



C A M P A I G N S

LEGACY OF THE GREEN REGENT™

UNDER HIGH LORD'S HALL

Gen Con So. Cal. 2003 Version



By Stephen Radney-MacFarland

Cartography: Stephen Radney-MacFarland

Playtesters: Lisa Gordon, Chris Lindsay, Matt Lovell, Jeff Simpson, and Michael Tedin.

Sources for this work include the following: *Faiths and Pantheons*, the FORGOTTEN REALMS Campaign Setting, *Monsters of Faerûn*, *Powers and Pantheons*, *The North* FORGOTTEN REALMS ADVANCED DUNGEONS & DRAGONS 2nd Edition box set, and *Volo's Guide to The North*.

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, Rich Baker, and Peter Adkison.

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U.S., CANADA
ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 9805-0707
Questions? 1-800-324-6496



EUROPEAN HEADQUARTERS
WIZARDS OF THE COAST, BELGIUM
T. Hosfveld 6d
1702 Groot-Bijgaarden
Belgium
+322 467 3360

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INTRODUCTION

This adventure is optimized for 1st-level characters. This means that it is primarily designed and balanced for a group of four or five 1st-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 as 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 gamemasters, and is in charge of making sure the event is 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 DM. You don't have to be a Herald-level Gamemaster to run this adventure if you are not the Senior GM, but being one also makes you eligible to sign up for RPGA DM Rewards, and when you do, running this adventure will earn you points toward your reward goals. The RPGA DM Rewards program starts in the later part of 2003.

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; 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 and the *DUNGEON MASTER* Rewards, respectively. This adventure is worth four points for each program.

This adventure retires from RPGA-sanctioned play on December 31, 2003.

If you are looking for more information in regards to *LEGACY OF THE GREEN REGENT* character creation and development, RPGA event sanctioning, and both the *DUNGEONS & DRAGONS* Player Rewards and the *DUNGEON MASTER* Rewards programs, see the RPGA website.

ADVENTURE BACKGROUND

Under High Lord's Hall is a delve-style special event for the LEGACY OF THE GREEN REGENT campaign. In this event the PCs explore the crypts under Loudwater's High Lord's Hall in the search for the High Lord of Loudwater's missing son.

Spirits of the old Rensha lords are believed to haunt the crypts—that belief is correct. While the spirits have noting to do with the abduction—that old wererat the Hark is behind that—they are also bitter at their family's disposal by the predecessor of the current High Lord, and did little to stop the Hark's minion from using their crypts as gateways into the upper halls.

Less than a day ago, two of the five crypts were found unsealed, and the High Lord's son, a five year old named Velvred, missing. Divinations were quickly performed, and it was determined that that Velvred had been abducted by enemies of Loudwater, but the exact nature of the enemies could not be determined. The divinations also suggested that the High Lord himself would be likely killed if he attempted to rescue the boy, so it was decided to send in a group of adventures. But whom could they get on such short notice? Who would be stupid or brave enough to brave the horrors of the Rensha tombs?

Why the PCs, of course.

The daring snatch of Velvred Twohands is part of a cunning machination by the Hark, the wererat bandit lord that terrorizes the trade corridor between Loudwater and Secomber. The crafty wererat knows that the city and the area has already been demoralized by the choice of Otar for Green Regent, and he and his allies believe that the loss of Kalahar Twohands will cripple Loudwater. Giving them opportunity to place a pawn in power. It has long been believe that the ancient elven wards that guard the city of Loudwater protect its High Lord from overthrow and murder. Just how is unknown, but the fact is no High Lord (not even any of the Rensha lords) were ever murdered or overthrown within the city's boundaries. While some claim this is just coincidence, the Hark doesn't believe in coincidence. He has arranged the kidnapping to lure Kalahar into the Underdark, and technically (or so he hopes) away from the city. There his illithid allies will kill the High Lord, and the Hark can start the next stage of his plan to decentralize the region.

Enter meddling adventurers. Because cooler heads have prevailed, and High Lord Twohands divined a glimmer of the plot, thanks to his clerical allies, the PCs have the chance to foil the Hark's plans and rescue Velvred. But it will not be easy. The former high lords, still dwelling in some way or another within their crypts, dabbled in dark and strange magics. And while they have left the Hark's minions be, the PCs will have to contend with

the dark dangers under High Lord's Hall.

Making it through the hall, the PCs still have to fight the Hark's minions and save the boy. This is not an easy task, but the reward is great. Any group that frees Velvred will gain a special story object: *Order of the Jade Blade*.

ADVENTURE SYNOPSIS

This is actually two adventures that each end in a single fight to free Velvred. Since both of the crypts were unsealed, Kalahar Twohands has thought it prudent to send two different groups of adventurers. Each of the crypts has it own dangers. The basic gist of each is detailed below.

Lord Misbah's Final Haunt: Lord Misbah, the second Rensha lord of Loudwater spent his life violently repressing the last of the resistance to his family's rule. He did so by sheer ruthlessness, and by calling on the aid of the archdevil Baalzebul, the Lord of Lies. Like many who deal with devils, Misbah sold his soul in return for unnatural gifts during life. And like many who sell their souls, desired to renege on the bargain toward the end of life. Unlike many who attempt to go back on their bargains with archfiends, Misbah was successful...almost. Today he roams his halls as a bitter and diminished ghost, bound until the end of time within a small group of chambers.

Now, after almost a century of waiting, he can feel life in his crypt, just beyond his reach. But he has set some plans in motion that will not only grant him a little bit of amusement, but just may free him from his prison, a state he sees as now worse than the Nine Hells themselves.

Minions of the Hark are also here. They wait in the tombs of Misbah's wife and servants, hoping to draw Kalahar Twohands deeper into the crypts.

Lord Marzut's Oblivion Reliquary: Marzut was the fifth Rensha lord, and an alienist. He delved into the secrets of planes and universes beyond our own, and was eventually devoured and turned to dust during one of his investigations into state of being he called the Oceans of Aer'Eltar'Adat. No real crypt, this place was actually his laboratory, where he researched madness and void. Artifacts of his investigations still lie here, abandoned but still very potent.

The Hark's kobolds have run into some of Marzut's relics, and while some were destroyed by the encounters, other learned how they work. Now the wait, and believe they have a chance of bring down the high lord without the need of the creepy tentacle heads.

Both of these crypts spiral down to the caverns underneath where the Hark's minions and allies hold Velvred.

Undercaverns: Both crypts lead to the under-crypts where the Hark's minions and allies wait, hoping to slay the High Lord. It is here that Velvred sits bound, waiting for rescue.

Note: On the main event tables that uses Dwarven Forge MasterMaze, the last encounter with the Hark's minions is much harder, but it is a shared encounter. Unlike the other tables, when a group reaches the Undercavern (areas 12, 13, and 14) scale the encounter to Main Event status. When the group in Lord Misbah's Final Haunt goes down beyond the trap door in area 4 (Fire Cave) they enter area 12 (Goblins!), when the group in Lord Marzut's Oblivion Reliquary goes down the hole in area 10 (Down, down, down) they enter area 13 (What the...?). The two groups can meet, and team up against the final foes. Keep track of the initiative order, and mix the two groups in. Have one DM keep track of the order and ask the PC their actions, while the other one controls and rolls for the monsters.

ADVENTURE START: ABOVE THE CRYPTS

You have been brought to the audience hall of the High Lord of Loudwater. Here Kalahar Twohands sits, on the throne, looking troubled. His hands nervously fiddling the pommel of his famed jade-bladed bastard sword. Beside him stands Prior Athosar, leader of the Houses of Morning. The prior addresses you.

"You have been summoned here because less than a day ago the high lord's son, Velvred, was found to be missing. After a quick search of the hall, we found no sign of the boy, but did find that two of the crypts underneath the hall seals had been destroyed. Through divination we have found that unknown enemies of Loudwater have secreted themselves in the hall and kidnapped the boy. Furthermore servants of Lathander have warned me that if the high lord himself were drawn into the rescue of the child, he would surely die. Because of this intelligence, we find ourselves needing the help of skilled adventurers to find and rescue my lord's son. We have chosen you."

