



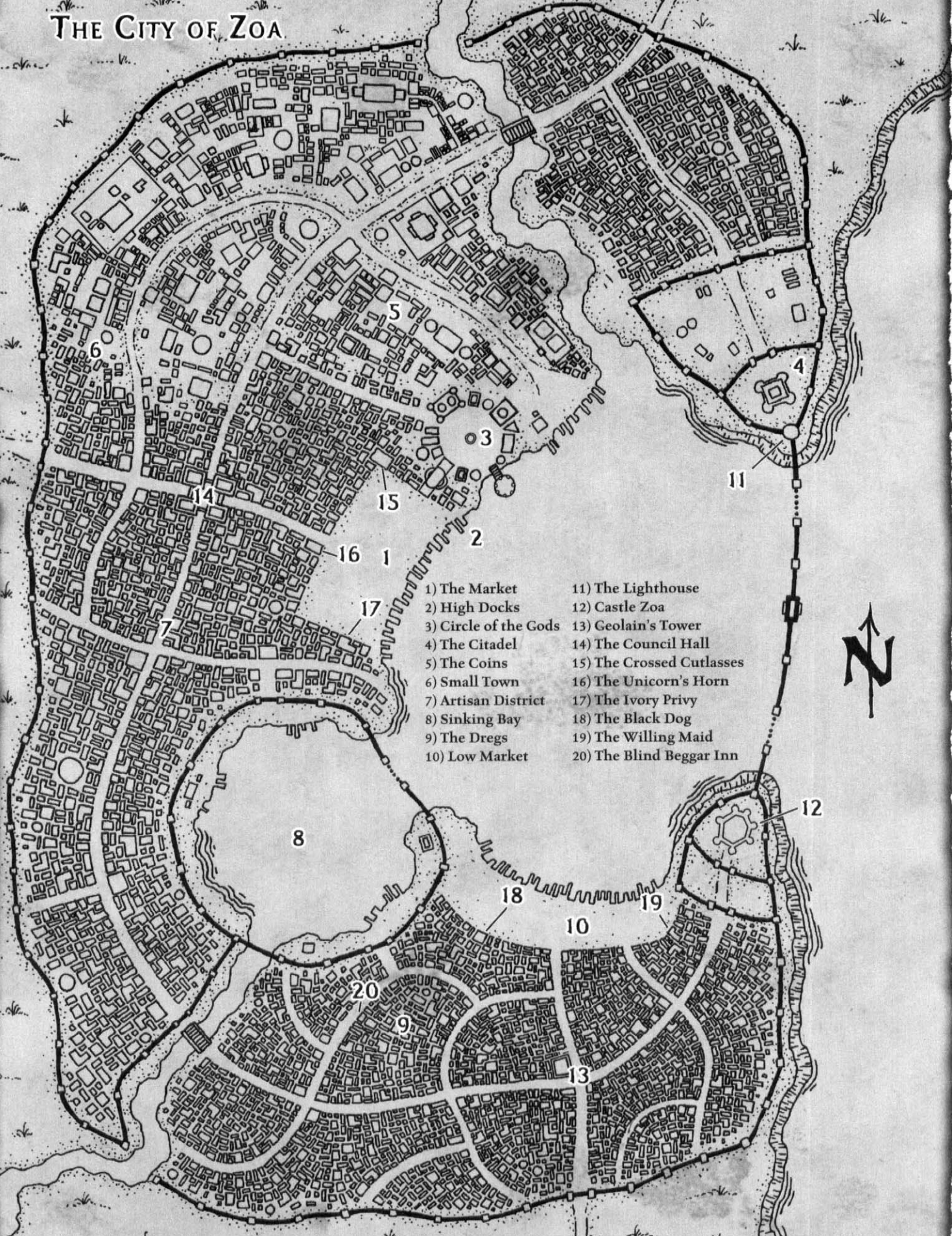
Kingdoms of Kalamark



FORGING DARKNESS

VINAMAK ©

THE CITY OF ZOA



- | | |
|-----------------------|---------------------------|
| 1) The Market | 11) The Lighthouse |
| 2) High Docks | 12) Castle Zoa |
| 3) Circle of the Gods | 13) Geolain's Tower |
| 4) The Citadel | 14) The Council Hall |
| 5) The Coins | 15) The Crossed Cutlasses |
| 6) Small Town | 16) The Unicorn's Horn |
| 7) Artisan District | 17) The Ivory Privy |
| 8) Sinking Bay | 18) The Black Dog |
| 9) The Dregs | 19) The Willing Maid |
| 10) Low Market | 20) The Blind Beggar Inn |



FORGING DARKNESS

Credits

Author: Andy Miller

Contributing Writers: Brian Jelke, Steve Johansson, David Kenzer, Mark Plemmons

Art Director: Bob Burke

Art Liason: Mark Plemmons

Cover Illustration: Hung Vinh Mac

Interior Illustrations: Tommy Castillo

Cartography: Bob Burke, Craig Zipse

Graphic Design: Jiffy Burke

Project Manager: Brian Jelke

Production Manager: Steve Johansson

Proofreading: Doug Davis

Playtesters: Jolly Blackburn, Bob Burke, Jiffy Burke, Brian Jelke, Steve Johansson, David Kenzer, David Ritzlin, Todd Weaver

Special Thanks to: Ed Stark, Jim Butler, Dawn Murin, David Wise

Table of Contents

Introduction	2	Sealing the Deal	14
Background	2	Villagers Rejoice	15
Adventure Synopsis	2	Back to Zoa	15
Beginnings	2	Halaan's House	15
Halaan Consults Geolain	3	The Enchantment Continues	15
Halaan's Forge	3	The Last Ingredient	16
The First Ingredient	3	Ambush	17
Diamond Touched by Death	3	Sidebar item: The Geeno Tabash	18
Hiereed Woods	4	Xaarum	18
Sidebar item: Madness of the Hierereeds	4	Overview of Xaarum	18
The Hiereed Tomb	5	Locations in Xaarum	19
Return to Halaan	5	Finding a Coward	21
The Second Ingredient	6	Milead's House	21
Sidebar item: Sentinels of the True Way	6	Sidebar item: Acquiring Devil's Blood	21
The Sea of the Dead	6	The Devil Watchdog	22
Rigors of the Desert	6	Return to Zoa	22
Village of Ejja-Vonan	7	Halaan's Abduction	23
Sidebar item: Life from Stone	7	A Needle in a Haystack	23
Attack from the Sea	7	Ransom	23
The Sinkhole	8	Forging Darkness	24
The Crone in the Sand	8	The Coin Completed	25
Deadly Plants	9	Conclusion	26
Desert Nomads	10	Appendix	
Sidebar item: The Emperor of Scorn	10	The Forsaken	26
The Ruined Village	11	Key NPCs	27
The Dragon's Lair	11	New Magic Items	29
The Dragon's Deal	13	Glossary	30
Sidebar item: Mites	13	Random Encounter Table	31

© Copyright 2001 Kenzer and Company. All Rights Reserved.

Manufactured in the
United States of America

Kenzer & Company
25667 Hillview Court
Mundelein IL 60060



Questions, Comments, Product Orders?

Phone: (847) 540-0029

Fax: (847) 540-8065

email: questions@kenzerco.com

Visit our website: www.kenzerco.com

This book is protected under international treaties and copyright laws of the United States of America. No part of this book may be reproduced, without the express written consent of Kenzer and Company. Permission is granted to the purchaser of this product to reproduce sections of this book for personal use only. Sale or trade of such reproductions is strictly prohibited.

PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the authors' imaginations or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

Kingdoms of Kalamar, Forging Darkness, the Kingdoms of Kalamar logo, ImageQuest, the ImageQuest logo and the Kenzer and Company logo are trademarks of Kenzer and Company. Dungeons & Dragons, D&D, the D20 System logo and the Wizards of the Coast logo are all trademarks owned by Wizards of the Coast, Inc. and © 2001 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used by Kenzer and Company under license. All rights reserved.

INTRODUCTION

Forging Darkness is a stand alone adventure, though it can be used as a follow-up to the story begun in *The Root of All Evil* and can conclude with *Coin's End*. It is best suited for 3-5 player characters of 2nd to 4th level.

You, the DM, will need a copy of the *D&D Player's Handbook*, *DUNGEON MASTER'S Guide*, the *Monster Manual* and the *KINGDOMS OF KALAMAR™ CAMPAIGN SETTING SOURCEBOOK* for this adventure.

The ImageQuest™ Adventure Illustrator can be found in the back of this book and is perforated for easy removal and use during game play. Throughout the adventure, you will find cues to refer to a DM map, show a featured illustration or distribute player aids.

The story opens in the city-state of Zoa on the Reanaaria Bay. The Player Characters (PCs) have arrived to aid Halaan the alchemist craft a *Coin of Power* in order to fight the growing evil of the wizard, Daresh.

BACKGROUND

This story began in the northern Reanaaria Bay town of Haanex with a group of adventurers who were hired by a wizard named Veoden to go into the Vrykarr Mountains and retrieve mithral. During that quest, the heroes stumbled upon a growing threat to the political stability as well as the safety of the people of Reanaaria Bay. A powerful magic coin had recently been forged by an evil wizard. Though the wizard escaped with the coin, the alchemist whom she had forced to create it for her warned the heroes of the coin's powers and its owner's evil plans. Upon their return to Haanex, the heroes were bidden by Veoden to find a way to craft another coin like the first since it would be the only way to fight Daresh, the wizard who now possesses the coin. They traveled south to the home of the wizard Geolain, who informed them where they could find another man who could create a coin to battle the first.

Journeying south into the Reelio Jungle, the heroes eventually located the alchemist Halaan, rescuing him from savages and returning him to their ship. He demanded they return him to Zoa where he could consult with Geolain and use his library for research.

ADVENTURE SYNOPSIS

Halaan will send the PCs to find three essential ingredients for creation of the coin. The PCs will retrieve the first ingredient, a diamond touched by death, from the crypt of a nearby cursed family of madmen and malcontents. After dealing with a survivor of that family, the PCs will acquire the diamond and return it to the wizard.

The second ingredient is an object struck by blue dragon's breath — lightning. Geolain advises the PCs to travel across the Sea of the Dead to the Kydobán Desert, where they find a tiny coastal village. After aiding the villagers against giant octopi that attack their fishing boats, they are given guides and sent across the desert in search of a blue dragon rumored to live there. On the way, they will: deal with a giant ant-lion, meet with another of Daresh's hindrances, be attacked by vampire cacti, try to avoid

a dangerous group of nomads, and find a ruined village full of Daresh's gnolls suffering from some kind of sickness.

The PCs will finally find the lair of the blue dragon and ask for his breath. Before he is willing to give it to them, he will require that they clear his lair of some pesky mites that have been stealing from him. Once they destroy the pests, the dragon will willingly give them what they need.

On their return to Zoa, a Zoan galleon will search the PCs ship. That evening, the PCs will aid Halaan in the rituals involved in crafting the coin and might capture a spy who will be watching the activities.

Finally, Halaan will send the PCs to retrieve the last ingredient: devil blood spilled by a coward and mixed with blood of the coward. The nearest known devil is held captive by a wizard in the nearby city of Xaarum. On their way to that place, orc brigands led by a cleric with a magic wand will ambush the PCs. In Xaarum, the PCs will learn that a wizard uses devils to guard his grounds at night but he has no wish to aid the PCs by giving them the blood they need peacefully. They must enlist the aid of a coward to spill the blood, acquire blood of the coward, then flee town before the wizard discovers they have slain one of his outsider watchdogs.

Upon their return to Zoa, the PCs will find that all is not right in the city. Halaan is missing and thugs will descend on the PCs at his home. The PCs will learn that Halaan was kidnapped by a member of the Sentinels of the True Way for his role in the theft of some magic books that the secret anti-magic society had possessed. He was loosely framed for sedition and then abducted by members of the city watch. They must devise a way to free the alchemist and get him back to the forge to finish the Coin before his work up to this point is wasted.

