

XGR-3



CAMPAIGNS

UNDERMOUNTAIN

A One-Round D&D LEGACY OF THE GREEN REGENT
Adventure for 8th-Level Characters
Part of the Wintering in Waterdeep Series

Gen Con Indy 2004 Verison
by Stephen Radney MacFarland and Ed Greeley
With special thanks to Jeff Simpson and Andy Collins

"The most famous battlefield in which to earn a reputation as a veteran adventure—and the best known grave of heroes in Faerûn."

~Elminster of Shadowdale.

Sources: *Forgotten Realm Campaign Setting* [Ed Greenwood, Rob Heinsoo, Skip Williams], *Magic of Faerûn* [Sean K. Reynolds, Duane Maxwell, and Angel McCoy], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, and Steve Winter] *Ruins of Undermountain* [Ed Greenwood], *Skullport* [Joseph C. Wolf]

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

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INTRODUCTION

This adventure is optimized for 8th-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).

<<Sidebar>>

DUNGEONS & DRAGONS MINIATURES

To run this adventure it's recommended you have the following miniatures:

From the Harbinger™ set:

3 Medusa (41/80) t
x Orc Warriors (y)

From the Dragoneye™ set:

1-3 Thayan Knights (38/60)
3 Gargoyles (52/60)
1 Dire Ape (26/60) to represent Vip the Flesh Golem.
1 Silver Sorcerer (24/60) to represent the Green Scion.

From the Archfiends™ set:

4 Warrior Skeletons (43/60) for the Fallen
6 Medium Earth Elementals (6/60) for Mud Elementals
1 Gauth (34/60) to represent beholder
6 Dread guard (31/60)
4 Grave Hounds (41/60)
2 Cursed Spirit (49/60)
2 Cultist of the Dragon (48/60) to represent arcane initiates.
2 Bone Devils (29/60)

From the Giants of Legend™ set:

1 Fire Giant (31/72)
2 Basilisks (31/72)
4 Tanarukk (59/72) to represent electric tanarukk.
1 Behir (66/72)
3 Otyugh (27/72)
1 Lich (53/72) to represent Nester's body.
1 Sword of Glory (5/72) to represent Vevol of Cyric.
1 Lareth the Beautiful (52/60) to represent Beberis of Cyric.

From the Aberrations™ set:

Chuul (48/60)
Hooked Horror (36/60)
3 Sharn Cutthroat (20/60) to represent slayers.

<<End Sidebar>>

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.

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.

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

Otar, orc of the High Forest and the current Green Regent, has been missing since spring. Disappearing after his coronation as Mielikki's champion, his whereabouts have long been a manner of conjecture. Not too recently it was found that the Green Regent has traveled to the City of Waterdeep in a search to find more about his destiny. Worse yet, it was discovered that Otar might be stepping into a trap that could ultimately lead to his demise.

Heroes of Loudwater took it upon themselves to search for the Green Regent in the City of Splendors. Each has his or her own agenda. Some to save the Green Regent, other to prove that he truly is a fraud, while others are pushed on by their own curiosity about the events unfurling in the region. Others still follow only for the thrill of adventure and to make a name in the bard's songs.

Whatever the reason, this the early winter of the year of Wild Magic, they all came to Waterdeep. And on a cold Uktar night they stumble upon the trail of the Green Regent.

While it was the Forest Lady's will for Otar to come to Loudwater, other powers work against the Green Regent. The strange, draconic Green King has built a network of strange allies. The PCs may have already found that this eluive creature has sparked deals with the Banites of Orlbar and Llorckh, but now they'll learn that it also has Cyricist allies.

These allies have sprung a trap for Otar. They have drawn him to Waterdeep in search for a tome titled *Legacy of the Green Regent*, a book that is touted to be a secret history of the regents of Loudwater.

Falling for the Cyricist trap, Otar is now imprisoned by followers of the Dark Sun. With the help of a child of the Green King and a strange and powerful artifact, they plan to sacrifice Otar in a bid to increase the power of the Green King...unless the PCs can come to the Otar's aid.

Wintering in Waterdeep

This adventure is part of the Wintering in Waterdeep series. In this series of adventures, the heroes of Loudwater are staked out in the City of Splendors looking for Otar the Green Regent, who they have tracked to this metropolis. Gen Con Indy gives a sneak peek of this storyline with LGR-16 *In Cold Blood* and XGR-3 *Undermountain*.

ADVENTURE SUMMARY

The adventure starts when the PCs hear a song drifting out a tavern called the Yawning Portal. Inside they find the bard is none other than Loudwater resident fool, Jekris the Mad. The buffoon Jekris dances in the common hall of the inn, singing his song in perfect pitch. The ditty recounts that the Green Regent entered Undermountain by way of the tavern's well—the most celebrated entrance into the great massive dungeon below Waterdeep. By the song's end, he beseeches the PCs to delve into with him into the bowels of Halaster's maze to find the Green Regent, whom he knows is in dire need of aid.

Once the PCs accept (or Jekris makes them, see *Troubleshooting the Adventure*), the strange old man leads them down into the winding passages of Undermountain. Their path is safe until he brings them to one of two points in the dungeon. In these places he lets the PCs travel on their own through treacherous dungeon passages, and strange doomgates to reach their final destination: the Hold of the Black Sun, where Otar is held, and where the final battle to save the Green Regent will occur.

Depending on the path that Jekris sends the PCs upon (that is, which set up the players are seated at), the PCs could adventure in the general area of a doomgate controlling mercantile trio of medusa, or the complex of a former apprentice of Halaster's former apprentice, a lichlike creature named Nester.

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.

Waterdeep is a metropolis with a 100,000-gp limit. This means that characters can find items worth 100,000 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. In Waterdeep, unlike Loudwater, there are more shops available to sell the PCs magic items, as the city is one of the largest trade hubs in all of Faerun. As the PCs go up in level, their prestige grows and opportunities to purchase more powerful items become

available. At 7th-level, the gp limit to purchase items is 9,500 gp, while the 8th-level gp limit is 13,500, and the 9th-level gp limit is 18,000 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.

The Vastness of Undermountain: Undermountain is a truly massive locale. It would take thousands of pages to cover all the possible routes the PCs could take in this massive Realms graveyard. The locations given are just a small part of the whole. Most players will see the "adventure writer/participant contract" and follow the paths of adventure laid out for them. Others may resist. As DM, try your best to keep them on track by any means necessary. Give them alternate routes to the same goal, tweak encounters here and there to challenge them and make the story unfold.

Screw Otar! Some character will not care if Otar lives and dies. These characters need proper motivation, and the NPC Jekris (see below) gives it to them. If any character refuses Jekris's invitation to help free the Green Regent, Jekris casts *geas* (caster level 20) on that PC, and tasks them with this compulsion to save the Green Regent.

Jekris the Mad: The PCs get help from a being that may be an old friend. Jekris the Mad, a legend in Loudwater starts the PCs out on this adventure, and may provide valuable help as the adventure goes on.

Jekris is gaunt, frazzled, and toothless old man dressed in soiled robes. He tends to babble inately, but also has a strange habit of giving good advice. He starts the PCs on their quest and may aid them along the way. No more than once during the adventure Jekris shows up and casts mass heal on the PCs (up to 250 hp back to each PC). He comes when the PCs are in dire straits, but not when they are engaged in combat. He may show up other times (or not show up at all) based on the PCs actions in Undermountain.

Time: The PCs have three days from the start of the adventure to save Otar. If by the end the third day the PCs don't save him, the Green Regent is dead. Some action in Undermountain might affect this timetable, including attacking the Hold of the Black Sun, which will speed up the Cyricists' actions.

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 Waterdeep within 20 days after the time of death, a high-level cleric of one of various good-aligned temples in the city is able to cast *raise dead* and bring the character back (assuming the soul is willing).

Alternatively, because very powerful divine spellcasters dwell in the City of Splendors, it is possible to procure a *resurrection* spell here. Only a portion of the body must remain, and the subject can be dead for as much as 130 years.

Raise dead incurs a 1,100-gp debt, and *resurrection* a 6,000-gp debt per casting. The cost for each casting of either 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 LGR16-1, 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.

XGR3—1: Experience Point Drain for Raised or Resurrected Characters

Character Level	XP Drain
7th	3,500 XP
8th	4,000 XP
9th	5,000 XP
10 th	5,500 XP

ADVENTURE START: OUTSIDE THE YAWNING PORTAL

It's a frigged night, and the sharp northern winds are biting through the Castle Ward of the city. Braced against the cold you trudge up Rainrun Street, and on past cork.

Ahead you see a glow of warmth as a tavern door opens and a drunken northern barbarian tumbles out. Snow flies in every direction as he hits the ground. He laughs heartily at his own drunken clumsiness, joining the chorus of friendly laughter coming from inside the tavern. You notice a sign above the door to the tavern proclaims it the Yawning Portal. As the laughter trickles into grunts and giggles, you hear that someone is singing inside the tavern, just before the tavern door closes you hear the this verse:

Otar, tattooed and regal, jumped down the well,

Down, down he went, to face dangers fell...

The door then closes and laughter and verse are replaced with howling wind and bitter cold.

There are few who don't know (Intelligence check, Knowledge Local – Waterdeep, or bardic knowledge DC 12) that the Yawning Portal is the best-known entrance into Undermountain, a mass dungeon that lies under Waterdeep. It is strange hearing Otar's name here, because most from people from Waterdeep know little about life outside their sprawling metropolis, and the PCs have yet to find a local who even knows of Otar or the Green Regent.

The only thing there is left for the PCs to do is enter the Yawning Portal and find out more. When they do, they find the place crowded with revelers, as is typical on a late evening. The Portal is a rambling, dingy building decorated with blue tapestries and wood paneling. But the décor (nor

the ale, which is only middle rate) is the reason patrons come to the Portal. Almost all the patrons come to this place to see who will brave vast and dangerous Undermountain, or—better still—who will return with stories and fantastic treasure. Dungeon Delving is almost a spectators sport in the Yawning Portal.

In the middle of the usually crowded common room is a great open well—the very portal that gives the tavern its name. Next to it stands a fat priest of Tymora, to bless those who seek the blessing of Lady Luck in the dungeons below. He also can cast up to 4 *cure light wounds* (1d8+5), 3 *cure moderate wounds* (2d8+5) and 2 *cure serious wounds* (3d8+5) a day for extremely fair fees: 40 gp for *cure light wounds*, 80 gp for *cure moderate*, and 125 gp for *cure serious*.

PCs searching for the source of the music, soon find it. In a corner of the common room Jekris the Mad, a Loudwater legend, dances in the corner.

Surprisingly you find that the song comes from someone you know—or at least know of. Toothless and frazzled, old and seemingly utterly insane, Jekris the Mad is a legend in Loudwater as strange force of nature known to help adventurers and then disappear mysteriously. He dances here in the corner of the common room. His moves are strange and erratic, much like his reported behavior, but voice is clear and perfect.

*A trap unfair captured him there,
And waits for you to find him in the Cyricist's lair.*

If the PCs question Jekris they find him strangely lucid. He tells the PCs that the Green Regent needs their help, and he can take them halfway to Otari if they will follow him into Undermountain. He tells the PCs that Otari is being held in a place called the Hold of the Dark Sun—a hidden enclave to Cyric—and that if Otari is not rescued within three days, he will be sacrificed, which could mean terrible things for Loudwater.

If the PCs agree, he takes them into Undermountain. Keep in mind that he doesn't take no for an answer (see Troubleshooting). Cheering Yawning Portal Patrons marks the PCs' decent. It costs 1 gp each for a PC to descend into the dungeon, and the cleric of Tymora warns that each PC needs to pay a gold piece to be let back up.

Once gold is paid, Jekris guides the PCs through the twisting tunnels. Traveling for an hour, the PCs see that the place is truly vast, as tunnels fork and wind into the distance at almost every turn, but for the entire hour's travel they find no danger...until they reach the first chamber of one of two possible paths.

[[[Star Sidebar]]]

Doomgates

Doomgates are one-way, sometimes multiple destination gates that riddle Undermountain. They are always invisible, but black disks placed there by dungeon dwellers mark some. A creature need only enter the area of a **doomgate** to activate it. It automatically transfers the creature to the destination (usually, but not always another **doomgate**). If the destination is another **doomgate**, the other creature can't utilize the destination **doomgate** until he or she leaves the area and then

reenters it. Objects can be thrown through **doomgates**, but spells cannot be cast through them.

