

XGR-4



C A M P A I G N S

THE RUINS OF KARSE

A One-Round D&D® LEGACY OF THE GREEN REGENT™
Adventure for 10th-Level Characters

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In order to stop the Green King from finalizing his plan to return to the Material Plane, the adventurers must take a mysterious object, the *coalescence of scorn* deep into the Dire Wood. Getting there is half the battle and they find that getting out is twice as difficult.

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

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For rules questions specific to this document and the LEGACY OF THE GREEN REGENT campaign email rpgahq@wizards.com

INTRODUCTION

This adventure is optimized for 10th-level characters. This means that it is primarily designed and balanced for a group of four or five 8th-level characters. If your group deviates from this size and strength, each encounter features a section titled *Scaling the Encounter* so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four or five PCs in your group, and all are of the same character level, it is pretty easy to use this section: just use the level entry that corresponds with the PCs' levels. For groups of mixed levels and groups with six PCs, first determine the average character level of the group then add a +1 modifier for groups with six players. Treat that value as the level of the group. Use your DM's discretion, though. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, not overwhelm or even underwhelm them. The most enjoyable D&D games are the ones where failure and death are a possibility, but success and reward are attainable through daring and smart play.

Note: If you are planning on playing this adventure, stop reading now. If you read farther than this paragraph you'll know too much about its challenges, which kills the fun. Also, if you are planning on playing this adventure at an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARATION

As DM you need a copy of the three revised edition (also called version 3.5) core D&D rulebooks to play this adventure. They are the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. It is also recommended that you have the *FORGOTTEN REALMS Campaign Setting* book, but it is not necessary. You'll also need a set of polyhedral dice, and something to use as the battle grid (a vinyl or laminated grid usually works best, so you can use wet-erase markers to draw battle grid features), and enough *DUNGEONS & DRAGONS* miniatures to represent combatants on the battle grids.

Throughout the adventure, shaded boxes provide player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instructions on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on nonplayer characters and monsters will either be given in an appendix of this adventure or can be found in the *Monster Manual* or *FORGOTTEN REALMS Campaign Setting*.

At the end of this adventure you'll also find an RPGA Table Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, you need to complete it and return it to your senior gamemaster (see below for more details).

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website (www.wizards.com/rpga), but you may have received a copy of it from other means. In order to play this adventure as part of the *LEGACY OF THE GREEN REGENT* campaign, a worldwide ongoing D&D campaign, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or a simple as a group of friends meeting at their DM's house.

In order to sanction the event you must be at least an RPGA Herald-level Gamemaster. The person who sanctions it is called the senior gamemaster, and is in charge of making sure the event runs and is reported in a timely manner. The person who runs this game is called the table DM (or usually just DM). Sometimes (and almost all the time in the case of home events) the senior gamemaster is also the table DM. You don't have to be a Herald-level Gamemaster to run this adventure if you are not the Senior GM.

By sanctioning and then reporting this adventure you accomplish a few things. First, it allows the PCs that participate in this adventure accumulate experience points (XP) and gold pieces (gp) to advance their *LEGACY OF THE GREEN REGENT* character. Second, the RPGA bases future adventures on what the majority of PCs do in past ones; the PCs' actions shape the direction of the campaign. And lastly, players and DMs gain rewards for sanctioned play if they have signed up for the *DUNGEONS & DRAGONS PLAYER REWARDS*. This adventure is worth four points for that program.

This adventure retires from RPGA-sanctioned play on January 21, 2004.

If you are looking for more information about *LEGACY OF THE GREEN REGENT* character creation and development, RPGA event sanctioning, and *DUNGEONS & DRAGONS PLAYER REWARDS*, see the RPGA website.

TROUBLESHOOTING THE ADVENTURE

Reequipping the Characters: If you are playing this adventure as part of the *LEGACY OF THE GREEN REGENT* campaign, players come to their event with their characters fully equipped based on their current level and gold piece value. They can reequip their character when they are in a town or city by spending their Coin on Hand (CoH). They can even increase their CoH by selling items for half their listed value.

Loudwater is a small city with a 15,000-gp limit. This means that characters can find items worth 15,000 gp or less for sale within the city. *LEGACY OF THE GREEN REGENT* characters also have a gp limit on which items they can buy based on their level. While it is possible to find items for sale in Loudwater, there are few shops that sell items "over the counter." As the PCs go up in level, their prestige grows and opportunities to purchase more powerful items become available. At 9th-level, the gp limit to purchase items is 18,000 gp, while the 10th-level gp limit is 24,500, the 11th-level gp limit is 33,000 gp, and the 12th-level gp limit is 44,000 gp.

In events where you will have a limited session time, you will want to put a limit on at-the-table equipment purchasing. No more than 15 minutes should be spent for this activity during a normal four-hour or five-hour session, and even then some groups may not finish the adventure.

Raising the Dead: At this point the PCs have earned enough renown, and enough gold and experience, to come back to life. Like many things that involve XP and gp cost, *raise dead* and other spells worth differently in *DUNGEONS & DRAGONS CAMPAIGNS*. If a PC dies, and his or her companions are able to bring the body back to Loudwater within 11 days after the time of death,

Prior Athosar, the local leader of the temple of Lathander, is able to cast *raise dead* and bring the character back (assuming the soul is willing). This incurs a 1,100-gp debt, which may be divided up between the characters that were played during the session. This debt is forever subtracted from the equipment value of the character, and reported in the "GP Debt" field of the Session Tracking Sheet. Additionally, the character that came back from the dead has its experience points reduced. The amount of experience points reduced is dependant on the current character level (see Table below) of the PC the *raise dead* was cast on. Record the proper amount on the "XP Drain" field of the Session Tracking Sheet. These two costs are the only costs for the *raise dead* (even for 1st-level characters), and override the rules found in the *Player's Handbook*. When a character is brought back from the dead, it is not recorded as a character death (don't mark yes); just record the gold debt and experience drain.

Experience Point Drain for Raised Characters

| Character Level | XP Drain |
|-----------------|----------|
| 10th | 5,000 XP |
| 11th | 5,500 XP |
| 12th | 6,000 XP |

ADVENTURE BACKGROUND

The Green Regent has returned to Loudwater. With him he carries the *coalescence of scorn*, the petrified last breath of Karsus, the archmage responsible for the fall of ancient Netheril. Heroes of Loudwater in the city of Waterdeep recovered the stone. He also carries divine knowledge of the nature of the threat that threatens Loudwater and the entire Delimbiyr Crescent.

For months a power has been rising from within the trange twisted landscape of the Dire Woods. The tendrils of this power have been far reaching in the region. It caused the exodus of orcs from the High Forest and cursed them to never return to their hereditary home. It has made alliances with the Zhentarium of Llorkh and Orllbar, and has pushed them to interfere with the affairs of Loudwater. It has called to it the illithids of the Flayer's Corridor, and thrown that support in the favor of the now-defeated Hark or the High Moor. By way of its Zhentarium and illithid allies it tried to kill Stedd Rein, master and founder of the Red Fellowship. And it has twisted the wild elves of the High Forest under its sway.

It is called the Green King—a draconic creature named Guev'Ressunvee—and it plots to be free from its exile, and to take its birthright for its own. It craves nothing less than to rule the Delimbiyr Crescent.

Guev'Ressunvee sees this as his birthright, because Mielikki herself granted the place to him long ago. Guev'Ressunvee was the first Green Regent.

Long ago when North was nothing more than a vast wilderness, and the Forest Lady's outlook was wilder, more primal, she chose Guev'Ressnvee as her chosen to rule over the forested vale of the Delimiyr River. Over time power corrupted the dragon, and he became a

virtual tyrant over the region. Mielikki seeing her mistake move to quash the Green King's hubris. She gathered to her new champions made up of elves and humans in the region to defeat her former chosen. She stripped Guev'Ressnvee of much of his divine power, but the resourceful dragon made treated with a foul force from beyond Faerûn, and in turn became even more powerful than he was as x chosen. In the end the Forest Lady's new champions were only able to confine the threat, forcing Guev'Ressnvee from Faerûn, and in this place of exile he has stayed—until recently.

Over the last few years the Green King has been able to exert his influence over the Delimbiyr again. Drawing minions to him, spawning new progeny, and even manifesting himself briefly in the High Forest, the dragon now moves to break the barriers of his prison. To do so he must find a way to reunite the last breath of Karsus with what's left of the fragmented mind of the Momentary God.

The body of Karsus sits in the center of the Dire Woods, a giant butte that is actually the fossilized remains of the mutated thing that fell from the floating city of Karsus's Enclave after he tried to steal the portfolio of magic from Mystryl, the Netherese predecessor of Mystra. It sits strewn with the foliage-choked ruins of his floating city in a place known now as Karse. Within ruined Karse are—among other things—the remains of Karsus's Heart and Mind.

The petrified last cursing breath of the archmage, now a thing called the *coalescence of scorn*, was recovered from its centuries-long burial place on the Feast of the Moon by heroes of Loudwater. Recovering the stone not only freed the Green Regent Otar from a magical coma, it also furthered the machinations of the Green King, but supplied a glimmer of hope to those who would defend Loudwater from his rule.

Right after his selection as the current Green Regent, the Forest Lady sent Otar on task. He traveled to the City of Splendors to help thwart Guev'Ressunvee from securing the *coalescence of scorn*. In response, the Green King set up a trap to capture Otar, hoping to steal his power from him, for according to divine prophecy only those working for the benefit of the Green Regent could recover the *coalescence of scorn*. If Guev'Ressunvee could once again absorb the life power of the Green Regent, than his minions could search out and recover the *coalescence of scorn* without fear of divine wrath.

When his plan was thwarted by heroes of Loudwater saving the Green Regent, Guev'Ressunvee decided on a new tact—having the *coalescence* come to him. It was a gamble, because while brining the *coalescence of scorn* to Karse could release him from exile, it could also set him back in a major way. If the *coalescence of scorn* is absorbed into the Heart of Karsus it can open up a gate to the Astral, to the very place that Guev'Ressunvee waits to enter Faerûn—the body of the Momentary God—absorbing the artifact in the Mind of Karsus would do the opposite—finally get the fragmented consciousness of the archmage to realize the nature and gravity of his sin,

finally brining Karsus to a lasting peace, and disrupting the Green King's planned entrance into the Realms.

Otar too knows the risk, but realizes that brining the *coalescence of scorn* to the Mind of Karsus will deny his enemy a foothold in the region. He has gathered a group of Loudwater's greatest heroes to help him in this task.

Two Delves to Play

The *Ruins of Karse* consists of two adventures: the Heart of Karsus and the Mind of Karsus.

In the Heart of Karsus adventure, the PCs are tasked with finding and holding this section of Karse in order to make sure that if the minions of Guev'Ressunvee gain the coalescence of scorn, they will not be successful in their ultimate goal.

In the Mind of Karsus adventure, the PCs are tasked with taking the coalescence of scorn to the Mind of Karsus, having the Mind absorb the artifact, and denying the Green King with his planned point of entrance into Faerûn. This is a special delve for those characters with the "In the Service of Otar" Story Object. Only characters with this story object should play in this section of the delve.

Dynamics Between the Two Delves

When seating tables for the two delves, wherever possible, link two of the sessions, one playing the Heart of Karsus adventure and the other playing Mind of Karsus. The progress made by these tables is interlocked. If the table playing the Mind of Karsus fails in their goal, the last encounter in the Heart of Karsus adventure changes somewhat: The minions of Guev'Ressunvee have retrieved the *coalescence of scorn*, and are attempting to have the Heart absorb the item. To do this, the Green King's minions must defeat the PCs defending the Heart first. If both sessions fail, then the enemies of Loudwater are victorious, and this can have drastic consequences for the campaign.

In cases where the group defending the heart reaches the last encounter before the group storming the heart reaches the final encounter, assume that the mind table will reach its goal, and the last wave of heart attackers do not carry the stone.

If, because of marshalling, you can't have linked tables, the success of the PCs is entirely contingent on the success of the single table playing the adventure. If they are playing the *Heart of Karsus*, the minions of Guev'Ressunvee have recovered the *coalescence of scorn* and are attempting to unite it with the Heart during the last encounter. If they defeat the PCs defending the Heart, the enemies of Loudwater are successful. On the other side, if the PCs fail in reuniting the *coalescence of scorn* with the manifestation of Karsus in the Mind, assume that the enemies of Loudwater are able to get it to the Heart, and thus the PCs fail in their quest.

ADVENTURE START: CALL OF THE GREEN REGENT

It is spring in the Year of Rogue Dragons. Otar the Green Regent has returned to the Delimbiyr Vale. His homecoming has been quiet, though, as he has been organizing an expedition into the Dire Woods. You have been invited to the special meeting place—a staging ground for Otar's crusade against an enemy of Loudwater hinted at for months: the Green King.

Scions of the Green Regent rally to Mielikki's chosen, and serve him in this plan. Even Stedd Rein is supportive of the mission, as he has learned that it was the Green King who was responsible for not only the recent rousing of the Zhentarium, but that the legendary draconic creature hatched the plan to have him assassinated.

Otar has told you that this creature was the first Green Regent; a dragon who chosen centuries ago to do the Forest Lady's will. Unfortunately the Guev'Ressunvee twisted the power Mielikki entrusted to him into weapons of hubris and tyranny, and the forest lady stripped him of his mantle and exiled him to beyond this world.

For centuries Guev'Ressunvee has plotted his return to take back what he sees as his birthright—the Delimbiyr Crescent. It's up to the Green Regent and his allies to stop the region from falling under the sway of this power-hungry foe.

Otar has determined that the best way to do this is by striking at the heart of the Green King's power—the ruins of Karse. For some reason these ruins, which are the remains of a floating city and the archmage who destroyed the ancient empire of Netheril, are a focus point for Guev'Ressunvee's power. He has been able to break free from his exile for brief periods of time. Maybe the strange magics of this place have given him that power. Otar is certain that if the right sequence events occur, the strange arcane energy of this place can destroy the binds that keep the Green King out of Faerûn. This is why he has rallied this force, to make that occurrence an impossibility.

