounter 5 Ambush!** has not yet happened, it's time for it now as the spies will probably spot the PCs on the top of the hill. In this case, the spies try to surprise the PCs. There are enough trees and bushes to hide.

When the PCs open the secret door, read the following text:

A vertical shaft disappears into darkness. There are iron rungs fixed securely in stone.

The shaft is 5ftx5ft. To go down is easy. The iron rungs are newly built (Knowledge [architecture and

engineering] DC 10) and solid. The shaft and the secret door are new too, less than 1 year old (Knowledge [architecture and engineering] DC 15).

Development: The PCs can explore the Temple. See the map and the descriptions of each area and go to Encounter 7 *The Reconstructed Temple of Tharizdun*.

Encounter 7: The Reconstructed Temple of Tharizdun

This encounter is only a description of the Temple area by area. The real encounter is in area 8 (**Encounter 8** *The Shrine*).

The temple is dark. There is no light source. Its inhabitants have darkvision.

Refer to the map in the Appendix (**DM Aid #1** Map of the Temple). The map shows wide pillars. These pillars are columns rising to the roof to support the weight of the ceiling. The ceiling is vaulted and arched. Stone arches and buttresses spring from the pillars.

With a successful Knowledge (architecture and engineering) [DC 15], a PCs can learn that the temple has been built (or rebuilt) recently (it's less than one year old).

1. The Shaft of arrival

The room is dark. Ceiling height is about 20 ft. There is a permanent *alarm* spell in this room. It gives a mental alarm to the dark naga (at APL 8 and 10) or to Sargen (at APL 12, 14 and 16) from area 8 (see **Encounter 8**).

With a successful Listen check [DC 15], a PC hears the noise of the duergars working in area 6 and 7. Of course, PCs can't know its duergars. They hear only thuds and clangs. If the alarm is raised, this noise stops quickly (the duergars flee by the door of area 5).

Is the alarm raised?

The DM should decide if the Temple inhabitants are aware of the coming of the PCs. If they are aware, the alarm is raised. It's notably the case if the PCs have set off the *alarm* in area 1 or if they have been particularly noisy (if they destroyed the bronze doors loudly). Note that the PCs are not informed that the alarm has been raised because of the strong discipline of every inhabitant in the Temple. Each of them knows what he has to do and does this silently.

A: The Shaft

The shaft (a) from Encounter 6 is 15m (50 ft) deep.

B: Bronze Double Door

The Bronze double door (b) opens toward area 2. It is 15 ft high. It's barred with an iron bar. Hinges are nested (see *Dungeon Master's Guide* p.62). At APL 12, 14 and 16, the door has an *arcane lock* cast by Sargen on it (see **Encounter 8**).

◆**Bronze Double Door:** 3 in. thick; hardness 9; hp 60; AC 2; Break DC 28 (DC 30 because of the iron bar [all APLs], DC 40 with *arcane lock* [APL 12, 14 and 16 only]).

With a successful Knowledge (architecture and engineering) [DC 15], a PCs learns that this bronze double door has been made in dwarven style. If the check is [DC 25], the PC learns that it is made in duergar (grey dwarves) style.

2. Broad Hallway

This passage is 20 ft high. Its vaulted roof is polished so as to send back glints of light from below. The stones of the walls are black.

3. The Hypostyle Hall

This large hall is a forest of pillars. The pillars and the walls have strange striations of color. These lines of plum-color, mauve veins and lilac worms, make the beholder somewhat nauseous. These colors are faint, but they seem to writhe and twist when not looked at, as if as soon as the viewer looked away they took up some secretive and obscene motion observable only from the corner of the eye.

This hall is 30 ft high. The pillars provide cover to anyone behind them. The stone is polished. A DC 25 Climb check is sufficient to climb these pillars.

◆**Wide Pillar:** hardness 8; hp 900; AC 3.

4. Gate to the Air Node

The walls of this circular hall have large dark patches with purple striations. It looks like dark clouds with lightning. In the middle of the room, a large magical circle is engraved. Inside this circle, there is another circle, much smaller.

The ceiling is a 30 ft high dome.

The magical circle is a gate to the Air Node. Every PCs standing in this circle is transported to the Air Node after 1 full round (if this happens, go to **Encounter 10** *Arrival at the Air Node*).

5. Entrance from the Underground Realms

Door A: Bronze Double Door

The Bronze double door (a) opens toward area 5. It is 15 ft high. It's barred with an iron bar (on the area 5 side). It's easy to open this door because the bar is usually on the

PCs side. Hinges are nested (see *Dungeon Master's Guide* p.62).

🔒 **Bronze Double Door:** 3 in. thick; hardness 9; hp 60; AC 2; Break DC 28 (DC 30 because of the iron bar).

This door is of the same style as the door in area 1. There is no *arcane lock* spell on it. Note that if the PCs explore the tunnels of the underground realms (see area b below) without having cleared the Temple, the door will be closed and barred when they come back!

B: Stairs down to the Underground Realms

The stairs (b) go down to a long tunnel. This tunnel, after a very long distance (several miles) connects with a maze of passages. It takes many days to explore even a small part of this underground realm. This exploration is beyond the scope of this adventure. Discourage the PCs from wasting their time there. However, what can be learned with a successful Knowledge (dungeoneering) check [DC 15], is that these tunnels are dwarven and with a [DC 25] check, that they are more precisely duergar (gray dwarves).

Note that the duergars working in areas 6 and 7 flee by these stairs as soon as the alarm is raised.

6. Hallway in construction

This hallway is symmetrical of the broad hallway (area 2) but this one is not yet finished. It's presently a tunnel filled with props and scaffoldings.

If the alarm has been raised (see area 1), the duergars have escaped by the stairs of area 5b. If not, there are 30 duergars working here. They use their *invisibility* power to try to escape.

🧝 **Duergars (30):** hp 9 each; see *Monster Manual*.

7. Hypostyle Hall in construction

This hall will look like area 3 when it will be finished. It's currently in construction.

If the alarm has been raised (see area 1), the duergars have escaped by the stairs through area 5b. If not, there are 10 duergars working here. They use their *invisibility* power to try to escape.

🧝 **Duergars (10):** hp 9 each; see *Monster Manual*.

8. The Shrine

See **Encounter 8: The Shrine**.

9. Priest's Chamber

This is the bedroom of Gorgdaï (see **Encounter 8**). There is a bed, chest, table, chairs, carpet and tapestries. It is all of black stone.

The secret door to area 11 is well-hidden (Search DC 30).

10. Sargen's Chamber

This is the bedroom of Sargen (he is not currently in the Temple at APL 8 and 10. At APL 12, 14 and 16, he is normally in area 8 (see **Encounter 8**). There is a bed, chest, table, chairs, carpet and tapestries. It is all of black stone.

The secret door to area 12 is well-hidden (Search DC 30).

11. First Secret Room

This room contains strange hooded robes (2 robes if there is 4 or 5 players and 3 robes if there is 6 players) of deep purple. The robes are hung on the walls. These robes are very long, fully 7 ft but by use of the black cord each has, the hem can be adjusted so as to just sweep the ground. The sleeves are so long as to reach at least 1 ft below the hands of even a long-armed man. With each robe is a long, pointed hood whose front and back points reach well down on the wearer's torso, and whose sides cover the shoulders. The pointed front and back pieces are decorated with inverted, two-tiered black pyramids. Each hood has narrow, slanting eye holes. The pointed top extends a foot or more above the crown of a wearer's head.

These robes are *purple robes of Tharizdun*. They protect against the cold peculiar affect from temples to Tharizdun. They do nothing else, and do not give magical protection against normal cold (beyond what a normal robe might provide).

At APL 12, there is a broom in one of the corners of the room. At APL 14 and 16, there is a carpet instead. It is rolled up.

The secret door to area 13 is well-hidden (Search DC 30).

Treasure:

APL 8: L: 0 gp; C: 0 gp; M: 0 gp.

APL 10: L: 0 gp; C: 0 gp; M: 0 gp.

APL 12: L: 0 gp; C: 0 gp; M: *broom of flying* (1416 gp per character).

APL 14: L: 0 gp; C: 0 gp; M: *carpet of flying 5 ft by 5 ft* (1666 gp per character).

APL 16: L: 0 gp; C: 0 gp; M: *carpet of flying 5 ft by 10 ft* (2916 gp per character).

12. Second Secret Room

This room is very similar to area 11. It contains purple robes of Tharizdun (2 robes if there is 4 players and 3 robes if there is 5 or 6 players) see area 11), several iron holders (1 per player), an iron box and items detailed below (potions or scrolls).

The iron holders have cone-shaped depressions in their fluted upper ends. They are made of black iron. These

iron holders are *torches of revealing*. They have a cupped head that is fitted so that the cone-shaped *incense of dreaming* (see below) can be easily set into it. When *incense of dreaming* is placed within the torch and lit, it creates a 10-foot radius of violet light and chill air.

●**Iron Box:** hardness 10; hp 10; AC 5; Break DC 28; closed with a good lock (Open Lock DC 30).

This iron box has no key. It requires instead a right combination of pressures on its faces.

Inside are cones (2 per player) of dull black material. It's an *incense of dreaming* for use in *torches of revealing*. Depending on APL, there are also potions or scrolls.

The secret door to area 13 is well-hidden (Search DC 30).

Treasure:

APL 8: L: 0 gp; C: 0 gp; M: 1 *potion of fly* (62 gp each per character).

APL 10: L: 0 gp; C: 0 gp; M: 2 *potions of fly* (62 gp each per character), 2 *scrolls of overland flight* (93 gp each per character).

APL 12: L: 0 gp; C: 0 gp; M: 0 gp.

APL 14: L: 0 gp; C: 0 gp; M: 2 *scrolls of overland flight* (93 gp each per character).

APL 16: L: 0 gp; C: 0 gp; M: 2 *scrolls of overland flight* (93 gp each per character).

13. Entrance to the Undertemple

In this secret room, there is a spiral staircase going down to the Undertemple (**Encounter 9: *The Source of All Corruption***).

If the PCs go down the stairs, read the following:

The stairs seem endless. While you are going down, you notice that the temperature becomes progressively colder and that the air is darker. Your light sources become weaker. Moments later, the light sources give you no light at all and the cold is unbearable.

No source of illumination functions here except for the *torches of revealing* with cone-shaped *incense of dreaming* (see area 12). A *torch of revealing* sheds light here as if it were a normal torch.

It is extremely cold. No normal gear or even spells can protect anyone from this magical, soul-numbing chill. If the PCs have not donned the *purple robes of Tharizdun* or if they don't do so now, they take 1d4 points of damage each round spent in this area. Touching a metal object (unless protected by the long sleeves of the *purple robes of Tharizdun*) inflicts an additional 2d4 points of damage. *Torches of revealing* must likewise be clasped by means

of the robe sleeve covering the hand, although the heat of their burning cones helps to keep the PCs from suffering more than chilblains.

Go to **Encounter 9: *The Source of All Corruption***.

Encounter 8: The Shrine

This encounter happens in area 8 of **Encounter 7**.

The walls, arched ceiling, and wide pillars are of black stone except on the opposite side, beyond a 1m (3 ft) high stone rail, where the stone is of deepest purple although the ceiling remains black. The opposite wall is concave. Just before this curved wall is a black altar with purple veins. The railing separates a front section of this hall from a back section where the altar stands.

This railing is intricately carved and pierced. The work is disgusting and disturbing in nature, being of vines and tendrils, tentacles and serpentine bodies intertwined with human forms and skeletons and other things unknowable. There is 1m (3 ft) wide gateway in the exact center of the rail.

*There are four large (*huge at APL 16*) statues along the lateral walls, two on each side, between the pillars. All of them are approximately man-shaped. The first statue to the left is black, wearing strange plate armor and bearing a sword. The second statue to the left is dark green swathed in a flowing robe with long sleeves and a high collar standing from cheek to cheek. Covering the face is a mask that looks like a death grimace. This statue bears a staff. To the right, the first statue is dark red with high boots, doublet and strange gauntlets. The head is covered by a long hood. The statue bears a big axe. The second statue to the right is dark blue clothed in a many-pleated robe with a sash covered in strange symbols. His head is cowed and he cradles a scepter in his folded arms.*

The entire area is under the effect of an *unhallow* spell. There is a spell effect tied to the *unhallowed* site. This spell effect is *freedom of movement* and it applies only to creatures of Lawful Evil alignment.

The symbols on the sash of the dark blue statue are impossible to decipher, even with magic.

You must first determine if the alarm has been raised (see area 1 of **Encounter 7**). If the alarm has been raised, the occupants of this area have time to prepare themselves against the PCs.

Refer to the **DM Aid #1** (Map of the Temple).

A: Railing

This stone rail is 1m (3 ft) high.

B: Altar

This altar is dedicated to Tharizdun.

At APL 8 and 10, the statues are normal statues. At APL 12, 14 and 16, one of them is a stone golem (roll 1d4 to determine which one; 1) black; 2) green; 3) red; 4) blue; roll once for the adventure). At APL 16, the stone golem is a greater stone golem.

During the remote time when the temple of Tharizdun was active, powerful cultists and priests lived here. They were killed during the fall of the temple but their malevolent spirits still haunt the place. They now protect the reconstruction of the temple and they are stronger than most undead. At APL 8, it is a spectre. At APL 10, 12 and 14, they are dread wraiths. There are no spirits at APL 16.

APL 8 (EL 11)

✚Gorgdaï: Tiefling Clr7; hp 53; see Appendix 1.

✚Harkar: Duergar Ftr6; hp 59; see Appendix 1.

✚Dark Naga: hp 58; see *Monster Manual*.

✚Spectre: hp 45; see *Monster Manual*.

APL 10 (EL 13)

✚Gorgdaï: Tiefling Clr8; hp 60; see Appendix 1.

✚Harkar: Duergar Ftr7; hp 68; see Appendix 1.

✚Dark Naga: hp 58; see *Monster Manual*.

✚Dread Wraith: hp 104; see *Monster Manual*.

APL 12 (EL 15)

✚Gorgdaï: Tiefling Clr10; hp 75; see Appendix 1.

✚Harkar: Duergar Ftr9; hp 88; see Appendix 1.

✚Sargen: Human Wiz11; hp 50; see Appendix 1.

✚Stone Golem: hp 107; see *Monster Manual*.

✚Dread Wraith: hp 104; see *Monster Manual*.

APL 14 (EL 17)

✚Gorgdaï: Tiefling Clr12; hp 90; see Appendix 1.

✚Harkar: Duergar Ftr11; hp 107; see Appendix 1.

✚Sargen: Human Wiz14; hp 74; see Appendix 1.

✚Stone Golem: hp 107; see *Monster Manual*.

✚Dread Wraiths (2): hp 104, 104; see *Monster Manual*.

APL 16 (EL 19)

✚Gorgdaï: Tiefling Clr14; hp 105; see Appendix 1.

✚Harkar: Duergar Ftr13; hp 127; see Appendix 1.

✚Sargen: Human Wiz16; hp 84; see Appendix 1.

✚Greater Stone Golem: hp 271; see *Monster Manual*.

Tactics: DM Note: Read carefully the statistics of the creatures of this encounter to familiarize with their many powers and possible tactics. They are highly intelligent

and disciplined. If they have learned about the coming of the PCs (especially if the alarm has been raised, see area 1 of Encounter 7), they have time to prepare themselves to try to surprise or to ambush the PCs. Most of the time, the combat will occur in area 8 but, if needed, the creatures of this encounter can attack or chase the PCs elsewhere. PCs can have unexpected actions so you might have to improvise and to react accordingly. The following tactics are only guidelines in usual cases. Be creative!

The dark naga is behind the railing where it has cover.

Dread Wraiths can attack across the walls and come back behind the walls after attacking with Spring Attack. Remember that they are more difficult to turn because of the *unhallow* spell.

Remember that the spell effect of *freedom of movement* tied to the *unhallow* spell protects Lawful Evil creatures (i.e. every creatures of this encounter except the golem) against *slow*, *solid fog*, *web*, *Evard's black tentacles* and other spells (see *freedom of movement* in *Player's Handbook*).

Harkar tries to prevent PCs to melee attack the spell casters (Gorgdaï, Sargen or the dark naga). He uses the Elusive Target feat to negate power attack. Depending on the situation, he makes clever uses of Combat Expertise, Improved Combat Expertise or Power Attack to block opposite combatants (to give time to the spellcasters, undead or golem to act) or to kill them. His *armor of fortification* has a chance to negate critical hits and sneak attacks.

If the alarm has been raised, the spell casters had the time to cast several spells (indicated in the statistics given in Appendix 1) on them and on their allies. The DM can decide to change the selection of pre-cast spells if they wish or to adapt to unexpected situations.

Gorgdaï and Sargen use targeted *dispel magic* or *greater dispel magic* against the PCs especially if one of them seems to have several spells on him/her. Remember that they have many ranks in Spellcraft and that they can attempt to identify a spell that's already in place and in effect (DC 20+spell level). They use their scrolls without hesitation.

Sargen can command the golem. He casts *transmute mud to rock* to heal the golem when it's needed. He has a *scroll of transmute mud to rock* to increase his healing power. If he does not have more urgent actions to do, he readies a counterspell. It's especially useful to cast *stone to flesh* as a counterspell to any *stone to flesh* spell cast by an enemy on the golem (see counterspells in *Player's*

Handbook). With his Improved Counterspell feat, Sargen has several opportunities to use a counterspell. He uses *dust of disappearance* or *greater invisibility* and uses a counterspell or casts spells.