The PCs will bring the alchemist back to his forge so he can finish the job. Before he can complete the enchantment, the forge will be attacked, this time not by the Sentinels of the True Way, but by agents of Daresh sent to stop the ceremony. After defeating them, Halaan will finish enchanting the coin and the PCs will flee the city, Coin in hand, for points north.

BEGINNINGS

The PCs (or a different group of adventurers if the PCs did not play *The Root of All Evil*, the first adventure in the storyline) returned Halaan from captivity in the Reelio Jungle. Although he may have begun his research on how to craft the coin in the library of the Fallen Castle in the jungle, (in *The Root of All Evil* adventure) he eventually insisted that visiting Geolain's library in Zoa is necessary for the completion of his research. Thus, his emancipators agreed to return him to Zoa.

The trip north back to that city is uneventful though the DM is free to add any encounters she wishes.

If the PCs did not play *The Root of All Evil*, the wizard Geolain will approach them in the city of Zoa. He will tell them that a great evil has grown in the north and the only way to stop it is the creation of a magic item called the *Coin of Power*. The PCs will use this newly crafted Coin to destroy another Coin that has been created by an evil wizard near Skarrna. He will introduce the PCs to Halaan and note that he and the PCs might be Tellene's only hope. If that is not enough to interest the PCs, he will offer them 1,000 gp apiece for their help in collecting the rarest ingredients of the coin.

Note that in *The Root of All Evil* adventure, Geolain had the PCs retrieve some books from the possession of a covert group called the Sentinels of the True Way. Whether or not the PCs in this adventure were involved in that encounter, it will come back to haunt them as a key figure in the local group of Sentinels makes an effort to get his magical books back from Geolain.

If the DM feels the PCs need an additional link to the previous adventure in the storyline or some added NPC firepower, he can introduce the PCs to a ranger named Girion (included in the NPC Appendix), a native of the small village of Haanex. In this case, Girion was sent by the wizard Veoden to check up on the progress of the PCs he sent to find Halaan.

HALAAAN CONSULTS GEOLAIN

The situation in Zoa has changed little since the PCs were last in the city (at least a month before).

Once they return, Halaan consults with Geolain for two days. The wizard helps him acquire a small forge (in area 6 on the Zoa map included). In the following week, he researches the Coin and equips an alchemist's lab in his new home. He invites the PCs to stay at his home if they wish though he expects them to leave him alone while he works. PCs will need to double up in the bedrooms and the attic (it is oppressively hot but not dirty).

Halaan's Forge

Halaan's home stands on a small piece of land on the north side of the Artisan's District. The vines are thick on the outer wall and weeds grow above knee-height around the foundation. All ceilings in the structure are eight feet high unless otherwise noted. Several shuttered windows festoon the small home. The shutters open outward, each hinged on the side as one faces out. Windows have seal skin curtains that can be pulled fully shut.

1. Ground Floor. The smell of chemicals is strong in this room. A huge fireplace and forge in the southeast corner dwarfs three tables covered with glassware and chemicals. Two barrels filled with water stand against the south wall while a small desk and chair are next to the wooden spiral staircase on the north. A wooden trapdoor is set into the floor just west of the stairs. A tall candle marked with the hours sits upon the desk and a lantern hangs from the ceiling.

2. Landing. The spiral stairs continue upward past this landing.

3. Lounge. This lounge has three cushy chairs and even a small two-person couch. A lantern hangs from the center of the ceiling.

4. Kitchen. This room is a typical kitchen, complete with fireplace, cupboards, and a long table. There is enough crockery for up to six people to have a meal.

5. Landing. The spiral stairs end here on the third floor. A trapdoor, complete with fold-down steps, is in the ceiling in the center of the hallway. One can open it by pulling down the string hanging from its center.

6. Double Room. Two comfortable beds dominate this room, one on either side of a large chest. The chest holds extra linens with enough capacity remaining for clothing. A porcelain chamber pot (with small flowers painted on it) rests under each bed.

7. Single Room. A large comfortable bed stands against one wall. Several hooks are attached to the opposite wall. A porcelain chamber pot with small flowers painted on it lies under the bed.

8. Halaan's Room. A large fireplace dominates the southeast corner of this bedroom. A comfortable bed (with chamber pot beneath), chair, and small night stand fill the dark little room. Only one window lets in the sun here.

9. Attic. The trapdoor in the floor opens into the center of this room. It is dank and bare though sunlight peeks in through the tall dusty shutters during the day. The arched ceiling comes to a peak only seven feet above. Four gables hold the windows and the area is oppressively hot.

10. Storage. The first room of the cellar reeks of the chemicals that are stored here.

11. Cold Storage. This room is slightly cooler than the other cellar room and is filled with food and drink. Several bottles of wine are stored in the northeast corner.

THE FIRST INGREDIENT

After a week, Halaan calls for the PCs to meet with him at his home. If they are already staying there, he simply asks to speak to all of them in the lounge.

After Halaan hands each of you a goblet of a watery wine, he takes a seat across the room and drains his own cup. He then looks bleary-eyed at you.

"I have acquired most of the ingredients I need for crafting a coin," he says, "save three: a diamond touched by death, one pint of devil's blood spilled by a coward, and blue dragon's breath."

(If the PCs had ten pounds of mithral, he will thank them for that contribution. Otherwise, he acquired said material from Geolain.)

"In my research on the coin," he continues, "I also learned of a likely location for the first ingredient—a diamond touched by death.

"Some fifty years ago, a manor house owned by the Hiereed family stood in the woods west of Zoa. It burned to the ground during a lightning storm, though I have read a conflicting account that the locals burned it.

The last of the Hiereed family to receive a proper burial, Adool, was buried with a large diamond — the size of a pigeon's egg if the legends are true — in the crypts beneath the manor. "Though the house is long gone, I'm sure the crypts remain. I cannot continue my work until you bring me the diamond."

He will urge the PCs to go find the Hiereed Diamond as soon as possible.

Diamond Touched by Death

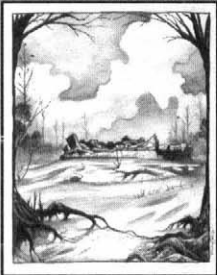
The strange activity in the Hiereed Woods (as the forest came to be known) continued until 670 YND (487 IR), at which time the Hierees held some kind of fabulous masque at the house. (See the sidebar item, "Madness of the Hierees" for more details.) Though none of the nobles of Zoa attended, many ships

Madness of the Hiereeds

The Hiereed's (High-REEDS) came to Zoa in 640 YND (459 IR) from the north but refused to divulge from exactly whence. They were quite rich and built a huge manor house of wood and stone twelve miles west of the city, nestling it deep in the forest away from the main road.

Their patriarch was a wizard who practiced the blackest sort of magic, conducting strange rites and worshipping unknown gods in the manorhouse. Tales of nightmarish things sighted near the house and in the dark, twisted woods in which it lay began to fill the Zoan people with dread. Patrols from Zoa were sent several times into the woods to investigate the rumors and even went so far as to search the Hiereed manor, but nothing untoward was found.

In 664 YND (483 IR) a captain returned from his patrol in possession of a ragged burlap bag. The suspicious bag was taken to one of the Council of Twelve; and the old man reportedly went mad when he gazed within. The bag was immediately weighed down and dropped into the sea east of the city.



Hiereed Estate Ruins

from far away lands, some of them quite strange looking, docked in the bay. Highly decorated, elegant closed coaches went through the city on the way to Hiereed Woods all day. Disturbing looking and thoroughly unruly sailors frequented the taverns about town. Very late on the evening of the masque, as the tales go, the manor was struck by lightning. Many Zoans whisper that it was not lightning that burned down the place but angry local people who had had enough of the madness and evil near their city. The place burned to the ground with all of the revelers within. Only the foundation survived.

PCs can make a Gather Information skill check (DC 15) to learn some or all of the history of the Hiereed Manor and Woods if they ask around the city. They might even simply overhear the tales before Halaan sends them out after the diamond touched by death.

THE HIEREED WOODS

Traveling west along that road out of Zoa is relatively pleasant. Tall fields of grain, corn and other crops stretch out as far as the eye can see for some ten miles from the city. Small peasant huts with thatch roofs dot the plain and farmers can be seen working in the fields.

Ten miles from the city, the road runs just south of a dark forest. Twisted trees with thick, dark green leaves fill the woods. The woods are deathly still — not even the sound of insects pierces the silence.

If the PCs continue read:

Two miles further on, two tall pillars mark the entrance to the Hiereed Estate. Two pillars stand by the north side of the road. Both are cracked, crumbling with age and the top of the western one is completely sheered off. The statue that once stood on the other pillar is mostly broken and gone. All that remains are the lower part of some many-legged creature the likes of which you've yet to see. An overgrown trail leads further into the dark forest.

As the PCs enter the woods, the silence overwhelms them. Everything seems muffled and distant as if cotton had been stuffed into their ears. Things look slightly out of focus and unclear. Even nearby trees look as if they stand behind a pane of thick, wavy glass.

A mile from the road, the path opens up into a large clearing with several small, dark trees at the edges.

A few crumbling, ruined stones stand on a solid rock foundation in the center of the clearing. The walls are sundered and many of them have completely fallen; a dark, unhealthy-looking moss clings to most of them. Black vines grip the fallen walls wherever the moss is thin.

Display Illustration 3 on IQ2. A cursory exploration reveals nothing. The place is as quiet as the rest of the woods. Not even the birds sing here though several crows watch the party from the branches of nearby trees. Give the PCs the distinct feeling they are being watched by something malevolent but nothing out of the ordinary is seen. Occasionally, a large, dark squirrel dodges into the underbrush and disappears. Once, a large, black snake slides under a stone. Have one PC disturb a dark bird that looks like a crow except for a deformed beak. The creature flies up and disappears into the forest, followed by the rest of the birds.

A successful Search check (DC 20) will reveal a stone trap door within an hour. It is heavy but can be moved (Strength — DC 30) or broken. Up to two PCs may work on opening the slab at a time.

Stone slab: Thickness 4 in.; hardness 8; hp 60; Stuck DC 28.

Anyone who inhales the initial gust of foul air from the crypt must make a Fortitude check (DC 15) or become violently ill and temporarily lose 1d4 points of Constitution (regain 1 point per day). It is easily avoided unless the PCs enter the crypt before the tainted air dissipates in five minutes.

Foul air with a charnel stench issues forth as soon as you move the slab. Stone steps lead down into the darkness.

When a PC descends continue:

The steps are wet and slimy and a musty smell fills the staircase. A scratching can occasionally be heard from behind the stone walls.

Creatures: (EL 4). Each PC must make three Balance checks (DC 10) on the way down the steps to keep from stumbling. The first time any PC stumbles, two dire rats per party member (maximum of 12) stream from a hole in the wall and swarm the party.

Dire rats (12): CR 1/3; Small animal (3 ft. long), HD 1d8+1; hp 5 (x2), 4 (x3), 3 (x3), 2 (x4); Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural); Atk +4 melee (1d4 and disease, bite); SA disease; SQ scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skill: Climb +11, Hide +11, Move Silently +6.

SA — Disease (Ex): Filth fever — bite, Fortitude Save (DC12), incubation period 1d3 days, damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

SQ — Scent (Ex): Dire rats can detect opponents within 30 feet by sense of smell. If opponents are upwind, the range increases to 60 feet; if downwind, it drops to 15 feet.

The steps descend 60 feet, ending in front of iron doors. The doors open away from the steps and a large lock on a chain seals them. A pentagram is inscribed on each door.

Though the doors are very strong, the lock and chain are both rusty (DC 25 lock, but a few solid blows part the chain (hardness 5; hp 15)).