Now, after weeks of planning a group of you stands outside the strange and twisted Dire Woods, ready to take action. The Green Regent has warned you that Guev'Ressunvee has many allies. He has rallied the wild elves of the surrounding wood, and holds them tight in his clawed grip. In the brief times he has shaken his exile, he has spawned many progeny, all of whom serve his will. He also has alliances with mind flayers, devils, and all scaly creatures who respect his power. The enemies inside Karse are varied and dangerous. You wait now at the strange wood's borders only for your final goal.

For those participating in the Heart of Karsus section of the adventure, continue with the following. Otar has tasked Stedd Rein to brief this group.

"In order for Guev'Ressunvee to break his exile, a powerful artifact called the coalescence of scorn must be absorbed by the Heart of Karsus.

While the powers of the Green Regent currently control the coalescence of scorn, there is always a chance that in the shifting tides of battle will bring materials to the enemy. You have a very important mission: take and hold the Heart of Karsus to deny the enemy the means of victory even if they gain the advantage in battle."

Rein gives you a map. "Follow these instructions precisely. The image on the map was given to Otar in a dream. It will lead you to the Heart of Karsus."

For those participating in the Mind of Karsus section of the adventure, continue with the following.

You've known your mission for a good deal of time now. Since you were among the adventurers that uncovered the coalescence of scorn, Otar has tasked you with the most important of all tasks—taking it to a place called the Mind of Karsus. Only there can the stone be destroyed and the Green King's immediate plans be thwarted.

The Green Regent has given you a map. Its image showed to him by the Forest Lady in a dream. "Follow and you will find the Mind," he tells you.

Heart of Karsus

Adventure Summary

This section of adventure begins with the PCs entering into the Dire Woods on their quest to secure the Heart of Karse in order to stop the Green King from emerging from the Astral Plane and causing mayhem here in the Material Plane.

Encounter 1—Through the Dire Woods: The PCs travel through the odd terrain of the Dire Wood on their way to the remains of the fallen deity, Karsus, now simply a large stone butte in the middle of the weird forest. While traveling along a stream of boiling oil, the PCs are ambushed by a band of wild elves that are loyal to the Green King, who use magic to make the area seem safer than it really is.

Encounter 2—The Doorway: The PCs arrive at the butte, which rises up inexplicably from the forest. They discover a large, sealed and trapped door. They must solve a puzzle with several rune-covered stones in order to gain entrance into the Heart of Karse.

Encounter 3—Travel to the Heart: The PCs find themselves in tunnels that look vaguely alive, like the insides of arteries and veins. In one of the tunnels, they are attacked by a band of half-green dragon troglodytes (spawn of the Green King himself), who emerge from the very walls to protect the Heart.

Encounter 4—Inside the Heart of Karse: The PCs enter into the very Heart of Karse. The chamber resembles the interior of a heart, which begins to beat slightly once the PCs enter its walls. A magical barrier prevents the PCs from leaving the chamber by any method. Soon, a half-green dragon bulette, alerted by the

now-beating heart, burrows through the wall and attacks the PCs.

Encounter 5—The Siege Continues: The PCs are now under siege and must fight off another guardian—a spirit naga sorcerer. The walls of the heart beat stronger, potentially pushing PCs too close to the walls into the pool of acidic blood at the bottom of the chamber.

Encounter 6—The Mind Assaults: After several rounds in which to heal up, the final assault begins. A mindflayer and its half-illithid lizardfolk brood emerge from a protective bubble that floats up from the pool of acidic blood.

Conclusion: If the PCs survive the many assaults, the heart stops beating. They emerge victorious, knowing that the Green King remains trapped in the Astral Plane.

Encounter 1—Through the Dire Wood (EL 10)

The PCs journey through the Dire Wood, guided by the map provided to them by Otar. The terrain is chaotic and changes around every bend. Even the weather itself seems to change on an hourly basis, with frequent rainstorms, followed by chill winds, and even stranger phenomenon. Make sure that you emphasize the fact that the normal rules of nature do not apply within the Dire Wood, keeping everyone on their toes.

Read or paraphrase the following:

The rumors that you heard about the Dire Wood prove true. The landscape is confusing and seems to change with every step. Dead trees intermingle with enormous specimens that seem to reach out at you as you pass by. The weather switches from warm and pleasant, to cold and cloudy in the span of minutes, sometimes producing regular rain, intermixed with snow, and occasionally odder substances, such as dust, oil, and even something that resembles blood.

Despite the chaotic terrain, the map seems to hold true to its word, although you do find yourself having to backtrack from false paths on occasion when trees swallow up the slender trail. According to the map, Karse is a day's journey through the tortuous terrain of the Dire Wood.

You move down a gentle slope and find yourself walking along a pleasant looking stream, with grand deciduous trees splayed out in the sun. The pathway seems clear here, and the trail reveals that numerous creatures used it in the recent past.

In reality, the PCs came under the scrutiny of a band of wild elves loyal to the Green King himself, charged with protecting the Dire Woods, and thus Karse, from the expected interlopers. The wild elves tracked down the PCs upon entering the woods and tailed them from a distance, before deciding on laying an ambush for them on the path beyond. In order to lure the PCs into a prime place for attack, the elves' leader, a powerful sorcerer named Genrah, uses a *hallucinatory terrain* spell to make the landscape seem more hospitable, and thus the easier path to take through the Dire Wood. However, the land

around the PCs is fraught with danger—trees that spontaneously catch fire and a small stream of boiling oil.

If the PCs successfully negate the *hallucinatory terrain* from a successful Will save (DC 18), or when the PCs enter into the area indicated on the map, the wild elves attack. When this happens, read or paraphrase the following:

As if a veil lifts from your eyes, the terrain suddenly shimmers and reveals a much more horrific sight. Instead of the tranquil glade you believed you were walking through, the landscape transforms into a forest of stark trees. The placid stream reveals itself to be composed of some sort of boiling tar or oil, bubbling and releasing gouts of steam and heat waves. Much to your surprise, some of the gnarled, blackened trees around you periodically burst into flame, crackle for a few moments, and then extinguish themselves, apparently without harming the tree itself. A flicker of movement in the trees reveals someone or something lurking within. The whiz of an arrow through the air reveals that you're fallen under an ambush.

Chaotic Terrain

The chaotic, unpredictable terrain of the Dire Wood makes the very land dangerous to traverse. The area in which the wild elves chose to ambush the PCs is such a place, with trees that spontaneously catch fire and a stream of boiling oil next to the combat zone. Described below are the rules for dealing with this unusual terrain.

Flaming Trees: Once every 1d4 rounds, all of the trees shown on the map burst into intense flame, producing a swath of fire that radiates 5 feet from each one (use the square where the trunk lies as the center of the effect—that square and all adjacent squares burst into flame). A creature standing on the square or adjacent to the tree's square 2d6 points of fire damage per round. The fire lasts for 2 rounds before completely extinguishing—the trees are blackened and twisted, but apparently suffer no other ill effects.

Stream of Boiling Oil: The stream, as indicated on the map, consists of slow moving, boiling oil. A creature standing five feet away from the stream takes 1d4 points of fire damage per round. Splashing or touching the oil deals 1d6 points of fire damage per round and complete immersion deals 3d6 points of fire damage per round—creatures also risk the chance of drowning (see p. 304 in the *Dungeon Master's Guide*).

➤ **Genrah, Wild Elf Sorcerer 9:** hp 33; see Appendix 1.

➤ **Shouiss, Wild Elf Ranger 3:** hp 18; see Appendix 1.

➤ **Aker and Mentiea, Wild Elf Barbarians 2 (2):** hp 16, 15; see Appendix 1.

Tactics: The reason the landscape looks so pleasant, is due to Genrah previously casting *hallucinatory terrain* to lure the PCs into the ambush. Having tracked the PCs for several miles, they had time to prepare for their attack. Completely loyal to the Green King's wishes, the wild elves fight to do the death. The following indicates

what the wild elves had done to prepare before the ambush:

Genrah (sorcerer): Cast *hallucinatory terrain*. Cast greater *invisibility*, *mage armor*, and *shield* on self. Consume potion of *cure light wounds* and *protection from good*. Cast *blur* on Shouiss (ranger). Release familiar to deliver *shocking grasp* on closest target. Remain 30 feet or more in the air, and casting appropriate offensive spells at targets as they become accessible. Genrah's statistics reflect the fact that he consumed the potions beforehand.

Shouiss (ranger): Consume potions of *jump* and *protection from good*. Stay within cover, pelting targets with arrows. Shouiss's statistics reflect the fact that he consumed the potions beforehand.

Aker and Mentiea (barbarians): Consume potions of *bull's strength* and *protection from good*. Apply potions of *magic weapon* on falchions. First round of combat: shoot arrows at nearest target. Second round: throw thunderstones. Third round: go into rage and charge nearest targets. Remain in combat, consuming potions of *cure light wounds*, when it's safe to do so. The statistics for Aker and Mentiea reflect the fact that they both consumed their potions beforehand.

Treasure: *bracers of armor +2*, *ring of protection +1*, *cloak of charisma +2*, 7 potions of *cure light wounds*, potion of *remove fear*, scroll of *flaming sphere*, scroll of *ray of enfeeblement*, 2 scrolls of *shocking grasp*, scroll of *summon monster II*, wand of *magic missiles* (1st), *cloak of resistance +1*. Besides their adventuring equipment, the wild elf leader, Genrah, carries fist-sized, round green gem. This object—*Velundail Key* is a specially crafted object created by the Green King to open sections of Karse to his minions, replicating a small set of powers normally manifested by *coalescence of scorn*. The PCs will need this object to enter the ruins of Karse.

The *Velundail Key* is not without its danger. Keyed to the minions of the Green King, the key resists use or even possession by other creatures. When one of the PCs physically touches the key they hear a slithering-serpentine voice call out in common "Attack all those who would enter Karse without the permission of Guev'Ressunvee." This triggers a Will save (DC 19, which takes into account the PCs +2 bonus for taking action against its nature). If failed, the PC comes under sway with a *dominate person* effect that lasts 20 days. Since the PCs' attentions are clear, the affected PCs attack his or her companions immediately.

Development: If the PCs kill all the elves, they may proceed to Karse as planned. On the chance that they manage to capture one or more of the elves alive, they may choose to interrogate them. Doing so requires an opposed Intimidate check. If the PCs succeed, they find out little, other than the fact that the wild elves are servants of the Green King, charged with protecting Karse at all costs. Only Genrah knows the danger of the *Velundail Key*, and if he is intimidated, he warns the PCs of its ability to *dominate person*. He also knows the answer to Karsus's riddle, but only gives that information up if the check is failed by five or more.

The captured elf or elves directs the PCs on the safest route to Karse if forced to do so (as they assume the PCs are incapable of figuring out how to open the doorway at Encounter 2—The Doorway below), but immediately try to attack the PCs (fighting to the death) or escape their bonds if the PCs manage to get the door open.

Encounter 2—The Doorway (EL 7+)

The map finally leads the PCs through the worst of the forest. At its end Karse, the butte of reddish-rock that makes up the remains of the fallen Netheril arcanist Karsus. The butte rises up out of the forest, making it easy to spot from many miles away. Fortunately for the PCs, they encounter nothing else along the way that hinders their journey.

When the PCs arrive at the base of the butte, read or paraphrase the following:

The buttelike ruin of Karse rises ominously into the air, standing out as the only landmark of note in the endless dead and twisted trees of the Dire Wood. The pathway leads directly to the base of the reddish-rock monolith. The air is deathly still around here—no wind, no sounds of animals, just stillness.

The stone in front of you boasts an enormous 20-foot tall, bas-relief face carved into it. The face, an ugly man twisted in pain, has its eyes and mouth closed.

The mouth of the face (when opened) is the entrance into the butte and the Heart of Karsus beyond. In order to get the mouth to open, the PCs must solve a riddle that opens up the eyes and an outer layer of the mouth, which reveals more of the depressions. Then, the PCs must solve the face's riddles and use the *Velundail Key* as a key to move to the next stage.

The face does nothing unless a PC approaches within 10 feet. Once that happens, the eyes and an outer layer of the mouth open up. The face animates and recites the following, through a permanent *magic mouth* spell.

When this happens, read or paraphrase the following:

As you approach, you are startled when the eyes open up with a terrible grinding noise and fix upon you. A rumbling voice, like stone rubbing on stone, fills the air.

"Karsus has fallen from the skies. The power he sought, stolen from his very grasp. His left eye sees his hated foe far behind him." As soon as this is said, a smooth, round depression, roughly the size of a grapefruit opens up in the middle of the face's left eye.

"His right eye gazes upon those who would intrude upon his slumber." A similar depression then opens up in the right eye. "Which does Karsus hate more? Speak of it and place the key within."

The eyes are 20 feet up in the air, requiring a Climb check (DC 15) to reach them.

Hint: An Intelligence check (DC 20) reveals that the *Velundail Key* is the exact shape and size to fit in the depressions during this encounter.

The Solution: A Knowledge (religion or arcana) check (DC 25) reveals that Karsus' most hated foe was Mystryl, whom Karsus attempted to steal all the power of the Weave for himself. In order to move to the next point, a PC must say the word "Mystryl" then place the *Velundail Key* inside the depression within the left eye. If a PC is foolish enough to touch it with bare skin, he or she must succeed another Will save or be *dominated*.

Whenever a PC successfully inserts the *Velundail Key* the correct depression, read or paraphrase the following text before moving to the next stage:

The Velundail Key slides easily into the hole and releases a brief pulse of white light. It remains within the slot for a moment then slowly rolls out for you to catch it.

The eyes of the face are 20 feet above the ground, requiring a Climb check (DC 15) to reach it. If the PC places the *Velundail Key* in the right eye or fails to say the word "Mystryl" before placing it in the left eye, he triggers a trap. If the PC manages to Disable the trap and places the stone in the left eye, the next event occurs anyway (see below).

➤ **Acid Fog Trap:** CR 7; magic device; sound/touch trigger; automatic reset; spell effect (*acid fog*, 7th-level wizard, 2d6 acid/round for 11 rounds); Search DC 31; Disable Device DC 31.

If the PC that activated the trap previously climbed the wall up to the eyes, he must make a Reflex save (DC 15) or fall off the face, taking 2d6 points of damage.

