

URC04-05

Restoration

A one-Round D&D LIVING GREYHAWK[®] County of Urnst Regional Adventure

Version 2.0

Round 1

by Timmy! Creese

The bloody struggle to gain control of the County of Urnst has depleted many of the Countess' troops. Now is a vulnerable and critical time for the stability of the region, as protective forces are slowly restored to the pre-civil war numbers. Until such time, selfless heroes must ensure the safety of the people; for the Countess is not the only power rebuilding troops...

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's*

Guide when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

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

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the County of Urnst. Characters native to the County of Urnst pay one Time Unit per round, all others pay two Time Units per round.

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

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

scenario.

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the LIVING GREYHAWK Campaign Sourcebook.

Adventure Background

The first two years of the Living Greyhawk campaign for the County of Urnst featured a three-module story plot wherein the adventurers thwarted cult members of Kyuss, evil god of the undead. This active cult thrives in the evil Bandit Kingdoms, especially in the area in and around the Rift, where Kyuss made his transition to deity status.

Five years ago, a battle-mage attempted to Teleport to the Temple of Zodal, a healing temple located near the city of Brotton. The mage was weary, and badly damaged from the foes his adventuring companions were fighting. As such, the mage miscalculated his magical arrival, and appeared beneath Zodal's Temple. At first, the mage simply thought he was in the dark basement of the healing temple, but soon realized he was in an ancient, abandoned structure dedicated to the evil ways of

bringing undead life to corpses. This long ago abandoned building was directly below Zodal's Temple.

Seeing no reason to worry the clerics of Zodal, the battle-mage did not speak of the unholy structure beneath the temple of healing. After all, if trouble ever came to this place, the battle-mage would simply *Teleport* back to the unholy area and loose his numerous spells to vanquish any evil. The mage decided the peaceful clerics didn't need to forgo their healings because of a long abandoned site beneath them. He never made such an errant decision in his life.

After being healed, the battle-mage magically traced his way back to his adventuring companions, and continued to thwart evil at every opportunity. But unbeknownst to the battle-mage were the evil intentions of the fellowship's rogue, for he was an evil associate of Iuz that infiltrated the trust of the adventurers. Once the battle-mage spoke of the unholy area he found, the rogue quietly murdered the heroes one by one.

With news of the discovery of this evil temple, the rogue returned to the Bandit Kingdoms. Soon the agents of Iuz magically deployed their own dark mages to the ancient structure, and learned it to be a long forgotten temple to Kyuss. The dark mages soon weaved a conduit to magically transport corpses from the Bandit Kingdoms to the ancient temple of Kyuss. A sinister cleric was also *Teleported* to the unholy temple, and began animating one corpse after another.

The cult of Kyuss members moved into Radigast City under the guise of refugees fleeing their ravished homes during the Greyhawk Wars. Slowly, and with purpose, the cult members grew their small numbers to a force they felt could easily deal a blow to the farmers of the County of Urnst. They did not believe the newest heroes of the realm could throw down the undead hoard growing beneath Zodal's Temple.

But fate smiled upon the Urnst heroes, and the overconfidence of the Kyuss cult members led to an undead attack before the dark appointed hour. The new Urnst heroes took up a quest to retrieve an ancient artifact, the Tear of Pelor, which the College of Wizardry used to vanquish many undead. While Dennen, head of the College of Wizardry, vanquished a large number of the living dead, a growing number of Urnst heroes rid Radigast City of many of the Kyuss cult members. The heroes also found the unholy altar to Kyuss in the city's cemetery, and destroyed the leader of the cult.

But that was a tale of a few years ago, and much has transpired during those few years. Those same adventurers discovered an alien race, dormant beneath the geographically odd Crystal Springs. And those heroes awoke the aliens and learned them to be Masters set upon the destruction of the region's folk, and colonization for their home planet. The Masters used their mind powers to enslave many creatures and men to their will. Even the drow elves fell victim to the Masters,

and the heroes were called upon, again, to save the peoples of Dosseldorf, a small town on the Franz River.

More recent events threw the County of Urnst into a civil war as the Lord of the East, tired of the all too passive government, tried to wrestle control away from the Countess. This sudden war left too many folk homeless and cut down, too many young men willing to die for the support of one leader or the other. With every attack the Lord of the East launched, more and more graves were dug to bury the dead.

Now the remaining evil members of the cult of Kyuss have numerous corpses to raise, building their unholy army of living dead to once again terrorize the County of Urnst...

Adventure Summary

Welcome back to the beginning years of Living Greyhawk, in the County of Urnst. At least, the following module should spook the players like they were at the launch of LG back in 2000. The adventure begins with the characters in Radigast City's market area. The few items for sale are going to the highest bidders, especially what little food is for sale. In the market, a scuffle breaks out between some angry Urnstmen, and the Rhennee - the river gypsies that have their own agenda in the local lands.

After the characters stop the attack the angry Urnstmen intend to carry out on the Rhennee, the river gypsies inform the PCs of a growing evil that must be dealt with. Unfortunately for the characters, the only Rhennee that knows the most about this growing evil is Jynny, a little girl that is the future Vetha of the clan. As such, she will not speak any words to people not of her clan. The information the players need to get must come from role-playing nonverbal communications.

Encounter One: Once the characters take up the adventure, they make a trip from Radigast City to the ruins that were once the prison fortress of Ventnor. In the chaos and magical fury that freed the demonic beings once held captive in Ventnor, a cave was ripped into the cliff wall that plunges from the heights of Ventnor to the Artonsamay River far below. The cave entrance is halfway between the river and the high cliff top. Characters must either climb from the bottom, or rappel from the top to gain access to the cavern.

Encounter Two: Once inside the cavern, a single tunnel winds its way through the Underdark. The evil forces expect the goodly heroes of the realm to investigate and a series of tricks and traps await even the most cautious explorer.

Encounter Three: Guards of the evil forces attack the party. These guards are disguised to look like drow elves to unnerve the heroes. The guards have painted black skin, wear white hair wigs, and have had training to

use drow weapons. The guards even wear drow style armor to complete the disguise.

Encounter Four: Though the guards in Encounter Three were not drow elves, the fact remains that drow elves ARE in league with the evil forces. A drow elf's well-placed globe of darkness hides a pit fall in the tunnel. The PCs must navigate in the darkness and avoid the natural trap.

Encounter Five: The tunnel shrinks to the size that demands a belly crawl to continue on. A series of globes of darkness, purposefully set by the drow elves, eventually has the party plunge into a pit filled with a Gelatinous Cube. The vials of shark oil given to the characters by the Rhennee are quite useful against the Gelatinous Cube.

Encounter Six: After descending down a long, magically silenced set of steps, the characters will trigger a cascading series of glass vials that serve to warn a group of kobold sorcerers of intruders. One kobold possesses a key that is needed to open the only door in the complex (which is changing from natural caverns to worked stone).

Encounter Seven: The characters have the chance to sneak up on a trio of leaders of the evil forces. The three villains are arguing between themselves, as the drow elf doesn't want to be allied with the undead cult of Kyuss. The lone remaining Master insists plans are carried out by his control, and the PCs have the opportunity to overhear the plans the trio of forces has to attack the realm. While the heroes are watching/listening to the evil trio, a rogue (rogue/assassin at the higher tiers) is studying his victim for a Death Strike. Eventually, the drow elf leaves the Master and the Cleric of Kyuss. If the characters do not immediately attack, they can learn a little bit more information before the rogue (rogue/assassin) makes his sneak attack.

Conclusion: With the last Master defeated, and the undead hoard and cleric destroyed, the heroes must warn the realm of the impending doom.

Preparation for Play

It is wise to look up the sections on darkness, magical darkness, and light for this adventure.

Introduction

The war torn streets of the market area in Radigast City are choked with desperate and starving citizens anxious to acquire anything that can ease the life of the sundered realm. Only a few years ago, anything and everything a person could want was rumored to be available somewhere in the open market of Radigast City. Now, merchants sell the basic

necessities at exaggerated prices to those fortunate enough to afford them.

"Roasted nuts?" "Spices?" "Cheeses?" "Melons?" "Trinkets! Finest trinkets from afar!" Those were the sounds of yesteryear... Now people push and shove to get their share of the barest scraps of food. Even the most undesirable portions of fish caught on the Nyr Dyv are sold to the highest bidder.

Without the foodstuffs to run a business, the taverns, inns, and dining halls are no more than abandoned hollow buildings; now home to the many left homeless in the recent hardships brought on by the Lord of the East's bid to overthrow the Countess.

A colorful stand of the Rhennee catches your eye. The river gypsies have long been suspicious in the eyes of Urnst folk, and the Rhennee's free spirited nature doesn't do anything to put such prejudice away.

A few angry shoppers are yelling at the few Rhennee selling bottles of assorted ointments at a booth. The colorful stand is decorated with bright silk clothes, and numerous toothy remains of sharks. Obviously, the integrity of the vials of shark ointment is being called into question by the Urnst shoppers.

What's more, between you and the Rhennee merchants stands a little Rhennee girl of perhaps 7 summers of age. She is paying no attention to raised voices; rather she stands staring at you. As people push and shove their way past you in the market, you no longer see the little girl. The space, where she was standing only seconds ago, is now vacant.

A chill runs down your spine as you realize you've seen this girl before. In fact, you've seen her several times at random places in the city over the past day. Her bright colored dress and sun-darkened skin are not as memorable as her hauntingly dark eyes. Each time you've seen her, it was only for a split second - then she was gone.

The sound of a dagger being unsheathed by one of the Urnst men arguing with the Rhennee brings your attention back to the matter at hand. The unsuspecting river gypsy has his back turned to his would be attacker. You have mere seconds before blood will be spilled.

Characters should put a stop to the stabbing. There are two Rhennee merchants, Vestum and Barthum, kinsmen of the Bosnorum clan. There are three angry Urnstmen that believe the Rhennee are trying to sell fake ointments at exaggerated prices.

Only one of the three Urnstmen has a weapon. It is against the law for a PC to kill the Urnstmen, and although defending the Rhennee is an honorable act, the slaying of a commoner could be an evil act. The DM must

let the party know that non-lethal damage should be applied. Also, there are no guardsmen around, and only characters have the chance to stop a potential murder.

➤ **Angry Urnstmen** (3), AC 10, HP 2, one of the three Urnstmen has a dagger (+0 attack, 1d4 damage).

Once the angry Urnstmen have been dealt with, the Rhennee thank the players and say they have been waiting for them - waiting for them, specifically. The Rhennee will name them all, and tell a little about them (class, notable titles, etc.). The DM should have gathered such info at the beginning of the round when reviewing the character sheets.

If the characters ask how the Rhennee know so much about them, the river gypsies reply, "Jynny told us of you, and that we were to meet you here, today." The bargemen inform players of Jynny, future Vetha of their clan. Jynny is the little Rhennee girl the characters have seen a few, fleeting moments over the last day.

She is suddenly there, in the midst of the PCs and the Rhennee. Rhennee and players interact; PC gets yes nod, or no shake of head from Jynny - as she will not talk. The Rhennee kinsmen will have to talk to the characters.

Players should learn that there is a crack in the cliff wall seen by the Rhennee that pass The Isle of Long Journeys (Ogre Island). Vestum and Barthum will tell the characters that Jynny saw a blackness emit from that crack, and is concerned for the safety of her future clan.

Although she will not speak, nor write this (good role-playing potential as all her answers are nods or shaking of her head), the PCs must come to realize the darkness Jynny saw coming out of the crack was drow elves. The players must come to understand that they must investigate the new crack in the cliff wall near Ventnor.

Vestum and Barthum can tell the characters that this 'new crack' occurred when all the fighting and magic attacks came as a result of the escaped evil from the Ventnor prison.

Vestum and Barthum will give each PC a bottle of shark oil as an ointment in thanks for handling the angry Urnstmen. They will impart the knowledge that the shark oil is useful for keeping jelly fish away from the boats since it dissolves anything jelly-like. They will then quickly take down their booth, and offer the PCs a barge ride up the Artonsamay River, to the crack.

Encounter One: The Crack, Gateway to the Underdark

Your trek across the lands (or Your barge ride up the Artonsamay River) is gloomy despite the good weather. The homeland, once green and thriving lands, are barren and bleak from the recent conflicts to wrestle control away from Countess Belissica.

Too many farms have had their crops consumed by the fires of fighting, or their fields are beyond repair from the galloping of cavalry in their quest for victory.