[[[End Sidebar]]]

PATH OF MUD AND STONE

In this path the PC encounter a slimy room with a **doomgate** that leads to a trio of medusas lair. If the PCs can avoid the medusa and other strange monsters, they can make their way to a second **doomgate** that leads to the Hold of the Dark Sun.

1. Chamber of the Fallen (EL 10)

Light: Slightly, by phosphorescent lichen. Each 5-foot square of the fungus glows like a candle.

Sound: Giggling bubbling from the abyssal mud.

Reaction: Approaching the open to this chamber with an open flame sets off the fire fungus (see Fungus, below). Reaching the halfway point to the bridge sets off a trap. Entering the muddy area cause the mud elementals to attack.

Auras: Moderate conjuration magic (**doomgate**), faint conjuration magic (abyssal mud), faint evil (abyssal mud, mud elemental), moderate evil (fallen), faint chaos (abyssal mud), moderate undead (fallen).

Jekris leads the PCs to the Chamber of the Fallen, a strange muddy locale situated in Undermountain's third main level. Like much of the chambers the PCs have traversed to get to this point, there is no sign of activity here, but every once in a while screams, chuckles, and sounds of faint battle echo down the expansive corridors of this strange place.

Now, with the PCs approaching their destination read or paraphrase the following:

The stench of an age-old swamp rank with foul decay and fetid water assault your nose as you approach a massive opening in the corridor beyond. Even from this distance you see that the chamber beyond is somewhat lit—or at least a pathway winding through it is—by phosphorescent lichen. Your whimsy guide points down the passage: "There is the Chamber of the Fallen. And like many before him, that is where Otari fell. But unlike the others, he is not yet dead."

True to form, Jekris doesn't elaborate on his statement, and like before does all sorts of irritating things to avoid questioning. At this point the PCs should be used to it...or at least one would think they would be. As the PCs approach closer, set their figures on the battle grid (see the DM manual for locations).

Now that you are closer, you can see that the chamber is square and rather large—probably 50 feet or so to a side. A black bubbling mud covers most of the chambers floor, but a solid and stone bridge of floor stone stretches across the room to the chamber's exit. Along this bridge of stone and the walls of the chamber the glowing fungus that illuminates the room glows a ghostly green. To the right—on the north wall of the chamber—a grab ladder constructed of dark iron climbs up the wall toward the ceiling, which is lost in darkness.

Smell: Have the PCs make a Fortitude save (DC 15). Failure indicates that the PC can't stomach the powerful odor of the room. The foul stench sends oily tendrils of displeasure down the back of the character's throat, and he or she becomes sickened (takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks) for as long as he or she is in the room and 1d4 rounds after leaving it.

Fungus: The lichen is of two different types. One is glow rot, a natural and non-harmful fungus that glows with a natural ghostly luminance. The second is fire fungus, a fungal growth that sheds warmth and light, raising the temperature within 30 feet of it by 10 degrees (and thus contributes to the swampy stuffiness of this room). However, any open flame brought within 20 feet of fire fungus causes it to explode, dealing 5d6 points of fire damage to each creature in a 20-foot radius of the patch. Such an explosion kills the fire fungus. It can also be killed by cold damage—10 points of cold damage is sufficient to kill a 5-foot square patch. The two patches of fire fungus are marked on the DM Map. A DC 15 Knowledge (nature or dungeoneering) or a DC 20 Survival check recognized both types of subterranean fungus, and allows the PC to tell them apart by sight.

Trap: The bridge across the chamber is a trap. Whenever a creature passes the bridge's midpoint (25 feet) from any direction, it suddenly parts in the center. Both ends of the bridge instantly pivot downward on hidden iron and magically reinforced hinges at each of the archways. Those on the bridge must succeed a Reflex save (DC 18) or immediately fall into the mud. Those who succeed at the save can stay on the pivoting bridge, but must climb (DC 25) up to one of the archways to escape. If found (Search DC 30) the trap can be disabled (DC 30). The trap is automatically reset when all non-elemental living creatures leave the room, its pathway magically devoid of mud thanks to Halaster's strange whims.

Mud: Neither of the fungus causes the nauseating stench; the mud does. This is not your garden-variety muck, but rather it was transplanted here by unknown persons (maybe even Halaster) and for unknown reasons from the Slim Pits of the Abyss. This abyssal mud stings to the touch (but does no real damage on such minimal contact) and does 1d8 points of acid damage per round (roll on the PCs initiative) to creatures submerged in it. The mud is 10, or 5 feet deep, depending on its location in the room (see DM Map). Movement is difficult in the mud. On 5-foot deep sections Medium PCs can wade through the mud at x2 cost, but smaller creatures have to swim or be carried by another characters (see the sidebar "Giving the Little Guy a Lift"). The only way to move through areas of deeper mud is by swimming. Because of its thickness the base DC for the swim check is 15. Unless under the influence by *freedom of movement* or a similar effect, slashing or bludgeoning weapons suffer a –2 penalty and do half damage when used while wading or submerged in the mud.

[[[Start Sidebar]]]

Giving the Little Guy a Lift

Some players may suggest that large characters can carry Small characters across the muck, perhaps tucked the smaller guys in their backpack.

Don't suggest this option—after all, it's not your job to advise the players—but if the players ask if it can be done, instruct them of the following:

- Medium PCs can carry Small PCs without affecting speed or encumbrance level.
- The Small PC gains no cover from the Medium PC, and vice versa. Remember that since there's no facing in D&D, it's no good for the Small PC to hide "behind" the Medium PC—as long as they share a square, they're both equally vulnerable to attacks. This means that as long as the Medium PC is threatened by a foe, so is the Small PC.
- Even when he or she isn't threatened, the Small PCs must succeed at a Concentration check (DC 10 + spell level). Failure means the spell is lost.
- If the Small PC takes damage while riding the Medium PC, she or he must succeed at a DC 5 Ride check or fall to the ground in a randomly determined square adjacent to the Medium PC. If the Small PC falls from the Medium PC, or if Medium PC falls while Small PC is riding him or her, the Small PC takes 1d6 points of falling damage.

[[[End Sidebar]]]

Ladder: The rungs of the ladder go both up (to the first sidetrek area, the Sewers Above) and down (to a *doomgate*, see Development). Climbing the ladder is DC 10 (going up) or DC 15 (going down due to having to push into the mud).

Creatures: Leaving the stone bridge rouses the strange mud elementals that dwell within the muck. Unlike many elementals they are evil, and attack creatures for the love of carnage. Entering key squares (you'll find them on the DM map) also triggers the fallen—the undead remain of adventure's who've met their end in this room—to animate and attack defilers. These creatures are what are left of the many who have died in this chamber...and transformation into this form of undead is the fate of any PC who dies in this chamber. Like Medium PCs they are limited to their movement within the mud, but can and do chase PCs on the ladder and even through the *doomgate* once roused from their resting. The mud elementals cannot leave this chamber, but will chase PCs fleeing up the ladder as far as the entrance to area 2.

➤ **Mud Elemental (8):** hp 37, 35, 34, 33, 32, 27, 26, 21; see Appendix 1

➤ **Fallen (4):** hp 28, 26, 24, 23; see Appendix 1.

Tactics: Whether or not the PCs wade or fly across the room, the mud elementals attack. If they can't reach PCs they throw their acidic mud (see Appendix 1) moving as close to the PCs as possible. If the PCs climb up the ladder, they follow. Thanks to their earth glide ability, they can traverse up the wall without climbing, which they also use to good affect when chasing flying PCs. Characters stuck in deep (10-foot deep or deeper) mud are in even more trouble, as the mud has no ill effects on the elementals' movements

or their attacks, and elementals will swarm to limit the their enemies choice of egress.

The fallen follow more straightforward tactics. Each fallen attacks the creature who roused it, and continues to follow it until either it is destroyed or its defiler is dead. If it is able to kill a defiler in this room, the body of that PC falls into the mud, and becomes one of the fallen in 1d4 days unless removed from the room and raised or resurrected.

Development: As far as the adventure goals go, raveling across the stone bridge and continuing on to the other passage is a net dead end. Remember that leaving the room for any substantial period of time resets the trap. It also respawns the mud elementals, making this room dangerous once again.

The ladder up leads to area 2, below. While off the beaten track as far as the adventure goals go, that encounter could have important consequences for future encounters and the PCs ability to gain a bit of free healing.

The true path is through a *doomgate*—a two-way, invisible magical gate that links this room with the Carnelian Caverns—buried 10 feet below the mud's surface. The gate dwells between the eighth and ninth rung of the submerged section of the ladder. While it is invisible, it can be located by a *detect magic* or *detect portal* spell or just by stumbling upon it. To activate the *doomgate*, a creature just need touch it.

PCs who are stuck, and have not yet soured their relationship with the strange little creature (see area 2, below), get another visit from Jekris. The strange creature offers his boon and “explains” its rules (see sidebar) and gives them the following advice:

Sometimes a great deed necessitates soiling oneself. While unsavory, unfindable things can be uncovered when one climbs in the less obvious direction.

2. Sewers Above† (EL 7)

Light: None.

Sound: The slow slogging sounds of the lower sewer in the distance.

Reaction: Entering the chamber provokes the ire of the resident monster. It immediately attacks.

Auras: Moderate evil and chaos (chuul).

Traveling up the rung ladder in the Chamber of the Fallen leads the PCs to a section of Waterdeep's lower sewers—though not an uninhabited spot. Upon reaching this area the PCs find that they have interrupted the dinnertime of a grumpy beastie, and it responds to the interruption by attempting to expand it cuisine.

The stairs lead up to what looks like a four-way intersection in a long forgotten part of the Waterdeep sewer. The horrible smell that saturates the air confirms this suspicion.

Across the chamber, beyond a pile of sewage filth, a large and dangerous looking crustacean hunches over a small and a frightened humanoid. The hulking creatures claws snap evilly and tentacles writhe around it head, as its prey screams in horror: “Help! Help me Garl, and I promise never to play another prank again!”

Creature: The great crustaceanlike beast is a chuul who was unleashed in the sewers by the crime lord Xanathar for nefarious reasons years ago. Unless the PCs attack, it devours the poor gnome who stumbled upon its lair.

➤ **Chuul:** hp 93; see *Monster Manual* page 35 and 36.

Tactics: As soon as the chuul is aware of the PCs it moves to defend it prey and hopefully gain other tasty morsels. It attacks enemies with its claws and then transfers them to its paralytic tentacles at the first possible opportunity. Paralyzed creatures dropped so that the chuul can move on to its next victim.

Development: If the PCs defeat the chuul, they can rescue Hevrit Dumbdiddle (male gnome Rog3; hp 15 [current 2]; AC 18, touch 14, flat-footed 14). He immensely grateful, and beseeches the PCs to get him out of the horrid Waterdeep sewers. The PCs can take the time and deposit him in the Yawning Portal (it takes less than a day), brave the sewers (see below), or take him along on their quest. In the last case, keeping him alive may be challenging, and getting him killed in the dungeon is just as bad as not saving him (see *Special Consequences*).

The passages leading deeper into the sewer are a virtual dead end adventure-wise. PCs traversing them eventually reach the surface, but not before coming face to face with a beholder foolishly masquerading as Xanathar. It guards the only way out of the sewer. While the beholder in not long for this world, it is more of a match for the PCs. Allow the PCs to spot the beholder before they decide to tangle with it. If they (wisely) choose to leave, allow them to do so. If they chose to fight the beholder, use the same dungeon set up that you used for the chuul encounter.

➤ **“Xanathar” the Beholder:** hp 96; see *Monster Manual* pages 26 and 27.

Special Consequence: If the PCs don't save the gnome, Jekris does not return to aid them (in the form of healing or hints) when venturing deeper into Undermountain, as their lack of heroism is a slight on Mielikki's will.

3. Carnelian Caverns (EL 0 or EL 8)

Light: An aura radiating from the *doomgate* disk. It lights the area like a torch.

Sound: None

Reaction: No immediate reaction.

Auras: Moderate conjuration magic (*doomgate*), moderate conjuration magic (*doomgate* key).

The *doomgate* from the Chamber of the Fallen transports the PCs onto a black disk in this gemstone-veined room.

You are instantly transported into a chamber lit by a strange soft glow. The walls of this cavern are streaked with concentric orange, red, and brown bands of natural gemstone. Some areas have obviously been worked, as stony debris litters the ground at places where slabs of gemstone were cut from the wall face.