Iron doors: Thickness 2 in.; hardness 10; hp 60; Stuck DC 28.

The doors can be pushed open with the chain still on them, forming a crack large enough to barely admit a slim person or a halfling or gnome. It is very dark within.

The Hiereed Tomb

Once the door is opened or a PC enters, read the following:

Beyond the doors lies a tomb some twenty feet wide and forty feet long. Shelves line the walls and even protrude into the room. Coffins and sarcophagi line every wall. On each, you can make out a small, greenish plaque.

Oddly enough, a door is set into the opposite wall of the crypt from where you entered.

There are 53 coffins of all shapes and sizes in the crypt. Each of them has a small plaque on which is written the name of the occupant and the year he died in Reanaarian script. The dates all lie between 459 IR and 487 IR and about 20% of them are babies. A prodigious number of Hierees died in the 26 years they lived near Zoa.

If none of the PCs read or write Reanaarian, they can still search for Adool by the dates on the coffins, though two Hierees died in 487 IR (none of those burned to death in the house fire were buried here obviously). One of the coffins holds only the remains of a woman (a). The other (b), which lies in the back corner, is open and empty. There is no sign of a diamond but PCs who make a successful Spot check (DC 17) will notice a faint trail through the dust on the floor (as if something had been dragged from the open coffin) leading towards a large stone sarcophagus that lies on one of the nearby stone ledges (c).

The sarcophagus has neither name nor ornamentation. The lid is very heavy and requires up to four PCs with a combined strength of 25 to open.

Creatures: (EL 8). As soon as a large enough opening is created for a hand to squeeze into the sarcophagus, a mottled green tentacle shoots out and attacks the person on that side of the coffin (anyone helping to lift the lid should be considered flat-footed). A second tentacle emerges moments later and effortlessly pushes back the lid to reveal the thing that was once Adool Hiereed. While all other members of the family perished in the fire of 670 YND, Adool was the last to be given a proper burial. Of course, he was not dead but somehow had been transformed into a hideous monster. **Display illustration 2 on IQ1.**

The thing that slithers from the coffin may have once been human but is now something altogether hideous.

The mottled gray skin looks rotted in places and small tentacles thrust out from all over a body dressed in once-fine clothing, now torn and rotten. The tentacles grow most profusely where the mouth of the thing should be and from its armpits. Where it should have arms grow larger tentacles.

It gibbers and babbles insanely and something glitters from beneath its left armpit.



The Thing in the Crypt

The Thing in the Crypt: CR 8; Size M, (6 ft. tall), HD 8d8+16; hp 62; Init +4 (Dex); Spd 30 ft.; AC 17 (+4 Dex, +3 natural); Atk +5 melee (1d6+5/1d6+5, 2 tentacles); SA improved grab, withering touch; AL CE; SV Fort +2, Ref +4, Will +0; Str 20, Dex 18, Con 15, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide +6, Jump +6, Listen +4, Move Silently +6, Use Magic Device +6, Blind-Fight.

SA — Improved Grab (Ex.): If the thing grasps anyone with both tentacles, it grapples as a free attack without provoking an attack of opportunity. Once it has its victim, it throws them across the room at the end of the round, dealing an additional 1d6+5 points of damage unless they make a Reflex saving throw (DC 20) for half damage.

SA — Withering Touch (Su): Once every 5 rounds, the touch of the thing's tentacles acts as a *rod of withering* (1d4 points of temporary Strength damage and 1d4 points of temporary Constitution damage). If it scores a critical hit, the damage is actually a permanently drained ability score. In either case, the victim negates the effect with a Fortitude check (DC 14).

Development. The thing fears fire intensely and retreats from open flames. Otherwise, it fights to the death. It can leave the tomb though it does not like sunlight. If left alive, it follows the PCs trail after dark, tracking them incessantly wherever they go. It has gone quite mad in the long years since it was laid to rest.

Treasure. The diamond the thing holds in the tentacles beneath its left arm is good-sized and worth 5,000 gp. In the bottom of the coffin is a leather-bound book that has a dozen page-long verses in some ancient and forgotten tongue. These can be used with the door (below).

Return to Halaan

When the PCs return to Zoa, they will find that Halaan has already set to work melting down the mithral. He will be pleased that the characters have found the diamond and will take the gem (locking it into a chest in the lab that is bolted to the floor). Halaan will hand them a small iron baton (for catching the dragon's breath). Halaan will suggest that the PCs visit Geolain to find out what he might know about dragons or devil's blood.

Each PC should make a Spot Check (DC 15) as they leave the alchemist's house. Those who succeed notice some rough looking men loitering in front of the building across the street. The family that lived there appears to be placing their belongings on a small cart with some little help from these men.

These are actually a group of thugs in the service of the local cell of the Sentinels of the True Way. They are hunting for clues to the whereabouts of certain arcane tomes that were stolen from their cult. The Sentinels have had their suspicions

Sentinels of the True Way

The Sentinels have a fear and hatred of all magic. Founded by a mixed band of Fhokki and Deiy barbarians, the Sentinels of the True Way seek to destroy magic in all forms, including magical creatures. They are not evil; they wish only to return the world to simpler times.

Although their main prejudice is against sorcery of the arcane variety, they are also distrustful of clerics, druids, rangers, bards and paladins. The Sentinels seek to destroy magic items whenever possible. Despite this fact, some Sentinels have been known to employ such items to defend themselves against magic.

Besides barbarians, this group has many halfling and dwarven members. It is very popular in the Wild Lands and in Ek'Gakel.

about Halaan since he arrived and believe the books that had been stolen from them might be hidden in his home, or at the very least that he is connected to the theft. So far they have been unable to ascertain his power but they are carefully watching him for clues that will lead them to the books or to find the right time to confront him directly. The Sentinels have guessed at a connection between Halaan and Geolain but dare not move against Geolain because they believe he has high-ranking political allies.

THE SECOND INGREDIENT

Standing behind walls some 15 feet high and a gleaming silvery gate is the 50-foot tower of Geolain. Next to the gate a large bell is set into the stone of the wall. A thick rope dangles from it.

The gates are locked. Only long ringing of the bell will bring his servant, Joa, peeking out from behind the door. Sentinels of the True Way (see the sidebar item, "Sentinels of the True Way" for more details) have been harassing Geolain and Joa. The latter gets

the worst of it since he has to come out to the gates and greet any guests. Fortunately, Geolain has told him his studies are nearly complete so he will be able to leave the city soon.

The tower's door opens slightly and Joa peeks out. Peering cautiously he slowly exits the building and hustles to the gate. Recognizing you, he opens the gate, "quickly!" he whispers shaply as he waves you in.

If the PCs enter continue:

Joa glances suspiciously at the few people on the street and moves hastily away from the gate. "I've been shot at once — the crossbow bolt barely missed me — I will be glad to get away from Zoa."

Joa will elaborate only if asked. He will escort the PCs to the drawing room where Geolain will arrive a few minutes later. He looks the same, long, bushy beard, thinning hair, wearing gray robes cinched tight with a leather belt.

If asked about the devil, he will tell the PCs that he knows of no devils, but thinks he can find one, given time. He has read, however, that a blue dragon used to live across the Sea of the Dead in the Kydoban Desert. The dragon reportedly lived, and perhaps still lives, in the hilly southeastern desert and was quite old (by human standards). The wizard can show them the exact location on a map. The nearest large town is Dynaj, but the map also bears a smaller, unnamed town 100 miles or so closer to the supposed dragon's lair.

The Sea of the Dead

In *The Root of All Evil* adventure, the PCs booked passage on a ship called the Forsaken. If the group playing this adventure has not played the first and has no other access to a ship, the DM may use the description of the Forsaken in the Appendix to allow the PCs to book passage on a ship to the Dead Lands (southern Khydoban Desert).

The trip across the Sea of the Dead is uneventful. Following Geolain's directions takes the ship some 275 miles. At the end of their journey, they spot a small village on the coast (about 100 miles south by southeast of the city of Dynaj).

Just over the rise of the dunes that separate the beach from the rest of the Khydoban stands a rough circle of small, square adobe huts. You can see what looks like the flash of sunlight on water from a height in the village but cannot discern exactly what it is. Several stone docks jut from the shore, the sea gently lapping over them. A hundred or so yards offshore, a dozen small fishing boats ply the water.

If the PCs traveled to Dynaj and traveled to the village on foot or mounted, they may enter the village without (immediate) incident. If the PCs traveled to the village by ship, the lack of a harbor requires them to weigh anchor and row ashore on a dinghy. If this is the case, the attack of the giant octopi described below will take place while the PCs are still in the dinghy.

Rigors of the Desert

The farther east one goes into the southern Khydoban desert, known as the Dead Lands, the topography is primarily barren sand broken up by low rock formations. Closer to Dynaj, the desert is home to heartier small animals, palms, scrubs and cacti.

Heat:

While the climate near Dynaj is often moderated by cool ocean breezes, the daytime temperatures in the Khydoban to the east surpass 90 degrees Fahrenheit nearly all year. During the winter months it is slightly more hospitable in terms of temperature. Nighttime lows range from about 65 degrees Fahrenheit in the summer to about 55 degrees in the winter. Travelers in this area of the Khydoban must dress smartly to effectively deal with the heat. The locals know that this means donning armor is only done when necessary and then only for a short duration. Normal travel garments include thin, white or light gray cotton robes and a proper hat.

Heat Dangers:

In extreme temperatures, characters must frequently make Fortitude saves (DC 15, +1 for each previous save) or suffer 1d4 points of subdual damage. PCs wearing any type of armor or heavy clothing save at -4. PCs who pass out begin taking real damage. In temperatures between 90 and 110 degrees F, saves must be made once per hour. In environments between 111 and 140 degrees F, saves must be made every ten minutes. PCs who take subdual damage this way become fatigued until they regain the hit points lost to heat exposure.

Water:

At all times of the year, the Khydoban Desert is incredibly dry. Inhabitants must drink at least two gallons of fluid per day (Small characters only need to drink one gallon per day).

Thirst Dangers:

PCs can go without water for 1 day plus a number of hours equal to their Constitution scores. After that time, each hour they must make Constitution checks (DC 10, +1 per previous check) or suffer 1d6 points of subdual damage and become fatigued. This damage cannot be healed by any means until the PC gets enough water.

VILLAGE OF EJJA-VONAN

Ejja-Vonan (hamlet): Conventional; AL LN; 100-gp limit; assets 1,000 gp; population 200; Isolated (human 100%).

Authority Figures: Senojy Shajja Dor-Narson, male human Nob6.

Important Characters: Venik, male human Clr4 (Mother of Elements); Abdul Azhan, male human Exp6 (swordsmith); Naraf Erinafan, male human War1; Ka Fanso-Neta, male human War1; Fornalis Doktrassin, male human War1; Eshrekso Jevv Jevvan, male human War1.

Others: Town guards, War1 (x16); Exp3 (x2); Exp1 (x4); Com1 (x169).

Notes: The local ruler, called the Senojy, is currently Shajja Dor-Narson, a wise and friendly man, though somewhat distant to strangers. Unless the PCs do some good deed in the village, they are not able to get any kind of audience with the Senojy.

The buildings of the village are small, simple and made of adobe. Each has a single door that usually stands open during the day except for a long curtain over the doorway to let in what little cool breeze the day provides. The stone docks lie in shallow water and during high tide the sea laps about a foot over them. Each is about 25 feet long.

The people are shy and cautious, not trusting the PCs unless they do something to prove their worth. There are few craftsmen in the village. Only a blacksmith, weaponsmith (who primarily crafts short swords), and a rope binder have trades here. Several men in the village are skilled at building and repairing small boats (nothing over 20 feet). There are no organized guilds and no wizards in the village. The hamlet does have a small tavern; actually little more than a house with a skilled brewer who makes beer out of seaweed and cactus.

