

The House of Nalar

A D&D Living Kingdoms of Kalamar[®] Adventure

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A mission to end an undead threat takes the PCs into the heart of Bet Urala, right into the very home of one of the most dangerous creatures in all of Tellene. Are there other secrets waiting to be discovered in the Tower of Nalar? An adventure for 1st through 13th level characters.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Calculating Average Table Level (ATL)

LKoK uses ATL rather than Average Party Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. What this means is that, to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of four.

Once you calculate the ATL write it down here as you will need it later or setting the DC of certain skill checks.

ADVENTURE NOTES

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 13th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar® Core Sourcebook and the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

CALENDAR AND CLIMATE

It is the middle of Declarations and despite the heavy feel of the war in everyone's hearts, it is a beautiful day.

MODULE NOTES

The Judge should note if any of the Players posses the Demonic Talisman cert from "Stand and Deliver.". This comes into play during the conclusion.

BACKGROUND

In the "Beauty Is Everlasting" series, the PCs encountered a helpful wizard named Nalar, who helped them locate and end the threat of a psionic vampire. When they completed their task, they discovered that Nalar was actually the vampire who had created their foe. An extremely powerful vampire and wizard, Nalar has, unknown to the PCs, been working to develop monstrous fighters for the armies of Kalamar. Though he wishes Pekal to stay independent for financial reasons, as a small amount of his personal fortune would be lost if Kalamar were to restore its claim to the region, he was too intrigued by the offer the Emperor made him to refuse. Thus, the cormorants were born, creatures of nightmare crafted from the corpses of dead Kalamarans. The PCs first encountered cormorants in "From Fire and Perdition," fighting the vicious, intelligent creatures with knives welded into their fingers to protect Pekal's southeastern border.

In addition to the cormorants, Nalar and Kabori have conceived a daring strike into the heart of Bet Rogala. Nalar and Kabori's other wizards have been scribing scrolls of *teleport*. Given enough scrolls and ten wizards able to use them, it would be possible to transport entire legion into the heart of Bet Rogala in the space

of seven minutes. Nalar's spies have been looking for an abandoned or rentable warehouse in Bet Rogala where it would be possible to teleport several hundred men without ever being noticed. Nalar has also placed a spy in the College of Magic itself, and has a teleportation circle directly into the College. This would be used as a simultaneous strike to neutralize the College and the Temple of Enchantment at the same time as the attack on the city. The key to this entire plan is the number of scrolls needed. Wherever this stockpile of teleport scrolls is, it must be eliminated for Pekal to have any hope of withstanding Kabori.

Much to Nalar's delight, the cormorants attack Pekalese forces and Tokite forces alike. They have made efforts to duplicate themselves by carving up corpses. Nalar continues to experiment with them in his workshop in Bet Urala, hoping to find a way to improve them so that they can create more of their own kind without his intercession.

At the time of this module, Nalar is meeting with Emperor Kabori in Bet Kalamar, and the Gray Legion has uncovered the location of his workshop in Bet Urala. Seeing this as the perfect opportunity to end the threat of the cormorants, the Gray Legion hires the PCs to destroy as much as they can of Nalar's laboratory.

ADVENTURE SYNOPSIS

Introduction: Representatives of the Gray Legion inform the PCs of their discovery of the man behind the creation of the fierce monsters, known as cormorants, which have been plaguing Pekal's south-eastern forces. They have received intelligence that the man creating them, a vampire known as Nalar, will be leaving his lab in order to make a report to Kabori himself. The Gray Legion provides the PCs with the information they need in order to infiltrate Nalar's House, and sends them to Bet Urala in the guise of guards on a merchant ship. Getting home is up to the PCs.

The rest of the adventure is by room rather than encounter as the PCs wind their way through Nalar's House.

Room 1: The door to Nalar's House opens into a non-descript room with locked doors. There are four exits from this room, including the one for which the PCs had the key. All other doors

are locked. The challenge here is to destroy or unlock the doors.

Room 2: The only feature of this room is what appears to be a large summoning circle in the center. In reality, this summoning circle is actually a set of stairs leading down into the basement. The PCs must solve the room's riddle to reach the lower level or continue wandering the first floor.

Room 3: Though this room is a prison, it looks more like a lady's chamber, complete with plush bed, luscious furnishings, and wine and chocolates. In the room is Shaadi'Nu, the succubus and slave of Nalar. Though evil in disposition, she is bored of serving the vampire, and if the PCs can win her over as an ally by finding a way to free her, she will aid them in undoing Nalar's plans and help them destroy the teleport circle—if they can find it.

Room 4: This study is full of magic tomes, scrolls, and useful information—including a draft of Nalar's most recent communication with Emperor Kabori, detailing one of his efforts on behalf of the crown—the creation of thousands of teleportation scrolls.

Room 5: There is no particular challenge in this sitting room; it appears to be a place where Nalar speaks with guests. On the walls are a number of portraits detailing Nalar's vampiric family tree. The portrait of Nalar was painted in front of a circular stair case—a clue for PCs to try to activate the summoning circle in Room 2 to access the stairs to the basement.

Room 6: This receiving room appears to be the room where Nalar entertains his guests. There is a large fireplace and several odd candelabras. At low levels, these candelabras are animated objects; at ATL 5 and higher, these are Flameskulls; at ATL 11 and 13, these are joined by Invisible Stalkers.

Room 7: This room is immediately below room 2, and is nearly identical to it in form—except that the “summoning circle” clearly reveals the circular staircase leading to the floor above.

Room 8: Nalar's laboratory is also the home to his experiments; creating cormorants for Kabori. Several of the monsters have woken from the creation process and immediately attack the PCs. There is a large crystal that radiates

psionic energy that seems to be involved in the creation process. Several more half-made cormorants lie waiting to be completed.

Room 9: Like the study above, Nalar's office is full of magical tomes. But here there are far more notes about his work, including his experiments creating the cormorants and detailed notes on how many wizards he has employed to create teleport scrolls, locations where they will be stored for the attack on Bet Rogala, and how he plans to use them.

Room 10: There is a teleport circle to the College of Magic in this room. Nalar's spies have been using it to infiltrate the College. Only Shaadi'Nu knows the secret to activating and destroying it, so the PCs will need to have won her over in order for them to succeed in both getting home and eliminating this threat to Pekal.

Optional Encounter: If there is enough time remaining in the module, the PCs appear in the room of a student at the College of Magic, where they must complete the destruction of the teleportation circle. The spy Nalar has sent into the College is not pleased by their appearance, and tries to slay them to keep them from revealing his true identity.

Conclusion A (Success):

When the PCs return home, they are greeted by the Gray Legion and the College of Magic representatives. Depending on what they have learned and what they choose to report, they receive varying rewards.

Conclusion B (Failure):

If the PCs are defeated by Shaadi'Nu or decide to wait for Nalar to come home, they find themselves trapped by the vampire's power. Rather than killing them or using them for experiments, Nalar turns the PCs over to the government of Bet Urala. The PCs must wait to be rescued by agents of the Gray Legion, forfeiting their rewards for the module.

INTRODUCTION

Summary: Representatives of the Gray Legion inform the PCs of their discovery of the man behind the creation of the fierce monsters, known as cormorants, which have been plaguing Pekal's south-eastern forces. They have received intelligence that the man creating

them, a vampire known as Nalar, will be leaving his lab in order to make a report to Kabori himself. The Gray Legion provides the PCs with the information they need in order to infiltrate Nalar's House, and sends them to Bet Urala in the guise of guards on a merchant ship. Getting home is up to the PCs.

Another sweltering day in Bet Rogala, another summons to meet with the Gray Legion. As usual, the offer of free food has come along with the promise of work, and so you make your way to the Journeyman's Inn, right on the outskirts of the College of Magic, to hear what danger the legion wants you to face this time.

The interior of the inn is finely decorated and filled with wizards—students, professors, and other affiliates of the College all seem to want to be seen here, if they can afford the expensive meals. There are stuffed chairs in the far corner of the room, surrounding a low table, and a Kalamaran man dressed in dark grays sits alone, a cool drink in front of him on the table.

PCs who have met Captain Banilor before ("Hurry up and Wait," "Making a Name," "A Wrestling Good Time," "Into Mists and Shadow") recognize him immediately, as he is not wearing one of his typical disguises. If they do not recognize him or if they do not move toward him, he waves them over and gestures to the comfortable chairs around him.

As you arrive at the table, one of the bar maids brings over a large plate of cheeses, breads, and fruit: a cool meal for a warm afternoon. After she takes your orders for drinks (charging only slightly more for those that have been chilled by magic), she makes her way back to the kitchens, and your contact begins.

"Thank you for coming," he says. "I am Captain Banilor of the Gray Legion, and, unfortunately, this is a meeting of business rather than pleasure." He rubs a jade button on the arm of his chair and the noise beyond your little alcove suddenly seems much quieter. "It is a matter of secrecy, you understand, so I hesitate to reveal too many details before you've agreed to take on the job. The gist is this: we've discovered a target location behind enemy lines that

needs to be removed. We have already lined up transportation to get you there in a time frame where some of the danger will be removed. Your transport back will be up to you to arrange, as we cannot endanger the cover of operatives in that area in order to get you out. This is a matter of great importance to the Crown, and if you are willing to accept the job, I'll move forward. I may be able to answer limited questions, if you need further reassurance.

Captain Banilor is willing to provide some answers to the PCs' questions before they agree, but only the most basic. What he is willing to offer is as follows:

- The threat to Pekal posed by this targeted location is severe enough that it threatens the entire war effort.
- The Gray Legion has already endangered their operatives by gathering the information for this job, and cannot further reveal their hand in Bet Urala. Also, some dissention inside of the Legion itself makes it difficult to fully trust teams of operatives inside the Kalamaran Empire.
- Dangers are likely to involve undead.
- Transportation there is by ship, with the PCs posing as guards.
- Pay for the job is 200 gp per person. PCs may recognize this as higher than normal, and Banilor explains that it's hazard pay, as the assignment is dangerous.

If the PCs decide all of this sounds too dangerous, the module is over. If the PCs agree, Banilor can offer further details.

- The location that must be destroyed is the laboratory of a vampire wizard known as Nalar.
- The Gray Legion has been tracking Nalar after some incidents involving adventurers a few years ago led them to believe he is a danger. This would be recognized by people who played, "A Thorn in the Side," "A Rose by Any Other Name", and "From Fire and Perdition".
- They have traced the creation of the deadly undead known as cormorants to Nalar. If his laboratory is destroyed, they hope his research will be disrupted

enough that no more cormorants will be released in Pekal.

- Nalar has an appointment to meet Emperor Kabori the day that the ship the PCs are scheduled to take arrives in Bet Urala. The PCs are to be met at the dock by an operative, given the key to Nalar's tower, and given directions to get there. After that meeting, the Gray Legion contact is instructed to go underground, leaving the city if necessary.
- The operatives have not been inside the workshop, nor have they been inside the mansion. What the PCs may discover there is unknown—but Banilor expects it to be very dangerous, if only because Nalar himself is such a treacherous individual.
- The PCs are to leave Bet Urala, however they choose, as quickly as they can after the job has been completed. Though the meeting with Kabori should take some time, Nalar is powerful enough to teleport home at will, so the faster the PCs are, the safer they'll be.

