

VEL5-02

Key to Reason

A One-Round D&D® LIVING GREYHAWK™

Veluna Regional Adventure

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The siege of Mitrik has reached a climax. Forces of good and evil converge on the embattled city, including reports of strange creatures with large hands and eyes in place of heads. In the catacombs of Mitrik an ancient promise is fulfilled. A Veluna regional scenario for all heroes, but related to the scenarios "Catacombs of Mitrik and Eye Hand Coordination. A combat intensive adventure for character levels 4 to 14. (APLs 6-12)

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

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

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Veluna. Characters native to Veluna pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit.

Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

In the module Catacombs of Mitrik adventurers followed some fiends into a lost part of the Catacombs under Mitrik and discovered a small Temple of Rao, an ancient Obelisk, and 3 Doors labeled Peace, Reason and Serenity. They defeated several groups of evil beings in the process (lead by Priests of Vecna). In **Vel3-05 Eye Hand Coordination** they are brought to an area behind a door by a strange boy-golem named Robbie. They saved his mother and fought evil priests of Vecna and a Hand headed Creature, the Hand of Vecna. At the conclusion of the module they are allowed to help the woman (now a half-celestial being) create the Holy Sword of Rao.

The Anti-Canon Herion wants access to the artifact, The Obelisk of Peace, and the ritual of its activation. He knows that only a paladin wielding a Holy Sword of Rao can open the door of Reason and the Shrine of Peace

inside, which allows access to the Hall of Serenity and within it the Vault of Reason. The area before the Shrine of Peace was used long ago by clerics of Rao to hide from their enemies. As Herion progressed from Canon to Anti-Canon he had taken measures to eliminate the other clerics that knew of the secret behind the second door (The first and third doors had been closed and their knowledge lost or hidden long ago). Herion wants to pervert the ritual and enhance the power of Nerull or at the very least prevent the forces of Rao from ever activating the Obelisk of Peace. Herion sent the Pit Fiend Gozrag to the Battle of Fals Keep to draw out Sir Arden Landis and the Holy Sword of Rao. The plan worked (with the unwitting aid of Abromax Stromay who foolishly cast a *feeblemind* spell on the Paladin to attempt to enforce his will upon him) and Arden was captured along with the Holy Sword. The forces of Herion are now planning to launch an attack in Mitrik and at the same time activate the Obelisk. The forces of Herion know that the followers of Good and Neutral Deities have lost the ability to use powerful divinations on them, so with the upcoming battle (and its needs for battle spells) the clerics of Nerull have begun to get lax on their use of magic to conceal themselves (including Arden and the Holy Sword). One additional faction is still involved however, the forces of Vecna. The lax magical protections has allowed the followers of Vecna to use their divination magic (since they're evil and unaffected) and spy on the Forces of Nerull. While spying on the clerics of Nerull they have discovered the plan to gain access to the second door and powerful secrets and magic therein. The Vecnans now plan to follow the forces of Nerull while in the area behind the second door. The clerics of Vecna assume that they can at best negotiate with the clerics of Nerull.

Adventure Summary

The PCs see a light and are given a message. They go listen to the Face of Rao at the small temple in the catacombs. The PCs meet forces of Rao leaving the catacombs, they are being pulled out for a major battle that is expected soon. The PCs hear the face speak and are told that evil forces have entered the second door (Reason). The PCs go to the door and are met by the Hand and Eye of Vecna, waiting to stop anybody that comes.

Once the Eye and Hand are defeated the PCs should realize that more forces are inside the area behind the second door. As they go through the tunnels they run into a group of undead Raoan mummies created by and forced

to follow the order of Priests of Nerull. A female priest of Nerull is heard leaving. As the PCs investigate they find the remains of a battle but no survivors except for Sir Arden Landis and the Holy Sword of Rao. The PCs are being scryed upon. The surviving Priest of Nerull, Fayreah has left to gather more forces, as many undead as she can quickly gather. The PCs find an old Raon living area and a special gate and knowledge area. From a magical Face of Rao they get information about how to activate the gate and the Obelisk. If they activate the Obelisk they are able to help save the city as a major battle begins. Once the PCs get to the Obelisk they are attacked by waves of undead forces attempting to stop them. Once the Obelisk is fully activated it returns itself, the temple, and the tree to the surface where they produce several benefits for the Forces of Rao in Mitrik.

VELUNA NOTE TO DMS: Any PC or NPC that attempts to cast Scry, Divination, or Commune in this module will find their attempt blocked. They will feel great pressure on their minds and take 2d6 non-lethal damage. None of the NPC's will talk about this effect, and will dodge any questions asked regarding this effect.

Introduction

The holy city of Mitrik is under siege. Now that winter has passed, the forces of Herion have been building in strength and another assault is expected soon. While the Thornward contingent, together with the Knights of Falsridge, have recovered from their assault on Fals Keep and march to relieve Mitrik, it is unknown if they will arrive in time. Surely the enemy knows of the approach of Velunan reinforcements and will launch a desperate attack to attempt to take the city before the reinforcements arrive.

You have come to Mitrik to aid in her defense. Your group is currently following up on rumors of sightings of two strange creatures. One supposedly had the head of a large hand, and the other a large eyeball for a head. You are currently patrolling the no-mans land of ruined buildings in the overrun portion of town.

Any PC should recognize the descriptions of these two beings as symbols of Vecna.

The party is now in the no-man's land of destroyed and abandoned buildings in Mitrik. Enemy activity has been light and it's been very quiet.

Encounter One: The Mysterious Light

You see a faintly glowing ball of light. It moves erratically toward the group.

The PCs see the ball of light appear from around a building, it moves erratically but then it will slowly begin to approach one PC. It will stay away from any being with an evil item. The light does not look like the ball of light that the traveler had. This ball of light radiates magic and also detects as good. The ball of light is immune to all magical effects. Its mind can not be read (The PC perceives an overwhelming bright light in his mind), but does detect as an intelligent being. Physical attacks pass through it, and the ball of light will move away from any being that strikes it. A *protection against good* spell (or similar effects) will keep it away since it is an outsider.

The ball of light will approach PCs in the following order, 1) PCs with the Sacred Quest of Rao or Mark of the Legendary Hero 2) paladins/priests of Rao, 3) lawful good followers of Rao, 4) paladins and lawful good priests of other gods, 5) neutral good priests, 6) neutral good followers of Rao, 7) all other neutral good PCs, 8) chaotic good PCs, 9) other PCs. Ties should be broken by taking the PC with the highest charisma.

NOTE: PCs that have already the Traveler special benefit should not be approached, give other PCs a chance.

If a PC backs away from the light it will not approach but will approach the next most likely PC (in order of the precedence given). Just because a PC steps forward does not mean it will be automatically chosen. The PC chosen should be a likely candidate among the group.

Once a PC allows the light to approach, the light grows much brighter and then it speaks, sounding like an old man. Anybody within 40 feet can hear him softly speak (they are in the lights glow).

"A face of the Serene One has awoken, it will speak soon. Go to the holy shrine that was hidden in the Catacombs but was found, and await the warning. But beware there are many who will oppose you. A woman of power great and terrible, the one who awoke the heretic, shall oppose you. Beware!"

There is a special benefit for the ONE PC that was approached. The PC is granted the effect of a *prayer* spell. If that PC was in category one, two or three (priority order listed above) they also gain a *bull's strength* Spell. Both spells are in effect until the end of the module. The

spells were cast at 17th level for purposes if the enemies use *dispel magic* on this PC.

The light retracts and then fades away. It seems that the vague outline of an old bald man in ornate Raon robes is seen as the globe fades away.

A Knowledge (Religion), Bardic Knowledge, or Knowledge (Local-VTF) check DC 15 will let the PC know that this may have been one of the fabled "Velunese Lights." Give that PC **Player Handout #1**.

Encounter Two: Questions

The PCs now have to figure out what to do. If they immediately ask a Mitrik Temple Guard, Cleric of Rao (or similar official person) to enter the catacombs they will be questioned about their purpose, but allowed to go once the story of the Velunese Light is told (with escort). Any member of the Church of Rao, Church of Heironeous, Church of St Cuthbert, Mitrik Temple Guard, Knights of Salvation, or Knights of Whitehale who report to their organization in any way will be ordered to investigate the lights message.

If they investigate the Velunese Light (with any organization) give them **Player Handout #1**.

Other information that can be gained through a Gather Information check (one piece of information for every 5 points of Gather Information, can be done multiple times or by multiple PCs). Or these can be dropped into any role-played conversations with Velunan officials:

- Military forces are in short supply.
- A major attack is expected soon.
- Forces are being withdrawn from some areas.
- Canon Truft has spoken: No retreat from Mitrik, the invasion will be stopped here at all costs.
- The lack of troops from Grayington is hurting the war effort.
- The teleportation abilities of fiends to conduct hit and run attacks continues to confound the military.
- The lack of high level divination spells continues to blind the clerics.
- Balls of Light have been seen several times.

- Gloriana the celestial woman has appeared several times to cast spells and help stop break-through by enemy forces. She seems to be very busy.
- Sir Arden and the Holy Sword have not been seen since he fought the Pit Fiend and was taken away by it.
- The troops talk optimistically, but it's all a facade, Mitrik will be our graveyard. This battle can't be won.
- This is the calm before the storm. The final storm over Mitrik.
- A high level cleric of Nerull called Fayreah has been seen. (PCs that have played modules in year one and two should recognize the name as a cleric that had a vampire monk companion)

Encounter Three: Traveling Below

A Mitrik Temple Guardsman will be assigned to show them the way to the buried temple. The church officials will insist that a Guardsman accompany them, but can spare only one because of the expected attack on the city.

Traveling to the Face of Rao is uneventful. If the PCs check on the Obelisk or Mushroom areas they will find nothing special. The PCs do meet several groups of soldiers and clerics. The groups are all traveling to the surface, they have been recalled to the surface by the senior authorities.

Travel Time from the surface to the Face: 4 hours.

The trip through the catacombs is twisting and difficult. You pass through a huge chamber with a massive hole to the surface that comes up under the southern devastated section of Mitrik. The rubble from the collapse of the hole is difficult to traverse.

Eventually you come to your destination, a large cavern with deep green grass growing. A single large white oak tree grows near the center of the room while towards the back is a small stone temple that fills the cavern with the radiance of a soft yet bright light. The temple is made entirely of white marble, with a series of fluted columns supporting the open air roof. There is a fountain in the front of the temple that feeds a small stream, and statues of celestial figures stand between the columns of the temple. A

large face of Rao is barely visible on the back wall of the temple. There is another exit from the cavern on the wall opposite you.

Once the PCs arrive at the Temple and the Tree they find everything is normal, the Temple and the Tree are fine. If the tree is spoken to (*Speak with Plants*) he knows that Raoan guards were here until a short while ago. He has not been attacked since that one time, but he has been questioned several times by holy men.

The temple itself is protected by a *forbiddance* spell cast at 16th caster level. Only those of Lawful Good alignment, or worshippers of Rao can pass the forbiddance. Others can pass if they speak the password "Peace, Reason, and Serenity". The guardsman with them can tell them the password, he has been here before.

There is plenty of evidence that men (guards) have been living down here. The men seem to have been respectful and careful of the Temple and Tree. There has been some repainting of some of the symbols of Rao around the room (which were defaced 2 years ago). Most of the efforts are by men of little talent, but great devotion. The guard with them can tell them that for the past 2 years there was a contingent of Mitrik Temple Guardsmen that guarded this temple, but they have recently been pulled out to defend the city against the expected attack. He himself has done a couple shifts down here.

The other exit from this room leads to the 3 doors of Rao that those who played **Vel2-05 Catacombs of Mitrik** or **Vel3-05 Eye Hand Coordination** will know. The trip to these doors takes 1 hour from this chamber.

Encounter Four: The Voice

The PCs must wait. The guard with them will also wait. If the PCs get bored and want to wander off (maybe go visit the doors), have the guardsman insist that they not proceed. His orders were to escort them to the temple, no further. After 12 hours (the PCs CAN rest and recover spells if they wish, but the DM should NOT prompt them to do so), the face at the back of the temple will speak:

"One of light, but devoid of awareness, is deceived and now leads many scions of darkness through the door of thoughtful decision".

The second door is known as the door of Reason. If the PCs are not aware of this, the guardsman with them can tell them this information and tell them that the direction to the doors is down the other passage.

The Face does not answer any questions. If for some reason the PCs wait 10 minutes they will hear a second announcement:

"A group of wickedness have breached and destroyed the door of Reason!" (Referring to the Vecna forces).

Once the PCs decide to go to the doors, go to **Encounter 5**. If they do not decide this on their own, the guard can suggest it. He will insist on returning to the surface to report what the face said.

Encounter Five: Trip to Reason

Travel Time: 1 hour at a normal pace (4 miles)

Both evil groups, the Nerullite force with Arden and the Vecnan forces, have teleported in the room of three doors.

The Vecnans used several divination spells and know "a force of Good" is coming so they are forced to split their group. The eye and hand are sent to deal with the Mitrik Temple Guards (or so the forces of Vecna assume) since they are mainly combative types while the rest of the Vecnan forces continue on. The eye has cast an *alarm* spell (from a scroll) in the corridor about (50 feet x APL) away. The spell is set to silent alarm. Start tracking rounds once the spell is set off. Once the *alarm* is set off the Eye of Vecna will cast a *clairvoyance* spell on the location to see what's there and what's going on. It will watch for several rounds if it sees multiple beings. It will inform the Hand to begin preparing for arrival of enemies. If the party does detect and dispel the *alarm* then they will get to the doors undetected. The parties movement rate will determine how long it takes and how many prep spells can be cast. Since neither the Eye nor Hand has a mouth all spells they cast are silent (no Listen checks). However once the two parties are within 100 feet you can have both the Eye and Hand make Move Silently rolls/Listen checks as well as the party and determine awareness. In any case the Hand and Eye cast preparatory spells until the PCs actually approach.

Encounter Six: The Doors

Before you lies a semi-circular room. Across the room is a flat wall with three massive stone doors. Above each door is a mantle with a single word in common:

Peace, Reason, and Serenity. *The Door of Reason stands open twisted and torn as if it were clay not stone. The Door of Serenity also has similar damage, but it also looks as if it were once closed by nearby rock being forced into the passageway.*

Peace is the door on the left, Reason is the door in the middle, Serenity is the door on the right. See **DM Map #1** in Appendix 3.

The door of Serenity was broken in **Vel3-05 Eye Hand Coordination**, sealed by a stone shape spell (Spellcraft DC 23) and now broken open again (from the inside by the Vecnans), The Nerullites had a mage with them that teleported them into this room. The Vecnans had teleported behind the door of Serenity earlier (the teleportation ban was broken when the door was opened last year) and waited for the Nerullites to come through and followed them.

PCs that played **Vel3-05 Eye Hand Coordination** will recognize the effect, created when the Hand uses its drain strength effect on stone objects.

The Eye is hiding just beyond the broken door of Reason, and Hand is positioned just inside the cave mouth (around the corner). The Hand protects the Eye while the Eye casts magic. They both depend on their spell resistance to resist spells. Roll Spot and Listen checks as normal, read the following if the PCs make the opposed checks.

Suddenly, ahead, you spot two strange creatures that must have once been human. One wears heavy armor and twirls two short swords. He has no head, but rather a giant hand sprouts from his shoulders where his head should be... The other wears long dark robes, cinched at the waist by a belt holding many pouches. This one has the head of a single giant eyeball, and lurks in the cover of the destroyed central doorway. They silently move to attack.

APL 6 (EL 9)

☛**Hand of Vecna:** Medium Outsider (Native) Ftr5; hp 53; See Appendix 1.