The long journey will either end with the Rhennee piloting their barge to Ogre Island, or if the characters arrived over land, they will arrive at the ruined buildings that were once the town of Ventnor.

The crack the Rhennee spoke of is halfway down the 400' sheer cliff near the ruins of Ventnor. If the PCs have arrived via barge to Ogre Island, the crack is halfway up the 400' sheer cliff. Players can access the crack by magic (burn spells), or by rappelling from the top, or a climb up, or down the cliff (climb checks).

DM NOTE: Allow synergy bonuses for rope use and ingenuity for teamwork.

Failure results in 1d6 damage for each 10' a PC falls.

While climbing (or rappelling), the characters can see humanoid activity across the wide river (Bandit Lands). This has no significance to the module, but it gives the players something to worry about.

APL:	Rappelling DC	Climbing DC
2	10	13
4	13	16
6	16	20
8	20	23
10	23	26
12	26	30

Encounter Two: Nothing is Ever Easy

Once inside the crack, a slim natural tunnel twists and winds its way deeper and deeper beneath the lands of the County of Urnst.

After several turns, drops, and climbs, there is no hint of light. The sounds of your progress echo repeatedly in the subterranean dark.

The villains expect heroes of the realm to investigate. As such, they have rigged a series of traps to waylay the characters.

The first trap is very easy for a cautious rogue to find. Immediately after the first trap, there is another trap - more difficult to find. A third trap, also very difficult to find, is triggered immediately after the second trap, as both difficult traps work off of each other.

The easy trap is a trip-wire activated device that will send rocks falling upon the party.

↗ **Trip-Wire Falling Rock Trap:** CR 1 per APL; mechanical; touch trigger; repair reset; Atk +10 melee (1d6 per APL, to a maximum of 6d6 at APL 12); Multiple targets (all targets in two adjacent 5-ft squares; Search (DC varies per APL); Disable Device (DC varies per APL).

The second trap, which is the first of the two difficult traps, is a pressure sensitive trap that disperses harmful gas into the tunnel. This gas is poisonous, and inflicts 1d4 Dex damage (fortitude save for half).

↗ **Pressure Sensitive Gas Trap:** CR 1 per APL; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10ft by 10ft area); never miss; onset delay (2 rounds); Poison (drow nightshade, Fort save negates (DC varies per APL), 1d4 Dex); Search (DC varies per APL); Disable Device (DC varies per APL).

The third trap is a timed trap. One round after the gas trap is triggered; a magic flame ignites the flammable gas. Damage is 1d4 per APL (reflex save for half). The reflex saves are:

↗ **Fire Trap:** CR 1/2 per APL; magic device; timed (1 round); automatic reset; spell effect (burning hands, Reflex save for half damage (DC varies per APL, 1d4 per APL to a maximum of 6d4 at APL 12); Search (DC varies per APL); Disable Device (DC varies per APL).

Encounter Three: Darkness, Darkness Everywhere

Did I mention the evil forces are expecting the heroes to investigate?

Humans disguised as drow elves guard the tunnel. The guards are either alerted to the heroes by the flammable gas, or they hear them approaching. After melee, the characters will find white haired wigs and black ink disguise humans as drow elves in an attempt to scare off the heroes. The flaw in this plan is that they still need light to see by.

DM NOTE: If the characters manage to not set off the traps, and are moving silently, AND are invisible, then the guards will not detect them. Hey, it is possible!

The narrow tunnel widens ahead. Before you get there, missiles come flying from ahead. These

APL:	Save / DC
2	10
4	13
6	16
8	20
10	23
12	26

missiles are small bolts, probably from a hand crossbow...

DM NOTE: Regardless of APL, if the guards are alerted to the approaching party, they will attack using their hand crossbow (DC 13 Fortitude save, or fall unconscious Monster Manual, page 103) in the surprise round.

APL 2 (EL 3)

☛ **Imitation Drow, Ftr 1st level (2):** hp 10, 10; see Appendix I.

APL 4 (EL 5)

☛ **Imitation Drow, Ftr 2nd level (3):** hp 16, 15, 14; see Appendix I.

APL 6 (EL 7)

☛ **Imitation Drow, Ftr 4th level (3):** hp 29, 28, 27; see Appendix I.

APL 8 (EL 9)

☛ **Imitation Drow, Ftr 6th level (3):** hp 40, 39, 38; see Appendix I.

APL 10 (EL 11)

☛ **Imitation Drow, Ftr 8th level (3):** hp 52, 51, 50; see Appendix I.

APL 12 (EL 13)

☛ **Imitation Drow, Ftr 10th level (3):** hp 64, 63, 62; see Appendix I.

Encounter Four: More Darkness, Darkness Everywhere

This encounter is an obstacle. The heroes enter an area of globed darkness that hides a deep chasm. The rift is 10' wide and there is a stalactite hanging from the ceiling that an unwary party might find unexpectedly.

Jump checks for this 'long jump' are as follows:

- Fully lit 20' running start: DC 10.
- Darkened 20' running start: DC 15.
- Fully lit, no running start: DC 20.
- Darkened, no running start: DC 25.

DM NOTES:

- Jump check DC is based on 30' movement rate. A -4 modifier must be applied to the check for every 10' of speed less than 30'. If a PC's speed is over 30', a +4 modifier is applied for every 10' of speed over 30'.
- Armor check penalty applies to a Jump check.

- Unless the darkness is dispelled, there is a 30% chance that a PC will jump into the unseen stalactite, and fall into the rift. The globe of Darkness is centered on the stalactite. The stalactite is very thick, and will not break if a PC jumps against it.
- Any PC falling into the rift suffers 4d6 damage.
- If the Jump check succeeds, and the PC has ranks in jump, the PC lands on their feet at the other side of the rift. If the Jump check fails by 5 (or less), the PC didn't clear the distance and must make a DC 15 Reflex save to grab the far edge of the gap (and then make a DC 15 Climb check - move action - to climb up).

Encounter Five: Even More Darkness, Darkness Everywhere

The tunnel past the rift is very narrow, approximately 2' tall opening into darkness.

DM NOTE: This area of Darkness was put here to exhaust PC spells, to worry the characters, and to try to get them off their guard further along. There is a series of three *Darkness* spells next to each other along this narrow tunnel.

If the PCs do not have *Daylight* or another appropriate spell up, read the following:

Soon it becomes apparent that the darkness was augmented by some sort of magical spell, as the darkness decreases further inwards. But it appears that someone has carefully placed these darknesses, as you soon enter one after another.

DM NOTE: The last area of *Darkness* has two *Darkness* spells cast upon it, as it hides a deadly peril. *Darkness* and *Daylight* spells cancel each other out at a one to one ratio, thus unless the characters have two *Daylight* spells going, the prevailing light conditions are still *Darkness*. If the characters proceed without light and without searching carefully, they must make a Reflex save or find themselves suddenly sliding down a slick tunnel that lands them into a pit filled with ooze. The waiting Gelatinous Cube will automatically engulf characters sliding into the pit due to failing their Reflex save!

APL 2, DC 14 Reflex save

APL 4, DC 18 Reflex save

APL 6, DC 22 Reflex save

APL 8, DC 26 Reflex save

APL 10, DC 30 Reflex save

APL 12, DC 34 Reflex save

DM NOTE: The pit area holding the Gelatinous Cube is also globed in darkness, and the heroes should never know what type of ooze they are battling. At all

tiers, the Gelatinous Cube will lash out with pseudopods to attack PCs that have not fallen into the pit.

PCs engulfed or struck by a pseudopod must make DC 20 Fortitude save, or become paralyzed for 3d6 rounds.

DM NOTE: The vials of shark oil given to the characters by the Rhennee at the beginning of the game come in quite handy at this point. The shark oil has a burning effect on the Gelatinous Cube. Each vial of shark oil poured on the Gelatinous Cube inflicts 2d4+1 damage upon the creature.

APL 2 (EL 1)

➤ **Lesser Gelatinous Cube (1):** hp 27; see Appendix I.

APL 4 (EL 3)

➤ **Gelatinous Cube (1):** hp 54; see Appendix I.

APL 6 (EL 3)

➤ **Gelatinous Cube (1):** hp 54; see Appendix I.

APL 8 (EL 5)

➤ **Improved Gelatinous Cube (1):** hp 81; see Appendix I.

APL 10 (EL 7)

➤ **Improved Gelatinous Cube (1):** hp 108; see Appendix I.

APL 12 (EL 9)

➤ **Improved Gelatinous Cube (1):** hp 135; see Appendix I.

DM NOTE: There are numerous coins throughout the Gelatinous Cube. Maximum treasure for the APL can be gotten if the characters think to search.

Encounter Six: Depleting the Resources

At the bottom of the pit of ooze is a metal trap door that allows access to stairs cut into the very rock. This spiral stair down into more darkness is the first source of worked stone in your long journey through the tunnels.

The steps continue down, down past the area of Darkness - and still the spiral stone stairs wind their way down. After a hundred steps, your descent plunges into yet another area of Darkness.

DM NOTE: This recent area of *Darkness* is 100 spiraling steps from the bottom of the stone stairs. In the *Darkness*, thousands of empty glass vials have been laid on their sides, filling every square inch of the steps. These vials are placed on the last 100 steps of the stairs, and will serve to warn those at the bottom that unwelcome intruders are on the stairs. A PC stepping on a vial filled stair will

crush some glass vials, but the true warning will be from the result of cascading vials that will loudly flow from step to step all the way to the bottom. Each stair is a foot wide, so it takes 100' of movement to reach the bottom of the stair.

At the bottom of the spiral stairs is a huge dome cavern - filled with numerous minions that attack intruders. They have been ordered to carry out attacks to the death, as none in the evil forces would use the stairs.

DM NOTE: The large doomed cavern is 80' high w/ stalactites hanging from the ceiling. This cavern is also roughly an 80' radius circular in shape, and stalagmites offer numerous opportunities for cover.

DM NOTE: Underlined spells could be pre-cast if the kobold sorcerers have heard the glass vial warning.

APL 2 (EL 3)

☛ Kobold Sorcerers, 1st level (2): hp 10 ea; see Appendix I.

APL 4 (EL 5)

☛ Kobold Sorcerers, 2nd level (3): hp 16 ea; see Appendix I.

APL 6 (EL 7)

☛ Kobold Sorcerers, 4th level (3): hp 29 ea; see Appendix I.

APL 8 (EL 8)

☛ Kobold Sorcerers, 5th level (3): hp 40 ea; see Appendix I.

APL 10 (EL 9)

☛ Kobold Sorcerers, 6th level (3): hp 52 ea; see Appendix I.

APL 12 (EL 11)

☛ Kobold Sorcerers, 8th level (3): hp 64; see Appendix I.

Encounter Seven: Out of the Darkness and into Trouble

After dealing with the sorcerers, you find an iron key still in the possession of one of the fallen kobolds. The key looks to fit into a locked iron door in the opposite wall of the stairs you've descended.

DM NOTE: Unless the password 'Veg-leen' (kobold speech translation is 'open safe') is spoken while the iron key unlocks the door, the PC unlocking the door triggers a trap.

Contagion Trap: CR 3; magic device; spell trigger (*alarm*); automatic reset; spell effect (contagion, 5-th level cleric, DC 16 Fortitude negates, 1d6 Wis); Search DC 20; Disable Device DC 20.

This curse bestows Cackle Fever immediately and lasts for the remainder of the adventure. For role-playing purposes, the affected PC shivers with fever, and is slightly delirious for the rest of the game.

The passageway beyond the cursed door is 50' long leading to a stone archway.

Beyond the cursed door lies a passage of worked stone. This hallway runs a straight line for a long, long way and comes to an end at a magnificent stone arch.

When the PCs approach, or Listen checks, hearing the talking is DC 0 but modified by distance. The talking is understandable if you beat the DC by 10.

You hear bits of a conversation. The closer you get, the more you hear. Coming even closer, you can make out three different voices.

Beyond the arch is a huge chamber of worked stone, easily 100' to both your left and right, and twice that distance to the wall across from you. Massive pillars of stone run in a row down the center of this chamber, and support the ceiling 100' above.

Assuming the PCs are not spotted read the following – the beings inside are not watching for intruders and have negatives to their spot rolls. If the PCs make the above listen check, read the conversation, but not the descriptions.

"That was not our original agreement," says a slim, extremely tall robed figure. Its features are man-like, but it is obviously not human.

"Plans change, and I might add - for the better!" retorts a dark eyed human man in dirty gray robes.