The PCs do have some time after receiving this information to restock their supplies. Banilor has arranged for them to be teleported to Baneta, where they will meet their ship, by one of his allies in the College of Magic.

The journey to Bet Urala is completely uneventful; their meeting with the Gray Legion contact goes as planned, and the rest of the adventure begins inside of Nalar's house.

ROOM 1 **The Foyer**

Summary: The door to Nalar's House opens into a non-descript room with locked doors. There are four exits from this room, including the one for which the PCs had the key. All other doors are locked. The challenge here is to destroy or unlock the doors.

For all the danger that Banilor spoke of, the foyer into Nalar's House is completely unthreatening. The floor is of white marble, and a tall coat rack stands next to the door. A fashionable cane stands propped against the wall, next to a full sized mirror, gilded in silver. The room is lit from a chandelier

above that borders on gaudy; it is decorated with small crystals in different colors.

There are three doors in this room besides the one you entered: one on the north wall, one on the east wall, and one on the west wall. Each are made of mahogany, carved with designs that seem to be telling stories of heroes long past.

Psionic characters may recognize the crystals hanging from the chandelier to be dead psi-crystals, giving the foyer a much more sinister feel.

The door to the receiving room (Room 6) is unlocked. The door to the stairs/circle (Room 2) is locked but not trapped. The door to the study (Room 4) is both locked and trapped.

All Doors:

[Good Wooden Doors: 1 in. thick; hardness 5; hp 15; AC 5; Break DC 18.]

Lock to Room 2

ATL 1-3: Open Locks DC 20

ATL 5-7: Open Locks DC 25

ATL 9-11: Open Locks DC 30

ATL 13: Open Locks DC 40

Lock and Trap to Room 4

ATL 1-3: Open Locks DC 20

Poisoned Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison, DC 13 Fortitude save resists, 1 Con/1d2 Con); Search DC 22; Disable Device DC 20.

ATL 5-7: Open Locks DC 25

Doorknob Smear with Contact Poison: CR 5; mechanical; touch trigger (attached); manual reset; poison (nitharit, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 19.

ATL 9-11: Open Locks DC 30

Three traps (EL 9):

Glyph of Warding (Blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Lightning Bolt Trap: CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Acid Arrow Trap: CR 8; magic device; visual trigger (*true seeing*); automatic reset; multiple traps (two simultaneous acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (*acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27. Note: This trap is really two CR 6 acid arrow traps that fire simultaneously, using the same trigger and reset.

ATL 13: Open Locks DC 40

Three traps (EL 13):

Incendiary Cloud Trap: CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

Energy Drain Trap: CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

Wail of the Banshee Trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34.

ROOM 2 **The Circle**

Summary: The only feature of this room is what appears to be a large summoning circle in the center. In reality, this summoning circle is actually a set of stairs leading down into the lower floor. The PCs must solve the room's riddle to reach the lower level or continue wandering the first floor.

The walls of this room are blank, their cold stone facing giving the place a bleak feel. The only decorations of note are a circle cut deep into the floor, marked with arcane symbols, and a carving on the north wall of the room.

There is also a door in the west wall (where the PCs entered) and in the north wall, near the carving.

The carving is a small map labeled in Brandobian. Characters who do not speak Brandobian can make a Decipher Script check DC 10, a Knowledge (Geography) DC 10 or Knowledge (History) DC 15 to show it to be the area of Brandobia that includes Pel Brolenon and Mendarn. Notably, the city of Dalen is the only marked city. Dalen is the password for the teleportation circle in the basement.

A Knowledge (Arcana) DC 15 check reveals that this appears to be a summoning circle, but one built in a non-traditional style. If the PCs wish to look closer at the circle, read or paraphrase the following:

Cut deep into the marble is a trench that forms the circle. Gouges that come from the center of the circle get deeper as they reach the outer trench, and flakes of brown decorate the bottom. At even intervals, where some of the gouges meet the trench, there are spherical indentations. An arcane symbol rests at the bottom of each.

A Heal check DC 10 reveals the dried flakes to be old blood.

Decipher Script DC 20+ATL or *read magic* combined with Spellcraft DC 13 reveals the following about the arcane writing below each spherical indentation, starting from the most southerly hole and going around the circle clockwise:

- 1) *Faint is the smell of the calla*
- 2) *Angel's Trumpet rules the night*
- 3) *Sly baneberry lies in wait*
- 4) *Patient ivy reveals its might*
- 5) *Beautiful buttercup devalues coin*
- 6) *Nightshade cowers in fright*

PCs who decipher the riddle receive Player Handout #1.

This riddle requires the use of spherical keys kept as decorations in Nalar's receiving room (Room 6). Each globe is a different color, and corresponds to the color of the bloom mentioned in the rhyme. (Clues to solving the riddle are also located in the library.) The answer is as follows:

- 1) White
- 2) Orange
- 3) Red
- 4) Green
- 5) Gold
- 6) Purple

Craft (Alchemy) DC 10+ATL and Heal DC 15+ATL checks reveal that all of the flowers or plants mentioned are poisonous.

The colors of the flowers or plants for 1, 4, and 5 is either a Knowledge (Nature) or a Craft (Alchemy) DC 10+ATL. The colors of the flowers or plants for 2, 3, and 6, without aid from one of the books in Nalar's library, is a DC 20+ATL. If a character is using Craft (Poisonmaking) instead, the DC increases by 2. Any other skills that the Judge feels could be justifiably applied to the question increase the DC by 5.

Once the PCs solve the riddle, after returning from other rooms, read or paraphrase the following:

As the last sphere jiggles into place, the summoning circle glows white, so bright that you must shield your eyes. When the light dims, a circular staircase is revealed in front of you, leading to the second floor.

ROOM 3

The Prison

Summary: Though this room is a prison, it looks more like a lady's chamber, complete with plush bed, luscious furnishings, and wine and chocolates. In the room is Shaadi'Nu, the succubus and slave of Nalar. Though evil in disposition, she is bored of serving the vampire, and if the PCs can win her over as an ally by finding a way to free her, she will aid them in undoing Nalar's plans and help them destroy the teleport circle—if they can find it.

This is the prison of Shaadi'Nu, the Succubus Queen. Summoned to Tellene centuries ago, she was imprisoned and tortured, eventually escaping her captors. Home on the lower planes and unhappy with her relative powerless state, she decided to take matters into her own hands and began martial training. During that time, she ascended the throne on her level of the Abyss. She then returned to Tellene to destroy several objects that had been used to enslave her.

Though she has destroyed enough of them to keep herself from ever being under their power again, a few have eluded her. She had planned to go home when she met the charming Nalar, who seemed her perfect match. For decades, they were companions and equals, but over that period of time, Nalar was weaving a spell to trap her on Tellene. Unfortunately for her, she discovered his plot too late. Now she is forced to serve his unspeakable desires. When the PCs arrive, Shaadi'Nu has used her change shape ability to look like a very comely woman.

ALL ATLS:

Shaadi'Nu: CE Medium Outsider [Chaotic, Evil, Extraplanar] Fighter 3/Blackguard 10, HP 149.

As you wander through the quiet and relative peace of the rest of the mansion, you find something you did not expect to see at all. You happen upon a beautiful woman lying on a very plush bed. She is barely wearing any garments, but a tiara sits upon her brow. She seems to be reading a book. Looking up, she gives you a very beautiful smile. "Rescuers! You have come to free me of this prison!"

Shaadi'Nu's plan is to Bluff (+26) about her species, but will tell the truth on every other point. If her identity has been revealed, she seeks to avoid combat in the hopes of gaining her freedom.

There are indentions for spheres at 6 points in the walls of her prison, and she knows that if these are filled with spherical keys of Nalar's, she will be released. Shaadi'Nu cannot tell the PCs the order, but can tell them that it is the same as the next room. (If the PCs have been unable to translate the poetry, either by decipher script or *detect magic*, Shaadi'Nu can provide them with the poem.) She advises freeing her first, then using the spheres in the next room. If the PCs free her, she seemingly vanishes. In reality, she has gone below to activate the Teleportation Circle in Room 10. She then goes home.

If any of the PCs can *detect evil*, they will note the strong aura radiating from her. Anyone that can *detect magic* notes a strong aura of Transmutation magic around her. If the PCs successfully Sense Motive, or call her on the strong auras, she reveals her true form, minus the weapon and armor. She insists she would like the PCs to free her. She is very personable

and honest at this point. She just wants to go home. She is eager to gain revenge on Nalar, and wants her freedom., so she is willing to bargain.

At the beginning of negotiations, she gives the following information, and is willing to let it be verified:

- Nalar's laboratory is in the basement.
- There are several cormorants in the basement that will attack the PCs down there.
- The cormorants are powered by a psionic crystal.
- Nalar is delighted with his cormorants and is hoping that they can be modified to reproduce themselves.
- She has information that impacts the war between Pekal and Tokis, but will only reveal it if they free her.

She has more information that she will only give after she has been freed. The previous information was a show of good faith. Once she has been freed, she does not attack, but gives the following information:

- Nalar has spies in the College of Magic.
- There is a teleportation circle in the basement
- The activation word for the teleportation circle is "Dalen."
- He has been working on some project for Emperor Kabori, but she doesn't know what it is.

If they choose to fight her, she fights them, but knowing that they may be her only means of escape, she only deals subdual damage to them the first time. She then nurses them back to health. If they insist on fighting her, she uses lethal force the second time. If she is defeated, then Nalar is instantly made aware and returns. If this happens, proceed immediately to Conclusion B.

If a PC possesses the Demonic Talisman cert, note that now for the conclusion.

ROOM 4
The Library

Summary: This study is full of magic tomes, scrolls, and useful information—including a draft

of Nalar's most recent communication with Emperor Kabori, detailing one of his efforts on behalf of the crown—the creation of thousands of teleportation scrolls.

This room, the first in all of Nalar's House to have a window, is decorated in deep colors. A large mahogany desk dominates the room, and oaken bookshelves, stained to match the desk line the walls. Tomes written in languages from Old Kalamaran to Draconic to Fhokki appear arranged in no particular order, other than the whim Nalar.

The PCs should want to search this room. A cursory search reveals nothing of import: there are scrolls on top of the desk that appear to be correspondence, but they are only polite letters and seem to have no information in them. There are books about magic, herbalism, psionics, history, lore, and politics.

Herbalism, you say? Yes, in fact, on a Search check DC 15+ATL, if the PCs are *specifically* looking for a book on herbalism, poisons, or flowers, they discover a tome that shows drawings of each of the flowers mentioned in the riddle in the circle room. Along with the poisonous quality, each is described as to when it blooms, in what soil it thrives, etc., etc. The color is, in fact, listed, providing the clue to the puzzles in the other rooms.