Visitors will find that there is little to purchase in the town as far as supplies go. Hardtack and beef jerky, camels, water, and falchions are about all it has to offer (and snylyk — a local beer which tastes like fish). If asked about a dragon, legend has it that one supposedly lives to the east but no one has ever seen it. If PCs decide to stay in the town, they must camp out.

The village also has a tiny temple dedicated to Thyjyk (Mother of the Elements — water cult). The Keeper of the Four Corners here does not aid anyone unless they worship Thyjyk.

The great stone in the center of the village is said to have the touch of the Mother of Elements and will (the villagers say) forever gush fresh, pure water. But whether it is from an underground spring or directly from a one way gate from the plane of water (as Venik claims), an ample amount of water currently flows over the top of the stone to meet the needs of the tiny village.

Attack from the Sea

After the PCs have been in Ejja-Vonan for only a little while (long enough for them to be a little frustrated at the locals' shyness and closed lips), a bell starts ringing from the Senojy's home and a shout can be heard from the beach. Armed men begin running towards the shoreline. If PCs also go, they see the following:

As you climb the sand dune between the village and the sea, you see the fishermen all paddling furiously toward the shore. One of the boats further out appears to be overturned and the others, instead of racing to its rescue, are fleeing in panic.

As you watch, the capsized boat suddenly dips beneath the surface. Debris rises in its place and for a moment a tentacle lashes over the water. Even as the first tentacle dips beneath the sea, a second one appears amidst the boats just arriving at the sunken docks, nearly 150 feet away from the first! It plucks a fisherman out of his boat and drags him screaming beneath the water.

Display illustration 4 on IQ3 now.

Creatures (EL 10). The village is being attacked by two giant octopi.

Giant Octopi (2): CR 8; Large animal (10 ft. across), HD8d8+8; hp 49, 46; Init +2 (Dex); Spd 20 ft., swim 30 ft.; AC 18 (-1 size, +2 Dex, +7 natural); Atk +10 melee (1d4+5, 8 tentacles); or +5 melee (1d8+2, bite); SA improved grab, constrict; SQ ink cloud, jet; AL N; SV Fort +7, Ref +8, Will +3; Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3.

Skills: Hide +11, Listen +4, Spot +4.

SA — Improved Grab (Ex): To use this ability, the giant octopus must hit a medium-sized or smaller opponent with a tentacle rake attack. If it gets ahold, it can constrict.

SA — Constrict (Ex): A giant octopus deals 2d8+6 points of damage with a successful grapple attack against medium-sized or smaller creatures.

SQ — Ink cloud (Ex): A giant octopus can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once a minute as a free action. The cloud provides total concealment which the octopus normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

SQ — Jet (Ex): A giant octopus can jet backwards once a round as a double move action at a speed of 200 feet.

Life from Stone

The tiny village of Ejja-Vonan (which literally means "Life from stone" in a dialect of the Dejj language) is the home of some 200 people, a little more than half of them women and children. The village subsists by fishing the Sea of the Dead. This place is a good stopping point for adventurers heading into the desert for whatever reason.

The main feature of the village is the large stone that lies in the center of town. Water constantly flows out of a crack in the stone's top and cascades down and into a shallow pool at the base. The boulder is 10 feet across and over 20 feet high. Woman labor at the bottom of the stone taking away water to do laundry and irrigate the gardens in town.

The people of the village wear loose white robes and turbans or hoods. All of the men carry weapons: usually long, curved knives but occasionally scimitars. The village has 20 men in its militia: each of them carries a shortspear and falchion. Most prevalent in the village during the day are the numerous women and children. In the evening when the fishing boats come in, the men begin to fill the place.



Octopi Attack

7

Development: The octopi stay relatively close together and each eat two more men if they go unchecked. Ten members of the town militia attack the things and if the PCs do not intervene, four of them die before they drive off the octupi. If the PCs help with the battle, run it normally.

Militia, male human War1 (10): CR 1/2; Size M (6 ft. tall), HD 1d8; hp 7 (x3), 5, 4 (x2), 2 (x2), 2 (x2); Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d6/crit 19-20/x2, short sword); or +0 ranged (1d8/crit x3, shortspear); AL LN; SV Fort +4, Ref +0, Will +4; Str 10, Dex 11, Con 10, Int 10, Wis 11, Cha 11.

Skills: Handle Animal +4, Ride +4, Swim +4.

Feats: Combat Reflexes, Great Fortitude.

Possessions: short sword, shortspear, light brown robes.

Each member of the militia throws his spear before moving to attack with his sword.

If the PCs help to drive off the octopi or (better yet) actually manage to kill one or both of the beasts, they have the undying gratitude of both the Senojoy and the entire village. The PCs are carried back to the village on the shoulders of happy villagers and treated as heroes for the rest of their stay in Ejja-Vonan. That evening there is a huge feast in honor of the PCs and the Senojoy formally welcomes them. If they have explained their purpose in the region, he tells them they may borrow camels (at no charge) for their quest in the desert. He also offers them four of his militia to act as guides for the PCs.

If they take the guides, the PCs have the following men join them for as long as they remain in the desert. All of them speak the Merchant's Tongue as well as Dejoy and (except where noted below) all have the same statistics as the militia above. Each wears light brown robes

and a cloak and turban, and carries a falchion and a shortspear.

Display illustration 5 on IQ4 now.

Naraf Erinafan is a small, slim pessimistic man with a goatee. He is 33 and has beady eyes and a very nasal voice. He carries a dagger hidden under his robes in addition to his normal weapons: hp 5.

Ka Fanso-Neta is young and amazed at the world around him. He is clean-shaven and tends to rush into battle in an attempt at glory. He is a very excitable youth (age 16) and longs to be rich: hp 2.

Fornalis Doktrassin is the oldest in the group with wrinkles lining his dark skin. He has a full beard, just starting to gray, and always carries a wineskin full of spicy wine. Instead of a shortspear, he carries a staff and keeps a sling ready on his belt, picking up stones to fling as needed. He knows the most about the desert and is the wisest

of the men sent. He is 53 years old: hp 7.

Eshrekso Jevv Jevvan is quiet but very handsome with a thin mustache. He is full of himself but very friendly and tends to hang back in battle to "assess the situation." He is 27 and a bit of a coward. He carries a dagger in addition to his weapons: hp 7.

The guides are willing to travel day or night though PCs may want to travel during the latter as the desert heat wreaks havoc on them if they are not dressed properly. Fornalis recommends to any PCs who wear armor that they should remove it or risk

heat exhaustion. He also carefully checks the camels and supplies to make sure there is enough food and water for an extended trip into the desert.

The Sinkhole

Just 10 miles east of Ejja-Vonan, the group comes upon a large sinkhole.

A sinkhole some thirty feet across lies in your path. Loose sand descends to a depth of about ten feet to the soft bottom of the pit. Something golden glitters there.

If anyone over 150 pounds in total weight ventures to the edge of the pit to look down, there is a 20% chance that the loose sand gives way, potentially sending the unfortunate sliding down (Reflex save DC 22). halfway down the slope, the character may attempt a second Reflex save (DC 15) to stop herself from sliding completely to the bottom of the pit.

Creature: (BL 4). If anyone slides down to the bottom of the pit, the ant lion waiting there bursts forth and attacks, scattering the three gold coins lying at the bottom. If anyone slides half way down and begins to climb back up, the lion likewise bursts forth and attacks. **Display illustration 6 on IQ5 now.**

Giant ant lion (1): CR 4; Giant vermin (8 ft. long), HD4d8+4; hp 26; Init +2 (Dex); Spd 20 ft., burrow 3 ft.; AC 18 (-1 size, +2 Dex, +7 natural); Atk +4 melee (2d6+6, mandibles); SA improved grab; SQ vermin; AL N; SV Fort +3, Ref +2, Will +1; Str 23, Dex 14, Con 12, Int -, Wis 10, Cha 10.

Skill: Listen +8, Spot +7.

SA — Improved Grab (Ex): If the ant lion gets ahold of a victim, it attacks with automatic success each round. It does not release those so held until either it or its victim are dead.

SQ — Vermin (Ex): The ant lion is immune to all mind influence effects (charms, compulsions, phantasms, and moral spells).

Treasure: At the bottom of the sandy pit is a tunnel dug by the ant lion. It leads back a hundred feet to the other side of the dune (to the east). Lying in the sand here are a few bleached bones and a full skeleton. Also scattered about are 37 gp, a long sword in good condition, a large shield, a silver bracelet (200 gp value), a gold ring (100 gp value), a +2 spear with the word "Bellanoria" ("Surestrike" in elvish) carved on the head in that language, and a +1 battleaxe with the word "Kruze" on its head in dwarven runes (meaning "Bloody" in that tongue).

If the ant lion is killed, the four guides (or any remaining alive) fall upon the beast, ripping off its exoskeleton and tearing out the meat. They cook whatever meat they get for that night's dinner, using wine to spice it. Eshrekso insists on having the spear if the PCs find it, though he does not fight for it or try anything underhanded. He will however incessantly complain for the rest of the trip if it is not given to him.

The Crone in the Sand

An hour or so before dusk the party spots something out of the ordinary on the dunes.

As you cross another of the seemingly endless dunes of the Kydoban desert, you spot a small, dark-colored tent in



Four Guides



Giant Ant Lion

the distance. It lies in the low spot between two dunes, sheltered from the wind and blowing sand.

If the PCs advance, read:

As you move closer, you note a shabby-looking camel off to one side of the tent, tied to one of the tent pegs. Odd symbols cover the black tent. Above the flap hangs a wooden board. Carved crudely into it in Merchant's Tongue is the word "Fortunes."

Display illustration 7 on IQ5 now. The symbols on the tent are identical to the ones that were on the Coin of Power. PCs who examine the symbols recognize them if they make an Intelligence Check (DC 21).

Anyone who enters the tent except by the flap in the front finds herself in a madhouse of colors and darkness without apparent walls or floor. Those who make an Intelligence Check (DC20) escape without harm. Those who do not make their check find a way out in 1d4 rounds. Only those who enter the front of the tent can actually go within.

Entering the tent, you find yourself in a dark area. The tent seems larger than it did from the outside. There is enough light to see, though darkness hides the walls and ceiling. Long, colorful strands of silk hang from the darkness above. You can make out something indistinct beyond the cloth.

If the PCs continue past the cloth, read:

Pushing past the cloth reveals a dark figure in black robes, hooded to hide his appearance, sitting behind a small table. Cards lie on the table and the figure draws them into his hand. He then gestures to an empty seat across the table.

The fortune teller does not speak to the PCs but if any of them sit, the following happens:

The fortune teller shuffles the deck and sets the cards on the table one by one. The first card shows a dark tower. The second has a picture of a ship, while the third shows a coin that is disturbingly familiar. The last card, the fourth, is painted with a grinning skull on a dead black background.

"Death!" the figure says, her voice hauntingly familiar. It's Daresh!

"You are fools," the wizard laughs, throwing back her hood to reveal a face more beautiful than you remembered it. "I watch you closely. I know what you strive to do and I have sent my agents for you. You will die! DIE! DIE! Death is your next rendezvous!"

In truth she remains unsure of what the PCs are doing — she is merely paranoid and vengeful. She is more than willing to brag about her conquests in the lands of Skarnna. She has seized the castle of a minor noble and is even now sending forth her armies to conquer that whole land. She also tells them she will soon kill them all.

If attacked, she will simply laugh and fade away as the tent begins to fall apart. The smell of rotten meat fills the place. As the PCs flee the tent, it shrivels up. The camel too, gives one long, loud bray and then collapses, folding in on itself before disappearing. All that is left in the desert is a black, ashy spot that quickly blows away.