☛**Eye of Vecna:** Medium Outsider (Native) Wiz5; hp 28; See Appendix 1.

APL 8 (EL 11)

☛**Hand of Vecna:** Medium Outsider (Native) Ftr7; hp 74; See Appendix 1.

☛**Eye of Vecna:** Medium Outsider (Native) Wiz7; hp 39; See Appendix 1.

APL 10 (EL 13)

☛**Hand of Vecna:** Medium Outsider (Native) Ftr9; hp 95; See Appendix 1.

☛**Eye of Vecna:** Medium Outsider (Native) Wiz9; hp 59; See Appendix 1.

APL 12 (EL 15)

☛**Hand of Vecna:** Medium Outsider (Native) Ftr11; hp 116; See Appendix 1.

☛**Eye of Vecna:** Medium Outsider (Native) Wiz11; hp 72; See Appendix 1.

Tactics: If given a chance (it hears or spots the PCs) the Hand will try to cast both *protection from evil* and *bull's strength* on itself before the PCs arrive. The Hand will attack holy warriors or fighters first, and will stop anyone trying to approach the Eye. Attacking with both its weapons and hand (slam attacks). An opponent will only be grappled if alone. It will attack with a grapple/drain attack from the Head-hand and use daggers in the grapple with its the normal hands. The Hand will throw daggers in case it can't reach the most dangerous opponent.

The Eye will use the doorway for cover as much as possible and will cast spells from a distance. It will try to use its Soul Drain attack at least once early in the combat. If the Eye has *greater invisibility*, it will cast it in the first round of combat. While invisible, the Eye will cast then move. Note that the Eye casts silently.

NOTE: Searching the tunnel (Search DC 10) reveals a large number of creatures disrupted the rubble of the door going in. Track (Survival DC 15) reveals footprints and boot prints (medium humanoid) that go down the main tunnel, as two groups. The Nerulites forces are being followed by the Vecnan Forces.

Treasure:

APL 6: L: 52 gp; C: 0 gp; M: *Ring of protection +1* x2 (333 gp per character), *potion of cure light wounds* (4 gp per character), *full plate +1* (221 gp per character), *cloak of protection +1* (83 gp per character), *brooch of shielding* (125 gp per character), *gloves of dexterity +2* (333 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: *Ring of protection +1* x2 (333 gp per character), *short sword +1* x2 (385 gp per character), *potion of cure light wounds* (4 gp per character), *full plate +2* (470 gp per character), *cloak of protection +1* (83 gp per character), *brooch of shielding* (125 gp per character), *gloves of dexterity +2* (333 gp per character), *rod of metamagic (lesser extend)* (250 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: *Ring of protection +1* x2 (333 gp per character), *short sword +1* x2 (385 gp per character), *potion of cure light wounds* (4 gp per character), *full plate +2* (470 gp per character), *cloak of resistance +2* (333 gp per character), *brooch of shielding* (125 gp per character), *gloves of dexterity +4* (1333 gp per character), *rod of metamagic (lesser extend)* (250 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: *Ring of protection +3* (1500 gp per character), *ring of protection +2* (666 gp per character), *ring of mind shielding* (666 gp per character), *short sword +1* x2 (385 gp per character), *potion of cure light wounds* (4 gp per character), *full plate +2* (470 gp per character), *cloak of resistance +3* (750 gp per character), *brooch of shielding* (125 gp per character), *gloves of dexterity +4* (1333 gp per character), *rod of metamagic (lesser extend)* (250 gp per character).

Encounter Seven: Hall of Stories

A rough hewn tunnel leads off into the darkness. Several rough pictograms line the wall, there seems to be a sequence to the drawings. There is also some writing on the pictograms, the writing is in Flan.

Scene One: A group of people are following a large moon out of darkness into a promised land.

Scene Two: An evil man with great power and his followers summon fiends and they attack the people.

Scene Three: The people run away to caves and hide.

Scene Four: The people in caves pray.

Scene Five: A man with a serene face appears. Beneath this picture written in old Flan is the title "Serene Man".

Scene Six: The serene man talks with the evil man. The serene man and the evil man make an agreement.

Scene Seven: The evil man is happy and sends the fiends away, the fiends are not happy.

Scene Eight: The evil man and his followers leaves.

Scene Nine: The people leave the caves. The serene Man gives people three words. (Written in old Flan) "Peace, Reason and Serenity." [Anybody making a DC 20 Knowledge (Religion) check can recognize the words if they can't read them otherwise.]

Scene Ten: The people worship the serene man.

Scene Eleven: The people build a temple, plant a tree and carve an obelisk.

The tunnel leads on for 300 feet. Though there are several side tunnels they must have collapsed long ago.

Encounter Eight: Too Late

The tunnel widens into a large lighted cavern. Small cave entrances dot the walls. Scattered across the cavern are the ruins of old walls, all that remains of ancient buildings that must once have occupied this area.

Sprawled out around this cavern are about a dozen fresh human bodies. They are armored and armed, mostly with scythes, staves and daggers. Many broken undead bodies are also scattered about. Some of the undead seem to be Raoan clerics wrapped as mummies. It appears as though a large battle recently took place. On the opposite side of the cavern is a large structure carved into the wall. Symbols of Rao can be seen in the distance.

On the far side of the room you see a man standing in the open staring blankly at the carnage. He has a dark coppery complexion and flowing golden hair. He does not wear any armor and holds a longsword loosely in his hand, its tip resting on the floor. The sword is covered in blood, but the man seems unharmed. As you enter he looks up in your direction with metallic golden eyes, a slack look upon his face.

From across the cavern you hear a rough female voice, but you can't see anyone:

"More meddlers come to die like the rest? Attack! King of all Gloom, I beseech thee to return me to my sanctuary!" (Spellcraft DC 21, word of recall)

Stepping out from behind some of the ruined walls are several undead...

See **DM Map #2** in Appendix 3. There are only 5 buildings still intact. The rest are ruins. The ruined buildings have broken walls that don't stand more than 3 ft. high (and can be used for cover). The ruined walls are considered obstacles and the interior of the ruined buildings is difficult terrain.

Note: Fayreah is wounded and surprised by the arrival of the PCs. She uses a *word of recall* from a scroll to escape. She is too far from Arden and the remaining undead to bring them with her, and rather than risk losing in her

wounded state, she plans to return to the tomb of Herion, have herself healed, and return to face the meddling PCs prepared. Don't allow anything to stop her departure, it is immediate and without hesitation.

APL 6 (EL 6)

☛ **Arden Landis:** Male Aasimar Pal15 (feebleminded); hp 94; See Appendix 1

☛ **Vampire Spawn (2):** hp 38 each; see *Monster Manual* page 253.

APL 8 (EL 8)

☛ **Arden Landis:** Male Aasimar Pal15 (feebleminded); hp 94; See Appendix 1

☛ **Mummies (3):** hp 74 each; see *Monster Manual* page 190.

APL 10 (EL10)

☛ **Arden Landis:** Male Aasimar Pal15 (feebleminded); hp 94; See Appendix 1

☛ **Mohrg (2):** hp 126 each; see *Monster Manual* page 189.

APL 12 (EL12)

☛ **Arden Landis:** Male Aasimar Pal15 (feebleminded); hp 94; See Appendix 1

☛ **Mohrg (3):** hp 126 each; see *Monster Manual* page 189.

☛ **Osyluth:** hp 98; see *Monster Manual* page 52.

Tactics: The Osyluth will already be invisible when the battle starts (he turned invisible right after the battle with the Vecnans and has been maintaining it). The Osyluth will cast *fly* and approach an archer or spellcaster from the air. He will then cast *dimensional anchor* on the target if it is a spellcaster (not if it is an archer). He will land next to his target and create a hemispherical *wall of ice* around himself and his target (centered on him). This means that there should be nowhere in the hemisphere that the target can cast or use a missile weapon without provoking an attack of opportunity. He will then proceed to attack the target, teleporting out of the hemisphere when finished.

The vampire spawn will attempt to dominate a fighter type, ordering them to stay out of the fight (this would not be against anybody's nature, so they do not get a new save because of this order). They will try to dominate each fighter type once, they will proceed to attack any spell casters in melee.

The Mohrgs will use their tongue attack on whatever target is most convenient.

Arden has a normal long sword and no armor. He has no access to spells. Arden will be confused, assuming the PCs are more Vecnans (he is feebleminded). He will move forward and attack the first person he gets to.

Anybody who can make a Knowledge (The Planes) roll DC 15, can recognize him as an Aasimar. Anybody who can make a Knowledge (Local - VTF) DC 15 will recognize the lost Knight of Salvation, known to be the wielder of the holy sword of Rao and captured by the enemy at the Battle of Fals Keep. Should any players mention that they know Sir Arden Landis, they will recognize him immediately. They may ask to look about for the holy sword, give them a DC 10 Spot check (-1 per 10 ft of distance) to notice it sticking out from under a dead Vecnan priest.

At some point during the first round of combat (after Fayreah has left), the holy sword of Rao will speak loudly:

"Heroes of Veluna! Aid me! I am the Holy Sword of Rao! Place me in the hands of Sir Landis that I might control him!"

The DM should decide where the sword is located, 30 ft from one of the PCs sticking out from under the body of a dead cleric of Vecna. A DC 10 Listen check (modified by distance, -1 per 10 ft) can pinpoint that the voice seems to be coming from that body. Anybody who made the listen check can make a DC 10 Spot check to notice a finely crafted sword poking out from under the body.

Should somebody pick up the sword and their alignment is NOT Lawful Good, they will have two temporary negative levels. These negative levels will return once they rid themselves of the sword. Should the person holding the sword not be immediately trying to give it to Arden, the sword will try to control the person (Will save DC 39 to resist) and force them to give it over.

If the sword is ignored, it will continue to plea with the PCs each round to pick it up and give it to Arden.

Once the sword is presented to Arden:

A dim look of recognition crosses the aasimars face as he reaches out to grasp the sword. As soon as his hand wraps the hilt, the dumb expression fades and is replaced by a blank stare. The aasimar begins retreating from the battle.

At this point the holy sword has taken control of Arden and will remove him to safety. It will only intervene if it looks like the PCs are going to lose (very unlikely).

NOTE: Should the PCs kill Arden, they will not be able to talk to the sword. The sword will try to control anybody who picks it up (Will save DC 39) and force them to drop it. Anybody who is not Lawful Good will

have 2 negative levels as they carry it. Under no circumstances will the sword cooperate with a group that killed Arden.

Treasure: (recovered from the dead Vecnan and Nerullite clerics and the undead Raoan clerics used as mummies) None of these items are used in the combat.

APL 6: L: (0 gp); C: (0 gp); M: *armbands of might* (342 gp per character)

APL 8: L: (0 gp); C: (0 gp); M: *armbands of might* (342 gp per character), *stylus of the masterful hand* (250 gp per character).

APL 10: L: (0 gp); C: (0 gp); M: *armbands of might* (342 gp per character), *stylus of the masterful hand* (250 gp per character), *spellsight spectacles* (208 gp per character).

APL 12: L: (0 gp); C: (0 gp); M: *armbands of might* (342 gp per character), *stylus of the masterful hand* (250 gp per character), *spellsight spectacles* (208 gp per character), *headband of conscious effort* (333 gp per character).

Encounter Nine: The Sword

The PCs can talk with the sword; it speaks in a calm, serene heavenly voice. It can tell them the following:

- *I first became aware when I struck the Pit Fiend on the field of battle at the keep in the mountain pass. I was confused at first, but knew the taste of the enemy well. But then my wielder was struck dumb by some powerful magic and we were captured by the despicable fiend and taken away.*
- *My wielder's mind is affected by some powerful magic that I cannot mend. I knew that we were surrounded by enemies, agents of The Reaper, so I kept secret my sentience. Some of them tried to take me, but I burned their dark souls with holy fire. They left me with my wielder while they manipulated him in the dark place where they took us.*
- *There was a woman named Fayreah who was in charge, though she took orders from one who was long dead but now returned. I sensed a great evil while in his presence; I sensed the nearness of The Reaper in him. Fayreah was just here, but I sensed her evil aura disappear when she spoke.*
- *The evil ones brought my wielder and me here to this place. They made him use me to*

unlock a large door. I sensed the presence of my maker in that door, it opened to my touch.

- *We traveled to this cavern and they were examining the structure on the far wall when agents of The Maimed One came. There was a brief discussion, then a battle ensued. Arden took part, not knowing any better, but I was disarmed from him, becoming powerless. The priestess of the Reaper won the battle, but at great cost. The worshippers of The Maimed One died, some may have escaped I do not know.*
- *You came and I did not sense darkness in your hearts. I thank you for helping me. I will make my wielder follow you until I can find a way to mend his mind.*

The sword knows that its fate is now linked to Arden. It wishes to remain with Arden at all times, claiming he is "The Chosen". If the PCs can cure Arden of his *feblemind*, they may do so. He will be confused, but grateful. After getting the story from the PC's, he will insist on pressing on and investigating this place to determine its purpose.

The sword can read Flan. If none of the PCs can read Flan, the sword is willing to translate for them.

At about the time the PCs finish talking to the sword, Herion himself will cast a *greater scrying* spell on Arden. Fayreah will have returned to him and told him what has transpired, so Herion is trying to follow what is going on. Since Arden has a -15 to his Will save, he will fail it. Have each PC who has an Intelligence of 12 or more roll an Intelligence check (DC 20). Any who make it will notice something odd in the air (the invisible scrying sensor). The *greater scrying* is cast at 20th caster level. They may figure out they are being watched, but they do not know by whom, nor do they know who the sensor is watching unless they somehow experiment to find out. Even if they figure out it is Arden, the sword will insist on him going along with them as they investigate the shrine. The sword is very stubborn. If they push the issue, the sword will point out that they probably need him to continue.

Should the PCs somehow foil the scrying attempt (remember 20th caster level!), then Herion will use a divination to determine their plans. In this case he will be able to tell they are going after the obelisk and will send Fayreah to protect it. However, in this case she will not be able to have her 1 min/level spells prepped. It is very unlikely that the party can foil Herion's scrying.

Should the scrying attempt succeed and Herion is able to tell their plans, he will be able to send Fayreah back with good enough timing that she will be fully prepped.

Encounter Ten: Shrine of Reason

You see a room carved out of the rock wall in the back of the cavern. This large room is lined in white rock and many symbols of Rao are carved into the rock. Broad steps lead up into the room, flowing words are carved into the lintel above the steps. The floor has decorative tiles laid out in a pattern, with the same words repeated over and over in the tiles. At the back of this room you see an ornate stone door, flanked by images on the wall of men in ring mail armor with shields and long swords, kneeling. On one side of the room is an archway on the wall, decorated with many symbols of Rao. The archway leads nowhere; it just has a blank stone face inside the arch on the wall.

The Archway is a gate, it radiates strong Conjunction magic. It remains inactivated unless the appropriate command words are given. The main command is "In the name of Peace, Reason and Serenity open the way to ____". The gate is only keyed to certain locations. The Obelisk is the only keyed location given out in this module. The commands are revealed below in the Shrine.

Above the shrine Written in Flan:

"Speak the title the people gave to he who saved us and enter the Shrine of Reason in peace."

The area is protected with a *forbiddance* spell. Only Lawful Good beings can enter it without the password. Speaking the words "Serene Man" in Flan will allow others to enter. The sword can translate if need be. Anybody trying to enter will take damage as per the spell (see *Player's Handbook*).

The floor has the words (in Flan): "Peace, Reason, and Serenity" written repeatedly.