The desk has locked drawers. These are only mundane and are tiered by ATL:

ATL 1-3: Open Locks DC 20, Burst DC: 17
ATL 5-7: Open Locks DC 25, Burst DC: 17
ATL 9-11: Open Locks DC 30, Burst DC: 23
ATL 13: Open Locks DC 40, Burst DC: 23

Inside is a personal journal that mentions, along with other interesting (but irrelevant) tidbits, Nalar's visit to Bet Kalamar. He expects to be there for only a full day before he returns home, because he finds trips to the capital to be so tiresome and boring. This information means the PCs have only until dawn before they need to leave.

PCs may also notice that several of the entries refer to daytime, and that the window in the room faces west, meaning that the setting sun would shine right into this window. It appears that Nalar is unaffected by sunlight, despite the restrictions placed upon most of his kind.

Those who specifically state they are Searching the desk gain a +5 bonus to find the hidden drawer. The ATL for finding the hidden drawer is as follows:

ATL 1-3: Search DC 20
ATL 5-7: Search DC 25
ATL 9-11: Search DC 30
ATL 13: Search DC 35

In this drawer is all of Nalar's correspondence with Emperor Kabori, as found in Player Handout #2.

ROOM 5 **The Receiving Room**

Summary: This receiving room appears to be the room where Nalar entertains his guests. There is a large fireplace and several odd candelabras. At low levels, these candelabras are animated objects; at ATL 5 and higher, these are Flameskulls; at ATL 11 and 13, these are joined by Invisible Stalkers.

Based on its location immediately off the foyer, you suspect that this is a receiving room. A large fireplace with a thick stone mantle decorates the west wall, directly across from the door, and several antique candelabras that have the odd shape of human skulls line the walls.

At low levels, some of these candelabras are animated candelabras made from human skulls. At ATL 5 and higher, some of these skulls are surrounded by eerie green flames, rather than illuminated by a candle within the jaw cavity. The Flameskull's fiery aura illuminates an area as well as a torch does, but the Flameskull can voluntarily reduce its radiance to a barely visible, pale green flicker when it wishes to do so. Nalar has etched strange sinister runes into its bony surface.

ATL 1:
Animated Candelabras (x2): N Tiny Construct, HP 2

ATL 3:
Animated Candelabras (x4): N Tiny Construct, HP 2

ATL 5:

Flameskulls (x2): LE Tiny Undead, HP 26.

ATL 7:

Flameskulls (x4): LE Tiny Undead, HP 26.

ATL 9:

Flameskulls (x6): LE Tiny Undead, HP 26.

ATL 11:

Flameskulls (x4): LE Tiny Undead, HP 26.

Invisible Stalker (x2): N Large Elemental (air), HP 52.

ATL 13:

Flameskulls (x6): LE Tiny Undead, HP 26.

Invisible Stalker (x5): N Large Elemental (air), HP 52.

Flameskulls use the following tactics:

Flameskulls are resistant to many types of magic but vulnerable to melee and missile attacks. They go to great lengths to stay out of sword's reach and tend to attack intruders' with their fire rays and spells from a safe elevation. If need be, however, they can be fearless combatants, since they know that they are likely to rejuvenate in a few days even if smashed to bits. A Flameskull varies between its fire rays and its spells until the spells are exhausted.

The Invisible Stalkers have been summoned to defend the globes. If all but one are killed, the last will stalk the PCs, trying to eliminate them one by one, the weakest to the strongest, hiding between attempts. The Invisible Stalkers will continue to stalk the PCs throughout the first floor, but will not follow them into the basement.

After the combat, on a DC 10+ATL Search check or a DC 20+ATL Spot check, the PCs notice that the fireplace mantle is decorated with six crystalline globes. These are the spherical keys needed to solve the riddle in Room 2.

ROOM 6 **The Sitting Room**

Summary: There is no particular challenge in this sitting room; it appears to be a place where Nalar speaks with guests. On the walls are a number of portraits detailing Nalar's vampiric family tree. The portrait of Nalar was painted in front of a circular stair case—a clue for PCs to try to activate the summoning circle in Room 2 to access the stairs to the basement.

This room, immediately off of the receiving room, appears to be the place where Nalar welcomes guests that require further attention than the receiving room can offer. There are several plush chairs, an ornate table that appears to be made entirely of glass, and long drapes that would seem to cover windows, but in reality cover only wall. Between the long drapes are portraits of extremely attractive men and women.

PCs who have played LKoK 33: "A Rose by Any Other Name" immediately pick out the portrait of Nalar. PCs who have played any of the modules in the "Beauty Is Everlasting" series also recognize Sylستا, the red-haired psionic vampire they encountered and defeated. The likeness is extremely good, though the painting was completed after Sylستا's demise.

There are names under each of the portraits: all of the figures appear to be human, though their names show a wide variety of ethnicities. Regardless of racial background, each of those pictured has the same, extremely pale skin, and wears fine clothes. Many have years following their names, and a PC who succeeds at a DC 10 Knowledge (History) check or is of Brandobian origin notes that they are all dated in Brandobian Reckoning (Year of the King, or YK). The earliest portrait dates back to 72 YK, and a DC 20 Knowledge (History) check recognizes this is more than 400 years before the founding of the Kingdom of Kalamar.

- The earliest portrait says "Clond Dalen, Father of us all. He traveled the world, and now we travel in his name." It is dated 72 YK.

Most of the beginning dates also have end dates after them. Sylستا's is notably 1044-1044 YK (the current year). Nalar's portrait is dated 690 YK with no end date.

In Nalar's portrait, the vampire stands in front of a circular staircase. PCs who state that they are studying Nalar's portrait may make a DC 10+ATL Wisdom check to notice that there is a carving on the wall behind the staircase that could be the same map carving they saw in Room 2.

ROOM 7 The Basement Entry

Summary: This room is immediately below Room 2, and is nearly identical to it in form—except that the “summoning circle” clearly reveals the circular staircase leading to the floor above.

Like the room above, the walls of this room are blank with the exception of a small carving. Unlike the room above, the only door in this room leads to the west.

Nothing to see here. PCs may wish to listen, however: on a DC 15+ATL Listen check, which they may make *only* if they think of it themselves (no Judge prompting, in other words), they hear hooting noises coming from the next room. PCs who have played LKoK 38: “From Fire and Perdition” recognize this sound immediately as the call of a cormorant. They may wish to prepare themselves for the combat they’ll face when they enter Room 8; the cormorants also make Listen checks (see appendix) versus the PCs Move Silently rolls, if and only if the players decide to Move Silently. If not, the cormorants automatically hear the PCs, and they go silent in the next room, preparing to ambush the PCs.

ROOM 8 The Laboratory

Summary: Nalar’s laboratory is also the home to his experiments; creating cormorants for Kabori. Several of the monsters have woken from the creation process and immediately attack the PCs. There is a large crystal that radiates psionic energy that seems to be involved in the creation process. Several more half-made cormorants lie waiting to be completed.

This room is filled with bottles, devices, and tables with bubbling liquid, but what draws your immediate attention is the presence of completed cormorants, ready to attack!

Combat first, searching later.

ATL 1:
Cormorants (x2): NE Medium Undead (Psionic), HP 10.

ATL 3:

Cormorants (x3): NE Medium Undead (Psionic), HP 10.

ATL 5:
Advanced Cormorants (x3): NE Medium Undead (Psionic), HP 38.

ATL 7:
Powerful Cormorants (x3): NE Medium Undead (Psionic), HP 66.

ATL 9:
Greater Cormorants (x2): NE Medium Undead (Psionic), HP 94.

ATL 11:
Greater Cormorants (x4): NE Medium Undead (Psionic), HP 94.

ATL 13:
Greater Cormorants (x7): NE Medium Undead (Psionic), HP 94.

Once combat is over, the PCs have more time to explore the room. They note that along the west wall are two mutilated corpses, both dwarves, stretched out on tables. One has a hand that has already begun to accommodate knives; the other’s eyes have been replaced with gems. Both are connected by copper wires to a large crystal suspended in a globe filled with viscous fluid. Any PC who can *detect psionics*, or make Knowledge (Psionics) or Psicraft rolls immediately identifies this crystal as being psionic in nature. *Detect psionics* shows a moderate aura of psychometabolism.

Globe: 1 in. thick; hardness 1; hp 1; AC 5.

When broken, the viscous liquid quickly covers everything with a sticky substance. Creatures in “threatened” squares must make Reflex saves DC 15+ATL to avoid being splashed by the liquid. If splashed, the stickiness makes it difficult to manage weapons or manipulate somatic components to spells, giving PCs a -1 on attack rolls, a -1 on any Dexterity based skill checks, and requiring a DC 10 Concentration check on any spells requiring somatic components.

The crystal, remarkably, has none of the sticky substance coating it.

Deep Crystal (certed): 6 in. thick; hardness 10; hp 360; AC 5; break DC 23.

The PCs may choose not to break the crystal, instead taking it back to the College of Magic. It is a Deep Crystal and is a certified item.

Searching the room (DC 20+ATL) also uncovers an unlocked chest that holds the following certified (and helpfully labeled) items:

3 potions of *cure moderate wounds*
3 potions of *cure serious wounds*
1 potion of *barkskin +2*
1 potion of *lesser restoration*
1 potion of *delay poison*
1 arcane scroll of *arcane sight*, *clairaudience/clairvoyance*, and *stinking cloud*
1 arcane scroll of *heroism*, *ray of exhaustion*, and *stinking cloud*

ROOM 9 **The Office**

Summary: Like the study below, Nalar's office is full of magical tomes. But here there are far more notes about his work, including his experiments creating the cormorants and detailed notes on how many wizards he has employed to create teleport scrolls, locations where they will be stored for the attack on Bet Rogala, and how he plans to use them.

While the room above was obviously a library, this office seems to be a more practical study. The walls are lined with bookshelves of a technical nature, most discussing anatomy and dark magic. A large laboratory table stands in for a desk, and sheaves of paper are spread across the surface, most of which appear to be notes on Nalar's various experiments.

All of the magical books on the shelves have an arcane ward on them that causes them to light on fire and burn to ash if anyone touches them. This is mostly to keep the PCs from attempting to steal books; feel free to do 1d4 or greater fire damage (dependent on ATL) to the PCs touching the bookshelves until they are appropriately dissuaded. Nalar can restore them magically if he desires, and uses this to determine if they have been handled.

The non-magical books are not warded, but tend to be in obscure ancient languages, particularly Old Brandobian. Notable titles that the PCs may take (but are worth nothing other than role-play

value, or as mentioned below) are *Doulathan's Anatomy*, *Dances of Basir*, *The Brandobian Empire: A Critical Analysis*, and *A History of Tokis* (see below).

The real object of interest is the paperwork on Nalar's lab table. There are knife blades—the same kind used for the fingers of the cormorants—made of different materials, with notes on how steel works as opposed to silver or bronze. PCs can pick up several sheets of notes on the cormorants as part of their mission to keep Nalar from ever creating them again.