"You had better live up to your end of the plan," replies the towering, thin being.

"Oh, we will... I have rebuilt the numbers of the faithful, and they have amassed an even bigger force from the grave. The Sons of Kyuss are ready to continue our assault on the pathetic fools that inhabit this land." says the gray robed man.

And he adds, "We both have underestimated the capabilities of the Urnst folk. But I have the advantage or recruiting evil clerics and raising the dead to our commands. You, on the other hand, are the last of the Masters – as your brethren have painfully learned. These simple farming folk are helped by the heroes of the realm!"

"I may be the last Master, for the moment, but others will fly to this planet, and take up our works, if I should fall. But I don't see that happening..." says the alien being.

"As for our effort in the assault," says the third member of the group, a tall drow Elf, "we Drow are

ready to begin nightly raids. We didn't realize just how many surface elves reside in the areas above. They shall be captured, and sacrificed to our great goddess, Lloth!"

"Then we should begin our assaults immediately, and keep to the original agreement," insists the Master.

"No," disagrees the drow elf. "The Cleric of the Dead disgusts me, but he shows some wisdom. I agree with him, and will stay our raids until the nights of the new moons."

"Well let us hope your raiding parties are not met by the same heroes that thwarted our undead years ago," says the Cleric of Kyuss to the drow elf. "It would please me to bring your lifeless carcass back from the grave - to order you about for my own purpose," sneers the human cleric.

"Stop it! Both of you!" commands the Master. "My orders stand, and you will both attack as I have planned. The Urnst fools won't realize what is happening until it is too late."

Both human and drow agree to the Master's order, but neither the drow nor the Kyuss emissary seems to want the alliance with the other.

"Very well," says the Master. "House Dizzderian will raid to capture surface elves, as well as kill as many non-elven folk as possible. And the Kyuss worshipers will raise the newly killed to serve them. You both will gain from my plan," cackles the Master.

With those final words, the drow elf begins to levitate upward to an exit in the ceiling.

DM NOTE: If the PCs don't immediately attack, read the following bonus information.

After the drow elf departs, the Master asks the Cleric of Kyuss, "Are the swords ready?"

"Yes, they have been draining the life force from those who possess them for a few years," answers the evil cleric. "Those that wield them are ignorant of the fact their magical blades will obey the Heart of Kyuss, and transfer all their siphoned life force to that artifact."

If the PCs have not yet attacked, combat ensues now, as an assassin (that has been observing one PC) sneaks up and attacks. At lower tiers, the assassin is a thief that initiates combat with a sneak attack.

DM NOTE: If the PCs rush in to attack before the drow elf leaves, the drow elf will activate a magical device that safely teleports him away.

APL 2 (EL 3)

➤ Drow Elf Rogue, 1st level (1) hp 6; see Appendix I.

Master (Alien), Sorcerer 3rd level (1) hp 19; see Appendix I.

Human Cleric of Kyuss, 2nd level (1) hp 20; see Appendix I.

Zombies (3) hp 16, 16, 16; see Appendix I.

APL 4 (EL 5)

➤ Drow Elf Rogue, 2nd level (1) hp 10; see Appendix I.

➤ Master (Alien), Sorcerer 4th level (1) hp 22; see Appendix I.

➤ Human Cleric of Kyuss, 3rd level (1) hp 30; see Appendix I.

➤ Zombies (6) hp 16 ea; see Monster Manual page 266.

APL 6 (EL 7)

➤ Drow Elf Rogue, 4th level (1) hp 18; see Appendix I.

➤ Master (Alien), Sorcerer 6th level (1) hp 31; see Appendix I.

➤ Human Cleric of Kyuss, 5th level (1) hp 44; see Appendix I.

➤ Sons of Kyuss (3) hp 51 ea; see Appendix I.

APL 8 (EL 8)

➤ Drow Elf Rogue, 5th level (1) hp 22; see Appendix I.

➤ Master (Alien), Sorcerer 8th level (1) hp 37; see Appendix I.

➤ Human Cleric of Kyuss, 6th level (1) hp 54; see Appendix I.

➤ Sons of Kyuss (3) hp 63 ea; see Appendix I.

APL 10 (EL 9)

➤ Drow Elf Rogue 5th / Assassin 2nd level (1) hp 30; see Appendix I.

➤ Master (Alien), Sorcerer 8th level (1) hp 37; see Appendix I.

➤ Human Cleric of Kyuss, 8th level (1) hp 68; see Appendix I.

➤ Sons of Kyuss (6) hp 63 ea; see Appendix I.

APL 12 (EL 11)

➤ Drow Elf Rogue 5th / Assassin 4th level (1) hp 38; see Appendix I.

➤ Master (Alien), Sorcerer 10th level (1) hp 59; see Appendix I.

➤ Human Cleric of Kyuss, 10th level (1) hp 85; see Appendix I.

➤ Sons of Kyuss (6) hp 63 ea; see Appendix I.

Conclusion

Having thrown down your enemies, you realize you must get back to the surface and warn what little forces remain in the service of the Countess. The impending attacks from drow intending to raid the surface, and from the renewed undead hoards lead by the Kyuss cultists are sure to be more than County of Urnst's depleted forces can stop. The future of the realm will depend upon the many heroes of the realm.

The End

Experience Point Summary

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

Encounter Two

Bypass or take damage from the three traps

All APLs 60 xp

Encounter Three

Defeat the guards

APL2 90 xp

APL4 150 xp

APL6 210xp

APL8 270 xp

APL10 330 xp

APL12 390 xp

Encounter Five

Defeat the Gelatinous Cube

APL2 30 xp

APL4 90 xp

APL6 90 xp

APL8 150 xp

APL10 210 xp

APL12 270 xp

Encounter Six

Defeat the Kobold Sorcerors

APL2 90 xp

APL4 150 xp

APL6 210 xp

APL8 240 xp

APL10 270 xp

APL12 330 xp

Encounter Seven

Bypass or take damage from the trap

All APLs 90 xp

Defeat the Master and his servants

APL2 120 xp

APL4 150 xp

APL6 210 xp

APL8 240 xp

APL10 270 xp

APL12 270 xp

Discretionary roleplaying award

APL2 30 xp

APL4 60 xp

APL6 90 xp

APL8 100 xp

APL10 120 xp

APL12 150 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL12 1575 xp

Treasure Summary

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

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

watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Three

APL 2: L: 80gp; C: 20gp; M: 0gp
APL 4: L: 50gp; C: 50gp; M: 50gp
APL 6: L: 75gp; C: 75gp; M: 50gp
APL 8: L: 100gp; C: 100gp; M: 100gp
APL 10: L: 200gp; C: 200gp; M: 200gp
APL 12: L: 300gp; C: 300gp; M: 300gp

Encounter Six

APL 2: L: 80gp; C: 20gp; M: 0gp
APL 4: L: 50gp; C: 50gp; M: 50gp
APL 6: L: 75gp; C: 75gp; M: 50gp
APL 8: L: 100gp; C: 100gp; M: 100gp
APL 10: L: 150gp; C: 150gp; M: 150gp
APL 12: L: 200gp; C: 200gp; M: 200gp

Encounter Seven

APL 2: L: 100gp; C: 50gp; M: 50gp
APL 4: L: 100gp; C: 100gp; M: 100gp

APL 6: L: 100gp; C: 100gp; M: 200gp
APL 8: L: 200gp; C: 200gp; M: 250gp
APL 10: L: 300gp; C: 300gp; M: 450gp
APL 12: L: 300gp; C: 300gp; M: 900gp

Total Possible Treasure

APL 2: L: 260gp; C: 90gp; M: 50gp - Total: 400gp
APL 4: L: 200gp; C: 200gp; M: 200gp - Total: 600gp
APL 6: L: 250gp; C: 250gp; M: 300gp - Total: 800gp
APL 8: L: 400gp; C: 400gp; M: 450gp - Total: 1250gp
APL 10: L: 650gp; C: 650gp; M: 800gp - Total: 2100gp
APL 12: L: 800gp; C: 800gp; M: 1400gp - Total: 3000gp

Items for the Adventure Record

Item Access

APL 2:

- Vial of Shark Oil (Regional)

APL 4 (APL 2 plus):

- Upgrade a +1 weapon to +2 (Regional)

APL 6 (APL 2 & 4 plus):

- Upgrade armor with Acid Resistance (Regional)

APL 8 (APL 2, 4, 6 plus):

- Upgrade a +2 weapon to +3 (Regional)

APL 10 (APL 2, 4, 6, 8 plus):

- Upgrade a +2 armor to +3 (Regional)

APL 12 (APL 2, 4, 6, 8, 10 plus):

- Upgrade a +2 Ring of Protection to a +3 (Regional)

APL 2

Encounter Three

Imitation Drow (Human), male, Ftr 1st level (2): Medium Sized; HD 1d10; hp 10, Init +5; Spd 30 ft; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; Atk +4 melee (1d6+2, masterwork rapier) or +3 ranged (1d4, masterwork hand crossbow); Face/Reach 5 ft./5 ft.; SA Drow Poison; AL CE; SV Fort +2, Ref +1, Will +1; Str 13, Dex 13, Con 10, Int 10, Wis 12, Cha 9. Height 5 ft. 6 in. Weight 170 lb.

Skills and Feats: Disguise +1, Listen +3, Spot +3. Exotic Weapon - Hand Crossbow, Improved Initiative, and Weapon Focus (Rapier)

Drow Poison (Ex): This 'knock out' poison is coated on first 2 crossbow bolts, and also coated on each rapier. Victim must make a DC 13 Fort Save or fall unconscious for 1 minute. Another DC 13 Fort Save is required after 1 minute of unconsciousness, and failure results in additional 2d4 hours of being unconscious.

Possessions: Chain shirt, Masterwork Rapier, and Masterwork Hand Crossbow.

Physical Description: These humans are disguised to look like drow elves. They have inked their skin to black, and wear white haired wigs that are long and flowing. The long wigs hide their human ears.

Encounter Five

Lesser Gelatinous Cube (1): CR1; Huge Ooze; HD 2d10+16; hp 27; Init: -5; Spd 15 ft; AC 3 (-2 Size, -5 Dex), touch 3, flat-footed 3; Base Atk/Grp: +1/+9; Atk: -1 melee (1d6 plus 1d6 acid, slam); Full Atk: -1 melee (1d6 plus 1d6 acid, slam); Space/Reach: 15ft/10ft; SA: Acid, Engulf, Paralysis; SQ: Blindsight 60ft, Immunity to electricity, Ooze traits, Transparent; Saves: Fort +8 Ref -5 Will -5; Attributes: Str 10, Dex 1, Con 26, Int -, Wis 1, Cha 1

Skills: N/A; *Feats:* N/A;

Acid: A gelatinous cube's acid does not harm metal or stone.

Engulf: Although it moves slowly, a gelatinous cube can simply mow down large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are

pushed back or aside (opponents choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a racial +1 bonus.

Paralysis: A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fort save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent: Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Encounter Six

Kobolds, Sor 1st Level (2): Small Sized; HD 1d4; hp 10, Init +1; Spd 30 ft; AC 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12; Atk +0 melee (1d3-1, dagger) or +2 ranged (1d3-1, sling); Face/Reach 5 ft./5 ft.; SQ Dark Vision 60', Light Sensitivity; AL LE; SV Fort +0, Ref +1, Will +1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 18. Height 2 ft. 2 in. Weight 40 lb.

Skills and Feats: Concentration +4, Craft: Trapmaking +2, Profession: Miner +2, Search +2, and Spellcraft +4. Toughness.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *Daylight* spell.

Spells Known (5/4); base DC = 14 + spell level): 0— *Acid Splash*, *Daze*, *Ray of Frost*, *Resistance*; 1st— *Mage Armor*, *Magic Missile*.

Possessions: Toad Familiar, Dagger, Robes, and a Sling.

Physical Description: Clad in fiery orange and red robes, these kobold sorcerers have dark, rust brown skin with red spots. They have painted their claws (fingernails and toenails) yellow, and their red eyes glow fierce with hatred of surface dwellers.

Encounter Seven

Elf, Rog 1st Level (1): Medium Sized; HD 1d6; hp 6, Init +4; Spd 30 ft; AC 16 (+4 Dex, +2 leather), touch 14, flat-footed 12; Atk +2 melee (1d6+1, rapier); Face/Reach 5 ft./5 ft.; SA Sneak Attack +1d6; SQ Immune to magical sleep effects, +2 on saving throws vs. enchantment spells or effects, trapfinding; AL CE;

SV Fort +0, Ref +6, Will -1; Str 12, Dex 18, Con 10, Int 16, Wis 8, Cha 8. Height 5 ft. 5 in. Weight 120 lb.