Words in Flan on the back wall read: "I pledge to follow the path of Law and Goodness until the day I die, This I do willingly and for the good of the people."

In front of the door is a slot in the floor. Words in the tile on the floor (in Flan) read: "Only by the power of The Holy Sword of the Reasoned One can the Knowledge herein be obtained."

The ritual was to kneel (or take a knee), and repeat the pledge and place a holy sword in the slot. This opens the

door. The door opens even if the wielder does not kneel or recite the pledge as long as the Sword is placed in the slot. The sword goes down about 20 inches and then stops. The sword will make Arden place it in the slot if requested.

A PC can kneel anywhere in the shrine area and recite the pledge to receive a blessing: (Note this on the PCs AR if they do this. Do NOT mention that they can do this only if they do it without any knowledge)

- If a Paladin (of any deity) kneels and recites the pledge: A voice speaks in their head, "May your sword be blessed and swift in your defense of the people". The PC now knows the spell *bless weapon, swift*.
- If a Ranger (of Lawful Good alignment) kneels and recites the pledge: A voice speaks in their head, "May you be quick and swift in your defense of the people." The PC now knows the spell *lightfoot*.
- If a Cleric (of Lawful Good alignment) kneels and recites the pledge: A voice speaks in their head, "May your spells delay the death of warriors defending the people." The PC now knows the spell *delay death*.
- Anybody else (of Lawful Good alignment) that kneels and recites the pledge: A voice speaks in their head, "May you stave off death while defending the people." The PC now receives a casting of the spell *imbue with spell ability* and is imbued with a *cure light wounds*(5th level). This is only good for the duration of this module.
- Anybody else (of an alignment other than Lawful Good) that kneels and recites the pledge: They feel a strong urge to change their alignment to Lawful Good.

Note: PCs that learn these new prayers (spells) can immediately swap another spell in memory to gain this new spell if they desire.

The hallway of knowledge lies beyond the door.

Encounter Eleven: Hallway of Knowledge

The full story of a major conflict between Rao and Nerull is told in pictures and writing (Flan) painted on the walls of this 30 foot long hallway (10 ft wide). Beings not aligned with law feel very uneasy and feel compelled to order.

The story of the defeat of Nerull is painted on the walls (all words are written in Flan, but the sword can translate if need be):

- Panel 1: *A glowing man of light (Rao) meets a sick evil man (Nerull). Both figures radiate immense deific power.*
- Panel 2: *Nerull attacks Rao, Rao holds forth his hands holy power flowing from them into Nerull. Beneath this picture are the words: "Thus did The Reasoned One gift to The Reaper the three mercies: firstly knowledge, thence serenity, and finally peace."*
- Panel 3: *Nerull is shown leaving a large valley with Rao and his followers watching on. Many men follow Nerull from the valley. Nerull looks to be content and the moon of Luna is prominent, being shown close to the valley. The words below read: "Thus did The Reaper know contentment for the first time. He leaves the vale in peace."*
- Panel 4: *Nerull is shown with many supplicating worshippers at his feet. Nerull appears to be shrugging off waves of holy power that fall to the floor and melt away. Nerull appears upset. Beneath this is the text: "But the followers of The Reaper continued their evil ways and thus did The Reaper shed himself of the blessings of The Reasoned One. Having tasted the virtues of peace, reason, and serenity and lost them. Thus is The Reaper painfully tormented by their memory and vows revenge against The Reasoned One for his torment."*
- Panel 5: *Rao is shown visiting a sleeping cleric of Rao. Above the head of the slumbering cleric is a cloudy picture of an open air Temple of Rao, a great tree, and an obelisk coursing with power. The words beneath read: "Knowing that The Reaper may one day return to the Vale of Luna did The Reasoned One visit a vision unto the first Canon of his people. Thus did his people gain the power to create the Tree of Serenity, the Temple of Reason, and the Obelisk of peace. May these relics of His wisdom serve well the generations of his flock yet to come."*

Encounter Twelve: Vault of Reason

A small 5 foot by 5 foot room is behind the door. A small Face of Rao is carved on the back wall, the size of a normal face.

If someone enters the room, the face will speak (each PC will hear the words of the voice in their native language):

The eyes of the face on the wall flash with light and the mouth moves as it speaks: "To ask for knowledge is to accept Rao's charge. Do you seek to bring Peace, Reason and Serenity to his people and all the people of Oerth? If so, speak your oath."

If Arden is healed, he will enter the room and say: "Sir Arden Landis and the Holy Sword of Rao do so pledge ourselves to The Reasoned One." If he is not healed, the sword will urge one of the PCs to make such an oath. Allow other PCs to make their pledges and oaths.

When someone makes a reasonable oath:

"What knowledge do you seek?"

The face will answer questions. However, it is only the spirit of a priest of Rao that died around the time this complex was built. He can sense that Nerull has returned to the vale, he can sense the battle raging above, he knows about the Holy Sword of Rao and its chosen bearer (Arden who was once human but was changed into an Aasimar). But he is not a source of free divinations, simply a source of knowledge about Veluna.

- Who are you?

"I was a holy man of The Serene Man long long ago. I petitioned him that I might continue to serve the people. He allows me to come here and speak when the need is great and a Holy Sword summons me."

- What is this place for?

"To reveal knowledge of the past that may be lost to the ages. I know of the Obelisk of Peace."

- What is the Obelisk for?

"To oppose the followers of The Reaper should they ever threaten the Vale of Luna again. To undo that which they may have wrought..."

- How is the Obelisk of Peace activated?

"Call upon the three virtues of The Reasoned One, the ritual of return must be performed three times. The obelisk is the key. Touch a side of the obelisk and

call forth the first virtue, touch a second side and call forth the second virtue and then the third side calling upon the third virtue. Touch the last side and call forth Holy Power in the name of Rao. Be sure that the time is right though; for once done, it cannot be undone. This blessing was created for the time when the need was great, to waste the blessing of Rao would be a sin."

- Should we activate the obelisk?

"That is your decision. It was put in place to defend the Vale against the machinations of The Reaper when the need was great. You must decide if that time is now."

- How do we get to the Obelisk of Peace?

"Go to the Portal in the archway in the shrine and call upon the three virtues and command the Gate to reveal the Obelisk of Peace, it will appear and then you can travel through the portal. 'In the name of Peace, Reason, and Serenity; Open the way to the Obelisk of Peace'."

- What does activating the Obelisk do?

"It will undo what The Reaper has wrought and also awaken the Tree of Serenity and the Temple of Reason. The Tree will aid those who are true, and the Temple will oppose those who are unreasonable."

- Who is Herion?

"That is the name of the heretic. He once was pious, but his hubris was greater than his capability. He turned his back on the Serene Man and embraced The Reaper."

- Who does Herion serve?

"The heretic serves The Reaper."

- What happened at the flight of fiends?

"Betrayal. The ritual was corrupted. Other than that I do not know."

- What went wrong with the Crook of Rao?

"It foresaw and protected itself from the betrayal at the flight of fiends. Though its body lies with the Heretic its essence is safe."

- What about Rinen Fallswop?

"His prayers are no longer heard in the court of the Serene Man. He too has fallen from grace. I do not know more."

- Who is watching us now?

"I sense the presence of a powerful servant of The Reaper. Beware, for surely your plans are known."

- What were the Nerullites/Fayreah/Vecnans doing here?

"They seek to pervert the intent of the gifts of the Serene Man for their own purposes."

- Who is Fayreah?

"That is the name of the one who awoke the heretic Herion from his slumber. She is second only to Herion himself."

- Does the Plar of Grayington (True Canon of the Faithful) serve Rao?

"His prayers are heard in the heavenly court of the Serene Man."

The face does not know anything else. Its answer to any other questions will be "I do not know".

After giving all the information above (the text may need to be modified if the PCs killed Arden):

The face on the wall flares suddenly and the mouth opens in surprise.

"A great and terrible battle has begun. The Sword of Rao must go! Bring the celestial bearer to me and I will send him to the holy ground above so that he can serve the people of the Reasoned One in their time of need!"

The Holy Sword will insist on going. Once Arden is led into the small room, he will disappear in a brilliant flash of light and the face will go dormant.

Encounter Thirteen: The Obelisk

It is assumed the PCs return to the archway in the Shrine of Reason, activate the portal and step through. If they choose to go upwards nudge them that they must find out what Fayreah is doing down here.

The PCs appear in the obelisk room stepping out of the north wall. See **DM Map #3** in Appendix 3. There are rocks/stalagmites that are impassable, and there is loose rock/scree that is difficult terrain.

If Herion was able to *scry* on the PCs while they talked to the face, he will have Fayreah teleported here with some undead to stop them. She will arrive the round after the PCs step through the wall (and before they are able to

start activating the obelisk); she will appear near the south wall. Fayreah and the undead will not be able to take an action on the round they arrive in the room. Basically, the PCs will be able to take one double move action into the room (or move and take a standard action), then Fayreah and company will appear (give them a half move), then roll initiative.

Herion is angry with Fayreah for failing and this is her last chance. Failure here means the end for her. Herion will be able to time the arrival of the PCs well enough that Fayreah will be fully prepped with all spells that last longer than 1 rnd/level (see note in Appendix 1).

Round Sequence:

Round 1: PCs activate the gate.

Round 2: PCs step through the gate (getting one action on the other side). Fayreah bolsters her undead and is teleported into the obelisk room.

Round 3: Roll initiative.

Should the PCs have foiled Herions scrying attempt, Fayreah will be here waiting for them, but the only spells prepped will be ones that last 10 minutes/level or longer. She will attack immediately.

You step out from the wall of a large cavern. In the middle of the cavern stands an ancient obelisk, made entirely of white marble. Engraved on 3 of the 4 sides of the obelisk is writing in several different languages. The Obelisk of Peace lies before you.

Note: The encounters below include a +1 EL adjustment for Fayreah because she is slightly strong for her level and is fully prepared for a battle.

APL 6 (EL 9)

☞**Spectres (2):** hp 63 each; see *Monster Manual* page 232.

☞**Fayreah:** Female Elf Clr7; hp 53; See Appendix 1

APL 8 (EL 11)

☞**Wraiths (2):** hp 45 each; see *Monster Manual* page 258.

☞☞**Fayreah:** Female Elf Clr9; hp 68; See Appendix 1

APL 10 (EL 13)

☞**Spectres (3):** hp 63 each; see *Monster Manual* page 232.

Fayreah: Female Elf Clr11; hp 83; See Appendix 1

APL 12 (EL 15)

☞**Dread Wraith:** hp 144; see *Monster Manual* page 258.

☞**Spectres (2):** hp 63 each; see *Monster Manual* page 232.

☞**Fayreah:** Female Elf Clr13; hp 98; See Appendix 1

Tactics: Just before being teleported, Fayreah will bolster the undead (she will not have her Charisma enhanced yet so use the unbuffed score), so they will arrive with the bolstering in effect in the first round.

Fayreah will order the undead to attack immediately while she finishes her buff spells. The undead will move directly to attack anyone who is trying to activate the obelisk. Remember, they are incorporeal so they can move and charge through enemy occupied squares AND the obelisk itself to get to their targets (drawing attacks of opportunity as normal of course).

She will advance one move action (if necessary) cast one short duration buff spell, then cast a quickened (either prepared quickened spell, or use Divine Metamagic) second short term buff spell. She should be able to do this twice, then cast any remaining quickened spell in the third round while taking a normal action (possibly charging fully buffed). She will cast defensively when she needs to, relying on her high concentration score.

Fayreah will be sure to activate her mysticism domain ability in the first round as well as make sure *lesser visage of the deity* is cast in the first round to take advantage of the saving throw bonus this combination grants. She will cast *weapon of the deity* and *righteous might* last. After all short term buff spells are cast, she will concentrate on melee in the third and following rounds. She will count on her rings of counterspelling to protect her from being weakened by *dispel magic* spells. Please note that she has 2 of these rings at higher APLs, only one will go off at a time so she should be protected from two *dispel magics* at those APLs. She also has a *deathwatch* spell active, should she notice that any opponent is "fragile" (3 or fewer hit points), she will use her death touch ability on that opponent. Her goal is nothing less than total destruction of the PCs. She will fight fanatically and to the death for the greater glory of her master. She should act confident and thoroughly wicked in this combat, she will pull no punches. Fayreah should be a fearsome opponent when fully buffed. The DM is instructed to pull no punches with Fayreah, she is a major opponent in Veluna and she should not go down easy. Defeating her should be a real victory for the PCs.

The writing on the obelisk has the same thing written on all three sides, the fourth side is blank. The writing is in common, celestial, and Flan. It says the same thing in all 3 languages:

“This obelisk commemorates the greatest victory of Rao himself, when through peace and diplomacy he cooled the anger of Nerull and persuaded him to leave the Vale of Luna.”

NOTE: Activating the Obelisk - Activating each side of the obelisk is a Full Round action that draws attacks of opportunity. The obelisk is 10 ft. on a side, so it should take one person 8 rounds to fully activate the obelisk (1 round to move to that side since you cannot 5 ft. step around a corner and one round to activate). As the first side is touched and the power summoned the obelisk starts humming and glowing. As the second side is invoked the humming grows louder and the white light shines brightly. As the third side is summoned the humming grows even louder and the obelisk glows even brighter driving away undead next to it (the 8 squares around it). Then as the last side is touched and invoked the white fills the room destroying all remaining undead, blinding the PCs for a moment (see “**Note**” section below should the PCs do this in combat). Once Fayreah falls a dark shadow erupts from her body and slowly grows larger and larger, immune to all spells and effects (assuming the obelisk has not been activated yet when she falls, if it has none of this happens). Once the Obelisk is activated the shadow of Fayreah is destroyed. The Shadow only grows it never attacks and has no powers. This is the evil soul of Fayreah, the light destroys her soul.

Note: Should the obelisk be activated during the combat, go to **Encounter 14**, and then continue the combat. The activating of the obelisk will destroy any remaining undead, but Fayreah will fight to the death even after the obelisk is gone. Note that the PCs gain the benefits listed in Encounter Fourteen immediately.

If Fayreah defeats or drives off all opponents, she will claim the obelisk in the name of Nerull (see last part of **Encounter 14**). She (nor her undead) will not pursue fleeing PCs.

Once the battle is over, the PCs can activate the obelisk with no further intrusion. Go to **Encounter 14**.

Treasure:

APL 6: L: (190 gp); C: (0 gp); M: *Amulet natural armor +1* (167 gp per character), *cloak of resistance +1* (83 gp per character), *ring of counterspells* (333 gp per character).

APL 8: L: (190 gp); C: (0 gp); M: *Amulet natural armor +1* (167 gp per character), *cloak of resistance +2* (333 gp per character), *ring of counterspells* x2 (667 gp per character), *periapt of wisdom +2* (333 gp per character), *potion cure serious wounds* (63 gp per character), *potion shield of faith (+5)* (75 gp per character).

APL 10: L: (190 gp); C: (0 gp); M: *Amulet natural armor +1* (167 gp per character), *cloak of resistance +3* (750 gp per character), *ring of counterspells* x2 (667 gp per character), *periapt of wisdom +2* (333 gp per character), *potion cure serious wounds* (63 gp), *potion shield of faith (+5)* (75 gp per character), *potion haste* (63 gp per character).

APL 12: L: (190 gp); C: (0 gp); M: *Amulet natural armor +1* (167 gp per character), *cloak of resistance +4* (1333 gp per character), *ring of counterspells* x2 (667 gp per character), *periapt of wisdom +4* (1333 gp per character), *potion cure serious wounds* (63 gp per character), *potion shield of faith (+5)* (75 gp per character), *potion haste* (63 gp per character).