With a DC 10+ATL Search check, the PCs find notes that seem to be about the creation of teleportation scrolls. These are too fragmented to get a good idea of what they're for. However, like the desk in the library above, there is a secret drawer. This one, unlike the one above, is trapped (though not locked). PCs who found the hidden drawer upstairs receive a +5 bonus to find the hidden drawer. The DCs for finding the hidden drawer is as follows:

Search and Trap on Lab Table Drawer

ATL 1-3: Search DC 20 to find the drawer

Burning Hands Trap: CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

ATL 5-7: Search DC 25 to find the drawer

Glyph of Warding (Blast): CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

ATL 9-11: Search DC 30 to find the drawer

Three traps (EL 10):

Glyph of Warding (Blast): CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Lightning Bolt Trap: CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Acid Arrow Trap: CR 8; magic device; visual trigger (*true seeing*); automatic reset; multiple traps (two simultaneous acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (*acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27. Note: This trap is really two CR 6 acid arrow traps that fire simultaneously, using the same trigger and reset.

ATL 13: Search DC 35 to find the drawer

Three traps (EL 13):

Incendiary Cloud Trap: CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

Energy Drain Trap: CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

Forcecage and Summon Monster VII trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; multiple traps (one *forcecage* trap and one *summon monster VII* trap that summons a hamatula); spell effect (*forcecage*, 13th-level wizard), spell effect (*summon monster VII*, 13th-level wizard, hamatula); Search DC 32; Disable Device DC 32. Note: This trap is really one CR 8 trap that creates a forcecage and a second CR 8 trap that summons a hamatula in the same area. If both succeed, the hamatula appears inside the forcecage. These effects are independent of each other.

(Statistics for the hamatula are in Appendix II.)

The notes they find inside the drawer are in Player Handout #3. The most important thing to

note about these writings is that they mention a map of Bet Seder. This is, in fact, tucked inside of the book *A History of Tokis*. (PCs who pull that book down from the shelf earlier find the map tumbling out, though the markings on it seem random and have no meaning.) PCs who haven't looked at the bookshelves must pass a DC 15+ATL check to find the map tucked within the book. Together, the notes and the map provide the locations of the scroll caches for the invasion of Bet Rogala.

ROOM 10 **The Teleport Circle**

Summary: There is a teleport circle to the College of Magic in this room. Nalar's spies have been using it to infiltrate the College. Only Shaadi'Nu knows the secret to activating and destroying it, so the PCs will need to have won her over in order for them to succeed in both getting home and eliminating this threat to Pekal.

If the PCs worked with Shaadi'Nu to activate the circle, read the following text:

At the center of this room is a glowing circle; magic is obviously active due to the faint blue light that comes from each of the runes on the exterior and the white glow operating from the center.

PCs with the appropriate skills recognize this as an active teleport circle. The password to activate it is "Dalen."

There isn't anything else in this room of note, but if there is time left for the optional encounter, have the PCs roll initiative before entering the teleport circle. Their initiative order is affected by the order they enter the circle (for example, if Ceric has a 17 initiative, but waits for Noor to go through on her 12 initiative, he has effectively delayed to 12 in the initiative count).

If there is no time for the optional encounter, use the following text.

You feel yourself pulled inside out and then put back together. When your head clears and you regain your focus, you realize that you are standing in what appears to be a dorm room at the College of Magic. Nalar must have been using this circle to gain access inside the college!

OPTIONAL ENCOUNTER

Summary: If there is enough time remaining in the module, the PCs appear in the room of a student at the College of Magic, where they must complete the destruction of the teleportation circle. The spy Nalar has sent into the College is not pleased by their appearance, and tries to slay them to keep them from revealing his true identity.

You feel yourself pulled inside out and then put back together. When your head clears and you regain your focus, you realize that you are standing in what appears to be a dorm room at the College of Magic. This is obvious because of the wizard standing in front of you, wearing students' robes and looking murderously angry...

The round starts on the initiative of the first person through the teleport circle. Amaraa is a cunning and devious spy in service to Nalar the Vampire. She has been a member of the College for many years and looks to reap a large reward when The Vast conquers Pekal. If her cover is blown, the penalty for her is death, so she fights the PCs to the end, trying to keep information of her true purposes at the College from spreading. She doesn't hold back from using extremely destructive spells, even if they might damage her, as well.

ATL 1:

Amaraa: CN Medium Female Elf (Gray) Wizard 3, HP 10.

ATL 3:

Amaraa: CN Medium Female Elf (Gray) Wizard 5, HP 16.

ATL 5:

Amaraa: CN Medium Female Elf (Gray) Wizard 7, HP 22.

ATL 7:

Amaraa: CN Medium Female Elf (Gray) Wizard 9, HP 37.

ATL 9:

Amaraa: CN Medium Female Elf (Gray) Wizard 11, HP 45.

ATL 11:

Amaraa: CN Medium Female Elf (Gray) Wizard 13, HP 53.

ATL 13:

Amaraa: CN Medium Female Elf (Gray) Wizard 15, HP 61.

CONCLUSION A (Success)

Summary: When the PCs return home, they are greeted by the Gray Legion and the College of Magic representatives. Depending on what they have learned and what they choose to report, they receive varying rewards.

At the Journeyman's Inn, you are met once again by Captain Banilor, who is pleased with your success, though troubled by the news you bring. He assures you that they will destroy the teleportation circle in the College of Magic to prevent more spies from using it.

If the PCs discovered Nalar's notes on the invasion of Bet Rogala:

Even more worrisome is the evidence that Nalar and Kabori's wizards plan to teleport the army directly into Bet Rogala. Thanks to your warning, they hope to be able to find a way to thwart the plan.

If the PCs also discovered the map of Bet Seder with the teleport scroll locations on it:

In fact, with the map that you have provided, Banilor believes Pekal may have time for a preemptive strike—one that may preserve Pekal's independence once and for all!

This ending should be used whether they found the plans and map, or not.

You leave the Journeyman's Inn, feeling the weight of the dark tidings you have provided. But that is accompanied by hope. Perhaps through your efforts, Pekal will be out from under the thumb of Kabori forever.

CONCLUSION B (Failure)

Summary: If the PCs are defeat Shaadi'Nu or decide to wait for Nalar to come home, they find themselves trapped by the vampire's power. Rather than killing them or using them for

experiments, Nalar turns the PCs over to the government of Bet Urala. The PCs must wait to be rescued by agents of the Gray Legion, forfeiting their rewards for the module.

When you wake up, you find yourself someplace dark and cramped, with the sounds of water lapping against the sides of a ship. The last thing you remember is pointy toothed smile. Now, you find yourself in chains, tattooed and marked as a slave, and you wonder how you're going to get out of this mess.

It doesn't take long for the Gray Legion to rescue you, but you will never look back on these days with fondness. You'd prefer to

forget them entirely, but you can't rid yourself of that blasted mark...

PCs who have Conclusion B are given the "Slave of Kalamar" cert.

Conclusion Notes:

In either conclusion, if the PCs set Shaadi'Nu free, a fiendish black cat appears that eve and presents a letter to the PCs with the Demonic Talisman cert. Give those PCs Handout #4.

Judges: Please report whether the PCs received Conclusion A or Conclusion B, and whether or not the PCs who receive Conclusion A found both the notes and the map, to troy@kenzerco.com by December 15, 2007. The fate of Pekal rests in your hands. Thank you!

Experience and Treasure

Experience is awarded to PCs based on the number of adventures the PCs have played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 74 adventures. Tier 3 is for PCs who have played 75+ adventures.

The Campaign Staff recommends that Discretionary Experience for Role Playing be rewarded in full to all players who engage in appropriate and game enhancing role play over the course of the module.

EXPERIENCE

All characters who participate receive the following:	Tier 1	Tier 2	Tier 3
Room 1: Succeeding in Opening the Locked/Trapped doors	25	50	75
Room 2: Solving the Riddle	100	200	300
Room 3: Getting the clue from Shaadi'Nu about the teleportation circle	75	150	225
Room 4: Discovering Nalar's correspondence from Kabori	25	50	75
Room 6: Defeating the creatures	25	50	75
Room 8: Destroying the cormorants and the device that creates them	100	200	300
Room 9: Retrieving Nalar's notes	25	50	75
Room 9: Retrieving the marked map of Bet Seder	75	150	225
<i>Discretionary Role Playing Experience</i>	50	100	150
Total Possible	500	1000	1500

Bonus Experience: Players who were able to complete the Optional Encounter receive 50 bonus xp, regardless of tier, for their combat against the wizard.

Judge Rewards

A judge who 'eats' this adventure (judges the adventure without first playing it) receives the Total Possible Experience Award according to their character's tier, as well as 200 gp and the special judge cert.

TREASURE

Conclusion A: 200 gp per PC.

OTHER AWARDS

Certs:

3 potions of *cure moderate wounds*

3 potions of *cure serious wounds*

1 potion of *barkskin +2*

1 potion of *lesser restoration*

1 potion of *delay poison*

1 arcane scroll of *arcane sight, clairaudience/clairvoyance, and stinking cloud*

1 arcane scroll of *heroism, ray of exhaustion, and stinking cloud*

Deep Crystal: Deep crystal is crystal of above-average quality found at the hearts of large veins or deposits of mundane crystal (see below). Deep crystal is renowned for its strength and its psionically resonant nature. Any weapon made of deep crystal costs 1,000 gp more than its noncrystal counterpart. There is enough deep crystal here to craft a single light weapon, if the bearer has the Craft (Weaponsmithing) or similar skill. Having this deep crystal reduces the cost to create a deep crystal weapon by 750 gp, and the only craftsmen who work it reside at the Village of Tresana. Having a weapon created costs 1 NAA. Possession of this weapon grants the DM a +5 bonus to identify your character as a psion once your character has been pointed out to the College of Magic. Contact the campaign staff for clarification if needed.

While a weapon made of deep crystal is no different from a mundane crystal weapon for a nonpsionic character, a psionic wielder of a deep crystal weapon can focus psionic power through it, increasing the damage that weapon deals. As a free action that does not provoke attacks of opportunity, the wielder can channel psionic power into a melee weapon or ranged weapon made of deep crystal. For 2 power points, the deep crystal weapon deals an extra 2d6 points of damage. The weapon will stay charged for 1 minute or until it scores its next hit. Bows, crossbows, and slings bestow this power on their ammunition. All missile weapons lose this effect if they miss. However, they may be recovered and charged again.

Slave of Kalamar — Though rescued by the Gray Legion, you now bear the marks of having been made a slave. Both of your ankles are tattooed with chain links. In addition, you must always carry a light red packet of papers, known as “walking papers,” to prove that you are a freed slave rather than an escaped slave. Although the Gray Legion was able to secure your legal freedom in the eyes of Pekal and return all of your gear, the cost of this excursion places you in their debt at a rate of 100 gp per your character level at the time of this cert (according to slavery prices in the KPGSL). Payments must be made at a rate of at least 25 gp per NAA until the debt is paid in full.

Judge Cert Tower of Iron Will: Your desire to judge the House of Nalar and being unable to play it yourself shows great will. For that reason the character that you assign this certificate to can access your will to gain a +2 sacred bonus to one Will Save per gaming session. This can be used after you know the result of your roll.