Once the PC successfully defeats the first part, the voice speaks again. Read or paraphrase the following:

The gravely voice speaks again. "The tears from his left eye fall for the power that corrupted him." Another depression, the same size as the ones situated in the eyes, opens up beneath the left eye. "The tears from his right eye fall for the humanity he left behind." This time, a depression opens beneath the right eye. "Which does Karsus weep for most? Speak of it and place the key within."

Solution: A Knowledge (religion or arcana) check (DC 25) reveals that Karsus cared little for his own humanity, having attempted to become a deity by stealing Mystryl's power. The correct answer is to say the word "power" and place the *Velundail Key* in the left "tear." The same rules for placing the stone in the depression, disabling the trap beforehand, and falling if the trap activates apply as above.

➤ **Chain Lightning Trap:** CR 7; magic device; sound/touch trigger; automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 27; Disable Device DC 27.

If PC successfully defeats the second puzzle, the voice speaks for the final time. Read or paraphrase the following:

A grinding noise comes from the mouth of the face now, matching the words that fill the air. "The words that come from his mouth shatter the heavens with spite. Speak the name of my spite and you may enter."

The mouth opens up to make a 10 foot tall archway, flush against a smooth red wall immediately behind it. A single depression is situated in the middle of this wall before you.

Solution: The correct answer for this is to say the words "coalescence of scorn" and place the *Velundail Key* within the slot. If the PC fails to say the words before inserting it into the depression, the final trap is triggered.

✦ **Evard's Black Tentacles.** CR 7; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 7th-level cleric, 1d4+7 tentacles, Atk +7 [1d6+4 tentacle]), multiple targets (up to six tentacles per target in each of two adjacent 5-ft. squares); DC 14 Reflex save for half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

The mouth is at ground level, so the PCs do not have to climb to reach it. The last trap only activates once (though see below), but the PCs can try various words and phrases without triggering it again until they say the correct phrase. The PCs can "reset" the face (and all the traps) by moving everyone more than 10 feet away from the face and then moving back in its proximity.

If the PCs successfully complete the final stage, read or paraphrase the following:

The Velundail Key shimmers brightly when placed inside the depression. The wall shudders, causing dust to fly everywhere, before sliding slowly into the side of the rock wall. Just before the coalescence of scorn travels irretrievably beyond the wall, it slides out of the depression and falls to your feet, safe from harm.

The open doorway reveals a tunnel of rough-hewn walls extending far off into darkness.

Encounter 3—Travel to the Heart (EL 10)

Once inside the actual butte itself, the PCs find themselves traveling through strange corridors. The walls are smooth, slightly spongy to the touch, and exude a faint, black substance reminiscent of almost dried blood. The tunnels are completely dark and the PCs must rely on torches, darkvision, or magical means to make their way through.

Read or paraphrase the following:

Moving through the doorway, you find yourself entering into a dark, rough-hewn tunnel. After a few dozen feet, the walls and floor slowly change from regular stone to an odd, spongy substance that pulls on your feet slightly as you walk. They smooth out and look more organic than regular stone, and exude a black, oily substance, with a faint, metallic scent, mixed with decay.

A successful Heal check (DC 15) reveals that the substance is similar to nearly dried blood. In fact, this is the "blood" of Karsus, long since dried when his body fell from the heavens to its present location. The substance is disgusting, but harmless.

The tunnel's shape becomes rounder and smoother the farther that the PCs travel. A Search check (DC 15, stonemasonry ability applies) notice that the tunnel is gradually descending below ground, into the central portion of the butte itself.

Note: While the playmat shows the encounter area directly behind the butte-face, the encounter area is far deeper down.

After 200 feet of travel, the PCs enter into a portion of the tunnel where the walls are much more porous and flesh-like than the norm. Make each of the PCs make a Listen check (DC 25). Success reveals a very faint, slow, repetitive booming noise coming up from the tunnel (the sound of the Heart of Karse, beating extremely slow).

Some of the Guev'Ressunvee's brood, a band of half-green dragon troglodytes, lies in wait for intruders. They merged into the soft walls and entered into a strange, dreamlike torpor (thanks to the Green King's magic) and serve as guardians against those that might enter into Area #X, the Heart of Karse.

Read or paraphrase the following:

After a while, strange opaque bumps, almost resembling cysts or pustules, stick out slightly from the walls. The air in here is noticeably foul and pungent. In the gloom, you hear a sickening sound, like flesh being torn apart. Suddenly, hideous, lizardlike creatures emerge from the strange cysts in the walls, brandishing wicked looking javelins. The scent, simply foul before, becomes overwhelming with their stench.

Seven half-green dragon troglodytes—some of the Guev'Ressunvee's brood, charged with protecting the Heart of Karse at all costs—attack the PCs.

✦ **Half-dragon (green) troglodytes (9):** hp 45 each; see Appendix 1.

Tactics: The half-green troglodytes wait until the PCs are directly in between all the cysts before emerging (a move action), in order to flank them. The nearest troglodytes release their breath weapons immediately, before moving in to attack (being immune to acid, they are unconcerned if their allies are caught in the blast). The remaining troglodytes release their breath weapon, throw javelins, and then dive into melee. They fight to the death and never retreat.

Treasure: 280 gp, *potion of cure light wounds*.

If the PCs manage to defeat the half-dragon troglodytes and investigate the cysts, they discover that they go nowhere—simply cocoons built into the bizarre, flesh-like substance of the walls themselves.

Continuing down the tunnel, the PCs travel another 100 feet before coming upon the entrance to the Heart of Karse itself. The booming noise described above is now readily apparent (no Listen check required).

Read or paraphrase the following:

Traveling another hundred feet through the odd tunnel reveals the first opening that you've encountered. A faint, shimmering red veil covers the opening. Beyond that, you make out a very large chamber, like a cave. A faint, rhythmic booming noise rolls out from the chamber. The room glimmers with faint light, emanating from something on the floor, just beyond your sight.

The Heart's Barrier

The barrier separating the tunnel from the Heart of Karse is actually quite harmless—to a degree. Anyone that passes through the barrier feels a slight tingling sensation, but nothing else. In truth, the barrier helps contain the magic of the Heart from spilling out into the rest of the world. A character may pass part of his body back and forth through the barrier with no difficulties. However, once a PC moves entirely through the barrier, he finds that he is unable to pass back through the barrier at all. This one-sided barrier is the equivalent to a *wall of force* (20th level caster). A *disintegrate* spell knocks the barrier down for one round before it reestablishes itself. Any creature standing in the doorway when this happens is shunted to an adjacent square (50% chance to determine which side) and takes 2d6 points of bludgeoning damage. The barrier then functions exactly as described above.

The walls of the Heart possess the same protective barrier as that guarding the entrance. Creatures capable of burrowing (such as the half-green dragon bullette below) may move into the heart, but not out of it. The loyalty of the Green King's servants is such that they willingly trap themselves inside the Heart in order to protect the PCs from succeeding in their goal.

In addition, once inside the Heart of Karse (see below), any *teleportation* magic (including *dimension door*) to pass beyond the heart automatically fails—the power of the heart prevents those from entering from leaving, unless they stop the Heart from beating (the conclusion of the adventure). This sort of magic functions normally, however, as long as the character moves within the confines of the Heart itself, but not past it.

What if Someone Doesn't Go In?

There is a chance that one or more of the PCs choose to remain outside the barrier during the next encounter (or beyond). If a PC remains outside by the time the bullette attacks in Encounter 4, below, he gets attacked by two additional half-dragon troglodytes (see Appendix 1) every 2d4 rounds until driven into to barrier. As punishment, those troglodytes present when the PC passes through the barrier, follow through, presenting more of a challenge for the adventurers. If all the PCs pass through the heart's barrier, no additional troglodytes arrive.

Encounter 4—In Heart of Karse

The PCs are now essentially trapped inside the Heart of Karse, unless they manage to defeat the many guardians and allow the *coalescence of scorn* time to stop the Heart of Karse from beating.

Read or paraphrase the following:

The interior of the chamber possesses an odd shape. After closer observation, it looks like the inside of a massive heart more than a mere cavern. The walls are composed of the same fleshy material found in the corridor and covered with a thin layer of the omnipresent black goo. Numerous ledges rise up from the floor and line the walls and two "bridges" crisscross a broad pool, filled with the same mysterious substance—in this light, it shimmers like blood. The chamber reeks with the smell of decay and drying blood.

You can now tell the source of the mysterious booming noise that you heard earlier. The walls of the chamber beat in and out in a slow, rhythmic manner, like an extremely lethargic beating heart. The sound is loud, making conversation difficult, but not impossible. The walls push inward in a menacing manner, causing the room to shrink and revert to its previous size with the same pattern as a heartbeat.

Once the PC holding the *coalescence of scorn* enters into the Heart of Karse, read or paraphrase the following:

After a minute or so, a faint light flickers from the coalescence of scorn. In the matter of a few moments, this pulsing catches up and mimics the same pattern as the beating of the chamber walls—somehow, and for some inexplicable reason, they now beat in synch.

The chamber that the PCs find themselves in resembles the interior of a heart. The walls are smooth and comprised of the same fleshy substance found in the corridor in Encounter 3—Travel to the Heart. Numerous ledges and ramps line the walls and crisscross over a broad, shallow pool in the center. The map indicates portions that are clear beneath the ramps, where a creature can move freely underneath. This pool contains the same blackish, oily substance (The "blood of Karsus") found on the walls—it is 5 feet deep and contains a powerful acid. Touching or splashing the blood causes 1d6 points of acid damage per round. Full immersion in the pool causes 3d6 points of acid damage per round and creatures that stay under for too long risk the chance of drowning (see p. 304 in the *Dungeon Master's Guide*). The acid is sticky and continues to burn for an additional round before becoming inert if touched.

The Beating Heart

Three rounds after the PCs enter the chamber, the walls of the Heart begin beating louder and more rhythmically—the power of the magic item awakened the heart. During this encounter, the walls of the heart push in by 5 feet every even round and return its normal

position on every odd turn. The beating noise is loud, but does not interfere with conversation or casting spells.

Creatures that stand beside the wall when it pushes into their square are automatically pushed five feet into the adjacent square (as the entire wall moves, no Strength check prevents this from happening). A creature that is pushed over a ledge must make a Reflex save (DC 20) or fall off the ledge.

The heights of the ledges are indicated on the map and a character that falls on the floor suffers falling damage as normal. Creatures that fall into the pool take acid damage as described above (see falling into water, p. 303 of the *Dungeon Master's Guide* for special damage rules).

Nothing happens for 20 minutes, allowing the PCs time to investigate the interior of the Heart of Karse, heal up, or do anything else necessary. Other than the pool, the ledges, and the odd beating of the walls, the room is safe. However, a Search check (DC 15) reveals numerous bones protruding from the flesh-like walls—the bones of previous interlopers being slowly consumed by the heart itself. In addition, they find a few bits of treasure that haven't been absorbed by the Heart yet.

Treasure: potions of *cure light wounds*, 1 potion of *cure medium wounds*, cloak of resistance +1.

The Second Guardian

After 20 minutes has elapsed. The PCs are attacked by the first of many guardians—a half-green dragon bullette now alerted to the faster-beating Heart of Karse. It spends most of its time in a cyst, similar to the ones located in the corridor that protected the troglodytes. Upon awakening, it burrows through the wall of the heart at any point that you feel it gets the biggest advantage. The wall then self-heals within 1 round, leaving no trace of a hole.

Once the appropriate amount of time has passed and the bullette attacks, read or paraphrase the following:

You detect a faint tremor that is out of synch with the continuous beating of the Heart's walls. The tremor gets louder and louder and then you spot a hole being torn through the wall itself. A terrible, bullet-shaped creature emerges from the walls with a deafening roar. Its armor-plated skin is a curious blend of sleek silver and green scales. Spiny frills adorn its head and with a snap, two enormous wings unfurl, allowing the creature to take to flight.

➤ **Half-dragon (green) bullette:** hp 101; see Appendix 1.

Tactics: The half-dragon bullette burrows through one randomly chosen wall. Because it is capable of flying, it immediately takes to wing and uses its leap ability to crush an opponent, then spend a round making a full attack, before flying again to attack another opponent in a similar fashion. It uses its breath weapon on the strongest looking opponent. It makes bull rushes against any target that is within five feet of a ledge beside the acid pool, hoping to knock the PC into the blood. Because it is

immune to acid, it may also attempt to drag a PC into the pool. The half-dragon bullette fights to the death.

Encounter 5—The Siege Continues

If the PCs manage to defeat the half-dragon bullette, they have another ten minutes before the third guardian, a spirit naga bound to the Green King, attacks. Allowing them a moment to perform healing magic and prepare for the siege that is coming.

The walls of the Heart beat at a more furious pace now, extending a full 10 feet from their original position. See above for rules on how to handle this if creatures get too close to them.

Vamran, a spirit naga, emerges from her cocoon situated far back in the corridor (the cocoon was too far merged into the wall to be noticeable) and is summoned only if the other guardians fail in their task. She slides *invisibly* through the barrier at the entrance, which causes a slight shimmer (Spot check DC 20 to notice). Once situated for a proper assault, she first harangues the PCs before attacking.

Read or paraphrase the following, if the PCs fail to spot her:

It's obvious now that you are trapped inside the walls of the Heart of Karse.

The beating of the heart becomes more furious and the walls of the heart move in and out a full 10 feet now. The thunderous pounding noise fills your head and the coalescence of scorn shines brighter with every pulse of the Heart around you.

A hissing, evil voice fills the air from somewhere. "Interlopers! You dare enter the sacred chamber uninvited. The Heart of Karse beats in anger. Do you not know that you will fail in your quest? Soon, the Green King will emerge from his exile and bring ruin to your world!"

The voice trails off, followed by the chants of arcane magic. The chamber begins to fill up with a massive swarm of insects that appear from seemingly nowhere. The insects surge towards you.

Once Vamran does something that negates her *invisibility* (such as make a melee attack or cast a spell that targets a PC), read or paraphrase the following:

A loathsome serpent creature winks into existence before you, it's black body ending in an inhuman face with stringy hair and a forked tongue.

➤ **Vamran, female spirit naga sorcerer 1:** hp 82; see Appendix 1.