Daresh created this encounter using her *major image* wizard spell. She has been spying on the PCs using her *scrying* spell and *teleports* to their location in the desert. Then she uses her *improved invisibility* to hide herself while she antagonizes the PCs with the *major image*.

She has primarily followed them to torment them and has no intention of directly engaging in battle with the PCs out in the desert wasteland. If she is uncovered, she will use spells *dimension door* or *polymorph self* to make a hasty escape. Once she escapes to a comfortable distance, she will rest to regain her *teleport* spell and return to her castle in Skarnna.

The guides from Ejja-Vonan are unnerved by the whole episode, but will stay with the PCs as long as they continue to be treated well.



Fortune Teller's Tent

Deadly Plants

Around noon on the second day in the desert, as the PCs head toward the hills on the eastern horizon (assuming they are following guides), they spot a cluster of odd-looking plants.

Three tall plants stand on the otherwise vacant dunes. Each has a dozen fleshy leaves arrayed around its base and sprouting from the core is a bright yellow spike that rises to about five feet in height. The leaves are likewise long, climbing up about half the height of the plant and drooping outward. They are a dusty green with a narrow band of yellow around their margins, ending in a pointed white tip.

A glint of metal shines in the sun near the closest plant. It looks like a man in armor is lying beneath it, perhaps taking advantage of what little, but welcome, shade the colorful plant offers.

Display illustration 8 on IQ6 now. The guides warn the PCs that the plants are called vampire cactus and are very dangerous. None of them are willing to go anywhere near what they call "evil trees." The armor looks to be a suit of full plate.

Creatures: (EL 6). If anyone gets within range of a vampire cactus, it attacks. Each is about 30 feet from the others.

Vampire cactus (3): CR 3; medium plant (5 ft. 6 in. tall), HD 3d8; hp core/leaf/threads — 10/5/4, 14/5/4, 7/9/4; Init +0; Spd 0 ft.; AC core 14 (+4 natural), leaf 13 (+3 natural), thread 12 (+2



Vampire Cactii

The Emperor of Scorn

The Despiser (as he is known) appears to mortals as a perfect physical specimen of the same race as the observer. Each race and every kingdom has a different sect, and although they sometimes cooperate, they are frequently at war with one another.

Each cult's clergy, known as Purgers, preaches hatred and scorn for all other races, peoples, nations and religions. Alliances are formed between sects only when it is mutually beneficial, such as when a more hated third party is present. Each House of Scorn attempts to breed hatred and anger toward other races. This extends to prejudices between the different human races. A popular saying amongst the Purgers is, "We shall not rest until the land is pure." The Emperor of Scorn's symbol is a golden jackal-headed scepter on a blue background.

The Purgers preach the superiority of their own race. Each House of Scorn teaches that its congregation has been chosen to rule over all. To this end, the Purgers seek to cleanse the taint of other races from their people. Foreigners are either enslaved or lynched. Lynchings once per month are the preferred sacrifice to the Emperor of Scorn.



Nomad Attacking

natural); Atk +2 melee (1d2, 12 needles); SA blood drain; SQ resistance to electricity, plant, fire vulnerability, tremorsense; AL N; SV Fort +3, Ref +1, Will +1; Str 10, Dex 10, Con -, Int -, Wis 10, Cha 9.

Skill: -

SA — Blood drain (Ex): The vampire cactus drains blood, dealing 1d3 points of temporary Constitution damage each round per needle that remains attached. Once it has drained 15 points of Constitution, it is sated and reels in its needles. It is then harmless for 48 hours.

SQ — Electricity resistance (Ex): Vampire cactus are immunity electricity and lightning attacks.

SQ — Plant (Ex): Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind influencing affects (charm, compulsion, phantasms, patterns, and morale affects).

SQ — Fire vulnerability (Ex): Vampire cactus are very susceptible to fire and fire-based attacks do double damage.

SQ — Tremorsense (Ex): The vampire cactus senses the location of anything within 60 feet that is in contact with the ground.

The plants attack by firing their needles at targets within ten feet. The needles remain attached to the plant by a thick thread that unreels from the leaf. All 12 needles can be fired at the same time, though no more than six can attack a single target. Any needles that miss are reeled back in and fired again the next round. Once a victim is dead, the plant reels in the needles attached to it and readies them to fire at living targets.

Each thread has an AC of 12 and takes 4 points of damage before being severed, while leaves each have an AC of 13 and 1d8+1 hit dice. Damage to threads and leaves do not harm the core of the plant (and it grows them back in 1d4+1 days).

Since leaves surround the core of the plant, any attack directed at the core has a 75% chance of hitting a leaf instead. If all the leaves are destroyed, the PC is free to destroy the core easily.

Treasure: The body (near the largest cactus) is decomposed and almost mummified by the heat of the desert and the loss of blood to the vampire cactus. It is about two weeks old but looks much older from the shrunken, wrinkled skin. The full plate is in good condition and a long sword

covered with engravings and etchings lies in the dust by the armor while a metal shield is still strapped to one arm. The shield is painted with a depiction of a raven killing a snake and anyone with a Knowledge (heraldry) can identify this as the symbol of the Skryvalkker (lord) Hurrkal, who rules a province in the Lands of Skarrna (DC20). The body wears a ring on its left

hand under the gauntlet with a family crest (identical to the shield) worth 50 gp.

Desert Nomads

By evening of the second day in the desert, the PCs spot hills far away to the east. The guides point them out and claim that the hills are where the dragon lies.

The next morning, as they continue east, any character making a spot check (DC 10) will note a small trickle of smoke in the sky to the northeast. If they ignore the smoke and continue east they can bypass this encounter (unless the nomads' path crosses theirs - see below).

If a guide is sent to investigate, Fornalis will volunteer and soon return to warn the PCs that the nomads belong to the Fjyjd tribe, worshippers of Thananany (See the sidebar "The Emperor of Scorn" for more details.) who hate anyone who is not Deji. The inhabitants of Ejja-Vonan are considered cousins but the Fjyjd will attack and kill the PCs if given the chance. The guide suggests they move on as quickly as possible.

If the PCs investigate the smoke, they will have to all succeed in opposed Hide checks (versus the Spot of the guards). Since the nomads are not expecting anyone wandering the desert, their guards are lax giving them a -4 to their Spot checks. If the PCs succeed in sneaking up to the encampment, read:

Six tents and two dozen or so camels are clustered in the hollow between two dunes. Food is cooking over both fires in the camp and a few men armed with scimitars and dressed much like those in Ejja-Vonan wander around. On one tent flaps a blue flag with a golden scepter. A white crescent moon adorns the scepter.

Creatures: (EL 1/2). If the PCs observe longer than five rounds, a guard will stumble upon them and attack. He is alert enough not to be surprised, but may be caught flatfooted if the PCs were not surprised by him. **Display illustration 9 on IQ6 now.**

Nomad: male human War1 (1): CR 1/2; Size M (6 ft. tall), HD 1d8; hp 6; Init +0; Spd 30 ft.; AC 10; Atk +1 melee (1d6 + 1/1d6+1/crit x2, quarterstaff); AL NE; SV Fort +4, Ref +0, Will +0; Str 12, Dex 10, Con 11, Int 10, Wis 11, Cha 11.

Skills: Handle Animal +4, Ride +4.

Feats: Endurance, Great Fortitude.

Possessions: Robes, quarterstaff, waterskin.

Development: If the PCs manage to eliminate the man before his initiative, he cannot shout an alarm. If he shouts or the combat is too loud, the rest of the camp will swiftly mobilize and attack.

If the PCs somehow capture the man without alerting the rest of the encampment, Fornalis will advise against killing him as that will set the whole camp against them if his remains are discovered. The nomad speaks only Deji and refuses to answer questions. He constantly curses and spits at anyone who questions him.

If the guides have not warned the PCs who the nomads are yet, they do so now. Likewise, anyone with Knowledge (religion) has a chance (DC 10) to recognize the symbol of the Emperor of Scorn though the crescent moon on the flag is not normally part of the symbol.

Creatures: (EL 12). When the camp moves (within an hour) it travels in a random direction: (1d8) 1) north, 2) south, 3) east, 4)

west 5) northeast, 6) northwest, 7) southeast, 8) southwest. If the PCs managed to completely avoid the nomads but their path crosses that of the PCs, they follow slowly. If the PCs killed the lone nomad, the others follow more doggedly, catching up to the PCs in one day and fighting to the death. If the PCs only incapacitated the lone nomad, the rest follow them to the hills but go no closer to the dragon's territory.

Nomads, male human War1 (24): hp 8 (x3), 6 (x5), 5 (x3), 4 (x2), 3 (x6), 2 (x4), 1.

PCs will see the dust cloud kicked up by the small army if the nomads follow them. It will ominously continue to tirelessly advance closer and closer.

The Ruined Village

By mid-afternoon, the PCs will finally be getting close to the hills to the northeast. At three miles distance, read:

The mounds that now fill the horizon seem to hold several small, square objects. Judging from this distance, it looks to be a small village or town.

As the PCs get within a quarter of a mile, read:

The adobe buildings appear old, unkept and wind blasted. A few are merely piles of rubble. You hear the noise and commotion of many people coming from what must be the central square.

The village consists of about twenty structures (half of them damaged) clustered around a central open area. An open well (cover laying beside) lies in the center of the open area and upon investigation will be found still full of (contaminated) water. Daresh *teleported* several groups of the gnolls here using her *portable hole*. They are very ill and arguing over whether to search for the PCs, wait here or abandon their mission and flee the area. **Display illustration 10 on IQ7 now.**

A score or more of hyena-headed and armored humanoids wearing black tabards emblazoned with a silver infinity symbol on the front occupy the center of the village.

Some of the creatures are milling about, others appear to be in heated discussions, many lay resting in the shade and a few are prone and vomiting near the well. Several hyena-creatures lay on the ground near it, unmoving.

Creatures: (EL 8). Eleven of the gnolls are in bad shape but are able to confront the PCs effectively enough at -1 to hit and damage. Nine others are quite ill but can melee at -2 to hit and damage for five rounds before collapsing in exhaustion. If half the gnolls are bested and the others are ordered to surrender, they will throw down their weapons and do so.

Gnolls (30): CR 1; Size M (7 ft. 6 in. tall), HD 2d8+2; hp 17 (x2), 16, 15 (x4), 13 (x3), 12 (x2), 11 (x4), 10 (x6), 9 (x2), 7 (x2) 6 (x2), 5, 4; Init +0; Spd 20 ft.; AC 17 (+4 scalemail, +2 large shield, +1 natural); Atk +3 melee (1d8+2/crit x3, battleaxe); or +1 ranged (1d6/crit x3/range incr. 60 ft., short bow); SQ darkvision, 60 ft.;

AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +3, Spot +3.

Feats: Power Attack.

Possessions: battleaxe, shortbow, 20 arrows, scale mail armor, large shield.

The gnolls know very little of use aside from the fact that the Witch Lady magically whisked them to this location. A day or two after arriving an "evil plague" came down on them causing extreme illness. (They drank the infected well water and have dysentery or stomach flu and advanced dehydration - they have their own waterskins, but all prefer the cooler well water).

Given three days, these gnolls recover and set out after the men and women the Witch Lady told them to kill. The gnolls can describe the party in detail. It might be possible for clever PCs to set the gnolls and the hostile nomads against each other.

Treasure: The gnolls have no treasure (aside from their weapons).

The village itself was destroyed 110 years ago by the blue dragon, who felt the humans were encroaching upon his dominion.



Ruined Village & Gnolls

THE DRAGON'S LAIR

From the top of any building in the village, any character can easily spot the 200 foot tall cliff with a large black cave roughly five miles to the east. If the players travel that direction they will have no encounters.