Appendix I: NPCs and Monsters

Room 3

All ATLS

Shaadi'Nu

Medium-size Female Succubus

Outsider6 Fighter3 Blackguard10

Hit Dice: (6d8)+(3d10)+(10d10)+38

Hit Points: 149

Initiative: +2

Speed: Walk 20 ft., Fly 35 ft.

AC: 26 (flatfooted 24, touch 12)

Attacks: *Claw +21/+21; *Greataxe +2 (Bane (Humanoids (human))) +23/+18/+13/+8; ;

Damage: *Claw 1d6+2; *Greataxe +2 (Bane (Humanoids (human))) 1d12+5; ;

Vision: Darkvision (60')

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Acid Resistance 10 (Ex), Aura of Despair (Su), Aura of Evil (Ex) Strong, Cold (Ex), Cold Resistance 10 (Ex), Damage Reduction 10/cold iron or good (Su), Dark Blessing (Su), *detect good* (Sp), Energy Drain (Su), Fiendish Servant, Fire Resistance 10 (Ex), Immunity to Electricity (Ex), Immunity to Poison (Ex), Outsider Traits, Poison Use, Command Undead (Su) 11/day (turn level 8) (turn damage 2d6+16), Smite Good (Su) 3/day, Sneak Attack +3d6, Spell Resistance 18(Ex), Summon Tanar'ri (Sp), Telepathy (Su), Tongues (Su)

Saves: +0: +25, +0: +19, +0: +19

Abilities: STR 14 (+2), DEX 14 (+2), CON 14 (+2), INT 16 (+3), WIS 14 (+2), CHA 26 (+8)

Skills: Appraise3; Balance-1; Bluff26; Climb-1; Concentration11; Craft (Untrained)3; Diplomacy14; Disguise17; Disguise (Act in character)19; Escape Artist8; Forgery3; Gather Information8; Heal2; Hide8; Intimidate19; Jump-7; Knowledge (Religion)5; Listen10; Move Silently-1; Ride2; Search3; Sense Motive13; Spot21; Survival2; Swim-4;

Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Combat Expertise, Dodge, Improved Sunder, Improved Trip, Martial Weapon Proficiency, Mobility, Persuasive, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spring Attack, Tower Shield Proficiency

Challenge Rating: 20

Alignment: Chaotic Evil

Possessions: Adamantine Breastplate; Claw; Greataxe +2 (Bane (Humanoids (human)));

Spells:

Spells per Day: (3/3/2/1 DC:12+spell level)

Blackguard - Known:

Level 1: Corrupt Weapon, Cure Light Wounds, Doom,

Level 2: Cure Moderate Wounds, Death Knell, Eagle's Splendor,

Level 3: Cure Serious Wounds, Protection from Energy,

Level 4: Cure Critical Wounds, Freedom of Movement, Inflict Critical Wounds, Poison, Summon Monster IV

Special Qualities:

Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the

succubus. The victim must succeed on a DC 27 Will save to negate the effect of the *suggestion*. The DC is 27 for the Fortitude save to remove a negative level. These save DCs are Charisma based.

Spell-Like Abilities: At will--*charm monster* (DC 22), *detect good*, *detect thoughts* (DC20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Summon Tanar'ri (Sp): Once per day a succubus can attempt to summon 1 vrock with a 305 chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su): A succubus has a permanent tongues ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Aura of Evil (Ex): The power of a blackguard's aura of evil (see the *detect evil* spell) is equal to his class level plus his cleric level, if any.

Detect Good (Sp): At will, a blackguard can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.

Poison Use: Blackguards are skilled in the use of [poison](#) and never risk accidentally poisoning themselves when applying poison to a blade.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) as a bonus on all saving throws.

Smite Good (Su): Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack.

He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

At 5th level, and again at 10th level, a blackguard may smite good one additional time per day.

Aura of Despair (Su): Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Command Undead (Su): When a blackguard reaches 3rd level, he gains the supernatural ability to command and rebuke undead. He commands undead as would a cleric of two levels lower.

Sneak Attack: This ability, gained at 4th level, is like the rogue ability of the same name. The extra damage increases by +1d6 every third level beyond 4th (7th and 10th). If a blackguard gets a sneak attack bonus from another source the bonuses on damage stack.

Room 6

ATL 1 (EL 1)

2 Animated Candelabras

Tiny Construct (CR 1/2)

Init +2; Senses Spot -5 Listen -5

AC 14 (+2 size, +2 Dex), touch 14, flatfooted 12

HP: 2 (1/2 d10)

Fort +0, Ref +2, Will -5

Speed: 40 ft.

Attack: Slam +1 melee (1d3-1)

Full Attack: Slam +1 melee (1d3-1)

Base Attack/Grapple: +0/-9

Space/Reach: 2 1/2 ft./0 ft.

Abilities: Str 8, Dex 14, Con —, Int ---, Wis 1, Cha 1

Special Qualities: Construct traits, darkvision 60 ft, low-light vision, hardness 2

ATL 3 (EL 3)

4 Animated Candelabras (see above)

ATL 5 (EL 6)

2 Flameskulls (for full description of special abilities and qualities, see Appendix III)

Tiny Undead (CR 4)

Init +8; Senses Spot +10 Listen +10

AC 19 (+2 size, +4 Dex, +3 natural), touch 16, flatfooted 15

HP: 26 (4d12 HD)

Fort +1, Ref +5, Will +5

Speed: Fly 50 ft. (good)

Attack: Fire ray +8 ranged touch (1d8 fire, range 20 feet)

Full Attack: 2 fire rays +8 ranged touch (1d8 fire)

Base Attack/Grapple: +2/-10

Space/Reach: 2 1/2 ft./0 ft.

Abilities: Str 3, Dex 18, Con —, Int 11, Wis 12, Cha 14

Feats: Alertness, Improved Initiative

Skills: Concentration +9, Hide +19, Listen +10, Spot +10

Special Attacks: Fire ray, spell-like abilities

Special Qualities: Damage reduction 5/bludgeoning, darkvision

60 ft., fast healing 2, immunity to cold, fire, and electricity, rejuvenation, spell resistance 19, turn resistance +4, undead traits

Languages: Common, Draconic, Infernal

Spell-Like Abilities: At will—*detect magic*, *mage hand*, *ray of frost* (+8 ranged touch); 3/day—*blur*, *magic missile*, *ray of exhaustion* (+8 ranged touch; DC 15); 1/day—*fireball* (DC 15), *mirror image*. Caster level 4th.

Fire Ray (Su): Range 20 feet. A flameskull can shoot two fire rays as a standard action.

Spell-Like Abilities: At will—*detect magic*, *mage hand*, *ray of frost* (+8 ranged touch); 3/day—*blur*, *magic missile*, *ray of exhaustion* (+8 ranged touch; DC 15"); 1/day—*fireball* (DC 15"), *mirror image*. Caster level 4th.

Fast Healing (Ex): A flameskull heals 2 points of damage each round, so long as it has at least 1 hit point remaining.

Rejuvenation (Su): A destroyed flameskull rejuvenates at its full normal hit points in 1 hour, even if smashed to pieces. To prevent rejuvenation, its remains must be sprinkled with a vial of holy water or subjected to a *dispel magic*, *dispel evil*, or *remove curse* spell. The flameskull's caster level is 14th for the purpose of a dispel check.

ATL 7 (EL 8)

4 Flameskulls (see above)

ATL 9 (EL 9)

6 Flameskulls (see above)

ATL 11 (EL 11)

6 Flameskulls (see above)

2 Invisible Stalkers

Large Elemental (Air, Extraplanar) (CR 7)

Init +8; Senses Spot +13 Listen +13

AC 17 (-1 size, +4 Dex, +4 natural), touch 13, flatfooted 13

HP: 52 (8d8+16 HD)

Fort +4, Ref +10, Will +4

Speed: 30 ft./fly 30 ft (perfect)

Attack: Slam +10 melee (2d6+4)

Full Attack: 2 slams +10 melee (2d6+4)

Base Attack/Grapple: +6/+14

Space/Reach: 10 ft./10 ft.

Abilities: Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11

Feats: Combat Reflexes, Improved Initiative, Weapon Focus (slam)

Skills: Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2 (+4 following tracks)

Special Attacks: --

Special Qualities: Darkvision 60 ft., elemental traits, natural invisibility, improved tracking

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

ATL 13 (EL 13)

6 Flameskulls (see above)

5 Invisible Stalkers (see above)

Room 8

All cormorants have the following abilities:

Damage Reduction 5/bludgeoning (Ex): A cormorant has damage reduction 5/bludgeoning.

Enhanced sight (Su): Cormorants have enhanced sight due to special magical gems placed into their empty eye sockets. These gems enhance their darkvision to 120 ft, as well as providing the ability to *detect magic* (as per the spell) at a distance of 30 ft.

Jump (Su): Cormorants have a +30 bonus to their jump checks. This is the result of magical experimentation on their legs. Unfortunately, they have trouble controlling their movements over short distances. For that reason, Cormorants cannot take 5-ft. steps; when they move, they must move at least 10 feet (they do have the option to just stand still). They may also, as a full-round action, leap great distances – generally far enough to clear a single story building.

Talons (Ex): Cormorants have had sharpened pieces of metal grafted on the end of their fingers. These can be used in melee as natural weapons. Cormorants cannot be Disarmed of their talons.

Ventriloquism: Cormorants have the ability to manifest audible noise similar to a ventriloquism spell. The only sounds they can produce resemble the hooting of large owls. It is theorized that Cormorants can communicate through these sounds, though no firm evidence exists of that capability.

At ATLs 7 through 13, cormorants also have the following ability:

Rend (Ex): If a cormorant hits with both talon attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+6 points of damage.