The light in the cavern comes from the black disk you are standing on. It glows with a strange white aura. The disk is engraved at it center with a single word in the Thorass alphabet.

Dried mud is tracked from the disk in almost all directions, but strangely the only mud on the disk seems to be that tracked by you and your companions.

On the far end of the chamber is a strange pedestal made of a material similar to the black disk. Beyond it a passage snakes into the dungeon beyond

After the PCs are transported by the doomgate allow appropriate PCs Knowledge (arcana) checks (DC 30) to figure out the nature of what transported them here. PCs who failed the check can retry and can even take 20 on the check, but only after examining the area of the gate for 15 minutes (see the consequences of this in Development).

The disk marks the area of the *doomgate*. As long as PC stay on the disk after being transported here, the *doomgate* is not activated by their presence. Once they leave, whatever mud they tracked and deposited onto the disk disappears, and the *doomgate* becomes active once again. Anyone who stands on the disk or touches it (directly or at a distance with an reach aiding object) is transported back to the Chamber of the Fallen (unless the *doomgate*'s destination has been change; see *Doomgate Key*, below).

The words are in Thorass and read "Doom." A Knowledge (dungeoneering) check or Appraise check (DC 12, dwarves gain a +2 to these checks due to stonecunning) recognizes the gemstone in the walls as carnelian, a variety of chalcedony that when ground, is used by alchemists and physicians to make a concoctions that stills the blood and ease ill tempers, or polished to make brilliant red decorations and cameos. It is much prized by the Red Wizards of Thay (baric knowledge DC 25).

While there are no dangerous creatures or traps in this chamber, it is not without danger. The *doomgate* here is a prize, as not only does it connect with the Chamber of the Fallen, there is a control mechanism (the black pedestal) that can make it connect to two other places: a forge deeper in Undermountain, and the palace of a Red Wizard in Thay.

Doomgate Key: The pedestal on the far end of the room is also made of black stone. At its top are three embossed half spheres, each with a corresponding circle that looks like some sort of magical sigil or similar mark. The half spheres and symbols are arranged in a triangle pattern. Any creature touching a semicircle may activate a possible effect, as each can change the destination of the *doomgate*.

The top most point of the triangle (facing north) corresponds to a magical symbol demarking earth (Knowledge [arcana] DC 10). When the PCs first approach the *doomgate* key, touching this half sphere has no effect, as it is keyed to the Chamber of the Fallen, and the *doomgate* is already keyed to that locale. If the PCs change the locale, this mechanism becomes active. When a PC touches it, it glows with a white aura for a few seconds, and the destination of the *doomgate* changes to he Chamber of the Fallen.

The half sphere at the bottom left point of the triangle (facing west) corresponds to a magical symbol for fire (Knowledge [arcana] DC 10). Touching this half sphere changes the destination of the *doomgate* to the Forge Mouth (area 4), but switching it to this locale does not cause the monsters there to enter the Carnelian Cavern.

The half sphere at the bottom right point of the triangle is marked with a magical symbol for air (Knowledge [arcana] DC 10). Touching this half sphere can be a

shocking endeavor. An electrical ward that does 2d6 points of electric damage (Reflex DC 12 for half guards this half sphere. The ward does not allow the PCs to actually touch the half sphere (an added force effect makes sure of that) until its disabled (Disable Device DC 25, taking 1d4 rounds). Pressing this half sphere changes the destination of the gate to a Red Wizard's compound in Thay (see development).

Weapons Cache and Other Secret Door: One of two secret doors in this chamber, this one leads to a small weapons cache. The cache entrance is simple enough, just a faux stone panel that blends into the wall (Search DC 20). It's locked (good lock, DC 30) but it can be opened by using the Strange Iron Key Story Object from LGR-16 *In Cold Blood*. Inside are four +1 *adamantine* longswords decorated with carnelian. There is also a *helm of gazes* (see Appendix 2). The Red Wizard connected to the chamber's *doomgate* has ordered 10 long swords and three helms from the medusas area 5. This is where the sisters keep the work done thus far.

The other secret door in this chamber (Search DC 20, simple open mechanism) leads to area 6. Opening it automatically alerts the medusas in that room to an enemy presence.

Development: While no enemy inhabits this chamber when the PCs arrive, a few can be called into the place by the characters actions. Any loud noise brings the medusa sisters from area 5. Also, dallying in this chamber is not a good idea. For every 15 minutes the PCs spend here, there is a 50% chance 1d3 medusa will exit the secret door leading to are 5, intent on some business deeper in Undermountain. They of course change their focus after spotting the PCs.

Also, if the PCs activate the Thayan destination on the *doomgate*, within 2d4 rounds a Thayan knight and a group of 5 Thayan slaves arrive on the black disk. Once seeing the PCs the slaves flee back to Thay (and to get help which arrives 10 minutes later in the form of two more Thayan knight identical to Verullin), but the Thayan knight stands his ground, protecting the portal to his homeland. He only attacks to defend the portal to the homeland, and can be negotiated with. A successful Diplomacy check (DC 20) that includes a pledge to change the destination of the *doomgate* staves off any attack by the Thayan knight, but he does not return to his homeland, choosing to stand guard here until he can talk with his master's medusa allies. If the PCs attack the medusa, the Thayan knight aids his master's allies, no matter what he promised the PCs earlier.

➤ **Vetullin:** Male human Ftr5/Thayan knight 3; hp 58; see Appendix I.

In the terrible circumstance that the PCs follow the *doomgate* to Thay, they better turn back or they are in a world of hurt.

4. Forge Outpost[†] (EL 10)

Light: An aura radiating from the *doomgate* disk. It lights the area like a torch.

Sound: The slurping and noisy eating of Heverog the fire giant and the chattering of orc assistants waiting for scraps.

Reaction: Heverog sends his orcs to attack any intruders, only joining the fray when the orcs obviously can't handle the problem.

Auras: Moderate conjuration magic (*doomgate*), faint evil and chaos (orcs), moderate evil and law (fire giant).

The stone sisters (the medusas dwelling in area 5) serve as intermediaries for a group of fire giant artisan that dwell deep within a lower level of Undermountain. If the PCs change the destination of the *doomgate* and then activate, it they appear on a similar-looking black disk in a smoky and grimy area of dungeon.

You materialize in a large smoke-choked room. Through the smoke you see a large black-skinned giant feasting on the half-cooked remains of a giant lizard. Four orcs jabber around the giant, fighting over fallen scraps of meat.

This room is the farthest outpost of the fire giant enclave. The group's least-talented artisan, Heverog, guards it. Cruel and malicious, the fire giant loves to watch its orc slaves fight for scraps. Behind Heverog is a smoldering forge, making the place smoky. The smoke limits movement to half (even darkvision) and doubles movement costs.

Creatures: Heverog, not brooking little folk who aren't slaves, sends his orc assistants to attack the PCs while he continues eating. Once the first few die, the giant takes matters into his own hand, angry to have his meal interrupted and his workers slain.

➤ **Heverog the Fire Giant:** hp 110; see *Monster Manual* pages 121 and 122.

➤ **Orc Assistants (4):** hp 8, 6, 5, 5; see *Monster Manual* pages 203 and 204.

Tactics: The orcs move forward to attack intruders with their falchions, but as soon as two of them fall, the others withdraw. At this point Heverog moves forward to take care of intruders. He keeps no boulders in this room, so attacks with his greatsword.

Development: The forge is active, but not dangerous unless a PC decides to enter it. Those who enter take 3d6 points of fire damage each round. The door in the room leads out and into other rooms of the Fire Giant stronghold. If PCs decide to further explore the complete, they are in for a rude awakening. The passage beyond leads to a Stairs down to a similar forge and guardroom with two fire giants (hp 120, 115). They pursue the PCs as far as the *doomgate*.

5. Stone Sister's Enclave (EL 10)

More than likely the PCs encounter the trio of medusa that dwells in this chamber by alerting the sisters of their presence or stumbling upon them. The following read-aloud text assumes that is the case. If it's not, adjust accordingly.

A secret door on the northeast wall opens revealing three veiled females. Each carries a bow.

The sister's veiled disguises are hard to penetrate (Disguise 24) and they tell the PCs that they are a group of mystics tasked with protecting the mines (Bluff +9). Ever the business-minded creatures, the medusa's first reaction isn't

to fight, but to try to find out why the PCs are here, and to see if they can get some advantage from their passing. If the PCs tell the medusa of their mission, and their goal of finding the Green Regent, the serpentine trio quickly devises an angle.

They've heard via agents and allies in Skullport that the priests of Cyric have captured an orc that they plan to sacrifice to the Dark Sun, and they know the Cyricists refer to the orc as the Green Regent. In an bid to gain advantage from both, the sisters ask to hear more of the PCs' quest the entire way asking questions about the PCs potential tactics and their abilities to foil vile enemies (and what will you do if evil priests are holding your friend? And if they dwell within and unhallowed area? One that suppresses invisibility?). A successful Sense Motive gives the PC a hunch that the sisters are asking for their own purpose. Given time, the trio gets to their point. They explain that they know where Otar is being held, and can give directions...for a small donation to their cause. The price starts at 6,000 gp or its equivalent in magic items. Given enough haggling (and a Diplomacy or Bluff check DC 20) the cost can be reduced to 2000 gp. True to their word, the sisters give PCs directions to the second *doomgate* that leads to the Hold of the Dark Sun.

There are circumstances that can sour this exchange. For instance, if the sisters find that the PCs have opened the *doomgate* to Thay and that a Thayan knight stands guard in their mine, they just attack the PCs.

If it's obvious that the PCs have looted the medusas' weapons cache (or worse yet, offer one of their own items as the donation to their cause) the trio attacks.

Creature: If dealing with obstinate or threatening PCs it takes little time for the medusa sisters to throw off their veils (move action) in order to better deal with intruders.

➤ **Medusa (3):** hp 39, 38, 34; see *Monster Manual* page 180.

Tactics: The sisters know that their best bet against an adventuring band is to petrify as many as their foes as possible. They back up into their chamber and out of swords reach if they must. A medusa is immune to the petrifying gaze of other medusa.

Development: If the PCs are able to successfully make a deal with the sisters, they succeed in getting the directions to the Hold of the Black Sun. The sisters then retreat into their enclave, activate the secret door that opens a passage between their lair and the Sargauth River, and from their take their boat to Skullport. Once in Skullport they warn the Church of Cyric in that underground metropolis. But it takes them a day to get word to the Cyricists. If this occurs on the first day of the PCs adventure, the PCs only have two days rather than three to save Otar.

If the PCs defeat the sisters, they can plunder their lair (see *Treasure*, below). If they still have Jekris's favor, the strange creature appears again, offering help to the battle weary PCs (see the Jekris's Help section in the Introduction). He gives the PCs the following advices:

Beyond the mines, take rights trice and then a left. Dark, soulless soldiers shall herald your arrival.

Following these directions lead the PCs to area 7. Without these directions, or the medusas help, the PCs must first encounter the hook horror in area 6 before finding their way to area 7.

Treasure: In a locked chest (good lock, DC 30) is a pile a bag of 100 platinum coins, three potions of cure moderate wounds, and a divine scroll of break enchantment.

6. Not So Wandering Monster[†] (EL 8)

If the PCs are able to get directions from the medusa or gain the help of Jekris, they can bypass the encounter, as they take the most direct route to the second doomgate.

In this section of cavern a monstrous and dangerous hook horror hunts in this section of Undermountain. Hiding among the stalagmites (Hide +16), surprising the unwary and attacking with hungered ferocity.

Creature: The hook horror holds nothing back, but takes time to sunder particularly pesky weapons.

➤ **Advanced Hook Horror:** hp 118; see Appendix 1.

7. Doomgate and Dread guards (EL 8)

This chamber holds the *doomgate* that leads to the Hold of the Dark Sun.

Those who enter the chamber must hold up a holy symbol to Cyric and proclaim, “the Dark Sun is the only true illumination,” or the dreadguards leave their holding area and attack.

Creatures: These constructs attack until destroyed or their opponents are.

➤ **Advanced Dread guards (6):** hp 60, 55, 53, 48, 47, 43; see Appendix 1.

Tactics: The dreadguard tactics are straightforward, but don’t lack finesse. The constructs know the importance of flanking, and fight with surprising intelligence.