When he is done, High Lord Twohands addresses you.

"Your primary goal is to save my son. But if you can't do this, bringing us reconnaissance to aid a second venture into the tombs will suffice. I wish I could go with you, but the prior and my advisors will not allow it. Their reasons are sound, but it pains me that I will not be the one to rescue my own son. Please, do me a great honor and bring me back my boy—my one real joy in this world—and I will be in your debt."

and no hints to what the PCs might find beyond each crypt's entrance. Prior Athosar can tell the characters how each former high lord lived and died.

Lord Misbah: The histories say that Misbah was a charming buffoon in his youth, but later in life became a crude manipulator of people and luck. Many think he made a deal with a powerful devil, selling his soul for better fortune. Whatever good luck he gained in the bargain ran out one day; he died in a freak riding accident when he was only in his early thirties.

Lord Marzut: The strangest of the old Rensha lords, Marzut was said to be brilliant, but insane, and deeply cold and cruel. No one knows how he died. It is said he just faded away into nothingness.

The PCs may be puzzled that they were chosen for this great duty—some would say honor. Athosar assures them that celestial minions expressly said that folks of their descriptions and talents had the best chance of success. Athosar then calmly states, "Lathander works in mysterious ways. Have faith in him and yourself, and you will surely succeed."

Isn't faith grand?

After asking questions and soothing misgivings Athosar and a group of Loudwater guards escort the PCs to a large room under the Hall. There the PCs will see a host of five crypts. All but three are sealed with stone doors. Two of the crypts are open. Their stone door lying on the ground next to them, and flank by Loudwater guards. Beyond the PCs can see a warm rosy hued light. Coming from a circular hole in the ground. Each hole leads down to the first area of the corresponding crypt. The light is created by the *morning's resonance*, a final ward to protect the folks of Loudwater from the Rensha crypts beyond. The resonance is marked on the map by a 5-foot radius circle on each crypt map.

Morning's Resonance: The illumination provided by a *morning's resonance* is more than a seemingly sourceless sluice of light; it is also a wash of powerful holy energy sacred to the Lathander. Creatures of good alignment standing in the light are cured 1 hp every minute, and feel a soothing warmth bathe their body and soul, that grants them a +1 morale bonus to skill checks, and attack rolls while standing in the light.

Creatures neutral in regards to the good and evil alignment axis (lawful neutral, true neutral, and chaotic neutral) gain no benefit or hindrance from *morning's resonance*, unless those creatures are undead.

Evil aligned creatures (lawful evil, neutral evil, and chaotic evil) and neutral (good/evil axis) aligned undead creatures cannot enter *morning's resonance* unless they succeed at a Will saving throw (DC 25), and once inside take 1 hp of damage a minute, and suffer a -1 penalty to all

skill checks and attack rolls.

Lastly, on the map you'll see a series of dotted lines. The PCs can track the goblins (in the case of Misbah's crypt) or kobolds (in the case of Marzut's crypt), along with the tracks of a strange rat-like bipedal creature. The DC to find and follow these tracks is 22.

LORD MISBAH'S FINAL HAUNT

Lord Misbah Rensha was the second Rensha ruler of Loudwater. An ambitious man who wanted power beyond his wit and means, he made a deal with an archdevil, and got just about everything in life that he wanted. Prior to his death, like many who sell their soul to the powers of the Nine Hells of Baator, Misbah decided that he would find a way to go back on his bargain with Beelzebul. Unlike many others, he found a way. Now, Misbah has changed his mind again. After centuries of haunting with only a whining and hungry ghost as company, Misbah Rensha wants out. The punishments of the Nine Hells can't be worse than this.

Misbah is blissfully ignorant of the kidnapping of the current high lord's son, but even if he wasn't, he would probably have bartered passage through his crypt for the Hark's minion's help in freeing him. A completely selfish person, Misbah would have brokered that deal, even if a Rensha were still on the throne. Now that one's not, he cares even less about the going-ons of Loudwater.

Crypt Features

This place is typical flagged stone walls and floors. All the doors are good wooden doors found on page 61 of the *DUNGEON MASTER'S Guide*.

1. Three Points (EL 0)

At this beginning of this adventure, the PCs are lowered 30 feet down onto the center of a three-way intersection of 10-foot wide dungeon corridors. *Morning's resonance* glows in the 10-foot by 10-foot center of that intersection. Each corridor travels away from the intersection to a large wooden door.

Even from here, Lathander's light illuminates the brass placards that grace the center of each door. There is writing on each placard.

If the PCs ask if there is anything strange or out of place at the intersection, share the following bit of information:

There are many river pebbles scattered all over the floor in this chamber. While not large enough to hamper movement, they may be dangerous if some one attempts to move swiftly in this small intersection.

If the PCs further investigate the doors, they find that the text of each is written in Alzhedo, the language of Calimshan, requiring someone who knows the language and can read to translate, or a *comprehend language* spell. An abstract symbol of a stylized fly-headed creature serves as a seal on the bottom of the writing.

The following text is written on each of the doors. If the PCs are able to translate the text, share the corresponding bits of read-aloud text.

The East Door:

*My bald headed lover,
She rivaled Firehair.
My cruel wicked asp,
As deadly as Baal.
Forever my bride;
In a cage without fail.
As for the priest,
He blocks the road to Hell.*

The South Door:

*Knock, knock
No one's home
Rap, rap
It rains stone
Tap, tap
There's more here than bones*

The West Door:

*One coin for Tyr;
it's all he can carry.
One coin for Lathander;
can't have him tarry.
Two for Helm;
to block his sight.
The rest for me;
Beyond this door.*

Misbah was a diabolical tyrant, not a poet. Still, each bit of bad verse gives hints to what's beyond the doors, and PCs who are able to translate the placards may find even bad verse can illuminate an encounter.

Development: If Misbah detects the PCs (if the PCs make a lot of noise, or set off the *scatterspray* trap), he calls out to them from behind the west door, begging for help. He tells them in a kind and gentle sounding voice:

"I am an old soul who only wants out of his confines. Please, if you have a heart, please let me go."

PCs will be skeptical (as they should be) of the voice but Misbah can be very convincing (Bluff +13), and insists that he has been trapped against his will (a lie) and that if the PCs free him they'll be doing a righteous act (not true either). If they press him, he goes on to admit that he is a ghost, and the act of freeing him would be the first step at putting his soul to rest (true, but in a twisted way).

The door is locked with an average lock (Open Locks DC 25). The PCs can either unlock the door or break it down. It is like most doors in the tombs, but is warded to keep Misbah in (it detects as strong Abjuration magic). If the PCs open the door, proceed to area 7.

2. False, False Door (EL 1)

The door is a façade: a quality fake door. With adequate light (a torch at least), intelligent PCs may be able to Appraise the door from a distance (DC 15, -5 penalty per 10 feet distance between the PCs attempting the check and the door), and realize that it's a fake. If not discovered from a distance, the door's fakeness becomes apparent when a PC attempts to open it; so does the fact it's trapped.

Trap: The sharp stones on the floor become a whirling death trap each time a PC touches the door. It the trap affects the entire 10-foot by 10-foot area of the small hallway leading to the door. The PCs can effectively disable the trap by taking 5 minutes to sweep the sharp stones out of this chamber, but doing so will bring curious Lord Misbah to investigate (see Lord Misbah, below, and Three Points, above).

✦ **Scatterspray Trap:** CR 1; magical device; touch trigger; automatic reset; spell effect (*scatterspray*, 1st-level wizard, Reflex save [DC 11] negates, 1d8 damage from the sharp small stones on the ground); Search (DC 26); Disable Device (DC 26).

3. Thayvian Crystal (EL 0 or 2)

When the PCs open the door that leads to this chamber, they smell smoke. It smells like a normal wood fire. Visually, this large chamber has one dominant feature.

Standing in the middle of the cavern is a large chunk of crystal atop a square pedestal. Though dirt and grime covers the pedestal and the bottom half of the crystal, but the top is not obscured. Inside the crystal is a strikingly beautiful woman. She is bald and her head is tattooed in the Thayvian style. Her eyes are closed and she looks at peace.