Tactics: Before the Vamran enters into the Heart of Karse, she takes two rounds to cast *divine favor*, *invisibility*, *protection from good*, and *see invisibility* on herself. Once she passes through the barrier, it chooses the best location to launch its assault (when its *invisibility* goes away). When revealed, she casts *insect swarm*. She casts *fireball* and *lightning bolt* at the closest

cluster of PCs and then makes use of additional spells and melee attacks as they become appropriate. Vamran's statistics reflect these spells being previously cast.

Treasure: *eyes of the eagle*, *ioun stones* (pink and green, dusty rose), *potion of cure moderate wounds*.

Encounter 6—The Mind Attacks

Once the PCs defeat the spirit naga, they have precious little time before the final wave of defenders enters the Heart of Karse—5 minutes for healing magic and other important tasks.

Read or paraphrase the following:

The Heart beats at a ferocious pace now and the thundering sound is almost deafening. It's impossible to talk and be heard. If you don't get out soon, it's likely you'll go mad from the sound.

The walls of the Heart continue to beat at a faster pace, although they do not extend any farther than the 10 feet described in Encounter 5—The Siege Continues, above. The sound from the beating is now so loud that regular conversation is impossible. Any spell that possesses a verbal component can only be cast with a successful Concentration check (DC 15) or be wasted.

The final wave of guardians includes a mindflayer and four of its half-illithid lizardfolk brood. The lizardfolk arrive into the chamber through a cyst that rises up from the acidic pool, next to the one edge. The mindflayer emerges the same round on the opposite side of the pool.

When the first cyst rises from the pool, read or paraphrase the following:

Two strange bubbles rise slowly up from the edge of the pool of black blood. Similar to the strange cysts you saw out in the corridor, these translucent bubbles appear to have something inside them. With a sickening tearing sound, the bubbles collapse. From one of the bubbles, four horrific lizard creatures leap onto the bank of the pool. Their faces are hideous abominations—four long, writhing tentacles extend at you greedily. A single figure steps from the second deflated bubble. This humanoid is similar to the others, with an octopoid-like face and gray, rubbery skin. It's fine clothing drips with the ichor from which it emerged.

➤ **Mindflayer:** hp 44; see *Monster Manual* p. 187.

➤ **Half-illithid lizardfolk (6):** hp 15, 15, 13, 13, 12, 11; see Appendix 2.

Tactics: The half-illithid lizardfolk leap out on to the bank and attack in pairs. One member of the pair releases its *mind blast*, while the other closes in to close combat. The mindflayer immediately *levitates* and concentrates its *mind blast* ability at the strongest looking PCs.

Note: At this point if the group trying to place the *coalescences of scorn* has already in defeating the beholder and reuniting that object with the last manifestation of Karsus failed (or this group of

adventurers has no linked group assaulting the Mind of Karsus), this group of foes has the *coalescence of scorn* with them. If the illithid and its half-breeds defeat the PCs, they then absorb the *coalescence of scorn* with the heart, opening the portal that allows the Green King to once again enter the Realms, and the PCs' have failed their task.

Conclusion

If the PCs are successful, then the ultimate success of the mission rests with the other table. Congratulate the players on their own success, and answer the adventure questions.

Adventure Questions

DUNGEONS & DRAGONS CAMPAIGNS (of which LEGACY OF THE GREEN REGENT is that program's first offering) tracks character progress digitally. At the adventure's end, you report what the characters did, by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points (XP) and gold piece (gp) value increase each character gains.

At the end of this adventure, you'll find the RPGA Session Tracking form, tailored for this adventure. On the section titled "Adventure Questions" fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not the PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn the XP that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make that decision, because you are the DM.

For traps, PCs get experience points just for encountering them, whether or not they have been disabled.

1. Did the PCs defeat the wild elves outside the ruins of Karse?

- a. Yes.
- b. Some but not all.
- c. No.

2. Did the PCs gain entrance into the ruins of Karse butte easily?

- a. Yes. They answered all the questions correctly.
- b. Yes, but they stumbled on some questions.
- c. Yes, even though they didn't answer a single question correctly the first time. They had to "reset" the face to continue.
- d. No.

3. Did the PCs defeat the half-dragon troglodytes?

- a. No.
- b. Most but not all.
- c. Yes.

4. Did the PCs defeat the half-dragon bulette?

- a. Yes
- b. No

5. Did the PCs defeat the spirit naga?
- a. Yes.
 - b. No.
6. Did the PCs defeat the illithid and its kin?
- a. Yes.
 - b. No.
7. Were the PCs ultimately successful in their mission?
- a. Yes.
 - b. No.

MIND OF KARSE

Adventure Summary

This section of adventure begins with the PCs approaching the butte of Karse in their quest to reunite the coalescence of scorn with the Mind of Karsus and stop the Green King from entering the Realms.

Encounter 1—Guards at the Gate: Outside the Karse, the PCs must deal with the sentries of the Green King, and gain entrance into the ruins proper, but entering a battle of wits with the visage of Karsus.

Encounter 2—Paths Bound By Force: Inside the twisting ruins outside the Mind of Karse, the PCs find twisting corridors segregated by glowing walls of force. The visage of Karsus appears again to warn the PCs that there are tests they must pass in order to gain entrance into the Mind.

Encounter 3—Questions of the Neversleeping Eye: The PCs encounter the remains of one of Karsus's minions in the form of a giant, inquisitive eye. The eye gauges the PCs' intentions, and gives them a lesson on the value of truth.

Encounter 4—?

Encounter 5—Ambush: The Green King sends his minions to stop the PCs. Flayers and a gruesome construct track the PCs down in the ruins.

Encounter 6—?

Encounter 7—Arcane Guard: The last of Karsus's guards protect the interest of their masters, which may mean coming to the aid of the PCs.

Encounter 8—Mind of Karsus: The PCs find Karsus's mind fixated on the last moments of his life. They also find it is haunted by a very real and very dangerous beholder.

Conclusion: If the PCs are able to defeat the beholder haunting the Mind of Karsus, and reunite the phantasm of the archmage with the *coalescence of scorn*, their mission completed and they are victorious.

Encounter 1—Guards at the Gate (EL 13+)

Following the map given to you by Otar, you navigate the alien landscape of the Dire Wood. The rumors that you heard about the Dire Wood prove true. Its terrain is confusing and seems to change with every step. Dead trees intermingle with enormous specimens that seem to reach out at you as you pass by. The weather switches from warm and pleasant, to cold and cloudy in the span of minutes, sometimes producing regular rain, intermixed with snow, and occasionally odder substances, such as dust, oil, and even something that resembles blood.

Despite the chaotic terrain, the map seems to hold true to its word, although you do find yourself having to backtrack from false paths on occasion when trees swallow up the slender trail. According to the map, Karse is a day's journey through the tortuous terrain of the Dire Wood.

Then in the distance you see it—the strange glassy and mangled butte that is Karsus. It juts out like a mountain over the tree line, but it looks unnatural, foreboding, it is not a thing made of nature.

Before long you find yourself at the foot of Karse. A game trail, recently traveled by elves, men, and monster alike winds its way up to a strange formation on the butte face. In front of it are three large green crystals jutting out of the forest floor.

Players who played *XGR-3 Undermountain* may recognize the crystals. They are *Eyes of Guev*—strange crystals that not only give sight to Guev' Ressunvee onto this place, but also allow him to summon allies to the area.

Within moments of the PCs spotting the *Eyes of Guev*, each crystal glows brightly, and from each eye steps a bone devil.

☛ **Bone Devils (3):** hp 109, 103, 95; see *Monster Manual* pages 52–53.

Tactics: The bone devils' first action is to *summon* in more bone devils. Any bone devils brought to this place are not considered summoned by the *Eye of Guev*, aren't bathed in the characteristic green radiance associated with that item, and don't leave the Material Plane if the *Eyes of Guev* are destroyed.

With those done, the bone devils attack the PCs, preferring hit and run attacks, by activating their *invisibility* spell-like ability and then attacking with their tail (gaining a +2 bonus to their attacks, and the defender loses any Dex bonus to AC). With their high Concentration they don't hesitate to activate their spell-like ability in combat, becoming invisible again the next round, only to strike with their tail the next round. The osyluths are patient and plodding in their attack, knowing that if they can draw the fight out, more of the Green King's allies will come to their aid.

Another tactic the bone devils may attempt is to activate their *silent image* spell-like ability, creating a false image of themselves, to attract warrior types, while the devils pick off mages and rogues.

Eyes of Guev. When the osyluths step out of the eyes they flicker in with a strange green luminescence that clings around them like fog. Characters with the Fzain's Diary story object can attempt Intelligence, or a Knowledge (arcana) check (DC 15) to remember something of this strange aura from the notes of Orllbar's imperceptor. If successful read the following:

In a section of Imperceptor Fzain's diary she relayed a powerful sending used by the Green King to send allies quickly. When the allies came, they were covered in a strange green nimbus that hung to their bodies like arcane mist. The sending needs a focus though, usually a powerful gem, and if the gem is destroyed, the allies are banished back to their place of origin.

Destroying an *Eye of Guev* not only banishes the bone devil that step through it, but destroying the eye is no easy task. It has a hardness of 10 (5 for bludgeoning weapons), and 100 hit points. Sonic attacks do double damage to the crystals and shatter spells do damage to the eyes as if they were crystalline creatures.

Worse still, every 10 rounds Guev'Ressunvee can send another bone devil through one of the eyes. If the PCs have already defeated the first wave of bone devils, and have moved to the butte-face or beyond, the bone devil follows to track down the PCs. To stop this progression of bone devils, the PCs will have to smash all three crystals.

Development: Once the PCs have defeated the bone devils, they must gain entrance into Karse. Just beyond the *Eyes of Guev* is the entrance in the following form:

The stone in front of you boasts an enormous 20-foot tall, bas-relief face carved into it. The face, an ugly man twisted in pain, has its eyes and mouth closed.

The mouth of the face (when opened) is the entrance into the butte and the Mind of Karsus beyond. In order to get the mouth to open, the PCs must solve a riddle that opens up the eyes and an outer layer of the mouth, which reveals more of the depressions. Then, the PCs must solve the face's riddles and use the *coalescence of scorn* as a key to move to the next stage.

The face does nothing unless a PC approaches within 10 feet. Once that happens, the eyes and an outer layer of the mouth open up. The face animates and recites the following, through a permanent *magic mouth* spell.

When this happens, read or paraphrase the following:

As you approach, you are startled when the eyes open up with a terrible grinding noise and fix upon you. A rumbling voice, like stone rubbing on stone, fills the air.

"Karsus has fallen from the skies. The power he sought, stolen from his very grasp. His left eye sees his hated foe far behind him." As soon as this is said, a smooth, round depression, roughly the size of a grapefruit opens up in the middle of the face's left eye.

"His right eye gazes upon those who would intrude upon his slumber." A similar depression then opens up in the right eye. "Which does Karsus hate more? Speak of it and place the key within."

The eyes are 20 feet up in the air, requiring a Climb check (DC 15) to reach them.

Hint: An Intelligence check (DC 20) reveals that the *coalescence of scorn* is the exact shape and size to fit in the depressions during this encounter.

The Solution: A Knowledge (religion or arcana) check (DC 25) reveals that Karsus's most hated foe was Mystryl, whom Karsus attempted to steal all the power

of the Weave for himself. In order to move to the next point, a PC must say the word "Mystryl" then place the *coalescence of scorn* inside the depression within the left eye. If a PC is foolish enough to touch it with bare skin, he or she must succeed another Will save or be dominated.

Whenever a PC successfully inserts the *coalescence of scorn* into the correct depression, read or paraphrase the following text before moving to the next stage:

The Velundail Key slides easily into the hole and releases a brief pulse of white light. It remains within the slot for a moment then slowly rolls out for you to catch it.

The eyes of the face are 20 feet above the ground, requiring a Climb check (DC 15) to reach it. If the PC places the *coalescence of scorn* in the right eye or fails to say the word "Mystryl" before placing it in the left eye, he triggers a trap. If the PC manages to Disable the trap and places the stone in the left eye, the next event occurs anyway (see below).

➤ **Acid Fog Trap:** CR 7; magic device; sound/touch trigger; automatic reset; spell effect (*acid fog*, 7th-level wizard, 2d6 acid/round for 11 rounds); Search DC 31; Disable Device DC 31.

If the PC that activated the trap previously climbed the wall up to the eyes, he must make a Reflex save (DC 15) or fall off the face, taking 2d6 points of damage.

Once the PC successfully defeats the first part, the voice speaks again. Read or paraphrase the following:

The gravely voice speaks again. "The tears from his left eye fall for the power that corrupted him." Another depression, the same size as the ones situated in the eyes, opens up beneath the left eye. "The tears from his right eye fall for the humanity he left behind." This time, a depression opens beneath the right eye. "Which does Karsus weep for most? Speak of it and place the key within."

Solution: A Knowledge (religion or arcana) check (DC 25) reveals that Karsus cared little for his own humanity, having attempted to become a deity by stealing Mystryl's power. The correct answer is to say the word "power" and place the *coalescence of scorn* in the left "tear." The same rules for placing the stone in the depression, disabling the trap beforehand, and falling if the trap activates apply as above.

➤ **Chain Lightning Trap:** CR 7; magic device; sound/touch trigger; automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 27; Disable Device DC 27.

If PC successfully defeats the second puzzle, the voice speaks for the final time. Read or paraphrase the following:

A grinding noise comes from the mouth of the face now, matching the words that fill the air. "The words that come from his mouth shatter the heavens with spite. Speak the name of the key and place it within."

The mouth opens up to make a 10 foot tall archway, flush against a smooth red wall immediately behind it. A single depression is situated in the middle of this wall before you.

Solution: The correct answer for this is to say the words "coalescence of scorn" and place it within the slot. If the PC fails to say the words before inserting it into the depression, the final trap is triggered.

✦ **Evard's Black Tentacles.** CR 7; spell; spell trigger; automatic reset; spell effect (*glyph of warding* [*blast*], 7th-level cleric, 1d4+7 tentacles, Atk +7 [1d6+4 tentacle]), multiple targets (up to six tentacles per target in each of two adjacent 5-ft. squares); DC 14 Reflex save for half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

The mouth is at ground level, so the PCs do not have to climb to reach it. The last trap only activates once (though see below), but the PCs can try various words and phrases without triggering it again until they say the correct phrase. The PCs can "reset" the face (and all the traps) by moving everyone more than 10 feet away from the face and then moving back in its proximity.