Encounter Fourteen: Rao’s Blessings

Any PC in the range of the light from the obelisk when the final side of the obelisk is touched will have the following vision:

As the last side of the obelisk is touched, there is a bright flash of light, blinding you for a split second, when you see again the obelisk is gone.

In your mind you see a vision of Mitrik. War rages all around the temple district as the forces of Herion assault the walls of the temple district. The defenders are hard pressed.

Several images flash in your mind. You see a great tree appear in the middle of the church compound then flash with a bright light. The light from the tree spreads out across the city, as it illuminates each of the cities defenders (including yourselves) they glow briefly for a moment and seem energized by the light.

Then the small Temple of Rao from the catacombs appears in the compound near the tree. A split second later it too bursts in a great light that washes out over the city. As it touches the fiends battling for Herion they glow briefly then have a look of surprise on their faces as the light somehow affects them.

Lastly, the obelisk appears just outside the College of the Arcane. It pulses with a magical wave of energy that explodes with a thunderclap. The magical wave expands out across the city and into the countryside causing the view of the world to ripple as it goes. There seems to be a second wave of magical force being pushed away before it as if lifting some curse that lay upon the land.

Effects:

First: Serenity – Anybody of Good or Neutral alignment, commoners and soldiers alike, are filled with the effects of the following spells: *aid*, *remove fear*, and *bless weapon*. Any commoners or soldiers of Evil alignment are unaffected. The affected soldiers seem to glow with a soft white light. The Tree begins absorbing wounds taken by soldiers.

Next: Reason - The teleport powers of Fiends are rendered unusable due to a large effect spell now on Mitrik: *epic mass dimensional anchor*.

And Last: Peace - the Divination problem is destroyed. All spellcasters who worship Rao feel that darkness has been removed from their “3rd eye”. All spellcasters benefit, but don’t experience the lifting of the veil feeling (only Raons).

The leadership of Mitrik understands they have been blessed in some way and quickly form battle plans. The forces of Mitrik launch a massive counter attack in the city. The glowing effects on the soldiers and the Tree wound absorption will last for one battle. The *dimensional anchor* effect is permanent (as far as anyone can tell).

Should the PCs fail and Fayreah activates the obelisk:

As you (die/flee) you see Fayreah step forward and touch the obelisk while shouting a prayer for the greater glory of Nerull. As she does, black energy seems to well from the depths of the obelisk and dark streamers emerge, wrapping Fayreah in their dark embrace. The Obelisk of Peace has been claimed by the enemy and corrupted, consecrated to the god of death. The tree and temple remain dormant in their burial places. Perhaps some other heroes can find a way to reclaim these ancient gifts of Rao.

Conclusion

As the PCs arrive from the depths:

As you exit the catacombs you hear the sounds of combat as battle rages all around. You can see the fierce determination of the forces of Veluna as they fight with renewed vigor. Sir Arden Landis is seen wearing a tattered tabard of the Knights of Salvation, battered armor, and dented shield, wields the Holy Sword of Rao as he leads another charge into the heart of a force of fiends. The fiends fall like harvested wheat beneath the power of the sword unable to teleport to safety from the will of Rao.

The benefits of the three artifacts tip the scales in the favor of the defenders. Before the day is ended the defenders of Veluna have defeated the invading forces of Herion and driven them from the field of battle. The day is won, the siege of Mitrik is broken and the army of Herion is in full retreat. Victory at last.

After the battle (and after the PCs have participated in the battle in the Gemcon interactive if applicable), they will be well rewarded for their central part in the victory:

Boon of the Church: The church of Rao will offer free training to the hero. The hero can gain access to take any one of the following feats from Complete Divine (choice must be circled now): Augment Healing, Domain Focus, Empower Turning, Practiced Spellcaster, Quicken Turning, Spell Focus (Good), Spell Focus (Law), Spontaneous Healer, Divine Metamagic, Divine Spell Power, Glorious Weapons, Domain Spontaneity, Sacred Boost, Sacred Healing, True Believer, Consecrate Spell, Rapid Spell, Reach Spell, Transdimensional Spell.

Boon of the Maker: Glorianna, the celestial who spent 1000 years crafting the Holy Sword of Rao is willing to teach you to craft weapons or armor with any one of the following enhancements (must choose now and circle the benefit). This gives you access to this enhancement for purposes of MIC. If the PC does not have Craft Arms and Armor feat, cross off this boon.

- **Armor and Shields:** Moderate Fortification, Acid Resistance, Cold Resistance, Fire Resistance, Electricity Resistance, Sonic Resistance, Animated, Blinding, Ghost Touch
- **Weapons:** Bane (Aberrations), Bane (Constructs), Bane (Dragons), Bane (Giants), Bane (Magical beasts), Bane (Monstrous Humanoids), Bane (Outsider, Evil), Bane (Undead), Dancing, Flaming, Flaming Burst, Ghost Touch, Holy, Keen, Merciful, Shock, Shocking Burst, Spell Storing,

Boon of the Holy Sword of Rao: This boon is granted to any paladin or priest of Rao, any PC whose AR for VEL3-05 shows that he/she donated xp to the making of the sword of Rao, or any member of the following meta-orgs: Church of Rao, Church of Herioneous, Church of St Cuthbert, Mitrik Temple Guard, Knights of Salvation, or Knights of Whitehale. Note that the PC must have met the pre-requisites BEFORE playing this adventure to qualify for this boon (cross off this boon if they do not qualify). The sentient Holy Sword of Rao has offered to create a Holy Avenger as per the DMG. The PC must pay the crafting cost for creating the item, including xp. The cost is 84,630 gp. The PC receives a discount on this cost

of 5gp for every xp that was previously (i.e. not on a later AR than this one) donated to the creation of the Holy Sword of Rao to a maximum discount of 24,000 gp for 4800+ xp donated. The minimum cost of the Holy Avenger is thus 60630gp. Frequency: Regional/Meta-Regional.

Official critical events results: Any player interested in downloading an official summary of events of this mod that reflects the critical events of the first run of this event should be given the following password. The DM should give this password to the players at the conclusion of play. They can then download the critical summary and use the password to open the file:

Password: victory

The End

Experience Point Summary

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

Encounter Six: The Doors

Defeat the Hand and Eye of Vecna

APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Encounter Eight: Too Late

APL 6	180 xp
APL 8	240 xp
APL 10	300 xp
APL 12	360 xp

Encounter Thirteen: The Obelisk

Defeat Fayreah and her minions

APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Story Award

Objective(s) met: Activating the Obelisk

APL 6	180 xp
APL 8	225 xp
APL 10	270 xp
APL 12	315 xp

Total possible experience:

APL 6	900 xp
APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575xp

Treasure Summary

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

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

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

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

the end of the adventure, its total is subtracted from the adventure totals below.

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

APL 6: L: 52 gp; C: 0 gp; M: *Ring of protection +1* x2 (333 gp per character), *potion of cure light wounds* (4 gp per character), *full plate +1* (221 gp per character), *cloak of protection +1* (83 gp per character), *brooch of shielding* (125 gp per character), *gloves of dexterity +2* (333 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: *Ring of protection +1* x2 (333 gp per character), *short sword +1* x2 (385 gp per character), *potion of cure light wounds* (4 gp per character), *full plate +2* (470 gp per character), *cloak of protection +1* (83 gp per character), *brooch of shielding* (125 gp per character), *gloves of dexterity +2* (333 gp per character), *rod of metamagic (lesser extend)* (250 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: *Ring of protection +1* x2 (333 gp per character), *short sword +1* x2 (385 gp per character), *potion of cure light wounds* (4 gp per character), *full plate +2* (470 gp per character), *cloak of resistance +2* (333 gp per character), *brooch of shielding* (125 gp per character), *gloves of dexterity +4* (1333 gp per character), *rod of metamagic (lesser extend)* (250 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: *Ring of protection +3* (1500 gp per character), *ring of protection +2* (666 gp per character), *ring of mind shielding* (666 gp per character), *short sword +1* x2 (385 gp per character), *potion of cure light wounds* (4 gp per character), *full plate +2* (470 gp per character), *cloak of resistance +3* (750 gp per character), *brooch of shielding* (125 gp per character), *gloves of dexterity +4* (1333 gp per character), *rod of metamagic (lesser extend)* (250 gp per character).

Encounter Eight: Too Late

APL 6: L: (0 gp); C: (0 gp); M: *Armbands of might* (342 gp per character)

APL 8: L: (0 gp); C: (0 gp); M: *Armbands of might* (342 gp per character), *stylus of the masterful hand* (250 gp per character).

APL 10: L: (0 gp); C: (0 gp); M: *Armbands of might* (342 gp per character), *stylus of the masterful hand* (250 gp per character), *spellsight spectacles* (208 gp per character).

APL 12: L: (0 gp); C: (0 gp); M: *Armbands of might* (342 gp per character), *stylus of the masterful hand* (250 gp per character), *spellsight spectacles* (208 gp per character), *headband of conscious effort* (333 gp per character).

Encounter Thirteen: The Obelisk

APL 6: L: (190 gp); C: (0 gp); M: *Amulet natural armor +1* (167 gp per character), *cloak of resistance +1* (83 gp per character), *ring of counterspells* (333 gp per character).

APL 8: L: (190 gp); C: (0 gp); M: *Amulet natural armor +1* (167 gp per character), *cloak of resistance +2* (333 gp per character), *ring of counterspells* x2 (667 gp per character), *peript of wisdom +2* (333 gp per character), *potion cure serious wounds* (63 gp per character), *potion shield of faith (+5)* (75 gp per character).

APL 10: L: (190 gp); C: (0 gp); M: *Amulet natural armor +1* (167 gp per character), *cloak of resistance +3* (750 gp per character), *ring of counterspells* x2 (667 gp per character), *peript of wisdom +2* (333 gp per character), *potion cure serious wounds* (63 gp), *potion shield of faith (+5)* (75 gp per character), *potion haste* (63 gp per character).

APL 12: L: (190 gp); C: (0 gp); M: *Amulet natural armor +1* (167 gp per character), *cloak of resistance +4* (1333 gp per character), *ring of counterspells* x2 (667 gp per character), *peript of wisdom +4* (1333 gp per character), *potion cure serious wounds* (63 gp per character), *potion shield of faith (+5)* (75 gp per character), *potion haste* (63 gp per character).

Total Possible Treasure

APL 6:	900 gp
APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp

Boon of the Holy Sword of Rao: This boon is granted to any paladin or priest of Rao, any PC whose AR for **VEL3-05** shows that he/she donated xp to the making of the sword of Rao, or any member of the following meta-orgs: Church of Rao, Church of Herioneous, Church of St Cuthbert, Mitrik Temple Guard, Knights of Salvation, or Knights of Whitehale. Note that the PC must have met the prerequisites BEFORE playing this adventure to qualify for this boon (cross off this boon if they do not qualify). The sentient Holy Sword of Rao has offered to create a Holy Avenger as per the DMG. The PC must pay the crafting cost for creating the item, including xp. The cost is 84,630 gp. The PC receives a discount on this cost of 5gp for every xp that was previously (not in the future) donated to the creation of the Holy Sword of Rao to a maximum discount of 24,000 gp for 4800+xp donated. The minimum cost of the Holy Avenger is thus 60,630gp. Frequency: Regional/Meta-Regional.

Hero of Mitrik: The PC is recognized as a hero of the battle of Mitrik in an official ceremony by the Church of Rao. The PC has the right to use the title "Hero of Mitrik." For the rest of CY595 the PC receives free rich upkeep in any Veluna regional scenario.

APPENDIX 1: NPC's

APL 6

ENCOUNTER 6: The Doors

The Hand: CR 7; Male Hand of Vecna* Ftr5; Medium Outsider (Native); HD 5d10+20; hp 53; Init+3; Spd 30ft; AC 26 (+9 armor, +1 dex, +1 deflection, +5 natural), touch 12, flat-footed 25; Base Atk +5; Grp +10; Atk +12 melee (1d6+7, masterwork short sword) or +10 melee (1d8+5, slam) or +8 ranged (1d4+5, dagger); Full Atk +10 melee (1d6+7, masterwork shortsword) and +10 melee (1d6+4, masterwork shortsword) and +8 melee (1d8+5, slam); SA Spell-Like abilities; SQ Blindsight 60ft, Immune to strength drain, immune to gaze/visual effects, cold and fire resistance 10, DR 5/magic, SR 15; AL NE, SV Fort +9, Ref +5, Will +4, Str 21, Dex 16, Con 18, Int 10, Wis 10, Cha 14.

Skills and Feats: Climb +1, Jump +5, Listen +2, Sense Motive +1, Spot +2; Weapon Focus (short sword), Weapon Specialization (short sword), Iron Will, Two Weapon Fighting, Combat Reflexes, Multi-attack.

Spell-Like abilities: 3/day – *enlarge*, 1/day – *ray of enfeeblement*, *bull's strength*. Caster level 5th; save DC 12 + Spell level.

Possessions: Dagger x3, masterwork shortsword x2, +1 full plate, ring of protection +1, cloak of protection +1, potion of cure light wounds.

*See Appendix 2: New Rules Items

Eye of Vecna; Male Eye of Vecna Template* Wiz5; CR 7; Medium Outsider; HD 5d4+15; hp 28; Init+3; Spd 40ft; AC 19 (+3 dex, +1 deflection, +5 natural), touch 13, flat-footed 16; Base Atk +2; Grp +2; Atk +2 melee (1d4, dagger); Full Atk +2 melee (1d4, dagger); SA Drain Soul, Spell-like abilities; SQ Darkvision 60 ft, Immunity to Intelligence draining spells and effects, cold and fire resistance 10, DR 5/magic, SR 15; AL NE; SV Fort +5, Ref +4, Will +6; Str 10, Dex 16, Con 17, Int 20, Wis 14, Cha 16

Skills and Feats: Concentration +12, Decipher Script +13, Forgery +7, Knowledge (Arcana) +10, Knowledge (Dungeoneering) +8, Knowledge (Geography) +8, Knowledge (History) +8, Knowledge (Religion) +10, Knowledge (Planes) +8, Listen +5, Move Silently +3, Search +5, Sense Motive +2, Spellcraft +15, Spot +6; Point Blank Shot, Precise Shot, Scribe Scroll, Sudden Empower*.

Spells Prepared (4/5/3/2; Base DC = 15 + Spell Level); 0 - *detect magic* x3, *read magic*, 1st - *magic missile* x2, *shocking grasp*, *ray of enfeeblement*, *burning hands*, 2nd - *acid arrow*, *glitterdust*, 3rd - *fireball*, *clairaudience/clairvoyance*.

Spell-Like abilities: At will – *detect thoughts*, see *invisibility*, 1/day – *shield*, *color spray*, *eagle's splendor*, *ghost touch*. Caster level 5th; save DC 13 + Spell level.

Possessions: Brooch of shielding, gloves of dexterity +2, ring of protection +1.

*See Appendix 2: New Rules Items

ENCOUNTER 8: Too Late

Arden Landis: Male Aasimar Pal15; CR 15; Medium Outsider (Native); HD 15d10; hp 94; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +15; Grp +17; Atk +17 melee (1d8+2, long sword) or +22 (+24 vs evil outsiders) melee (1d8+7+2d6 vs evil, +2d6 vs chaotic, +2d6+2 vs evil outsiders, *Holy Sword of Rao/17-20x2*); Full Atk +17/+12/+7 melee (1d8+2, long sword) or +22/+17/+12 (+24/+19/+14 vs evil outsiders) melee (1d8+7+2d6 vs evil, +2d6 vs chaotic, +2d6+2 vs evil outsiders, *Holy Sword of Rao/17-20x2*); AL LG; SV Fort +9, Ref +9, Will +8; Str 14, Dex 10, Con 10, Int 1, Wis 16, Cha 1.