This is the tomb of Lord Misbah's first wife, Thola, who was also his court sorceress, and a Red Wizard of Thay. While the former High Lord of Loudwater had her poisoned in order to stop her constant scheming, he loved her so much (or rather loved to look at her so much) that he had her incased in a clear crystal tomb. If the PCs remove the grime on the her tomb's plaque, they are able to tell that it reads:

"Disturb me not. If you do, I shall let loose my hands upon you, and you will know death."

The phrase is written in the Alzhedo language, and was Thola's typically responded to Lord Misbah's attempts to share any kind of affection with her. It now serves as a poor warning for tomb robbers, as rubbing off the dirt from the plaque is enough to activate Thola's guardians.

Creatures: From slots on either side of the crystal tomb's sides, three crawling claws scurry out to attack defilers. They continue their assault until they, or the PCs are vanquished.

✦ **Crawling Claws (7):** hp 8, 8, 6, 5, 4, 3, 2; See Appendix 1.

Tactics: The mass of crawling claws will typically attack *en masse* to bring down a foe, and when he or she is prone, use their smite fallen ability to kill the victim quickly before moving on to the next victim. Keep in mind that because of their Diminutive size they have to be in the same square in order to attack a foe, and when moving into that square they provoke and attack of opportunity. Crawling claws cannot flank opponents.

Development: Thola's tomb is exotic, but not magical nor particularly valuable.

4. Fire Cavern (EL 4)

Before the PCs approach this room the smell of smoke become even stronger.

Four small bonfires light this room, and the ceiling is thick with smoke. Within each, you see something writhe and twist.

Kassuz's (see area 13) servants in the Undercaverns keep the fires aflame. They are here to feed the wererat cleric's strange minions—four ash rats—the very shapes the PCs see moving in the flames.

Creatures: The ash rats defend the entrance to the Undercaves (see that adventure section) with their lives, if necessary.

✦ **Ash Rats (4):** 7, 6, 5, 3; see Appendix 1.

Tactics: The cunning rats will stay in the fires at first waiting for the PCs to investigate. When someone comes within range, they will spit first, and then move out of the fire to take full advantage of their smoky hide ability,

reentering the fire if they need to heal.

Development: The makeshift trap door on the far end of the room is locked from the other side. PCs who want to gain entrance have to break it open.

☛ **Trap Door:** 4 inch thick; hp 40; hardness 5; Break (DC 20).

Once they do the PCs are free to enter the Undercaverns (see that section of the adventure). Breaking down the door definitely alerts the goblins in area 12.

5. Celestial Ward (EL 2)

This small corridor has only one feature out of the ordinary: A glowing ball of light. This lantern archon is here to protect Nema1, the cleric of Lathander who aided Misbah's escape of the punishments of the Hells. The archon attacks all intruders.

Creature: This divine being of the light of law and good has been in this crypt for a long time. Its extended stay in such a dark and dank place, and the weight of its duties, has caused it to become paranoid and rash. It is steadfast in its duty to protect the tomb of Nema1, and it only listens to reason if the PCs can talk it down, which is not easy (it is hostile for the sake of Diplomacy checks). After years of waiting, it will shoot light rays first, and detect evil later.

☛ **Lantern Archon:** hp 7; see *Monster Manual*.

Development: On the off chance that the PCs are able to parley with the lantern archon, it will freely admit the reason why it is here, and will even attempt to enlist the help of good characters in keeping Misbah imprisoned.

6. Nema1's Crypt (EL 4)

The door to these chambers is a great stone slab. It takes a successful Strength check (DC 30) to open it. Once it's opened, read or paraphrase the following:

Air sucks into the chamber beyond when the stone slab is forced free. The walls of the now opened chambers are bright with mosaics depicting the truth and light of Lathander. The artistic representations of the Morninglord and his minions watch over what can only be one of his priests, who now lies in a stone sarcophagus. Its lid is carved in the likeness of the dead priest at final rest.

Because of powerful wards in this room (they detect as strong Abjuration magic), Misbah cannot enter this chamber.

In the stone tomb lie the remains of Nema1, the cleric of Lathander who helped Misbah foil Beelzebul. Disturbing his remains is the last step in setting the ghost

of Misbah free, but before that can happened, his defilers will have to deal with a most deadly trap.

Trap: Upon opening the lid of the stone sarcophagus, the following trap is released.

☛ **Ghoul Touch Trap:** CR 3; magic device; touch trigger; automatic reset; spell effect (*ghoul touch*, 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27.

Development: PCs who continue to go on with the desecration of Nema1's tomb (at the behest of Misbah or not) will be cursed for the remainder of this adventure. The curse, called Nema1's wrath, prohibits the characters from being healed for the remainder of the adventure. And those who stand in the *morning's resonance* (no matter their alignment) suffer one hit point of damage per minute, rather than be heal or have no effect.

Treasure: Nema1 still wears his +2 *chainmail*, and holds his +1 *alchemical silver holy mace*. In one of his pockets is a *pearl of power* (1st level). At the end of the adventure Prior Athosar collects these relics from the PCs.

7. Lord Misbah (EL 4)

This encounter spans the corridor from the eastern door in three points, past the door to area 8, and on past Misbah's Reliquary, and on through to the encounter presented in The Old Guard. These places, along with his shrine to Beelzebul (area 8) combined are Lord Misbah Rensha's actual last haunts. The entire set of these rooms and corridors are confined space in both the Material Plane and the Ethereal Plane, and, along with the presence of Nema1's undesecrated remains keep Beelzebul's minions from carting off Misbah's miserable soul to the Nine Hells of Baator.

The old high lord has roamed this section for a century, praying for this opportunity to finally be free from his this prison of his own construction. But since he can't enter Nima1's burial chamber, he first attempts to manipulate the PCs to help him, and if that doesn't work, he attempts to force them to desecrate Nima1's bones.

The PCs can enter this area by the locked eastern door in area 1 (Three Points, above). If they do, they allow Misbah to freely roam the remainder of the crypt, but he will not truly be free (and out of the PCs' hair) until the bones of Nema1 are desecrated.

Creature: Lord Misbah's was still a rather young man (early 30's) when he died. He was thrown off his horse, and broke his neck. He appears to the PCs as the ghost of a young man, wearing Calimshite silk, a turban, and a waxed goatee. The only real disconcerting thing about him is the way that his head droops limply to the right.

➤ **Lord Misbah:** male ghost Rog2: hp 10; see Appendix 1.

Development: Misbah does not attack the PCs at first; he attempt to coax them into doing what he wants. He will concoct a story that he was trapped here by mistake by a well-meaning priest of Lathander. In order to get out, he must disrupt the priest's remains. He pleads, begs, and makes appeals to their heroism, their kindness, and even their greed (telling them that the priest has a treasure). If he feels that there is no way that the PCs will help him, only then does he attack. If at any time the PCs do disrupt Nema's remains read or paraphrase the following.

As you do, you here the ghost scream, and then chuckle in delight, and you smell a faint whiff of brimstone. Spectral devils grab the ghost and pull him into the ground. They jab him with spears and worse instruments, but the entire time the ghost seems gleeful of the rapture. A small shoot of flame follows his disappearance.

8. Only Companion (EL 3)

If the PCs examine this barred door, it doesn't take much for the PCs to hear the low moaning coming from this room (Listen DC 5). The creature trapped within continues the constant drone until he is aware of another presence in the room or beyond.

When Lord Misbah was buried here, a ghost was somehow trapped with him. Due to the strange wards on the door to this section of the crypt, it has not been able to escape either. The ghost is now trapped in this room, Misbah's old temple to Beelzebul. He used to have access to Misbah's entire crypt, but the ghost trapped the ghoul in here when he became sick of its endless complaining.