A black cave opens on a cliff ledge some fifty feet above the desert's floor. The massive opening must be at least 100 feet wide and almost as tall. Lying on the sand below the entrance is a body in a suit of full plate mail. A shield depicting a raven killing a snake lies across his kness. In his other hand is a broken longsword.

Display illustration 11 on IQ8 now. Close examination of the body reveals that it has been badly burned and all of the teeth appear to have exploded. The plate mail is cracked, broken and damaged beyond repair though the shield is intact (medium metal). The symbol is of the Skryvalkker (lord) Hurrkal, who rules a province in the Lands of Skarrna and the body is the leader of the adventurers who came to the desert seeking their fortune. He was the first to die; the others fled. The dragon killed and ate half of them, leaving this body as a warning to others. The other half of the dragon hunters escaped, but perished later in the harsh Khydoban.



The Dragon's Lair

1) Entrance.

The entrance to the dragon's lair is easily reached (+5 to Climb checks due to numerous handholds and ledges). Ample natural light spills in and fills the first 200 feet of the cavern.

2) The wide walk.

Numerous cracks fill the walls of the cavern, many of them large enough to squeeze into and some going back a good ways into the darkness. The wide corridor slopes downward as well.

3) The Main Cavern.

You can barely make out most of the vast cavern. Your light reflects off a pool of water to your right and almost directly ahead lies a huge, blue dragon on a great pile of coins. It raises its head and regards you, one eyebrow cocked. Electricity ripples across its scales and over the coins.

"What is this?" the huge creature says in a deep, rich voice. "Little ants? Flies for my larder? What do you want little ones? To kill me? Make off with my treasure? What!?!"

Display illustration 12 on IQ9 now.

Creature: (EL 20). This is Fzen'nal the Wyrm.

Fzen'nal (blue dragon): CR 22; Gargantuan dragon (earth) (60 ft. long), HD 36d12+288; hp 572; Init +8 (+4 Dex, +4 improved initiative); Spd 40 ft., fly 200 ft. (clumsy), burrow 20 ft.; AC 41 (-4 size, +35 natural); Atk +46 melee (4d6+13, bite); and +46 melee (6d6+6/4d6+6, 2 claws); and +45 melee (2d8+6, 2 wings); Atk +45 melee (2d8+19, tail slap); and +45 melee (4d6+19, crush); and +45 melee (2d6+19, tail sweep); SA breath weapon, frightful presence, spells; SQ electrical immunity, spell-like abilities, damage reduction 20/+3, SR 29; AL LE; SV Fort +28, Ref +20, Will +25; Str 37, Dex 10, Con 27, Int 20, Wis 21, Cha 20.

Skill: Appraise +30, Bluff +30, Concentration +35, Diplomacy +35, Escape Artist +30, Knowledge (history) +30, Knowledge (local) +39, Listen +39, Scry +30, Search +39, Spot +39.

Feats: Alertness, Cleave (tail slap), Cleave (claws), Flyby Attacks, Hover, Snatch,

Wingover, Improved Initiative, Weapon Focus (claws), Weapon Focus (bite).

SA — Breath weapon (Su): Using the breath weapon is a standard action. Once a dragon breathes, it can't breath again until 1d4 rounds later. A lightning blast from the breath weapon always starts at the dragon's mouth and extends in a direction of the dragon's choice with 120-foot line five feet high and five feet wide. Victims of the attack must make Reflex saves for half damage. His breath weapon causes 22d8 points of damage.

SA — Frightful presence (Ex): Whenever a dragon attacks, charges, or flies overhead, creatures within 330 feet of the dragon must make a will save (DC 33) to remain immune. On failure, creatures with 4 or fewer HD are panicked for 3d6 rounds and those with 5 or more HD are shaken for 4d6 rounds.

SQ — Immunities (Ex): Dragons are immune to sleep and paralysis affects. The blue dragon is immune to electricity.

SQ — Create/destroy water (Su): Three times a day the dragon has the ability that works like create water except the dragon can choose to destroy it instead of creating it, which automatically spoils unattended liquids containing water. Magic items (potions) must succeed a will save (DC 33) or be destroyed.

SQ — Sound imitation (Ex): The dragon can mimic any voice or sound it heard any times it likes. Listeners must succeed a Will save (DC 33) to detect the ruse.

SQ — Blind sight (Ex): A dragon can ascertain creatures by non-visual means (mostly hearing and scent but also by noticing vibrations and environmental clues) with a range of 330 feet.

SQ — Keen senses (Ex): A dragon sees four times as well as a human in low light conditions and twice as well in normal light. It also has darkvision with a range of 1,100 feet.

SQ — Spell-like abilities (Ex): 3/day — ventriloquism, 1/day — hallucinatory terrain and veil.

Sorcerer spells: 0 (6) — *dancing lights, detect poison, daze, flare, ghost sound, light, mage hand, mending, open/close*; 1st (6) — *alarm, charm person, grease, magic missile, obscuring mist*; 2nd (6) — *darkness, flaming sphere, hypnotic pattern, levitate, shatter*; 3rd (6) — *gust of wind, hold person, sleet storm, stinking cloud, suggestion*; 4rd (6) — *confusion, fire trap, solid fog, wall of fire*; 5th (6) — *animate dead, dismissal, dream*; 6th (6) — *acid fog, chain lightning*; 7th (4) — *vision*.

The dragon speaks Merchant's Tongue, a dialect of Deji common in this part of the desert, and its own language.

Fzen'nal speaks slowly and clearly with a deep, rich accent. He is arrogant in the extreme and holds all beings in contempt until they prove themselves worthy. He sees little difference between humanoids and animals. He is evil but not particularly vicious and if he makes his word he does keep it. He is susceptible to flattery and curious (for a dragon) about those he meets — at least until he eats them. Though he does not mind conversation, he hates those who use it to trick him. He especially hates thieves (i.e. anyone who steals from him or tries to). If he is wronged, he will not put aside his grudge until he or the one who wronged him is dead. He is very wary of wizards and can recognize them (so he claims) by their smell. He collects art objects and magical curiosities but especially loves sapphires.

Treasure: Fzen'nal lies on a bed of coins and valuables that is barely large enough to hold his massive frame. The pile consists of: 7,687 cp; 6,496 sp; 10,953 gp; 6,153 pp (some of all of this in open chests); 3 gold and gem encrusted goblets (100 gp each); 3 engraved long swords (15 gp each); a long sword with a small ruby in the pommel (100 gp); 6 medium steel shields with various coats of arms; one medium wooden shield with small gems on the face (50 gp); a suit of engraved half plate mail (600 gp); a set of full plate mail (6000 gp); a golden harp (300 gp); a silver bowl (100 gp); a golden dwarf beard comb with tiny diamond chips (300 gp); an ermine fur (20 gp); a brass and silver helmet (1500 gp); 6 bars of gold (100 gp each/weight 4 lbs each); 5 bars of silver (1000 sp each/weight 30 lbs each); a bronze brazier (20 gp); 12 gold plates (30 gp each/weight 1 lb each); a silver medallion and chain (50 gp); and 28 gems: a star sapphire (5,000 gp), a flawed star sapphire (2,500 gp), 2 sapphires (1,000 gp each), a blue garnet (700 gp), 3 aquamarines (500 gp each), a piece of quartz (100 gp), a piece of jet (100 gp), 3 amethysts (100 gp each), 4 pieces of zircon (50 gp each), a



Fzen'nal the Wyrm

piece of jasper (50 gp), 2 bloodstones (25 gp each), and 8 pieces of blue quartz (10 gp each).

Also on the pile is a small, velvet-lined wooden coffer with the following potions in it: *speak with animals*, *heroism*, *oil of timelessness*, *cure light wounds* (x3), *tongues*, and *glibness*. On one side is a scroll tube with a divine scroll of *protection from elements* cast at 7th level. Also on the pile are a *wand of searing light* (6th level) (36 charges, command word "Thixponnax"), a slaying arrow (constructs), a cloak of elvenkind (with the words "Cloak of Eidobere Traveler" in elvish embroidered in the lining), a suit of +1 *chain mail* (human sized) and a *ring of protection +4*.

On the north side of the room, behind an outcropping of rock, is the dragon's art collection. Fzen'nal sees himself as a connoisseur of the arts and places his most prized and beautiful possessions in the niche where they are safer and he can gaze upon them. Arrayed around the niche on small, finely built tables are: a gold sword with ivory engravings (1,100 gp); a chess set with gold and silver pieces (2,000 gp); a gold and silver lantern (600 gp); a sapphire the size of a loaf of bread (10,000 gp) under a glass dome; a statue of a golden castle (500 gp); a crystal vase (600 gp); and a platinum bird cage holding a silver and gold nightingale with sapphire eyes that sings magically (16,000 gp). Hanging on the walls of the area are a mirror with a gem-encrusted oak frame (mirror of mental prowess); a gold inlaid tapestry of a peaceful glen (50 gp); a gold, life-sized statue of two nude women (1000 gp); and a painting of a blue dragon in flight (1000 gp).

The small pool of water to the south is fresh and clean.

The Dragon's Deal

If the PCs attack or do not answer Fzen'nal, he moves forward to attack, slaying the lot of them. Given the dragon's power, this would be a short battle, ending with the deaths of all the PCs.

However, if they do speak and are cordial and polite (as well as flattering to the wyrm), he talks to them until he grows bored. When the PCs tell him they have come to procure Blue Dragon's Breath, he is more than willing to give them some — for a price. No matter what the PCs offer him, it is not enough (though if they offer him any sapphires, it does pique his interest). He eventually tells them that he can aid them if they first do him a favor.

"I have been having a frustrating problem lately," the dragon growls. "Thieves. Some kind of parasites have infested my lair. They are tiny things about the size of your little insects and live in the cracks in the walls. I have killed several dozen of them — they are a little too salty for my taste — but they keep coming back. I can even now feel their vibrations in the walls of my home.

"A monarch much survey his lands occasionally," he continues, and in my absence the tiny vermin make off with silver and gems. They've even taken a solid gold snuff box and a platinum cup! If you kill off these parasites, return my property and seal off whatever secret entrance they have been using, I will give you what you ask — and I will even allow you to leave my lands with your lives.

"What is your answer?"

If the PCs are not willing to help Fzen'nal, he kills them and eats them. If they accept, he points them to Area 4 and commands them to begin.

4) The warrens.

A warm draft issues from this small crack. It opens to a narrow passage less than three feet wide and merely four feet high. It disappears into the darkness.

The warrens are all natural caves and cracks, none of them more than four feet high and most of them even less. They form a natural maze of sorts and all are dark. Some of the caves look like they have been widened artificially but all of them are too small for humans to comfortably traverse.

Large weapons cannot be used in the warrens except in the more open areas (A, B, D, and E). PCs larger than 3 feet tall suffer -4 to hit, -4 to AC, and only move at half speed as long as they are within the low caves. The tunnels are all five feet wide, meaning PCs must go single file. The mites can walk two abreast in the caves, with the result that they are able to fight side-by-side against a single PC.

Creatures (EL Variable). Mites have been stealing bits and pieces of the dragon's hoard (mostly gems when they can get them) and have infested the place. They know the maze well. (See the sidebar item, "Mites")

Male mites (20): CR 1/4; Tiny humanoids (2 ft. tall), HD 1d8-1; hp 7 (x2), 6 (x3), 5 (x3), 3 (x5), 2 (x4), 1 (x3); Init +2 (+2 Dex); Spd 10 ft.; AC 14 (+2 size, +2 Dex); Atk +0 melee (1d3, small club); SQ darkvision, 60 ft.; AL LE; SV Fort +0, Ref +4, Will +2; Str 10, Dex 15, Con 10, Int 6, Wis 10, Cha 9.

Skills and Feats: Hide +4, Lightning Reflexes.

Possessions: club.