Skills and Feats: Balance + 5, Bluff +3, Decipher Script +5, Disable Device +7, Disguise +1, Escape Artist + 6, Hide +10, Jump + 3, Listen +5, Move Silently +10, Search +7, Sense Motive +3, Spot +5, Tumble +8. Stealthy.

Possessions: Rapier, and Leather Armor.

Physical Description: Black skinned with dazzling white hair, this elf is dressed in black leather armor and wields a rapier.

Master (Alien), Sor 3rd Level (1): CR 3; Medium Sized; HD 3d4; hp 19, Init +3; Spd 30 ft; AC 13 (+3 Dex), touch 13, flat-footed 10; Atk +1 melee (1d4, dagger); Full Atk +1 melee (1d4, dagger); Face/Reach 5 ft./5 ft.; AL LE; SV Fort +2, Ref +4, Will +3; Str 11, Dex 16, Con 12, Int 10, Wis 9, Cha 16. Height 6 ft. 2 in. Weight 90 lb.

Skills and Feats: Concentration +7, Spellcraft +6. Toughness x2.

Spells Known (5/3); base DC = 13 + spell level): 0—*Acid Splash, Daze, Flare, Ray of Frost, Resistance*; 1st—*Mage Armor, Magic Missile, Ray of Enfeeblement*.

Possessions: Toad Familiar, Dagger, and Robes.

Physical Description: Clad in black robes, unearthly visitor stands well over 6' tall. Its arms and legs are very thin, and very pale. Its large eyes are black, bulbous, and lidless. The forehead is elongated, and the jaw narrows with slits for a nose, and a tiny mouth. There are no visible ears on the sides of its head.

Human, Cleric of Kyuss 2nd Level (1): Medium Sized; HD 2d8; hp 20, Init +0; Spd 30 ft; AC 17 (+6 Banded Mail, +1 Shield), touch 10, flat-footed 17; Atk +3 melee (1d8+2, heavy mace); Face/Reach 5 ft./5 ft.; AL CE; SV Fort +5, Ref +0, Will +6; Str 15, Dex 10, Con 14, Int 10, Wis 17, Cha 12. Height 5 ft. 5 in. Weight 150 lb.

Skills and Feats: Concentration +7 (+11), Knowledge: Religion +5, and Spellcraft +5. Combat Casting, Toughness.

Spells Prepared (4/3+1); base DC = 13 + spell level: 0—*Detect Magic, Inflict Minor Wounds, Light, Read Magic*; 1st—*Protection from Good**, *Doom* x2, *Shield of Faith*.

*Domain spell. *Domains:* **Death Domain** (Death Touch per the PHB. Page 186) **Cause Fear**; **Evil Domain** (Cast Evil Spells at +1 caster level) *Protection from Good*.

Possessions: Banded Mail, Light Steel Shield, and Heavy Mace.

Physical Description: A dirty gray burial shroud is draped like a cloak over his black banded mail armor. A

black painted steel shield is secured to his left arm, and he wields a black heavy mace in his right hand..

Zombies (3): Medium Sized; HD 2d12; hp 16, Init -1; Spd 30 ft (can't run); AC 11 (-1 Dex, +2 natural), touch 9, flat-footed 11, Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); Space/Reach 5 ft./5 ft.; SQ single actions only, damage reduction 5/slashing, darkvision 60', undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

APL 4

Encounter Three

Imitation Drow (Human), male, Ftr 2nd level (3): Medium Sized; HD 2d10; hp 16, Init +5; Spd 30 ft; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; Atk +5 melee (1d6+1, masterwork rapier) or +5 ranged (1d4, masterwork hand crossbow); Face/Reach 5 ft./5 ft.; SA Drow Poison; AL CE; SV Fort +3, Ref +1, Will +1; Str 13, Dex 13, Con 10, Int 10, Wis 12, Cha 9. Height 5 ft. 6 in. Weight 170 lb.

Skills and Feats: Disguise +1, Listen +3, and Spot +3. Exotic Weapon - Hand Crossbow, Improved Initiative, Weapon Focus (Hand Crossbow), and Weapon Focus (Rapier)

Drow Poison (Ex): This 'knock out' poison is coated on first 2 crossbow bolts, and also coated on each rapier. Victim must make a DC13 Fort Save or fall unconscious for 1 minute. Another DC13 Fort Save is required after 1 minute of unconsciousness, and failure results in additional 2d4 hours of being unconscious.

Possessions: Chain shirt, Masterwork Rapier, and Masterwork Hand Crossbow.

Physical Description: These humans are disguised to look like drow elves. They have inked their skin to black, and wear white haired wigs that are long and flowing. The long wigs hide their human ears.

Encounter Five

Gelatinous Cube (1): CR3; Huge Ooze; HD 4d10+32; hp 54; Init: -5; Spd 15ft; AC 3 (-2 Size, -5 Dex), touch 3, flat-footed 3; Base Atk/Grp: +3/+11; Atk: +1 melee (1d6 plus 1d6 acid, slam); Full Atk: +1 melee (1d6 plus 1d6 acid, slam); Space/Reach: 15ft/10ft; SA: Acid, Engulf, Paralysis; SQ: Blindsight 60ft, Immunity to electricity, Ooze traits, Transparent; Saves: Fort +9 Ref -4 Will -4; Attributes: Str 10, Dex 1, Con 26, Int -, Wis 1, Cha 1

Skills: N/A; *Feats:* N/A;

Acid: A gelatinous cube's acid does not harm metal or stone.

Engulf: Although it moves slowly, a gelatinous cube can simply mow down large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponents choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be

grappled and trapped within its body. The save DC is Strength-based and includes a racial +1 bonus.

Paralysis: A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fort save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent: Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Encounter Six

Kobolds, Sor 2nd Level (3): Small Sized; HD 2d4; hp 13, Init +1; Spd 30 ft; AC 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12; Atk +1 melee (1d3-1, dagger) or +3 ranged (1d3-1, sling); Face/Reach 5 ft./5 ft.; SQ Dark Vision 60', Light Sensitivity; AL LE; SV Fort +1, Ref +1, Will +2; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 18. Height 2 ft. 2 in. Weight 40 lb.

Skills and Feats: Concentration +5, Craft: Trapmaking +2, Profession: Miner +2, Search +2, and Spellcraft +5. Toughness.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *Daylight* spell.

Spells Known (6/5); base DC = 14 + spell level): 0—*Acid Splash, Daze, Flare, Ray of Frost, Resistance*; 1st—*Mage Armor, Magic Missile*.

Possessions: Toad Familiar, Dagger, Robes, and a Sling.

Physical Description: Clad in fiery orange and red robes, these kobold sorcerers have dark, rust brown skin with red spots. They have painted their claws (fingernails and toenails) yellow, and their red eyes glow fierce with hatred of surface dwellers.

Encounter Seven

Elf (Disguised as a Drow Elf), Rog 2nd Level (1): Medium Sized; HD 2d6; hp 10, Init +4; Spd 30 ft; AC 16 (+4 Dex, +2 leather), touch 14, flat-footed 12; Atk +2 melee (1d6+1, rapier); Face/Reach 5 ft./5 ft.; SA Sneak Attack +1d6; SQ Evasion, Immune to magical sleep effects, +2 on saving throws vs. enchantment spells or effects, Trapfinding, Trap Sense +1; AL CE; SV Fort +0, Ref +7, Will -1; Str 12, Dex 18, Con 10, Int 16, Wis 8, Cha 8. Height 5 ft. 5 in. Weight 120 lb.

Skills and Feats: Balance +9, Bluff +4, Decipher Script +6, Disable Device +8, Disguise +2, Escape Artist +7, Hide +11, Jump +5, Listen +6, Move Silently +11, Search +7, Sense Motive +3, Spot +6, Tumble +9. Stealthy.

Possessions: Rapier, and Leather Armor.

Physical Description: Black skinned with dazzling white hair, this elf is dressed in black leather armor and wields a rapier.

Master (Alien), Sor 4th Level (1): Medium Sized; HD 4d4; hp 22, Init +3; Spd 30 ft; AC 13 (+3 Dex), touch 13, flat-footed 10; Atk +1 melee (1d4, dagger); Face/Reach 5 ft./5 ft.; AL LE; SV Fort +1, Ref +3, Will +4; Str 11, Dex 16, Con 12, Int 10, Wis 9, Cha 16. Height 6 ft. 2 in. Weight 90 lb.

Skills and Feats: Concentration +8, and Spellcraft +7. Toughness x2.

Spells Known (6/3/1); base DC = 13 + spell level): 0—*Acid Splash, Daze, Flare, Ray of Frost, Resistance, Touch of Fatigue*; 1st—*Mage Armor, Magic Missile, Ray of Enfeeblement*; 2nd—*Mirror Image*.

Possessions: Toad Familiar, Dagger, and Robes.

Physical Description: Clad in black robes, unearthly visitor stands well over 6' tall. Its arms and legs are very thin, and very pale. Its large eyes are black, bulbous, and lidless. The forehead is elongated, and the jaw narrows with slits for a nose, and a tiny mouth. There are no visible ears on the sides of its head.

Human, Cleric of Kyuss 3th Level (1): Medium Sized; HD 3d8; hp 30, Init +0; Spd 30 ft; AC 17 (+6 Banded Mail, +1 Shield), touch 10, flat-footed 17; Atk +4 melee (1d8+2, heavy mace); Face/Reach 5 ft./5 ft.; AL CE; SV Fort +5, Ref +1, Will +6; Str 15, Dex 10, Con 14, Int 10, Wis 18, Cha 12. Height 5 ft. 5 in. Weight 150 lb.

Skills and Feats: Concentration +8 (+12), Knowledge: Religion +6, and Spellcraft +6. Combat Casting, Toughness x2.

Spells Prepared (5/4+1/2+1); base DC = 14 + spell level): 0—*Detect Magic, Inflict Minor Wounds x2, Light, Read Magic*; 1st—*Protection from Good**, *Doom x3, Shield of Faith*; 2nd—*Death Knell**, *Desecrate, Hold Person*.

*Domain spell. Domains: **Death Domain** (Death Touch per the PHB. Page 186) *Cause Fear*; **Evil Domain** (Cast Evil Spells at +1 caster level) *Protection from Good*.

Possessions: Banded Mail, Shield, and Heavy Mace.

Physical Description: A dirty gray burial shroud is draped like a cloak over his black banded mail armor. A black painted steel shield is secured to his left arm, and he wields a black heavy mace in his right hand.

Zombies (6): Medium Sized; HD 2d12; hp 16, Init -1; Spd 30 ft (can't run); AC 11 (-1 Dex, +2 natural), touch 9, flat-footed 11, Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); Space/Reach 5 ft./5 ft.; SQ single actions only, damage reduction 5/slashing, darkvision 60', undead traits; AL

NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

APL 6

Encounter Three

Imitation Drow (Human), male, Ftr 4th level (3): Medium Sized; HD 4d10; hp 28, Init +5; Spd 30 ft; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; Atk +8 melee (1d6+4, masterwork rapier) or +7 ranged (1d4, masterwork hand crossbow); Face/Reach 5 ft./5 ft.; SA Drow Poison; AL CE; SV Fort +4, Ref +2, Will +2; Str 14, Dex 13, Con 10, Int 10, Wis 12, Cha 9. Height 5 ft. 6 in. Weight 170 lb.

Skills and Feats: Disguise +4, Forgery +2, Listen +4, and Spot +4. Deceitful, Exotic Weapon - Hand Crossbow, Improved Initiative, Weapon Focus (Hand Crossbow), Weapon Focus (Rapier), Weapon Specialization (Rapier)

Drow Poison (Ex): This 'knock out' poison is coated on first 2 crossbow bolts, and also coated on each rapier. Victim must make a DC13 Fort Save or fall unconscious for 1 minute. Another DC13 Fort Save is required after 1 minute of unconsciousness, and failure results in additional 2d4 hours of being unconscious.

Possessions: Chain shirt, Masterwork Rapier, and Masterwork Hand Crossbow.

Physical Description: These humans are disguised to look like drow elves. They have inked their skin to black, and wear white haired wigs that are long and flowing. The long wigs hide their human ears.