Sargen doesn't fight to the death. If his side is going to be defeated, he tries to flee (by *teleport* preferably). If he cannot escape, he surrenders. On the other hand, the leaders of the cult prefer to capture the PCs rather than to kill them. If the PCs are utterly defeated, they are taken prisoners and sent to the Air Node from area 4 (see **Encounter 7**). If some of the PCs are defeated while others escaped (for example with *teleport*), the defeated PCs are taken prisoners and sent to the Air Node. If the defeated and captured PCs are dying, they will be healed to 1 hp before being sent to the Air Node. Of course, captured PCs are stripped of all their equipment before being sent to the Air Node. So, it's unlikely that this encounter could lead to a total party kill. Instead of killing the PCs, have them sent instead to the Air Node without their equipment (they will recover it anyway, see below and Conclusion).

The DM can even play a hostage-taking: If, for example, some PCs are dying while threatened by one of their opponents, the cultists can tell the PCs that if the PCs surrender, they will spare the life of their friends (threatening him with a coup de grace). The cultists are all of lawful alignment and will keep their word. Again, this is at the DMs discretion!

The greater stone golem of APL 16 is of huge size (space 15 ft by 15 ft). As an exception to the rules, he is not considered squeezed if a pillar is in his space (thus giving him only 5 squares instead of the usual 6).

Treasure:

APL 8: L: 157 gp; C: 63 gp; M: *+1 full plate of light fortification* (470 gp per character), *+1 battleaxe* (192 gp per character), *scroll of dispel magic* (31 gp per character), *2 potions of cure light wounds* (4 gp per character each), *2 scrolls of cure light wounds* (2 gp per character each).

APL 10: L: 29 gp; C: 309 gp; M: *+1 full plate of light fortification* (470 gp per character), *+1 heavy steel shield of light fortification* (347 gp per character), *+1 battleaxe* (192 gp per character), *scroll of dispel magic* (31 gp per character), *2 potions of cure light wounds* (4 gp per character each), *2 scrolls of cure light wounds* (2 gp per character each).

APL 12: L: 29 gp; C: 53 gp; M: *+1 full plate of light fortification* (470 gp per character), *+1 heavy steel shield of light fortification* (347 gp per character), *+1 battleaxe* (192 gp per character), *scroll of transmute mud to rock*

(93 gp per character), *scroll of greater dispel magic* (137 gp per character), *2 potions of cure light wounds* (4 gp per character each), *2 scrolls of cure light wounds* (2 gp per character each).

APL 14: L: 30 gp; C: 380 gp; M: *+1 full plate of moderate fortification* (1470 gp per character), *+1 battleaxe* (192 gp per character), *scroll of transmute mud to rock* (93 gp per character), *scroll of greater dispel magic* (175 gp per character), *scroll of chain lightning* (137 gp per character), *scroll of fireball* (31 gp per character), *dust of disappearance* (291 gp per character), *2 potions of cure light wounds* (4 gp per character each), *2 scrolls of cure light wounds* (2 gp per character each).

APL 16: L: 30 gp; C: 446 gp; M: *+1 full plate of moderate fortification* (1470 gp per character), *+1 full plate armor* (220 gp per character), *+1 heavy steel shield* (97 gp per character), *scroll of greater dispel magic* (175 gp per character), *+1 battleaxe* (192 gp per character), *scroll of transmute mud to rock* (93 gp per character), *scroll of greater dispel magic* (216 gp per character), *scroll of chain lightning* (137 gp per character), *scroll of fireball* (31 gp per character), *dust of disappearance* (291 gp per character), *2 potions of cure light wounds* (4 gp per character each), *2 scrolls of cure light wounds* (2 gp per character each), *3 cloaks of resistance +1* (83 gp per character each)

Development: If Sargen or Gorgdai is captured: They can reveal some information, especially Sargen who is ready to negotiate his freedom for information and a promise to help the PCs later against Lareth. This promise is true as Sargen hates Lareth and is lawful. If the PCs agree to release Sargen against a promise of a later help against Lareth, they will get the corresponding entry on their AR.

Gorgdai is more fanatical and is less likely to reveal information but it's not entirely impossible (Intimidate works).

They know the following:

- They belong to a faction of the New Cabal which is both opposed to Lareth and allied with the Ataphads of the Dark Harbor. Lareth came here recently with several of his followers to summon the prince of evil air elemental but Sargen and his ataphad allies attacked them. Lareth escaped but his followers were either killed or captured and sent into the Air Node.

- Sargen is an old time enemy of Lareth and his faction. More than 20 years ago, he was captured in the original Temple of Elemental Evil (near Hommlett and Nulb) and thrown into the nodes to die there. Fortunately, he survived and escaped. He swore to

avenge himself. Senshock and Hedrack being dead, Sargen wants Lareth's death. (That's why he offers an alliance to the PCs against Lareth).

- They have never been in the Air Node (and thus don't know how the Node looks like) but they know that it's a place which is used both as a jail and to store magical energy. They know that several prisoners have been sent there: followers of Lareth and a party sent by Ekbir (a qadi, a faris, a zashassari and several askari) three months ago. They don't know how to escape from the Air Node.

- They know about the area below the Temple (**Encounter 9: The Source of All Corruption**) but even Sargen is reluctant to reveal what he knows about that.

- Their big leader is the Harbormaster of Kazurka, the Dark Harbor. He is an immensely powerful being. Neither Sargen nor Gorgdāi will betray him for fear of reprisals. They would prefer to be killed immediately rather than betraying him.

If some of the PCs are captured: They are stripped of their equipment and sent into the Air Node from area 4 (see **Encounter 7**).

If the PCs have not yet been in the Air Node, go to **Encounter 10**. If some of the PCs have not been captured, they can go freely later to the Air Node from the gate of area 4. In this case, play **Encounter 10** and the following encounters.

If some PCs are captured after having gone to the Air Node and thus after having escaped from this node, they will not be able to escape a second time. New jailers have been sent to the Air Node and in such number that escape is impossible. Captured PCs will be kept as prisoners in the Node until an exchange of prisoners is made between Ekbir and the Ataphads (see Conclusion). The adventure is finished. PCs that have not been captured remain free. Go to the Conclusion.

Encounter 9: The Source of All Corruption

No source of illumination functions here except for the *torches of revealing* with cone-shaped *incense of dreaming* (see area 12). A *torch of revealing* sheds light here as if it were a normal torch.

It is extremely cold. No normal gear or even spells can protect anyone from this magical, soul-numbing chill. If the PCs have not donned the *purple robes of Tharizdun* or if they don't do so now, they take 1d4 points of damage each round spent in this area. Touching a metal object

(unless protected by the long sleeves of the *purple robes of Tharizdun*) inflicts an additional 2d4 points of damage. *Torches of revealing* must likewise be clasped by means of the robe sleeve covering the hand, although the heat of their burning cones helps to keep the PCs from suffering more than chilblains.

This dark cavern is extremely cold. An intense evil is palpable. A narrow cornice all around the cavern has been carved in the walls. In the center of the cavern is a spring of black liquid which spouts out of the ground. The jet of black liquid reaches a height of 2 m (7 ft) and flows like a dark fountain. The liquid seems to permeate the stone all around. You can see that some drops climb slowly down the glistening walls of the cavern.

Refer to the map of the Undertemple (**DM Aid #2**).

The cornice is 1.50 m (5 ft) above the ground level of the cavern. The roof is 30 ft high.

The black liquid is similar to the black goo of the ancient shrine of evil below the manor of the bey of Shalrees in Ket near the Bramblewood forest (see VTF 3-07). It is the source of the evil which corrupts the region of Dezbat. The black goo is imbued with a bit of Tharizdun's power and it permeates the stone around and all the country around Nwalab and even with a lesser magnitude, the whole region of Dezbat. This black liquid is the cause of the corruption which contaminates the villagers of Nwalab (giving them deformities generation after generation) and the plants (thus the thorns, briars and diseased trees).

However, once every 10 rounds, a geyser spouts in the middle of the dark fountain with a loud roaring. The 2m (7 ft) high jet becomes a geyser reaching the roof. It lasts only one round but the whole area, except for the cornice is splashed with the black liquid. When the PCs enter the cavern roll a 1d10. The result is the number of rounds before the dark geyser spouts.

Any PCs touching the black liquid (or splashed by it during a geyser) takes one negative level (Will Save DC 10+APL negates). This negative level lasts for one hour then goes away without any risk of permanent loss.

Any PC staying more than one round is assailed by visions (Will Save DC 10+APL negate, PCs *Touched by the Lord of Destruction* from VTF4-04 fail automatically). For PCs failing their saves, read the following text:

The shadows of the room begin to swirl quickly. Someone is howling with pain in the darkness. Progressively you see better of what's inside the black fountain. There is a small human shape. You try to see

more distinctly. You realize that a child is lying on the bottom of the fountain. This child is horribly wounded. He has been stabbed in the heart and he is bleeding. However, he is not dead and he suffers greatly. He seems to see you. He entreats you, "Save me! Save me! Are you here to save me?"

If the PCs answer yes, read the following:

The child continues:

"You shall call the four knights of the Revelation. Two of them have been called and two are still missing. With my four knights, you shall awake my archangel. From him shall come my freedom and you will be rewarded in my new world to come. Receive my blessing" The darkness of the liquid thickens and the child disappears.

Henceforth, the PCs gain Darkvision 60 ft and Light Blindness.

Light Blindness: abrupt exposure to bright light (such as sunlight or *daylight* spell) blinds the PCs for 1 round. On subsequent rounds, he is dazzled while operating in bright light.

This effect can be removed with a *break enchantment* spell against DC 11+APL. Both effects are removed at once (darkvision and light blindness). If they are not removed before, these effects disappear after 4 TUs.

If the PCs answer no, read the following:

Suddenly, the child is swallowed up by a being of intense darkness with a roughly humanoid shape of huge size. This being thunders with a sepulchral voice: "You are doomed for in my new world to come you will have no place! Death or slavery, this is your destiny!" The being disappears and he is immediately replaced by a whirl of nightmarish creatures from unspeakable worlds. A disgusting mass of viscous tentacles and claws try to catch you. In an instant everything disappears.

Henceforth, the PC will have hideous nightmares each night except when sleeping in a *protected from evil* area (such as an area under a *hallow* spell). Each morning after having suffered nightmares, the PC is fatigued (Fortitude Save DC 20 negates, PCs *Touched by the Lord of Destruction* from VTF 4-04 suffer a -2 circumstance penalty to this check). It has no harmful effect besides this and does not prevent to regain arcane spells. This effect can be removed with a *break enchantment* against DC 11+APL.

Encounter 10: Arrival at the Air Node

This encounter happens if the PCs use the gate in area 4 (**Encounter 7**). It's possible that they are sent here as prisoners after having been defeated by the cultists of **Encounter 8**.

This encounter can only happen once. If, after having escaped from the Air Node in **Encounter 13**, they come back here (possibly as prisoners), they remain prisoners here and the adventure is finished (go to Conclusion).

The Air Node is a demi-plane. There is no way to escape except by the gate. The gate where the PCs arrive from is arrival only. This gate works one way only. There is another gate for departure on the top of the highest peak far away (**Encounter 13**).

The Air Node has the following traits (see *Dungeon Master's Guide* for explanations).

- **Normal Gravity.**
- **Normal Time.**
- **Finite, Self-Contained Shape:** The node is a spherical world. The outer edge of the sphere is an impassable wall. It has a radius of 45 miles (72 km). But this is of no importance as the inhabitants of the node (and the PCs) live in a hollow space inside. This hollow space has a cylindrical shape. The ground is a 16 miles (25 km) radius disk. The roof is 3 miles (5 km) above. The edge of the demi-plane is a wall of fog filling the space between the ground and the roof. Any PCs entering the fog will reappear at the exact diametrically opposite point as if he were coming out of the fog at this place.
- **Alterable Morphic.**
- **No Elemental or Energy Traits.**
- **Mildly Neutral-Aligned.**
- **Impeded Magic:** Spells and spell-like abilities with the earth or acid descriptors are impeded. To cast an impeded spell, the caster must make a Spellcraft check (DC 20+the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.
- **Access:** PCs cannot use *plane shift* or similar spells to travel to or from the demiplane. To leave this plane is possible only by the gate on the highest peak (**Encounter 13**). Like most demiplanes, the Air Node is not coexistent with the Ethereal Plane, the Astral Plane and the Plane of Shadow, so spells that require access to the Ethereal Plane, the Astral Plane or the Plane of Shadow do not function. Spells which don't work include *astral projection*, *dimension door*, *summon monster (I-IX)*,

teleport, greater teleport, teleport object, teleportation circle, ethereal jaunt, etherealness, maze, shadow conjuration, shadow evocation, shadow walk, commune, contact other plane, gate, plane shift, Mordenkainen's magnificent mansion, rope trick.

- **Environmental Damage:** Inside the caverns of the Node (arrival cavern, cavern of **Encounter 11** and cavern of **Encounter 12** for instance), there is no environmental damage. Outside the caverns, there is an intense electric field. Electric currents and shocks cause environmental damage to creatures not of the Air subtype. All such beings within the node suffer 1 point of electricity damage every 10 minutes. Creatures of the Earth subtype are extremely uncomfortable and take 2 points of damage each round. Any *protection against energy* (electricity) cancels this environmental damage.

The PCs arrive in a magic circle similar to the one of area 4 (**Encounter 7**). This circle is inside a huge cavern. The entrance of this cavern opens at the middle of a high peak. The peak is 2000 ft or 600 m high so the cavern is 1000 ft (300 m) above ground. Note that there is absolutely no water in the node and thus no erosion. Consequently, the cliffs are very steep, almost vertical. However, surfaces are rough with sharp handholds and footholds. The Climb DC is 15 at APL 8 and 10, it is DC 20 at APL 12 and 14 and DC 25 at APL 16.

There are chasms and peaks in the node. Chasms are huge fissures of the ground, 1000 ft (300 m) deep and 300 ft (90 m) wide. The peaks, except for the high peak in the centre of the node (encounter 13), are 2000 ft (600 m) high. The fog edge is the border of the demi-plane. This grey fog blocks vision. See above to learn what happens if someone enters the fog.

Refer to the map in the Appendix (**DM Aid #3** Map of the Node).

The ground is really uneven and movement is similar as in trackless plains (reduced to $\frac{3}{4}$, see *Dungeon Master's Guide*). The cavern is filled with peaks and chasms and it's sometimes necessary to cross a huge fissure (by climbing down and up again) or to make a very long detour (see the map). Of course, if the PCs can fly, it's easier by far.

The node is dark with some small black clouds. The wind is very strong (force: windstorm; see *Dungeon Master's Guide* for effects) and it is cold (10°C or 50°F). Note that it's very difficult to know the time of day and thus the time when a cleric must pray to recover his spells (prisoners of **Encounter 12** have a means to measure time).

There are flashes of lightning continually in the node. These flashes give some light to the node as there is no other light source. There are several flashes of lightning somewhere in the node each second. The light from this lightning is mostly of purple color, more rarely blue.

These flashes of lightning are only some of the electric phenomena of the Air Node. There is an intense electric field. Purple emanations approximately 5 to 10 inches long appear at the end of each finger or weapon and the hair stand on the head as if someone pulled it (all these effects are cancelled if the PCs is somewhat protected against environmental damage). Electric currents and shocks cause environmental damage (see above).

The node works like a colossal condenser between the ground and the roof. Huge elemental energy is stored here.

Many air elementals and other air creatures live here. They don't attack the PCs and don't come up to them.

When the PCs arrive in the Node, read the following text:

You are in a huge cavern in a magical circle. It's cold and dark. You hear the wind howling outside.

When the PCs go to the entrance of the cavern, read the following:

The landscape is breathtaking. You are far above the ground in the middle of a high peak. You see other peaks several miles in the distance. One of the peaks is higher than the others by far. This high peak stands in the middle of the landscape. All the landscape is enclosed in a colossal cavern which is limited above you by a black roof which is high above the ground and laterally by a strange grey fog which fills the distance between ground and roof. Several black clouds drift in the air above your head. The howling wind is incredibly strong. There is a violent storm with flashes of lightning continually happening at several locations at the same time. However there is no rain. The lightning is the only source of illumination in this strange place. The ground is cracked with deep chasms. You see entrances of caverns at the bottom of the two nearest peaks. These caverns are at ground level.

If the PCs go to the cave entrances they can see, go to **Encounter 11** if they go to the closest cavern (area 2 of the map) and to **Encounter 12** if they go to the second one (area 3 of the map). If the PCs go to the highest peak (area 4 of the map), go to **Encounter 13**. The other peaks have caverns as well but without any inhabitants except for some occasional air elemental creature.

If they go out of the cavern without any protection against the environmental damage, read the following text:

*Purple emanations 5 to 10 inches long appear at the end of your finger and of your weapons. Your hair (*and beard if applicable*) stands on your head as if someone was pulling them with a strong grip.*

Encounter 11: Dissidents of the Evil Elemental Cult

This encounter happens if the PCs go to the closest cavern of area 2 (see **DM Aid #3** Map of the Node). The entrance of this cavern is at the ground level of a peak which is 3 miles (5km) far from the arrival peak (area 1). Of course, if the PCs cannot fly, they must make a very long detour to skirt around the chasm (see **DM Aid #3** Map of the Node). In this cavern, as in every cavern of the node, there is no environmental damage.

In this cavern lives a group of Chaotic Evil members of the Evil Elemental Cult. They are prisoners of the Lawful Evil cultists (ataphad faction). All of them are followers of Lareth thrown into the Node which is used as a jail. These Chaotic Evil cultists are weakened and frightened. From time to time, their jailers come and take one of them to sacrifice him to some ritual (two have been already killed that way). Consequently, their morale is low and they don't want to fight the PCs. They have been stripped of their equipment except for their clothes. They have very little to eat or drink. They have been here for one week now.

There are six humans in this dark cavern. They are much thinner and they look weak and tired. In their eyes you can feel both fear and hate. They don't have any weapons nor wear any armor.