If the PCs successfully complete the final stage, read or paraphrase the following:

The coalescence of scorn shimmers brightly when placed inside the depression. The wall shudders, causing dust to fly everywhere, before sliding slowly into the side of the rock wall. Just before the coalescence of scorn travels irretrievably beyond the wall, it slides out of the depression and falls to your feet, safe from harm.

The open doorway reveals a tunnel of rough-hewn walls extending far off into darkness.

Encounter 2—Paths Bound By Force (EL 0)

Beyond the butte face, the PCs find caverns walled with glassy, supernatural stone. The caverns are dark, except where illuminated by the strange walls of force that segregate the caverns leading to the Mind of Karsus. The walls illuminate the passage out 20 feet.

Teleportation magic in this section of Karse is impossible—at least for the PCs; the fragmented will of Karsus denies that ability here, like the magic was denied to him when the Karsus Enclave fell.

Soon the passage forks off in two different directions.

One way winds its way to the left, and turning into the shadows. In front of you a wall of shimmering blue force blocks the passage.

The walls of force cannot be dispelled. Passage is granted to the sectioned-off areas by defeating a number of challenges found deeper in the passageways, as Karsus himself explains.

A face, similar to the one on the butte face appears on the ceiling. It speaks:

"Only the worthy can know the Mind of Karsus. Before one can approach the mind, four challenges must be faced. One is challenge of perception—are we what other see us to be? One is a challenge of talent—can we succeed by sheer will alone? One is a challenge of bluster—can we weather the cacophony of hate? And one is a challenge of honor—and only through honor can we progress."

The face then disappears.

From there the PCs should be off to the first challenge.

Encounter 3—Questions of the Neversleeping Eye (EL 0 to 9+)

At the far end of this chamber, staring out of the wall, there is what appears to be a huge, human-like eye. A light shines out from the eye as its iris and pupil dart around, as it looks briefly at each of you, before moving on to the next. The light ray does nothing but illuminated its target.

The eye in this chamber is all that remains of Andoris Deranthar, the former acanist who used to administer justice and hunt for spies on the Karsus Enclave. Called the "Neversleeping Eye" by his enemies (Knowledge [history] DC 30), he takes that form in the shattered remains of Karsus's consciousness.

Andoris's eye waits here to interrogate those who would enter on to the Mind of Karsus.

As in life, Andoris is highly protective of his master's secrets. He also had a talent for scrutinizing a person by what he saw, rather than what his subject said. He has retained a great deal of that gift. As the PCs approach he scrutinized them, what they wear, how they walk, and gains a surprising bit of knowledge about them. He can tell the class level of each, and their classes. He can tell their alignment, what gods they worship, their stats, and can identify all the magic items they carry openly.

Based on this scrutiny, he takes one of two stances with the PCs. If he sees the PCs as nothing more than thrill seekers (mostly neutral alignments filled with rogues, treasure-hunting wizards, and thrill-seeking warriors) he greets the PCs with the following. It comes to each PC through telepathy in a hollow and rumbling voice.

"I see you, and what I see are base adventurers and defilers; those who would know the Mind of Karsus to

increase your own power. What say you to my charges?

More idealistic groups (filled with good characters, paladins, pious clerics, and driven do-gooders) get a warning.

"I see you, and what I see are fools guided by word of flawed beings. You obviously believe that knowing the Mind of Karsus would serve some greater good, but you are wrong. There is only folly here. Turn back now!"

Andoris administers the first test to the PCs. They must convince him to let them pass on to the next test.

I will ask a number of questions. From those questions I will be able to tell if you are worthy enough to approach my master's mind. The number of questions you must answer is determined the answers to preceding questions, as questions often spawn other questions. Speak truthfully and you do yourself the greatest service.

Question 1: Who is the wisest among you?

The correct answer is whoever has the highest Wisdom score among the PCs (in case of ties, either PCs will do). Don't put any restrictions on the players when it comes to metagaming here. It's assumed that they know each other enough to figure out who the wisest is. Andoris wants to see if the PCs are generally dishonest, evasive, or ignorant—three states of mind that he feels require punishment.

If the PC who answered the question answered it incorrectly (through mistake or lie), and didn't successfully bluff Andoris, is attacked with an eye beam (+20 ranged touch attack) that has the same effect as a maximized *touch of idiocy* cast by a 20th-level caster (lasting 200 minutes).

If the PC answered the question correctly, go to "Question 4." If they didn't, go to "Question 2."

On the off chance Andious misses with the ranged touch attack, he moves on to the next question, rewarding the fast moving and fast thinking PC.

Question 2: Who is the smartest among you?

This is a follow-up to the first question, has a similar answers (the PCs with the highest Intelligence) and similar—if not more drastic—consequences for a wrong answer. If the PCs answering answers wrong, it is attacked with an eye beam (automatic hit with its touch attack; even if the target is behind cover or concealed—the beam strangely penetrates all defenses) that has the same effect as a *feeblemind* spell (DC 22 Will negates; and like that spell, arcane spell casters take a –4 penalty on that save).

Those who make their save are not attacked again, as Andoris respects those of great will.

If the PCs answered this spell correctly, go to "Question 4." If they didn't answer it correctly, go to "Question 3."

Question 3: Who is the strongest among you?

This is the last of these types of questions that Andoris asks (as he thinks any rogue will answer falsely anyhow). The correct answer is the PCs with the highest Strength score. If a PC answers incorrectly, a third type of eye beam leaps forward (+20 ranged touch attack). This thin gray beam is a disintegrations spell (40d6 points of damage; DC 21 Fortitude for 5d6 points of damage).

If the PCs get this question wrong to, the voice of Andoris echoes loudly in their head (DC 18 Fort or be stunned for the next round):

Liars! If there is nothing I hate more, it's the ignorant. By all my power you will not pass to the Mind of Karsus!

At this point the only way to get through the first force barrier is by attacking and destroying Andoris's eye (see below).

Question 4: What is the greatest thing one can serve?

Andoris hinted to this answer in his preamble, and by way of his first few questions. He believes the greatest thing one can serve is truth. If the PCs get this answer wrong he chides them.

"There is nothing greater than truth. Answer me truthfully and I may allow you to pass."

He goes on to ask his final question (see "Question 5.")

If the PCs answer Karsus, his answer is longer. And is the wrong answer.

"I use to believe that, but I have learned the error of my ways. Karsus desired nothing but power. If you are honestly here to serve Karsus—which I doubt—than you have come to serve folly. The real great service is truth—something Karsus still has not discerned. I doubt you even know what that is. You shall not pass!"

If the PCs answer "truth," Andoris grants these words of warning:

In the service of truth, you many find the way. Answer my last question in that service and I may allow you to pass.

With that he asks his final question.

Question 5: Why do you seek to treat with the Mind of Karsus?

If the PCs are truthful about their mission, Andoris allows them to pass, and the first force wall comes down. Any other answer and the Neversleeping Eye does not allow them to pass, meaning that the PCs must destroy the eye to bring down the first force wall.

Bluffing Andoris: It is possible to bluff the Neversleeping Eye, but it's extremely hard to fool him. Each Bluff check against the eye is DC 35.

Attacking Andoris: It may become necessary for the PCs to destroy the Neversleeping eye to pass. The Neversleeping Eye has an Armor Class of 10 (thanks to a magical deflection bonus) and 100 hit points. It has a SR 25 and DR/5 magic. It cannot make saving throws. Once a round it shoots its disintegration ray at attackers, until it's destroyed. Once destroyed, the first force wall comes down and the PCs can proceed to Encounter 4.

Encounter 4—Proof of Folly

Once the force barrier collapses, allowing the PCs to move past, they find themselves facing a fork in the tunnel. The tunnel to the left is barred by another force barrier. This barrier collapses once the PCs complete the various challenges presented to them (see below).

Read or paraphrase the following:

The pathway to the right travels along for 20 feet before opening up to a small chamber, 15 feet long by 20 feet wide. An intricate symbol is etched along the entire floor, glowing in a faint blue light and emitting a low hum.

The symbol is actually a trigger that activates two spells: *teleportation circle* and *major image*. When two or more PCs enter within the symbol's perimeter, the major image activates. When this happens, read or paraphrase the following:

The chamber fills up with a bright blue light. After a few moments, the light dims and a figure materializes in the center of the room, composed of electric blue light. The figure appears to be a stern, older man with contorted features. He points a finger in your direction with menace. "You are fools for intruding. You are fools for trying to peer into my mind. And you are fools to think that you may succeed. Now you will discover your folly and what it means to be...alone."

For two of the chambers, two PCs find themselves completely alone. The other two PCs find themselves paired up with another member of the party (see below for how this works out).

For the chambers that have a single PC in them, read or paraphrase the following:

With that, the figure disappears and the lines on the floor glow brightly. There is a sudden flash and you each find yourselves in a separate stone chamber, roughly 20 feet long by 30 feet long, dimly lit by

small, glowing stones set in the walls. Your allies are nowhere to be seen in the small chamber.

Each PC has 2 rounds to explore the small chamber, which reveals nothing of importance. Once this time has elapsed, read or paraphrase the following:

In the gloom of the chamber, you catch a bit of movement in a corner. An eerie, ethereal voice fills the air. "Prove to me your worth. Prove to me your folly," it says. Another figure emerges from the corner and approaches menacingly.

At this point, each PC must fight a separate creature without the assistance of all their allies. The type of creature depends on what class each PC is. Barbarians, fighters, monks, and rangers find themselves in the "Fighter Chamber." Clerics and druids find themselves in the "Cleric Chamber." Rogues and bards find themselves in the "Rogue Chamber." Sorcerers and wizards find themselves in the "Wizards Chamber." In the case of multiclass characters, pick the chamber for the class that they have the most levels in.

Teleportation Madness

Because there are six PCs in the group, two of the rooms will have two PCs in it at a given time. The PCs remain in each chamber for 3 rounds, at which point, they are teleported into the adjacent chamber to the right. In cases where PCs were paired up, they are teleported to the last PC that was alone. In this way, the PCs must face a variety of creatures, where different tactics tests their strengths and weaknesses.

The Cleric's Chamber

The PC (or PCs) trapped in the Cleric's Chamber finds himself facing an avornal guardinal. The creature has been trapped by Karsus and manipulated to fight even good creatures.

➤ **Avornal guardinal:** 66 hp; see *Monster Manual*, p. 141.

The Fighter's Chamber

The PC (or PCs) trapped in the Fighter's Chamber finds himself facing an invisible stalker.

➤ **Invisible Stalker:** hp 52; see *Monster Manual*, p. 160.

Tactics: The invisible stalker makes hit and run tactics, taking advantage of its natural invisibility and flying capability.

The Rogue's Chamber

The PC (or PCs) trapped in the Rogue's Chamber finds himself facing a flesh golem, which lumbers out of a dark corner to attack him.

➤ **Flesh Golem:** hp 79; see *Monster Manual*, p. 135.

Tactics: The flesh golem simply charges at the closest opponent, lashing out with its fists.

The Wizard's Chamber

The PC (or PCs) trapped in the Wizard's Chamber finds himself facing a 6th-level drow wizard. The wizard uses an array of spells to assault his opponent.

➤ **Drow wizard 6:** hp 24; see Appendix 1.

Tactics: The drow wizard first casts *blink* on himself, followed by taking the potion of *spider climb* (thus allowing him to blink onto the walls and ceiling). He bombards the other wizard with *dispel magic* to lower his magic, followed by direct damage spells.

Development: If the PCs manage to defeat all the creatures, they are immediately teleported to the main room (including the corpse of any PC that died while fighting). The barrier to the upper right that previously blocked their path disappears, allowing them to move to the next Encounter, below.

Encounter 5—Ambush (EL 12)

Sometime after the PCs confront the challenges of Encounter 4 and before they enter the Mind of Karsus, a last ditch defense mounted by Guev'Ressunvee catches up with the PCs. The group enters from the forest outside and takes advantage of the downed force barriers to catch up with the PCs. Place this encounter where it would make the most sense, but not while the PCs are facing another challenge. It is best to save this encounter if the PCs decide to rest somewhere within the mind.

A large monstrosity, humanoid in shape and seemingly made from a patchwork of pieced together gray matter, shambles toward you. It's followed by two illithids.

The monstrosity is a brain golem; a viscous construct used the mind flayers.

Creatures: The hunting trio attacks the PCs with only one goal—annihilation of the threat the PCs pose to the Green King.

➤ **Mind Flayers (2):** hp 55, 50; see *Monster Manual* pages 187-188.

➤ **Brain Golem:** hp 100; see Appendix 2.

Tactics: When the group attacks, the brain golem leads, and *mind blasts* the PCs. The mind flayers wait to see who seems unaffected by the blast (delaying actions if necessary) and then attempt to affect those creatures with a suggestion that brain golem is the only enemy here. If successful, they move freely among the PCs until they attempt to attack with tentacles. If things don't go according to plan, none of the creatures are afraid of *mind blasting* the area with impunity.

Encounter 6—A Maze of Sound

Once the PCs move to the next encounter, read or paraphrase the following:

You discover yet another barrier stopping you from moving forward. There is a passageway to the right that leads off to the distance. There is a thin mist in

the corridor that gets thicker the farther along that you move.

The chamber is filled with a maze composed of *walls of force*. A mist is very thick inside the chamber (it seems to seem from the walls themselves), granting 50% concealment. Lurking within the walls are two destrachans, hiding in the mist at the far end of the maze.

Being invisible without the aid of magic, the PCs must make their way through the walls of force (the walls extend to the top of the ceiling, 20 feet above). When the PCs make their way to the halfway point of the maze (indicated by the X on the map), the destrachans emerge into view and attack the PCs.

The PCs must defeat the destrachans to lower the last barrier, allowing them to move to the final encounter below.

➤ **Destrachan (2)** hp 60; see *Monster Manual*, p. 49.

Tactics: Because of their blindsight ability, the destrachans can “see” clearly through fog to see the PCs approach. The walls of force block their sonic attacks, so they must get within direct line of sight in order to use this ability. The destrachans alternate their abilities, with one using the “flesh” ability to deal damage and the other using the “material” ability to destroy items carried by the PCs. The destrachans fight to the death.