Encounter Five

Gelatinous Cube (1): CR3; Huge Ooze; HD 4d10+32; hp 54; Init: -5; Spd 15ft; AC 3 (-2 Size, -5 Dex), touch 3, flat-footed 3; Base Atk/Grp: +3/+11; Atk: +1 melee (1d6 plus 1d6 acid, slam); Full Atk: +1 melee (1d6 plus 1d6 acid, slam); Space/Reach: 15ft/10ft; SA: Acid, Engulf, Paralysis; SQ: Blindsight 60ft, Immunity to electricity, Ooze traits, Transparent; Saves: Fort +9 Ref -4 Will -4; Attributes: Str 10, Des 1, Con 26, Int -, Wis 1, Cha 1

Skills: N/A; *Feats:* N/A;

Acid: A gelatinous cube's acid does not harm metal or stone.

Engulf: Although it moves slowly, a gelatinous cube can simply mow down large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponents choice) as the cube moves forward. Engulfed creatures are subject to the

cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a racial +1 bonus.

Paralysis: A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fort save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent: Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Encounter Six

Kobolds, Sor 4th Level (3): Small Sized; HD 4d4; hp 22, Init +1; Spd 30 ft; AC 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12; Atk +2 melee (1d3-1, dagger) or +4 ranged (1d3-1, sling); Face/Reach 5 ft./5 ft.; SQ Dark Vision 60, Light Sensitivity; AL LE; SV Fort +1, Ref +2, Will +3; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 19. Height 2 ft. 2 in. Weight 40 lb.

Skills and Feats: Concentration +7, Craft: Trapmaking +2, Profession: Miner +2, Search +2, and Spellcraft +7. Toughness x2.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *Daylight* spell.

Spells Known (6/7/4); base DC = 14 + spell level): 0— *Acid Splash*, *Daze*, *Detect Magic*, *Flare*, *Ray of Frost*, *Resistance*; 1st— *Mage Armor*, *Magic Missile*, *Ray of Enfeeblement*; 2nd— *Invisibility*.

Possessions: Toad Familiar, Dagger, Robes, and a Sling.

Physical Description: Clad in fiery orange and red robes, these kobold sorcerers have dark, rust brown skin with red spots. They have painted their claws (fingernails and toenails) yellow, and their red eyes glow fierce with hatred of surface dwellers.

Encounter Seven

Elf (Disguised as a Drow Elf), Rog 4th Level (1): Medium Sized; HD 4d6; hp 18, Init +4; Spd 30 ft; AC 16 (+4 Dex, +2 leather), touch 14, flat-footed 12; Atk +7 melee (1d6+1, rapier); Face/Reach 5 ft./5 ft.; SA Sneak Attack +2d6; SQ Evasion, Immune to magical sleep effects, +2 on saving throws vs. enchantment spells or effects, Trapfinding, Trap Sense +1, Uncanny Dodge; AL CE; SV Fort +1, Ref +8, Will +0; Str 12, Dex 19, Con 10, Int 16, Wis 8, Cha 8. Height 5 ft. 5 in. Weight 120 lb.

Skills and Feats: Balance +9, Bluff +6, Decipher Script +6, Disable Device +8, Disguise +6, Escape Artist +11, Hide +13, Jump +7, Listen +7, Move Silently +13, Search +8, Sense Motive +5, Spot +8, Tumble +9. Stealthy, Weapon Finesse (Rapier).

Possessions: Rapier, and Leather Armor.

Physical Description: Black skinned with dazzling white hair, this elf is dressed in black leather armor and wields a rapier.

Master (Alien), Sor 6th Level (1): Medium Sized; HD 6d4; hp 31 (+9 Toughness, +3 Toad Familiar), Init +3; Spd 30 ft; AC 13 (+3 Dex), touch 13, flat-footed 10; Atk +3 melee (1d4, dagger); Face/Reach 5 ft./5 ft.; AL LE; SV Fort +2, Ref +4, Will +5; Str 11, Dex 16, Con 12, Int 10, Wis 9, Cha 17. Height 6 ft. 2 in. Weight 90 lb.

Skills and Feats: Concentration +10, and Spellcraft +9. Toughness x3.

Spells Known (7/4/2/1); base DC = 13 + spell level): 0— Acid Splash, Daze, Detect Magic, Flare, Ray of Frost, Resistance, Touch of Fatigue; 1st— Mage Armor, Magic Missile, Ray of Enfeeblement, Shield; 2nd— Melf's Acid Arrow, Mirror Image; 3rd— Fireball.

Possessions: Toad Familiar, Dagger, and Robes.

Physical Description: Clad in black robes, unearthly visitor stands well over 6' tall. Its arms and legs are very thin, and very pale. Its large eyes are black, bulbous, and lidless. The forehead is elongated, and the jaw narrows with slits for a nose, and a tiny mouth. There are no visible ears on the sides of its head.

Human, Cleric of Kyuss 5th Level (1): Medium Sized; HD 5d8; hp 44, Init +0; Spd 30 ft; AC 17 (+6 Banded Mail, +1 Shield), touch 10, flat-footed 17; Atk +5 melee (1d8+2, heavy mace); Face/Reach 5 ft./5 ft.; AL CE; SV Fort +6, Ref +1, Will +8; Str 15, Dex 10, Con 14, Int 10, Wis 18, Cha 12. Height 5 ft. 5 in. Weight 150 lb.

Skills and Feats: Concentration +10 (+14), Knowledge: Religion +8, and Spellcraft +8. Combat Casting, Toughness x2.

Spells Prepared (5/4+1/4+1/2+1); base DC = 14 + spell level): 0— Detect Magic, Inflict Minor Wounds x2, Light, Read Magic; 1st— Protection from Good*, Doom x3, Shield of Faith; 2nd— Death Knell*, Desecrate, Hold Person x3; 3rd— Magic Circle Against Good*, Bestow Curse x2;

*Domain spell. *Domains:* **Death Domain** (Death Touch per the PHB. Page 186) **Cause Fear**; **Evil Domain** (Cast Evil Spells at +1 caster level) **Protection from Good**.

Possessions: Banded Mail, Shield, and Heavy Mace.

Physical Description: A dirty gray burial shroud is draped like a cloak over his black banded mail armor. A

black painted steel shield is secured to his left arm, and he wields a black heavy mace in his right hand..

Sons of Kyuss (3): CR 5; Medium-Size Undead; HD 5d12+3; hp 63; Init -1; Spd 30 ft.; AC 11 (-1 Dex, +2 natural), touch 11, flat-footed 11; Base Atk/Grp: +2/+6; Atk +6 melee (1d6+4, Slam); SQ fast healing 5, turn resistance +2, undead traits, fear aura, kyuss' gift, create spawn, curative transformation; AL CE; SV Fort +3, Ref +0, Will +4; Str 18, Dex 9, Con -, Int 6, Wis 11, Cha 1. Height 5 ft.

Skills and Feats: Hide +3, Jump +8, Move Silently +3, Spot +6; Toughness.

Fear Aura (Su): Sons of Kyuss are shrouded in a zone of Fear. Creatures who enter this area (or if the son bring the area to the creature) must succeed at a Will save (DC 16) or be affected as though by a Fear Spell cast by a 7th-level sorcerer. A creature that makes this save is immune to all Fear Auras from Sons of Kyuss for 24 hours.

Kyuss' Gift (Su): Supernatural disease - slam. Fortitude save (DC 12), incubation period 1 day; damage 1d6 temporary Constitution/1d4 temporary Wisdom. Unlike normal diseases, this disease continues until the victim reaches 0 Constitution (and dies) or receives a Cure Disease Spell or similar magic (see "Disease" in Chapter 3: Running the Game in the DMG). The disease causes a rotting of the flesh and dementia. A diseased victim gets only half the benefits of natural and magical healing (dividing all healing by two).

Fast Healing (Ex): A son heals 5 points of damage each round. If reduced to 0 hit points in combat, a son collapses but continues to heal, rising 1d4 rounds later to fight again. Only fire, electricity, holy water, or the touch of holy or blessed weapons keeps it from rising in such a manner (these attacks may be applied while the creature remains fallen or be the cause of the fall).

Create Spawn (Su): Sons of Kyuss create more of their own kind with the green worms crawling through their bodies. Each round that a son is in melee combat, one of the worms leaps from its host to land on the son's opponent (make an attack roll using the son's slam attack value). The worm has AC 10 and 1 hit point. During this time, the worm can be killed by the touch of iron or by any sort of attack that a son could not regenerate. On the son's next turn, the worm burrows into the flesh of its target, making its way toward the brain and causing 1 hit point of damage per round until it reaches the brain 1d4+1 rounds later. When inside a victim, the worm can be destroyed by Remove Curse or Remove Disease (or spells that duplicate these effects): Dispel Evil or Neutralize Poison delays its progress for 10d6 minutes. These spells affect multiple worms within the same victim. Worms cannot survive outside of a host for more than 1 round.

Once the worm reaches the victim's brain, it inflicts 1d2 points of temporary Intelligence damage per round until it is destroyed or the victim reaches 0 Intelligence, at which point the host dies and rises as a Son of Kyuss 1d6+4 rounds later. Small, Medium-size, and Large creatures become Sons of Kyuss as described above; smaller creatures quickly putrefy, larger creatures become normal zombies. Spawns (and spawned zombies) are not under the control of their parent but usually follow after whatever son created them.

Any creature that touches a son with an unarmed strike or other natural weapon is immediately attacked by 1d4 worms.

Curative Transformation (Ex): A *Remove Curse*, *Remove Disease*, or more powerful versions of these spells transforms a Son of Kyuss into a normal zombie. Touching a son in this manner does not draw additional attacks from worms because the spell's power kills any that try.

APL 8

Encounter Three

Imitation Drow (Human), male, Ftr 6th level (3): Medium Sized; HD 6d10; hp 40, Init +5; Spd 30 ft; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; Atk +10/+5 melee (1d6+5, masterwork rapier) or +9/+4 ranged (1d4+1, masterwork hand crossbow); Face/Reach 5 ft./5 ft.; SA Drow Poison; AL CE; SV Fort +5, Ref +3, Will +3; Str 14, Dex 13, Con 10, Int 10, Wis 12, Cha 9. Height 5 ft. 6 in. Weight 170 lb.

Skills and Feats: Disguise +5, Forgery +2, Listen +5, and Spot +5. Deceitful, Exotic Weapon - Hand Crossbow, Improved Initiative, Point Blank Shot, Rapid Reload, Weapon Focus (Hand Crossbow), Weapon Focus (Rapier), Weapon Specialization (Rapier)

Drow Poison (Ex): This 'knock out' poison is coated on first 2 crossbow bolts, and also coated on each rapier. Victim must make a DC13 Fort Save or fall unconscious for 1 minute. Another DC13 Fort Save is required after 1 minute of unconsciousness, and failure results in additional 2d4 hours of being unconscious.

Possessions: Chain shirt, Masterwork Rapier, and Masterwork Hand Crossbow.

Physical Description: These humans are disguised to look like drow elves. They have inked their skin to black, and wear white haired wigs that are long and flowing. The long wigs hide their human ears.

Encounter Five

Improved Gelatinous Cube (1): CR5; Huge Ooze; HD 6d10+48; hp 81; Init: -5; Spd 15ft; AC 3 (-2 Size, -5 Dex), touch 3, flat-footed 3; Base Atk/Grapple: +4/+12; Atk: +2 melee (1d6 plus 1d6 acid, slam); Full Atk: +2 melee (1d6 plus 1d6 acid, slam); Space/Reach: 15ft/10ft; SA: Acid, Engulf, Paralysis; SQ: Blindsight 60ft, Immunity to electricity, Ooze traits, Transparent; Saves: Fort +10 Ref -3 Will -3; Attributes: Str 10, Dex 1, Con 26, Int -, Wis 1, Cha 1

Skills: N/A; Feats: N/A;

Acid: A gelatinous cube's acid does not harm metal or stone.

Engulf: Although it moves slowly, a gelatinous cube can simply mow down large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponents choice) as the cube

moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a racial +1 bonus.

Paralysis: A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fort save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent: Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Encounter Six

Kobolds, Sor 5th Level (3): Small Sized; HD 5d4; hp 25, Init +1; Spd 30 ft; AC 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12; Atk +2 melee (1d3-1, dagger) or +4 ranged (1d3-1, sling); Face/Reach 5 ft./5 ft.; SQ Dark Vision 60', Light Sensitivity; AL LE; SV Fort +1, Ref +2, Will +3; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 19. Height 2 ft. 2 in. Weight 40 lb.