These prisoners don't want to fight. They are not willing to talk but can be persuaded to do so against food or drink or with a successful Intimidate check. If they are persuaded to talk, they can give the following information (if asked):

- The Ataphads and Sargen are traitors to the Evil Elemental Eye because they stopped the invocation of Yan C Bin and tried to kill Lareth. Lareth escaped but his followers have been either killed or thrown into the Node (themselves).
- Lareth is the champion of Elemental Evil and only he can summon Yan C Bin (of course they don't know

that the Ataphads found another way to summon Yan C Bin).

- They think that their plan to free He of Eternal Darkness failed because of the betrayal of the Ataphads. Without Yan C Bin, it is impossible to free the Dark God (it is what they believe, not necessarily the truth). They think that their enemies (forces of Good) already won.

- They think that the Ataphads betrayed the New Cabal to gain control of it. They say that the Ataphads want all the power for themselves.

- Sargen is a long time traitor of the Evil Elemental Cult. More than 20 years ago, in the original temple of elemental evil, he was already unmasked by Hedrack and Senshock and thrown into the nodes. Too bad he had not been killed at that time!

- They know that other prisoners live in the cavern of the nearby peak (area 3 of the map of the Node [**DM Aid #3**]). They know that these prisoners come from Ekbir and are enemies of the New Cabal.

☛ **Dalrith and Bardock:** male human Clr5 (Evil Elemental Eye [Air]); hp 33 each.

☛ **Heltrick and Zirgos:** Male Human Ftr4; hp 32 each.

☛ **Joorid and Lidya:** Female Human Rog4; hp 22 each.

Development: These Chaotic Evil prisoners hate the Lawful Evil faction far more than their normal enemies (forces of Good). Nevertheless, because of their Chaotic Evil nature, they can not be trusted. If the PCs decided foolishly to ally with them, they will be betrayed at the first occasion.

Encounter 12: Prisoners from Ekbir

This encounter happens if the PCs go to the cavern of area 3 (see **DM Aid #3** Map of the Node). The entrance of this cavern is at the ground level of a peak which is 5 miles (8km) far from the arrival peak (area 1). Of course, if the PCs cannot fly, they must make a very long detour to skirt around the chasm (see map). In this cavern, as in every cavern of the node, there is no environmental damage.

In this cavern there are prisoners of Lawful Good alignment. All of them come from Ekbir. Among them, there is a faris and a qadi. They were caught fighting the cult and thrown there three months ago (the qadi of the village of Nwalab can have talked about them in **Encounter 4**). They are here for three months (for a far longer time than the Chaotic Evil dissidents of

Encounter 11), but none of them died except for those who tried to escape. The jailers never came to take one of them for sacrifice. On the contrary, they come from time to time to give them some food and water (just enough to live). These prisoners don't want to risk their lives in another escape attempt. They know that their jailers are far stronger than they are and that they are likely to survive if they don't attempt to escape. They think that their jailers don't want their deaths and that the ataphads keep them as hostages or for some prisoner exchange. They have been stripped of their equipment except for their clothes.

There are six humans in this cavern. They are sitting around a fire. One of them has red clothes and a holy symbol around the neck (a cup and an eight pointed star). Another one has black clothes with a white star and a yellow cup. Outside the wind is howling.

The holy symbol is the symbol of Al'Akbar (Knowledge [religion] DC 10).

They are willing to talk to the PCs and can give the following information:

- They came to Nwalab three months ago because the local qadi, named Abdai, asked for help. They found the Temple but were captured there and thrown into the Node.
- About the dark fountain below the Temple: they think that eons ago when Tharizdun fought the other gods, He of Eternal Darkness himself came here and was wounded at this exact place. Since that time, his ichor (they don't want to use the word « blood ») flows and permeates the region corrupting it. (This is not necessarily the truth, it's what they believe.)
- Three of them died in two escape attempts: the zashassari and two askari. The jailers are far stronger than they are (they can give a quick description of the creatures of **Encounter 13**). The jailers can command to the wind.
- The gate which allows escaping is on the top of the highest peak in the middle of the node (area 4, **Encounter 13**). Unfortunately it's a forbidden area and the jailers will attack anyone going to this peak.
- They know that several prisoners arrived one week ago. These new prisoners are evil and because of this they have no relations with them. There is nobody else in the node except for the many air elementals and the jailers.
- This node is a demi-plane where huge elemental energy (electricity) is stored. When they arrived three months ago, the node was perfectly dark without any

lightning or environmental damage. Then, three weeks ago, lightning began to appear everywhere in the node with environmental damage. They think that the node is now ready for something (but they don't know what). The node has stored now enough energy to be used by the Ataphads (they call their enemies « ataphads » as they don't really know about the existence of other factions).

- The number of air elementals has increased greatly since their arrival. They are not dangerous if not attacked.
- They don't know Lareth.
- Their jailers (through an air elemental) give them food and drink and even wood to light a fire (as its cold in the node). They think that the Ataphads want them alive for some hostage-taking or exchange of prisoners. If not, they would have been killed quickly.
- Karil Raminand (the qadi) and the zashassari (Karsim, now dead) have built a clepsydra (water clock) with bottles of water and what they were able to create magically. This clepsydra allows to measure time and to know the time to pray the gods (useful to recover divine spells). With Karil's help, a cleric PC can know the time of day where he must pray to regain his spells.

☛ **Karil Raminand**: male human Clr6 (Al'Akbar [Exalted Faith]); hp 45.

☛ **Talish Al Kayeb**: male human Pal6; hp 52; Faris of the Cup and Talisman.

☛ **Brahim, Arashtai, Souhareb, Zarqal**: male human Ftr4; hp 32 each.

Development: The PCs can stay here as long as they want. They will get enough food and water to live. The prisoners from Ekbir, however, will not go to area 4 (**Encounter 13**) to try to escape (they have no weapon and are too weak to fight the jailers). Of course, if the PCs defeated the jailers, they would be willing to escape.

Encounter 13: Escape from the Air Node

This encounter happens if the PCs go to area 4 of the map of the node, which is the highest peak of the node. As soon as they are at the base of this peak or if they come by flying to a distance less than one mile (1.6 km) from this peak, they are attacked by the creatures (depending on APL, arrowhawks, spirits of the air, or elder air elementals).

The peak is 4000 ft (1200 m) high. The DC to climb is the same as in **Encounter 10**: Climb DC 15 at APL 8 and 10, DC 20 at APL 12 and 14 and DC 25 at APL 16.

The wind force is Windstorm (see *Dungeon Master's Guide* for effects).

At the top of the peak there is a huge area with a wind of tornado-force (see Tactics below) except at APL 8.

Remember that such spells as *dimension door* or *teleport* don't function in the node.

The top of the peak is a 200 ft (60 m) radius circular platform. In the center of this platform, there is a magical circle 20 ft in diameter similar to the circle of area 4 (**Encounter 7**). Anyone standing inside this circle for one full round is transported back to the Temple (area 4 of **Encounter 7**).

The description and map of the platform are given in **DM Aid #4 The Platform**. The vertical shaft leads to the lair of the spirits of the air (area 3 of the map). The spirits are very rarely in their lair but their treasure is kept here. At APL 8, there is only the true medicine (see below) as the arrowhawks have no lair. At APL 8, 10 and 12, area 4 is empty. At APL 14 and 16, it is the lair of the beholder. The beholder's treasure is kept here. The DC to climb in the shaft is DC 20 at APL 8 and 10 and DC 25 at APL 12, 14 and 16.

APL 8 (EL 11)

🔱 **Elder Arrowhawks (3)**: hp 112 each; see *Monster Manual*.

APL 10 (EL 13)

🔱 **Spirits of the Air (2)**: hp 108 each; see Appendix 1.

APL 12 (EL 15)

🔱 **Spirits of the Air (4)**: hp 108 each; see Appendix 1.

APL 14 (EL 17)

🔱 **Spirits of the Air (4)**: hp 108 each; see Appendix 1.

🔱 **Beholder**: hp 93; see *Monster Manual*.

🔱 **Ice Devil (Gelugon)**: hp 147; see *Monster Manual*.

APL 16 (EL 19)

🔱 **Spirits of the Air (4)**: hp 108 each; see Appendix 1.

🔱 **Elder Air Elemental (2)**: hp 204 each; see *Monster Manual* but with neutral evil alignment.

🔱 **Beholder**: hp 93; see *Monster Manual*.

🔱 **Ice Devil (Gelugon)**: hp 147; see *Monster Manual*.

🔱 **Horned Devil (Cornugon)**: hp 172; see *Monster Manual*.

Tactics:

The arrowhawks, the spirits of the air and the elder air elementals (depending on APL) are flying above or around the peak. At APL 14 and 16, the beholder and the devils stay in the « eye » of calm air (see below) except in

case of unusual circumstances. They can order the spirits of the air to suppress the tornado if needed.

Spirits of the air make a common use of *control winds*. The wind force in the node is Windstorm. The spirits of the air can easily increase it to Tornado. They are immune to wind effects and like to go in the funnel of the tornadoes where they are relatively well-protected against melee attacks.

One of the spirits of the air created a tornado on the platform with *control winds*. Spirits of the air can use *control winds* at will and this tornado is always recreated by one of the spirits of the air guarding the high peak. The wind direction of this tornado is a downdraft blow from the center outward in equal strength in all directions (to repel intruders). There is always an « eye » of calm air 80 ft in diameter and 40 ft high in the center of the area which is 600 ft in diameter and 80 ft high (by two uses of *control winds*). See *control winds* in *Player's Handbook* for details and *Dungeon Master's Guide* for wind effect. However, the spirits of the air can change this wind effect if needed by another use of *control winds*.

Spirits of the air have scent. If they think that something is invisible around them, they can cast *invisibility purge*. Also, they commonly use *detect magic* when they are patrolling around the peak.

At APL 14 and 16, the beholder is the gatekeeper. His duty is to guard the gate of the highest peak. His name is Xarfkarjzaz (or something even more difficult to pronounce) and he lives in the vertical shaft which opens in the platform (see **DM Aid #4 The Platform**). If something happens on the top of the platform, he comes immediately. He commands the spirits of the air.

At APL 14, the ice devil (named Nividius) is the envoy of Faarzephon, the great leader of the New Cabal in Ekbir (Lawful Evil faction and allied to the Ataphads). He is the immediate superior of the beholder. He has been sent here to make sure that everything is in order in the Air Node. He is almost always on the top of the platform (in the « eye » of the tornado) except if some serious problem happens elsewhere (and if the spirits of the air are unable to handle this problem).

At APL 16, two elder air elementals of Neutral Evil alignment, serving Yan C Bin, have been sent here to guard the Air Node. They usually patrol around the high peak. The ice devil (named Nividius) and the horned devil (named Fulguronos) are the envoys of Faarzephon, the great leader of the New Cabal in Ekbir (Lawful Evil faction and allied to the Ataphads). They are the

immediate superiors of the beholder. They have been sent here to make sure that everything is in order in the Air Node. They are almost always on the top of the platform (in the « eye » of the tornado) except if some serious problem happens elsewhere (and if the spirits of the air are unable to handle this problem) and, even in this case, one of them stays on the platform except in case of exceptional emergency. The devils are not especially happy to be here and are in a foul mood.

Note that the *summon baatezu* and *greater teleport* abilities of the devils don't function in the Air Node.

Treasure:

The treasure of the spirits of the air is in their lair (area 3 of the shaft). The treasure of the beholder is in his lair (area 4 of the shaft).

At APL 8, 10 and 12, the true medicine for the Stygian Leprosy is in area 3 of the shaft. At APL 14 and 16, it's in area 4.

The true medicine is in several potions. With these medicines, the PCs can cure the villagers.

At a distance of 100 ft (30 m) from the center of the platform and from the edge (see **DM Aid #4** The Platform), there is an iron trap door (5 ft by 5 ft) in the floor. This trap door is locked. Except at APL 8, this trap door is magically treated. The weight of this trapdoor is 450 kg (1000 lb). The door opens toward the top. To open the door, it is necessary to be able to lift the weight of this door (see the rules on lifting in *Player's Handbook*). There is an iron ring set securely in the trap door to lift it.

APL 8

🔧**Iron Trap Door:** 1 in. thick; hardness 10; hp 30; AC 3; Break DC 28; Open Lock DC 30.

APL 10 and 12

🔧**Magically Treated Iron Trap Door:** 1 in. thick; hardness 20; hp 80; AC 3; Break DC 48; Open Lock DC 30; Save against spells that could affect it +8.

APL 14 and 16

🔧**Magically Treated Iron Trap Door:** 1 in. thick; hardness 20; hp 80; AC 3; Break DC 48; Open Lock DC 40; Save against spells that could affect it +12.

Below the iron trap door, there is a 5ft by 5ft by 5ft space. Inside this space, there is an iron bottle with special seals. When opened, the bottle releases a cloud of blue gas which quickly condenses itself to form a large humanoid. It is a djinn named Roxafamiz.

Roxafamiz is an opponent of Yan C Bin on the Elemental Plane of Air. Roxafamiz belongs to the Chaotic Good

djinn society which fights the evil influence of Yan C Bin in their plane. Roxafamiz is one of the most inflexible opponents of Yan C Bin. Unfortunately, he was defeated and captured by the New Cabal and evil air elementals. He was sent here, prisoner in the bottle where he was unable to escape from. More, his *plane shift* spell-like ability is useless in the node.

When freed, Roxafamiz is grateful to the PCs. First he will come to help each PC once in the future at any time. He gives a magical amulet to each PC. To call him, it's enough to say loudly his name « Roxafamiz ». The amulet must be worn. Roxafamiz will help each PC only once.

Second, if one of the PCs is able to cast the *create water* spell, Roxafamiz gives him the power to cast *create wine*. The spell *create wine* is exactly the same as *create water* except that it creates red wine instead of water. The spell *create wine* is selected and prepared exactly the same way as *create water*.

Roxafamiz is a cheerful being always in the mood for jokes. He speaks Auran, Celestial, Common, Ignan and Ancient Baklunish. After having thanked the PCs, he wants to go out of the node (by the nearby gate). When he is back in the material plane, he takes leave of the PCs and plane shifts to the Elemental Plane of Air to report to his caliph.

Area 3 (DM Aid #4 The Platform): Treasure of the spirits of the air

APL 8: L: 0 gp; C: 0 gp; M: *true medicine* (0 gp).

APL 10: L: 0 gp; C: 100 gp; M: *true medicine* (0 gp), *air elemental gem* (187 gp per character)

APL 12: L: 0 gp; C: 20 gp; M: *true medicine* (0 gp), *air elemental gem* (187 gp per character)

APL 14: L: 0 gp; C: 100 gp; M: *air elemental gem* (187 gp per character).

APL 16: L: 0 gp; C: 100 gp; M: *air elemental gem* (187 gp per character).

Area 4 (DM Aid#4 The Platform): Treasure of the beholder

APL 8: L: 0 gp; C: 0 gp; M: 0 gp

APL 10: L: 0 gp; C: 0 gp; M: 0 gp.

APL 12: L: 0 gp; C: 0 gp; M: 0 gp.

APL 14: L: 0 gp; C: 700 gp; M: *true medicine* (0 gp), *horseshoes of a zephyr* (500 gp per character).

APL 16: L: 0 gp; C: 900 gp; M: *true medicine* (0 gp), *bottle of air* (604 gp per character), *wind fan* (458 gp per character); *horseshoes of a zephyr* (500 gp per character).

Development: The PCs can use the gate to come back to area 4 (Encounter 7). The PCs are free to explore the

temple further. When the players think that they have explored the temple enough, go to the Conclusion. They must not come back to the node. After their escape, the New Cabal sends reinforcements to the Air Node preventing any further escape. The gate of the high peak can lead to other places than area 4 of the Temple and it can be used as arrival and departure. But other uses of the gate require special keys. The gate can be used to go to and from Kazurka, the Dark Harbor of the Ataphad Islands. That's how the New Cabal can send reinforcements to the node.

If the PCs are unable to escape, they are prisoners in the node for several weeks. Go to the **Conclusion**.

Conclusion

If the PCs are prisoners in the node

If the PCs are unable to escape from the Air Node, they remain prisoners in the node for 8 TUs. At that time, they are exchanged against ataphad prisoners caught by Ekbir during the war between the Caliphate and the Ataphads. The war has indeed begun during their captivity. The PCs are released with their equipment (except for items found during this adventure). They are given to the authorities of the Caliphate of Ekbir. If the PCs come from other countries than Ekbir, their releases come from negotiations between Ekbir and their home countries which are now indebted to Ekbir. The Ekbirian prisoners of the Node are released at the same time.

Your freedom has been paid by the release of powerful Ataphad leaders. These Ataphads will fight against the army of Ekbir. But the Caliphate was not willing to abandon you. This is a new episode of the long war the Caliphate and you are waging against the followers of the God of Eternal Darkness.

If the PCs are free

Ambush?

If **Encounter 5** Ambush! has not yet been played (because the PCs managed to go to the Temple without being noticed by the spies), it happens now. The spies have learned about the intrusion of the PCs into the Temple and try to ambush the PCs as soon as they go out of the Temple. They are hiding on the top of the hill to surprise the PCs.

If **Encounter 5** Ambush! has already been played, nothing happens.

To cure the disease

Depending on what the PCs found, they can cure the villagers of the disease with the true medicine found in the Air Node (**Encounter 13**). This cure has no harmful side effects.

If the PCs cure the villagers from the disease with the true medicine, the villagers recover their normal intelligence. They are grateful to the PCs. They have little to give however.

Sarik, the player of bagpipes, offers to sell his bagpipes, the bagpipes of Oudjalif, to one of the PCs who is able to play the bagpipes better than he can. The villagers and other PCs become judges for this contest. This contest is solved with an opposed Perform (wind instruments) check between the PC and Sarik. If the PC wins, he is worthy of the bagpipes of Oudjalif and he can buy it. If several PCs win the opposed check against Sarik, only the PC with the highest check can buy it.