The ghoul is insane with hunger, and extremely vicious—but it is also paranoid. Occasionally Misbah floats in and torments the ghost for amusement's sake. When the bar is removed from the door, the ghost moves behind one of the pillars and waits in an attempt to gain a moment of surprise. The large pillars provide improved cover (+8 AC bonus, +4 Reflex saves, and +10 Hide check) if the PCs are traversing the chambers from the center or along the opposite row of pillars. Moving down the row of pillars where the ghost is hiding most often negates this cover. The ghost, whenever possible, keeps relative tabs on the PCs (successful Listen check needed only if the PCs are moving silently), and adjust its position to keep a pillar between it and them until it is ready to strike (the ghost does attempt to Move Silently in those cases).

The rank smell of this chamber is eye-wateringly pungent. The

door opens up to a large chamber flanked with pillars. The tapestries that must have once hung on the walls have been torn to shreds. At the end of the chamber two red glowing eyes inhabit the eye sockets of a green devil head. The moaning has ceased.

The stench in the room is that of the ghost. A PC who succeeds at a Knowledge (religion) check (DC 14) recognizes the smell for what it is. Also, if the PC unknowingly approach within 10 feet of the ghost, they may get another shocking clue.

If the PCs make it to the pillar where the ghost is hiding, it can contain itself no longer, and attacks, gaining a surprise round if the PCs are unaware of him.

Creature: The creature moves with a gaiting glee toward its first victim.

➤ **Ghast:** hp 21; see *Monster Manual*.

Tactics: Tactics goes out the window at this point. He attempts to paralyze and kill as many of the invaders that he can. If combat dies down, and he has paralyzed or dead bodies, he quickly finish them off, consuming large chunks quickly to sate his century-old hunger.

Development: After the PCs deal with the ghost, they may want to investigate the spitting idol (see below).

8a. Spitting Idol (EL 2)

The spitting idol is a challenge all its own. Misbah's shrine to his diabolical lord, the thing quickly took on a life of its own, and began to punish those that approached it, and didn't declare booth their allegiance and their eternal soul to Beelzebul.

As the PCs approach the idol, they notice that the red glowing eyes are large faceted gems.

Trap: Those who do not show the proper reverence to this shrine of Beelzebul may be struck by the idol's debilitating spit. Once a round, if a creature is within 20 feet of the idol, and that creature has not declared his or her allegiance to the Lord of Lies, the idol spits. Determine which character the idol spits at randomly, but it does not hit a creature who has declared allegiance with the Lord of Lies (such as the ghoul, Misbah, or any PC who happens to, but in the latter case that PC is an NPC at the end of the adventure—treat it as a character death for purposes of reporting). The spit's for is a black glob pulsating with a green electriclike energy.

Touch of Idiocy Spit: CR 2; magic device; proximity trigger; automatic reset; +4 ranged touch attack, spell effect (*touch of idiocy*, 3rd-level wizard, no save); Search DC 27; Disable Device DC 27.

Once the PCs are out of the area, the shrine stops spitting.

Treasure: While the large gems (two-feet across and 15 pounds each) are actually only glass, but they are affected with *continual flame* of a red color.

9. Misbah's Reliquary (EL 3)

In the center for this room stands a lone urn. This almost two-foot tall urn is decorated with southern-style art. There is a door on the right wall. Two statues of women holding babies flank the door.

Misbah was cremated after his death, and his remains are in in the urn. If Misbah is with the PCs when they enter here, he explains this, and asks them not to touch the urn. He actually hopes they disobey him. While he doesn't care about his remains, he would love to see his trap triggered.

The two statues flanking the doors to area 10 are actually construct guards. If the urn is disturbed in any way (even the slightest touch), the statues animate. When the statues animate, read or paraphrase the following:

Each statue grabs its baby bundle by the feet, and throws it down sharply to its side. The momentum causes the head of the baby to pop off the rest of the bundle. Now attached to its neck by a short length of chain, each baby is not its statue's weapon: a disgusting flail.

Creatures: The statues attack the defilers of Misbah's remains until they are destroyed.

➤ **Baby-Headed-Flail-Wielding Statues:** hp 20, 20; see Appendix 1.

10. The Old Guard (EL 2)

This small chamber holds the remains of Misbah's personal guard. They continue to guard him after death. They either animate when a PC opens the door to this room, or Misbah can call them to him if he needs aid.

Bones and cobweb coated armor and weapons litter the floor of this small room. Some begin to rattle and twitch, as complete skeleton a shield in one hand, a scimitar in the other, stands up in the far corner of the room.

Within scant seconds, five more complete skeletons animate and move forward to vanquish defilers.

Creatures: The shield carried by each of these undead creatures has the Rensha crest: A single red moon on a golden field.

➤ **Human Warrior Skeleton (5):** hp 9, 7, 6, 6, 4; see *Monster Manual*.

LORD MARZUT'S OBLIVION RELIQUARY

Crypt Features

This entire level has either been painted black long ago by the thralls of Lord Marzut, or is walled in the strange black stone the PCs find in area 1. Either way it is difficult to climb.

With the exception of the great black door, all the doors are good wooden doors found on page 61 of the *DUNGEON MASTER's Guide*.

Throughout these crypt strange wisps of ghostly smoke cling to the floors and sometimes the walls. They only obscure vision in a minor way, and have no real game effect.

1. Entrance Chamber

This chamber is decorated in pitch-black smooth stone. Dark gray markings on the stone, dark enough to almost blend in with the black, depict strange alien creatures and ghostly forms. The art is strangely disturbing to look at, and seems to contort strangely in the light. Whoever the artist was, he or she was not sane.

The fresh remains of a dead kobold lie just beyond the light of the Morning's Resonance. The body is marred with a huge scorch mark on the side of its head over a caved-in bit of skull.

Lord Marzut was the artist that crafted the walls to this chamber, and he was not sane. A successful Appraise check (DC 15) recognizes that the stones are not something native to Faerûn, and a successful Knowledge (the planes) check (DC 15) hints that it is doubtful it came from any known plane of existence. The walls do not detect as magic.

If the PCs investigate the kobold corpse they can glean that the body is only a day or so old (Heal, DC 15), and may be able to determine that it was killed by a magic missile (Spellcraft, DC 21).

Nothing in the room is hazardous. The first of this dungeon's hazards come at the bottom of the stairs.

2. Spell-spitting Guardian (EL 2)

When the PCs can see down the corridor, read or paraphrase the following:

At the end of the stairs stands a single skeleton armed with a scimitar, and wearing a tattered tabard. It does not move.

When the PCs get to edge of the stairs, or if attack, this baneguard animates and attacks intruders.

Creature:

➤ **Baneguard:** hp 10; see Appendix 1.

Tactics: The bandguard's first action is to activate its blink spell-like ability, and pepper the PCs with *magic missile*, and hit and run strikes.

Development: Loud noises will attract the kobolds from area 4. If they catch the PCs in combat, they will hurl sling bullets down the corridor at them, attempting to kill or weaken the PCs, and then retreat into the room with the black pyramid (see area 5, below). The Baneguard only attacks intruders coming from the direction of the entrance (area x), and ends its attack once the characters enter area 5.

3. Temple to the False (EL 2)

This chamber is much different than the rest of the complex. Gone are the scorched walls, and the strange wisps of ghostly smoke. The stones have obviously been white washed in ages past, but it has been turned gray with age. A bright white continual flame fire lights this place from the large alcove at the room's far end. In front of the fire stands an altar, its front emblazoned with the symbol of Tyr. A copper offering plate stands atop the altar.

There were few things in life that Lord Marzut Rensha hated more than Tyr and his followers. The nihilist he was, he saw the pursuit of such an artificial thing like justice to be ultimately wasteful and stupid; a view that made him many enemies among Tyr's followers.

Hoping that Grimjaws's faithful would try to desecrate his tomb, he created this fake temple. The offering plate has five silver coins in it (each minted by Marut, and have his image; Knowledge [history] DC 12). If any character offers more, or takes the coins inside (Marut hated hypocrites and thieves just as much as he hated Tyrns), it summons the room's guardian.

Creature: A pseudonatural hound leaps out of the fires, attacking all in the room.

➤ **Pseudonatural Hound:** hp 13; see appendix 1.

4. Kobolds Guards (EL ½)

Two kobolds stand guard just outside the door to area 5.

Creatures: The kobolds will let loose with a volley of sling bullets, and duck into area 5. See that encounter for more tactics.