Development: The Cyricists have made modifications to this *doomgate*. It does not function in this direction unless either all the dread guard are standing in the holding area (an invisible area shown on the DM map) or they are all destroyed. If they are destroyed, traveling to the Hold of the Dark Sun sets off an alarm throughout the complex. The effects of which are described in area 8.

PATH OF LIGHTNING AND ROT

In this path Jekris leads the PCs though the second level of the main Undermountain dungeon and then on through a *doomgate* to the lair of one of Halaster’s former apprentices, a faux-lich named Nester. The PCs will have to navigate these parts of the Undermountain dungeon to reach the Hold of the Dark Sun and then rescue Otar.

1. A Rocky Start (EL 8)

Light: Only the light the PCs bring.

Sound: A slight groaning from the distance (the *doomgate*).

Reaction: None. The gargoyles wait for the PCs to pass to attack, unless they are found out before that can occur.

Auras: Faint evil and chaos (gargoyles).

Jekris takes you to a cavernous part of Undermountain. A maze of cavern corridors stretches before you. At a crossway ahead you see three fiendish looking statues—winged humanoids with fierce features and long twisting horns—they look down one or the other corridor, as if watching out for some foe who could come around the corner at any moments. The air is musty here, smelling like cobwebs and snakeskin. The air does not move, and the only sound you hear is a strange spectral groaning that waifs on the edge of you hearing, distant and almost dreamlike.

Your guide tells you “look for the big mouth. Otar passed there and on to a second pathway.”

Jekris then disappears, leaving the PCs alone and in the middle of Undermountain.

Creatures: The statues are gargoyles, freezed in place. If the PCs succeed at a DC 20 Spot check, they notice the “statues” are alive. Don’t put the miniatures into play until after the PCs notice that the gargoyles are alive, or the gargoyles attack.

The general position of the gargoyles and the basilisk are noted

Once the PCs are in position, or detect the gargoyles’ ruse, the gargoyles attack, calling out to the basilisks from the corridors beyond. The wingless gargoyles are immune to the basilisk’s gaze.

➤ **Basilisks (2):** hp 43, 40; see *Monster Manual*.

➤ **Gargoyles (3):** 40, 37, 33; see *Monster Manual*.

Tactics: The tactics of the group are simple: stone or kill the intruders. The basilisks attempt to petrify foes while the gargoyles engage those who succeed their saves. The gargoyles tend to gang up on a single opponent and move on to the next if possible. If things go badly for the group, the gargoyles attempt to use the warrens to their advantage, engaging in hit-and-run tactics that hopefully lead the PCs to the second *doomgate*, on to Nester’s section of the dungeon, and out of their hair.

The gargoyles know about both *doomgates* in this area. They use the first *doomgate* to move quickly to the other side of the warrens, but they avoid the second *doomgate*, as they know it leads to the domain of Nester the Faux-Lich. The basilisks avoid it to, only but only through a bestial sense that it is a bad place.

Development: Once the PCs defeat the foes in this room, they can search for the gargoyles treasure (under a pile of rocks, Search DC 15), and find the *doomgates*—each a two-way, invisible magical gate that links this room with a correspond *doomgate*. There are three *doomgates* in this area. *Doomgate 1* is connected to *doomgate 2* and vise versa. That is if a character steps in the area of *doomgate 1*, it transports him or her to *doomgate 2*. The third *doomgate* leads to Area 2 (see below).

Treasure: Within the rocky catch the PCs find the following treasure: 1,200 gp, a wand of magic missiles (3rd-level, 4 charges), a potion of heroism, and a +1 buckler.

Trap: Down the passage, on the ground just before the *doomgate*, the find a book on the ground. Its cover is of torn and tattered leather stretched over dry lashed rib bones. The groaning is louder here, but still faint. When a PC picks up the book, a *magic mouth* manifests on the east wall, just beyond the *doomgate*. It says.

Bewared, beyond is the domain of Nester. Fee or parish! Knowledge will only confirm this.

The *magic mouth* then disappears, and does not appear again during the adventure.

A Knowledge (history) check or a Knowledge (arcana) check (DC 20) confirms that Nester was once an apprentice to Halaster, and is rumored to be a lich.

If a PC reads the book, he or she find he first page is a long-winded introduction by Nester himself, proclaiming that he is a great wizard and the chief of Halaster's pupils. It goes on to list all sorts of great and powerful deeds he did in life and "after he crossed the threshold." It ends with the following statement.

Inside this book is a testament my power. Learn my lessons at your own personal risk.

Turning any the page (or opening the book to any page other than the title page) reveals and *explosive runes* (anyone within 5 feet of the *runes* takes 6d6 points force damage; those within 10 feet are entitled to a Reflex save DC 17 for half damage). The book is destroyed in the explosion. The book is more than an explosive trap; it's also one that warns Nester of approach of potential foes. The explosive runes are attached to a special alarm spell that silently warns Nester that the trap went off. He uses that knowledge to prepare for uninvited guests, and order his tanarukk servants to let loose the behir (see Shocking!, below).

2. Shocking! (EL 6 or 9)

Light: Only the light the PCs bring.

Sound: Jubilant tanarukks. Either because they are playing their sick game, or they know that the Behir is coming.

Reaction: The tanarukks immediately try to unleash the behir, if they have not done so already.

Auras: Strong evil and chaos (tanarukks).

This large room is half worked and half cavern. There are obvious signs of habitations by creatures that obviously have a dim view of hygiene. The place reeks of filth and offal. To the right and on the room's ceiling a large iron grate bars passage to the upper reaches of a cavern. Chains attach the grate to a large crank on the ground level—obviously an opening mechanism of some sort.

A quartet of unique tanarukks dwells in this room and serve as jailor for Nester's favorite pet, a behir. They usually spend their day gambling, fighting, sleeping, and eating, but when given the warning from Nester, they spring into action. They open the huge iron grate on the ceiling to allow the behir to enter this chamber (it enters the round after the PCs enter the room).

If not warned by Nester of the PCs' approach, they are here lounging and are easily surprised. They are currently playing a vicious game that involves hitting one another with bags filled with live cave rats. After they each hit their opponent five times with the bag, the player with the most dead rats in his bag wins. They can spend hours playing this

game, and have a box filled with a swarm of rats as fodder for their demented pastime. Because of their distraction, the get a -2 penalty to Spot and Listen checks.

Creatures: Even if the PCs catch the tanarukks unaware, they will scramble to open the grate to unleash the behir. It takes two of them performing full-round actions adjacent to the opening mechanism to open it. Two rounds later the behir crawls down. Blind with hunger, it attacks the PCs until they are consumed or it is dead.

➤ **Behir:** hp 94; see *Monster Manual* page 25.

➤ **Electric Tanarukks (4):** hp 25, 22, 20, 18; see Appendix I.

Tactics: If possible, the tanarukks stay out of combat. They let the behir do their dirty work, only throwing themselves in battle when the beast is dead.

Development: Even if the Tanarukks don't unleash the behir, PC curiosity may bring it to their doorstep. Opening the grate will bring it hungry and angry into the room within two rounds.

If the PCs open the box the tanarukks keep the rats, the swarm rushes out and attacks. They are as hungry and angry as the behir, but lack that creature's physical power.

➤ **Rat Swarm:** hp 18; see *Monster Manual* page 239.

The PCs can travel on to either area 3 or area 4.

3. The Sick† (EL 7)

Light: Only the light the PCs bring.

Sound: The sickening slurping sound of otyughs moving through the sick.

Reaction: Pleased for fresh meet to present itself, the trio moves forward to feast.

Auras: Strong evocation (one-way invisible *wall of force*), faint abjuration (*ring of protection* +1), faint enchantment (+2 *dagger*), moderate conjuration (*bracers of armor* +2), faint transmutation (*gauntlets of ogre power* +2).

This place stinks! Offal and refuse is piled on the floor at least a foot thick in all place, and piled higher in others. Three ovoid toothy beasts propped up on three legs roll in the sick like pigs in a pen. Strange tentacles rise up from the beasts. Two are crowned with teeth-like spikes; the other's end holds the bizarre monster's eyes.

Smell: Have the PCs make a Fortitude save (DC 15). Failure indicates that the PC can't stomach the powerful odor of the room. The foul stench sends oily tendrils of displeasure down the back of the character's throat, and he or she becomes sickened (takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks) for as long as he or she is in the room and 1d4 rounds after leaving it.

Wall of Force: This room has a very unique trait. At its entrance stands an invisible *wall of force*, but it is only a one-way wall. Creatures can freely pass into the chamber, but can't leave without destroying the *wall of force* (*disintegrate*) or disabling the wards that regulate its arcane energy, which dwell on the *wall's* outside (*Disable Device* DC 25). The wall stops the Otyughs from leaving the room while allowing the tanarukks to sweep offal into the chamber. It stop PCs from leaving the room once they enter.

Creatures: Trash disposals and “pets” of Nester, the creatures are relatively well fed, but love fresh meat. They are usually denied their favorite snack in favor of feeding the behir, they joyfully lunge forward when fresh meat shows itself.

🐉 **Otyughs (3):** hp 40, 36, 30; see *Monster Manual* page 204.

Treasure: When the behir swallowed some prey it sometimes took a good treasure with into its digestive system. Some of it ends up here. A sickening search (DC 15) turns up the following item: *ring of protection +1, +2 dagger, bracers of armor +2, gauntlets of ogre power +2*. It takes over an hour to search this room well enough to find these items, unless the PCs are aided by *detect magic*, in which case it takes no more than 10 minutes.

Development: If the PCs are trapped on the other side of the wall of force and can't get out, Jeklis appears and disables the rune connected to it, by scratching his behind on the wall where they are written, flashing his not-so-toothy smile at the PCs while he does. He does so even if has already healed the PCs, but whether he has or not, he will not return in this adventure.

5. Protect the Master (EL 7)

Light: Only the light the PCs bring.

Sound: None.

Reaction: When the PCs open the door, Vip the Flesh Golem rises to protect the master.

Auras: Strong enchantment (Vip).

A single thing—a flesh golem, and servant of Nester, named Vip—inhabits this stark room. When the PCs enter the room, it rises to meet the challenge.

At the other end of this spartan chamber, just before an iron-reinforced wooden door, is morbidly stitched together dire ape. The top of the things skull has been removed, and a brain, much too small for the cavity has been strapped into the socket, held in place with iron straps. Electrodes and strange gadgetry intrude into the brain and elsewhere on the body.

A great molted and rotted thing, it raises its massive and powerful fists and loosens a powerful yell that saturates the room with sound. “Protect the Master,” it yells in stunted booming common, and approaches.

Creature: Unlike other flesh golems, Vip is somewhat intelligent. Nester, in his mad genius, found a way to transplant the brain of his former companion, an assassin called the Viper, into this pieced together dire ape monstrosity. While the creature maintains almost none of the woman's personality, it can reason, talk, and make its own decisions, albeit poorly. Even with this increased intelligence, it retains the berserk special ability.

🐉 **Vip the Flesh Golem:** hp 80; see *Monster Manual* page 135 and 136; Int 5.

Tactics: Vip's tactics are exactly what it states: protect the master. This usually means ripping any PCs who tries to pass it to tiny bits, but strangely the golem can be convinced otherwise (see Development).

Development: Its glimmering of intelligence may give the PCs an opportunity to bypass a fight with this creature. Though the creature will not initiate parley, it is susceptible to flattery. If the PCs tell Vip it is pretty (that's right, pretty) it automatically opens diplomacy as a special free action. Have that same PC make a Bluff check (DC 10), if Vip believes the character, and its attitude changes from hostile to indifferent. Brining it lower takes normal Diplomacy rolls and a lot of sweet talk. If brought down to friendly Vip agrees to bring the PCs to the master as a special guest—a friend of Vip.

If the PCs are escorted to Nester by Vip, the golem takes out the key to the door leading to the lich's chamber (it's hidden in a small cavity in the sole of his left lower paw), and uses the “secret word” to deactivate the *glyph of warding* trap that lies just beyond the door.

Treasure: The only treasure is the key that opens the door to Nester's chamber. A Search DC 15 is needed to find the secret compartment that holds the key.

6. Lair of the Faux-Lich (EL 0, 10 or 11)

Light: Only the light the PCs bring.

Sound: Nester babbling to himself... which he does quite often.

Reaction: The door and the 10-foot are beyond are tapped...and then they have to deal with the wrath of the faux-lich, Nester.