♣ **Sarik:** human Exp5; hp 32; Perform (wind instruments) +9.

Return to the Geomancer

If the PCs promised a full barrel of red wine in exchange for the rod of Avinar, it's time for them to keep their word.

If one of the PCs has learned the *create wine* spell from Roxafamiz, it's easy to give Avinar a full barrel of red wine.

If the PCs give Avinar a full barrel of red wine, Avinar will give them a bottle of perfume. He keeps this bottle hidden somewhere in the moors. It is a bottle of perfume of imperial rose (he made it with petals of imperial rose he found). The imperial rose is a legendary rose the gardeners of the baklunish emperors grew in the imperial gardens before the Invoked Devastation. The secret of the cultivation of these beautiful red roses was lost after the Cataclysm but strangely, from time to time a wild imperial rosebush is found somewhere in the Caliphate of Ekbir. It's always an extraordinary discovery. Imperial rose perfume is exquisite.

If any PC caught the disease

If any PC caught the disease and has not been able to be cured before the end of the adventure, it should be noted on the AR's notes.

Read this at the end no matter the outcome:

The wind has dropped but strangely not on your map. The Air Node is still active. What is the truth on the struggle between rival factions of the New Cabal? Is the summoning of the prince of evil elemental air still

possible? Walker Salidious may have the answers but who can be sure? What do the Ataphads plot? Clearly, this is not the end of the story. However, the sea is calm enough for ships. At last, the Great War fleet of Ekbir has cast off. The war against the Ataphads has begun!

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 5: Ambush!

Defeat the spies of the Temple

APL 8	240 xp
APL 10	300 xp
APL 12	360 xp
APL 14	420 xp
APL 16	480 xp

Encounter 8: The Shrine

Defeat the defenders of the Temple

APL 8	330 xp
APL 10	390 xp
APL 12	450 xp
APL 14	510 xp
APL 16	570 xp

Encounter 13: Escape from the Air Node

Defeat the jailers

APL 8	330 xp
APL 10	390 xp
APL 12	450 xp
APL 14	510 xp
APL 16	570 xp

Story Award

Find the true medicine (Encounter 13) and cure the disease of the villagers

APL 8	125 xp
APL 10	150 xp
APL 12	175 xp
APL 14	200 xp
APL 16	225 xp

Discretionary roleplaying award

APL 8	100 xp
APL 10	120 xp
APL 12	140 xp
APL 14	160 xp
APL 16	180 xp

Total possible experience:

APL 8	1125 xp
APL 10	1350 xp
APL 12	1575 xp
APL 14	1800 xp
APL 16	2025 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 PCs 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 PCs 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 4: The Geomancer

All APLs: *rod of Avinar* (16 gp per character).

Encounter 5: Ambush!

APL 8: L: 39 gp; C: 0 gp; M: *scroll of fireball* (31 gp per character), *scroll of dispel magic* (31 gp per PCs), *scroll of fly* (31 gp per character), 2 *potions of fly* (62 gp each per character).

APL 10: L: 39 gp; C: 0 gp; M: *scroll of fireball* (31 gp per character), *scroll of dispel magic* (31 gp per character), *scroll of fly* (31 gp per character), 2 *potions of fly* (62 gp each per character).

APL 12: L: 39 gp; C: 0 gp; M: *scroll of fireball* (31 gp per character), 2 *scrolls of dispel magic* (31 gp each per character), *scroll of fly* (31 gp per character), 2 *potions of fly* (62 gp each per character).

APL 14: L: 39 gp; C: 0 gp; M: *scroll of greater dispel magic* (137 gp per character), *scroll of overland flight* (93 gp per character), 2 *potions of fly* (62 gp each per character).

APL 16: L: 39 gp; C: 0 gp; M: *scroll of greater dispel magic* (137 gp per character), *scroll of overland flight* (93 gp per character), 2 *potions of fly* (62 gp each per character), *scroll of summon monster VII* (189 gp per character).

Encounter 8: The Shrine (including areas 11&12 of Encounter 7)

APL 8: L: 157 gp; C: 63 gp; M: +1 *full plate of light fortification* (470 gp per character), +1 *battleaxe* (192 gp per PCs), *scroll of dispel magic* (31 gp per character), 1 *potion of fly* (62 gp per character), 2 *potions of cure light wounds* (4 gp per character each), 2 *scrolls of cure light wounds* (2 gp per character each).

APL 10: L: 29 gp; C: 309 gp; M: +1 *full plate of light fortification* (470 gp per character), +1 *heavy steel shield of light fortification* (347 gp per character), +1 *battleaxe* (192 gp per character), *scroll of dispel magic* (31 gp per character), 2 *potions of fly* (62 gp each per character), 2 *potions of cure light wounds* (4 gp per character each), 2 *scrolls of cure light wounds* (2 gp per character each), 2 *scrolls of overland flight* (93 gp each per character).

APL 12: L: 29 gp; C: 53 gp; M: +1 *full plate of light fortification* (470 gp per character), +1 *heavy steel shield of light fortification* (347 gp per character), +1 *battleaxe* (192 gp per character), *broom of flying* (1416 gp per character), *scroll of transmute mud to rock* (93 gp per

character), *scroll of greater dispel magic* (137 gp per character), 2 *potions of cure light wounds* (4 gp per character each), 2 *scrolls of cure light wounds* (2 gp per character each).

APL 14: L: 30 gp; C: 380 gp; M: +1 *full plate of moderate fortification* (1470 gp per character), +1 *battleaxe* (192 gp per character), *carpet of flying 5 ft by 5 ft* (1666 gp per character), *scroll of transmute mud to rock* (93 gp per character), *scroll of greater dispel magic 14th level caster* (175 gp per character), *scroll of chain lightning* (137 gp per character), *scroll of fireball* (31 gp per character), *dust of disappearance* (291 gp per character), 2 *potions of cure light wounds* (4 gp per character each), 2 *scrolls of cure light wounds* (2 gp per character each), 2 *scrolls of overland flight* (93 gp each per character).

APL 16: L: 30 gp; C: 446 gp; M: +1 *full plate of moderate fortification* (1470 gp per character), +1 *full plate armor* (220 gp per character), +1 *heavy steel shield* (97 gp per character), *scroll of greater dispel magic 14th level caster* (175 gp per character), +1 *battleaxe* (192 gp per character), *scroll of transmute mud to rock* (93 gp per character), *scroll of greater dispel magic 16th level caster* (216 gp per character), *scroll of chain lightning* (137 gp per character), *scroll of fireball* (31 gp per character), *dust of disappearance* (291 gp per character), *carpet of flying 5 ft by 10 ft* (2916 gp per character), 2 *potions of cure light wounds* (4 gp per character each), 2 *scrolls of cure light wounds* (2 gp per character each), 2 *scrolls of overland flight* (93 gp each per character), 3 *cloak of resistance +1* (83 gp each per character).

Encounter 13: Escape from the Air Node

APL 8: L: 0 gp; C: 0 gp; M: 0 gp

APL 10: L: 0 gp; C: 100 gp; M: *air elemental gem* (187 gp per PCs)

APL 12: L: 0 gp; C: 20 gp; M: *air elemental gem* (187 gp per PCs)

APL 14: L: 0 gp; C: 800 gp; M: *air elemental gem* (187 gp per character), *horseshoes of a zephyr* (500 gp per character).

APL 16: L: 0 gp; C: 1000 gp; M: *air elemental gem* (187 gp per character), *bottle of air* (604 gp per character), *wind fan* (458 gp per character); *horseshoes of a zephyr* (500 gp per character).

Conclusion

All APLs: *bottle of perfume of imperial rose* (41 gp per PCs).

Total Possible Treasure

APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp
APL 14:	6,600 gp
APL 16:	9,900 gp

Items for the Adventure Record

☛ **The Rod of Avinar:** This Y-shaped rod is sensitive to earth currents. When held by both ends, it vibrates all the more intensely as earth currents get stronger. Frequency: Adventure; Market Price: 200 gp.

☛ **Promise of Sargen:** Sargen has promised to help you to defeat Lareth the Beautiful.

☛ **Purple Robes of Tharizdun:** This PC has found one purple robe of Tharizdun.

☛ **Torch of Revealing:** This PC has found one torch of revealing.

☛ **Incense of Dreaming:** This PC has found two cone-shaped balls of *incense of dreaming*. These cones of dull black material are for use in *torches of revealing*.

☛ **Blessing of the Dark God:** This PC gains Darkvision 60 ft and Light Blindness (abrupt exposure to bright light [such as sunlight or *daylight* spell] blinds the PCs for 1 round. On subsequent rounds, he is dazzled while operating in bright light). This effect can be removed with a *break enchantment* against DC 11+APL. Both effects are removed at once (darkvision and light blindness). If they are not removed before, these effects disappear after 4 TUs.

☛ **Hideous Nightmares:** This PC has hideous nightmares each night except when sleeping in a *protected from evil* area (such as an area under a *hallow* spell). Each morning after having suffered nightmares, the PC is fatigued (Fortitude Save DC 20 negates, PCs *Touched by the Lord of Destruction* from VTF 4-04 suffer a -2 circumstance penalty to this check). It has no harmful effect besides this and does not prevent them from regaining spells. This effect can be removed with a *break enchantment* against DC 11+APL.

☛ **Gratitude of Roxafamiz:** The Djinn Roxafamiz thanks the PC for his freedom.

First he will come to help the PC once in the future at any time. He has given a magical amulet to the PC. To call him, the PC must say loudly his name and the amulet must be worn. Roxafamiz is a normal djinn (see *Monster*

Manual). Roxafamiz will help the PCs only once (cross this paragraph when used).

Second, if the PC is able to cast the *create water* spell, Roxafamiz gives him the power to cast *create wine*. The spell *create wine* is exactly the same as *create water* except that it creates red wine instead of water. The spell *create wine* is selected and prepared exactly the same way as *create water*.

☛ **The Bottle of Perfume of Imperial Rose:** This extraordinary perfume was made with petals of a legendary baklunish flower, the imperial rose. This perfume is exquisite and very rare. Frequency: metaregional; Market Price: 500 gp.

On one AR only:

☛ **The Bagpipes of Oudjalif:** These carefully crafted bagpipes have been the property of the ekbirian bard Oudjalif. His descendant, Sarik, has offered to sell you to these bagpipes as a reward for having cured the disease of his village. The bagpipes grants his owner a +5 competence bonus on Perform (wind instruments) checks made while playing them. If the musician succeeds on a DC 20 Perform (wind instruments) check he can use *magic circle against evil*, *repel vermin* or *fear* by playing the correct notes. Each of these spells is usable once per day. Frequency: Metaregional; CL 7th, *magic circle against evil*, *repel vermin*, *fear*, Craft Wondrous Item, Price 25,500 gp.

Appendix 1: NPCs

Encounter 5: Ambush!

APL 8 (EL 8)

☛**Margaz:** Female Halfling Rog5/Asn1; CR 6; Small Humanoid (Halfling); HD 6d6+12; hp 38; Init +3; Spd 20 ft; AC 16 [+2 armor, +3 Dex, +1 size] touch 14, flat-footed 16; Base Atk +3; Grp -2; Atk +8 melee (1d4-1+poison, small rapier [crit 18-20]) or +7 ranged (1d3+poison, small hand crossbow [crit 19-20]); Full Atk +8 melee (1d4-1+poison, small rapier [crit 18-20]) or +7 ranged (1d3+poison, small hand crossbow [crit 19-20]); SA sneak attack +4d6, death attack, poison use, spells; SQ halfling traits, evasion, uncanny dodge, trapfinding, trap sense +1; AL LE; SV Fort +4; Ref +10; Will +2; Str 8, Dex 16, Con 14, Int 15, Wis 10, Cha 14.

Skills and Feats: Bluff +11, Disguise +11, Escape Artist +12, Hide +16, Listen +10, Move Silently +14, Search +10, Sense Motive +8, Spot +8, Tumble +12; Dodge, Mobility, Weapon Finesse.

Possessions: masterwork small rapier, small hand crossbow, bolts (20), small leather armor, ~~vial of large scorpion venom (2 doses)~~, 2 *potions of fly*.

Spells Known (1; base DC = 12 + spell level): 1st—*[obscuring mist, true strike]*.

Poison: large scorpion venom (injury DC 18, initial damage 1d6 Str, secondary damage 1d6 Str).

Notes: If prepared to ambush the PCs, Margaz has smeared one dose of poison on her rapier and another one on one of her crossbow bolts.

☛**Sirya:** Female Human Sor6; CR 6; Medium Humanoid (Human); HD 6d4+12; hp 27; Init +6; Spd 30 ft; AC 12 [+2 Dex] touch 12, flat-footed 10; Base Atk +3; Grp +2; Atk +2 melee (1d4-1, dagger [crit 19-20]) or +5 ranged (1d8, light crossbow [crit 19-20]); Full Atk +2 melee (1d4-1, dagger [crit 19-20]) or +5 ranged (1d8, light crossbow [crit 19-20]); SA spells; AL LE; SV Fort +4; Ref +4; Will +6; Str 8, Dex 14, Con 14, Int 12, Wis 12, Cha 16 (20).

Skills and Feats: Bluff +12 (+14), Concentration +11, Spellcraft +10; Combat Casting, Improved Initiative, Spell Focus (Enchantment), Greater Spell Focus (Enchantment).

Possessions: dagger, light crossbow, 20 bolts, *scroll of fireball*, *scroll of dispel magic*, *scroll of fly*, ~~*scroll of invisibility*~~, ~~*scroll of eagle's splendor*~~, ~~*scroll of displacement*~~.

Spells Known (6/7/6/4; base DC = 15 (17) + spell level for spells of the school of Enchantment, base DC = 13 (15) + spell level for other spells): 0- *daze*, *detect*

magic, *resistance*, *read magic*, *ray of frost*, *touch of fatigue*, *message*, 1st—*charm person*, *magic missile*, *ray of enfeeblement*, *sleep*, 2nd-*Tasha's hideous laughter*, *web*, 3rd-*hold person*.

Notes: if prepared to ambush the PCs, Sirya has used a *scroll of invisibility*, a *scroll of eagle's splendor* and a *scroll of displacement* (statistics in parenthesis).

APL 10 (EL 10)

☛**Margaz:** Female Halfling Rog5/Asn3; CR 8; Small Humanoid (Halfling); HD 8d6+16; hp 49; Init +3; Spd 20 ft; AC 16 [+2 armor, +3 Dex, +1 size] touch 14, flat-footed 16; Base Atk +5; Grp +0; Atk +10 melee (1d4-1[1d4]+poison, small rapier [crit 18-20]) or +9 ranged (1d3+poison, small hand crossbow [crit 19-20]); Full Atk +10 melee (1d4-1 [1d4]+poison, small rapier [crit 18-20]) or +9 ranged (1d3+poison, small hand crossbow [crit 19-20]); SA sneak attack +5d6, death attack, poison use, spells; SQ halfling traits, evasion, uncanny dodge, improved uncanny dodge, +1 save against poison, trapfinding, trap sense +1; AL LE; SV Fort +5; Ref +11; Will +3; Str 8, Dex 16, Con 14, Int 16 (20), Wis 10, Cha 14.

Skills and Feats: Bluff +13, Disguise +13, Escape Artist +14, Hide +18, Listen +11, Move Silently +16, Search +11 (+13), Sense Motive +8, Spot +8, Tumble +14; Dodge, Mobility, Weapon Finesse.

Possessions: masterwork small rapier, small hand crossbow, bolts (20), small leather armor, ~~vial of purple worm poison (2 doses)~~, 2 *potions of fly*, ~~*potion of fox's cunning*~~, ~~*potion of displacement*~~, ~~*oil of magic weapon*~~.

Spells Known (3/1; base DC = 13 (15) + spell level): 1st—*disguise self*, *obscuring mist*, *true strike*, 2nd—*fox's cunning*, ~~*undetectable alignment*~~.

Poison: purple worm poison (injury DC 24, initial damage 1d6 Str, secondary damage 2d6 Str).

Notes: If prepared to ambush the PCs, Margaz has smeared one dose of poison on her rapier and another one on one of her crossbow bolts. She has also drunk a *potion of fox's cunning*, a *potion of displacement* and has applied an *oil of magic weapon* to her rapier (statistics in parenthesis). She has cast *undetectable alignment* as she does every day.

☛**Sirya:** Female Human Sor8; CR 8; Medium Humanoid (Human); HD 8d4+16; hp 36; Init +6 (+8); Spd 30 ft; AC 12 (14) [+2 (+4) Dex] touch 12 (14), flat-footed 10; Base Atk +4; Grp +3; Atk +3 melee (1d4-1, dagger [crit 19-20]) or +6 (+8) ranged (1d8, light crossbow [crit 19-20]); Full Atk +3 melee (1d4-1, dagger [crit 19-20]) or +6 (+8) ranged (1d8, light crossbow [crit 19-20])

19-20)); SA spells; AL LE; SV Fort +4; Ref +4 (+6); Will +7; Str 8, Dex 14 (18), Con 14, Int 12, Wis 12, Cha 17 (21).

Skills and Feats: Bluff +14 (+16), Concentration +13, Spellcraft +12; Combat Casting, Improved Initiative, Spell Focus (Enchantment), Greater Spell Focus (Enchantment).

Possessions: dagger, light crossbow, 20 bolts, *scroll of fireball*, *scroll of dispel magic*, *scroll of fly*, ~~*scroll of invisibility*~~, ~~*scroll of cat's grace*~~, ~~*scroll of eagle's splendor*~~, ~~*scroll of displacement*~~.

Spells Known (6/7/7/6/3; base DC = 15 (17) + spell level for spells of the school of enchantment, base DC = 13 (15) + spell level for other spells): 0-*acid splash*, *daze*, *detect magic*, *resistance*, *read magic*, *ray of frost*, *touch of fatigue*, *message*, 1st—*charm person*, *magic missile*, *ray of enfeeblement*, *sleep*, *shield*, 2nd-*scorching ray*, *Tasha's hideous laughter*, *web*, 3rd-*fly*, *hold person*, 4th-*confusion*.