➤ **Kobolds (2):** hp 5, 3; see *Monster Manual*.

10 5. Black Pyramid of Szoruth-nood (EL variable)

This chamber holds an artifact to the great alien power

that Lord Marzut Rensha served: Szoruth-nood, a formless and entropic being from a place called the Oceans of Aer'Eltar'Adat. While its many secrets are unfathomable to the uninitiated, its presence here is a foul trap for trespassers. When the PCs enter this place, read or paraphrase the following.

The strange wisps of swirling blue-gray fog all cling around the base of the large four-sided ebony pyramid in the center of this room. Every so often the large edifice crackles with volatile eldritch energy, and the air in the room so statically charged, that hair feels as if it is standing on end.

The Black Pyramid of Szoruth-nood is a kind of haphazard one-way gate between this world and the strange Oceans of Aer'Eltar'Adat. For the case of the PCs it is an annoying and potentially deadly trap.

On the battle grid you'll see squares on the corners of the pyramid that are designated with an "X". If a creature move onto one of these squares, the pyramid is activated, and a creature, or group of creatures, is summoned into the room. Use the following table to determine the creature or creatures are summoned.

2d4	Creature	Initiative	hp
2	1 Pseudonatural giant lizard	12	20
3	1d3 Small void skeletons (dog)	16	12, 6, 3
4	1 Void ghoul	6	6
5	1 Small void skeleton	15	11
6	1d2 Void ghoul	6	11, 4
7	1 Choker	16	14
8	Vezzutas the void ghoul	4	16

Place the summoned creature in the initiative order based on their listed initiative. If the PCs attack the creature before its first chance to act, it is caught flat-footed. Summoned creatures attack the closest enemy creature (including the kobolds). Summoned creatures stepping on the triggered squares from the Black Pyramid of Szoruth-nood don't cause other creatures from the Oceans of Aer'Eltar'Adat to be summoned in the chamber if they step the appropriate square. The exception to this rule is Vezzutas, who can (and will, at every opportunity) summon additional creatures into the chamber. Only one group of creatures can be summoned every round.

Development: Once summoned, the creatures from Aer'Eltar'Adat aren't bound to this room, and will do their best to clean the tomb of Marzut of any and all intruders.

If the kobolds guarding the hallway prior to this chamber enter the room, they intentionally set off the pyramid when the PC enter, and then flee, bypassing the Black Door, to area 10.

6. Rotten Dead End (EL 2)

A pile of rotting, stinking filth cuts off the corridor ahead. The smell of the decomposing offal is almost overpowering.

The source of the strange rotten "pile" is a mystery, even if the PCs dig and search. Doing so though, may infect a PC with filth fever (see DUNGEON MASTER's Guide page 292).

Creature: The smell doesn't bother a pair of giant bombardier beetles that use it as a home, and defend it against intruders.

➤ **Giant Bombardier Beetle (2):** hp 13, 12; see *Monster Manual*.

Development: If the PCs flee, the beetles don't follow.

7. The Black Door (EL 1)

The door to this chamber is jet black, and made of the same material found in area 1. Like that door it features the strange slightly off-color art of alien creatures and spectral nightmares, but it has another strange feature.

Five silvery triangles, each seemly chiseled into the door, magically and silently moved in a lopsided circle at the black portal's center.

The strange door radiates no magic, but any PC touching the door with bare skin takes a point of vile damage (see Appendix 2) each time they touch the door. The door can be opened with a successful Strength check of 20. PCs can take 10 or take 20 on this check, but will take 5 and 10 points of vile damage respectively before the check is completed.

8. Dust and Bones (EL 3)

This is one of the last resting chambers of Lord Marzut's strange consciousness. And lucky for the PCs it is the least powerful and least aware bit of Marzut's now fragmented mind.

This aspect of Marzut dwells in the strange and fine gray-purple dust within either open or broken urns that clutter the far corner of this room. Except for that, the place is bare.

Creature: The manifestation of dust and void forms from the dust in the urns only when someone disturbs the false tomb in area 9.

➤ **Manifestation of Dust and Void (Lord Marzut):** hp 24; see Appendix 1.

Tactics: Once manifested, Marzut attacks any in this area, or quickly moves to the False Tomb to aid the skeletons.

9. False Tomb (EL 1)

When the PCs enter this room, read or paraphrase the following:

Beyond the entrance alcove, in the center of the chamber, a small black-four sided pyramid floats almost five feet above the ground. It crackles with the same magical energy of the large pyramid. Around the pyramid are scattered bones and weapons, displayed in a pattern that makes it seem like they are the remains of those who thrown from the small pyramid.

Touching the pyramid does cause a reaction, but not the one the PCs may expect. When the object is touched in any way (object, spell, or actually touched), it drops to the floor with a loud thud. Then two of the skeletons pull themselves together from the various remains (even if the PCs scattered them) and attack.

Creatures: Though mindless these skeletons have some magical glimmer of the importance of flanking.

➤ **Human Warrior Skeletons (2):** hp 11, 3; see *Monster Manual*.

Development: When the pyramid drops, Marzut manifests, see area 8.

10. Entrance to Below (EL 1)

This chamber has two main features. The first is a steeply slopped passage that travels down to area 12 of the Undercaverns, and the other is the group of four kobolds guarding it.

➤ **Kobolds (4):** hp 7, 3, 2, 1; see *Monster Manual*.

UNDERCAVERN

Here in the Undercaverns the Hark's forces wait for the high lord. The last encounter is a fairly pure fight to save the high lord's son. The PCs also have a chance to find out who is behind the abduction (the presence of a wererat points to the Hark) and who the Hark is working with these days (the mind flayers).

Undercavern Features

These caverns are dark and stuffy. The Hark's minions don't need light, so whatever illuminates this area will be up to the PCs.

The walls are naturally rough stone, and require a climb check of DC 15 to scale.

Strange Guard Dog (EL 3)

Beyond the trap door in Misbah's crypt is this room. The get here, the PCs have to spelunk (DC 15, DC 5 if the PCs use a rope) 30 feet down to the cavern floor, and in doing

so likely alerts the guards below.

Creatures: The goblins and worg work in concert to soften the PCs before they reach the gathering place.

➤ **Goblins (2):** hp 3, 2; see *Monster Manual*.

➤ **Worg:** hp 25; see *Monster Manual*.

Tactics: The goblins throw javelins at PCs coming down the hole. The worg stays in the back, out of sight until the PCs land in the cavern. The goblins or the worg drop, the remaining creatures retreat to area 12.

The Waiting Place (EL 3)

In this cavern the Kassuz and her allies wait for the high lord. If and when the PCs arrive, they will soon realize that the high lord is not with them, but will lash out in frustration of the Hark's failed plan. Velvred Twohands sits bound on the rock outcrop, waiting for freedom at the hands of the PCs.

Creatures:

➤ **Kobolds (3):** hp 4, 3, 3; see *Monster Manual*.

➤ **Dire Rats (2):** hp 6, 2; see *Monster Manual*.

➤ **Kassuz:** female goblin wererat Clr1; hp 10; see

Appendix 1.

What The...? (EL 0)

If the PCs peer into this large gaping hole, they will see a sight that will chill them to the bone. Waiting upon a ledge are a host of mind flayers, waiting for the signal to ambush the high lord—a signal that will never come. They don't concern themselves with lesser threats, even if the PCs attack, they will soon realize (through a quick reconnaissance and *detect thoughts* if necessary) that the high lord didn't fall for the ruse. And will then leave the, *levitating* down into the deep Underdark.

Scaling the Encounter (Main Event)

Strange Guard Dog (EL 4)

The number of goblins is increase to three, and the worg is replaced with a grick.

➤ **Goblins (3):** hp 5, 3, 2; see *Monster Manual*.

➤ **Grick:** hp 6; see *Monster Manual*.

The Waiting Place (EL 5)

The number of kobolds is increased to six, the number of dire rats to four, and Kassuz is a 2nd-level cleric.

➤ **Kobolds (6):** hp 6, 5, 4 (2), 3, 3; see *Monster Manual*.