Skills and Feats: Ride +13; Divine Might, Leadership, Mounted Combat, Power Attack, Ride By Attack, Trample.

Possessions: Long sword or +5 holy axiomatic keen bane (evil outsiders) cold iron longsword (*The Holy Sword of Rao*).

ENCOUNTER 13: The Obelisk

Note: As an aid to the DM, Fayreah is presented in two forms. The first is Fayreah without buff spells active, the second is Fayreah WITH all buff spells active. Spells with double strikethrough (~~sample~~) will have been cast before combat and will be active for the duration of the combat. Spells with single strikethrough (~~sample~~) will have to be cast during combat rounds (because they are 1 round per level spells). The DM will have to decide when these get cast once initiative starts, and which she will use her Divine Metamagic (Quicken) feat to cast (she should be able to do this twice). Spells that were cast earlier in the day and have had their durations expire are simply not listed (i.e. she will have fewer spells listed at that

level than she normally would). It is suggested that you use the buffed version of Fayreah and subtract out what she has NOT cast yet should you need stats before she has managed to cast her 1/round duration buff spells.

Fayreah (not buffed): Female High Elf Clr7; CR 7; Medium-sized humanoid; HD 7d8+14; hp 53; Init+1; Spd 20 ft; AC 20 (+8 armor, +1 natural, +1 dex), touch 11, flat-footed 19; Base Atk +5; Grp +6; Atk +3 melee (2d4+1, scythe) or +7 melee (1d8+1, heavy mace); Full Atk +3 melee (2d4+1, scythe) or +7 melee (1d8+1, heavy mace); SA Spells; SQ Immunity to Sleep, +2 on saves vs charm/enchantment; AL NE; SV Fort +9, Ref +5, Will +11; Str 13, Dex 12, Con 14, Int 11, Wis 18, Cha 16

Skills and Feats: Concentration +13, Knowledge (Religion) +10; Divine Metamagic (Quicken)**; Quicken Spell, Extra Turning (10 turning attempts per day).

Spells Prepared (6/6/5/4/3; Base DC = 14 + Spell Level) 0- *detect magic, detect magic, read magic, read magic*; 1st - *divine favor**; *deathwatch, entropic shield, protection from good, shield of faith*; 2nd - *aid, bear's endurance, death knell**; *resist energy, resist energy*; 3rd - *nondetection, lesser visage of the deity***; *magic Vestment, protection from energy*; 4th - *divine power, spell immunity, weapon of the deity****.

*Domain Spells. *Domains:* [Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)); Mysticism (Once per day, you may use a free action to channel your deity's power to grant yourself a luck bonus on your saving throws equal to your Charisma modifier (minimum +1). This supernatural ability and its effects last for 1 round per cleric level).

Possessions: Masterwork heavy mace, masterwork scythe, masterwork full plate, +1 *amulet natural armor*, +2 *cloak of resistance, ring of counterspells (dispel magic)*, sunrod.

**See Appendix 2: New Rules Items

Fayreah (fully buffed): Female High Elf Clr7; CR 7; Medium-sized humanoid; HD 7d8+14; hp 53 (86); Init+1; Spd 20 ft; AC 20 (24) (+8 (+9 *magic vestment*) armor, +1 natural, +1 dex, (+3 deflection *shield of faith*)), touch 11 (14), flat-footed 19 (23); Base Atk +5 (+7); Grp +6 (+11); Atk +3 (+15) melee (2d4+1 (+9), +1 *keen scythe weapon of the deity/19-20x4*) or +7 (+15)

melee (1d8+1 (+8), heavy mace); Full Atk +3 (+15/+10) melee (2d4+1 (+9), +1 *keen scythe weapon of the deity/19-20x4*) or +7 (+15/+10) melee (1d8+1 (+8), heavy mace); SA Spells; SQ Immunity to Sleep, +2 on saves vs charm/enchantment, *entropic shield* (20% miss chance ranged), *deathwatch, nondetection*, absorb 84 hit points fire damage (*protection from energy* (fire)), immune magic missile (*spell immunity*), fire resistance 10 (*lesser visage of the deity*), cold resistance 10 (*lesser visage of the deity*), electric resistance 10 (*resist energy*), acid resistance 10 (*resist energy*), +1 save vs fear (*aid*); AL NE; SV Fort +9 (+16), Ref +5 (+10), Will +11 (+16) (buffed saves include *lesser visage of the deity* Cha bonus and mysticism domain ability); Str 13 (19 *divine power*), Dex 12, Con 14 (18), Int 11, Wis 18, Cha 16 (20 *lesser visage of the deity*)

Skills and Feats: Concentration +13 (+15), Knowledge (Religion) +10; Divine Metamagic (Quicken)**; Quicken Spell, Extra Turning (8 (10 *lesser visage of the deity*) turning attempts per day).

Spells Prepared (6/6/5/5/4; Base DC = 14 + Spell Level) 0- *detect magic, detect magic, read magic, read magic*; 1st - *divine favor**; ~~*deathwatch, entropic shield, shield of faith*~~; 2nd - ~~*aid, bear's endurance, death knell*, resist energy, resist energy*~~; 3rd - ~~*nondetection, lesser visage of the deity***~~; ~~*magic vestment, protection from energy*~~; 4th - ~~*divine power, spell immunity, weapon of the deity****~~.

*Domain Spells. *Domains:* [Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)); Mysticism (Once per day, you may use a free action to channel your deity's power to grant yourself a luck bonus on your saving throws equal to your Charisma modifier (minimum +1). This supernatural ability and its effects last for 1 round per cleric level).

Possessions: Masterwork heavy mace, masterwork scythe, masterwork full plate, +1 *amulet natural armor*, +2 *cloak of resistance, ring of counterspells (dispel magic)*, sunrod.

**See Appendix 2: New Rules Items

APL 8

ENCOUNTER 6: The Doors

The Hand: CR 9; Male Hand of Vecna Template* Ftr7; Medium Outsider (Native); HD 7d10+28; hp 74; Init +3; Spd 30ft; AC 27 (+10 armor, +1 deflection, +1 dex, +5 natural), touch 12, flat-footed 26; Base Atk +7; Grp +16; Atk +14 melee (1d6+8, +1 short sword) or +12 melee (1d8+5, slam) or +10 ranged (1d4+5, dagger); Full Atk +12/+7 melee (1d6+8, +1 short sword) and +12 melee (1d6+5, +1 short sword) and +10 melee (1d8+5, slam); SA Spell-like abilities; SQ Blindsight 60ft, immune to strength drain, immune gaze/visual effects, cold and fire resistance 10, DR 5/magic, SR 17; AL NE, SV Fort +10, Ref +6, Will +5, Str 21, Dex 16, Con 18, Int 10, Wis 10, Cha 14.

Skills and Feats: Climb +5, Jump +5, Listen +2, Sense Motive +1, Spot +2; Weapon Focus (Short Sword), Weapon Specialization (Short Sword), Iron Will, Two Weapon Fighting, Combat Reflexes, Improved Grapple, Combat Casting, Multi-attack.

Spell-Like abilities: 3/day – enlarge, vampiric touch; 1/day – ray of enfeeblement, bull's strength. Caster level 7th; save DC 12 + Spell level.

Possessions: Dagger x3, +1 medium short sword x2, +2 full plate, ring of protection +1, potion of cure light wounds, cloak of protection +1.

*See Appendix 2: New Rules Items

Eye of Vecna; Male Eye of Vecna Template* Wiz7; CR 9; Medium Outsider; HD 7d4+21; hp 39 (52 with false life precast); Init+3; Spd 40ft; AC 19 (+3 dex, +1 deflection, +5 natural), touch 13, flat-footed 16; Base Atk +3; Grp +3; Atk +3 melee (1d4, dagger); Full Atk +3 melee (1d4, dagger); SA Drain Soul, Spell-like abilities; SQ: Darkvision 60 ft, Immunity to Intelligence draining spells and effects, cold and fire resistance 10, DR 5/magic, SR 17; AL NE; SV Fort +6, Ref +5, Will +7; Str 10, Dex 16, Con 17, Int 20, Wis 14, Cha 16

Skills and Feats: Concentration +14, Decipher Script +15, Forgery +7, Knowledge (Arcana) +12, Knowledge (Dungeoneering) +10, Knowledge (Geography) +10, Knowledge (History) +10, Knowledge (Religion) +10, Knowledge (Planes) +10, Listen +5, Move Silently +3, Search +5, Sense Motive +2, Spellcraft +17, Spot +7; Point Blank Shot, Precise Shot, Scribe Scroll, Sudden Empower* x2.

Spells Prepared (4/6/4/3/2; Base DC = 15 + Spell Level); 0- detect magic x3, read magic, 1st- magic missile x2, shield, shocking grasp, ray of enfeeblement x2; 2nd-

acid arrow, glitterdust, false life, scorching ray, 3rd - fireball, clairaudience/clairvoyance, ray of exhaustion; 4th - stoneskin, greater invisibility.

Spell-Like abilities: At will – detect thoughts, see invisibility, arcane eye, 1/day – shield, color spray, eagle's splendor, ghost touch, vampiric touch. Caster level 7th; save DC 13 + Spell level.

Possessions: Brooch of shielding, gloves of dexterity +2, ring of protection +1, rod of metamagic (lesser extend).

*See Appendix 2: New Rules Items

ENCOUNTER 8: Too Late

Arden Landis: Male Aasimar Pal15; CR 15; Medium Outsider (Native); HD 15d10; hp 94; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +15; Grp +17; Atk +17 melee (1d8+2, long sword) or +22 (+24 vs evil outsiders) melee (1d8+7+2d6 vs evil, +2d6 vs chaotic, +2d6+2 vs evil outsiders, Holy Sword of Rao/17-20x2); Full Atk +17/+12/+7 melee (1d8+2, long sword) or +22/+17/+12 (+24/+19/+14 vs evil outsiders) melee (1d8+7+2d6 vs evil, +2d6 vs chaotic, +2d6+2 vs evil outsiders, Holy Sword of Rao/17-20x2); AL LG; SV Fort +9, Ref +9, Will +8; Str 14, Dex 10, Con 10, Int 1, Wis 16, Cha 1.

Skills and Feats: Ride +13; Divine Might, Leadership, Mounted Combat, Power Attack, Ride By Attack, Trample.

Possessions: Long sword or +5 holy axiomatic keen bane (evil outsiders) cold iron longsword (The Holy Sword of Rao).

ENCOUNTER 13: The Obelisk

Note: As an aid to the DM, Fayreah is presented in two forms. The first is Fayreah without buff spells active, the second is Fayreah WITH all buff spells active. Spells with double strikethrough (~~sample~~) will have been cast before combat and will be active for the duration of the combat. Spells with single strikethrough (~~sample~~) will have to be cast during combat rounds (because they are 1 round per level spells). The DM will have to decide when these get cast when initiative begins, and which she will use her Divine Metamagic (Quicken) feat to cast (she should be able to do this twice). Spells that were cast earlier in the day and have had their durations expire are simply not listed (i.e. she will have fewer spells listed at that

level than she normally would). It is suggested that you use the buffed version of Fayreah and subtract out what she has NOT cast yet should you need stats before she has managed to cast her 1/round duration buff spells.

Fayreah (not buffed): Female High Elf Clr9; CR 9; Medium-sized humanoid; HD 9d8+18; hp 68; Init+1; Spd 20 ft; AC 19 (+8 armor, +1 dex), touch 11, flat-footed 18; Base Atk +6; Grp +7; Atk +4 melee (2d4+1, scythe) or +8 melee (1d8+1, heavy mace); Full Atk +4/-1 melee (2d4+1, scythe) or +8/+3 melee (1d8+1, heavy mace); SA Spells; SQ Immunity to Sleep, +2 on saves vs charm/enchantment; AL NE; SV Fort +10, Ref +6, Will +13; Str 13, Dex 12, Con 14, Int 11, Wis 21, Cha 16

Skills and Feats: Concentration +15, Knowledge (Religion) +12; Divine Metamagic (Quicken)**; Quicken Spell, Extra Turning (10 turning attempts per day), Power Attack.

Spells Prepared (6/6/6/5/4/3; Base DC = 15 + Spell Level) 0^o - *detect magic, detect magic, read magic, read magic*; 1st - *divine favor**; *deathwatch, entropic shield, protection from good, shield of faith*; 2nd - *aid, bear's endurance, death knell**; *owl's wisdom, resist energy, resist energy*; 3rd - *nondetection, lesser visage of the deity***; *magic vestment, dispel magic, protection from energy*; 4th - *divine power, freedom of movement, spell immunity, weapon of the deity****; 5th - *righteous might, slay living*, spell resistance*.

*Domain Spells. *Domains:* [Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)); Mysticism (Once per day, you may use a free action to channel your deity's power to grant yourself a luck bonus on your saving throws equal to your Charisma modifier (minimum +1). This supernatural ability and its effects last for 1 round per cleric level).

Possessions: Masterwork heavy mace, masterwork scythe, masterwork full plate, +2 *cloak of resistance, periapt of wisdom +2, ring of counterspells (dispel magic), ring of counterspells (dispel magic), potion cure serious wounds, potion shield of faith (+5 caster level 18)*, sunrod.

**See Appendix 2: New Rules Items

Fayreah (fully buffed): Female High Elf Clr9; CR 9; Medium-sized humanoid; HD 9d8+18; hp 68 (118 *bear's endurance, aid, divine power, and righteous*

might); Init+1; Spd 20 ft; AC 19 (27) (+8 (+10 *magic vestment*) armor, (+2 natural, -1 size *righteous might*), +1 dex, (+5 deflection *shield of faith*)), touch 11 (15), flat-footed 18 (28); Base Atk +6 (+9); Grp +7 (+21); Atk +4 (+20) melee (2d4+1 (2d6+14), +2 *keen scythe weapon of the deity/19-20x4*) or +8 (+19) melee (1d8+1 (+13), heavy mace); Full Atk +4/-1 (+20/+15) melee (2d4+1 (2d6+14), +2 *keen scythe weapon of the deity/19-20x4*) or +8/+3 (+19/+14) melee (1d8+1 (+13), heavy mace); Space/Reach 5 ft/5 ft (10 ft/10 ft *righteous might*); SA Spells; SQ Immunity to Sleep, +2 on saves vs charm/enchantment, *entropic shield* (20% miss chance ranged), *deathwatch, nondetection*, absorb 108 hit points fire damage (*protection from energy* (fire)), immune magic missile and lightning bolt (*spell immunity*), fire resistance 10 (*lesser visage of the deity*), cold resistance 10 (*lesser visage of the deity*), sonic resistance 10 (*resist energy*), acid resistance 10 (*resist energy*), *freedom of movement*, +1 save vs fear (*aid*), SR21 (*spell resistance*), DR 3/Good (*righteous might*); AL NE; SV Fort +10 (+18), Ref +6 (+11), Will +13 (+19) (buffed saves include *lesser visage of the deity* Cha bonus and mysticism domain ability); Str 13 (23 *divine power* and *righteous might*), Dex 12, Con 14 (20 *bear's endurance* and *righteous might*), Int 11, Wis 21 (23 *owl's wisdom*), Cha 16 (20 *lesser visage of the deity*)

Skills and Feats: Concentration +15 (+18), Knowledge (Religion) +12; Divine Metamagic (Quicken)**; Quicken Spell, Extra Turning (8 (10 *lesser visage of the deity*) turning attempts per day), Power Attack.