Notes: if prepared to ambush the PCs, Sirya has used a *scroll of invisibility*, a *scroll of cat's grace*, a *scroll of eagle's splendor* and a *scroll of displacement* (statistics in parenthesis). At your discretion, she might have cast other spells such as *shield*.

APL 12 (EL 12)

☛**Margaz:** Female Halfling Rog5/Asn5; CR 10; Small Humanoid (Halfling); HD 10d6+20; hp 60 (70); Init +3 (+5); Spd 20 ft; AC 16 (18) [+2 armor, +3 (+5) Dex, +1 size] touch 14 (16), flat-footed 16 (18); Base Atk +6/+1; Grp +1; Atk +11 (+13) melee (1d4-1[1d4]+poison, small rapier [crit 18-20 (15-20)]) or +10 (+12) ranged (1d3+poison, small hand crossbow [crit 19-20]); Full Atk +11/+6 (+13/+8) melee (1d4-1 [1d4]+poison, small rapier [crit 18-20 (15-20)]) or +10 (+12) ranged (1d3+poison, small hand crossbow [crit 19-20]); SA sneak attack +6d6, death attack, poison use, spells; SQ halfling traits, evasion, uncanny dodge, improved uncanny dodge, +2 save against poison, trapfinding, trap sense +1; AL LE; SV Fort +5; Ref +12 (+14); Will +3; Str 8, Dex 16 (20), Con 14, Int 16 (20), Wis 10, Cha 14.

Skills and Feats: Bluff +15, Disguise +15, Escape Artist +16 (+18), Hide +20 (+22), Listen +13, Move Silently +18 (+20), Search +11 (+13), Sense Motive +8, Spot +8, Tumble +16 (+18); Dodge, Mobility, Weapon Finesse, Elusive Target*.

Possessions: masterwork small rapier, small hand crossbow, bolts (20), small leather armor, ~~*vial of deathblade*~~ (2 doses), 2 *potions of fly*, ~~*potion of cat's grace*~~, ~~*potion of displacement*~~, *oil of magic weapon*.

Spells Known (4/3/1; base DC = 13 (15) + spell level): 1st—*disguise self*, *feather fall*, *obscuring mist*,

true strike, 2nd—~~*fox's cunning*~~, *invisibility*, ~~*undetectable alignment*~~, 3rd-~~*false life*~~, *nondetection*.

Poison: deathblade (injury DC 20, initial damage 1d6 Con, secondary damage 2d6 Con).

Notes: If prepared to ambush the PCs, Margaz has smeared one dose of poison on her rapier and another one on one of her crossbow bolts. She has also drunk a *potion of cat's grace*, a *potion of displacement* and has applied an *oil of magic weapon* and an *oil of keen edge* to her rapier (statistics in parenthesis). She has cast *undetectable alignment* as she does every day, *fox's cunning* and *false life* (+10 temporary hp).

* See **Appendix 2:** New Rules Items

☛**Sirya:** Female Human Sor10; CR 10; Medium Humanoid (Human); HD 10d4+20; hp 45; Init +6 (+8); Spd 30 ft; AC 12 (14) [+2 (+4) Dex] touch 12 (14), flat-footed 10; Base Atk +5; Grp +4; Atk +4 melee (1d4-1, dagger [crit 19-20]) or +7 (+9) ranged (1d8, light crossbow [crit 19-20]); Full Atk +4 melee (1d4-1, dagger [crit 19-20]) or +7 (+9) ranged (1d8, light crossbow [crit 19-20]); SA spells; AL LE; SV Fort +5; Ref +5 (+7); Will +8; Str 8, Dex 14 (18), Con 14, Int 12, Wis 12, Cha 17 (21).

Skills and Feats: Bluff +16 (+18), Concentration +15, Spellcraft +14; Combat Casting, Improved Initiative, Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Weapon Focus (ray).

Possessions: dagger, light crossbow, 20 bolts, *scroll of fireball*, 2 *scrolls of dispel magic*, *scroll of overland flight*, ~~*scroll of invisibility*~~, ~~*scroll of cat's grace*~~, ~~*scroll of eagle's splendor*~~, ~~*scroll of displacement*~~.

Spells Known (6/7/7/7/5/3; base DC = 15 (17) + spell level for spells of the school of Enchantment, base DC = 13 (15) + spell level for other spells): 0-*acid splash*, *daze*, *detect magic*, *resistance*, *read magic*, *ray of frost*, *touch of fatigue*, *mending*, *message*, 1st—*charm person*, *magic missile*, *ray of enfeeblement*, *sleep*, *shield*, 2nd-*mirror image*, *scorching ray*, *Tasha's hideous laughter*, *web*, 3rd-*fly*, *hold person*, *vampiric touch*, 4th-*confusion*, *Evard's black tentacles*, 5th-*dominate person*.

Notes: if prepared to ambush the PCs, Sirya has used a *scroll of invisibility*, a *scroll of cat's grace*, a *scroll of eagle's splendor* and a *scroll of displacement* (statistics in parenthesis). At your discretion, she might have cast other spells such as *shield*.

APL 14 (EL 14)

☛**Margaz:** Female Halfling Rog5/Asn7; CR 12; Small Humanoid (Halfling); HD 12d6+24; hp 72 (81); Init +7 (+11); Spd 20 ft; AC 16 (18) [+2 armor, +3 (+5) Dex, +1

size] touch 14 (16), flat-footed 16 (18); Base Atk +8/+3; Grp +3 (+5); Atk +13 (+15) melee (1d4-1[1d4+2]+poison, small rapier [crit 18-20 (15-20)]) or +12 (+14) ranged (1d3+poison, small hand crossbow [crit 19-20]); Full Atk +13/+8 (+15/+10) melee (1d4-1 [1d4+2]+poison, small rapier [crit 18-20 (15-20)]) or +12 (+14) ranged (1d3+poison, small hand crossbow [crit 19-20]); SA sneak attack +7d6, death attack, poison use, spells; SQ halfling traits, evasion, uncanny dodge, improved uncanny dodge, +3 save against poison, trapfinding, trap sense +1; AL LE; SV Fort +6; Ref +13 (+15); Will +4; Str 8 (12), Dex 16 (20), Con 14, Int 17 (21), Wis 10, Cha 14.

Skills and Feats. Bluff +17, Disguise +17, Escape Artist +18 (+20), Hide +22 (+24), Listen +15, Move Silently +20 (+22), Search +11 (+13), Sense Motive +8, Spot +8, Tumble +18 (+20); Dodge, Improved Initiative, Mobility, Weapon Finesse, Elusive Target*.

Possessions: masterwork small rapier, small hand crossbow, bolts (20), small leather armor, ~~vial of deathblade (2 doses)~~, ~~2 potions of fly~~, ~~oil of keen edge~~, ~~potion of bull's strength~~, ~~potion of displacement~~, ~~oil of magic weapon~~.

Spells Known (4/4/3; base DC = 13 (15) + spell level): 1st—~~disguise self~~, ~~feather fall~~, ~~obscuring mist~~, ~~true strike~~, 2nd—~~cat's grace~~, ~~fox's cunning~~, ~~invisibility~~, ~~undetectable alignment~~, 3rd ~~false life~~, ~~magic circle against good~~, ~~nondetection~~.

Poison: deathblade (injury DC 20, initial damage 1d6 Con, secondary damage 2d6 Con).

Notes: If prepared to ambush the PCs, Margaz has smeared one dose of poison on her rapier and another one on one of her crossbow bolts. She has also drunk a *potion of bull's strength*, a *potion of displacement* and has applied an *oil of magic weapon* and an *oil of keen edge* to her rapier (statistics in parenthesis). She has cast *undetectable alignment* as she does every day, *cat's grace*, *fox's cunning* and *false life* (+10 temporary hp).

* See **Appendix 2:** New Rules Items

◆ **Sirya:** Female Human Sor12; CR 12; Medium Humanoid (Human); HD 12d4+24; hp 54; Init +6 (+8); Spd 30 ft; AC 12 (14) [+2 (+4) Dex] touch 12 (14), flat-footed 10; Base Atk +6/+1; Grp +5; Atk +5 melee (1d4-1, dagger [crit 19-20]) or +8 (+10) ranged (1d8, light crossbow [crit 19-20]); Full Atk +5/+0 melee (1d4-1, dagger [crit 19-20]) or +8 (+10) ranged (1d8, light crossbow [crit 19-20]); SA spells; AL LE; SV Fort +6; Ref +6 (+8); Will +11; Str 8, Dex 14 (18), Con 14, Int 12, Wis 12, Cha 18 (22).

Skills and Feats. Bluff +18 (+20), Concentration +17, Spellcraft +16; Combat Casting, Improved

Initiative, Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Weapon Focus (ray), Iron Will.

Possessions: dagger, light crossbow, 20 bolts, *scroll of greater dispel magic*, *scroll of overland flight*, ~~*scroll of invisibility*~~, ~~*scroll of cat's grace*~~, ~~*scroll of eagle's splendor*~~, ~~*scroll of displacement*~~.

Spells Known (6/7/7/7/7/5/3; base DC = 16 (18) + spell level for spells of the school of Enchantment, base DC = 14 (16) + spell level for other spells): 0-*acid splash*, *daze*, *detect magic*, *resistance*, *read magic*, *ray of frost*, *touch of fatigue*, *mending*, *message*, 1st—*charm person*, *magic missile*, *ray of enfeeblement*, *sleep*, *shield*, 2nd-*mirror image*, *scorching ray*, *see invisibility*, *Tasha's hideous laughter*, *web*, 3rd-*fireball*, *fly*, *hold person*, *vampiric touch*, 4th-*confusion*, *dimension door*, *Evard's black tentacles*, 5th-*dominate person*, *feeblemind*, 6th-*flesh to stone*.

Notes: if prepared to ambush the PCs, Sirya has used a *scroll of invisibility*, a *scroll of cat's grace*, a *scroll of eagle's splendor* and a *scroll of displacement* (statistics in parenthesis). At your discretion, she might have cast other spells such as *shield*.

APL 16 (EL 16)

◆ **Margaz:** Female Halfling Rog5/Asn9; CR 14; Small Humanoid (Halfling); HD 14d6+28; hp 84 (93); Init +7 (+11); Spd 20 ft; AC 16 (18) [+2 armor, +3 (+5) Dex, +1 size] touch 14 (16), flat-footed 16 (18); Base Atk +9/+4; Grp +4 (+6); Atk +14 (+16) melee (1d4-1[1d4+2]+poison, small rapier [crit 18-20 (15-20)]) or +13 (+15) ranged (1d3+poison, small hand crossbow [crit 19-20]); Full Atk +14/+9 (+16/+11) melee (1d4-1 [1d4+2]+poison, small rapier [crit 18-20 (15-20)]) or +13 (+15) ranged (1d3+poison, small hand crossbow [crit 19-20]); SA sneak attack +8d6, death attack, poison use, spells; SQ halfling traits, evasion, uncanny dodge, improved uncanny dodge, hide in plain sight, +4 save against poison, trapfinding, trap sense +1; AL LE; SV Fort +7; Ref +14 (+16); Will +5; Str 8 (12), Dex 16 (20), Con 14, Int 17 (21), Wis 10, Cha 14.

Skills and Feats. Bluff +19, Disguise +19, Escape Artist +20 (+22), Hide +24 (+26), Listen +17, Move Silently +22 (+24), Search +11 (+13), Sense Motive +8, Spot +8, Tumble +20 (+22); Dodge, Improved Initiative, Mobility, Weapon Finesse, Elusive Target*

Possessions: masterwork small rapier, small hand crossbow, bolts (20), small leather armor, ~~vial of deathblade (2 doses)~~, ~~2 potions of fly~~, ~~oil of keen edge~~, ~~potion of bull's strength~~, ~~potion of displacement~~, ~~oil of magic weapon~~.

Spells Known (4/4/4/2; base DC = 13 (15) + spell level): 1st—*disguise self*, *feather fall*, *obscuring mist*,

true strike, 2nd—~~cat's grace~~, ~~fox's cunning~~, *invisibility*, ~~undetectable alignment~~, 3rd—*deeper darkness*, ~~false life~~, *magic circle against good*, *nondetection*, 4th—*dimension door*, *freedom of movement*, *greater invisibility*.

Poison: deathblade (injury DC 20, initial damage 1d6 Con, secondary damage 2d6 Con).

Notes: If prepared to ambush the PCs, Margaz has smeared one dose of poison on her rapier and another one on one of her crossbow bolts. She has also drunk a *potion of bull's strength*, a *potion of displacement* and has applied an *oil of magic weapon* and an *oil of keen edge* to her rapier (statistics in parenthesis). She has cast *undetectable alignment* as she does every day, *cat's grace*, *fox's cunning* and *false life* (+10 temporary hp).

* See **Appendix 2:** New Rules Items

☛**Sirya:** Female Human Sor14; CR 14; Medium Humanoid (Human); HD 14d4+28; hp 63; Init +6 (+8); Spd 30 ft; AC 12 (14) [+2 (+4) Dex] touch 12 (14), flat-footed 10; Base Atk +7/+2; Grp +6; Atk +6 melee (1d4-1, dagger [crit 19-20]) or +9 (+11) ranged (1d8, light crossbow [crit 19-20]); Full Atk +6/+1 melee (1d4-1, dagger [crit 19-20]) or +9 (+11) ranged (1d8, light crossbow [crit 19-20]); SA spells; AL LE; SV Fort +6; Ref +6 (+8); Will +12; Str 8, Dex 14 (18), Con 14, Int 12, Wis 12, Cha 18 (22).

Skills and Feats: Bluff +20 (+22), Concentration +19, Spellcraft +18; Combat Casting, Improved Initiative, Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Weapon Focus (ray), Iron Will.

Possessions: dagger, light crossbow, 20 bolts, *scroll of summon monster VII*, *scroll of greater dispel magic*, *scroll of overland flight*, ~~*scroll of invisibility*~~, ~~*scroll of cat's grace*~~, ~~*scroll of eagle's splendor*~~, ~~*scroll of displacement*~~.

Spells Known (6/7/7/7/7/6/5/3); base DC = 16 (18) + spell level for spells of the school of Enchantment, base DC = 14 (16) + spell level for other spells): 0—*acid splash*, *daze*, *detect magic*, *resistance*, *read magic*, *ray of frost*, *touch of fatigue*, *mending*, *message*, 1st—[*charm person*, *magic missile*, *ray of enfeeblement*, *sleep*, *shield*, 2nd—*mirror image*, *scorching ray*, *see invisibility*, *Tasha's hideous laughter*, *web*, 3rd—*fireball*, *fly*, *hold person*, *vampiric touch*, 4th—*confusion*, *dimension door*, *enervation*, *Evard's black tentacles*, 5th—*dominate person*, *feeblemind*, *overland flight*, 6th—*flesh to stone*, *greater dispel magic*, 7th—*mass hold person*.

Notes: if prepared to ambush the PCs, Sirya has used a *scroll of invisibility*, a *scroll of cat's grace*, a *scroll of eagle's splendor* and a *scroll of displacement* (statistics

in parenthesis). At your discretion, she might have cast other spells such as *shield*.

Encounter 8: The Shrine

APL 8 (EL 11)

☛**Gorgdai:** Tiefling Clr7; CR 7; Medium Outsider (Native); HD 7d8+14; hp 53 (60); Init +5; Spd 20 ft; AC 21 [+8 armor +2 shield +1 Dex] touch 11, flat-footed 20; Base Atk +5 (+7/+2); Grp +7 (+12); Atk +8 (+13) melee (1d8+2 heavy mace [1d8+5]); Full Atk +8 (+13/+8) melee (1d8+2 heavy mace [1d8+5]); SA *darkness*, rebuke undead 4/day; SQ Darkvision 60 ft, resistance to cold 5, electricity 5, and fire 5; AL LE; SV Fort +7; Ref +3; Will +8 (+10); Str 14 (20), Dex 12, Con 14, Int 10, Wis 16 (20), Cha 12.

Skills and Feats: Concentration +12, Knowledge (religion) +10; Combat Casting, Divine Spell Power*, Improved Initiative.

Possessions: full plate armor, heavy steel shield, masterwork heavy mace, holy symbol of Tharizdun, ~~*scroll of owl's wisdom*~~, *scroll of dispel magic*, 2 *scrolls of cure light wounds*, ~~*scroll of prayer*~~.

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 (15) + spell level): 0—*detect magic*, *resistance*, *guidance*, *cure minor wounds* x3; 1st—~~*shield of faith*~~, *divine favor*, *bles*, *bane*, *doom*, *mage armor**, 2nd—*bear's endurance*, ~~*bull's strength*~~, *cure moderate wounds*, *spiritual weapon*, *magic missile**, 3rd—*dispel magic*, *invisibility purge*, *contagion*, *blast of force**, 4th—~~*divine power*~~, *Otiluke's resilient sphere**.

* Domains: Evil- Cast evil spells at +1 caster level; Force- By manipulating cosmic forces of inertia and force, once per day the cleric can reroll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls. This granted power is considered a supernatural ability.

Notes: if the alarm has been raised, Gorgdai has cast some spells before the combat, especially *divine power* (statistics in parenthesis). He has cast *owl's wisdom* (statistics in parenthesis) and *prayer* (statistics not included) from scrolls. He can cast spell on Harkar too, notably *bull's strength* and *shield of faith*. You can decide that Gorgdai has cast other spells as well, depending on the situation.

In area 8, Gorgdai benefits from a *protection from good* effect due to the *unhallow* spell, which gives him a +2 deflection bonus to AC and a +2 resistance bonus to saves against attacks made or effects created by good creatures. These bonuses are not included in the

statistics. The *unhallow* spell gives also *freedom of movement* to Gorgdai.