Auras: Moderate conjuration (*doomgate*); faint abjuration (*ring of protection +2*), moderate evocation (arcane scroll of *cone of cold*), strong undead (both Nester's body and his head).

The magic- and iron-reinforced door leading to this room is locked with a good lock (DC 30). Furthermore it is trapped with a near-invisible contact poison.

🐉 **Magic- and iron-reinforced door:** Hardness 8; Hit points 60; Break DC 30.

🔪 **Door Handle Smeared With Contact Poison:** The handle of this door is smeared with dragon bile (Search and Disable Device DC 20). The first creature opening this door provokes a Fortitude save (DC 26). Initial 3d6 Strength; no secondary damage. While Vip is immune to poison, if it opens the door it wipes off the poison, negating the danger.

🔪 **Glyph of Warding:** Beyond the door, on the ten-foot square of floor, is a *glyph of warding* trap (Search 28, Disable Device 28). It does 4d8 points of sonic damage once set off.

Once the PCs deal with the door traps, they must deal with the master of the room, the faux-lich, Nester. Centuries ago Nester was one of Halaster's apprentices. When he left his master's charge he tempted to pass into the realm of undead. Unfortunately something went terribly wrong, and now Nester has many lich traits, but is no true undead master. He has no phylactery, and has been slowly disintegrating for years. Lately his head fell off his body. Both parts function, and Nester has found a way to make the most of this predicament, but it does limit his activities as of late. He constantly is trying to find a way to reverse or limit the effects of his decay, which is ultimately a futile occupation. Within a decade he will decay into nothing, if adventurers don't destroy him first.

This room is obviously a magical laboratory. Various arcane articles of are scattered about, an assortment of magic circles are drawn here and there on the floor, and the walls are cluttered with mystical formulas scrawled in chalk and a table is cluttered with the maters of magic.

A headless corpse dressed in wizard robes stand to one side of a stone block behind the table. On the block the corpses head, surrounded by papers and books. The head is animated, attached to a strange mechanical swivel. It scans a page of a book, and the headless body reaches down to turn the next page. Almost absently, it says the following in a drool tone: "Leave now, or be destroyed. There is nothing here for you but death."

If Vip let them in, Nester quickly notices this after chastising the PCs. See development.

Of course if the PCs refuse to leave, Nester attacks. He can be bribed to let the PCs through (see Development) but to accomplish this without Vip the PCs will need to succeed the appropriate Diplomacy checks (brining Nester from hostile to indifferent).

Creature: At desiccated and blackened heart a vain and callow creature, Nester attempts to destroy those who enter his domain. If the PCs are about to destroy him, he attempts to negotiate, parlaying use of his doomgate (even promising to send the PCs directly to the Hold of the Dark Sun directly if hard pressed) to save his own dried and shriveled skin.

☛ **Nester:** former male human abjurer* 8: hp 59; see Appendix 1.

Tactics: If Nester was aware of the PCs presence thanks to his *explosive runes* trap, he is prepared with his power-up suite. Where or not he is ready for combat, his first action is to cast the *cone of cold* from his scroll. He'll follow up with *fire shield*, and then begin sprinkling *lightning bolts*.

Nester's Spell Casting: When Nester cats a spell, while his mouth utters the somatic components, his body manages all other parts of the spell. Spells emanate from Nester's body.

Nester's Head: Nester's body is protected by a *dome of force* (like a *wall of force*, but dome-shaped). The statistics for Nester are for his body. If the PCs are able to crack his head's protections (either by negating the dome of force, or destroying the pedestal below the head and). The head has hp 10, the same resistances, spell effects, and immunities as the body. Once the head's destroyed, Nester is truly destroyed.

Doomgate: The doomgate is truly Nester's. He can actually change its destination at will (although for this adventure he only changes it to lead to area 8). Currently its destination is in a passageway that leads to area 7.

Development: If Vip escorts the PCs into the chamber, Nester chastise the golem for being a vain fool, and tells the PCs,

Don't think flatter will get you anywhere with me. I know my state, I was once deluded, but no longer, and my tastes are very, very expensive.

His head then swivels to Vip, and he continues.

Vip, smash them now. They tease you, they don't see that you're pretty.

This of course angers the flesh golem, and it prepares to unleash on PCs. If the PCs pick up on the fact that Nester stated that he has expensive tastes, and immediately try to bargain with the lich, they may find a way to get through this encounter without combat. If the PCs present the lich with no less than 6,000 gp worth of magic items as a bribe, Nester agrees to allow the PCs to use his special *doomgate* to proceed toward their goals, but only once (that is the PCs can't return to the surface without facing the faux-lich who can't be bribed a second time. A bribe of 10,000 or more gp worth in magic items gets Nester to change the *doomgate's* destination to the Hold of the Dark Sun (and thus the PCs avoid area 7).

Lastly, very little of the arcane objects in the room are of any worth. Nester had long ago drained any and all magic out of them in his bid to extend his miserable existence.

7. Doomgate and Dread guards† (EL 8)

This chamber holds the doomgate that leads to the Hold of the Dark Sun.

Those who enter the chamber must hold up a holy symbol to Cyric and proclaim, "the Dark Sun is the only true illumination," or the dreadguards leave their holding area and attack.

Creatures: These constructs attack until destroyed or their opponents are.

☛ **Advanced Dread guards (6):** hp 60, 55, 53, 48, 47, 43; see Appendix 1.

Tactics: The dreadguard tactics are straightforward, but don't lack finesse. The constructs know the importance of flanking, and fight with surprising intelligence.

Development: The Cyricists have made modifications to this *doomgate*. It does not function in this direction unless either all the dread guard are standing in the holding area (an invisible area shown on the DM map) or they are all destroyed. If they are destroyed, traveling to the Hold of the Dark Sun sets of an alarm throughout the complex. The effects of which are described in area 8.

HOLD OF THE DARK SUN

From either path, the PCs' final destination is this cloistered stronghold of Cyric shunted in some dark corner of Undermountain. It is here that that minions of Cyric, in league with the Green King Guev'Ressunvee, and aided by his progeny, a half dragon called Hevalal'Tulie the Green Scion, have brought the Green Regent to be consumed in horrible blood sacrifice, as the Green King absorbs Otar essence through a crystalline artifact called the *Eye of Guev*.

To save Otar the PCs must battle the minions of this dark hold and defeat a favored son of the mysterious Green King. Then they must face the wrath of the Green King if they dare kill his offspring.

If the PCs take more than three days to reach this spot, the Green Regent is dead, and the entire hold is abandoned.

9. Let Slip the Dogs of Death (EL 7)

Light: The *doomgate* in this room glows with a purple luminance that lights the entire room.

Sound: The horrid yelping of gravehounds.

Reaction: Upon the approach of heretic insurgents, Vevol of Cyric calls for their surrender to her and Cyric's will. If they don't comply, she lets slip the dogs of death and rings the grand bell to warn those beyond that visitors are on the way.

Auras: Faint enchantment (+1 two-bladed sword), faint conjuration (*divine scroll of cure moderate wounds*), moderate conjuration magic (*doomgate*), moderate abjuration magic (*forbiddance* in the Grand Hall of the Dark Sun), moderate evil (Vevol of Cyric, gravehounds, and *forbiddance*), moderate undead (gravehounds).

The second *doomgate* (for both paths) leads to this chamber, the entryway, and preparation room for the great hall beyond. This Vast place is richly decorated, even though the subject of the decorations has much to be desired by those who don't venerate the Prince of Lies.

The purple light that floods this room illuminates the vast artwork that graces walls, floor, and ceiling. The entire history of Cyric is laid out in repetition on almost every square inch of this chamber. From his mortal origins, to his ascension to godhood, from his drafting of the Cyrinishad, to the fall of Zhentil keep, and on to his relapsed sanity, it's all laid out in strokes so grand it would make a Sembian feel overwhelmed. There is more than paintings and mosaic in this room though, a plate-clad figure wielding a two-bladed sword stands at the other end of the chamber; a holy symbol of Cyric is worn openly by the armored guardian. The figure stands to the right of the huge bronze-plated double doors, and next to a rope that dangles from a hole in the ceiling—most likely a bell rope. Around Cyric's minion are four hounds, twisted by undeath; hate of the living glows their eyes.

Creatures: Vevol is an arrogant and calculating elf, whose sadistic nature and particular form or narcissistic delusion lends itself well to Cyric's church. She has been tasked with guarding the grand chamber and to warn her superior within in the case of any intruders. She thinks the job is beneath her, but takes it up with furious zeal when interlopers show themselves. She believes that the PCs have come to die at her feet—a gift from Cyric himself. In a cold, feminine voice, which is almost sultry, she calls out:

"The Dark Sun has brought me to you. Come fools, for my hounds and my blades thirst for the entrails of infidels, unless you wish to pledge yourself to the one true faith and dedicate yourself to the service of the Dark Sun, and to me..."

Cunning PCs may find opportunity in Vevol's overestimated self-esteem. There is opportunity to gain a few rounds by bluffing the warrior-priestess (her Sense Motive is a lowly +0) into thinking the PCs are submitting to her suggestion of submittal to her and Cyric's will. They'll have to be clever though, Vevol is no real fool. She does not leave the side of the bell rope while the PCs grovel. She brooks no spellcasting, and calls for the PCs to drop their

weapons. If the PCs don't comply, she lets loose her hounds, and rings the great bell. Read or paraphrase the following:

As the undead dogs race toward you, the armored priestess grabs the great rope, and pulls. A moment later great gonging bell drowns out all sound in the chamber.

The bell has no ill effect, except to warn those in the great hall (area 10) that intruders have entered the Hold of the Dark Sun.

➤ **Vevol:** female elf Ftr3/Clr3; hp 42; see Appendix 1.

➤ **Gravehounds (4):** CR 3; Medium undead; HD 4d10; hp 35, 28, 22, 20; see Appendix 1.

Tactics: The combat starts with the gravehounds moving forward to tangle with the PCs. These undead dogs fight fiercely and until destroyed.

Vevol tries to stay out of combat for as long as possible, preferring to cast buff spell first, unless she feels confident she can bolster the gravehounds from a safe distance first. In that case she does that before buffing. She starts with *invisibility*, and proceed in its safety with *bull's strength*, *protection from good*, *entopic shield*, and *resistance*. What she does next depends on the PCs actions. If they are still fighting the grave hounds, she'll join the combat, moving to flank and then attack if that's possible. If her hounds are spent, she'll wait until the PCs open the door to the Great Hall of the Dark Sun and join her superiors in the defense of the hold.

Development: Searching Vevol (DC 15) finds a small bit of skin (human or elf, maybe half-elf) with a single word written on it. It says "Belvezzenuroltellit." This long, nonsensical word is the password for the *forbiddance* (see the Grand Hall of the Dark Sun, below). Vevol has trouble remembering such a "stupid password" and keeps this note as her reminder. If the PCs capture and interrogate Vevol, she may tell them secret of the strange word, but only after a successful Intimate check (DC 16) and only if the PCs promise to let her go.

While the double doors leading to area 10 look heavy, they are enchanted to open fast and wide with a forceful push.

10. The Grand Hall of the Dark Sun (EL 9 or Higher)

Light: The walls of this place are lined with small alcoves containing orange and purple *continual flames* that flicker violently, much more so than normal *continual flames*. This strange lighting giving this place a disconcerting, shifting and muddy luminance.

Sound: If they were not warned, the Cyricists and the Green Scion are chanting in praise of Cyric and the Green King. If they were warned, the place is dead silent.

Reaction: If not warned of the PCs approach, the entire group is on the far balcony in the midst of the sacrificial ritual, except for the cursed spirits who dwell in the walls flanking the balcony. If they were warned, the slayers are on the balcony with bows drawn and ready to let loose a volley of arrows. The cleric and the sorcerers are among them readying spells for the assault, as the curse spirits

move forward to engage the enemy (but don't leave the area of the *unhallow*).

Auras: Faint enchantment (+1 large steel shield, +1 mace), faint abjuration (cloak of resistance +1, ring of protection +1), faint conjuration (potions of cure moderate and light wounds) moderate conjuration (bracers of armor +1), moderate evocation (*unhallow*), moderate abjuration (forbiddance), strong conjuration (Eye of Guev), faint evil (Green Scion, slayers, arcane initiates), moderate evil (cursed spirits, *unhallow*), strong evil (Beberis of Cyric), faint law (Green Scion), moderate chaos (cursed spirits) moderate undead (cursed spirits).