Skills and Feats: Concentration +8, Craft: Trapmaking +2, Profession: Miner +2, Search +2, and Spellcraft +8. Toughness x2.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *Daylight* spell.

Spells Known (6/7/5); base DC = 14 + spell level):
0— *Acid Splash, Daze, Detect Magic, Flare, Ray of Frost, Resistance*; 1st— *Mage Armor, Magic Missile, Ray of Enfeeblement, Shield*; 2nd— *Invisibility, Mirror Image*.

Possessions: Toad Familiar, Dagger, Robes, and a Sling.

Physical Description: Clad in fiery orange and red robes, these kobold sorcerers have dark, rust brown skin with red spots. They have painted their claws (fingernails and toenails) yellow, and their red eyes glow fierce with hatred of surface dwellers.

Encounter Seven

Elf (Disguised as a Drow Elf), Rog 5th Level (1): Medium Sized; HD 5d6; hp 22, Init +4; Spd 30 ft; AC 16 (+4 Dex, +2 leather armor), touch 14, flat-footed 12; Atk +7 melee (1d6+1, rapier); Face/Reach 5 ft./5 ft.; SA Sneak Attack +3d6; SQ Evasion, Immune to magical sleep effects, +2 on saving throws vs. enchantment spells or effects, Trapfinding, Trap Sense +1, Uncanny Dodge; SR 0; AL CE; SV Fort +1, Ref +10, Will +0; Str 12, Dex 19, Con 10, Int 16, Wis 8, Cha 8. Height 5 ft. 5 in. Weight 120 lb.

Skills and Feats: Balance +10, Bluff +6, Decipher Script +6, Disable Device +8, Disguise +6, Escape Artist +12, Hide +14, Jump +7, Listen +9, Move Silently +14, Search +8, Sense Motive +6, Spot +9, Tumble +12. Stealthy, Weapon Finesse (Rapier), Weapon Focus (Rapier).

Possessions: Rapier, and Leather Armor.

Physical Description: Black skinned with dazzling white hair, this elf is dressed in black leather armor and wields a rapier.

Master (Alien), Sor 8th Level (1): Medium Sized; HD 8d4; hp 37, Init +3; Spd 30 ft; AC 13 (+3 Dex), touch 13, flat-footed 10; Atk +4 melee (1d4, dagger); Face/Reach 5 ft./5 ft.; AL LE; SV Fort +4, Ref +6, Will +6; Str 11, Dex 16, Con 12, Int 10, Wis 9, Cha 17. Height 6 ft. 2 in. Weight 90 lb.

Skills and Feats: Concentration +12, and Spellcraft +11. Toughness x3.

Spells Known (8/5/3/2/1); base DC = 13 + spell level): 0— *Acid Splash, Daze, Detect Magic, Flare, Mage Hand, Ray of Frost, Resistance, Touch of Fatigue*; 1st— *Mage Armor, Magic Missile, Ray of Enfeeblement, Shield, Shocking Grasp*; 2nd— *Melf's Acid Arrow, Mirror Image, See Invisibility*; 3rd— *Fireball, Fly*; 4th— *Stoneskin*.

Possessions: Toad Familiar, Dagger, and Robes.

Physical Description: Clad in black robes, unearthly visitor stands well over 6' tall. Its arms and legs are very thin, and very pale. Its large eyes are black, bulbous, and lidless. The forehead is elongated, and the jaw narrows with slits for a nose, and a tiny mouth. There are no visible ears on the sides of its head.

Human, Cleric of Kyuss 6th Level (1): Medium Sized; HD 6d8; hp 54, Init +0; Spd 30 ft; AC 17 (+6 Banded Mail, +1 Shield), touch 10, flat-footed 17; Atk +6 melee (1d8+2, heavy mace); Face/Reach 5 ft./5 ft.; AL CE; SV Fort +7, Ref +2, Will +9; Str 15, Dex 10, Con 14, Int 10, Wis 19, Cha 12. Height 5 ft. 5 in. Weight 150 lb.

Skills and Feats: Concentration +11 (+15), Knowledge: Religion +9, and Spellcraft +9. Combat Casting, Toughness x2.

Spells Prepared (6/4+1/4+1/3+1); base DC = 14 + spell level): 0— *Detect Magic, Inflict Minor Wounds x3, Light, Read Magic*; 1st— *Protection from Good**, *Doom x3, Shield of Faith*; 2nd— *Death Knell**, *Desecrate, Hold Person x3*; 3rd— *Magic Circle Against Good**, *Bestow Curse x3*

*Domain spell. *Domains:* **Death Domain** (Death Touch per the PHB. Page 186) *Cause Fear*; **Evil Domain** (Cast Evil Spells at +1 caster level) *Protection from Good*.

Possessions: Banded Mail, Shield, and Heavy Mace.

Physical Description: A dirty gray burial shroud is draped like a cloak over his black banded mail armor. A black painted steel shield is secured to his left arm, and he wields a black heavy mace in his right hand.

Sons of Kyuss (6): CR 5; Medium-Size Undead; HD 5d12+3; hp 63; Init -1; Spd 30 ft.; AC 11 (-1 Dex, +2 natural), touch 11, flat-footed 11; Base Atk/Grp: +2/+6; Atk +6 melee (1d6+4, Slam); SQ fast healing 5, turn resistance +2, undead traits, fear aura, kyuss' gift, create spawn, curative transformation; AL CE; SV Fort +3, Ref +0, Will +4; Str 18, Dex 9, Con -, Int 6, Wis 11, Cha 1. Height 5 ft.

Skills and Feats: Hide +3, Jump +8, Move Silently +3, Spot +6; Toughness.

Fear Aura (Su): Sons of Kyuss are shrouded in a zone of *Fear*. Creatures who enter this area (or if the son bring the area to the creature) must succeed at a Will save (DC 16) or be affected as though by a *Fear Spell* cast by a 7th-level sorcerer. A creature that makes this save is immune to all Fear Auras from Sons of Kyuss for 24 hours.

Kyuss' Gift (Su): Supernatural disease - slam. Fortitude save (DC 12), incubation period 1 day; damage 1d6 temporary Constitution/1d4 temporary Wisdom. Unlike normal diseases, this disease continues until the victim reaches 0 Constitution (and dies) or receives a *Cure Disease Spell* or similar magic (see "Disease" in Chapter 3: Running the Game in the DMG). The disease causes a rotting of the flesh and dementia. A diseased victim gets only half the benefits of natural and magical healing (dividing all healing by two).

Fast Healing (Ex): A son heals 5 points of damage each round. If reduced to 0 hit points in combat, a son collapses but continues to heal, rising 1d4 rounds later to fight again. Only fire, electricity, holy water, or the touch of holy or blessed weapons keeps it from rising in such a manner (these attacks may be applied while the creature remains fallen or be the cause of the fall).

Create Spawn (Su): Sons of Kyuss create more of their own kind with the green worms crawling through their bodies. Each round that a son is in melee combat, one of the worms leaps from its host to land on the son's opponent (make an attack roll using the son's slam attack value). The worm has AC 10 and 1 hit point. During this time, the worm can be killed by the touch of iron or by any sort of attack that a son could not regenerate. On the son's next turn, the worm burrows into the flesh of its target, making its way toward the brain and causing 1 hit point of damage per round until it reaches the brain 1d4+1 rounds later. When inside a victim, the worm can be destroyed by *Remove Curse* or *Remove Disease* (or spells that duplicate these effects): *Dispel Evil* or *Neutralize Poison* delays its progress for 10d6 minutes. These spells affect multiple

worms within the same victim. Worms cannot survive outside of a host for more than 1 round.

Once the worm reaches the victim's brain, it inflicts 1d2 points of temporary Intelligence damage per round until it is destroyed or the victim reaches 0 Intelligence, at which point the host dies and rises as a Son of Kyuss 1d6+4 rounds later. Small, Medium-size, and Large creatures become Sons of Kyuss as described above; smaller creatures quickly putrefy, larger creatures become normal zombies. Spawns (and spawned zombies) are not under the control of their parent but usually follow after whatever son created them.

Any creature that touches a son with an unarmed strike or other natural weapon is immediately attacked by 1d4 worms.

Curative Transformation (Ex): A *Remove Curse*, *Remove Disease*, or more powerful versions of these spells transforms a Son of Kyuss into a normal zombie. Touching a son in this manner does not draw additional attacks from worms because the spell's power kills any that try.

APL 10

Encounter Three

Imitation Drow (Human), male, Ftr 8th level (3): Medium Sized; HD 8d10; hp 52, Init +6; Spd 30 ft; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Atk +12/+7 melee (1d6+5/15-20 x 2, masterwork rapier) or +12/+7 ranged (1d4+1, masterwork hand crossbow); Face/Reach 5 ft./5 ft.; SA Drow Poison; AL CE; SV Fort +6, Ref +3, Will +3; Str 14, Dex 14, Con 10, Int 10, Wis 12, Cha 9. Height 5 ft. 6 in. Weight 170 lb.

Skills and Feats: Disguise +6, Forgery +2, Listen +6, and Spot +6. Deceitful, Exotic Weapon - Hand Crossbow, Improved Critical (Rapier), Improved Initiative, Point Blank Shot, Rapid Reload, Weapon Focus (Hand Crossbow), Weapon Focus (Rapier), Weapon Specialization (Rapier)

Drow Poison (Ex): This 'knock out' poison is coated on first 2 crossbow bolts, and also coated on each rapier. Victim must make a DC13 Fort Save or fall unconscious for 1 minute. Another DC13 Fort Save is required after 1 minute of unconsciousness, and failure results in additional 2d4 hours of being unconscious.

Possessions: Chain shirt, Masterwork Rapier, and Masterwork Hand Crossbow.

Physical Description: These humans are disguised to look like drow elves. They have inked their skin to black, and wear white haired wigs that are long and flowing. The long wigs hide their human ears

Encounter Five

Improved Gelatinous Cube (1): CR7; Huge Ooze; HD 8d10+64; hp 108; Init: -5; Spd 15ft; AC 3 (-2 Size, -5 Dex), touch 3, flat-footed 3; Base Atk/Grapple: +6/+14; Atk: +4 melee (1d6 plus 1d6 acid, slam); Full Atk: +4 melee (1d6 plus 1d6 acid, slam); Space/Reach: 15ft/10ft; SA: Acid, Engulf, Paralysis; SQ: Blindsight 60ft, Immunity to electricity, Ooze traits, Transparent; Saves: Fort +11 Ref -2 Will -2; Attributes: STR 10, DEX 1, CON 26, INT -, WIS 1, CHA 1

Skills: N/A; Feats: N/A;

Acid: A gelatinous cube's acid does not harm metal or stone.

Engulf: Although it moves slowly, a gelatinous cube can simply mow down large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside

(opponents choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a racial +1 bonus.

Paralysis: A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fort save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent: Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Encounter Six

Kobolds, Sor 6th Level (3): Small Sized; HD 6d4; hp 31, Init +1; Spd 30 ft; AC 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12; Atk +3 melee (1d3-1, dagger) or +5 ranged (1d3-1, sling); Face/Reach 5 ft./5 ft.; SQ Dark Vision 60', Light Sensitivity; AL LE; SV Fort +2, Ref +3, Will +4; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 19. Height 2 ft. 2 in. Weight 40 lb.

Skills and Feats: Concentration +9, Craft: Trapmaking +2, Profession: Miner +2, Search +2, and Spellcraft +9. Toughness x3.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *Daylight* spell.

Spells Known (6/7/6/4); base DC = 14 + spell level):
0— *Acid Splash*, *Daze*, *Detect Magic*, *Flare*, *Mage Hand*, *Ray of Frost*, *Resistance*; 1st— *Mage Armor*, *Magic Missile*, *Ray of Enfeeblement*, *Shield*; 2nd— *Invisibility*, *Mirror Image*; 3rd— *Fireball*.

Possessions: Toad Familiar, Dagger, Robes, and a Sling.

Physical Description: Clad in fiery orange and red robes, these kobold sorcerers have dark, rust brown skin with red spots. They have painted their claws (fingernails and toenails) yellow, and their red eyes glow fierce with hatred of surface dwellers.