*See **Appendix 2:** New Rules Items

🗡️**Harkar:** Duergar Ftr6; CR 7; Medium Humanoid (Dwarf); HD 6d10+18; hp 59; Init +2; Spd 20 ft; AC 22 (25) [+9 armor, +2 shield, +1 Dex (+3 deflection)] touch 11 (14), flat-footed 21 (24); Base Atk +6/+1; Grp +9; Atk +11 (+13) melee (1d8+6 [1d8+8], *+1 battleaxe* [crit x3]) or +8 ranged (1d8, light crossbow [crit 19-20]); Full Atk +11/+6 (+13/+8) melee (1d8+6 [1d8+8], *+1 battleaxe* [crit x3]) or +8 ranged (1d8, light crossbow [crit 19-20]); SA duergar traits, spell-like abilities; SQ darkvision 60 ft, duergar traits; AL LE; SV Fort +8; Ref +4; Will +4; Str 16 (20), Dex 14, Con 16, Int 10, Wis 14, Cha 4.

Skills and Feats: Climb +12 (+14), Move Silently +10, Listen +3, Spot +3; Weapon Focus (battleaxe), Weapon Specialization (battleaxe), Dodge, Mobility, Elusive Target (see appendix 2), Combat Expertise, Power Attack.

Possessions: *+1 full plate armor of light fortification*, heavy steel shield, *+1 battleaxe*, light crossbow, 20 bolts, *2 potions of cure light wounds*.

Notes: if alarm has been raised, Gorgdai has cast some spells on Harkar (statistics in parenthesis).

In area 8, Harkar benefits from a *protection from good* effect due to the *unhallow* spell, which gives him a +2 deflection bonus to AC and a +2 resistance bonus to saves against attacks made or effects created by good creatures. These bonuses are not included in the statistics. The *unhallow* spell gives also *freedom of movement* to Harkar.

APL 10 (EL 13)

🗡️**Gorgdai:** Tiefling Clr8; CR 8; Medium Outsider (Native); HD 8d8+16; hp 60 (68); Init +5; Spd 20 ft; AC 21 [+8 armor +2 shield +1 Dex] touch 11, flat-footed 20; Base Atk +6/+1 (+8/+3); Grp +8 (+13); Atk +9 (+15) melee (1d8+2 [1d8+7], heavy mace); Full Atk +9/+4 (+15/+10) melee (1d8+2 [1d8+7], heavy mace); SA *darkness*, rebuke undead 4/day; SQ Darkvision 60 ft, resistance to cold 5, electricity 5, and fire 5; AL LE; SV Fort +8; Ref +3; Will +9 (+11); Str 14 (20), Dex 12, Con 14, Int 10, Wis 17 (21), Cha 12.

Skills and Feats: Concentration +12, Knowledge (religion) +10; Combat Casting, Divine Spell Power*, improved initiative.

Possessions: full plate armor, heavy steel shield, masterwork heavy mace, holy symbol of Tharizdun, ~~scroll of owl's wisdom~~, *scroll of dispel magic*, *2 scrolls of cure light wounds*, ~~scroll of prayer~~.

Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 (15) + spell level): 0-*detect magic*, *resistance*, *guidance*, *cure minor wounds*x3; 1st-~~*shield of faith*~~, *divine favor*, *bless*, *bane*, *doom*, *mage armor**, 2nd-*bear's endurance*, ~~*bull's strength*~~, *cure moderate wounds*, *spiritual weapon*, *magic missile**, 3rd-*bestow curse*, *dispel magic*, *invisibility purge*, ~~*magic vestment*~~, *blast of force**, 4th ~~*divine power*~~, ~~*greater magic weapon*~~, *Otiluke's resilient sphere**.

* Domains: Evil- Cast evil spells at +1 caster level; Force- By manipulating cosmic forces of inertia and force, once per day the cleric can reroll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls. This granted power is considered a supernatural ability.

Notes: if the alarm has been raised, Gorgdai has cast some spells before the combat, especially *divine power* and *greater magic weapon* (statistics in parenthesis). He has cast *owl's wisdom* (statistics in parenthesis) and *prayer* (statistics not included) from scrolls. He can cast spell on Harkar too, notably *bull's strength*, *magic vestment* and *shield of faith*. You can decide that Gorgdai has cast other spells as well, depending on the situation.

In area 8, Gorgdai benefits from a *protection from good* effect due to the *unhallow* spell, which gives him a +2 deflection bonus to AC and a +2 resistance bonus to saves against attacks made or effects created by good creatures. These bonuses are not included in the statistics. The *unhallow* spell gives also *freedom of movement* to Gorgdai.

*See **Appendix 2:** New Rules Items

🗡️**Harkar:** Duergar Ftr7; CR 8; Medium Humanoid (Dwarf); HD 7d10+21; hp 68; Init +2; Spd 20 ft; AC 23 (31) [+9 armor, +3 [+5] shield, +1 Dex, (+3 deflection), (+3 natural)] touch 11 (14), flat-footed 22 (30); Base Atk +7/+2; Grp +10; Atk +12 (+14) melee (1d8+6 [1d8+8], *+1 battleaxe* [crit x3]) or +9 ranged (1d8, light crossbow [crit 19-20]); Full Atk +12/+7 (+14/+9) melee (1d8+6 [1d8+8], *+1 battleaxe* [crit x3]) or +9 ranged (1d8, light crossbow [crit 19-20]); SA duergar traits, spell-like abilities; SQ darkvision 60 ft, duergar traits; AL LE; SV Fort +8; Ref +4; Will +4; Str 16 (20), Dex 14, Con 16, Int 10, Wis 14, Cha 4.

Skills and Feats: Climb +13 (+15), Move Silently +11, Listen +3, Spot +3; Weapon Focus (battleaxe), Weapon Specialization (battleaxe), Dodge, Mobility, Elusive Target*, Combat Expertise, Power Attack.

Possessions: *+1 full plate armor of light fortification*, *+1 heavy steel shield of light fortification*,

+1 battleaxe, 2 potions of cure light wounds, light crossbow, 20 bolts, ~~potion of barkskin~~ +3.

Notes: if alarm has been raised, Gorgdai has cast some spells on Harkar (statistics in parenthesis). Harkar has also used his *potion of barkskin*.

In area 8, Harkar benefits from a *protection from good* effect due to the *unhallow* spell, which gives him a +2 deflection bonus to AC and a +2 resistance bonus to saves against attacks made or effects created by good creatures. These bonuses are not included in the statistics. The *unhallow* spell gives also *freedom of movement* to Harkar.

* See **Appendix 2:** New Rules Items

APL 12 (EL 15)

☛ **Gorgdai:** Tiefling Clr10; CR 10; Medium Outsider (Native); HD 10d8+20; hp 75 (85); Init +5; Spd 20 ft; AC 21 [+8 armor +2 shield +1 Dex] touch 11, flat-footed 20; Base Atk +7/+2 (+10/+5); Grp +9 (+15); Atk +10 (+17) melee (1d8+2 [1d8+7], heavy mace); Full Atk +10/+5 (+17/+12) melee (1d8+2 [1d8+7], heavy mace); SA *darkness*, rebuke undead 4/day; SQ Darkvision 60 ft, SR 22, resistance to cold 5, electricity 5, and fire 5; AL LE; SV Fort +9; Ref +4; Will +10 (+12); Str 14 (20), Dex 12, Con 14, Int 10, Wis 17 (21), Cha 12.

Skills and Feats: Concentration +14, Knowledge (religion) +12; Combat Casting, Divine Spell Power*, Improved Initiative, Power Attack.

Possessions: full plate armor, heavy steel shield, masterwork heavy mace, holy symbol of Tharizdun, ~~scroll of owl's wisdom~~, 2 scrolls of cure light wounds, ~~scroll of prayer~~.

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; base DC = 13 (15) + spell level): 0-*detect magic*, *resistance*, *guidance*, *cure minor wounds* x3; 1st—~~shield of faith~~, *divine favor*, *bles*, *bane*, *doom*, *mage armor**; 2nd—*bear's endurance*, ~~bull's strength~~, *cure moderate wounds*, *resist energy*, *spiritual weapon*, *magic missile**; 3rd—*bestow curse*, *dispel magic*, *invisibility purge*, ~~magic vestment~~, *blast of force**; 4th—~~divine power~~, ~~greater magic weapon~~, *dimensional anchor*, *Otiluke's resilient sphere**; 5th—~~spell resistance~~, *slay living*, *wall of force**.

* Domains: Evil- Cast evil spells at +1 caster level; Force- By manipulating cosmic forces of inertia and force, once per day the cleric can reroll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls. This granted power is considered a supernatural ability.

Notes: if the alarm has been raised, Gorgdai has cast some spells before the combat, especially *divine power*,

spell resistance and *greater magic weapon* (statistics in parenthesis). He has cast *owl's wisdom* (statistics in parenthesis) and *prayer* (statistics not included) from scrolls. He can cast spells on Harkar too, notably *bull's strength*, *magic vestment* and *shield of faith*. You can decide that Gorgdai has cast other spells as well, depending on the situation.

In area 8, Gorgdai benefits from a *protection from good* effect due to the *unhallow* spell, which gives him a +2 deflection bonus to AC and a +2 resistance bonus to saves against attacks made or effects created by good creatures. These bonuses are not included in the statistics. The *unhallow* spell gives also *freedom of movement* to Gorgdai.

* See **Appendix 2:** New Rules Items

☛ **Harkar:** Duergar Ftr9; CR 10; Medium Humanoid (Dwarf); HD 9d10+27; hp 88; Init +2; Spd 20 ft; AC 23 (31) [+9 armor, +3 [+5] shield, +1 Dex, (+3 deflection), (+3 natural)] touch 11 (14), flat-footed 22 (30); Base Atk +9/+4; Grp +12 (+14); Atk +15 (+17) melee (1d8+6, +1 battleaxe [1d8+8] [crit x3]) or +11 ranged (1d8, light crossbow [crit 19-20]); Full Atk +15/+10 (+17/+11) melee (1d8+6 [1d8+8], +1 battleaxe [crit x3]) or +11 ranged (1d8, light crossbow [crit 19-20]); SA duergar traits, spell-like abilities; SQ darkvision 60 ft, duergar traits; AL LE; SV Fort +9, Ref +5, Will +5; Str 16 (20), Dex 14, Con 16, Int 10, Wis 14, Cha 4.

Skills and Feats: Climb +15 (+17), Move Silently +12, Listen +3, Spot +3; Weapon Focus (battleaxe), Weapon Specialization (battleaxe), Dodge, Mobility, Elusive Target*, Combat Expertise, Power Attack, Greater Weapon Focus (battleaxe), Improved Combat Expertise*.

Possessions: +1 full plate armor of light fortification, +1 heavy steel shield of light fortification, +1 battleaxe, 2 potions of cure light wounds, light crossbow, 20 bolts, ~~potion of barkskin~~ +3.

* See **Appendix 2:** New Rules Items

Notes: if the alarm has been raised, Gorgdai has cast some spells on Harkar (statistics in parenthesis). Harkar has also used his *potion of barkskin*.

In area 8, Harkar benefits from a *protection from good* effect due to the *unhallow* spell, which gives him a +2 deflection bonus to AC and a +2 resistance bonus to saves against attacks made or effects created by good creatures. These bonuses are not included in the statistics. The *unhallow* spell gives also *freedom of movement* to Harkar.

♣**Sargen:** Human Wiz11; CR 11; Medium Humanoid (human); HD 11d4+22; hp 50; Init +4; Spd 30 ft; AC 10 (18) touch 10 (18), flat-footed 10 (18); Base Atk +5; Grp +6; Atk +6 melee (1d4+1, dagger); Full Atk +6 melee (1d4+1, dagger); SA spells; AL LE; SV Fort +7, Ref +5, Will +7; Str 12, Dex 10, Con 15, Int 18 (22), Wis 10, Cha 10.

Skills and Feats: Concentration +16, Knowledge (the planes) +18 (+20), Knowledge (arcane) +18 (+20), Speak Language (ancient baklunish), Speak Language (ancient sulkies), Move Silently +7, Sense Motive +7, Spellcraft +18 (+20); Scribe Scroll, Sudden Silent*, Sudden Maximize*, Improved Counterspell, Combat Casting, Improved Initiative, Greater Fortitude, Lightning Reflexes.

Possessions: scroll of transmute mud to rock, scroll of greater dispel magic, dagger.

Spells Prepared (4/5/5/5/4/2/1; base DC = 14 (16) + spell level): 0—detect magic, resistance, daze, ray of frost, 1st—magic missile, shield, mage armor, ray of enfeeblement, enlarge person, 2nd—web, fox's cunning, mirror image, scorching ray, see invisibility, 3rd—protection from energy, displacement, haste, slow, hold person, 4th—lesser globe of invulnerability, dimension door, Evard's black tentacles, greater invisibility; 5th—teleport, transmute mud to rock; 6th—stone to flesh.

Spell book: 0—detect magic, resistance, daze, ray of frost, 1st—magic missile, shield, mage armor, ray of enfeeblement, enlarge person, 2nd—web, fox's cunning, mirror image, scorching ray, see invisibility, 3rd—protection from energy, displacement, haste, slow, hold person, 4th—lesser globe of invulnerability, dimension door, Evard's black tentacles, greater invisibility; 5th—teleport, transmute mud to rock, 6th—stone to flesh.

Notes: if the alarm has been raised, Sargen has cast some spells before combat: *mage armor*, *shield*, *fox's cunning* (statistics in parenthesis), *see invisibility* and other spells at your discretion.

In area 8, Sargen benefits from a *protection from good* effect due to the *unhallow* spell, which gives him a +2 deflection bonus to AC and a +2 resistance bonus to saves against attacks made or effects created by good creatures. These bonuses are not included in the statistics. The *unhallow* spell gives also *freedom of movement* to Sargen.

*See **Appendix 2:** New Rules Items

APL 14 (EL 17)

♣**Gorgdai:** Tiefling Clr12; CR 12; Medium Outsider (Native); HD 12d8+24; hp 90 (102); Init +5; Spd 20 ft; AC 21 (27) [+8 (+10) armor, +2 shield, +1 Dex, (+4 deflection)] touch 11, flat-footed 20; Base Atk +9/+4 (+12/+7/+2); Grp +11 (+17); Atk +12 (+20) melee (1d8+2 [1d8+8], heavy mace); Full Atk +12/+7 (+20/+15/+10) melee (1d8+2 [1d8+8], heavy mace); SA *darkness*, rebuke undead 4/day; SQ Darkvision 60 ft, SR 24, resistance to cold 5, electricity 5, and fire 5; AL LE; SV Fort +10, Ref +5, Will +12 (+14); Str 14 (20), Dex 12, Con 14, Int 10, Wis 18 (22), Cha 12.

Skills and Feats: Concentration +16, Knowledge (religion) +14; Combat Casting, Divine Spell Power*, Improved Initiative, Power Attack, Extra Turning.

Possessions: full plate armor, heavy steel shield, masterwork heavy mace, holy symbol of Tharizdun, ~~scroll of owl's wisdom~~, ~~scroll of prayer~~.

Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/2+1; base DC = 14 (16) + spell level): 0—detect magic, resistance, guidance, cure minor woundsx3; 1st—~~shield of faith x2~~, divine favor, bless, bane, doom, mage armor*, 2nd—bear's endurance, ~~bull's strength~~, cure moderate wounds, resist energy, spiritual weapon, magic missile*, 3rd—bestow curse, dispel magic, invisibility purge, ~~magic vestment x2~~, blast of force*; 4th—~~divine power~~, ~~greater magic weapon~~, cure critical wounds, dimensional anchor, Otiluke's resilient sphere*; 5th—~~spell resistance~~, righteous might, slay living, wall of force*; 6th—harm, greater dispel magic, repulsion*.

* Domains: Evil- Cast evil spells at +1 caster level; Force- By manipulating cosmic forces of inertia and force, once per day the cleric can reroll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls. This granted power is considered a supernatural ability.

* See **Appendix 2:** New Rules Items

Notes: if the alarm has been raised, Gorgdai has cast some spells before the combat, especially *divine power*, *magic vestment*, *spell resistance*, *shield of faith* and *greater magic weapon* (statistics in parenthesis). He has cast *owl's wisdom* (statistics in parenthesis) and *prayer* (statistics not included) from scrolls. He can cast spell on Harkar too, notably *bull's strength*, *magic vestment* and *shield of faith*. You can decide that Gorgdai has cast other spells as well, depending on the situation.

In area 8, Gorgdai benefits from a *protection from good* effect due to the *unhallow* spell, which gives him a +2 deflection bonus to AC and a +2 resistance bonus to saves against attacks made or effects created by good

creatures. These bonuses are not included in the statistics. The *unhallow* spell gives also *freedom of movement* to Gorgdai.

✚ **Harkar:** Duergar Ftr11; CR 12; Medium Humanoid (Dwarf); HD 11d10+33; hp 107; Init +2; Spd 20 ft; AC 22 (33) [+9 armor, +2 [+5] shield, +1 Dex, (+4 deflection), (+4 natural)] touch 11 (14), flat-footed 22 (32); Base Atk +11/+6/+1; Grp +14 (+16); Atk +17 (+19) melee (1d8+6 [1d8+8], +1 battleaxe [crit x3]) or +13 ranged (1d8, light crossbow [crit 19-20]); Full Atk +17/+12/+7 (+19/+13/+8 melee (1d8+6 [1d8+8], +1 battleaxe [crit x3]) or +13 ranged (1d8, light crossbow [crit 19-20])); SA duergar traits, spell-like abilities; SQ darkvision 60 ft, duergar traits; AL LE; SV Fort +10, Ref +5, Will +5; Str 16 (20), Dex 14, Con 16, Int 10, Wis 14, Cha 4.