Unless the PCs retrieved the password to the *forbiddance* from Vevol, entrance into this chamber might be a painful affair. The key alignment of the forbiddance is neutral evil. Neutral good and neutral characters take 6d6 points of damage (Will DC 19 halves), lawful good, chaotic good, lawful neutral and chaotic neutral characters take 12d6 points of damage (Will DC 19 halves). They take the damage each time they enter the area. The forbiddance fills the entire chamber.

Once the doors are open, the PCs see the following.

The chamber beyond the bronze plated door is a large chamber significantly less overstated than the one behind you, but clearly built in reverence to the Prince of Lies. The pillars in this chamber are adorned with the skull and dark sun symbol of Cyric and the black marble floors are only broken by a large white marble outline of the same emblem. Frantically flickering continual flame torches of both orange and burn in alcoves set high on the walls. On the far end of the chamber a balcony looks over the main hall. A large tattooed figure lies motionless on altar that stands on the balcony—you've found Otar! Above him a strange bone stand holds a large green crystal. The crystal bathes Otar with a nauseating green light. Just what it's doing cannot be determined at this distance. Around the altar is no less than six minions of the Dark Sun, and a green half dragon guard him. It will be hard fighting to save the Green Regent.

When the group is alerted to the PCs presence, read or paraphrase the following:

Not only do Otar's captors fix their gaze on you, so does the light from the green crystal. It moves from Otar and toward you. When the beam hits you it feels moist and humid, like the depths of the forest in high summer, but it also smells of decay and is pungent with foul magic. A deep but hissing voice booms in your minds: "Interlopers, turn back. I am taking what is rightfully mine, given to me centuries ago by she who betrays. Cross me, and be my enemy. And to be my enemy means death." The light then moves back to the Green Regent, and the soldiers of Cyric advance.

The voice is that of Guev'Ressunvee itself. Through the Eye of Guev it is slowly preparing Otar's life force to be transferred to his own. He needs only 10 more rounds until Otar is prepared, and can be slain to make the transfer complete. Until then, the Green King's son, Hevlal'Tulic and his Cyricist allies will attempt to hold the PCs back.

The forbiddance is not the only spell effect warding this room. The rear of the chamber is also warded with an *unhallow*. The *unhallow* affect also has a *protection from energy* (fire) effect attached to it. It renders each creature in the area immune to fire damage until it has absorbed 70 points of damage.

Creatures: The various creatures in this room work in good concert to repel the PCs.

➤ **Beberis:** male human Clr5: hp 40; see Appendix 1.

➤ **Hevlal'Tulic the Green Scion:** half-green-dragon Sor5; hp 33; see Appendix 1.

➤ **Slayers of the Dark Sun (3):** male and female human Ftr1/Rog1: CR 2; hp 17, 12, 10; see Appendix 1.

➤ **Arcane Initiates of the Dark Sun (2):** male and female half-elf Sor1: hp 8, 8; see Appendix 1.

➤ **Cursed Spirits (2):** CR 3; Medium undead (incorporeal); HD 3d12+3; hp 20, 16; see Appendix 1.

Tactics: The main tactic of this group is to stop the PCs from taking Otar and ruining the ritual. If they have had time to prepare (that is Vevol was able to ring the bell and warn them, they are fully buffed. At this point slayers and arcane initiates rain down with missile (arrows and magic, respectively), while Beberis casts *invisibility* on himself, and moves toward an arcane spell caster (preferably one next to a cursed spirit) to curse him with a 50% chance of acting each round. The Green Scion starts with his scroll of lightning bolt (especially if he can get a couple of enemies in the line, and following up with scorching rays, and his breath weapon when optimal. Both Beberis and Hevlal'Tulic start with appropriate buff spells if they are surprised by the PCs, delaying their general tactics for no more than two rounds with this preparation.

Development: Unless the PCs have managed to already destroy the Eye of Guev, when Hevlal'Tulic is slain, the Green King grows angry, and manifests his anger in frightening ways. See area 10a for more details.

10a. Sacrificial Altar (EL 10)

On the top of the balcony Otar lies silent. After 10 rounds, the Green King orders someone, anyone to kill the Green Regent. Any of its allies can take a full-round action to coup de grace Otar. The attempt is automatically successful (as Otar is already at -9)

The only thing that will stop the ritual is if the Green Scion dies. Once Hevlal'Tulic is dead, Guev'Ressunvee's attention is drawn away from Otar, and the being's rage is directed at the PCs. While he is powerless to act directly across the magic of the crystal, he sends two minions—fearsome bone devils—to deal with the slayers of his progeny.

➤ **Bone Devils (2):** hp 95, 90; see *Monster Manual*; the devils are considered summoned creatures.

When the osyluths appear in the chamber, 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 Orlbar's imperceptor. If successful read the following:

In a section of Imperceptor Ezain'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 the Eye of the Green King not only banishes the bone devils, it banishes Guev'Ressunvee from this place. But destroying the eye is no easy task. It has a Hardness of 10 (5 for bludgeoning weapons), and 45 hit points. It does have a single weakness: it is strangely susceptible to the *shatter* spell. A flaw in the eye cause it to be destroyed if caught within the radius of this spell. A creature examining the gem as a full-round action has a chance (DC 15) to spot the flaw, and can even show it to others, but only a successful Knowledge (arcana) check (DC 15) made by someone who sees the flaw will be able to deduce that *shatter* might work in this strange case.

Once the bone devils deal with the PCs, they aid the Green King in completing the ritual by slaying Otar.

Once the PCs save Otar, go to the conclusion. If they don't, the adventure is over, but ends in failure. Hopefully the PCs have the sense to flee Undermountain and save themselves.

CONCLUSION

The adventure ends with either the PCs saving the Green Regent, or with their complete and utter failure. If they succeed in saving Otar, they find that no magic is able to revive the regent. Guev'Ressunvee's assault has put him in a magical coma.

When they make their way back through the twisting passage of Undermountain and back to the Yawning Portal they are greeted by strong looking woman in the woodland garb favored by the faithful of Mielikki.

Hail and well met great heroes. Mielikki has called me to you. I am Lady Jeryth Phalkon, faithful of the Forest Lady, and spiritual sister of the orc you have rescued. I will take him and do what I can to restore his health. I invite you all to stay with me during Otar's healing process. While my home here is humble, it has room to roost you all.

For as long as the PCs are in Waterdeep they can stay with Phalkon. A future adventure deals with Otar's recovery. Until then, the PCs will no doubt find further adventure in the City of Splendors.

Those PCs who saved Otar receive the Special Story Object: Blessing of Mielikki, Curse of Guev'Ressunvee. On the rare occasion that a PC purposely kills Otar, report that instance, and the player and character involved to either August Hahn or Stephen Radney-MacFarland during the show. Dread things happen to those who would harm Mielikki's champion!

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 will 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.

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

Path of Mud and Stone

1. Did the PCs beat or bypass the mud elementals and the fallen?

- a. They beat them. Neither were any real challenge for the PCs. (The PCs need not defeat or encounter any fallen for this answer.)
- b. Neither. The monsters in this chamber beat the PCs.
- c. They bypassed them. They found a way around without combat.

2. Did the PCs encounter the Thayan knight or the fire giant?

- a. They encountered and defeated the Thayan knight, but not the fire giant.
- b. They encountered and were defeated by the Thayan knight. They didn't encounter the fire giant.
- c. They encountered and defeated the fire giant, but not the Thayan knight.
- d. They encountered and were defeated by the fire giant. They didn't encounter the Thayan knight.
- e. They encountered and defeated both the Thayan knight and the fire giant.
- f. They encountered neither.

3. Did the PCs encounter the medusa sisters?

- a. No. They bypassed the medusa sisters.
- b. Yes, and they defeated the medusa sisters.
- c. Yes, and the medusa sisters defeated the PCs.

4. Did the PCs encounter the hook horror?

- a. Yes, but the hook horror defeated them.
- b. No. They didn't encounter the hook horror.
- c. Yes, and they defeated the hook horror.

5. Did the PCs defeat the dread guard?

- a. No. They didn't defeat the dread guard.
- b. Yes.

6. Did the PCs defeat Vevol and the gravehounds?

- a. Yes. They defeated both the cleric and his undead hounds.
- b. Almost. They defeated the hounds, but not the cleric.
- c. Almost. They defeated the cleric, but not the hounds.
- d. No. They defeated neither.

7. Did the PCs defeat the Green Scion and the Cyricists?

- a. Almost. They defeated most or all the minions, but not the cleric or the sorcerer.
- b. Almost. They defeated they defeated mort or all of the minions, and the cleric, but not the sorcerer.
- c. Almost. They defeated most are all of the minions and the sorcerer, but not the cleric.
- d. Yes. They defeated all of them.

8. Were the PCs able to save Otar?

- a. Yes.
- b. No.

- f. Almost. They defeated they defeated mort or all of the minions, and the cleric, but not the sorcerer.
- g. Almost. They defeated most are all of the minions and the sorcerer, but not the cleric.
- h. Yes. They defeated all of them.

8. Were the PCs able to save Otar?

- c. Yes.
- No.

Path of Lighting and Rot

1. Did the PCs beat the gargoyles and basilisk?

- a. Yes.
- b. No. The stony duo defeated the PCs.

2. Did the PCs defeat the behir and the electric tanarukk?

- g. They encountered and defeated the tanarukk, but not the behir.
- h. They encountered only the tanarukk, and were defeated.
- i. They defeated only the behir, but not the tanarukk.
- j. They were defeated by the monsters in this encounter.
- k. They defeated both the behir and the tanarukk.

3. Did the PCs defeat Vip?

- a. No. They were able to bypass him
- b. Yes.
- c. No. Vip defeated the PCs.

4. Did the PCs defeat Nester?

- a. No. Nester defeated the PCs.
- b. No. They made a deal with Nester.
- c. Yes, and they defeated the faux-lich.

5. Did the PCs encounter and defeat the dread guard?

- c. Yes and No. They encountered the dread guard, but didn't defeat them.
- d. Yes. They defeated the dread guard.
- e. No. They didn't encounter or defeat the dread guard.

6. Did the PCs defeat Vevol and the gravehounds?

- e. Yes. They defeated both the cleric and his undead hounds.
- f. Almost. They defeated the hounds, but not the cleric.
- g. Almost. They defeated the cleric, but not the hounds.
- h. No. They defeated neither.

7. Did the PCs defeat the Green Scion and the Cyricists?

- e. Almost. They defeated most or all the minions, but not the cleric or the sorcerer.

APPENDIX I: MONSTERS AND NPCS

➤ **Mud Elemental:** CR 3; Medium elemental (earth, evil, extraplanar); HD 4d8+12; hp variable; Init -1; Spd 20 ft.; AC 18, touch 9, flat-footed 18; Base Atk +3; Grp +8; Atk +8 melee (1d8+7, slam) or +1 melee (1d6+5, mud ball); Full Atk +8 melee (1d8+7, slam) or +1 melee (1d6+5, mud ball); SA Mud mastery, push, mud ball; SQ Darkvision 60 ft., earth glide, elemental traits; SV Fort +7, Ref +0, Will +1; Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +4, Spot +3; Cleave, Power Attack.

Mud Mastery (Ex): A mud elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching mud. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.

Push (Ex): A mud elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in mud mastery, above, also apply to the elemental's opposed Strength check.

Earth Glide (Ex): An mud elemental can glide through stone, dirt, mud, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leave behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing mud elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds a DC 15 Fortitude save.

Mud Ball (Ex): A mud elemental can fling a ball of abyssal mud once a round. Each ball does 1d6+5 points of damage. The range increment for the ball of mud is 30 feet. The mud elementals must be in contact with the abyssal mud to use this ability.

➤ **Fallen:** CR 5; Medium undead; HD 3d12+3; hp variable; Init +4; Spd 30 ft.; AC 22, touch 14, flat-footed 18; Base Atk +3; Grp +6; Atk +9 melee (1d6+4/18-20, +1 rapier); Full Atk +8 melee (1d6+3/18-20, +1 rapier); SQ darkvision 60 ft., undead traits, cold immunity, DR 5/bludgeoning; SV Fort x, Ref 3, Will +1; Str 16, Con -, Dex 19, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Swim +6; Dodge, Toughness, Weapon Finesse, Weapon Focus (rapier).

Possessions: +1 heavy steel shield, +1 chain shirt, +1 rapier.