Encounter Seven

Elf (Disguised as a Drow Elf), Rog 5th/Asn 2th Level (1): Medium Sized; HD 7d6; hp 30, Init +5; Spd 30 ft; AC 16 (+4 Dex, +2 leather), touch 14, flat-footed 12; Atk +8 melee (1d6+1, rapier); Face/Reach 5 ft./5 ft.; SA Sneak Attack +4d6; SQ Evasion, Death Attack, Immune to magical sleep effects, Improved Uncanny Dodge, +2 on saving throws vs. poison, +2 on saving throws vs. enchantment spells or effects, Poison Use,

Spells, Trapfinding, Trap Sense +1, Uncanny Dodge; AL CE; SV Fort +1, Ref +11, Will +0; Str 12, Dex 19, Con 10, Int 16, Wis 8, Cha 8. Height 5 ft. 5 in. Weight 120 lb.

Skills and Feats: Balance +10, Bluff +7, Decipher Script +6, Disable Device +8, Disguise +9, Escape Artist +14, Hide +16, Jump +7, Listen +9, Move Silently +16, Search +8, Sense Motive +6, Spot +11, Tumble +14. Stealthy, and Weapon Finesse (Rapier), Weapon Focus (Rapier).

Death Attack (Ex): If the assassin studies his victim for 3 rounds (automatic if the adventurers listen to the Master talking to the drow elf and the human cleric of Kyuss), and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly killing the victim. While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a DC 15 Fortitude Save against the kill effect, the PC dies. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails, or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Spells Known (2); base DC = 13 + spell level): 1st— Feather Fall, True Strike;

Possessions: Rapier, and Leather Armor.

Physical Description: Black skinned with dazzling white hair, this elf is dressed in black leather armor and wields a rapier.

Master (Alien), Sor 8th Level (1): Medium Sized; HD 8d4; hp 37, Init +3; Spd 30 ft; AC 13 (+3 Dex), touch 13, flat-footed 10; Atk +4 melee (1d4, dagger); Face/Reach 5 ft./5 ft.; AL LE; SV Fort +4, Ref +6, Will +6; Str 11, Dex 16, Con 12, Int 10, Wis 9, Cha 17. Height 6 ft. 2 in. Weight 90 lb.

Skills and Feats: Concentration +12, and Spellcraft +11. Toughness x3.

Spells Known (8/5/3/2/1); base DC = 13 + spell level): 0— Acid Splash, Daze, Detect Magic, Flare, Mage Hand, Ray of Frost, Resistance, Touch of Fatigue; 1st— Mage Armor, Magic Missile, Ray of Enfeeblement, Shield, Shocking Grasp; 2nd— Melf's Acid Arrow, Mirror Image, See Invisibility; 3rd— Fireball, Fly; 4th— Stoneskin.

Possessions: Toad Familiar, Dagger, and Robes.

Physical Description: Clad in black robes, unearthly visitor stands well over 6' tall. Its arms and legs are very thin, and very pale. Its large eyes are black, bulbous, and lidless. The forehead is elongated, and the jaw

narrows with slits for a nose, and a tiny mouth. There are no visible ears on the sides of its head.

Human, Cleric of Kyuss 8th Level (1): Medium Sized; HD 8d8; hp 68, Init +0; Spd 30 ft; AC 17 (+6 Banded Mail, +1 Shield), touch 10, flat-footed 17; Atk +8/+3 melee (1d8+2, heavy mace); Face/Reach 5 ft./5 ft.; AL CE; SV Fort +8, Ref +2, Will +10; Str 15, Dex 10, Con 14, Int 10, Wis 19, Cha 12. Height 5 ft. 5 in. Weight 150 lb.

Skills and Feats: Concentration +13 (+17), Knowledge: Religion +10, and Spellcraft +11. Combat Casting, Toughness x3.

Spells Prepared (6/5+1/4+1/4+1/3+1); base DC = 14 + spell level): 0— Detect Magic, Inflict Minor Wounds x3, Light, Read Magic; 1st— Protection from Good*, Doom x4, Shield of Faith; 2nd— Death Knell*, Desecrate, Hold Person x3; 3rd— Magic Circle Against Good*, Bestow Curse x4; 4th— Unholy Blight*, Poison x3;

*Domain spell. *Domains:* **Death Domain** (Death Touch per the PHB. Page 186) Cause Fear; **Evil Domain** (Cast Evil Spells at +1 caster level) Protection from Good.

Possessions: Banded Mail, Shield, and Heavy Mace.

Physical Description: A dirty gray burial shroud is draped like a cloak over his black banded mail armor. A black painted steel shield is secured to his left arm, and he wields a black heavy mace in his right hand..

Sons of Kyuss (6): CR 5; Medium-Size Undead; HD 5d12+3; hp 63; Init -1; Spd 30 ft.; AC 11 (-1 Dex, +2 natural), touch 11, flat-footed 11; Base Atk/Grp: +2/+6; Atk +6 melee (1d6+4, Slam); SQ fast healing 5, turn resistance +2, undead traits, fear aura, kyuss' gift, create spawn, curative transformation; AL CE; SV Fort +3, Ref +0, Will +4; Str 18, Dex 9, Con -, Int 6, Wis 11, Cha 1. Height 5 ft.

Skills and Feats: Hide +3, Jump +8, Move Silently +3, Spot +6; Toughness.

Fear Aura (Su): Sons of Kyuss are shrouded in a zone of Fear. Creatures who enter this area (or if the son bring the area to the creature) must succeed at a Will save (DC 16) or be affected as though by a Fear Spell cast by a 7th-level sorcerer. A creature that makes this save is immune to all Fear Auras from Sons of Kyuss for 24 hours.

Kyuss' Gift (Su): Supernatural disease - slam. Fortitude save (DC 12), incubation period 1 day; damage 1d6 temporary Constitution/1d4 temporary Wisdom. Unlike normal diseases, this disease continues until the victim reaches 0 Constitution (and dies) or receives a Cure Disease Spell or similar magic (see "Disease" in Chapter 3: Running the Game in the DMG). The disease causes a rotting of the flesh and dementia. A diseased victim gets only half the benefits

of natural and magical healing (dividing all healing by two).

Fast Healing (Ex): A son heals 5 points of damage each round. If reduced to 0 hit points in combat, a son collapses but continues to heal, rising 1d4 rounds later to fight again. Only fire, electricity, holy water, or the touch of holy or blessed weapons keeps it from rising in such a manner (these attacks may be applied while the creature remains fallen or be the cause of the fall).

Create Spawn (Su): Sons of Kyuss create more of their own kind with the green worms crawling through their bodies. Each round that a son is in melee combat, one of the worms leaps from its host to land on the son's opponent (make an attack roll using the son's slam attack value). The worm has AC 10 and 1 hit point. During this time, the worm can be killed by the touch of iron or by any sort of attack that a son could not regenerate. On the son's next turn, the worm burrows into the flesh of its target, making its way toward the brain and causing 1 hit point of damage per round until it reaches the brain 1d4+1 rounds later. When inside a victim, the worm can be destroyed by *Remove Curse* or *Remove Disease* (or spells that duplicate these effects): *Dispel Evil* or *Neutralize Poison* delays its progress for 10d6 minutes. These spells affect multiple worms within the same victim. Worms cannot survive outside of a host for more than 1 round.

Once the worm reaches the victim's brain, it inflicts 1d2 points of temporary Intelligence damage per round until it is destroyed or the victim reaches 0 Intelligence, at which point the host dies and rises as a Son of Kyuss 1d6+4 rounds later. Small, Medium-size, and Large creatures become Sons of Kyuss as described above; smaller creatures quickly putrefy, larger creatures become normal zombies. Spawns (and spawned zombies) are not under the control of their parent but usually follow after whatever son created them.

Any creature that touches a son with an unarmed strike or other natural weapon is immediately attacked by 1d4 worms.

Curative Transformation (Ex): A *Remove Curse*, *Remove Disease*, or more powerful versions of these spells transforms a Son of Kyuss into a normal zombie. Touching a son in this manner does not draw additional attacks from worms because the spell's power kills any that try.

APL 12

Encounter Three

Imitation Drow (Human), male, Ftr 10th level (3): Medium Sized; HD 10d10; hp 64, Init +6; Spd 30 ft; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Atk +15/+10 melee (1d6+7/15-20 x 2, masterwork rapier) or +14/+9 ranged (1d4+1/19-20 x 2, masterwork hand crossbow); Face/Reach 5 ft./5 ft.; SA Drow Poison; AL CE; SV Fort +7, Ref +5, Will +4; Str 14, Dex 14, Con 10, Int 10, Wis 12, Cha 9. Height 5 ft. 6 in. Weight 170 lb.

Skills and Feats: Disguise +7, Forgery +2, Listen +7, and Spot +7. Deceitful, Exotic Weapon - Hand Crossbow, Greater Weapon Focus (Rapier), Improved Critical (Rapier), Improved Initiative, Point Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (Hand Crossbow), Weapon Focus (Rapier), Weapon Specialization (Rapier)

Drow Poison (Ex): This 'knock out' poison is coated on first 2 crossbow bolts, and also coated on each rapier. Victim must make a DC13 Fort Save or fall unconscious for 1 minute. Another DC13 Fort Save is required after 1 minute of unconsciousness, and failure results in additional 2d4 hours of being unconscious.

Possessions: Chain shirt, Masterwork Rapier, and Masterwork Hand Crossbow.

Encounter Five

Improved Gelatinous Cube (1): CR9; Huge Ooze; HD 10d10+80; hp 135; Init: -5; Spd 15ft; AC 3 (-2 Size, -5 Dex), touch 3, flat-footed 3; Base Atk/Grapple: +7/+15; Atk: +5 melee (1d6 plus 1d6 acid, slam); Full Atk: +5 melee (1d6 plus 1d6 acid, slam); Space/Reach: 15ft/10ft; SA: Acid, Engulf, Paralysis; SQ: Blindsight 60ft, Immunity to electricity, Ooze traits, Transparent; Saves: Fort +12 Ref -1 Will -1; Attributes: Str 10, Dex 1, Con 26, Int -, Wis 1, Cha 1

Skills: N/A; *Feats:* N/A

Acid: A gelatinous cube's acid does not harm metal or stone.

Engulf: Although it moves slowly, a gelatinous cube can simply mow down large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponents choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be

grappled and trapped within its body. The save DC is Strength-based and includes a racial +1 bonus.

Paralysis: A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fort save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent: Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Encounter Six

Kobolds, Sor 8th Level (3): Small Sized; HD 8d4; hp 37, Init +1; Spd 30 ft; AC 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12; Atk +4 melee (1d3-1, dagger) or +6 ranged (1d3-1, sling); Face/Reach 5 ft./5 ft.; SQ Dark Vision 60', Light Sensitivity; AL LE; SV Fort +2, Ref +3, Will +5; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 20. Height 2 ft. 2 in. Weight 40 lb.

Skills and Feats: Concentration +11, Craft: Trapmaking +2, Profession: Miner +2, Search +2, and Spellcraft +11. Toughness x3.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *Daylight* spell.

Spells Known (6/8/7/6/4); base DC = 15 + spell level): 0— *Acid Splash*, *Daze*, *Detect Magic*, *Disrupt Undead*, *Flare*, *Mage Hand*, *Ray of Frost*, *Resistance*; 1st— *Mage Armor*, *Magic Missile*, *Ray of Enfeeblement*, *Shield*, *Shocking Grasp*; 2nd— *Invisibility*, *Mirror Image*, *Web*; 3rd— *Fireball*, *Fly*; 4th— *Stoneskin*.

Possessions: Toad Familiar, Dagger, Robes, and a Sling.

Encounter Seven

Elf (Disguised as a Drow Elf), Rog 5th/Asn 4th Level (1): Medium Sized; HD 9d6; hp 38, Init +5; Spd 30 ft; AC 17 (+5 Dex, +2 Leather Armor), (touch 14, flat-footed 12); Atk +12/+7 Rapier **plus bonus from Cat's Grace** (1d6+1/18-20 x 2); Face/Reach 5 ft. by 5 ft./5 ft.; SA Sneak Attack +5d6; SQ Evasion, Death Attack, Immune to magical sleep effects, Improved Uncanny Dodge, +2 on saving throws vs. enchantment spells or effects, +3 on saving throws vs. poison, Poison Use, Spells, Trapfinding, Trap Sense +1, Uncanny Dodge; SR 0; AL CE; SV Fort +3, Ref +12, Will +1; Str 12, Dex 20, Con 10, Int 16, Wis 8, Cha 8. Height 5 ft. 5 in. Weight 120 lb.