Development: If the PCs defeat the destrachans, the walls of force immediately collapse, along with the barrier allowing them to move to the Encounter 7—Arcane Guard

Encounter 7—Arcane Guard (EL 0 or EL 11)

This large cavern spreads across and up into shadowy darkness.

In the center of this large cavern sits an ornate throne. Carved upon it are ancient arcane symbols, and pictures of the ancient flying city of Netheril. Sitting upon the throne is a person—or rather a thing—in an ornate suit of full plate, with visor down. There isn't a person in the armor, rather a purple arcane energy shines and flairs from the joints and eyeholes of the armor.

Flanking the throne are four statues of armed warriors, all in plate mail and shields in the same archaic style as the seated figure. Two warrior statues stand on each side of the armored figure on the throne.

The armored thing stands and in a clear feminine voice says, “We are the guard of Karsus. Put down your arms and magical devices.”

The ceiling of the cavern is some 80 feet high.

A successful Knowledge (arcana) check (DC 30) recognizes the ancient symbols as wards denoting protection and transmutation.

The PCs may find it odd that she used the term “we” since she seems to be the only creature in the room. If they ask her anything, she only repeats her order.

This creature, a helmed horror called Zacharia, was once the chief of constables in the Karsus Enclave, and now her essence serves Karsus in this construct form. If the PCs do as she says, she continues. If they don’t she defends her master until her destruction.

Now tell me why I should grant you audience with the greatest of all wizards?

If the PCs are honest with Zacharia she listens intently at the PCs’ story. If they mention the *coalescence of scorn* she asks for the object. If the PCs hand over the object she holds it for a time, examining the swirling mists of the stone and says:

I believe your words are true, and I think that this profanity I now hold is the final key that will allow Karsus to see the ultimate folly of his ways. I will allow you to pass, but not with this thing...not right now anyway. Beyond you’ll find the Mind of Karsus. It is now but a ghostly figment of the last moments of the Karsus Enclave and is ravaged by a horrible abomination that continues to torment the archmage. I cannot allow the coalescence of scorn to enter the mind until the tormenting creature is no more. Go forth and defeat the eye tyrant, and I will bring you coalescence of scorn and show you where my master works in the swarm of apparitions.

With that the force barrier between this room and the Mind of Karsus falls, and the PCs can face the final challenge of the Mind of Karsus.

If the PCs neither deal with Zacharia, nor hand over the *coalescence of scorn*, she attacks the PCs, in a last effort to defend her master from his supposed enemies.

➤ **Zacharia the Helmed Horror:** hp 98; see Appendix 2.

Tactics: Zacharia fights with skill and cunning, using here air walk to get away from pesky opponents. When the battles starts to go against her (she loses half her hit points) she calls out “my loyal warriors come to me.” At which point the four statues transform into advanced dreadguards, who join the battle with their commander.

➤ **Advanced Dreadguard (4):** hp 65, 60, 55, 50; see Appendix 1.

If the PCs defeat Zacharia and her dreadguards, the force barrier between this chamber and the Mind of Karsus falls, allowing entrance into that chamber.

Encounter 8—Mind of Karsus (EL 14)

In the Mind of Karsus, the last shattered bits of the archmage’s psyche play out the last moments of his fall over and over again. Each time Karsus tries to get it right, to grab Mysteryl’s portfolio, but each time the

result is the same—the Karsus Enclave and all of Netheril fall as his actions destroy the Weave itself. His obsession is played out by way of a phantom cityscape with phantom

This place is a large cavern, but it also something more. Overlaid on the cavern is a spectral cityscape filled with spectral citizens. The architecture of the phantom city is strange and wondrous, and the people are dressed in ancient garb going about the day’s business in ghostly markets and businesses. These illusory people take no notice of you as bustle about the city streets. Then, suddenly something rocks the entire city. The people start to scream as the city begins to fall. The scene is disorienting, as you feel the twinges of vertigo. Your eyes trick your brain into thinking you are falling also.

Steeling your senses, you notice something more dangerous than the phantasms of a falling Netheril Enclave. At the far end of the cavern is an eye tyrant. And unlike the rest of the things in this cavern it is very real, and it takes notice of your entrance.

The PCs and the beholder can easily move through the figment cityscape and its citizens. While they do offer some impediment to sight, only the illusion of their fall offers any impediment to movement.

Unsettling Effects: The strange ghostly shifting in this room has some unsettling effects. First, the ghostly images create an effect similar to, but not as powerful as, *obscuring mist*. While it obscures vision, not so much that living creatures in this chamber can’t see other living creatures (hence the PCs and the beholder see each other through the strange phantom cityscape) but picking out true location is tricky, so there is a 50% miss chance for creatures 30 or more feet away, and a 20% miss chance for those 10 to 30 feet away.

The violent movement of the images also impairs the movement of the PCs, as the optical illusion of the cityscape falling causes havoc with the PCs’ balance. Any PCs attempting to charge or run in this room must succeed a DC 15 Balance check. Failure by 4 or less means the character can’t move for 1 round. Failure by 5 or more means the PC is knocked prone.

Creature: The beholder in the chamber is the manifestation of the threat Karsus saw to Netheril, that was at least a justification for his attempt to steal the portfolio of magic away from Mysteryl. The creature now torments him and the spectral citizens of the Karsus Enclave that continue to play out the last moments of that flying city here.

➤ **Beholder:** hp 85; see *Monster Manual* pages 26-27.

Tactics: The beholder has one goal—to destroy the PCs. It starts on the far end of the Mind shooting its *fear* and *charm monster* ray to weed out his opposition (even though these rays suffer the 50% or 20% miss chance that the phantom Karsus Enclave causes). As it approaches it gages who the real threats are and lets loose with its *finger of death* and *disintegrate* rays on

those foes. It does not hesitate to wade into the middle of opponents, as it gives it the opportunity to use as many eye rays as possible. The beholder is immune to the unstable footing that the spectral fall of the Karse Enclave plagues the PCs with, and only uses his central eye in times of dire need, as using it also nullifies the apparitions in the area of the cone, and their unsettling effects.

Development: Even after the beholder is defeated, the phantom fall of the Karsus Enclave does not end. The PCs must find the phantom of Karsus and give him the *coalescence of scorn*. If they gave the stone to x, she enters the chamber, gives the stone back to the PCs and escorts them to Karsus. If the PCs defeated the helmed horror, it takes some time to track down the phantom Karsus, but they eventually find him performing in the midst of performing the ritual that caused the fall of the Netheril Empire.

All that's left for the PCs to do is touch the phantom Karsus with the *coalescence of scorn* at that point the archmage is jolted into understanding. He hold the stone for a long time, and a look of shock and understanding stretches across his face. With that the *coalescence of scorn*, Karsus, and the phantom Karsus Enclave disappear. The Mind of Karsus becomes nothing more than a cavern, and the PCs work is done.

Adventure Questions

DUNGEONS & DRAGONS CAMPAIGNS (of which LEGACY OF THE GREEN REGENT is that program's first offering) tracks character progress digitally. At the adventure's end, you report what the characters did, by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points (XP) and gold piece (gp) value increase each character gains.

At the end of this adventure, you'll find the RPGA Session Tracking form, tailored for this adventure. On the section titled "Adventure Questions" fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not the PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn the XP that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make that decision, because you are the DM.

For traps, PCs get experience points just for encountering them, whether or not they have been disabled.

1. Did the PCs defeat the bone devils outside of Karse?

- a. Yes.
- b. Some but not all.
- c. No.

2. Did the PCs gain entrance into the ruins of Karse butte easily?

- a. Yes. They answered all the questions correctly.

- b. Yes, but they stumbled on some questions.
- c. Yes, even though they didn't answer a single question correctly the first time. They had to "reset" the face to continue.
- d. No.

3. How did the PCs get past the Neversleeping Eye's test?

- a. They didn't.
- b. They destroyed the eye.
- c. They answered all the questions.

4. Did the PCs defeat the Proof of Folly and the Maze of Sound encounters?

- a. Yes
- b. No
- c. One but not both

5. Did the PCs defeat the illitids and brain golem?

- a. Yes.
- b. No.

6. Did the PCs gain the helmed horror's help by giving her the coalescence of scorn?

- a. Yes.
- b. No.

7. Did the PCs defeat the beholder and succeed in their mission?

- a. Yes.
- b. No.

APPENDIX 1: NPC AND MONSTER STATISTICS

Heart of Karsus

Encounter 1—Through the Dire Wood

➤ **Genrah, male wild elf sorcerer 9:** Medium-size humanoid (Elf); CR 9; HD 9d4+9 plus 3; hp 33; Init +1; Base Atk +4; Grp +3; Spd 30 ft.; AC 14, touch 12, flat-footed 13 (AC 16, touch 12, flat-footed 15 vs. good creatures*); Atk or Full Atk +4 melee (1d8/19-20, masterwork longsword) or +6 ranged (1d6/x3, masterwork shortbow); SA spells; SQ immunity to *sleep*, low-light vision, summon familiar; AL CE; SV Fort +4, Ref +4, Will +7 (SV Fort +6, Ref +6, Will +9 vs. good creatures*); Str 8, Dex 12, Con 13, Int 12, Wis 12, Cha 19.

Skills and Feats: Bluff +10, Concentration +13, Knowledge (arcana) +11, Spellcraft +9; Brew Potion, Combat Casting, Scribe Scroll, Toughness.

Spells Known (8/6/5/4/3; base DC 14 + spell level): 0—*acid splash*, *daze*, *detect magic*, *flare*, *mage hand*, *message*, *ray of frost*, *tough of fatigue*, 1st—*burning hands* (DC 15), *color spray* (DC 15), *mage armor*, *magic missile*, *shield*, *shocking hands* (DC15); 2nd—*blur*, *flaming sphere* (DC 16), *Melf's acid arrow*, *protection from arrows*, *web* (DC 16); 3rd—*dispel magic*, *fireball* (DC 17), *fly*, *stinking cloud* (DC 17); 4th—*confusion* (DC18), *greater invisibility*, *hallucinatory terrain* (DC 18)

➤ **Tiny Viper Snake Familiar:** CR —; HD 9; hp 16; Init +3; Base Atk +0; Grp -11; Spd 30 ft.; AC 22, touch 15, flat-footed 19; Atk or Full Atk +5 melee (1 plus poison, bite); SA poison; SQ deliver touch spells, improved evasion, scent, speak with master, speak with animals of its kind; AL CE; SV Fort +2, Ref +5, Will +1; Str 4, Dex 17, Con 11, Int 10, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5; Weapon Finesse (bite)

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d6 Con

Improved Evasion: When subject to an attack that normally allows a Reflex saving throw for half damage, this creature takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Possessions: Masterwork longsword, masterwork shortbow, 20 arrows, *bracers of armor +2*, *ring of protection +1*, *cloak of charisma +2*, *potion of cure light wounds* (3), *potion of protection from good*, *scroll of flaming sphere*, *scroll of ray of enfeeblement*, *scroll of*

shocking grasp (2), *scroll of summon monster II*, *wand of magic missiles* (1st)

* adjusted for potion of *protection from good*.

➤ **Shouiss, male wild elf ranger 3:** Medium humanoid (Elf); CR 3; HD 3d8+3; hp 18; Init +3; Base Atk +3; Grp +5; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (AC 18, touch 15, flat-footed 15 vs. good creatures*); Atk or Full Atk +6 melee (1d6+2/18-20, masterwork scimitar) or +8 ranged (1d8+2, masterwork composite longbow [Str +2]); SA —; SQ immunity to *sleep*, low-light vision; AL CE; SV Fort +3, Ref +3, Will +1 (SV Fort +5, Ref +5, Will +3 vs. good creatures*); Str 14, Dex 17, Con 13, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +5, Hid +9, Jump +17*, Listen +7, Move Silently +9, Survival +5; Endurance^B, Track^B, Point Blank Shot, Rapid Shot^B, Weapon Focus (composite longbow).

Wild Empathy (Ex): This ranger can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+3, or 1d20-1 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Possessions: Masterwork composite longbow [Str +2], 20 normal arrows, 10 cold iron arrows, masterwork scimitar, masterwork studded leather, *cloak of resistance +1*, *potion of cure light wounds* (3), *potion of jump*, *potion of protection from good*, *potion of remove fear*.

* Adjusted for potions of *jump* and *protection from good*.

➤ **Aker and Mentiea, male wild elf barbarian 2 (2):** Medium humanoid (Elf); CR 2; HD 2d10+4; hp 16, 15; Init +2; Base Atk +2; Grp +6*; Spd 40 ft.; AC 17, touch 12, flat-footed 15 (AC 19, touch 14, flat-footed 14 vs. good creatures); Atk or Full Atk +8* melee (2d4+5*/18-20, masterwork falchion) or +8 ranged (1d8+2, masterwork composite longbow [Str +2]); SA —; SQ immunity to *sleep*, low-light vision, rage 1/day; AL CE; SV Fort +5, Ref +2, Will +1 (SV Fort +7, Ref +4, Will +3 vs. good creatures); Str 19*, Dex 15, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +7*, Intimidate +4, Jump +9, Listen +4; Power Attack, Weapon Focus (falchion)

Rage (Ex): Once per day, Aker and Mentiea can enter a state of fierce rage that lasts for 7 rounds. The following changes are in effect as long as they rage; hp increase by 4; AC 15, touch 10, flat-footed 13 (AC 17, touch 12, flat-footed 15 vs. good creatures); Grp +8; Atk of Full Atk +10* melee (2d4+6*, masterwork falchion) or +8 ranged (1d8+2, masterwork composite longbow); SV +7, Ref +2, Will +3 (SV +9, Ref +4, Will +5 vs. good creatures); Climb +9, Jump +11. At the end of their rage, Aker and Mentiea are fatigued for the duration of the encounter.

Uncanny Dodge (Ex): These barbarians can react to danger before their senses would normally allow them to do so. They retain their Dexterity bonus to AC even when caught flat-footed.

Possessions: Masterwork falchion, masterwork composite longbow [Str +2], 20 arrows, masterwork breastplate, *potion of bull's strength*, *potion of cure light wounds* (2), *potion of magic weapon*, *potion of protection from good*, thunderstones (2)

* Adjusted for *potion of bull's strength* and *magic weapon*.