Spells Prepared (6/6/6/5/4/3; Base DC = 14 (16 *owl's wisdom*) + Spell Level) 0^o - *detect magic, detect magic, read magic, read magic*; 1st - ~~*deathwatch, entropic shield*~~; 2nd - ~~*aid, bear's endurance, death knell*, owl's wisdom, resist energy, resist energy*~~; 3rd - ~~*nondetection, lesser visage of the deity***, magic vestment, dispel magic, protection from energy*~~; 4th - ~~*divine power, freedom of movement, spell immunity, weapon of the deity****~~; 5th - ~~*righteous might, quickened divine favor*, spell resistance*~~.

*Domain Spells. *Domains:* [Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)); Mysticism (Once per day, you may use a free action to channel your deity's power to grant yourself a luck bonus on your saving throws equal to your Charisma

modifier (minimum +1). This supernatural ability and its effects last for 1 round per cleric level).

Possessions: Masterwork heavy mace, masterwork scythe, masterwork full plate, +2 *cloak of resistance*, *periapt of wisdom +2*, *ring of counterspells (dispel magic)*, *ring of counterspells (dispel magic)*, *potion cure serious wounds*, ~~*potion shield of faith (+5 caster level +8)*~~, sunrod.

**See Appendix 2: New Rules Items

APLIO

ENCOUNTER 6: The Doors

The Hand: Male Hand of Vecna Template* Ftr9; CR 11; Medium Outsider (Native); HD 9d10+36; hp 95; Init +3; Spd 30ft; AC 27 (+10 armor, +1 deflection, +1 dex, +5 natural), touch 12, flat-footed 26; Base Atk +9; Grp +19; Atk +18 melee (1d6+9, *+1 short sword*) or +15 melee (1d8+6, slam) or +12 ranged (1d4+6, dagger); Full Atk +16/+11 melee (1d6+9, *+1 short sword*) and +16/+11 melee (1d6+6, *+1 short sword*) and +13 melee (1d8+6, slam); SA Spell-like abilities; SQ Blindsight 60ft, immune to strength drain, immune gaze/visual effects, cold and fire resistance 10, DR 5/magic, SR 19; AL NE, SV Fort +12, Ref +8, Will +7, Str 22, Dex 16, Con 18, Int 10, Wis 10, Cha 14.

Skills and Feats: Climb +5, Jump +5, Listen +4, Sense Motive +4, Spot +3; Weapon Focus (Short Sword), Weapon Specialization (Short Sword), Iron Will, Two Weapon Fighting, Combat Reflexes, Improved Grapple, Combat Casting, Multi-attack, Greater Weapon Focus (short sword), Improved Two-Weapon Fighting.

Spell-Like abilities: 3/day – *enlarge, vampiric touch*; 1/day – *ray of enfeeblement, bull's strength, enervation*. Caster level 9th; save DC 12 + Spell level.

Possessions: Dagger x3, *+1 medium short sword x2, +2 full plate, ring of protection +1, potion of cure light wounds, cloak of protection +2.*

*See Appendix 2: New Rules Items

Eye of Vecna: Male Eye of Vecna Template* Wiz9; CR 11; Medium Outsider; HD 9d4+36; hp 59 (74 with false life precast); Init+3; Spd 40ft; AC 20 (+4 dex, +1 deflection, +5 natural), touch 14, flat-footed 16; Base Atk +4; Grp +4; Atk +4 melee (1d4, dagger); Full Atk +4 melee (1d4, dagger); SA Drain Soul, Spell-like abilities; SQ: Darkvision 60 ft, Immunity to Intelligence draining spells and effects, cold and fire resistance 10, DR 5/magic, SR 19; AL NE; SV Fort +7, Ref +6, Will +8; Str 10, Dex 16, Con 18, Int 20, Wis 14, Cha 16

Skills and Feats: Concentration +16, Decipher Script +17, Forgery +8, Knowledge (Arcana) +14, Knowledge (Dungeoneering) +10, Knowledge (Geography) +10, Knowledge (History) +10, Knowledge (Religion) +10, Knowledge (Planes) +12, Listen +6, Move Silently +5, Search +5, Sense Motive +2, Spellcraft +17, Spot +8; Point Blank Shot, Precise Shot, Scribe Scroll, Sudden Empower* x3.

Spells Prepared (4/6/5/4/3/2; Base DC = 15 + Spell Level); 0- *Detect magic x3, read magic*; 1st – *Magic missile x2, shield, shocking grasp, ray of enfeeblement x2*; 2nd – *acid arrow, glitterdust, false life, scorching ray, touch of idiocy*; 3rd – *fireball, clairaudience/clairvoyance, nondetection, ray of exhaustion*; 4th – *stoneskin, dimension door, greater invisibility*; 5th – *cone of cold, hold monster.*

Spell-Like abilities: At will – *detect thoughts, see invisibility, arcane eye, true seeing*; 1/day – *shield, color spray, eagle's splendor, ghost touch, vampiric touch, scry*. Caster level 7th; save DC 13 + Spell level.

Possessions: *Brooch of shielding, gloves of dexterity +4, ring of protection +1, rod of metamagic (lesser extend).*

*See Appendix 2: New Rules Items

ENCOUNTER 8: Too Late

Arden Landis: Male Aasimar Pal 15; CR 15; Medium Outsider (Native); HD 15d10; hp 94; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +15; Grp +17; Atk +17 melee (1d8+2, long sword) or +22 (+24 vs evil outsiders) melee (1d8+7+2d6 vs evil, +2d6 vs chaotic, +2d6+2 vs evil outsiders, *Holy Sword of Rao/17-20x2*); Full Atk +17/+12/+7 melee (1d8+2, long sword) or +22/+17/+12 (+24/+19/+14 vs evil outsiders) melee (1d8+7+2d6 vs evil, +2d6 vs chaotic, +2d6+2 vs evil outsiders, *Holy Sword of Rao/17-20x2*); AL LG; SV Fort +9, Ref +9, Will +8; Str 14, Dex 10, Con 10, Int 1, Wis 16, Cha 1.

Skills and Feats: Ride +13; Divine Might, Leadership, Mounted Combat, Power Attack, Ride By Attack, Trample.

Possessions: Long sword or *+5 holy axiomatic keen bane (evil outsiders) cold iron longsword (The Holy Sword of Rao).*

ENCOUNTER 13: The Obelisk

Note: As an aid to the DM, Fayreah is presented in two forms. The first is Fayreah without buff spells active, the second is Fayreah WITH all buff spells active. Spells with double strikethrough (~~sample~~) will have been cast before combat and will be active for the duration of the combat. Spells with single strikethrough (~~sample~~) will have to be cast during combat rounds (because they are 1 round per level spells). The DM will have to decide when these get cast once initiative starts, and which she will use her Divine Metamagic (Quickened) feat to cast (she should be able to do this twice). Spells that were cast earlier in the day and have had their durations expire are simply

not listed (i.e. she will have fewer spells listed at that level than she normally would). It is suggested that you use the buffed version of Fayreah and subtract out what she has NOT cast yet should you need stats before she has managed to cast her 1/round duration buff spells.

Fayreah (not buffed): Female High Elf Clr11; CR 11; Medium-sized humanoid; HD 11d8+22; hp 83; Init+1; Spd 20 ft; AC 19 (+8 armor, +1 dex), touch 11, flat-footed 18; Base Atk +8; Grp +9; Atk +6 melee (2d4+1, scythe) or +10 melee (1d8+1, heavy mace); Full Atk +6/+1 melee (2d4+1, scythe) or +10/+5 melee (1d8+1, heavy mace); SA Spells; SQ Immunity to Sleep, +2 on saves vs charm/enchantment; AL NE; SV Fort +12, Ref +7, Will +15; Str 13, Dex 12, Con 14, Int 11, Wis 21, Cha 16

Skills and Feats: Concentration +17, Knowledge (Religion) +14; Divine Metamagic (Quicken)***, Quicken Spell, Extra Turning (10 turning attempts per day), Power Attack.

Spells Prepared (6/8/7/7/5/4/2; Base DC = 15 + Spell Level) 0- *detect magic, detect magic, read magic, read magic*; 1st - *divine favor**, *deathwatch, entropic shield, protection from good, shield of faith*; 2nd - *aid, bear's endurance, death knell**, *owl's wisdom, resist energy, resist energy*; 3rd - *nondetection, lesser visage of the deity***, magic vestment, dispel magic, protection from energy, protection from energy*; 4th - *air walk, divine power, freedom of movement, spell immunity, weapon of the deity****; 5th - *righteous might, slay living*, spell resistance, true seeing*; 6th - *heal*.

*Domain Spells. *Domains:* [Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)); Mysticism (Once per day, you may use a free action to channel your deity's power to grant yourself a luck bonus on your saving throws equal to your Charisma modifier (minimum +1). This supernatural ability and its effects last for 1 round per cleric level).

Possessions: Masterwork heavy mace, masterwork scythe, masterwork full plate, +3 *cloak of resistance, periapt of wisdom +2, ring of counterspells (dispel magic), ring of counterspells (dispel magic), potion cure serious wounds, potion haste, potion shield of faith (+5 caster level 18)*, sunrod.

**See Appendix 2: New Rules Items

Fayreah (fully buffed): Female High Elf Clr11; CR 11; Medium-sized humanoid; HD 11d8+22; hp 83 (142 *bear's endurance, aid, divine power, and righteous might*); Init+1; Spd 20 ft (*air walk*); AC 19 (27) (+8 (+10 *magic vestment*) armor, (+2 natural, -1 size *righteous might*), +1 dex, (+5 deflection *shield of faith*), touch 11 (15), flat-footed 18 (28); Base Atk +8 (+11); Grp +9 (+23); Atk +6 (+22) melee (2d4+1 (2d6+14), +2 *keen scythe weapon of the deity/19-20x4*) or +10 (+21) melee (1d8+1 (+13), heavy mace); Full Atk +6/+1 (+22/+17/+12) melee (2d4+1 (2d6+14), +2 *keen scythe weapon of the deity/19-20x4*) or +10/+5 (+21/+16/+11) melee (1d8+1 (+13), heavy mace); Space/Reach 5 ft/5 ft (10 ft/10 ft *righteous might*); SA Spells; SQ Immunity to Sleep, +2 on saves vs charm/enchantment, *entropic shield* (20% miss chance ranged), *deathwatch, nondetection*, absorb 132 hit points fire damage (*protection from energy* (fire)), absorb 132 hit points electric damage (*protection from energy* (electricity)), immune magic missile and slow (*spell immunity*), fire resistance 10 (*lesser visage of the deity*), cold resistance 10 (*lesser visage of the deity*), sonic resistance 10 (*resist energy*), acid resistance 10 (*resist energy*), *freedom of movement*, +1 save vs fear (*aid*), walk on air (*air walk*), SR 23 (*spell resistance*), DR3/Good (*righteous might*); AL NE; SV Fort +12 (+20), Ref +7 (+12), Will +15 (+21) (buffed saves include *lesser visage of the deity* Cha bonus and mysticism domain ability); Str 13 (23 *divine power* and *righteous might*), Dex 12, Con 14 (20 *bear's endurance* and *righteous might*), Int 11, Wis 21 (23 *owl's wisdom*), Cha 16 (20 *lesser visage of the deity*)

Skills and Feats: Concentration +17 (+20), Knowledge (Religion) +14; Divine Metamagic (Quicken)***, Quicken Spell, Extra Turning (8 (10 *lesser visage of the deity*) turning attempts per day), Power Attack.

Spells Prepared (6/8/7/7/5/4/2; Base DC = 15 (16 *owl's wisdom*) + Spell Level) 0- *detect magic, detect magic, read magic, read magic*; 1st - ~~*deathwatch, entropic shield*~~; 2nd - ~~*aid, bear's endurance, death knell*, owl's wisdom, resist energy, resist energy*~~; 3rd - ~~*nondetection, lesser visage of the deity***, magic vestment, dispel magic, protection from energy, protection from energy*~~; 4th - ~~*air walk, divine power, freedom of movement, spell immunity, weapon of the deity****~~; 5th - ~~*righteous might, quickened divine favor*, spell resistance, true seeing*~~; 6th - *heal*.

*Domain Spells. *Domains:* [Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6

per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save);

Mysticism (Once per day, you may use a free action to channel your deity's power to grant yourself a luck bonus on your saving throws equal to your Charisma modifier (minimum +1). This supernatural ability and its effects last for 1 round per cleric level).

Possessions: Masterwork heavy mace, masterwork scythe, masterwork full plate, +3 *cloak of resistance*, *peridot of wisdom* +2, *ring of counterspells (dispel magic)*, *ring of counterspells (dispel magic)*, *potion cure serious wounds*, *potion haste*, ~~*potion shield of faith* (15 caster level +8)~~, sunrod.

**See Appendix 2: New Rules Items

APL12

ENCOUNTER 6: The Doors

The Hand: Male Hand of Vecna Template* Ftr11; CR13; Medium Outsider (Native); HD 11d10+44; hp 116; Init +3; Spd 30ft; AC 29 (+10 armor, +3 deflection, +1 dex, +5 natural), touch 14, flat-footed 28; Base Atk +11; Grp +21; Atk +20 melee (1d6+9, +1 short sword/17-20x2) or +17 melee (1d8+6, slam) or +14 ranged (1d4+6, dagger); Full Atk +18/+13/+8 melee (1d6+9, +1 short sword/17-20x2) and +18/+13 melee (1d6+6, +1 short sword/17-20x2) and +15 melee (1d8+6, slam); SA Spell-like abilities; SQ Blindsight 60ft, immune to strength drain, immune gaze/visual effects, cold and fire resistance 10, DR 5/magic, SR 21; AL NE, SV Fort +14, Ref +9, Will +8, Str 22, Dex 16, Con 18, Int 10, Wis 10, Cha 14.

Skills and Feats: Climb +5, Jump +5, Listen +5, Sense Motive +5, Spot +3; Weapon Focus (Short Sword), Weapon Specialization (Short Sword), Iron Will, Two Weapon Fighting, Combat Reflexes, Improved Grapple, Combat Casting, Multi-attack, Greater Weapon Focus (short sword), Improved Two-Weapon Fighting, Improved Critical (short sword).

Spell-Like abilities: 3/day – *Enlarge, vampiric touch*; 1/day – *ray of enfeeblement, bull's strength, enervation, symbol of pain*. Caster level 11th; save DC 12 + Spell level.

Possessions: Dagger x3, +1 medium short sword x2, +2 full plate, ring of protection +3, potion of cure light wounds, cloak of protection +3.

*See Appendix 2: New Rules Items

Eye of Vecna: Male Eye of Vecna Template* Wiz11; CR 13; Medium Outsider; HD 11d4+44; hp 72 (88 with false life precast); Init+3; Spd 40ft; AC 21 (+4 dex, +2 deflection, +5 natural), touch 15, flat-footed 17; Base Atk +5; Grp +5; Atk +5 melee (1d4, dagger); Full Atk +5 melee (1d4, dagger); SA Drain Soul, Spell-like abilities; SQ: Darkvision 60 ft, Immunity to Intelligence draining spells and effects, cold and fire resistance 10, DR 5/magic, SR 21; AL NE; SV Fort +7, Ref +6, Will +9; Str 10, Dex 16, Con 18, Int 20, Wis 14, Cha 16

Skills and Feats: Concentration +18, Decipher Script +19, Forgery +9, Knowledge (Arcana) +15, Knowledge (Dungeoneering) +10, Knowledge (Geography) +10, Knowledge (History) +10, Knowledge (Religion) +10, Knowledge (Planes) +15, Listen +6, Move Silently +5, Search +5, Sense Motive

+2, Spellcraft +21, Spot +9; Point Blank Shot, Precise Shot, Scribe Scroll, Sudden Empower* x4.