➤ **Dire rats (4):** hp 6, 5, 4, 2; see *Monster Manual*.

➤ **Kassuz:** female goblin wererat Clr2; hp 15; see

Appendix 1.

CONCLUDING THE ADVENTURE

At the end of this adventure the PCs will either suffer a horrible fate in the crypts, be able to bring back reconnaissance for the high lord, or save his son. If they are able to save his son, grant them the story object: Order of the Jade Blade, as they become part of a newly formed order in the service of the High Lord of Loudwater.

If the PCs took any vial damage or were cursed with lycanthropy, they are cured at the end of the adventure.

ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which LEGACY OF THE GREEN REGENT is that program's first offering) tracks character progression digitally. At the adventure 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 value increase each character gains.

At the end of this adventure you'll find an 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 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.

The maximum reward available for this adventure is 550 XP and 300 gp.

1. Were the PCs able to save the High Lord Twohands's son?

- a. Yes. They saved the son.
- b. No. They didn't save the son.

2. How many of the Crypt encounters did the PCs defeat?

- a. 1-2
- b. 3-4
- c. 5-6
- d. 8-10

3. Did the PCs defeat the Hark's minions in the Undercaverns?

- a. No. They didn't make it that far.
- b. Some. They encountered some but retreated.
- c. Yes. They defeated most or all of the Hark's minions in the undercavern.

4. Which Crypt did they enter?

- a. Lord Misbah's Final Haunt
- b. Lord Marzut's Oblivion Reliquary



UNDER HIGH LORD'S HALL

APPENDIX 1

Lord Misbah's Final Haunt

3. Thayvian Crystal

➤ **Crawling Claws:** CR 1/3; Diminutive Construct; HD 1d10; Init +0, Spd 20 ft.; AC 15, touch 14, flat-footed 15; Base Atk +0, Grp -12; Atk +4 melee (1, claw); Face/Reach 1ft./0 ft.; SA Smite fallen; SQ Construct, Blindsight 30 ft., immunities, SR 10; AL N; Sv Fort +0, Dex 10, Con -, Int -, Wis 5, Cha 5.

Smite Fallen (Ex): Crawling claws inflict double damage against prone combatants.

Immunities (Ex): Lacking eyes, crawling claws are immune to gaze attacks.

4. Fire Cave

➤ **Ash Rats:** Small magical beats (fire); CR 1; HD 1d10; Init +8, Spd 40 ft., climb 20 ft.; AC 16, touch 15, flat-footed 12; Base Atk +1, Grp -5, Atk +0 melee (1d4-2, bite), or +6 ranged touch (1d4 fire, flame spit); SA, flame spit, heat; SQ Darkvision 60 ft., fire heal, fire subtype, low-light vision, smoky hide); AL CN; Sv Fort +2, Ref +6, Will +1; Str 6, Dex 18, Con 11, Int 2, Wis 13, Cha 3.

Skills and Feats: Climb +14, Hide +9*, Move Silently +5; Improved Initiative.

Flame Spit (Su): Once per round, an ash rat can spit flames at one target up to 10 feet away. This attack deals 1d4 points of fire damage.

Fire Heal (Ex): Fire and heat heals an ash rat's wounds. For every round that the creature is exposed to flame or heat intense enough to deal at least 1 point of damage, the creature instead gains the benefit of a cure minor wounds spell (1 hit point healed). Two or more ash rats touching each other provide enough heat for fire healing.

Heat (Ex): An ash rat's body heat deals 1d2 points of fire damage to each creature (except another ash rat) that touches it. Any flammable item in contact with an ash rat forces the creature to make a successful Reflex save (DC 10) or catch fire (except for the lower DC, this is the same process as described in the Catching on Fire rule found on page 303 of the *DUNGEON MASTER's Guide*).

Fire Subtype (Ex): An ash rat is immune to fire damage. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success for failure.

Smoky Hide (Ex): An ash rat continually sheds smoke from its body. This smoky haze is so thick that it grants the creature one-half concealment (20% miss chance) and makes hiding easier (see Skill, below). Though it is diffi-

cult to see the ash rat because of the smoke rising from its body, the smoke is visible, provided that the area has sufficient light by which to see.

Skills: An ash rat uses its Dexterity modifier instead of its Strength modifier for Climb checks. *In smoky or foggy areas, an ash rat gains a +8 bonus on Hide checks.

7. Lord Misbah

➤ **Lord Misbah:** male ghost Rog2; CR 2; Medium undead (incorporeal); HD 2d12, Init +2, Spd 30 ft. fly (perfect); Manifested AC 13, touch 13, flat-footed 11; Base Atk +1; Grp +2; Atk +3 incorporeal touch attack (1d6, corrupting touch); SA Sneak attack +1d6, corrupting touch, manifestation; SQ Evasion, trapfinding, rejuvenation, turn resistance +4; AL NE; SV Fort +0, Ref +5, Will -1; Str 12, Dex 14, Con -, Int 12, Wis 8, Cha 14

Skills and Feats: Bluff +13, Diplomacy +8, Forgery +7, Gather Information +8, Hide +8, Intimidate +10, Listen +5, Sense Motive +5, Slight of Hand +8, Spot +5; Persuasive, Skill Focus (Bluff).

Manifestation (Su): Misbah dwells on the Ethereal Plane as an ethereal creature, he cannot affect or be affected by anything in the material world unless he manifests. When Misbah manifests, he partly enters the Material Plane. When manifested he can only be harmed by other incorporeal creatures, magic weapons, or spells, with a 50% chance of ignoring any damage from a corporeal source. He can pass through solid objects at will (with the exceptions noted in the adventure), and his own attacks pass through armor. As a manifested ghost, he always moves silently.

Misbah can strike with his touch attack, and can sneak attack with his corrupting touch. He remains partially on the Ethereal Plane, where it is not incorporeal. Opponents on either the Material Plane or the Ethereal Plane can attack him. His incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): It is difficult to destroy Misbah through simple combat. When "destroyed" he restores himself in 2d4 days. Even the most powerful spells are usually only temporary solutions. He can only be released from his ghostly state by desecrating the tomb of Nermal, the cleric of Lathander that helped him renege on his deal with Beelzebul.

Telekinesis (Su): Misbah can use telekinesis as a standard action (12th-level caster). When he uses this power he must wait 1d4 rounds before using it again.

9. Misbah's Reliquary

➤ **Baby-Head-Flail-Wielding Statues:** CR 2; Medium constructs; HD 2d10+20; Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +2; Full Atk +4 melee (1d6+3); Atk +4 melee (1d6+3); SQ construct traits, darkvision 60 ft. hardness 8, low-light vision; AL N; SV Fort +0, Ref +0, Will -5; Str 16, Dex 10, Con —, Int —; Wis 1, Cha 1.

Lord Marzut's Oblivion Reliquary

2. Spell-spitting Guardian

➤ **Baneguard:** Medium Undead; CR 2; HD 4d12; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +2; Grp +3; Full Atk +4 melee (1d6+1/18-20, masterwork scimitar), or +3 melee (1d4+1, 2 claws); Atk +4 melee (1d6+1/18-20, masterwork scimitar), or +3 melee (1d4+1, claw); SA *magic missile*; SQ *blink*, cold immunity, DR 5/bludgeoning; AL NE; SV Fort +1, Ref +1, Will +5; Str 12, Dex 11, Con —, Int 9, Wis 12, Cha 13.

Skills and Feats: Hide +7, Listen +8, Move Silently +7, Search +4, Spot +8; Blind-Fight.

Magic Missile (Sp): Once every 3 rounds, a baneguard can cast *magic missile* as a 4th-level sorcerer. Each spell creates two missiles that deal 1d4+1 points of damage each.

Blink (Sp): Once every 10 minutes, a baneguard can cast a *blink* spell as a 4th-level sorcerer (duration 4 rounds).

Possessions: A tattered tabard of House Rensha, a necklace with a four-sided obsidian pyramid at the end, and a masterwork scimitar.