Skills and Feats: Climb +17 (+19), Move Silently +13, Listen +3, Spot +3; Weapon Focus (battleaxe), Weapon Specialization (battleaxe), Dodge, Mobility, Elusive Target*, Combat Expertise, Power Attack, Greater Weapon Focus (battleaxe), Improved Combat Expertise*, Blind-Fight.

Possessions: +1 full plate armor of moderate fortification, heavy steel shield, +1 battleaxe, 2 potions of cure light wounds, light crossbow, 20 bolts, ~~potion of barkskin +4~~.

Notes: if the alarm has been raised, Gorgdai has cast some spells on Harkar (statistics in parenthesis). Harkar has also used his *potion of barkskin*.

In area 8, Harkar benefits from a *protection from good* effect due to the *unhallow* spell, which gives him a +2 deflection bonus to AC and a +2 resistance bonus to saves against attacks made or effects created by good creatures. These bonuses are not included in the statistics. The *unhallow* spell gives also *freedom of movement* to Harkar.

* See **Appendix 2:** New Rules Items

✚ **Sargen:** Human Wiz14; CR 14; Medium Humanoid (human); HD 14d4+42; hp 74; Init +4; Spd 30 ft; AC 10 (18) touch 10 (18), flat-footed 10 (18); Base Atk +7/+2; Grp +8; Atk +8 melee (1d4+1, dagger); Full Atk +8/+3 melee (1d4+1, dagger); SA spells; AL LE; SV Fort +9, Ref +6, Will +11; Str 12, Dex 10, Con 16, Int 18 (22), Wis 10, Cha 10.

Skills and Feats: Concentration +20, Knowledge (the planes) +21 (+23), Knowledge (arcane) +21 (+23), Speak Language (ancient baklunish), Speak Language (ancient sulkies), Move Silently +8, Sense Motive +8, Spellcraft +21 (+23), Decipher Script +7; Scribe Scroll,

Sudden Silent*, Sudden Maximize*, Improved Counterspell, Combat Casting, Improved Initiative, Greater Fortitude, Lightning Reflexes, Iron Will.

Possessions: scroll of transmute mud to rock, scroll of greater dispel magic (14th level caster), scroll of chain lightning, scroll of fireball, dagger, and dust of disappearance.

Spells Prepared (4/5/5/5/5/3/3/2; base DC = 14 (16) + spell level): 0—detect magic, resistance, daze, ray of frost, 1st—magic missile, shield, mage armor, ray of enfeeblement, enlarge person, 2nd—web, fox's cunning, mirror image, scorching ray, see invisibility, 3rd—protection from energy, displacement, haste, slow, hold person, 4th—lesser globe of invulnerability, dimension door, Evard's black tentacles, greater invisibility, enervation; 5th—teleport, transmute mud to rock, dominate person, 6th—stone to flesh, disintegrate, greater dispel magic, 7th—mass hold person, prismatic spray.

Spell book: 0—detect magic, resistance, daze, ray of frost, 1st—magic missile, shield, mage armor, ray of enfeeblement, enlarge person, 2nd—web, fox's cunning, mirror image, scorching ray, see invisibility, 3rd—protection from energy, displacement, haste, slow, hold person, 4th—lesser globe of invulnerability, dimension door, Evard's black tentacles, greater invisibility, enervation; 5th—teleport, transmute mud to rock, dominate person, 6th—stone to flesh, disintegrate, greater dispel magic, 7th—mass hold person, prismatic spray.

Notes: if the alarm has been raised, Sargen has cast some spells before combat: *mage armor*, *shield*, *fox's cunning* (statistics in parenthesis), *see invisibility* and other spells at your discretion. He uses his *dust of disappearance* just before combat.

In area 8, Sargen benefits from a *protection from good* effect due to the *unhallow* spell, which gives him a +2 deflection bonus to AC and a +2 resistance bonus to saves against attacks made or effects created by good creatures. These bonuses are not included in the statistics. The *unhallow* spell gives also *freedom of movement* to Sargen.

* See **Appendix 2:** New Rules Items

APL 16 (EL 19)

✚ **Gorgdai:** Tiefling Clr14; CR 14; Medium Outsider (Native); HD 14d8+28; hp 105 (119); Init +5; Spd 20 ft; AC 23 (29) [+9 (+11) armor, +3 shield, +1 Dex, (+4 deflection)] touch 11 (16), flat-footed 22 (28); Base Atk +10/+5 (+14/+9/+4); Grp +12 (+19); Atk +12 (+22) melee (1d8+2 [1d8+8], heavy mace); Full Atk +13/+8

(+22/+17/+12) melee (1d8+2 [1d8+8], heavy mace); SA *darkness*; rebuke undead 4/day; SQ Darkvision 60 ft, SR 24, resistance to cold 5, electricity 5, and fire 5; AL LE; SV Fort +12, Ref +6, Will +14 (+16); Str 14 (20), Dex 12, Con 14, Int 10, Wis 18 (22), Cha 12.

Skills and Feats: Concentration +18, Knowledge (religion) +16; Combat Casting, Divine Spell Power*, Improved Initiative, Power Attack, Extra Turning.

Possessions: +1 full plate armor, +1 heavy steel shield, masterwork heavy mace, holy symbol of Tharizdun, ~~scroll of owl's wisdom~~, 2 scrolls of cure light wounds, scroll of greater dispel magic (14th level caster), ~~scroll of prayer~~, cloak of resistance +1

Spells Prepared (6 /6+1 /6+1 /5+1 /5+1 /3+1 /3+1 /2+1); base DC = 14 (16) + spell level): 0-*detect magic*, *resistance*, *guidance*, *cure minor wounds*x3; 1st—~~shield of faith~~ x2, *divine favor*, *bless*, *bane*, *doom*, *mage armor**, 2nd-*align weapon*, *bear's endurance*, ~~bull's strength~~, *cure moderate wounds*, *resist energy*, *spiritual weapon*, *magic missile**, 3rd-*bestow curse*, *dispel magic*, *invisibility purge*, ~~magic vestment~~ x2, *blast of force**, 4th-~~divine power~~, ~~greater magic weapon~~, *cure critical wounds*, *death ward*, *dimensional anchor*, *Otiluke's resilient sphere**, 5th-~~spell resistance~~, *righteous might*, *slay living*, *wall of force**, 6th-*harm*, *heal*, *greater dispel magic*, *repulsion**, 7th-*summon monster VII*, *symbol of stunning*, *force cage*.*

* Domains: Evil- Cast evil spells at +1 caster level; Force- By manipulating cosmic forces of inertia and force, once per day the cleric can reroll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls. This granted power is considered a supernatural ability.

Notes: if the alarm has been raised, Gorgdai has cast some spells before the combat, especially *divine power*, *magic vestment*, *spell resistance*, *shield of faith* and *greater magic weapon* (statistics in parenthesis). He has cast *owl's wisdom* (statistics in parenthesis) and *prayer* (statistics not included) from scrolls. He can cast spell on Harkar too, notably *bull's strength*, *magic vestment* and *shield of faith*. You can decide that Gorgdai has cast other spells as well, depending on the situation.

In area 8, Gorgdai benefits from a *protection from good* effect due to the *unhallow* spell, which gives him a +2 deflection bonus to AC and a +2 resistance bonus to saves against attacks made or effects created by good creatures. These bonuses are not included in the statistics. The *unhallow* spell gives also *freedom of movement* to Gorgdai.

* See **Appendix 2:** New Rules Items

Harkar: Duergar Ftr13; CR 14; Medium Humanoid (Dwarf); HD 13d10+39; hp 127; Init +2; Spd 20 ft; AC 22 (33) [+9 armor, +2 [+5] shield, +1 Dex, (+4 deflection), (+4 natural)] touch 11 (14), flat-footed 20 (30); Base Atk +13/+8/+3; Grp +16 (+18); Atk +19 (+21) melee (1d8+8 [1d8+10], +1 battleaxe [crit x3]) or +13 ranged (1d8, light crossbow [crit 19-20]); Full Atk +19/+14/+9 (+21/+15/+10 melee (1d8+8 [1d8+10], +1 battleaxe [crit x3]) or +15 ranged (1d8, light crossbow [crit 19-20])); SA duergar traits, spell-like abilities; SQ darkvision 60 ft, duergar traits; AL LE; SV Fort +12, Ref +7, Will +9; Str 17 (21), Dex 14, Con 16, Int 10, Wis 14, Cha 4.

Skills and Feats: Climb +19 (+21), Move Silently +14, Listen +3, Spot +3; Weapon Focus (battleaxe), Weapon Specialization (battleaxe), Dodge, Mobility, Elusive Target*, Combat Expertise, Power Attack, Greater Weapon Focus (battleaxe), Improved Combat Expertise*, Blind-Fight, Greater Weapon Specialization (battleaxe), Iron Will.

Possessions: +1 full plate armor of moderate fortification, heavy steel shield, +1 battleaxe, 2 potions of cure light wounds, light crossbow, 20 bolts, ~~potion of barkskin~~ +4, cloak of resistance +1

Notes: if the alarm has been raised, Gorgdai has cast some spells on Harkar (statistics in parenthesis). Harkar has also used his *potion of barkskin*.

In area 8, Harkar benefits from a *protection from good* effect due to the *unhallow* spell, which gives him a +2 deflection bonus to AC and a +2 resistance bonus to saves against attacks made or effects created by good creatures. These bonuses are not included in the statistics. The *unhallow* spell gives also *freedom of movement* to Harkar.

* See **Appendix 2:** New Rules Items

Sargen: Human Wiz16; CR 16; Medium Humanoid (human); HD 16d4+48; hp 84; Init +4; Spd 30 ft; AC 10 (18) touch 10 (18), flat-footed 10 (18); Base Atk +8/+3; Grp +9; Atk +9 melee (1d4+1, dagger); Full Atk +9/+4 melee (1d4+1, dagger); SA spells; AL LE; SV Fort +11, Ref +8, Will +13; Str 12, Dex 10, Con 16, Int 19 (23), Wis 10, Cha 10.

Skills and Feats: Concentration +22, Knowledge (the planes) +23 (+25), Knowledge (arcane) +23 (+25), Speak Language (ancient baklunish), Speak Language (ancient sulkies), Move Silently +9, Sense Motive +9, Spellcraft +23 (+25), Decipher Script +9; Scribe Scroll, Sudden Silent*, Sudden Maximize*, Improved Counterspell, Combat Casting, Improved Initiative, Greater Fortitude, Lightning Reflexes, Iron Will, Spell

Penetration, Spell Mastery (dimension door, teleport, protection from energy, greater dispel magic).

Possessions: scroll of transmute mud to rock, scroll of greater dispel magic (16th level caster), scroll of chain lightning, scroll of fireball, dagger, dust of disappearance, cloak of resistance +1

Spells Prepared (4/5/5/5/5/4/3/3/2; base DC = 14 (16) + spell level): 0—detect magic, resistance, daze, ray of frost; 1st—magic missile, shield, mage armor, ray of enfeeblement, enlarge person, 2nd—web, fox's cunning, mirror image, scorching ray, see invisibility; 3rd—protection from energy, displacement, haste, slow, hold person; 4th—lesser globe of invulnerability, dimension door, Evard's black tentacles, greater invisibility, enervation; 5th—teleport, transmute mud to rock, dominate person, cone of cold; 6th—stone to flesh, disintegrate, greater dispel magic; 7th—mass hold person, prismatic spray, power word blind; 8th—maze, Bigby's clenched fist.

Spell book: 0—detect magic, resistance, daze, ray of frost; 1st—magic missile, shield, mage armor, ray of enfeeblement, enlarge person; 2nd—web, fox's cunning, mirror image, scorching ray, see invisibility; 3rd—protection from energy, displacement, haste, slow, hold person; 4th—lesser globe of invulnerability, dimension door; Evard's black tentacles, greater invisibility, enervation; 5th—teleport, transmute mud to rock, dominate person, cone of cold; 6th—stone to flesh, disintegrate, greater dispel magic; 7th—mass hold person, prismatic spray, power word blind; 8th—maze, Bigby's clenched fist.

Notes: if the alarm has been raised, Sargen has cast some spells before combat: *mage armor, shield, fox's cunning* (statistics in parenthesis), *see invisibility* and other spells at your discretion. He uses his *dust of disappearance* just before combat.

In area 8, Sargen benefits from a *protection from good* effect due to the *unhallow* spell, which gives him a +2 deflection bonus to AC and a +2 resistance bonus to saves against attacks made or effects created by good creatures. These bonuses are not included in the statistics. The *unhallow* spell gives also *freedom of movement* to Sargen.

* See **Appendix 2: New Rules Items**

Encounter 13: Escape from the Air Node

APL 10, 12, 14 and 16

☛ **Spirits of the Air:** Large Magical Beast (Air); CR 11; HD 11d10+33; hp 108; Init +5; Spd 30 ft, climb 40 ft, fly 60 ft (average); AC 26 (-1 size, +5 Dex, +12 natural), touch 14, flat-footed 21; Base Atk +11; Grp +19; Atk +15 melee (1d8+5, +1 heavy mace); Full Atk +15/+10/+5 melee (1d8+5, +1 heavy mace) and +12 melee (1d6+2, bite) and +12 melee (1d4+2, wing buffet); Space/Reach 10 ft/10 ft; SA Air mastery, spell-like abilities, spells, whirlwind; SQ Darkvision 60 ft, damage reduction 10/magic, immunity to air effects, low-light vision, scent, SR 23; AL NE; SV Fort +10, Ref +12, Will +6; Str 19, Dex 20, Con 17, Int 14, Wis 17, Cha 16.

Skills and Feats: Climb +12, Concentration +14, Hide +13, Listen +14, Search +13, Spot +14; Combat Expertise, Hover, Improved Trip, Multiattack.

Spells prepared: A spirit of the air casts divine spells as a 7th-level cleric with the Air and Luck domains (6/5+1/4+1/3+1/1+1; save DC 13 + spell level). 0—*create water, cure minor wounds, light, resistance, virtue*; 1st—*command, comprehend languages, divine favor, entropic shield*, shield of faith, 2nd—aid, bull's strength, cure moderate wounds, bear's endurance, wind wall**; 3rd—*dispel magic, invisibility purge, magic vestment, protection from energy**; 4th—*freedom of movement*, divine power*.

*Domains: Air (turn, destroy, rebuke or command earth creatures 7/day), Luck (reroll 1/day).

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 can 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.

Elusive Target [Tactical] as presented in *Complete Warrior*

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the

foe does not get a chance to trip you if your attempt fails.

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.

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.

Divine Spell Power [Divine] as presented in *Complete Divine*

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisites: Ability to turn or rebuke undead, able to cast 1st-level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a –1 penalty to his caster level for the next divine spell he cast in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

Blast of Force as presented in *Complete Divine*

Evocation [Force]

Level: Force 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft + 10 ft/level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You direct an invisible blast of force at a chosen target. The blast is a ranged touch attack that deals 1d6 points of damage per two caster levels (maximum 5d6). In addition, a successful hit forces the target to make a Fortitude save or be knocked down (size and stability modifiers apply to the saving throw as if the spell were a bull rush).

Spirit of the Air

Large Magical Beast (Air)

Hit Dice: 11d10+33 (93 hp)

Initiative: +5

Speed: 30 ft, climb 40 ft, fly 60 ft (average)

Armor Class: 26 (-1 size, +5 Dex, +12 natural), touch 14, flat-footed 21

Base Attack/Grapple: +11/+19

Attack: +1 *heavy mace* +15 melee (1d8+5)

Full Attack: +1 *heavy mace* +15/+10/+5 melee (1d8+5) and bite +12 melee (1d6+2) and wing buffet +12 melee (1d4+2)

Space/Reach: 10 ft/10 ft

Special Attacks: Air mastery, spell-like abilities, spells, whirlwind

Special Qualities: Darkvision 60 ft, damage reduction 10/magic, immunity to air effects, low-light vision, scent, spell resistance 23

Saves: Fort +10, Ref +12, Will +6

Abilities: Str 19, Dex 20, Con 17, Int 14, Wis 17, Cha 16

Skills: Climb +12, Concentration +14, Hide +13, Listen +14, Search +13, Spot +14

Feats: Combat Expertise, Hover, Improved Trip, Multiattack

Environment: Any land

Organization: Solitary, pair, or troop (5-12)

Challenge Rating: 11

Treasure: Standard

Alignment: Usually neutral

Advancement: 12-16 HD (large); 17-33 HD (Huge)

Spirits of the air are whimsical creatures that serve deities of the wind and sky, or even nondeific powers that deals in the same areas. They travel the upper parts of the atmosphere near windy mountain tops as well as the windswept plains of the lowlands. Wherever there is wind, you can find spirits of the air catching updrafts and soaring through the clouds.

A spirit of the air resembles a monkey, roughly 10 feet tall, with elongated fingers that form the ribs of its fanlike wings. The coloration of their furred bodies ranges from dark brown to blond, and their tusked mouths have a mirthful set, even when the spirits are engaged in battle. A spirit of the air's mouth sports two tusks that curl up toward the creature's nose, and then out toward its cheeks. In its long, prehensile tail is typically clutched a heavy mace. Spirits of the air claim windy areas as their territories. Due to their remarkable mobility, these territories sometimes stretch for hundred of miles. Creatures that pass within are generally unmolested but the spirits sometimes take offense at unseen slights and rush to attack interlopers.

Spirits of the air speak Auran, Draconic, and Giant.

Combat

Spirits of the air fight while hovering whenever possible. They use their spell-like abilities from a distance, then close to melee. If their maces are not particularly successful, they resort to their whirlwind attack.

Air Mastery (Ex): A spirit of the air gains a +1 bonus on its attack and damage rolls if its opponent is airborne.

Spell-Like Abilities: At will –*call lightning*, *control winds*, *detect magic*, 1/day –*confusion*, *control weather*, *whirlwind*, *wind walk*. Caster level 15th; save DC 13+spell level.