Spells Prepared (4/6/5/5/4/3/1; Base DC = 15 + Spell Level); 0- *detect magic* x3, *read magic*, 1st- *magic missile* x2, *shield*, *shocking grasp*, *ray of enfeeblement* x2; 2nd- *acid arrow*, *glitterdust*, ~~*false life*~~, *scorching ray*, *touch of idiocy*, 3rd – *fireball*, *clairaudience/clairvoyance*, ~~*nondetection*~~, *ray of exhaustion*, *stinking cloud*; 4th – *enervation*, *stoneskin*, *dimension door*, *greater invisibility*; 5th – *baleful polymorph*, *cone of cold*, *hold monster*; 6th – *chain lightning*.

Spell-Like abilities: At will – *detect thoughts, see invisibility, arcane eye, true seeing*; 1/day – *shield, color spray, eagle's splendor, ghost touch, vampiric touch, scry, hold monster*. Caster level 7th; save DC 13 + Spell level.

Possessions: Brooch of shielding, gloves of dexterity +4, ring of protection +2, ring of mind shielding, rod of metamagic (lesser extend).

*See Appendix 2: New Rules Items

ENCOUNTER 8: Too Late

Arden Landis: Male Aasimar Pal 15; CR 15; Medium Outsider (Native); HD 15d10; hp 94; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +15; Grp +17; Atk +17 melee (1d8+2, long sword) or +22 (+24 vs evil outsiders) melee (1d8+7+2d6 vs evil, +2d6 vs chaotic, +2d6+2 vs evil outsiders, *Holy Sword of Rao/17-20x2*); Full Atk +17/+12/+7 melee (1d8+2, long sword) or +22/+17/+12 (+24/+19/+14 vs evil outsiders) melee (1d8+7+2d6 vs evil, +2d6 vs chaotic, +2d6+2 vs evil outsiders, *Holy Sword of Rao/17-20x2*); AL LG; SV Fort +9, Ref +9, Will +8; Str 14, Dex 10, Con 10, Int 1, Wis 16, Cha 1.

Skills and Feats: Ride +13; Divine Might, Leadership, Mounted Combat, Power Attack, Ride By Attack, Trample.

Possessions: Long sword or +5 holy axiomatic keen bane (evil outsiders) cold iron longsword (*The Holy Sword of Rao*).

ENCOUNTER 13: The Obelisk

Note: As an aid to the DM, Fayreah is presented in two forms. The first is Fayreah without buff spells active, the second is Fayreah WITH all buff spells

active. Spells with double strikethrough (~~sample~~) will have been cast before combat and will be active for the duration of the combat. Spells with single strikethrough (~~sample~~) will have to be cast during combat rounds (because they are 1 round per level spells). The DM will have to decide when these get cast once initiative begins, and which she will use her Divine Metamagic (Quicken) feat to cast (she should be able to do this twice). Spells that were cast earlier in the day and have had their durations expire are simply not listed (i.e. she will have fewer spells listed at that level than she normally would). It is suggested that you use the buffed version of Fayreah and subtract out what she has NOT cast yet should you need stats before she has managed to cast her 1/round duration buff spells.

Fayreah (not buffed): Female High Elf Clr13; CR 13; Medium-sized humanoid; HD 13d8+26; hp 98; Init+1; Spd 20 ft; AC 19 (+8 armor, +1 dex), touch 11, flat-footed 18; Base Atk +9; Grp +10; Atk +7 melee (2d4+1, scythe) or +11 melee (1d8+1, heavy mace); Full Atk +7/+2 melee (2d4+1, scythe) or +11/+6 melee (1d8+1, heavy mace); SA Spells; SQ Immunity to Sleep, +2 on saves vs charm/enchantment; AL NE; SV Fort +14, Ref +9, Will +19; Str 13, Dex 12, Con 14, Int 11, Wis 24, Cha 16

Skills and Feats: Concentration +19, Knowledge (Religion) +16; Divine Metamagic (Quicken)**; Quicken Spell, Extra Turning x2 (14 turning attempts per day), Power Attack.

Spells Prepared (6/8/8/7/6/5/4/3; Base DC = 17 + Spell Level) 0- *detect magic, detect magic, read magic, read magic*; 1st - *divine favor**, *deathwatch*, *entropic shield*, *protection from good*, *shield of faith*; 2nd - *aid*, *bear's endurance*, *death knell**, *owl's wisdom*, *resist energy*, *resist energy*; 3rd - *nondetection*, *lesser visage of the deity***, *magic vestment*, *dispel magic*, *protection from energy*, *protection from energy*; 4th - *air walk*, *divine power*, *freedom of movement*, *greater magic weapon*, *spell immunity*, *weapon of the deity****; 5th - *flame strike*, *righteous might*, *slay living**, *spell resistance*, *true seeing*; 6th - *blade barrier*, *heal*; 7th - *blasphemy*, *finger of death**, *quicken dispel magic*.

*Domain Spells. *Domains:* [Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)); Mysticism (Once per day, you may use a free action to channel your deity's power to grant yourself a luck

bonus on your saving throws equal to your Charisma modifier (minimum +1). This supernatural ability and its effects last for 1 round per cleric level).

Possessions: Masterwork heavy mace, masterwork scythe, masterwork full plate, +4 *cloak of resistance*, *periapt of wisdom +4*, *ring of counterspells (dispel magic)*, *ring of counterspells (dispel magic)*, *potion cure serious wounds*, *potion haste*, *potion shield of faith (+5 caster level 18)*, sunrod.

**See Appendix 2: New Rules Items

Fayreah (fully buffed): Female High Elf Clr13; CR 13; Medium-sized humanoid; HD 13d8+26; hp 98 (165 *bear's endurance*, *aid*, *divine power*, and *righteous might*); Init+1; Spd 20 ft (*air walk*); AC 19 (28) (+8 (+11 *magic vestment*) armor, (+2 natural, -1 size *righteous might*), +1 dex, (+5 deflection *shield of faith*), touch 11 (15), flat-footed 18 (29); Base Atk +9 (+13); Grp +10 (+24); Atk +7 (+21) melee (2d4+1 (2d6+14), +3 *keen scythe weapon of the deity/19-20x4*) or +11 (+22) melee (1d8+1 (+12), heavy mace); Full Atk +7/+2 (+24/+19/+14) melee (2d4+1 (2d6+14), +3 *keen scythe weapon of the deity/19-20x4*) or +11/+6 (+22/+17/+12) melee (1d8+1 (+12), heavy mace); Space/Reach 5 ft/5 ft (10 ft/10 ft *righteous might*); SA Spells; SQ Immunity to Sleep, +2 on saves vs charm/enchantment, *entropic shield* (20% miss chance ranged), *deathwatch*, immune death effects and negative energy effects (*death ward*), *nondetection*, absorb 156 hit points fire damage (*protection from energy* (fire)), absorb 156 hit points electric damage (*protection from energy* (electricity)), immune magic missile and slow (*spell immunity*), fire resistance 10 (*lesser visage of the deity*), cold resistance 10 (*lesser visage of the deity*), sonic resistance 10 (*resist energy*), acid resistance 10 (*resist energy*), *freedom of movement*, +1 save vs fear (*aid*), walk on air (*air walk*), SR 25 (*spell resistance*), DR6/Good (*righteous might*); AL NE; SV Fort +14 (+22), Ref +9 (+15), Will +19 (+24) (buffed saves include *lesser visage of the deity* Cha bonus and mysticism domain ability); Str 13 (23 *divine power* and *righteous might*), Dex 12, Con 14 (20 *bear's endurance* and *righteous might*), Int 11, Wis 24, Cha 16 (20 *lesser visage of the deity*)

Skills and Feats: Concentration +19 (+22), Knowledge (Religion) +16; Divine Metamagic (Quicken)**; Quicken Spell, Extra Turning x2 (12 (14 *lesser visage of the deity*) turning attempts per day), Power Attack.

Spells Prepared (6/8/8/7/6/5/4/3; Base DC = 17 + Spell Level) 0- *detect magic, detect magic, read magic, read magic*; 1st - ~~*deathwatch*, *entropic shield*~~; 2nd - ~~*aid*~~,

~~bear's endurance, death knell*, resist energy, resist energy~~; 3rd - ~~nondetection, lesser visage of the deity**~~, ~~magic Vestment, dispel magic, protection from energy, protection from energy~~; 4th - ~~air walk, divine power, freedom of movement, death ward, spell immunity, weapon of the deity**~~; 5th - ~~Quickened divine favor, righteous might, slay living*~~, ~~spell resistance, true seeing~~; 6th - ~~blade barrier, heal~~; 7th - ~~blasphemy, finger of death*~~, quickened dispel magic.

*Domain Spells. *Domains*: [Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)); Mysticism (Once per day, you may use a free action to channel your deity's power to grant yourself a luck bonus on your saving throws equal to your Charisma modifier (minimum +1). This supernatural ability and its effects last for 1 round per cleric level).

Possessions: Masterwork heavy mace, masterwork scythe, masterwork full plate, +4 cloak of resistance, periapt of wisdom +4, ring of counterspells (dispel magic), ring of counterspells (greater dispel magic), potion cure serious wounds, potion haste, ~~potion shield of faith (1.5 caster level +8)~~, sunrod.

**See Appendix 2: New Rules Items

APPENDIX 2: New Rules Items

Hand of Vecna Template

The Hand of Vecna is hideous to behold. The body of human man that is very muscular and somewhat squat like a dwarf. Instead of a head it has a giant hand. The being is completely aware of its surroundings despite the head-hand. The process that turns a being into a Hand of Vecna strips it of all independent will, it becomes a willing servant of the priests of Vecna.

CREATING The Hand of Vecna

“Hand of Vecna” is an inherited template that can be added to any living, corporeal creature with Fighter/Warrior/ Blackguard class levels with an Intelligence score of 4 or more and nongood alignment (referred to hereafter as the base creature). The Hand of Vecna is a unique creature. Only priests of Vecna have the knowledge to create one and are only granted the spell to create one when the previous Hand of Vecna has died. The Hand of Vecna is never raised from the dead.

The Hand of Vecna uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. The Hand of Vecna is a native outsider.

Speed: +10 movement

Armor Class: Natural armor improves by +5 (this stacks with any natural armor bonus the base creature has).

Attack: The Hand of Vecna has two weapon attacks and the hand attack. When it has weapons, it always uses the weapons.

Full Attack: The Hand of Vecna has two weapon attacks and the hand attack when making a full attack. When armed with weapons, it usually uses the weapon as its primary attack and its hand as a natural secondary attack.

Damage: The Hand of Vecna has a special hand attack (slam). Use the values below or the base creature’s damage values, whichever is greater.

Size	Hand Damage
Fine	1d2

Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	3d6
Gargantuan	4d6
Colossal	5d6

Special Attacks: The Hand of Vecna retains all the special attacks of the base creature and gains the following special attack. The Hand refers to the main hand that replaces the being’s head.

Drain Strength (Su): The Hand drains 1d4 points of *temporary* strength when it hits with an attack. The hand can make a grapple attack (with its Hand) which deals *permanent* strength drain equal to its strength bonus against its foe, this grapple/drain takes 1 full round (Thus if the grapple is broken, the drain does not occur). This ability also works against objects (the damage is expressed as drained hit points which equal the strength damage x 6 and is not subject to hardness).

Spell-Like Abilities: If the Hand of Vecna is created from a being with a Charisma score of 10 or higher it has spell-like abilities depending on its Hit Dice, as indicated on the table below. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature’s HD, and the save DC is Charisma-based.

HD	Abilities
1–2	<i>Ray of Enfeeblement</i>
3–4	<i>Enlarge 3/day</i>
5–6	<i>Bull’s Strength</i>
7–8	<i>Vampiric Touch 3/day</i>
9–10	<i>Enervation</i>
11–12	<i>Symbol of Pain</i>
13–14	<i>Heroism, Greater</i>
15–16	<i>Finger of Death</i>
17–18	<i>Iron Body</i>

Special Qualities: The Hand of Vecna has all the special qualities of the base creature, plus the following special qualities.

—Blindsight out to 60 feet.

—Immunity to strength draining spells/effects and all gaze & visual effects.

—Resistance to cold 10, and fire 10.

—Damage reduction: 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).

— The Hand of Vecna's "hand" attacks are treated as magic & evil weapons for the purpose of overcoming damage reduction.

—Spell resistance equal to creature's HD + 10 (maximum 35).

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +2, Cha +4.

Skills: The Hand of Vecna gains bonus skill points as an outsider and has skill points equal to (8 + Int modifier) x (3). The Hand gains bonus outsider skill points, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

Feats: The Hand of Vecna gains the multiattack feat when it is created

Challenge Rating: HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.

Alignment: Always evil (any).

Eye of Vecna Template

The Eye of Vecna is hideous to behold. The body of human man that is very thin and taller than normal (seven feet). Instead of a head it has a giant eye. The being is completely aware of its surroundings despite the head-eye (it can still hear normally). The process that turns a being into an Eye of Vecna strips it of all independent will, it becomes a willing servant of the priests of Vecna.

Creating the Eye of Vecna

“Eye of Vecna” is an inherited template that can be added to any living, corporeal creature with Arcane

caster levels class levels with an Intelligence score of 14 or more and nongood alignment (referred to hereafter as the base creature). The Eye of Vecna is a unique creature. Only priests of Vecna have the knowledge to create one and are only granted the spell to create one when the previous Eye of Vecna has died. The Eye of Vecna is never raised from the dead. Dying is failure and failure is never rewarded.

The Eye of Vecna uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. The Eye of Vecna is a native outsider.

Speed: +10 movement

Armor Class: Natural armor improves by +5 (this stacks with any natural armor bonus the base creature has).

Attack: The Eye of Vecna has an eye attack.

Full Attack: The Eye of Vecna never makes melee attacks.

Special Attacks: The Eye of Vecna retains all the special attacks of the base creature and gains the following special attack. The Eye refers to the main eye that replaces the beings head.

Drain Soul (Su): The Eye drains a soul by making a ranged touch (Ray) attack (fort save DC14 + charisma bonus negates, range 25 ft plus 5 ft/2 levels) A beam of magical energy is shot at the intended victim. If the hit is successful and the saving throw fails the soul of the PC is drained into the Eye. The PC's body falls inert and lifeless. The eye can only feed on one soul per day. The soul is retained until the lifeless body is destroyed. If the Eye is destroyed the trapped soul is released. The eye can release the soul captured, so if the eye is captured it can be forced to release the soul. A successful targeted dispel magic will also release the soul. A raise dead recovers the soul. Caster level equals the creature's HD, and the save DC is Charisma-based.

Silent Spellcasting (Su): Since the Eye of Vecna has no mouth, it cannot speak. The Eye of Vecna gains the special ability to cast arcane spells without having to use the verbal components. This is effectively like applying the Sudden Silent meta-magic feat to every spell cast by the Eye of Vecna. This also means that the Eye of Vecna cannot cast any spells that have the Language-Dependent modifier.

Spell-Like Abilities: If the Eye of Vecna is created from a being with a Charisma score of 10 or higher it has spell-like abilities depending on its Hit Dice, as indicated on the table below. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD, and the save DC is Charisma-based. The spell-like abilities are only cast with gestures, no verbalization is needed.