ATL 1 (EL 2)

Cormorant (x2) CR 1
NE Medium Undead (Psionic)
Init +4; Senses Spot +1, Listen +1
AC 16 (+4 Dex, +2 natural), touch 14, flat-footed 12
Hp 10 (1d12 HD)
Fort +0, Ref +4, Will +3
Spd 40 ft. (minimum 10 ft. move)
Melee Talon +4 (1d4+2/18-20 x2)
Full Melee 2 talons +4 (1d4+2/18-20 x2)
Base Atk +0 Grp +2

Abilities Str 14, Dex 18, Con -, Int 14, Wis 12, Cha 3
Feats Run, Weapon FinesseB Special Attacks Talons Special Qualities DR 5/bludgenoning, darkvision 60 ft., enhanced sight, jump, undead traits, ventriloquism
Skills Jump +32

ATL 3 (EL 3)

Cormorant (x3) CR 1
NE Medium Undead (Psionic)
Init +4; Senses Spot +1, Listen +1
AC 16 (+4 Dex, +2 natural), touch 14, flat-footed 12
Hp 10 (1d12 HD)
Fort +0, Ref +4, Will +3
Spd 40 ft. (minimum 10 ft. move)
Melee Talon +4 (1d4+2/18-20 x2)
Full Melee 2 talons +4 (1d4+2/18-20 x2)
Base Atk +0 Grp +2

Abilities Str 14, Dex 18, Con -, Int 14, Wis 12, Cha 3
Feats Run, Weapon FinesseB Special Attacks Talons Special Qualities DR 5/bludgenoning, darkvision 60 ft., enhanced sight, jump, undead traits, ventriloquism
Skills Jump +32

ATL 5 (EL 6)

Advanced Cormorant (x3) CR 3
NE Medium Undead (Psionic)
Init +4; Senses Spot +1, Listen +1
AC 16 (+4 Dex, +2 natural), touch 14, flat-footed 12
Hp 38 (5d12 HD)
Fort +1, Ref +5, Will +5
Spd 40 ft. (minimum 10 ft. move)
Melee Talon +7 (1d4+2/18-20 x2)

Full Melee 2 talons +7 (1d4+2/18-20 x2)
Base Atk +2 Grp +4
Abilities Str 15, Dex 18, Con -, Int 14, Wis 12, Cha 3
Feats Run, Weapon FinesseB Weapon Focus (talon) Special Attacks Talons Special Qualities DR 5/bludgenoning, darkvision 60 ft., enhanced sight, jump, undead traits, ventriloquism
Skills Jump +32

ATL 7 (EL 8)

Powerful Cormorant (x3) CR 5
NE Medium Undead (Psionic)
Init +8; Senses Spot +1, Listen +1
AC 16 (+4 Dex, +2 natural), touch 14, flat-footed 12
Hp 66 (9d12 HD)
Fort +3, Ref +7, Will +7
Spd 40 ft. (minimum 10 ft. move)
Melee Talon +9 (1d6+3/18-20 x2)
Full Melee 2 talons +9 (1d6+3/18-20 x2)
Base Atk +4 Grp +7
Abilities Str 16, Dex 18, Con -, Int 14, Wis 12, Cha 3
Feats Run, Weapon FinesseB Weapon Focus (talon), Improved Natural Attack, Improved Initiative Special Attacks Rend (2d6+4), Talons Special Qualities DR 5/bludgenoning, darkvision 60 ft., enhanced sight, jump, undead traits, ventriloquism
Skills Jump +32

ATL 9 (EL 9)

Greater Cormorant (x2) CR 7
NE Medium Undead (Psionic)
Init +8; Senses Spot +1, Listen +1
AC 16 (+4 Dex, +2 natural), touch 14, flat-footed 12
Hp 94 (13d12 HD)
Fort +4, Ref +8, Will +9
Spd 40 ft. (minimum 10 ft. move)
Melee Talon +11 (1d6+3/15-20 x2)
Full Melee 2 talons +11 (1d6+3/15-20 x2)
Base Atk +6 Grp +9
Abilities Str 16, Dex 18, Con -, Int 14, Wis 12, Cha 3
Feats Run, Weapon FinesseB Weapon Focus (talon), Improved Natural Attack, Improved Initiative, Improved Natural Critical Special Attacks Rend (2d6+4), Talons Special Qualities DR 5/bludgenoning, darkvision 60 ft., enhanced sight, jump, undead traits, ventriloquism
Skills Jump +32

ATL 11 (EL 11)

Greater Cormorant (x4) CR 7
NE Medium Undead (Psionic)
Init +8; Senses Spot +1, Listen +1
AC 16 (+4 Dex, +2 natural), touch 14, flat-footed 12
Hp 94 (13d12 HD)
Fort +4, Ref +8, Will +9
Spd 40 ft. (minimum 10 ft. move)
Melee Talon +11 (1d6+3/15-20 x2)
Full Melee 2 talons +11 (1d6+3/15-20 x2)

Base Atk +6 Grp +9
Abilities Str 16, Dex 18, Con -, Int 14, Wis 12, Cha 3
Feats Run, Weapon FinesseB Weapon Focus (talon), Improved Natural Attack, Improved Initiative, Improved Natural Critical Special Attacks Rend (2d6+4), Talons Special Qualities DR 5/bludgeoning, darkvision 60 ft., enhanced sight, jump, undead traits, ventriloquism
Skills Jump +32

ATL 13 (EL 13)

Greater Cormorant (x7) CR 7
NE Medium Undead (Psionic)
Init +8; Senses Spot +1, Listen +1
AC 16 (+4 Dex, +2 natural), touch 14, flat-footed 12
Hp 94 (13d12 HD)
Fort +4, Ref +8, Will +9
Spd 40 ft. (minimum 10 ft. move)
Melee Talon +11 (1d6+3/15-20 x2)
Full Melee 2 talons +11 (1d6+3/15-20 x2)
Base Atk +6 Grp +9
Abilities Str 16, Dex 18, Con -, Int 14, Wis 12, Cha 3
Feats Run, Weapon FinesseB Weapon Focus (talon), Improved Natural Attack, Improved Initiative, Improved Natural Critical Special Attacks Rend (2d6+4), Talons Special Qualities DR 5/bludgeoning, darkvision 60 ft., enhanced sight, jump, undead traits, ventriloquism
Skills Jump +32

Optional Encounter

ATL 1 (EL 3)

Amaraa
Medium-size Female Elf (Grey) Evoker 3
Initiative: +3; Senses Spot +1, Listen +1
AC 13 (+3 Dex), touch 13, flatfooted 10
Hp 10 (3d4)
Fort +1, Ref +4, Will +2
Spd 30 ft.
Attacks: Dagger +1 (1d4); Dagger (Thrown) +4 (1d4)
Full Attack: Dagger +1 (1d4); Dagger (Thrown) +4 (1d4)
Base Atk +1 Grp +1
Reach: 5 ft. / 5 ft.
Abilities: STR 10, DEX 16, CON 10, INT 20, WIS 9, CHA 9
Special Qualities: Lowlight vision. +2 bonus to Spellcraft when learning Evocation, +2 racial saving throw bonus against enchantment spells or effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. Immunity to magic sleep effects. Summon Familiar.
Skills: Appraise 5; Balance 3; Bluff 2; Climb 0; Concentration 6; Craft (Untrained) 5; Decipher Script 11; Diplomacy -1; Disguise -1; Escape Artist 3; Forgery 5; Gather Information -1; Heal -1; Hide 3; Intimidate -1; Jump 0; Knowledge (Arcana) 11; Knowledge (The Planes) 11; Listen 1; Move Silently 3; Ride 3; Search 7; Sense Motive -1; Sleight of Hand 6; Spellcraft 13; Spot 1; Survival -1; Swim 0;
Feats: Combat Casting, Scribe Scroll, Spell Focus (Evocation)
Alignment: Chaotic Neutral
Possessions: Dagger; Outfit (Scholar's)
Spells:
Spells per Day: (4+1/4+1/2+1/0/0/0/0/0/ DC: 15 [16 if Evocation]+spell level)
Wizard - Prepared:

Level 0: *Flare, Jolt x2, Ray of Frost x2*
Level 1: *Burning Hands, Magic Missile x4*
Level 2: *Scorching Ray x3*

Description: Amaraa is a cunning and devious spy in service to Nalar the Vampire. She has been a member of the College for many years and looks to reap a large reward when The Vast conquers Pekal.

ATL 3 (EL 5)

Amaraa

Medium-size Female Elf (Grey) Evoker 5

Initiative: +3; Senses Spot +2, Listen +2

AC 13 (+3 Dex), touch 13, flatfooted 10

Hp 16 (5d4)

Fort +1, Ref +4, Will +3

Spd Walk 30 ft.

Attacks: Dagger +2 (1d4); Dagger (Thrown) +5 (1d4)

Full Attack: Dagger +2 (1d4); Dagger (Thrown) +5 (1d4)

Base Atk +2 Grp +2

Face / Reach: 5 ft. / 5 ft.

Abilities: STR 10, DEX 16, CON 11, INT 20, WIS 9, CHA 9

Special Qualities: Lowlight vision. +2 bonus to Spellcraft when learning Evocation, +2 racial saving throw bonus against enchantment spells or effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. Immunity to magic sleep effects. Summon Familiar.

Skills: Appraise 5; Balance 3; Bluff 3; Climb 0; Concentration 6; Craft (Untrained) 5; Diplomacy -1; Disguise -1; Escape Artist 3; Forgery 5; Gather Information -1; Heal -1; Hide 3; Intimidate -1; Jump 0; Knowledge (Arcana) 13; Knowledge (The Planes) 13; Listen 2; Move Silently 3; Ride 3; Search 7; Sense Motive 3; Sleight of Hand 6; Spellcraft 15; Spot 2; Survival -1; Swim 0;

Feats: Combat Casting, Extend Spell, Scribe Scroll, Spell Focus (Evocation)

Alignment: Chaotic Neutral

Possessions: Dagger; Outfit (Scholar's)

Spells:

Spells per Day: (4+1/5+1/3+1/2+1/0/0/0/0/0/ DC:15 [16 if Evocation]+spell level)

Wizard - Prepared:

Level 0: *Flare, Jolt x2, Ray of Frost x2*

Level 1: *Burning Hands x2, Magic Missile x4*

Level 2: *Scorching Ray x4*

Level 3: *Fireball x2, Lightning Bolt*

Description: Amaraa is a cunning and devious spy in service to Nalar the Vampire. She has been a member of the College for many years and looks to reap a large reward when The Vast conquers Pekal.

ATL 5 (EL 7)

Amaraa

Medium-size Female Elf (Grey), Evoker 7

Initiative: +3; Senses Spot +2, Listen +2

AC 13 (+3 Dex), touch 13, flatfooted 10

Hp 22 (7d4)

Fort +2, Ref +5, Will +4

Spd Walk 30 ft.

Attacks: Dagger +3 (1d4); Dagger (Thrown) +6 (1d4)

Full Attack: Dagger +3 (1d4); Dagger (Thrown) +6 (1d4)

Base Atk +3 Grp +3

Face / Reach: 5 ft. / 5 ft.

Abilities: STR 10, DEX 16, CON 11, INT 20, WIS 9, CHA 9

Special Qualities: Lowlight vision. +2 bonus to Spellcraft when learning Evocation, +2 racial saving throw bonus against enchantment spells or effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. Immunity to magic sleep effects. Summon Familiar.

Skills: Appraise 5; Balance 3; Bluff 4; Climb 0; Concentration 10; Concentration (Cast defensively) 14; Craft (Untrained) 5; Diplomacy 1; Disguise -1; Escape Artist 3; Forgery 5; Gather Information -1; Heal -1; Hide 3; Intimidate 1; Jump 0; Knowledge (Arcana) 15; Knowledge (The Planes) 15; Listen 2; Move Silently 3; Ride 3; Search 7; Sense Motive 3; Sleight of Hand 9; Spellcraft 16; Spot 2; Survival -1; Swim 0; Feats: Combat Casting, Greater Spell Focus (Evocation), Extend Spell, Scribe Scroll, Spell Focus (Evocation)

Alignment: Chaotic Neutral

Possessions: Dagger; Outfit (Scholar's);

Spells:

Spells per Day: (4+1/6+1/4+1/3+1/2+1/0/0/0/ DC:15 [17 if Evocation]+spell level)

Wizard - Prepared:

Level 0: *Flare*, *Jolt* x2, *Ray of Frost* x2

Level 1: *Burning Hands* x2, *Magic Missile* x5

Level 2: *Scorching Ray* x5

Level 3: *Fireball* x2, *Lightning Bolt* x2

Level 4: *Ice Storm* x2, *Wall of Fire*

Description: Amaraa is a cunning and devious spy in service to Nalar the Vampire. She has been a member of the College for many years and looks to reap a large reward when The Vast conquers Pecal.