3. Temple to the False

➤ **Pseudonatural Hound:** Medium Animal; CR 1; HD 2d8+4; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3; Full Atk +3 melee (1d6+3, bite); Atk +3 melee (1d6+3, bite); SA trip, true strike; SQ scent, alternate form, electricity and acid resistance 5, SR 4; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills: Listen +5, Spot +5, Swim +5, Survival +1

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacle mass, but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form.

5. Black Pyramid of Szorath-nood

➤ **Pseudonatural Giant Lizard:** Medium animal (reptilian); CR 2; HD 3d8+9; Init +2; Spd 30 ft., swim 30 ft.; AC 15, touch 12, flat-footed 13; Atk +5 melee (1d8+4, bite); SA True strike; SQ Alternate form, electricity and acid resistance 5, SR 4; AL NE; SV Fort +6, Ref +5, Will +2; Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 2.

Skills: Climb +9, Hide +7, Listen +4, Move Silently +6, Spot +4.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacle mass, but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 moral penalty to their attack rolls against pseudonatural creatures in this alternate form.

➤ **Vezzutas the Void Ghoul:** void ghoul Sor2: Medium undead; CR 3; HD 2d12+2d4; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 16; Atk +3 (1d6+1 plus 1 point of vile damage, 2 claws) and +0 melee (1d3 plus 1 point of vile damage, bite); SA Shroud of void, void belch, create spawn, spells; SQ undead, darkvision 60 ft., +2 turn resistance, spells; AL NE; SV Fort +0, Ref +2, Will +8; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Concentration +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Combat Casting, Multiattack, Weapon Finesse (bite).

Shroud of void (Ex): A dark swirling dark energy surrounds void ghouls. This shroud of nothingness increases the void ghouls natural attacks by one point of vile damage, and does the same to any creature touching the void ghoul, or attacking it with natural weapons.

Void belch (Ex): Once every 3 rounds a void ghoul can belch a ray of dark void energy at a single target as a ranged touch attack (+3 ranged). If hit, the target takes 1d3 points of vile damage.

Spells Known (6/5; DC = 13 + spell level); o—acid splash, daze, ghost sound, touch of fatigue, ray of frost; 1st—shield, ray of enfeeblement.

➤ **Void Ghoul:** Medium undead; CR 1; HD 2d12; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 16; Atk +3 (1d6+1 plus 1 point of vile damage, 2 claws) and +0 melee (1d3 plus 1 point of vile damage, bite); SA Shroud of void, void belch, create spawn; SQ undead, darkvision 60 ft., +2 turn resistance; AL NE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Multiattack, Weapon Finesse (bite).

Shroud of void (Ex): A dark swirling dark energy surrounds void ghouls. This shroud of nothingness increases the void ghouls natural attacks by one point of vile damage, and does the same to any creature touching the void ghoul, or attacking it with natural weapons. It also increases the void ghoul's natural armor by +2.

Void belch (Ex): Once every 3 rounds a void ghoul can belch a ray of dark void energy at a single target as a ranged touch attack (+3 ranged). If hit, the target takes 1d3 points of vile damage.

➤ **Medium Void Skeleton:** Medium undead; CR 1/2; HD 1d12; Init +5, Spd 30 ft.; AC 15, touch 11, flat-footed 14; Atk +0 melee (1d4 plus 1 point of vile damage); SQ Shroud of void, undead, darkvision 60 ft., DR 5/bludgeoning; AL NE; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con —, Int 2; Wis 10, Cha 11.

Feats: Improved Initiative.

Shroud of void (Ex): A dark swirling dark energy surrounds void skeletons. This shroud of nothingness increases the void ghouls natural attacks by one point of vile damage, and does the same to any creature touching the void skeleton, or attacking it with natural weapons. It also increases the void skeleton's natural armor by +2.

8. Dust and Bones

➤ **Manifestation of Dust and Void (Lord Marzut):** CR 3; Medium undead; HD 3d12; Init +2; Spd Fly 40 ft. (good), AC 15, touch 15, flat-footed 13; Base Atk +1, Grp —; Full Atk +3 melee touch (touch, 1d3 Strength); Atk +3 melee touch (touch, 1d3 Strength); SQ Darkvision 60 ft., +2 turn resistance, undead traits; AL LE; SV Fort +1, Ref +3, Will +4; Str —, Dex —, Con —, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Atk +0; Grp -4; Full Atk +1 melee (1d6, masterwork mace), or +0 melee (1d3, 2 claws) and -5 melee (1d4, bite), or +4 ranged (1d6/19-20, light crossbow); Atk +1 melee (1d6, masterwork mace), or +0 melee (1d3, claw) or +4 ranged (1d6/19-20, light crossbow); SA rebuke undead; SQ spontaneous cast inflict spells, darkvision 60 ft, damage reduction 10/silver, low-light vision, scent.; AL NE; SV Fort +5, Ref +4, Will +4; Str 11, Dex 18, Con 16, Int 8, Wis 15, Cha 11.

Skills and Feats: Concentration +6; Spellcasting prodigy.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed at a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope (for example, a hill giant bitten by a wererat), the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the polymorph spell on itself, though its gear is not affected, it does not regain hit points for the changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Lycanthropic Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal and dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Possessions: Leather armor, light wooden shield, Small masterwork mace, light crossbow, 10 bolts, divine scroll of cure light wounds, spell component pouch.

Spells Prepared (3/2+1; DC = 13 + spell level): 0—cure minor wounds, read magic, resistance; 1st—divine favor, doom, protection from good*

*Domain Spell; Deity—Malar; Domains—Evil (Cast evil spells at +1 caster level), and Strength (Perform a feat of strength as a super natural ability. Gain +1 enhancement bonus to Strength once per day for 1 round. It is a free action to activate this power.).

UNDERCAVERNS

➤ **Kassuz (hybrid form):** female goblin wererat Clr1; CR 3; Small humanoid (goblinoid, shapechanger); HD 2d8+6; Init +1, Spd 30 ft.; AC 18, touch 14, flat-footed 14; Base

➤ **Kassuz (hybrid form):** female goblin wererat Clr2; CR 4; Small humanoid (goblinoid, shapechanger); HD 3d8+9; Init +1, Spd 30 ft.; AC 18, touch 14, flat-footed 14; Base Atk +1; Grp -3; Full Atk +2 melee (1d6, masterwork mace), or +1 melee (1d3, 2 claws) and -4 melee (1d4, bite), or +5 ranged (1d6/19-20, light crossbow); Atk +2 melee (1d6, masterwork mace), or +1 melee (1d3, claw) or +5 ranged (1d6/19-20, light crossbow); SA rebuke undead; SQ spontaneous cast inflict spells, darkvision 60 ft, damage reduction 10/silver, low-light vision, scent.; AL NE; SV Fort +6, Ref +4, Will +5; Str 11, Dex 18, Con 16, Int 8, Wis 15, Cha 11.

Skills and Feats: Concentration +7; Spellcasting prodigy.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed at a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope (for example, a hill giant bitten by a wererat), the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the polymorph spell on itself, though its gear is not affected, it does not regain hit points for the changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Lycanthropic Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal and dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Possessions: Leather armor, light wooden shield, Small masterwork mace, light crossbow, 10 bolts, divine scroll of *cure light wounds*, spell component pouch.