Encounter 3—Travel to the Heart

➤ **Half-Dragon Troglodytes:** Medium dragon (Augmented Humanoid [Reptilian]); CR 3; HD 2d12+6; hp 19; Init -1; Base Atk +1; Grp +1; Spd 30 ft.; AC 19, touch 9, flat-footed 19; Atk +5 melee (1d6+4, club) or +5 melee (1d4+4, claw) or +1 ranged (1d6+4, javelin); Full Atk +5 melee (1d6+4, club) and +3 melee (1d4+4, claw) or +5 melee (1d4+4, 2 claws) and +3 melee (1d4+4, bite) or +1 ranged (1d6+4, javelin); Face/Reach 5 ft./5 ft.; SA Stench; SQ Darkvision 90 ft., immunity to acid, *sleep*, and paralysis, low-light vision, scent, tremorsense 60 ft.; AL CE; SV Fort +11, Ref +10, Will +6; Str 18, Dex 9, Con 16, Int 10, Wis 10, Cha 12.

Skills and Feats: Hide +10 (+14 underground), Listen +6, Spot +6; Multiattack, Weapon Focus (javelin)

Breath Weapon (Su): 30-foot cone, once per day, damage 6d8 acid, Reflex DC 19. The save DC is Constitution-based.

Stench (Ex): All living creatures (other than troglodytes) within 30 feet of a troglodyte must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus to their saving throws.

Possessions: 3 javelins.

Encounter 4—Inside the Heart of Karse

➤ **Half-Dragon (Green) Bulette:** Huge dragon (Augmented magical beast); CR 9; HD 9d12+45; hp 101; Init +2; Base Atk +9; Grp +25; Spd 40 ft., burrow 10 ft., fly 80 ft. (average); AC 26, touch 10, flat-footed 24; Atk +16 melee (2d8+8, bite); Full Atk +16 melee (2d8+8, bite) and +10 melee (2d6+4, 2 claws); SA Leap; SQ Darkvision 60 ft., immunity to acid, *sleep*, and paralysis, low-light vision, scent, tremorsense 60 ft.; AL N; SV Fort +11, Ref +8, Will +6; Str 27, Dex 15, Con 20, Int 2, Wis 13, Cha 6.

Skills and Feats: Jump +18, Listen +9, Spot +3; Alertness, Iron Will, Track, Weapon Focus (bite)

Breath Weapon (Su): 30-foot cone, once per day, damage 6d8 acid, Reflex DC 19. The save DC is Constitution-based.

Leap (Ex): A half-dragon bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +15 attack bonus, but it cannot bite.

Encounter 4—Into the Heart of Karse

➤ **Vamran, female spirit naga sorcerer 1:** Large aberration; CR 10; HD 9d8+36 plus 1d4+4; hp 82; Init +1; Base Atk +6; Grp +14; Spd 40 ft.; AC 21*, touch 12, flat-footed 20 (AC 23, touch 14, flat-footed 22 vs. Good creatures); Atk or Full Atk +12* melee (2d6+9* and poison, bite); SA charming gaze, poison, spells, summon familiar; SQ darkvision 60 ft.; AL CE; SV Fort +7, Ref +6, Will +11 (SV Fort +9, Ref +8, Will +13 vs. Good creatures); Str 18, Dex 13, Con 18, Int 12, Wis 17, Cha 19.

Skills and Feats: Bluff +8, Concentration +14, Listen +14, Spellcraft +10, Spot +20; Ability Focus (charming gaze), Alertness, Combat Casting, Eschew Materials^B, Lightning Reflexes.

Charming Gaze (Su): As charm person, 30 feet, Will DC 19 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spells: Spirit nags cast spells as 7th-level sorcerers (Vamran casts spells as an 8th-level sorcerer due to class levels), and can also cast spells from the cleric spell list and from the Chaos and Evil domains as arcane spells. The cleric spells and domain spells are considered arcane spells for a spirit naga, meaning that she does not need a divine focus to cast them.

Sorcerer Spells Known (6/7/7/5/3; save DC 14 + spell level): 0—*acid splash*, *daze*, *detect magic*, *mage hand*, *ray of frost*, *read magic*; 1st—*cause fear* (DC 15), *divine favor*, *doom* (DC 15), *mage armor*, *magic missile*, *protection from good*, *shocking grasp* (DC 15); 2nd—*flaming sphere* (DC 16), *invisibility*, *see invisibility*, *sound burst* (DC 16), *summon monster II*, *summon swarm*, *web* (DC 16); 3rd—*dispel magic*, *fireball* (DC 17), *searing light*, *slow* (DC 17), *lightning bolt* (DC 17); 4th—*crushing despair* (DC 17), *Evard's black tentacles*, *wall of fire*.

➤ **Tiny Viper Snake Familiar:** CR —; HD 10; hp 41; Init +3; Base Atk +0; Grp -11; Spd 30 ft.; AC 22, touch 15, flat-footed 19; Atk or Full Atk +5 melee (1 plus poison, bite); SA poison; SQ deliver touch spells, improved evasion, scent, speak with master, speak with animals of its kind; AL CE; SV Fort +2, Ref +5, Will +1; Str 4, Dex 17, Con 11, Int 10, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5; Weapon Finesse (bite)

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d6 Con

Improved Evasion: When subject to an attack that normally allows a Reflex saving throw for half damage, this creature takes no damage if it makes a

successful saving throw and half damage if the saving throw fails.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Possessions: *Eyes of the eagle*, *ioun stones* (pink and green, dusty rose), potion of *cure moderate wounds*.

* Adjusted for *divine favor*, *mage armor*, and *protection from good*.

Mind of Karsus

Encounter 7—Arcane Guard

Encounter 3—Proof of Folly

☛ **Male drow wizard 6:** Medium humanoid (Elf); CR 7; HD 6d4+9; hp 24; Init +2; Base Atk +3; Grp +3; Spd 30 ft.; AC 13, touch 13, flat-footed 13; Atk or Full Atk +4 melee (1d6/18-20, masterwork rapier); SA spell-like abilities, spells; SQ darkvision, immunity to *sleep*, spell resistance 17, summon familiar; AL CE; SV Fort +4, Ref +5, Will +7; Str 10, Dex 14, Con 13, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +10, Decipher Script +13, Knowledge (arcana) +13, Knowledge (dungeoneering) +13, Knowledge (the planes) +13, Spellcraft +13; Improved Initiative, Maximize Spell^B, Scribe Scroll, Spell Focus (evocation), Toughness.

Spell-like abilities: Caster level 6th; 1/day—*dancing lights*, *darkness*, *faerie fire*.

Wizard Spells Prepared (4/4/4/3; base DC 14 + spell level): 0—*acid splash*, *daze*, *resistance*, *touch of fatigue*, 1st—*burning hands*, *mage armor*, *magic missile*, *shield*; 2nd—*Melf's acid arrow*, *resist energy*, *scorching ray*, *touch of idiocy*, 3rd—*blink*, *dispel magic*, *fireball*.

Possessions: Masterwork rapier, *ring of protection +1*, *cloak of resistance +1*, 3 potions of *cure light wounds*, potion of *protection from good*, 2 scrolls of *dispel magic*, scroll of *hold person*, scroll of *spider climb*, wand of *burning hands*.

Familiar: Toad, 12 hp, see *Monster Manual*, p. 282.

☛ **Advanced Dreadguards:** CR 3: Medium construct; HD 9d10; hp variable; Init +0; Speed 20 ft. (can't run); AC 20, touch 10 flat-footed 20; Base Atk +6; Grp +10; Atk +11 (1d8+4/19-20, masterwork longsword); Full Atk +10/+5 (1d8+4/19-20, masterwork longsword); SQ Cold resistance 10, construct traits, fire resistance 10; SV Fort +3, Ref +3, Will +4; Str 18, Dex 11, Con —, Int 6, Wis 13, Cha 2.

Description: These armored warriors brandish longswords and shields. Their red eyes burn with an undying flame of hate.

APPENDIX 2: NEW CREATURES

Half-Illithid Lizardfolk

Reference: Fiend Folio, p. 90

Medium Aberration (Reptilian)

| | |
|-----------------------------|--|
| Hit Dice: | 2d8+2 (11 hp) |
| Initiative: | +0 |
| Speed: | 30 ft. (6 squares) |
| AC: | 16 (+6 natural) touch 10, flat-footed 16 |
| Base Attack/Grapple: | +1/+2 |
| Attacks: | Claw +2 melee (1d4+1) |
| Full Attack: | 2 claws +2 melee (1d4+1) and 4 tentacles +0 melee (1d4+1) |
| Space/Reach: | 5 ft./5 ft. |
| Special Attacks: | Extract, improved grab, <i>mind blast</i> , psionics |
| Special Qualities: | Darkvision 60 ft., hold breath, SE 12, telepathy 100 ft. |
| Saves: | Fort +1, Ref +3, Will +2 |
| Abilities: | Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 14 |
| Skills: | Balance +9, Jump +9, Swim +10 |
| Feat: | Multiattack |
| Climate/Terrain: | Any underground |
| Organization: | Gang (2-3), band (6-10 plus 50% noncombatants and 1 leader of 3rd-6th level), or cult (6-10 plus 1-4 mind flayers) |
| Challenge Rating: | 4 |
| Treasure: | 50% coins, 50% goods, 50% items |
| Alignment: | Usually neutral evil |
| Advancement: | By character class |
| Level Adjustment | +6 |

Half-illithid lizardfolk, called *tzakandi* in the illithid language, are used as slave laborers and personal guards in some illithid communities. Their appearance contains aspects of both the illithid and the host; no two of them look exactly the same.

Combat

Half-illithid lizardfolk are prized among their illithid masters for their vicious ferocity. Intelligent enough to put their psionic powers to best use, *tzakandi* generally work in pairs, one member using *mind blast* on enemy spellcasters

while the other wades into melee and protects its partner.

Extract (Ex): A half-illithid that successfully maintains its hold with all four tentacles for 1 full round automatically extracts that opponent's brain at the beginning of its next turn, instantly killing the creature.

Improved Grab (Ex): If a half-illithid hits an opponent that is its own size or smaller with a tentacle attack, it deals normal damage and attempts to start a grapple (grapple bonus +2) as a free action without provoking an attack of opportunity. If it gets a hold, it attaches the tentacle to the opponent's head. After a successful grab, the half-illithid can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but the half-illithid gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Mind Blast (Sp): This attack, useable once per day, is a 40-foot cone. Anyone caught in this cone must succeed on a Will save (DC 13 + half-illithid lizardfolk's Int modifier) or be stunned for 1d4 rounds.

Psionics (Sp): 3/day—detect thoughts (Will Save DC 15).

Hold Breath (Ex): A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score.

Telepathy (Su): Half-illithid lizardfolk can communicate with any creature within 100 feet that has a language.

Skills: Thanks to their tails, half-illithid lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks.

Brain Golem

Reference: *Fiend Folio*, p. 85

Large Construct

| | |
|-----------------------------|---|
| Hit Dice: | 12d10+30 (96 hp) |
| Initiative: | +0 |
| Speed: | 20 ft. (4 squares) |
| AC: | 17 (-1 size, +4 inertial armor, +4 natural) touch 9, flat-footed 17 |
| Base Attack/Grapple: | +9/+19 |
| Attacks: | Slam +14 melee (2d6+9) |
| Full Attack: | Slam +14 melee (2d6+9) |
| Space/Reach: | 10 ft./10 ft. |
| Special Attacks: | <i>Mind blast</i> |
| Special Qualities: | Construct traits, DR 20/+2, inertial armor, SR 25 |
| Saves: | Fort +4, Ref +4, Will +4 |
| Abilities: | Str 23, Dex 11, Con —, Int 6, Wis 11, Cha 8 |
| Skills: | Listen +11, Spot +12 |
| Feat: | Alertness, Cleave, Power Attack, Skill Focus (Listen), Skill Focus (Spot) |
| Climate/Terrain: | Any underground |
| Organization: | Solitary |
| Challenge Rating: | 10 |
| Treasure: | — |
| Alignment: | Always lawful evil |
| Advancement: | 13-18 HD (Large); 19-36 HD (Huge) |

Level Adjustment —

A creation of the mind flayers, a brain golem exists purely to fulfill their desires.

A brain golem appears as a burly humanoid, about 8 feet tall and 5 feet wide, with an oversized brain serving as its entire head. In fact, the whole body is made up of brain tissue that is covered with a thin film of slimy skin.

Brain golems do not speak or understand any language, despite their intelligence, but they respond to telepathic commands from any mind flayer.

Combat

Brain golems enter combat with a mind blast and then focus their physical attacks on weak-looking opponents. They never attack mind flayers under any circumstances.

Mind Blast (Su): This attack is a 60-foot cone. Anyone caught in this area must succeed on a Will save (DC 15) or be stunned for 3d4 rounds. A brain golem can use this ability once per minute.

Inertial Armor (Su): A brain golem's body is surrounded by a tangible field of force, similar to that created by the mage armor spell, granting it a +4 armor bonus to Armor Class. Unlike mundane armor, inertial armor carries no armor check penalty, speed reduction, or arcane spell failure chance. Because it is composed of force, incorporeal creatures can't bypass it the way they do normal armor.

Construction

A brain golem's body is formed from the brains of intelligent creatures and topped off with a bud from a mind flayer community's elder brain to form the creature's "head." Its skin is a membrane secreted by the elder brain bud.

The golem costs 55,000 gp to create, which includes the 1,000 gp for the construction of the body. Assembling the body requires a Heal check (DC 15).

The creator must be 16th level and able to cast arcane spells. Completing the ritual drains 1,200 XP from the creator and requires *bull's strength*, *feeblemind*, *geas/quest*, *limited wish*, *mage armor*, and *polymorph any object*.

Helmed Horror

Reference: Monster of Faerûn, p. 85 Modified for v.3.5. and the particular creature featured in the adventure.