Female mites (20): CR 1/4; Tiny humanoids (2 ft. tall), HD 1d8-2; hp 6 (x2), 5 (x3), 4 (x3), 3, 2 (x3), 1 (x8); Init +2 (+2 Dex); Spd 10 ft.; AC 14 (+2 size, +2 Dex); Atk +0 melee (1d2, bite); SQ darkvision, 60 ft.; AL LE; SV Fort -1, Ref +4, Will +2; Str 10, Dex 15, Con 7, Int 6, Wis 10, Cha 9.

Skills and Feats: Hide +4, Lightning Reflexes.

Possessions: none.

The first time the PCs encounter mites, **display illustration 13 on IQ10.**

A) To the surface (EL 1/2). Two mites guard this entrance to their lair. They are armed with daggers and keep a watch at the large hole in the ceiling (3 feet high here) that leads to a pit on the surface.

Mites

PCs moving through the maze have a 2 in 6 chance for every 100 feet they travel in the warren of randomly encountering the following number of mites: (2d6)

2	1 mite from ahead (EL 1/4)
3-4	1 mite from behind (EL 1/4)
5-6	2 mites (both male or both female) (EL 1/2)
7-8	2 mites from ahead and 2 mites from behind (EL 1)
9-10	4 mites from ahead and 4 mites from behind (EL 2)
11	4 mites drop into the center of party from a crack in the ceiling. (Spot check to notice them DC20) (EL 1)
12	1 male and 1 female mite mating (EL 1/2)

There are a total of 40 mites in addition to those listed in specific locations in the warrens. All of them wear ragged clothing and carry small clubs.



Mites Attacking

Male mites (2): hp 7, 6; Atk +0 melee (1d4/crit 19-20/x2, dagger).

Possessions: dagger.

Treasure: One has 12 sp in a pouch and the other wears a brass torque as a belt that is worth 7 sp (it's in bad shape).

B) The love nest (EL 1). Four mites (2 male/2 female) are mating in this small cavern with a 6 foot ceiling. They ignore PCs until attacked or 1d4 rounds have passed.

Male mites (2): hp 6, 5.

Possessions: club.

Female mites (2): hp 4, 1.

Possessions: none

Treasure: One male has 14 sp and the other has a small ring with a gem splinter in it (13 sp value).

C) Guarded entrance (EL 1/2). Two mites wait in this passage for the dragon to leave so they can run out and steal the huge sapphire that lies nearby.

Male mites (2): hp 4, 3.

Possessions: club.

Treasure: One of them has 10 sp.

D) Garbage. The room is full of trash and refuse, including mite waste. Any PCs venturing in the room for more than a round must make a Fortitude Saving throw (DC 17) or become nauseous as per a *stinking cloud* spell for 1d4 rounds. The ceiling is 7 feet above.

Treasure: A solid platinum beer mug adorned with silver and obviously of dwarven craftsmanship (4,000 gp value) is buried in the filth. PCs who roll an Intelligence check (DC 15) notice the mug sticking out of the garbage. This is the cup the dragon wants returned.

E) The Mite king.

Sitting at the far side of the room on a throne made of broken pieces of wood and stone is a creature like the rest you have seen in this place. He wears a broken wooden crown and appears to be examining several gems. At least a dozen more of the creatures are in the room as well, more than half of them female. Most of the females hold tiny young. The floor of this small cavern is covered with a layer of silver coins.

Creatures: (EL 4). As soon as the king mite sees the PCs he shrieks and all of the adult mites attack, the males and the king in the front.

King mite: CR 1/2; Tiny humanoids (2 ft. tall), HD 1d8+1; hp 8; Init +2 (+2 Dex); Spd 10 ft.; AC 14 (+2 size, +2 Dex); Atk +0 melee (1d3, bite); SQ darkvision, 60 ft.; AL LE; SV Fort +1, Ref +4, Will +2; Str 10, Dex 15, Con 12, Int 6, Wis 10, Cha 9.

Skill and Feats: Hide +4, Lightning Reflexes.

Possessions: He wears a broken crown made of wood and a gold torque as a belt (100 gp value).

Male mites (6): hp 5 (x2) 3 (x2), 2, 1.

Possessions: club.

Female mites (13): hp 6 (x3), 5, (x2), 4, (x2), 3, 2, 1 (x4); Atk +0 melee (1d3, small club).

Possessions: club. Eleven of them have babies and do not let even the dead children go.

Developments: Anyone moving quickly in the room must make a Reflex Saving Throw (DC 10) or slip on the coins and must spend the rest of the round getting up. The mites are not subject to this effect.

The floor of the room is covered with silver pieces (5,553: the dragon is missing 5,427 exactly). The three sapphires the mite king was playing with are each worth 1000 gp and also belong to the dragon. Hidden under the throne are 2 more gems (a rock onyx worth 80 gp and a moonstone worth 50 gp) and a small snuffbox made of gold and adorned with 10 tiny diamonds (worth 5 gp each) worth a total of 1000 gp. This also belongs to the dragon.

Sealing the Deal

If the PCs return to the dragon's cave with the booty they retrieve and return to him 5,427 sp, the three sapphires, the cup, and the snuff box, he is quite pleased (almost friendly, in fact). He will not admit to not owning all of the silver and other valuable the PCs found, even asking (once they give him what was stolen) "Was that all?" He will not know if the PCs keep any of the loot for themselves, as long as they give him what is his.

He listens at the walls for a few moments and if any of the mites still live, he sends the PCs back in to finish the job. He also insists that the PCs close up the shaft leading outside and is able to tell if it is still open by the draft. If PCs closed the shaft even partially (knocking a few boulders down from the hillside or filling the shaft with some sand is enough, even if it does not completely close the entrance), he is satisfied.

"Well done," the dragon almost smiles. He moves forward.

"So, you wish *Blue Dragon's Breath* do you?"

Sparks begin to well within his huge mouth and he grins evilly. His eyes glint in the light produced by the roaring electricity and he reaches for you — and grabs the iron baton. He examines it and turns it over in his claw. Then he looks down at you. "Not even magical. How curious." He looks back at the baton momentarily, then emits a massive roar like the clap of thunder. For an instant, the baton disappears from view, drowned in blue electrical crackling. As abruptly as it began, it ends and he tosses the blackened baton to your feet with disinterest.

Fzen'nal warns the PCs not to reveal the location of his lair to anyone on pain of death. He furthermore tells them that he will not accost them while they are in his desert. However, he tells them that the next time they come (if ever) they had better bring a suitable tribute of art objects, curiosities, coinage, or large number of animals or people (for food).

They may leave at their leisure as Fzen'nal goes inside for a nap, the first content rest he has had since the mites moved in two months ago.

If the PCs left the lair by way of the mite's entrance without destroying every mite and returning to the dragon, Fzen'nal eventually notices and pursues them, killing them one at a time until he convinces the survivors to exterminate the pests.

Villagers Rejoice

The journey back to Ejja-Vonan is uneventful unless the nomads are still pursuing the heroes. If the PCs have traveled through the desert without any challenges, the DM might opt to have the nomads cross paths with the PCs again.

If any of the guides survive the journey there will be a tearful reunion with family and friends. The PCs will again be celebrated as heroes and there will be another great feast in their honor. The villagers will request tales of their adventures in the desert. If they do not oblige, Eshrekso surely will, painting himself in a much more important part of any story than he really was.

If any of the guides were killed in the desert, sadness will tinge the feast and it becomes more of a wake than a celebration. The heroes will still be asked to tell stories (particularly of the deceased). If none of the guides came back alive, there will be no feast, but rather a large funeral. The PCs will still be treated well but a pall of sadness will hang over the village.

When the PCs leave, the whole town will turn out to bid them farewell, waving as they row out to their ship. The small fishing boats will accompany the PCs' ship out a few hundred feet, the fishermen waving and seeing them off.

BACK TO ZOA

When the PCs arrive in the dock, they will be met and questioned by a group of 10 city guards patrolling the docks. These men demand to know the PCs' purpose in the city and particularly grill any PC's with Kalamaran or hobgoblin ancestry. Unless the PCs provoke these men or act overly suspicious, they will be allowed admission.

It's a particularly beautiful, sunny day in the city. The streets are full of people, but armed guards are commonplace. Wagons full of supplies rattle along the cobblestone streets, their drivers yelling for people to get out of the way.

Zoa is readying itself for war. Stories have circled since the PCs left the city that a Kalamaran legion with humanoid mercenaries has moved east of the Ka'asa Mountains. Rumors have it that soon the expeditionary force will move down into the plains and attack Xaarum and Zoa, extending the Kalamaran Empire to Reanaaria Bay.

The rumors are all false. Humanoid incursions from the Ka'asa Mountains have been more intense of late but there is no organized army waiting to fall on the cities of the Bay. It will be late summer before the truth is learned in Zoa. Until then, the city is on full alert.

Halaan's House

When the PCs head to Halaan's forge, read:

As you approach the neighborhood where Halaan's house stands, you see an unnatural bright blue smoke pouring up into the sky.

If the PCs investigate, read:

You head down the street and see that the smoke is coming from the chimney of the house Halaan has taken over. The sound of metal hitting metal rings from the lowest floor.

The PCs have arrived right on time. As soon as Halaan sees them, he asks if they captured the lightning. He will be visibly pleased if they tell him they did and will ask them to return to the house at midnight — he will need their help.

He will then inquire about the devil's blood. If they answer negatively, he will tell them to go get it — but after midnight tonight. Then he will hurry them out, telling them he still has a lot of work to do and "to go find trouble somewhere else in the city."

If any PC specifically looks at the house across the street, she will note that it is closed tight. Black curtains have been pulled over all the windows and the front door is securely locked. Spies from the Sentinels of the True Way hide within, keeping a close eye on the alchemist, his house and his activities.

The Enchantment Continues

When the PCs return to Halaan's house, he will have made every preparation. If they arrive before midnight, he will have cold meat, bread and cheese waiting for them in the kitchen. He will allow no one to drink before the ceremony. Geolain is there as well.

Just before midnight (according to a marked candle), he ushers everyone down to the workroom.

The forge glows red-hot and the coin lies in a small mold within, glowing white with the forge's heat. Several scrolls lie on the table by the fire. Halaan removes a long, glass bottle full of green powder from a cabinet. With some effort, he unstoppers the large cork. The smell of sour milk issues forth and fills the room.

He then takes a large bottle of blue powder from a shelf. When he removes its cork, a musty smell emanates therefrom, competing with the sour milk odor.

Halaan gives each of the jars to a PC and tells them to hold it.

Reading a scroll spread on the table, Halaan begins to mumble and chant. The words sound familiar, though you have never heard them before. They are guttural and almost sound obscene.

The alchemist reaches into the jar with the bluepowder, grasps a handful of the powder and flings it into the fire. The flames gradually turn blue. Smoke of the same hue pours up the chimney. Again the man chants the words, his voice growing louder and louder. The coin begins to glow brightly.

He reaches into the other jar and removes a pinch of green powder. As he chants, he flicks it into the fire. There is a burst of green light as the bright green flames shoot up the chimney. Some of the words he chants are

familiar now, though still intermixed with the incomprehensible. You hear: "By Lamas and Goli, Kar'soloti and Pirabi and the night's dark soul!" and something inside you seems to quiver.

Halaan picks up a glass globe with something inside that slithers around. He is still chanting, his voice growing louder and louder. He reads from a second scroll. When Halaan grows quiet, Geolain begins chanting, and tosses the metal rod into the fire.

Suddenly lightning bursts from the rod, filling the forge with the sound of thunder and you see a flash from outside as well. For a moment you are sure the blast from the rod is too great and will destroy the entire building. But, with a whoosh of blowing air it vanishes as quickly as it came, leaving the coin crackling faintly with an electric glow.

For the first time you notice the torrential rainstorm outside. A low roar of thunder fills the night.