Spells: A spirit of the air casts divine spells as a 7th-level cleric with the Air and Luck domains (6/+1/4+1/3+1/1+1; save DC 13+spell level). A typical spell list: 0–*create water*, *cure minor wounds*, *light*, *resistance*, *virtue*; 1st–*command*, *comprehend languages*, *divine favor*, *entropic shield**, *summon monster I*; 2nd–*aid*, *bull's strength*, *cure moderate wounds*, *enthrall*, *wind wall**; 3rd–*dispel magic*, *invisibility purge*, *magic vestment*, *protection from energy**; 4th–*freedom of movement**, *summon monster IV*.

* Domains: Air (turn, destroy, rebuke or command earth creatures 7/day), Luck (reroll 1/day).

Whirlwind (Su): A spirit of the air can transform itself into a whirlwind once per day and remain in that form for up to ten rounds. In this form, a spirit of the air can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at its base, 20 feet wide at the top, and 30 feet tall. The spirit of the air controls the whirlwind's exact height (using a standard action to get taller or shorter), but it must be at least 10 feet tall.

Creatures one or more size smaller than that spirit of the air might take damage when caught in the whirlwind and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 20) when it comes into contact with the whirlwind or take 2d6 points of damage. It must also succeed on a second Reflex (DC 20) save or be picked up bodily and held suspended in the powerful winds, automatically taking 2d6 points of damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

A spirit of the air can eject any carried creature whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the spirit of the air and has a diameter equal to half the whirlwind's height. The cloud obscures vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks have a 20 % miss chance); while those farther away have total concealment (50 % miss chance and the attacker can't use sight to locate the target). Those caught in the cloud must succeed on a Concentration check (DC 20) to cast a spell.

Immunity to Air Effects (Ex): A spirit of the air is immune to strong winds or any air-related effects.

Scent (Ex): A spirit of the air can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: Spirits of the air have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Appendix 3

Effects of the Ether Cyclone

Ether cyclones are pressure centers of magical forces of the Ethereal Plane. To those on the Material Plane, the ether cyclone has no effect beyond a shiver down one's spine or strange behavior from nearby animals. But on the Ethereal Plane, the ether cyclone is an incredible strong wind. Clothing, hair, and unattended objects are blown about, and eventually a traveler is uprooted and spun through the Ethereal Plane to an unknown fate.

Spells with the force descriptor, such as Leomund's tiny hut, protect the traveler from the effect of an ether cyclone but weather spells such as control winds and control weather have no effect on an ether cyclone.

One of the greater dangers of an ether cyclone is how it can scatter a group of PCs, leaving them unable to find each other (or to find exits from the Ethereal Plane).

Undead are unaffected by ether cyclones.

Any creature becoming ethereal (including those who use the *blink* spell) immediately suffers the effect of the cyclone. Creatures about to move to the Ethereal Plane get a feeling that there is something unusual on the other side. They may choose not to enter the Ethereal Plane as a result.

The ether cyclone of the Temple of Tharizdun is stationary and created by the powerful influence of the Source of All Corruption below the Temple. This ether cyclone has the following effect (roll for each PC on the Ethereal Plane):

Ether Cyclone Effect

d%

01-30 Take 1d10 points of damage (Fortitude Save DC 10+APL negates). Roll again in 1 minute if still within the cyclone.

31-60 Move 1d10 miles in random direction. You are no longer in the storm and can move normally.

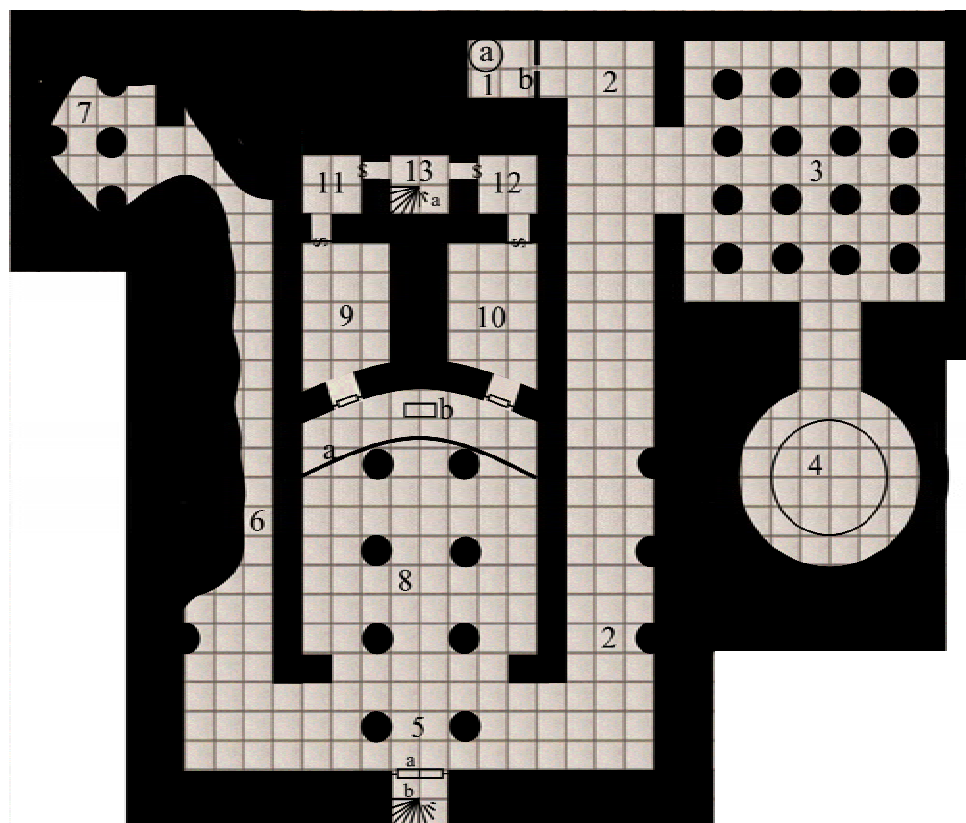
61-80 As above, but 2d20 miles in random direction.

81-90 As above and take 3d10 points of damage (Fortitude Save DC 10+APL negates).

91-100 Take 3d10 points of damage (Fortitude Save DC 10+APL negates) and return to the Material Plane. If you reappear inside a solid object, you're shunted aside but take 1d6 points of damage for each 5 feet traveled this way.

Map of the Temple

1 square = 5 ft (1,50m)



DM Aid #2

Map of the Undertemple

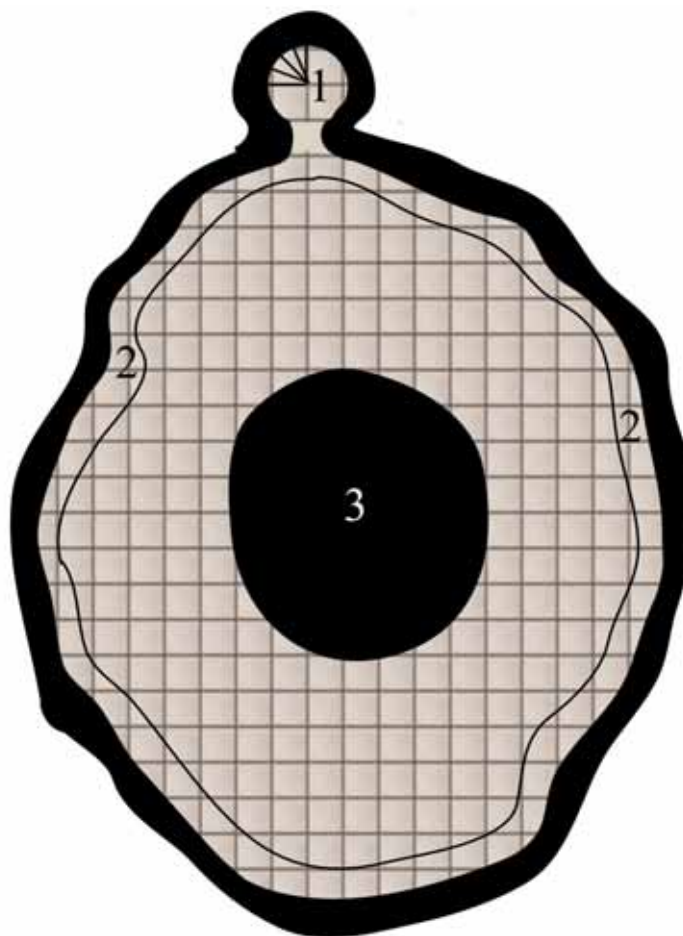
Refer to Encounter 9 *The Source of All Corruption*

1 square = 5 ft (1.50 m)

1: Stairs going down from area 13 (Encounter 7)

2: Cornice. The cornice is 5 ft (1.50 m) above the ground level of the cavern.

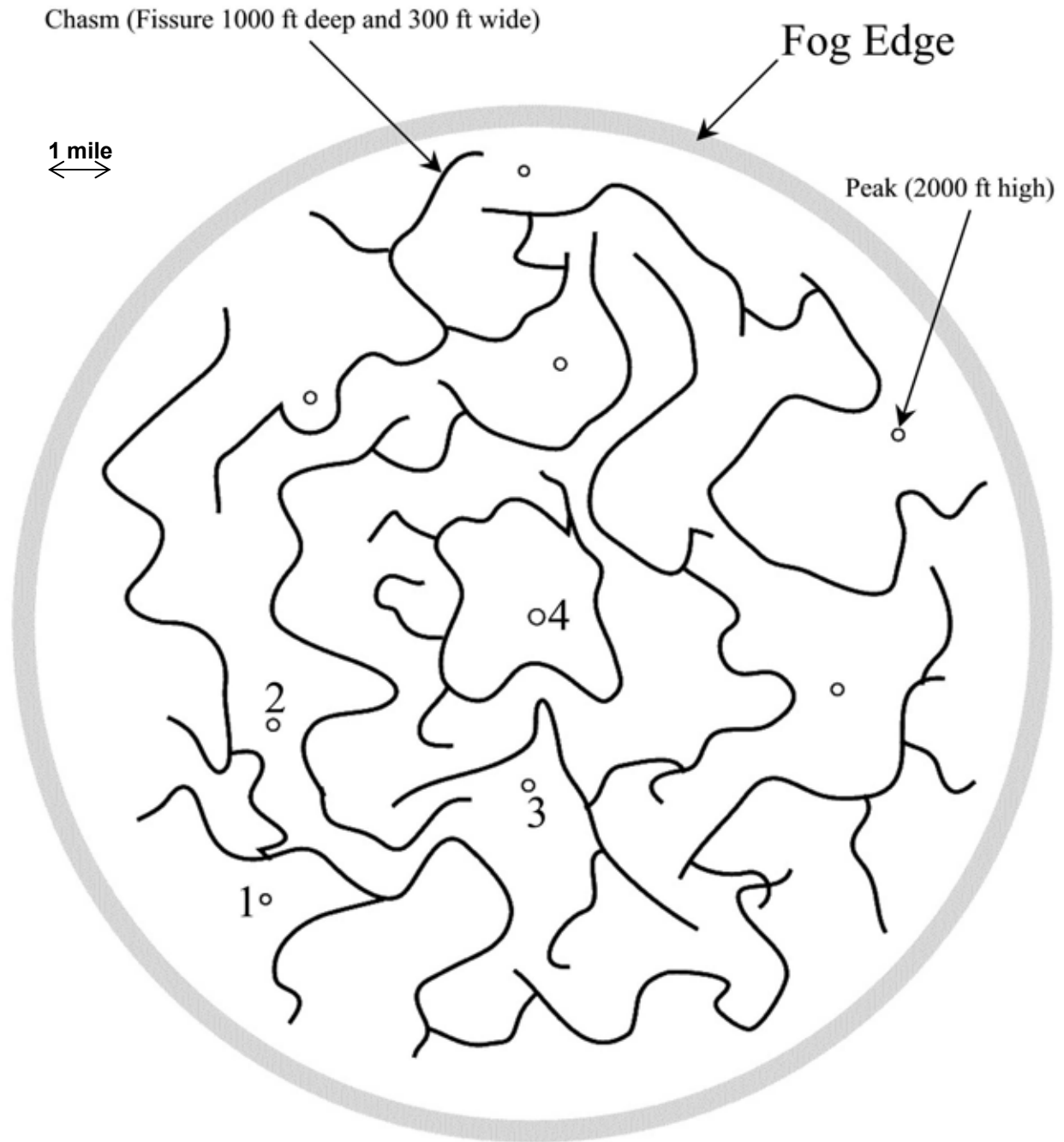
3: Fountain of black liquid with a jet (7 ft high) in the middle.



DM Aid #3

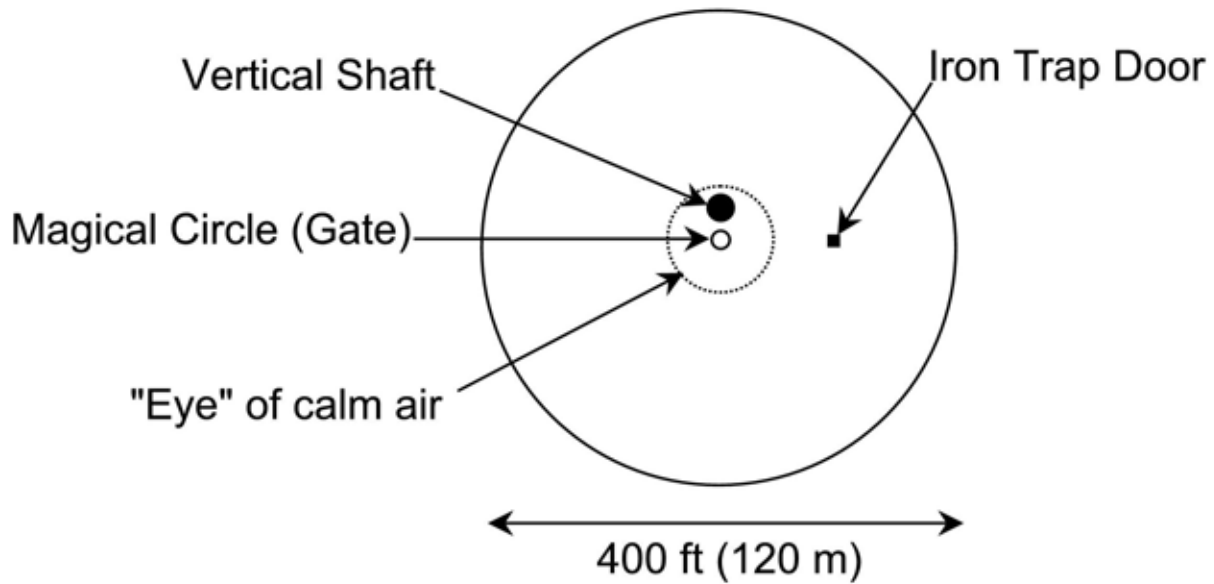
Map of the Node

- 1: Peak of arrival (Encounter 10)
- 2: Encounter 11
- 3: Encounter 12
- 4: High Peak (Encounter 13)



DM Aid #4

The Platform (high peak of the node)



A: Vertical View of the shaft

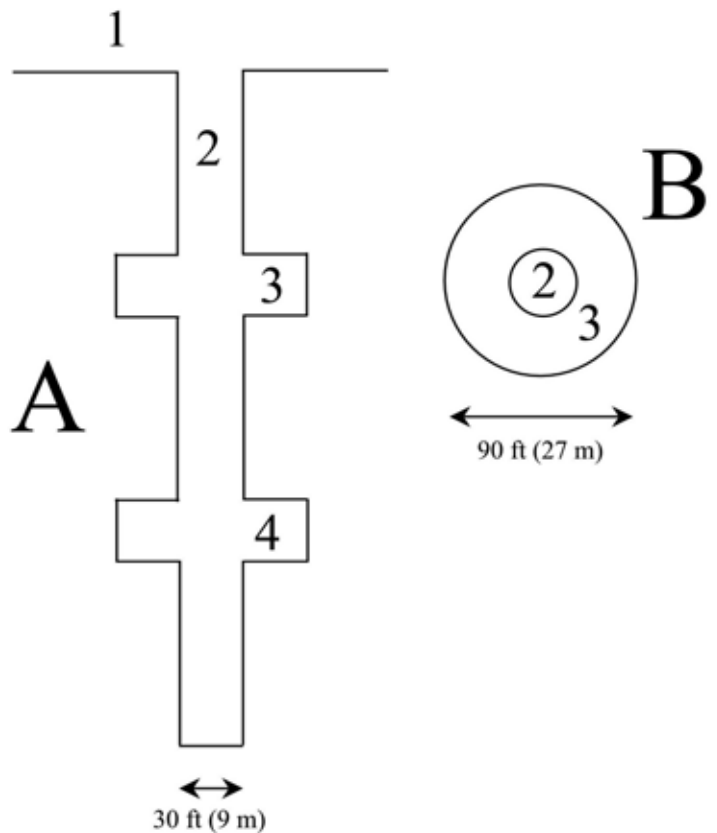
B: Horizontal View at the level of area 3 (the horizontal view would be the same at the level of area 4)

1: Platform

2: Vertical Shaft (30 ft diameter)

3: Lair of the spirits of the air (with their treasure). At APL 8, there is only the true medicine and potions (see Encounter 13).

4: At APL 8, 10 and 12: empty area; At APL 14 and 16: Lair of the beholder (with his treasure).



Player Handout #1

The air is foul. A dark influence permeates everything. A vine-man can help you. If you enter the remote and evil realm, maybe you will find knowledge and allies but you will run the risk of never seeing your home again. But if your destiny is to escape from the realm of winds, don't go there a second time as your enemies will not give you a second chance. If you fly like the bird and can endure the fury of the storm, your quest will be easier.