Medium Construct

| | |
|-----------------------------|--|
| Hit Dice: | 113d10+20 (91 hp) |
| Initiative: | +1 |
| Speed: | 30 ft. (6 squares), air walks 30 ft. (6 squares) |
| AC: | 19 (+1 Dex +8 armor) touch 11, flat-footed 18 |
| Base Attack/Grapple: | +8/+11 |
| Attacks: | +1 <i>keen greatsword</i> +13 <i>melee</i> (2d6+5/17-20) |
| Full Attack: | +1 <i>keen greatsword</i> +13/+8 <i>melee</i> (2d6+5/17-20) |
| Space/Reach: | 5 ft./5 ft. |
| Special Attacks: | Weapon power |
| Special Qualities: | Construct traits, spell immunities, air walk, feather fall, see invisible. |
| Saves: | Fort +4, Ref +5, Will +7 |
| Abilities: | Str 16, Dex 13, Con — Int 10, Wis 16, Cha 12 |
| Skills: | Jump +11, Intimidate +15, Listen +3, Spot +3 |
| Feat: | Power Attack, Cleave, Great Cleave, Weapon Focus (greatsword). |
| Climate/Terrain: | Any underground |
| Organization: | Solitary |
| Challenge Rating: | 10 |
| Treasure: | — |
| Alignment: | Always neutral |
| Advancement: | 14-20 HD (Large); |

Level Adjustment —

These ancient constructs give adventurers reason to be skittish about approaching lone figures dressed in plate armor.

Helmed horrors are animated suits of full plate. They stand between 5 feet and 7 feet tall. Sometimes the armor appears old; other times it is shiny and well kept. Although the armor is entirely empty, magical purple light sometimes flares though the joints. Helmed horrors normally keep their visors down. They most often function as tireless magical guardians, though some are created to execute specific tasks that require them to wander. Helmed horrors frequently outlive their masters, interpreting their final orders in broader and broader terms as their creator's binding magic wears away.

Combat

Helmed horrors use sound tactics, firing missile weapons at soft targets or charging into melee range. If possible, they use their air walk ability to outmaneuver ground-bound opponents. Helmed horrors do not necessarily fight to the death. They opt for survival and the continued ability to perform their designated task unless fleeing would destroy any chance of fulfilling their mission. When a helmed horror is destroyed, its armor dissolves into slag.

Weapon Power (Su): The magics that create a helmed horror usually endow it with the ability to give its edged weapon a magical power as a free action. The weapon's magical power only operates so long as it is in the helmed horror's grasp. The magical effect comes from the helmed horror, not the weapon itself. This helmed horror magical power is +1 keen.

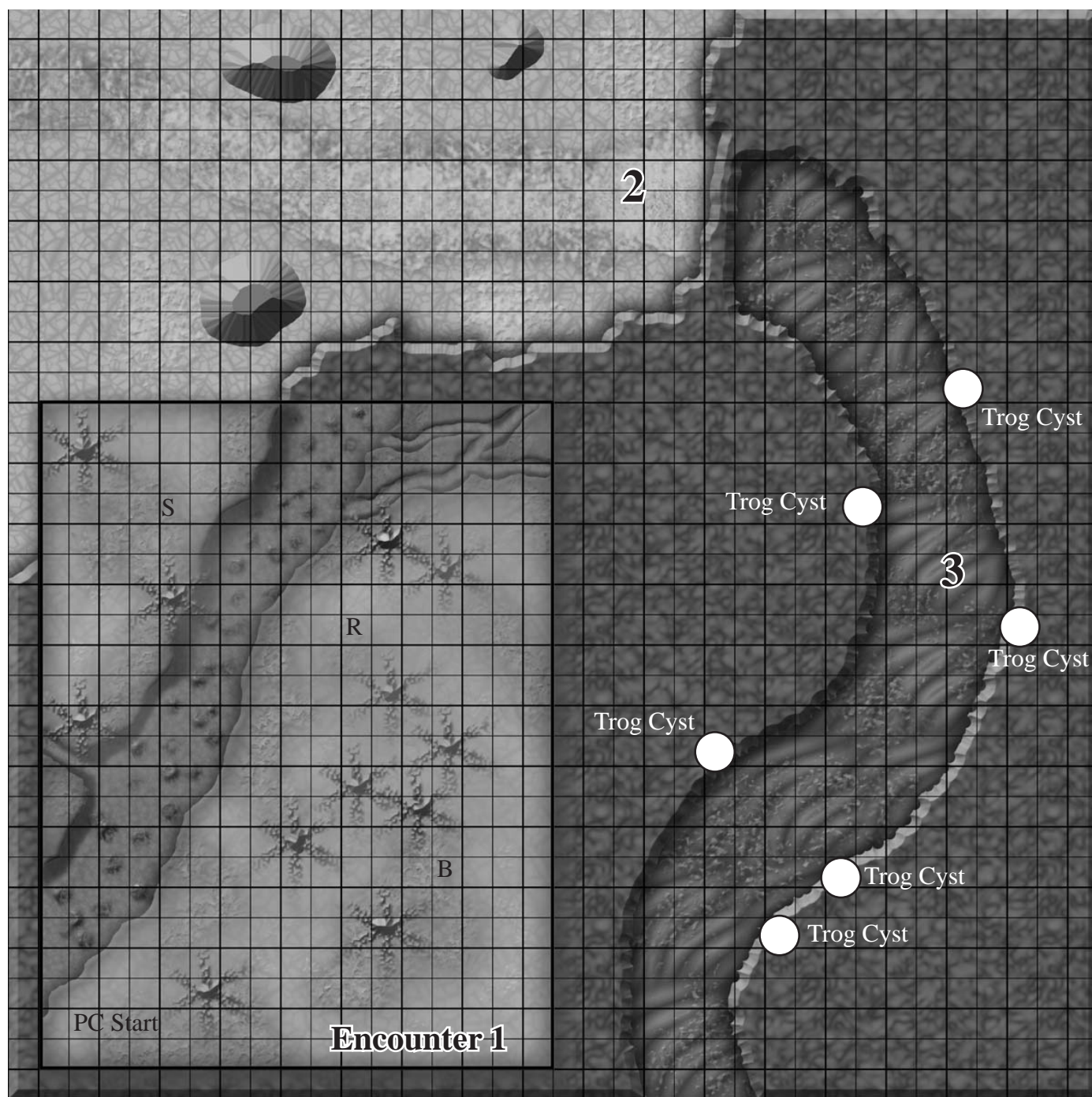
Spell Immunities (Ex): This helmed horror is immune to *magic missile*, *scorching ray*, *fireball* and *lightning bolt*.

Air Walk (Ex): As the spell of the same name but only usable by the helmed horror itself.

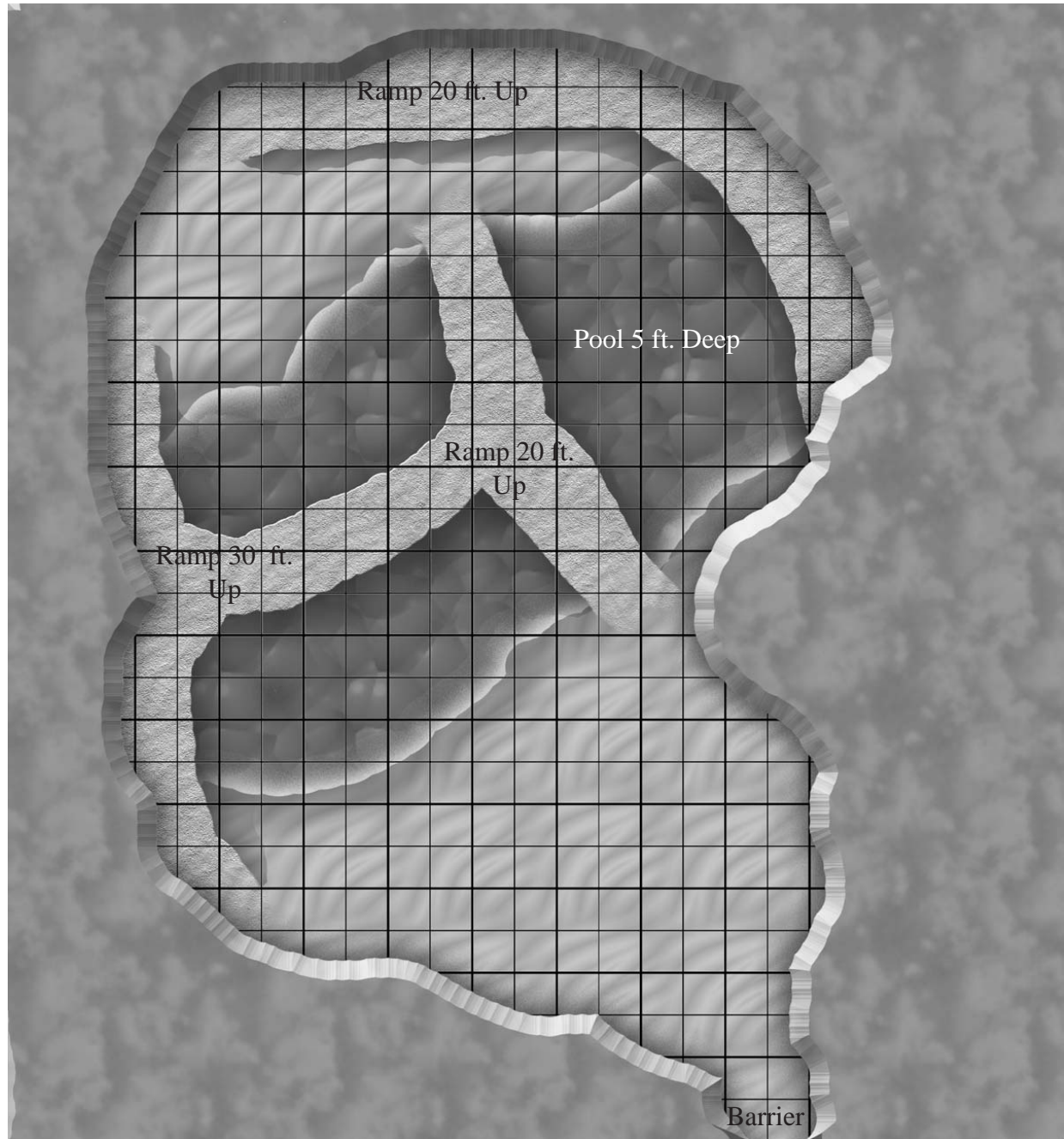
Feather Fall (Sp): as the spell of the same name, but only usable by the helmed horror itself.

See Invisibility (Su): Helmed horrors see invisible objects and beings naturally, as if they always benefit from the *see invisibility* spell.

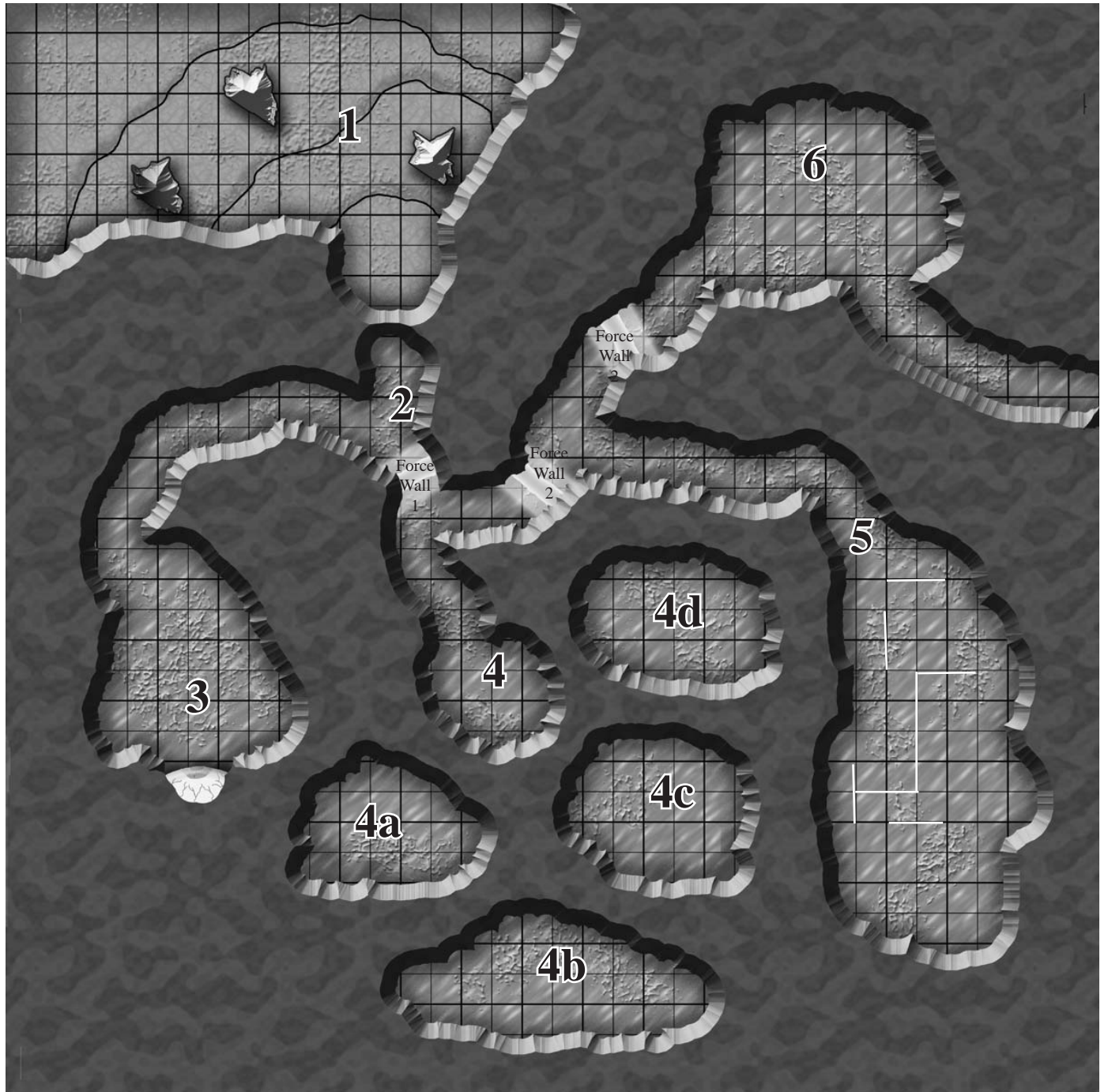
Map 1: Ruins of Karse Outside the Heart of Karsus



Map 2: Heart of Karsus



Map 3: Ruins of Karse Outside the Mind of Karsus



Map 4: Mind of Karsus