ATL 7 (EL 9)

Amaraa

Medium-size Female Elf (Grey), Evoker 9

Initiative: +3; Senses Spot +2, Listen +2

AC 13 (+3 Dex), touch 13, flatfooted 10

Hp 37 (9d4+9)

Fort +4, Ref +6, Will +5

Spd Walk 30 ft.

Attacks: Dagger +4 (1d4); Dagger (Thrown) +7 (1d4)

Full Attack: Dagger +4 (1d4); Dagger (Thrown) +7 (1d4)

Base Atk +4 Grp +4

Face / Reach: 5 ft. / 5 ft.

Abilities: STR 10, DEX 16, CON 12, INT 20, WIS 9, CHA 9

Special Qualities: Lowlight vision. +2 bonus to Spellcraft when learning Evocation, +2 racial saving throw bonus against enchantment spells or effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. Immunity to magic sleep effects. Summon Familiar.

Skills: Appraise 5; Balance 3; Bluff 5; Climb 0; Concentration 13; Concentration (Cast defensively) 17; Craft (Untrained) 5; Diplomacy 3; Disguise -1; Escape Artist 3; Forgery 5; Gather Information -1; Heal -1; Hide 3; Intimidate 1; Jump 0; Knowledge (Arcana) 17; Knowledge (The Planes) 17; Listen 2; Move Silently 3; Ride 3; Search 7; Sense Motive 4; Sleight of Hand 9; Spellcraft 19; Spot 2; Survival -1; Swim 0; Feats: Combat Casting, Greater Spell Focus (Evocation), Extend Spell, Greater Spell Focus (Evocation), Scribe Scroll, Spell Focus (Evocation)

Alignment: Chaotic Neutral

Possessions: Dagger; Outfit (Scholar's);

Spells:

Spells per Day: (4+1/6+1/5+1/4+1/3+1/2+1/0/0/0/ DC:15 [17 if Evocation]+spell level)

Wizard - Prepared:

Level 0: *Flare*, *Jolt* x2, *Ray of Frost* x2

Level 1: *Burning Hands* x2, *Magic Missile* x5

Level 2: *Scorching Ray* x6

Level 3: *Fireball* x3, *Lightning Bolt* x2

Level 4: *Ice Storm* x2, *Wall of Fire* x2

Level 5: *Cone of Cold* x2, *Wall of Force*

Description: Amaraa is a cunning and devious spy in service to Nalar the Vampire. She has been a member of the College for many years and looks to reap a large reward when The Vast conquers Pecal

ATL 9 (EL 11)

Amaraa

Medium-size Female Elf (Grey) Evoker 11

Initiative: +3; Senses Spot +2, Listen +2

AC 13 (+3 Dex), touch 13, flatfooted 10

Hp 45 (11d4+11)

Fort +4, Ref +6, Will +6

Spd Walk 30 ft.

Attacks: Dagger +5 (1d4); Dagger (Thrown) +8 (1d4)

Full Attack: Dagger +5 (1d4); Dagger (Thrown) +8 (1d4)

Base Atk +5 Grp +5

Face / Reach: 5 ft. / 5 ft.

Abilities: STR 10, DEX 16, CON 12, INT 20, WIS 9, CHA 9

Special Qualities: Lowlight vision. +2 bonus to Spellcraft when learning Evocation, +2 racial saving throw bonus against enchantment spells or effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. Immunity to magic sleep effects. Summon Familiar.

Skills: Appraise 5; Balance 3; Bluff 5; Climb 0; Concentration 13; Concentration (Cast defensively) 17; Craft (Untrained) 5; Diplomacy 3; Disguise 0; Disguise (Act in character) 2; Escape Artist 3; Forgery 5; Gather Information -1; Heal -1; Hide 3; Intimidate 1; Jump 0; Knowledge (Arcana) 19; Knowledge (Psionics) 12; Knowledge (The Planes) 17; Listen 2; Move Silently 3; Ride 3; Search 7; Sense Motive 4; Sleight of Hand 9; Spellcraft 21; Spot 2; Survival -1; Swim 0;

Feats: Combat Casting, Brew Potion, Greater Spell Focus (Evocation), Extend Spell, Greater Spell Focus (Evocation), Scribe Scroll, Spell Focus (Evocation)

Alignment: Chaotic Neutral

Possessions: Dagger; Outfit (Scholar's);

Spells:

Spells per Day: (4+1/6+1/5+1/5+1/4+1/3+1/1+1/0/0/ DC:15 [17 if Evocation]+spell level)

Wizard - Prepared:

Level 0: *Flare*, *Jolt* x2, *Ray of Frost* x2

Level 1: *Burning Hands* x2, *Magic Missile* x5

Level 2: *Scorching Ray* x6

Level 3: *Fireball* x3, *Lightning Bolt* x3

Level 4: *Ice Storm* x2, *Wall of Fire* x3

Level 5: *Cone of Cold* x2, *Shock Wave*, *Wall of Force*

Level 6: *Chain Lightning*, *Forceful Hand*

Description: Amaraa is a cunning and devious spy in service to Nalar the Vampire. She has been a member of the College for many years and looks to reap a large reward when The Vast conquers Pecal.

ATL 11 (EL 13)

Amaraa

Medium-size Female Elf (Grey) Evoker 13

Initiative: +3; Senses Spot +2, Listen +2

AC 13 (+3 Dex), touch 13, flatfooted 10

Hp 53 (13d4+13)

Fort +5, Ref +7, Wis +7

Spd Walk 30 ft.

Attacks: Dagger +6 (1d4); Dagger (Thrown) +9 (1d4)

Full Attack: Dagger +6/+1 (1d4); Dagger (Thrown) +9/+4 (1d4)

Base Atk +6/+1 Grp +6

Face / Reach: 5 ft. / 5 ft.

Abilities: STR 10, DEX 16, CON 13, INT 20, WIS 9, CHA 9

Special Qualities: Lowlight vision. +2 bonus to Spellcraft when learning Evocation, +2 racial saving throw bonus against enchantment spells or effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. Immunity to magic sleep effects. Summon Familiar.

Skills: Appraise 8; Balance 3; Bluff 5; Climb 0; Concentration 17; Concentration (Cast defensively) 21; Craft (Untrained) 5; Diplomacy 3; Disguise 0; Disguise (Act in character) 2; Escape Artist 3; Forgery 5; Gather Information -1; Heal -1; Hide 3; Intimidate 1; Jump 0; Knowledge (Arcana) 20; Knowledge (Psionics) 12; Knowledge (The Planes) 17; Listen 2; Move Silently 3; Ride 3; Search 7; Sense Motive 4; Sleight of Hand 9; Spellcraft 23; Spot 2; Survival -1; Swim 0;

Feats: Combat Casting, Brew Potion, Greater Spell Focus (Evocation), Extend Spell, Greater Spell Focus (Evocation), Scribe Scroll, Spell Focus (Evocation), Spell Mastery (Summon Monster I, Summon Monster II, Summon Monster III, Summon Monster IV, Summon Monster V)

Alignment: Chaotic Neutral

Possessions: Dagger; Outfit (Scholar's);

Spells:

Spells per Day: (4+1/6+1/5+1/5+1/5+1/4+1/2+1/1+1/0/ DC:15 [17 if Evocation]+spell level)

Wizard - Prepared:

Level 0: *Flare*, *Jolt* x2, *Ray of Frost* x2

Level 1: *Burning Hands* x2, *Magic Missile* x5

Level 2: *Scorching Ray* x6

Level 3: *Fireball* x3, *Lightning Bolt* x3

Level 4: *Ice Storm* x3, *Wall of Fire* x3

Level 5: *Cone of Cold* x2, *Shock Wave* x2, *Wall of Force*

Level 6: *Chain Lightning*, *Forceful Hand* x2

Level 7: *Prismatic Spray* x2

Description: Amaraa is a cunning and devious spy in service to Nalar the Vampire. She has been a member of the College for many years and looks to reap a large reward when The Vast conquers Pekal.

ATL 13

Amaraa

Medium-size Female Elf (Grey), Evoker 15

Initiative: +3; Senses Spot +2, Listen +2

AC 13 (+3 Dex), touch 13, flatfooted 10

Hp 61 (15d4+15)

Fort +6, Ref +8, Will +8

Speed: Walk 30 ft.

Attacks: Dagger +7 (1d4); Dagger (Thrown) +10 (1d4)

Full Attack: Dagger +7/+2 (1d4); Dagger (Thrown) +10/+5 (1d4)

Base Atk +7/+2 Grp +7

Face / Reach: 5 ft. / 5 ft.

Abilities: STR 10, DEX 16, CON 13, INT 20, WIS 9, CHA 9

Special Qualities: Lowlight vision. +2 bonus to Spellcraft when learning Evocation, +2 racial saving throw bonus against enchantment spells or effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. Immunity to magic sleep effects. Summon Familiar.

Skills: Appraise 8; Balance 3; Bluff 5; Climb 0; Concentration 19; Concentration (Cast defensively) 23; Craft (Untrained) 5; Diplomacy 3; Disguise 0; Disguise (Act in character) 2; Escape Artist 3; Forgery 5; Gather Information -1; Heal -1; Hide 3; Intimidate 3; Jump 0; Knowledge (Arcana) 23; Knowledge (Psionics) 12; Knowledge (The Planes) 19; Listen 2; Move Silently 3; Ride 3; Search 7; Sense Motive 4; Sleight of Hand 9; Spellcraft 27; Spot 2; Survival -1; Swim 0;

Feats: Combat Casting, Brew Potion, Greater Spell Focus (Evocation), Craft Wondrous Item, Extend Spell, Greater Spell Focus (Evocation), Magical Aptitude, Scribe Scroll,

Spell Focus (Evocation), Spell Mastery (Summon Monster I, Summon Monster II, Summon Monster III, Summon Monster IV, Summon Monster V)

Alignment: Chaotic Neutral

Possessions: Dagger; Outfit (Scholar's);

Spells:

Spells per Day: (4+1/6+1/5+1/5+1/5+1/5+1/3+1/2+1/1+1/ DC:15 [17 if Evocation]+spell level)

Wizard - Prepared:

Level 0: *Flare*, *Jolt* x2, *Ray of Frost* x2

Level 1: *Burning Hands* x2, *Magic Missile* x5

Level 2: *Scorching Ray* x6

Level 3: *Fireball* x3, *Lightning Bolt* x3

Level 4: *Ice Storm* x3, *Wall of Fire* x3

Level 5: *Cone of Cold* x2, *Shock Wave* x3, *Wall of Force*

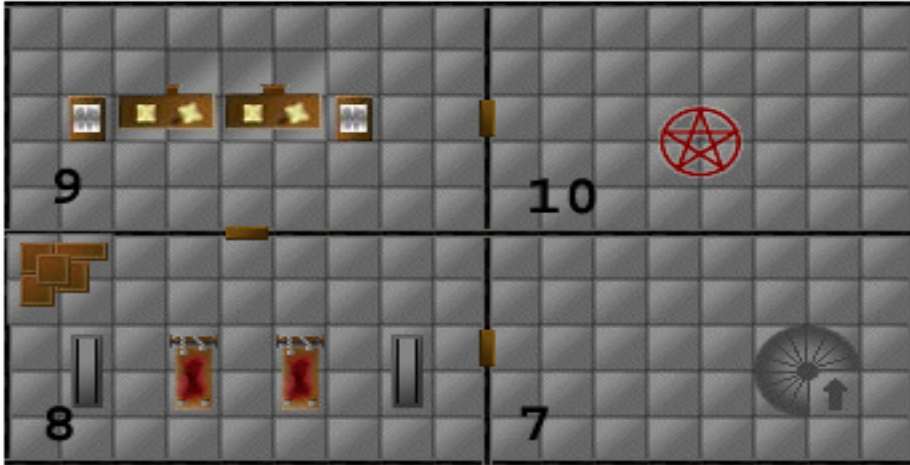
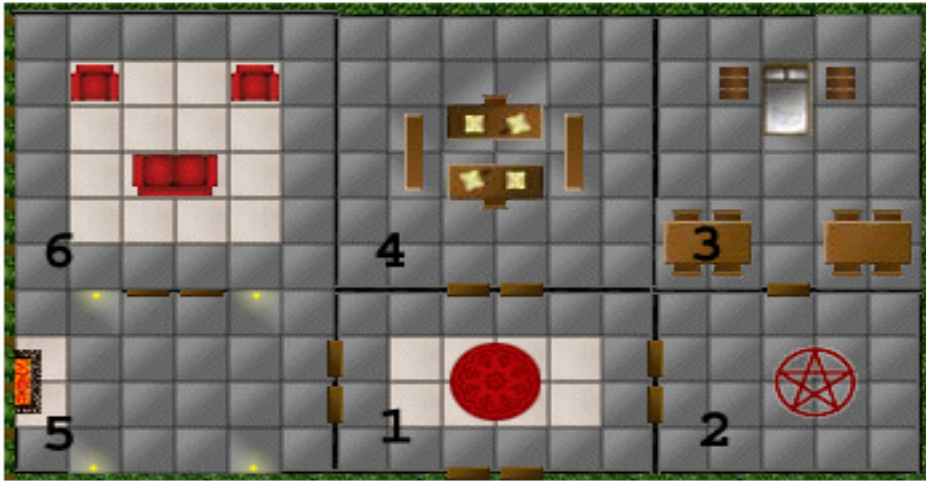
Level 6: *Chain Lightning* x2, *Forceful Hand* x2

Level 7: *Forcecage*, *Prismatic Spray* x2

Level 8: *Sunburst* x2

Description: Amaraa is a cunning and devious spy in service to Nalar the Vampire. She has been a member of the College for many years and looks to reap a large reward when The Vast conquers Pekar

Appendix II: Additional Rules



Here is the full description of the Flameskull, as seen in room 6.

Flameskull

Tiny Undead

Hit Dice: 4d12 (26 hp)

Initiative: +8

Speed: Fly 5"0 ft. (good) (10 squares)

Armor Class: 19 (+2 size, +4 Dex, +3 natural), touch 16, flatfooted

Base Attack/Grapple: +2/-10

Attack: Fire ray +8 ranged touch (1d8 fire)

Full Attack: 2 fire rays +8 ranged touch (1d8 fire)

Space/Reach: 2-1/2'ft/0 ft.

Special Attacks: Fire ray, spell-like abilities

Special Qualities: Damage reduction f/bludgeoning, darkvision

60 ft., fast healing 2, immunity to cold, fire, and electricity, rejuvenation, spell resistance 19, turn resistance +4, undead traits

Saves: Fort +1, Ref +5", Will +T

Abilities: Str 3, Dex 18, Con —, Int 11, Wis 12, Cha 14

Skills: Concentration +9, Hide +19, Listen +10, Spot +10

Feats: Alertness, Improved Initiative

Challenge Rating: 4

Alignment: Always lawful evil

A human skull wreathed in evil green flame hovers in the air.

Emerald gleams of malice dance in its eye sockets.

Flameskulls are undead guardians created from the fresh skulls of humanoid spellcasters. Deathless, intelligent, and vigilant, these creatures are often found guarding hidden hoards and secret chambers centuries after the clerics or wizards who created them have died.

A flameskull resembles a human skull, complete with jawbone, surrounded by eerie green flames. Its fiery aura illuminates an area as well as a torch does, but the flameskull can voluntarily reduce its radiance to a barely visible, pale green flicker when it wishes to do so. Sometimes strange, sinister runes are etched into its bony surface.

A flameskull can be created from the corpse of a humanoid spellcaster by means of a *create undead* spell (caster level 14th).

Flameskulls speak Common, Draconic, Infernal, and one or two ancient languages no longer in common use

Fire Ray (Su): Range 20 feet. A flameskull can shoot two fire rays as a standard action.

Spell-Like Abilities: At will—*detect magic*, *mage hand*, *ray of frost* (+8 ranged touch); 3/day—*blur*, *magic missile*, *ray of exhaustion* (+8 ranged touch; DC 15"); 1/day—*fireball* (DC 15"), *mirror image*. Caster level 4th.

Fast Healing (Ex): A flameskull heals 2 points of damage each round, so long as it has at least 1 hit point remaining.

Rejuvenation (Su): A destroyed flameskull rejuvenates at its full normal hit points in 1 hour, even if smashed to pieces. To prevent rejuvenation, its remains must be sprinkled with a vial of holy water or subjected to a *dispel magic*, *dispel evil*, or *remove curse* spell. The flameskull's caster level is 14th for the purpose of a dispel check.

Barbed Devil (Hamatula)

Size/Type: Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 12d8+72 (126 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 29 (+6 Dex, +13 natural), touch 16, flat-footed 23

Base Attack/Grapple: +12/+22

Attack: Claw +18 melee (2d8+6 plus fear)

Full Attack: 2 claws +18 melee (2d8+6 plus fear)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fear, improved grab, impale 3d8+9, summon devil

Special Qualities: Barbed defense, damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 23, spell-like abilities, telepathy 100 ft.

Saves: Fort +14, Ref +14, Will +12

Abilities: Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18

Skills: Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (any one) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks)

Feats: Alertness, Cleave, Improved Grapple, Iron Will, Power Attack

Environment: A lawful evil-aligned plane

Organization: Solitary, pair, team (3-5), or squad (6-10)

Challenge Rating: 11

Treasure: Standard

Alignment: Always lawful evil

Advancement: 13-24 (Medium); 25-36 HD (Large)

Level Adjustment: —

A barbed devil is about 7 feet tall and weighs about 300 pounds.

Combat

Barbed devils eagerly fight with their claws, trying to impale their opponents. They use *hold person* to immobilize those who avoid their hug attacks.

A barbed devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear (Su)

A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as though by *fear* (caster level 9th).

Whether or not the save is successful, that creature cannot be affected by that same barbed devil's fear ability for 24 hours. The save DC is Charisma-based.

Impale (Ex)

A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex)

To use this ability, a barbed devil must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can impale the opponent on its barbed body.

Summon Devil (Sp)

Once per day a barbed devil can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Barbed Defense (Su)

Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longspears, do not endanger their users in this way.

Spell-Like Abilities

At will—*greater teleport* (self plus 50 pounds of objects only), *hold person* (DC 16), *major image* (DC 17), *scorching ray* (2 rays only). 1/day—*order's wrath* (DC 18), *unholy blight* (DC 18). Caster level 12th. The save DCs are Charisma-based.

APPENDIX III: Player Handout 1

Starting from the most southerly hole and going around the circle clockwise:

- 1) *Faint is the smell of the calla*
- 2) *Angel's Trumpet rules the night*
- 3) *Sly baneberry lies in wait*
- 4) *Patient ivy reveals its might*
- 5) *Beautiful buttercup devalue coin*
- 6) *Nightshade cowers in fright*

Player Handout 2

To our loyal servant, Nalar:

We have been most impressed with your progress on the scrolls we requested. Though our army is, as always, short of the needed supply of arcanists, we feel that with your aid in these matters, and the aid of those you have brought into our fold, we are remedying our lack through progress and careful planning.

Do your eyes within the College of Magic continue to assure us of the reliability of teleportation inside its walls? We eagerly await the day when we shall welcome that fine pillar of academia back into our fold. The capture or death of Zenith is, we are sure we need not tell you, most vital to our success. We are setting the necessary gears in motion and have begun to prepare our forces in Bet Seder for their upcoming journey.

We would be pleased to hear a report on your progress in person. Attend us upon the last day of Declarations. We are eager to once again encounter your esteemed personage, and shall be fully prepared for whatever your special needs require.

*His Most August Supremacy
Kabori I, House of Bakar*

Player Handout 3

Frosting 17. Met with K today. Imperious as always. Ordered—ordered!—the creation of several hundred, possibly thousand, scrolls of “teleport.” I shall be paid. Too busy to complete this alone. Will contact J and L in Bet Kalamar to begin work.

Famine 28. Last day of year, and progress is being made. K still displeased, but this seems his lot in life. Money is coming in from Bet Kalamar, however, and so my efforts continue. Between J, L, and myself, we have created upwards of 150 scrolls in the past two months. K requires more, so more shall be made.

Sowing 2. Scrolls come in by bundles. J and L have hired apprentices, and work goes faster. Am considering bringing S on, as he is in Bet Seder already. Need someone to find places where these can be stored in preparation of invasion.

Mustering 15. Scrolls are almost complete. S has found locations for us to store them in. Have marked them on my map. Money has nearly covered my interests in Pekal, so pending invasion no longer troubles me. K seems to think he has enough wizards to make this work—expects to have court and army wizards teleport with a small group of soldiers, teleport back, and repeat, until entire army is in Bet Rogala. Most likely start at College of Magic. Z will be furious! Should like to see his face, old goat.

Declarations 12. K requires audience at end of month. Impatient. Beginning to regret dealing with him, but he is Emperor, after all. Projects almost completed, but must go visit capital. At least war will be over soon, and I can return to my studies. Politics tire me.

Declarations 26. Off to Bet Kalamar. Leaving map here, as K must have a copy. If not, I shall not mention mine.

Player Handout 4

[This letter is brought to you by a small and very vicious looking black cat]

Well met hero,

If this letter gets to you, then we both escaped my prison alive. As I may or may not have mentioned when we met, I came to Tellene to destroy some items used to control me. Though I managed to destroy enough of them to make the remaining items useless, there are still a few in existence. These items are talismans that can cause damage to me if the wielder possesses 13 of them.

I note that you are in possession of one of the stray talismans. If you send the talismans back with Shadow here, I will reward you greatly. I have items here that are merely ornamental or useless to me, so I will not worry about parting with a trinket to obtain one more of those foul talismans.

I await your reply.

Shaa'di Nu

Player: Please e-mail the campaign staff with your actions regarding this letter: troy@kenzerco.com.