HD	Abilities
1-2	<i>Shield, detect thoughts(at will)</i>
3-4	<i>Color spray, ghost touch</i>
5-6	<i>Eagle's splendor, see invisible(at will)</i>
7-8	<i>Vampiric touch, arcane eye (at will)</i>
9-10	<i>Scrying, true seeing(at will)</i>
11-12	<i>Hold monster</i>
13-14	<i>Eyebite</i>
15-16	<i>Prismatic spray</i>
17-18	<i>Maze</i>
19-20	<i>Time stop</i>

Special Qualities: The Eye of Vecna has all the special qualities of the base creature, plus the following special qualities.

—Darkvision out to 60 feet.

—Immunity to intelligence draining spells/effects and all illusionary spell that would affect it (require a saving throw).

—Resistance to cold 10, and fire 10.

—Damage reduction: 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).

— The Eye of Vecna's "touch" attacks are treated as magic & evil weapons for the purpose of overcoming damage reduction.

—Spell resistance equal to creature's HD + 10 (maximum 35).

Abilities: Increase from the base creature as follows: Dex +4, Con +4, Int +4, Cha +4.

Skills: The Eye of Vecna gains bonus skill points as an outsider and has skill points equal to (8 + Int modifier) x (3). The Eye gains bonus outsider skill points, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

Challenge Rating: HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.

Alignment: Always evil (any).

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

You can cast a spell silently without special preparation.

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

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

You can cast a spell to greater effect without special preparation.

Prerequisite: Any Metamagic Feat

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

Divine Might [Divine] as presented in *Complete Warrior*

You can channel energy to increase the damage you deal in combat.

Prerequisite: Str 13, turn or rebuke undead ability, Power Attack

Benefit: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

Divine Metamagic [Divine] as presented in *Complete Divine*

You can channel energy into some of your spells to make them more powerful.

Prerequisite: Ability to turn or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat only applies to that feat. As a free action

you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend a turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example; Jozan the cleric could sacrifice three turn attempts to empower a holy smite he's casting. Because you're using positive or negative energy to augment your spells the spell slot for the spell doesn't change.

Special This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Visage of the deity, Lesser as presented in Complete Divine

Transmutation[Evil, Good]

Level: Blackguard 4, cleric 3, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

When you cast this spell your body changes to a form more like your deity's (in a very limited fashion of course). You gain a +4 enhancement bonus to your Charisma score. You also gain resistance 10 to two to three energy types: acid, cold and electricity if you are good.; cold and fire if you are evil.

Weapon of the Deity as presented in Complete Divine

Transmutation

Level: Blackguard 4, cleric 4, paladin 4

Components: V, DF

Casting Time: 1 standard action

Range: 0 ft.

Target: One weapon you hold

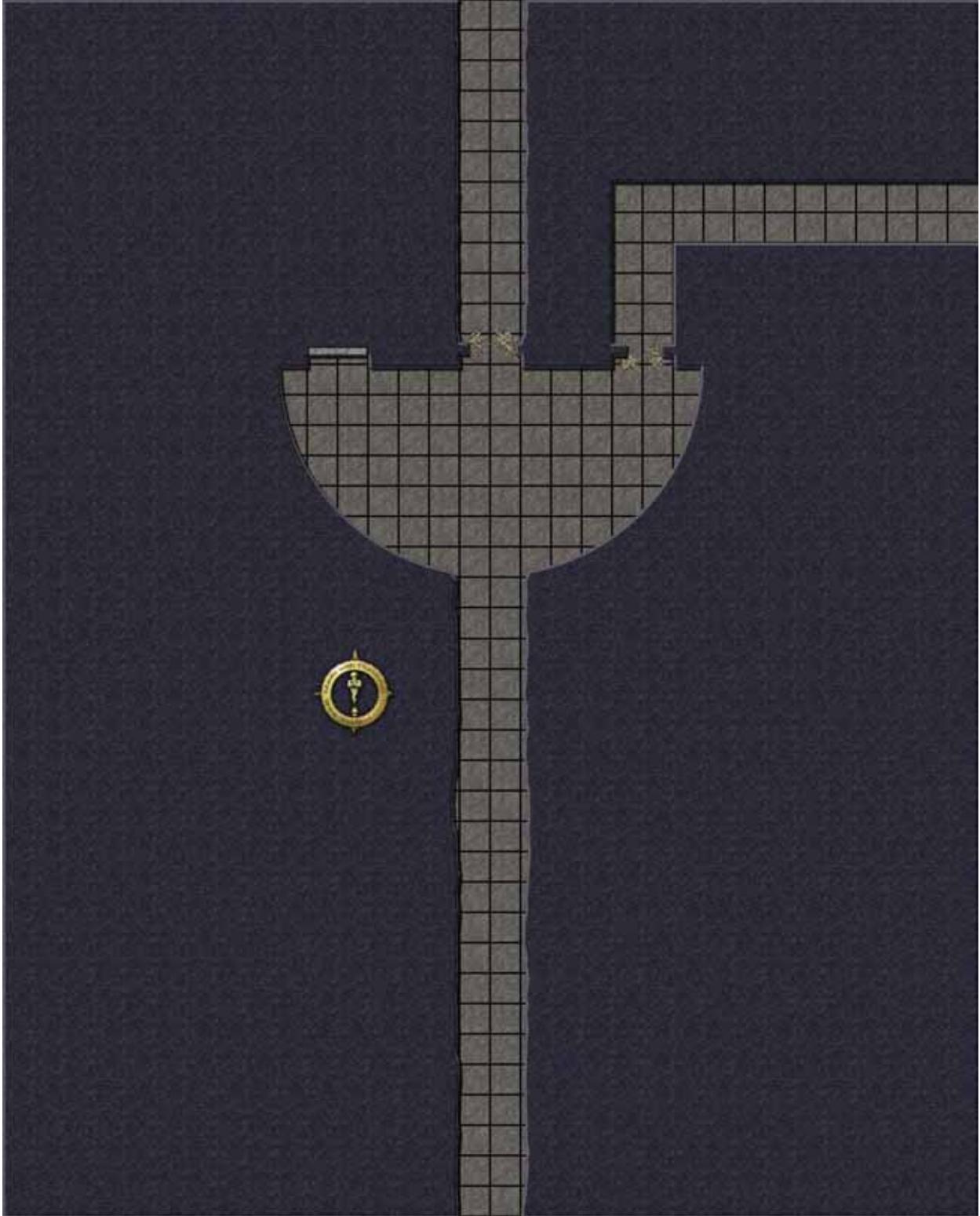
Duration: 1 round/level

You must be using your deity's favored weapon (scythe for Nerull) to cast this spell. You may use the weapon as if you had proficiency with it even if you normally do not. The weapon gains a +1 enhancement bonus on attack and damage rolls and an additional special

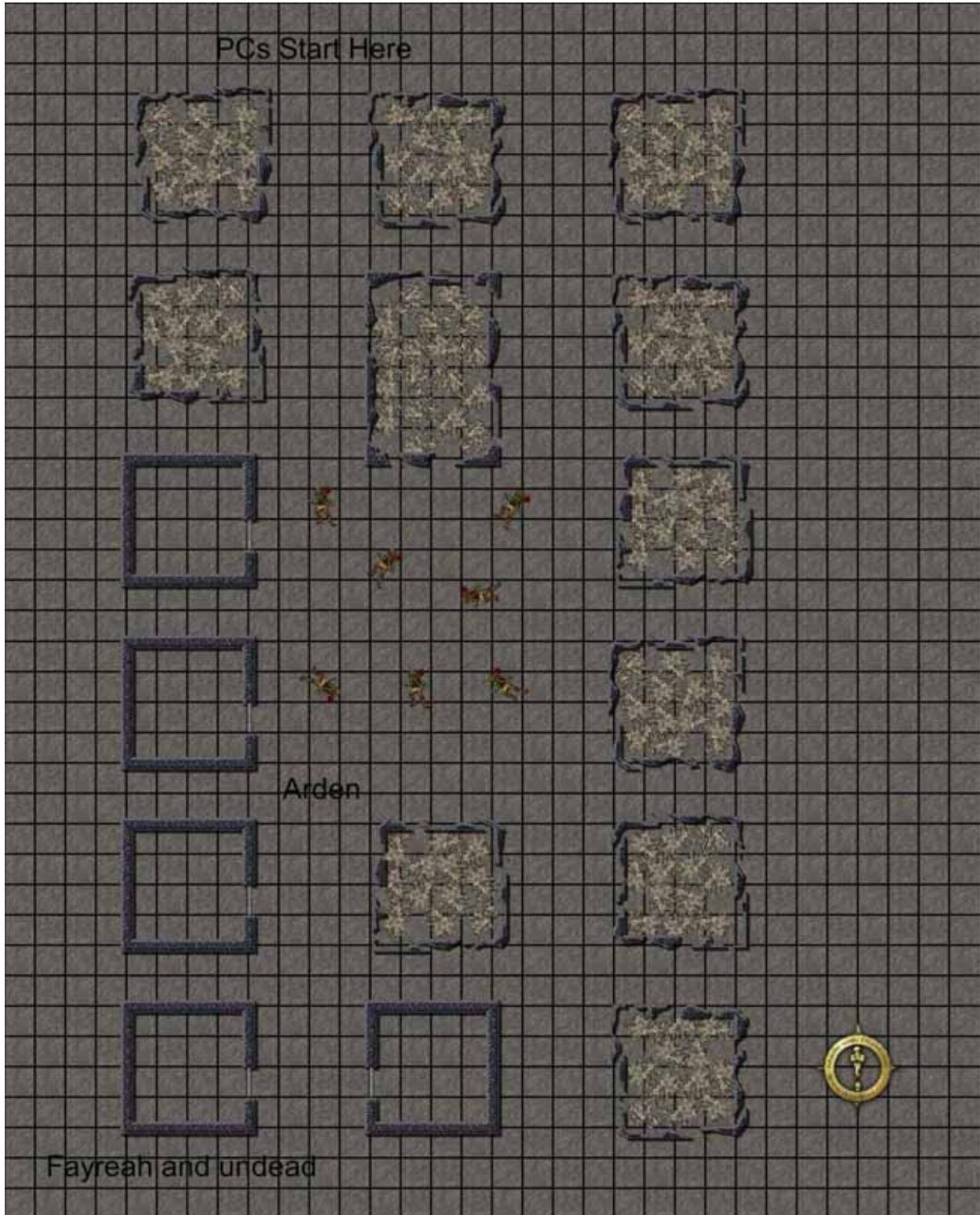
ability (*keen* for Nerull). A double weapon gains this enhancement bonus and special ability for only one of its two heads, as chosen by the caster.

When you reach 9th caster level, the enhancement bonus of the weapon increases to +2. At 12th level, the bonus rises to +3, at 15th level it is +4, and at 18th level it is +5.

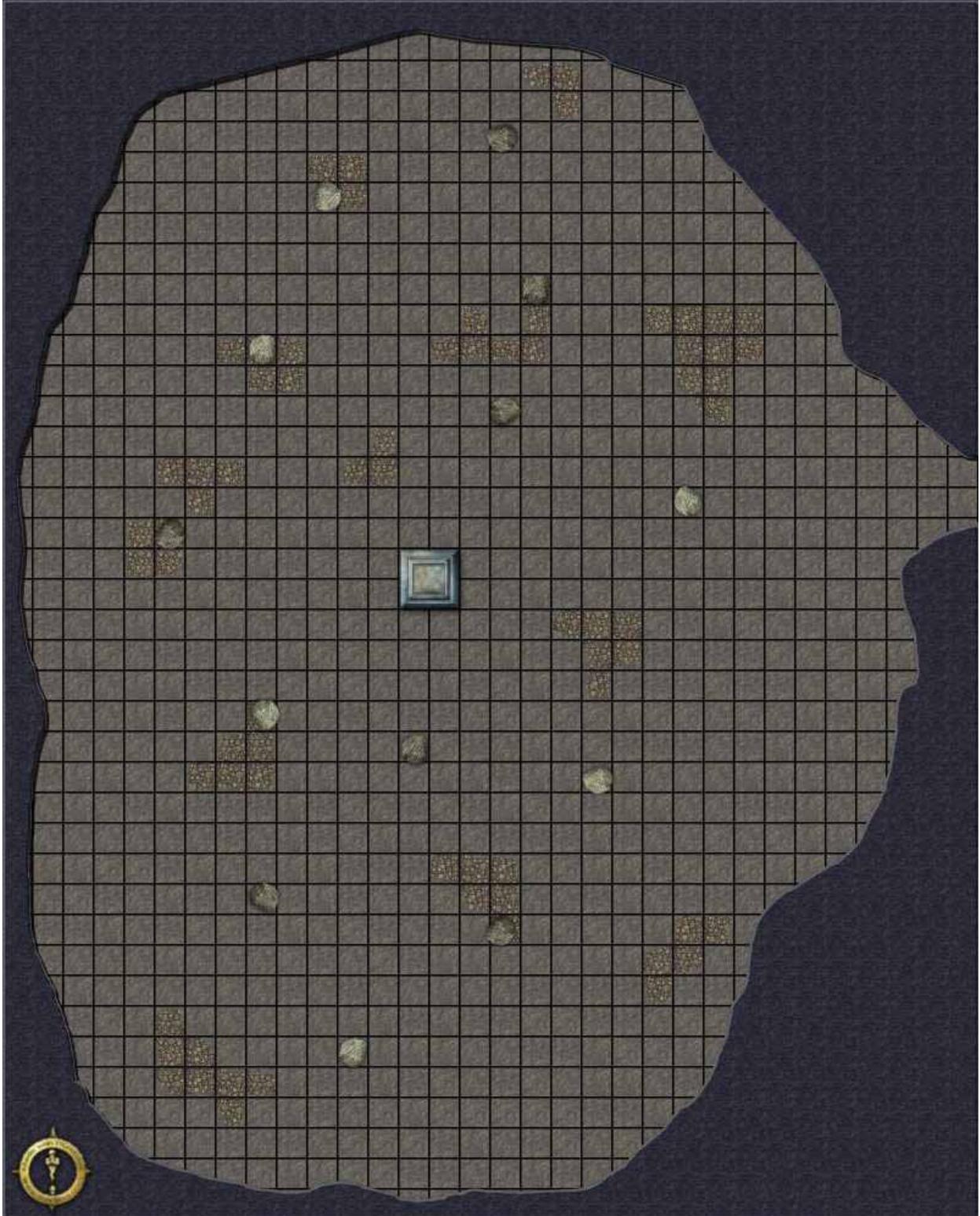
APPENDIX 3: MAPS
DM Map #1: The Doors



DM Map #2: Ruins



DM Map #3: The Obelisk



Player Handout #1

The Velunese Lights (extracted from WGR4 Marklands)

This unique and wondrous feature is not a location or settlement and is not shown on the map. They are balls of lights which manifest primarily in the Gold County of Furyondy, at wholly unpredictable locations and times. They are referred to as Velunese lights because they were first sighted east of Devarnish in 516 CY. The Velunese Lights have the appearance of will-o-wisps. The lights cover a radius of some 40 feet and radiate magic and good. They travel erratically, at speeds ranging from 60 to 360 feet per round. Occasionally, the lights pause, usually always if a paladin or priest of lawful good faith approaches them. Such a character, if he stands quietly within the lights for six rounds, gains the benefits of a personal prayer spell for several days. A handful of especially faithful lawful good priests and paladins have reported more dramatic effects such as strength raised for days to weeks; or immunity to magical alignment change for several months, and the like. It has become a tradition that those gaining such benefits should make a small donation to a temple of lawful good as soon as possible after being blessed. The lights themselves cannot be harmed and retreat rapidly from any evil beings or those seeking to attack them. Who may have created them, and for what purpose, is not known.