➤ **Vetullin:** Male human Ftr5/Thayan knight 3; CR 8; Medium humanoid (human); HD 8d10+16; hp 58; Init +1 Spd 20 ft.; AC 26, touch 12, flat-footed 24; Base Atk +8; Grp +12; Atk +12 melee (1d8+7/17-20, +1 longsword); Full Atk +12/+7 melee (1d8+7/17-20, +1 longsword); SQ horrors of Thay, Zulkir's defender, Zulkir's favor; AL LE; SV Fort +8, Ref +5, Will +3; Str 19, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Skills and Feats: Bluff +4, Diplomacy +4, Climb -8, Intimidate +14, Knowledge (arcana) +2, Knowledge (Thay local) +2; Cleave, Dodge, Great Cleave, Improved Critical, Iron Will, Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Horrors of Thay (Ex): Because of the long exposure to the cruelty of his homeland, a Thayan knight gains a +2

morale bonus on saving throws against fear effects and a +1 morale bonus on saving throws against charm effects. Neither of these bonuses applies against attacks from Red Wizards.

Zulkir's Favor (Su): At 1st level, a Thayan knight undergoes a long and painful tattooing ritual. In this ritual Vetullin had a tattoo placed on his forehead that provides a +2 resistance bonus on Reflex saves. The tattoo also marks the knight as someone loyal to the Red Wizards. The knight automatically fails any saving throw against a mind-affecting spell cast by a Red Wizard. When the tattoo is visible, the knight gains a +2 morale bonus on Intimidate checks extraordinary ability.

Zulkir's Defender (Ex): A Thayan knight of 2nd level or higher gains a +2 morale bonus on attack rolls and damage rolls against any creature that attacks him or that he has previously seen attack a Red Wizard. This affects the stat block thusly: Atk +14 melee (1d8+9/17-20, +1 longsword); Full Atk +14/+9 melee (1d8+9/17-20, +1 longsword);

Possessions: +1 longsword, +1 full plate, +1 tower shield, gauntlets of ogre power +2, ring of protection +1.

➤ **Advanced Hook horror:** CR 8; Large aberration; HD 18d8+58; hp 118; Init +3; Spd 20 ft., climb 20 ft.; AC 23, touch 12, flat-footed 20; Base Atk +12; Grp +19; Atk +19 melee (1d6+7, claw); Full attack +19 melee (1d6+7, 2 claws) or +17 melee (2d6+3, bite); Space/Reach 10 ft./10 ft.; SA Improved grab, power sunder, ending bite; SQ Blindsight 60 ft., high sensitivity; AL N; SV Fort +7, Ref +8, Will +11; Str 24, Dex 17, Con 16, Int 7, Wis 12, Cha 9.

Skills and Feats: Climb +16, Hide +16*, Jump +15, Listen +13; Cleave, Great Cleave, Improved Natural Armor, Improved Trip^B, Multiattack, Power Attack.

Improved Grap (Ex): If a hook horror hits an opponent that is at least one size category small than itself with both claw attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its rending bite attack on the same round. (This replaces its normal bite attack for that round.) Thereafter the hook horror has the option of conduct the grapple normally, or simply uses its claws to hold the opponent (-20 on grapple check, but the hook horror is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage for both claw attacks and rending bite.

Power Sunder (Ex): a hook horror attempting to strike a foe's weapon or shield does not incur an attack of opportunity. On a successful power sunder attack, a hook horror deals double damage.

Rending Bite (Ex): A hook horror can automatically bite a grabbed foe for 3d6+20 points of damage.

Light Sensitivity (Ex): Exposure to bright light (such as sunlight or a daylight spell) imposes a -2 penalty on a hook horrors attack rolls.

Skills: *A hook horror receives a +8 racial bonus on Hide checks when in subterranean areas.

Description: This cross between a cave beetle and a vulture hulks and shambles menacingly toward its prey. Its

two powerful front appendages end in wickedly sharp hooks, no doubt useful for tearing its opponents to shreds.

7. Dread guards and Doomgates

➤ **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 apparent undying flame of hate.

Path of Lightning and Rot

4. Shocking!

➤ **Electric Tanarukks (4):** CR 2; Medium outsider (native); HD 5d8; hp variable; Init +1; Spd 20 ft.; AC 19 touch 11, flat-footed 18; Base Atk +5; Grp +8; Atk +9 melee (1d8+3/x3, masterwork battleaxe) or +8 melee (1d6+3, bite); Full Atk +9 melee (1d8+3/x3, masterwork battleaxe) and +3 melee (1d6+1, bite); SQ Electricity resistance 15; outsider traits; AL CE; SV Fort +4, Ref +5, Will +3; Str 15, Dex 12, Con 11, Int 11, Wis 8, Cha 6.

Skills and Feats: Hide +7, Intimidate +6, Listen +9, Search +8, Spot +9; Weapon Focus (battleaxe), Weapon Focus (bite).

Possessions: Masterwork battleaxes, chain shirt.

Description: These short, stocky humanoids have a stooping posture. Coarse hair grows atop their heads and in various patches on their body. Their razor-sharp teeth and tusk are prominent, as their lower jaws jut out from under smallish snouts. Their eyes are of an electric blue hue and glow dimly in darkness.

6. Lair of the Faux Lich

➤ **Nester:** former male human abjurer* 8; CR 10; Medium undead; HD 8d12; hp 59; AC 16, touch 12, flat-footed 14; Init +2; Base Atk +4; Grp +3; Atk +5 melee (1d6+5 points of negative energy damage and succeed Fortitude save or be paralyzed for 2d6 rounds) or +4 melee (1d6-1, quarterstaff); Full Atk +5 melee (1d6+5 points of negative energy damage succeed Fortitude save or be paralyzed for 2d6 rounds) or +4 melee (1d6-1, quarterstaff); SA Fear aura, lesser paralyzing touch, spells; SQ Turn resistance +2, damage reduction 10/bludgeoning; AL NE; Fort +2, Ref +4; Will +8; Str 8, Dex 14, Con —, Int 19, Wis 15, Cha 10.

*Restricted schools are conjuration and enchantment.

Skills and Feats: Craft (alchemy) +11, Concentration +11 (+15 casting defensively), Hide +10, Knowledge (arcana) +15, Knowledge (dungeoneering) +15, Knowledge (religion) +15, Listen +10, Search +12, Sense Motive +10, Spot +10, Spellcraft +17; Combat Casting, Great Fortitude, Greater Spell Focus (evocation), Scribe Scroll, Spell Focus (evocation), Weapon Focus (touch).

Fear Aura (Su): Nester is shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot

radius that look at Nester must succeed on a Will save or be affected as though by a *fear* spell.

Lesser Paralyzing Touch (Su): Any living creature Nester hits with a touch attack must succeed a Fortitude save (DC 14) or be paralyzed for 2d6 rounds.

Immunities (Ex): Nester has immunity to cold, electricity, polymorph, and mind-affecting attacks.

Spells Prepared (5/6/5/5/4; spell DC = 14 + spell level):
0—*detect magic, message, ray of frost, resistance*, touch of fatigue*;
1st—*hold portal*, magic missile** (3), ray of enfeeblement, shield**;
2nd—*ghoul touch, protection from arrows*, resist energy*, scorching ray**, see invisibility*; 3rd—*dispel magic*, displacement, lightning bolt (2)***; 4th—*fire shield**, enervation, lesser globe of invulnerability*, stonkskin**.

* Abjuration spell; ** Evocation spell (spell DC = 16 + spell level).

Possessions: Ring of protection +2, arcane scroll of *cone of cold*.

Power-Up Suite (displacement, resist energy [fire], protection from arrows, stonkskin, resistance): SQ total concealment (50% miss chance), Resist fire 20, DR 10/against range weapons, DR 10/adamantine (for up to 80 points); SV Fort +3, Ref +5; Will +9;

7. Dread guards and Doomgates

➤ **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 apparent undying flame of hate.

The Hold of the Dark Sun

8. Let Slip...

➤ **Vevol:** female elf Ftr3/Clr3; CR 6; Medium humanoid (elf); HD 3d10+3d8+12; hp 42; Init +3; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +5; Grp +7; Atk +8 melee (1d8+3/19-20, +1 two-bladed sword); Full Atk +6 melee (1d8+3/19-20, +1 two blades sword) and +6 melee (1d8+2/19-20, +1 two-bladed sword); SA spells, rebuke undead; SQ elf traits, spells, spontaneous cast inflict spells; AL NE; SV Fort +8, Ref +3, Will +4; Str 14, Dex 12, Con 15, Int 13, Wis 10, Cha 10.

Skills and Feats: Concentration +8, Intimidate +6; Knowledge (religion) +7, Ride +7; Spellcraft +8; Combat Expertise, Improved Trip, Exotic Weapon Proficiency (two-bladed sword), Two-Weapon Fighting, Weapon Focus (two-bladed sword).

Spells Prepared (4/2+1/1+1; spell DC = 10 + spell level):
0—*guidance, light, read magic, resistance*; 1st—*entropic shield, inflict light wounds**; *protection from good*; 2nd—*bull's strength, invisibility**.

* Domain spell; Deity: Cyric; Domains: Destruction (1/day—smite as a supernatural ability; +4 bonus on attack

rolls and +3 damage; declare before making attack), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: Full plate armor, +1 two-bladed sword, silver holy symbol, divine scroll of *cure moderate wounds*.

Power-Up Suite (resistance, protection from good, bull's strength)—AC 21, touch 13, flat-footed 20 (against good foes); Atk +8 melee (1d8+3/19-20, +1 two-bladed sword); Full Atk +6 melee (1d8+3/19-20, +1 two blades sword) and +6 melee (1d8+2/19-20, +1 two-bladed sword); SV Fort +9; Ref +4, Will +5; or Fort +10, Ref +5, Will +6 (against good foes)

☛ **Gravehounds (4)**: CR 3; Medium undead; HD 4d10; hp variable; Init +6; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +5; Atk +6 melee (1d6+4 plus stun, bite); Full Atk +6 melee (1d6+4 plus stun, bite); SA Stunning strike; SQ darkvision 60 ft., scent, +2 turn resistance, undead traits; AL NE; SV Fort +1, Ref +3, Will +7; Str 17, Dex 14, Con —; Int 4, Wis 17, Cha 19.

Skills and Feats: Listen +10; Improved Initiative, Weapon Focus (bite).

Stunning Strike (Su): a creature hit by a gravehound's bite must succeed on a DC 16 Fortitude save or be stunned for 1 round. The save DC is Charisma based.

Description: This canine creature moves with a predatory grace belied by its rotting, fleshy body. Patches of shaggy hair grow over much of its body, between areas where the flesh has sloughed off because of rot or from the hapless attempts of prey to beat back the hound's attack.

9. The Grand Hall

☛ **Beberis**: male human Clr5; CR 5; Medium humanoid (human) HD 5d8+10; hp 40; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +3; Grp +4; Atk +6 melee (1d8+2, +1 light mace); Full Atk +6 melee (1d8+2, +1 light mace); SA rebuke undead, spell; SQ spells, spontaneous cast inflict spells; AL NE; SV Fort +7, Ref +3, Will +8; Str 13, Dex 12, Con 14, Int 8, Wis 16, Cha 10.

Skills and Feats: Concentration +10, Knowledge (religion) +2, Spellcraft +4; Divine Spell Power*, Combat Casting, Weapon Focus (light mace).

Spells Prepared (5/4+1, 3+1, 2+1; spell DC = 13 + spell level): o—*detect magic, guidance, resistance* (3); 1st—*bane, doom* (2), *inflict light wounds**, *shield of faith*; 2nd—*bull's strength, death knell, invisibility**, *owl's wisdom*; 3rd—*bestow curse* (2), *contagion**.

*Domain spell; Deity: Cyric; Domains: Destruction (1/day—smite as a supernatural ability; +4 bonus on attack rolls and +3 damage; declare before making attack), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: Full plate armor, +1 large steel shield, +1 light mace, cloak of resistance +1, potion of *cure moderate wounds*.

Power-Up Suite (Protection from good from the unhallow, shield of faith, bull's strength, and owl's wisdom)—AC 24, touch 13, flat-footed 23; Grp +6; Atk +8 melee (1d8+4, +1 light mace); Full Atk +8 melee (1d8+4, +1 light mace); SV Will +10 or Fort +9, Ref +5, Will 12 (against good foes); Str 17, Wis 20; spell DC = 15 + spell level.