Spells Prepared (4/3+1; DC = 13 + spell level): 0—*cure minor wounds*, *read magic*, *resistance* (2); 1st—*cure light wounds*, *divine favor*, *doom*, *protection from good**

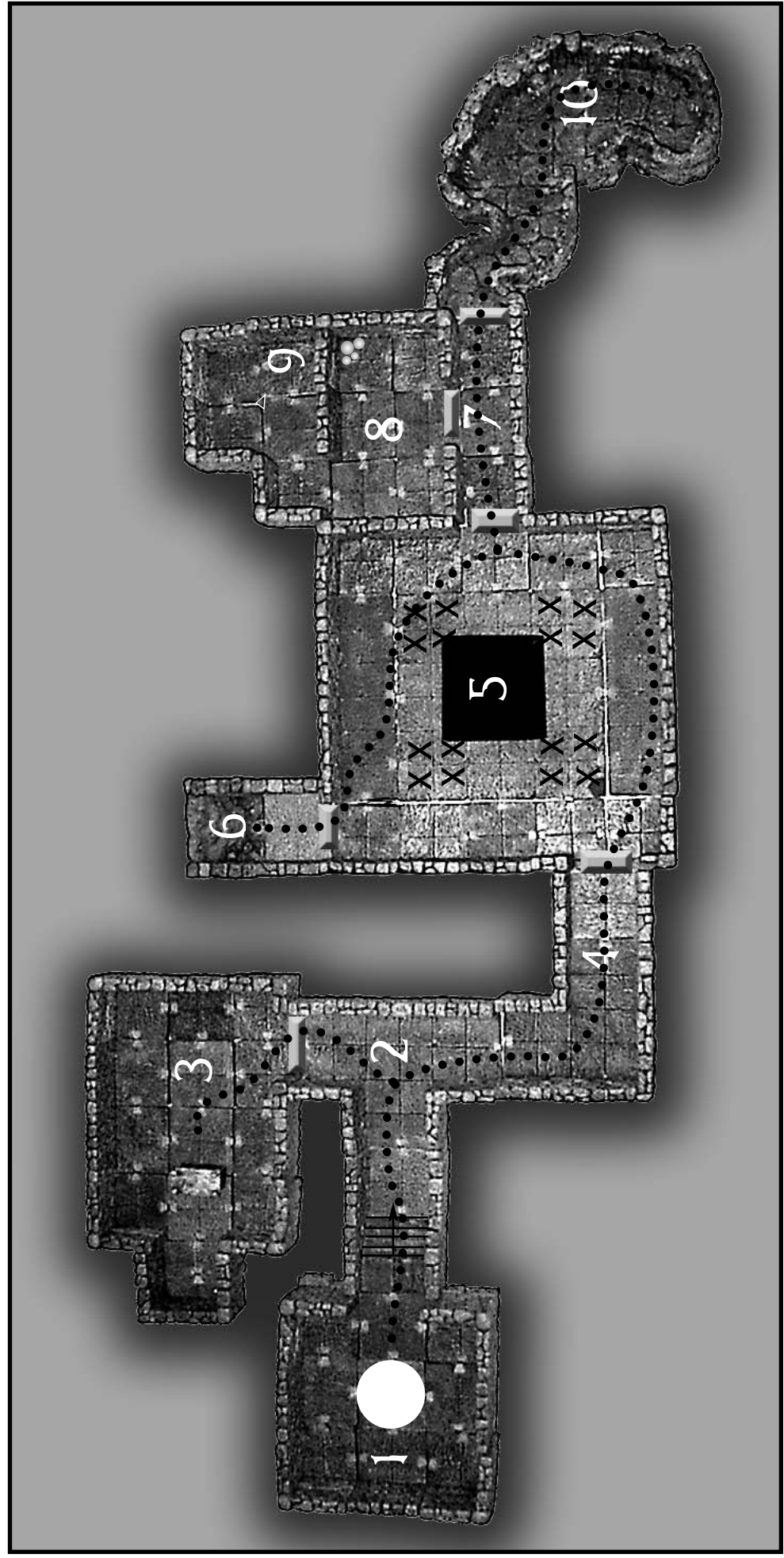
***Domain Spell; Deity**—Malar; **Domains**—Evil (Cast evil spells at +1 caster level), and **Strength** (Perform a feat of strength as a super natural ability. Gain +2 enhancement

bonus to Strength once per day for 1 round. It is a free action to activate this power.).

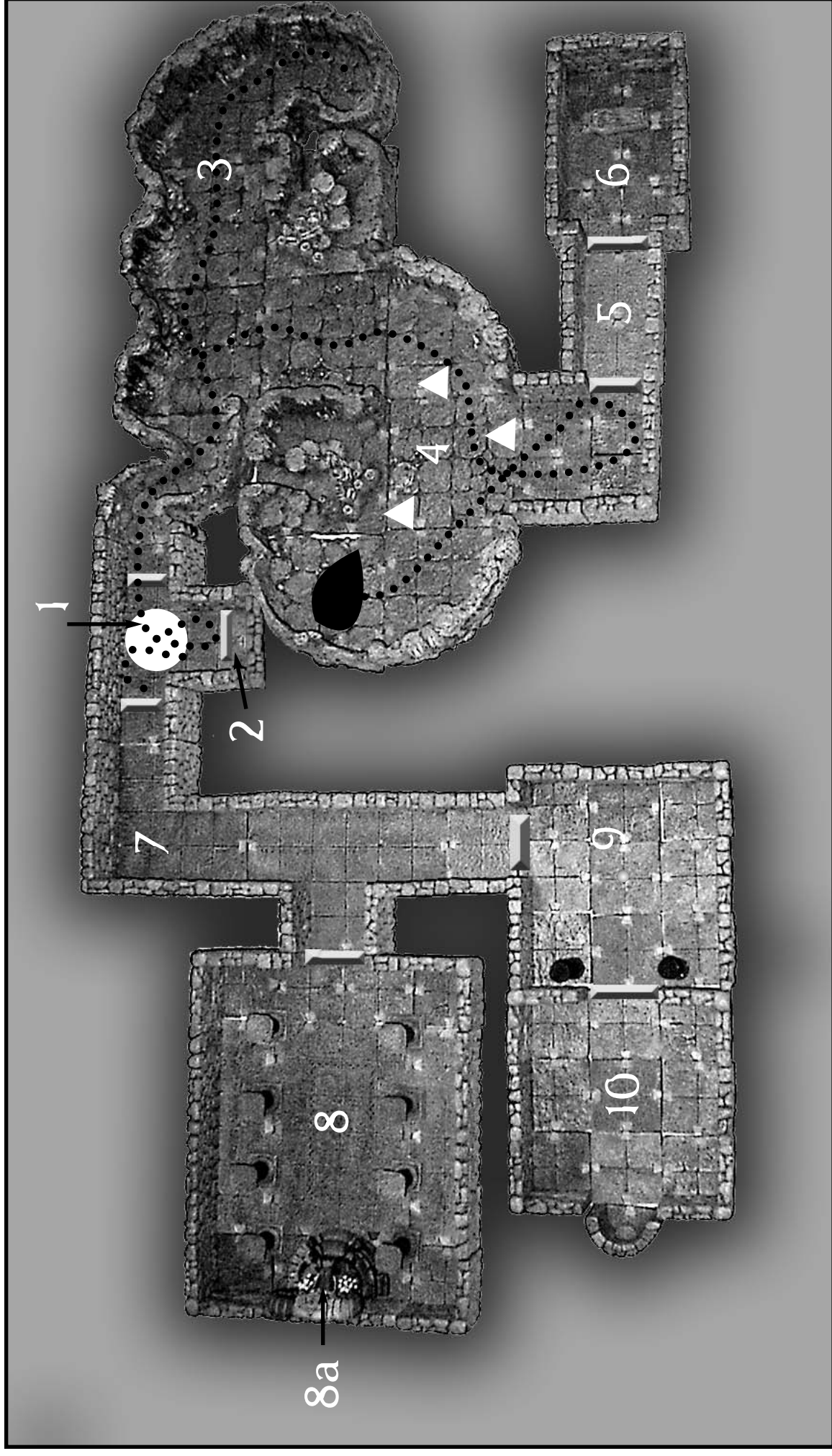
APPENDIX 2: NEW RULES

Vile Damage: Vile damage, like regular damage, results in the loss of hit points or ability score points. Unlike regular damage, vile damage can only be healed by magic cast within the area of the *consecrate* or *hallow* spell. Vile damage represents such an evil violation to the character's body or soul that only in a holy place can healing magic repair the damage. Not even the areas of morning's resonance will heal this damage. After the adventure *Prior Athosar* heals all surviving PC's vile damage with the consecrated area of one of the Houses of Morning.

UNDER HIGH LORD'S HALL -- LORD MARZUT'S OBLIVION RELIQUARY



UNDER HIGH LORD'S HALL -- LORD MISBAH'S FINAL HAUNT



UNDER HIGH LORD'S HALL -- UNDERCAVERN