Skills and Feats: Balance +11, Bluff +7, Decipher Script +6, Disable Device +8, Disguise +9, Escape Artist +17, Hide +19, Jump +7, Listen +11, Move Silently +19, Search +8, Sense Motive +8, Spot +13, Tumble +15. Combat Reflexes, Stealthy, and Weapon Finesse (Rapier), Weapon Focus (Rapier).

Death Attack (Ex): If the assassin studies his victim for 3 rounds (automatic if the adventurers listen to the Master talking to the drow elf and the human cleric of Kyuss), and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly killing the victim. While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a DC 17 (**plus bonus from Fox's Cunning**) Fortitude Save against the kill effect, the PC dies. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails, or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Spells Known (4/2); base DC = 13 + spell level): 1st— Feather Fall, Obscuring Mist, Sleep, True Strike; 2nd— Cat's Grace, Fox's Cunning,

Possessions: Rapier, and Leather Armor.

Physical Description: Black skinned with dazzling white hair, this elf is dressed in black leather armor and wields a rapier.

Master (Alien), Sor 10th Level (1): Medium Sized; HD 10d4; hp 59, Init +3; Spd 30 ft; AC 16 (+3 Dex, +3 Ring), touch 13, flat-footed 10; Atk +5 melee (1d4, dagger); Face/Reach 5 ft./5 ft.; AL LE; SV Fort +4, Ref +6, Will +7; Str 11, Dex 16, Con 12, Int 10, Wis 10, Cha 20. Height 6 ft. 2 in. Weight 90 lb.

Skills and Feats: Concentration +14, and Spellcraft +13. Toughness x4.

Spells Known (8/5/4/3/2/1); base DC = 15 + spell level): 0— Acid Splash, Daze, Detect Magic, Flare, Mage Hand, Open/Close, Ray of Frost, Resistance; 1st— Mage Armor, Magic Missile, Ray of Enfeeblement, Shield, Shocking Grasp; 2nd— Eagle's Splendor, Melf's Acid Arrow, Mirror Image, See Invisibility; 3rd— Fireball, Fly, Vampiric Touch; 4th— Greater Invisibility, Stoneskin; 5th— Wall of Force;

Possessions: Toad Familiar, Dagger, and Robes, Ring of Protection +3.

Physical Description: Clad in black robes, unearthly visitor stands well over 6' tall. Its arms and legs are very thin, and very pale. Its large eyes are black, bulbous, and lidless. The forehead is elongated, and the jaw

narrows with slits for a nose, and a tiny mouth. There are no visible ears on the sides of its head.

Human, Cleric of Kyuss 10th Level (1): Medium Sized; HD 10d8; hp 85, Init +0; Spd 30 ft; AC 17 (+6 Banded Mail, +1 Shield), touch 10, flat-footed 17; Atk +9/+4 melee (1d8+2, heavy mace); Face/Reach 5 ft./5 ft.; AL CE; SV Fort +9, Ref +3, Will +11; Str 15, Dex 10, Con 14, Int 10, Wis 19, Cha 12. Height 5 ft. 5 in. Weight 150 lb.

Skills and Feats: Concentration +15 (+19), Knowledge: Religion +13, and Spellcraft +13. Combat Casting, Toughness x4.

Spells Prepared (6/5+1/5+1/4+1/4+1/2+1); base DC = 15 + spell level): 0— Detect Magic, Inflict Minor Wounds x3, Light, Read Magic; 1st— Protection from Good*, Doom x4, Shield of Faith; 2nd— Death Knell*, Desecrate, Hold Person x4; 3rd— Magic Circle Against Good*, Bestow Curse x4; 4th— Unholy Blight*, Poison x4; 5th— Slay Living*, Flame Strike, Spell Resistance.

*Domain spell. *Domains:* **Death Domain** (Death Touch per the PHB. Page 186) **Cause Fear**; **Evil Domain** (Cast Evil Spells at +1 caster level) *Protection from Good*.

Possessions: Banded Mail, Shield, and Heavy Mace.

Physical Description: A dirty gray burial shroud is draped like a cloak over his black banded mail armor. A black painted steel shield is secured to his left arm, and he wields a black heavy mace in his right hand..

Sons of Kyuss (6): CR 5; Medium-Size Undead; HD 5d12+3; hp 63; Init -1; Spd 30 ft.; AC 11 (-1 Dex, +2 natural), touch 11, flat-footed 11; Base Atk/Grp: +2/+6; Atk +6 melee (1d6+4, Slam); SQ fast healing 5, turn resistance +2, undead traits, fear aura, kyuss' gift, create spawn, curative transformation; AL CE; SV Fort +3, Ref +0, Will +4; Str 18, Dex 9, Con -, Int 6, Wis 11, Cha 1. Height 5 ft.

Skills and Feats: Hide +3, Jump +8, Move Silently +3, Spot +6; Toughness.

Fear Aura (Su): Sons of Kyuss are shrouded in a zone of Fear. Creatures who enter this area (or if the son bring the area to the creature) must succeed at a Will save (DC 16) or be affected as though by a Fear Spell cast by a 7th-level sorcerer. A creature that makes this save is immune to all Fear Auras from Sons of Kyuss for 24 hours.

Kyuss' Gift (Su): Supernatural disease - slam. Fortitude save (DC 12), incubation period 1 day; damage 1d6 temporary Constitution/1d4 temporary Wisdom. Unlike normal diseases, this disease continues until the victim reaches 0 Constitution (and dies) or receives a *Cure Disease Spell* or similar magic (see "Disease" in Chapter 3: Running the Game in the DMG). The disease causes a rotting of the flesh and dementia. A diseased victim gets only half the benefits

of natural and magical healing (dividing all healing by two).

Fast Healing (Ex): A son heals 5 points of damage each round. If reduced to 0 hit points in combat, a son collapses but continues to heal, rising 1d4 rounds later to fight again. Only fire, electricity, holy water, or the touch of holy or blessed weapons keeps it from rising in such a manner (these attacks may be applied while the creature remains fallen or be the cause of the fall).

Create Spawn (Su): Sons of Kyuss create more of their own kind with the green worms crawling through their bodies. Each round that a son is in melee combat, one of the worms leaps from its host to land on the son's opponent (make an attack roll using the son's slam attack value). The worm has AC 10 and 1 hit point. During this time, the worm can be killed by the touch of iron or by any sort of attack that a son could not regenerate. On the son's next turn, the worm burrows into the flesh of its target, making its way toward the brain and causing 1 hit point of damage per round until it reaches the brain 1d4+1 rounds later. When inside a victim, the worm can be destroyed by *Remove Curse* or *Remove Disease* (or spells that duplicate these effects): *Dispel Evil* or *Neutralize Poison* delays its progress for 10d6 minutes. These spells affect multiple worms within the same victim. Worms cannot survive outside of a host for more than 1 round.

Once the worm reaches the victim's brain, it inflicts 1d2 points of temporary Intelligence damage per round until it is destroyed or the victim reaches 0 Intelligence, at which point the host dies and rises as a Son of Kyuss 1d6+4 rounds later. Small, Medium-size, and Large creatures become Sons of Kyuss as described above; smaller creatures quickly putrefy, larger creatures become normal zombies. Spawns (and spawned zombies) are not under the control of their parent but usually follow after whatever son created them.

Any creature that touches a son with an unarmed strike or other natural weapon is immediately attacked by 1d4 worms.

Curative Transformation (Ex): A *Remove Curse*, *Remove Disease*, or more powerful versions of these spells transforms a Son of Kyuss into a normal zombie. Touching a son in this manner does not draw additional attacks from worms because the spell's power kills any that try.

Appendix Two – Sons of Kyuss

(as written in the Living Greyhawk Journal, Issue #1, page 23, dated September 2000)

Sons of Kyuss are a disgusting form of cursed undead created by a powerful evil cleric named Kyuss, who has since been rewarded for his service to a dark deity and has achieved a small portion of divinity. They can appear anywhere, but are known to be found more frequently in the Amedio Jungle, where Kyuss spent some time decades ago. Completely mad and working without apparent reason, the Sons of Kyuss wander caverns, crypts, and sometimes even the open countryside in search of victims.

Sons of Kyuss look very much like well-rotted zombies. It is only once they are within 20 feet that writhing green worms can be seen crawling in and out of their skull orifices. They are usually clad in rotted clothing, although a rare few wear pieces of armor that have not yet decayed or fallen off.

A 16th or higher level cleric may use the *Create Greater Undead Spell* to create new Sons of Kyuss. Doing so requires maggots from the corpse of a leper in addition to the normal material components for the spell.

Combat

Sons of Kyuss never travel more than three together; splitting into multiple smaller groups if creating spawn causes them to exceed this number. Occasionally a larger creature falls to their curse and follows after them as a normal zombie. Unlike zombies, Sons of Kyuss are not limited to taking partial actions only in a round, but they are intelligent enough to pretend to have restricted movement until they are ready to attack. They normally use their fear aura to scatter their victims, chasing them down singly until all have been caught.

Skills:

Fear Aura (Su): Sons of Kyuss are shrouded in a zone of *Fear*. Creatures who enter this area (or if the son bring the area to the creature) must succeed at a Will save (DC 16) or be affected as though by a *Fear Spell* cast by a 7th-level sorcerer. A creature that makes this save is immune to all Fear Auras from Sons of Kyuss for 24 hours.

Kyuss' Gift (Su): Supernatural disease - slam. Fortitude save (DC 12), incubation period 1 day; damage 1d6 temporary Constitution/1d4 temporary Wisdom. Unlike normal diseases, this disease continues until the victim reaches 0 Constitution (and dies) or receives a *Cure Disease Spell* or similar magic (see "Disease" in Chapter 3: Running the Game in the DMG). The disease causes a rotting of the flesh and dementia. A diseased victim gets only half the benefits of natural and magical healing (dividing all healing by two).

Fast Healing (Ex): A son heals 5 points of damage each round. If reduced to 0 hit points in combat, a son collapses but continues to heal, rising 1d4 rounds later to fight again. Only fire, electricity, holy water, or the touch of holy or blessed weapons keeps it from rising in such a manner (these attacks may be applied while the creature remains fallen or be the cause of the fall).

Create Spawn (Su): Sons of Kyuss create more of their own kind with the green worms crawling through their bodies. Each round that a son is in melee combat, one of the worms leaps from its host to land on the son's opponent (make an attack roll using the son's slam attack value). The worm has AC 10 and 1 hit point. During this time, the worm can be killed by the touch of iron or by any sort of attack that a son could not regenerate. On the son's next turn, the worm burrows into the flesh of its target, making its way toward the brain and causing 1 hit point of damage per round until it reaches the brain 1d4+1 rounds later. When inside a victim, the worm can be destroyed by *Remove Curse* or *Remove Disease* (or spells that duplicate these effects): *Dispel Evil* or *Neutralize Poison* delays its progress for 10d6 minutes. These spells affect multiple worms within the same victim. Worms cannot survive outside of a host for more than 1 round.

Once the worm reaches the victim's brain, it inflicts 1d2 points of temporary Intelligence damage per round until it is destroyed or the victim reaches 0 Intelligence, at which point the host dies and rises as a Son of Kyuss 1d6+4 rounds later. Small, Medium-size, and Large creatures become Sons of Kyuss as described above; smaller creatures quickly putrefy, larger creatures become normal zombies. Spawns (and spawned zombies) are not under the control of their parent but usually follow after whatever son created them.

Any creature that touches a son with an unarmed strike or other natural weapon is immediately attacked by 1d4 worms.

Curative Transformation (Ex): A *Remove Curse*, *Remove Disease*, or more powerful versions of these spells transforms a Son of Kyuss into a normal zombie. Touching a son in this manner does not draw additional attacks from worms because the spell's power kills any that try.

Son of Kyuss: CR 5; Medium-Size Undead; HD 5d12+3; hp 63 max; Init -1; Spd 30 ft.; AC 11 (touch 11, flat-footed 11) [[-1 Dex, +2 natural]]; Atk +6 melee (1d6+4, Slam); SQ Undead, Regeneration 5, Turn Resistance +2; AL CE; SV Fort +3, Ref +0, Will +4; Str 18, Dex 9, Con -, Int 6, Wis 11, Cha 1. Height 5 ft.

Skills and Feats: Hide +3 (-1 Dex), Jump +8 (+4 Str),
Move Silently + 3 (-1 Dex), Spot +6; Toughness.