*See Appendix 2

☛ **Hevlal'Tulic the Green Scion**: half-green-dragon Sor5; CR 7; Medium Dragon (augmented humanoid); HD 5d4+15; hp 33; Init +1; Spd 30 ft.; AC 18, touch 13, flat-footed 16; Base Atk +2; Grp +5; Atk +6 melee (1d8+4, masterwork longspear) or +5 melee (1d6+3, bite); Full Atk Atk +6 melee (1d8+4, masterwork longspear) or +0 melee (1d6+3, bite) and +0 melee (1d4+1, 2 claws); SA breath weapon (10-foot cone of corrosive acid; 6d8 points of acid damage, Reflex DC 14 for half), spells; SQ darkvision 60 ft., low-light vision, immune to sleep, paralysis, and acid, spells; AL LE; SV Fort +3, Ref +2, Will +5; Str 16, Dex 13, Con 16, Int 12, Wis 12, Cha 18.

Skills and Feats: Concentration +11, Knowledge (arcana) +9, Spellcraft +11; Dodge, Toughness, Weapon Focus (ray).

Spells Prepared (6/7/5; spell DC = 14 + spell level): o—*acid splash, daze, ray of frost, read magic, resistance, touch of fatigued*; 1st—*grease, magic missile, shield, true strike*; 2nd—*web, scorching ray*.

Possessions: Masterwork longspear, bracers of armor +2, ring of protection +1, arcane scroll of *lightning bolt*, arcane scroll of *protection from arrows*.

☛ **Slayers of the Dark Sun**: male and female human Ftr1/Rog1 (3); CR 2; Medium humanoid (human); HD 1d6+1d10+2; hp variable; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk +4 melee (1d6+2/18-20, masterwork rapier) or +5 ranged (1d6+2/x3, masterwork composite shortbow [+2 Str]); Full Atk +4 melee (1d6+2/18-20, masterwork rapier) or +5 ranged (1d6+2/x3, masterwork composite shortbow [+2 Str]); SA sneak attack +1d6; SQ trapfinding; AL NE; SV Fort +3, Ref +4, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8

Skills and Feats: Jump +5, Tumbling +6, Ride +6, Spot +4, Swim +4; Point Blank Shot, Precise Shot, Weapon Focus (shortbow).

Possessions: Masterwork chain shirt, masterwork rapier, masterwork composite shortbow (+2 Str), *potion of cure light wounds*.

☛ **Arcane Initiates of the Dark Sun**: male and female half-elf Sor1 (2); CR 1; Medium humanoid (elf); HD 1d4+5; hp variable; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20, dagger); +2 ranged (1d8/19-20, light crossbow); SA spells; SQ spells, half-elf traits; AL NE; SV Fort +2, Ref +2, Will +3; Str 10, Dex 14, Con 15, Int 8, Wis 12, Cha 13.

Skills and Feats: Concentration +6; Toughness;

Spells Known (5/4; spell DC = 11 + spell level); o—*acid splash, daze, ray of frost, resistance*; 1st—*magic missile, shield*.

Possessions: dagger, light crossbow, 10 bolts, *potion of cure light wounds*.

☛ **Cursed Spirits (2)**: CR 3; Medium undead (incorporeal); HD 3d12+3; hp variable; Init +2; Spd Fly 30 ft. (perfect); AC 13, touch 13, flat-footed 11; Base Atk +1; Grp —; Atk Incorporeal touch attack +3 melee (1d8+1); Full Atk Incorporeal touch attack +3 melee (1d8+1); SA accursed touch, curse aura; SQ darkvision 60 ft.; incorporeal traits,

undead traits; AL CE; SV Fort +1, Ref +3, Will +2; Str –; Dex 14, Con –; Int 9, Wis 8, Cha 13.

Skills and Feats: Intimidate +7, Listen +5, Spot +5; Toughness, Weapon Finesse.

Accursed Touch (Su): A cursed spirit adds its Charisma modifier to damage dealt by its incorporeal touch attack.

Curse Aura (Su): The taint of loss surrounds a cursed spirit. Adjacent enemy creatures take a –2 penalty on all saving throws.

Description: This creature's tormented, immaterial form suggests terrible loss. Its upper body is distinct, with a manic humanoid form, but its lower body blurs into a ghostly cloud. Its hollow eyes convey malevolent intelligence.

APPENDIX 2: NEW RULES

New Feat

Divine Spell Power [Divine]

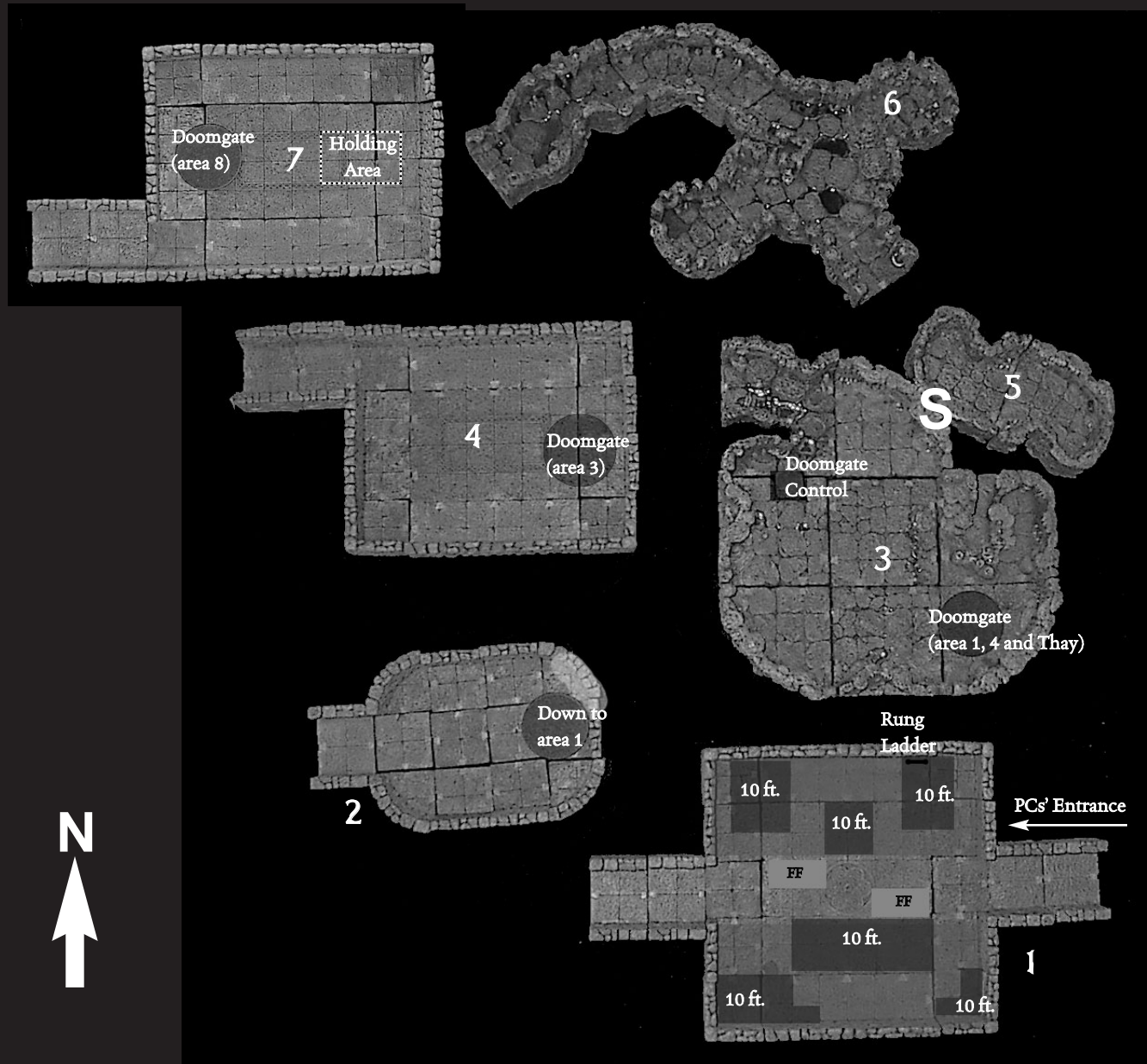
You can channel positive or negative energy to enhance your divine spellcasting ability.

 e spell you cast in that round.

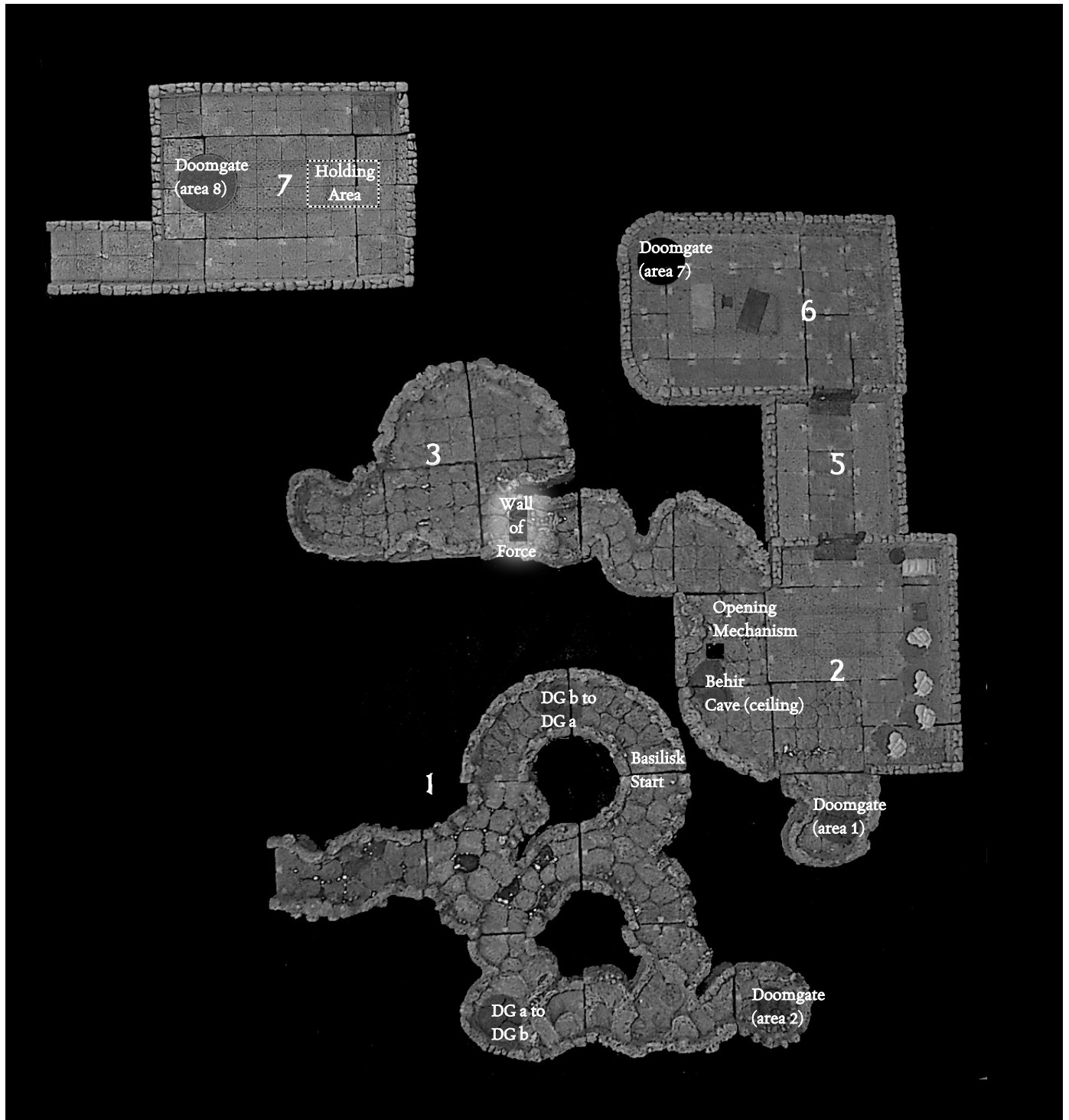
Prerequisites: Ability to turn or rebuke undead, able to cast 1st-level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divin

UNDERMOUNTAIN: PATH OF MUD AND STONE



UNDERMOUNTAIN: PATH OF LIGHTNING AND ROT



UNDERMOUNTAIN: HOLD OF THE DARK SUN