A shriek escapes from the forge as the flames turn blood red. Halaan utters one final, guttural word and suddenly stops speaking. Except for the rumble of thunder outside, it is dead quiet.

The flames slowly turn back to normal even as the PCs watch. At this point, each PC should make a Listen check (DC 15). Anyone who succeeds hears someone (Refro) outside.

The events in the alchemist's lab have not gone unnoticed by the Sentinels of the True Way. The men in the house across the street noticed unusual activities and dispatched Refro to gather a more detailed account of what was happening.

Halaan's voice could be heard throughout the area and not only Refro, but those across the street as well became particularly unnerved when the blue smoke began to pour out of the Halaan's home again. When green flames burst out of the chimney, lighting up the whole building and grounds, they believed it was black magic. And when lightning flashed inside Halaan's home even before it did so outside, they knew they were dealing with an evil wizard or worse.

Creatures (EL 3). Refro is scared by what he has seen (black magic, he thinks). Refro sprints to the safe house across the street unless pursued (in which case he merely makes a run for it down the street).

Refro, human male Rog 3: CR 3; Medium humanoid (5 ft. 6 in. tall); HD 3d6+6; hp 15; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Atk +0 melee (1d4-2/crit 19-20/x2, dagger); or Atk +2 ranged (1d4-2/crit 19-20/x2, dagger); AL NE; SV Fort +3, Ref +5, Will +2; Str 7, Dex 15, Con 14, Int 13, Wis 12, Cha 9.

Skills: Balance +4, Bluff +6, Climb +6, Escape Artist +6, Gather Information +6, Hide +6, Move Silently +6, Open Lock +6, Read Lips +6, Sense Motive +6

Feats: Dodge, Mobility, Run.

Possessions: dagger.

Refro is average in every way. He has short brown hair, brown eyes, and is clean shaven. He is a coward at heart but very good at getting information to those who can pay him for it. He has worked loyally for the Sentinels of the True Way for several

years and ratted out more than his fair share of witches and wizards, as well as fellow rogues. He is terrified of magic.

Development: If caught Refro tells the PCs he was just looking for food. If tortured, intimidated, or even bribed, he might tell them that they are being watched for practice of black magic. He does not mention the Sentinels of the True Way.

If Refro escaped, he will have gone to the safe house and within ten minutes, two men will leave that building and make haste to the Citadel, where they inform Sergeant Sooloe about the events in Halaan's home. Sergeant Sooloe will struggle all night with a plan that will get him his stolen books back and drive the "powerful" wizard Halaan from his city. It will be noon before he finally decides on a course of action.

His plan is to arrest and imprison Halaan on false charges of treason (being a Kalamaran spy), then ransom him in an effort to have his stolen books returned. If they can capture his "evil henchmen" as well, all the better. He will send his men to Halaan's forge to abduct the alchemist that evening. Though some of them are members of the watch, they will be clearly acting outside the law.

Halaan is in very good spirits after the ceremony is over. He will tell the PCs that it went incredibly well (no "backlash" or "materializing outsiders") and will bid them to wait in the lounge. He will go to the basement, returning a few minutes later with a very dusty bottle. He will pop the cork and give all of the PCs a glass of the tasty (and old) wine within. He will actually be cheery (smiling, even — the PCs have never seen this side of the alchemist before).

"That went exceptionally well," Halaan remarks. "I should be able to finish the coin within a week if you can bring me the devil's blood spilled by a coward."

He raises his glass. "To success," he grins, and drains it.

He soon retires and Geolain leaves. If any of the PCs examine the coin, they see that it still glows (and continues to do so throughout the night). Any PC who remains in the laboratory for any length of time alone will begin to hear whispers, just eerily out of hearing. The noise will seem to come from the forge but if the PC approaches it and the coin, they will seem to come from somewhere else in the room.

THE LAST INGREDIENT

The next morning, Halaan gathers the PCs.

"The coin must cool before we move to the next step," the little old alchemist tells you. "Go ask Geolain where to find a devil. He probably has one skulking around his tower someplace.

"Remember," he adds, "its blood need be spilt by a coward, then mixed with that of the coward. Do any of you qualify?"

The rain continues to drive outside. Lightning and thunder flash and roar across the sky. The city streets are nearly deserted due to the weather and the PCs can arrive at Geolain's with no encounters.

Once they are inside, the wizard will feed them again. He will tell the PCs that they might find a devil in Xaarum, the city some 75 miles north of Zoa. In that city is a wizard named Milead who reputedly uses devils to guard his estate at night, such is his great power.

He advises taking the road out of Zoa going north and following it to Xaarum. In fair weather Xaarum is about a three-day walk or a day and a half on horseback. The weather will take a turn for the better only a few miles outside of Zoa.

Ambush

The road north of Zoa is well kept and logging wagons move along it regularly bringing lumber from the Fautee Forest, which used to reach almost to Zoa. Large sections of the woods still stand near or around the road.

One place where there is a good-sized forest lies 40 miles north of Zoa. The PCs are traveling the road north and the day is dreary and overcast. A narrow river only 20 feet wide and less than three feet deep has been running beside the road for some ways. The water lies below the level of the road by 10 feet and is a mixture of water, rock, mud, and grass. The woods around are relatively quiet and the leaves blow softly in the afternoon (or morning) breeze.

The trail soon closely parallels the edge of a short but steep cliff of mud. It looks like the river flowing here is beginning to take its toll on the road for half of the way has been eroded away by the water. (See the sidebar item, "The Geeno Tabash" for more details.)

Creatures: (EL 7). PCs should make Spot checks vs. the orc's Hide checks when they get to the site of the ambush. Those who fail are surprised when the orcs attack. Those who make the check are able to roll initiative as normal when the orcs first attack but not warn their friends.

Tactics: The first hint that the PCs are under assault comes when four screaming orcs swing out of the dense tree cover. Each orc rides on a large, sharpened log that hangs from the trees by strong vines. Each orc has chosen a target PC and attempts to knock him off his horse (or feet) and over the edge of the trail and into the waiting creek below. Characters are considered AC 10 for the attack (plus dexterity bonus (if not flat-footed) and magic if applicable) and any hits by the swinging sharpened logs do 2d6 points of damage. A hit PC must also make a Reflex Saving Throw (DC = 10 + the amount of damage taken from the log) or fall over the edge of the bank and into the shallow, muddy river below, taking 0-3 (1d4-1) points of damage from the fall. It takes PCs 1-3 rounds to extricate themselves from the river's mud.

As soon as the swingers make their first attack and swing back into the woods, they use their staves to push the log off the branch they swung from, keeping up its momentum. The other four orcs in the raiding party come out of the underbrush, throw their javelins, and attack anyone left standing on the trail. Those orcs in the trees who still survive continue to swing and knock PCs into the waiting water below, targeting taller characters. The orcs are limited by the log but can steer it one square to either side of its squares marked on the map. If a swinging orc

hits his target, he may only make one additional log attack (for 1d6 points) before he must dismount and join the battle on foot.

Any orc who happens to be between a falling PC and the edge must make a reflex save (DC 10) or fall as well. Smaller PCs that are not mounted may not be attacked by swingers.

Orcs (8): CR 1/2; Size M (6 ft. tall), HD 1d8; hp 8, 7, 6, 4 (x3), 3 (x2); Init +0; Spd 20 ft (scale mail); AC 14 (+4 scale mail); Atk +3 melee (1d12+3/crit x3, greataxe); or +1 ranged (1d6+2/crit x2/range incr. 30 ft., javelin); SQ darkvision, 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +2, Spot +2.

Feats: Alertness.

SQ—Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Possessions: 2 javelins, greataxe, scale mail armor. Each log-riding orc carries a staff with a hook on it.

When the orcs attack, **display illustration 15 on IQ11.**

Mud Slide

The greatest danger of the attack is not the force of orcs on the east side of the river, but the witch doctor, Grymbyune, hiding in the brush on the west side and the crocodile waiting below the surface of the water. When Grymbyune makes his presence known with an attack, **display illustration 14 on IQ10.**

The mud in the river is the result of repeated use of the two wands that the cleric holds. It is presently very muddy and any PC falling in must make a Strength check (DC 15) or begin to sink one foot per round. Those weighed down by armor must make their Strength check with a DC 20. The river here is two feet deep. Those caught in the mud can only move at a speed of 5 and have -2 to attack rolls, Reflex saves and AC. Those who make their rolls are now swimming or wading in the water.

Within a couple of rounds, those who remain in the water or near the shore will be subject to attacks from a crocodile that is attracted by the commotion. Note that the crocodile is not under control of the orcs or the bugbear and all who enter the water are equally likely to be attacked by the fearsome predator. The crocodile will flee if it encounters stiff resistance.

Crocodile (1): CR 2; Size M, HD 3d8+9; hp 23; Init +1 (dex); Spd 20 ft., swim 30 ft.; AC 15 (+1 dex, +4 natural); Atk +6 melee (1d8+6 bite or 1d12+6 tailslap; SA Improved Grab; AL N; SV Fort +6, Ref +4, Will +2; Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 2.

Skills: Hide +7, Listen +5, Spot +5

Grymbyune, male bugbear Clr2: CR 4; Size M (7 ft. tall); HD 5d8+5; hp 28; Init +1 (+1 Dex); Spd 30 ft.; AC 17 (+1 Dex, +3 natural, +2 leather, +1 small shield); Atk +4 melee (1d8+2/crit x2, morningstar); SQ darkvision 60 ft., AL LE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 14, Cha 9.

Skills: Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3.

Feats: Alertness



Orcs Attacking



Bugbear Witch Doctor

The Geeno Tabash

The Geeno Tabash clan of bugbears inhabits the woods south of Xaarum, their lair hidden from the road. They preyed on lone travelers or small groups who traveled close to their area within the Fautee Forest. Few were lucky enough to escape such attacks so the bugbears made their macabre "living" in relative peace.

Locals rumored the woods might be haunted and so did not investigate disappearances. As the Zoan peninsula became more populated by men and demi-humans, the bugbears grew resentful and restless. To avoid retribution, they have enlisted the aid of orc mercenaries from Shuno-Kilag, an orc village on the coast due east of the Neebau cliffs.

The bugbear tribe's witch doctor, Grymbyune, received a prophetic dream from his god Zoolaa (the Jealous Eye). The tribe was to attack a man who would travel through the woods soon. Grymbyune's mercenaries assembled by the usual ambush spot above the river and close to the side of the road. After only a day, they spotted a man in the many-pocketed garb common to wizards. The ambush was successful and the wizard was felled after putting half the orcs to sleep.

When the highwaymen searched him, they recovered two magic wands, their command words conveniently tied around them on a piece of parchment. Grymbyune soon deduced the workings of the strange wooden sticks each topped with a piece of onyx — one white and one black.

Domains: Evil, Trickery

Domain spell: Protection from Good

Cleric spells: 0 — *cure minor wounds, light, resistance, virtue*; 1st — *cause fear, command, cure light wounds, shield of faith*.

Possessions: *wand of transmute rock to mud* (15 charges); *wand of transmute mud to rock* (16 charges); morningstar, green tunic with tiny gold scales symbol on front, pouch with 25 cp and 20 sp.

Development: Grymbyune waits until a PC falls into the river, then uses his *wand of mud to rock* on the mud where they landed. Anyone in the river at this time must make a Reflex save (DC 17) or become partially trapped in the newly formed stone. A successful Strength check (DC 15 for the trapped PC, DC 10 for a free PC to dislodge a trapped ally) frees the PC. Otherwise she remains trapped until someone can help either chip her out or use the other wand to reverse the effect. Those who make their save are now standing on slippery rock in the river and must make a Reflex check (DC 15) every round to stay on their feet.

Grymbyune uses the wand and his spells to best effect. He uses his *command* to force characters to "leap" from the riverbank into the mud. He will cast his *shield of faith* before engaging in melee.

The bugbear lair lies five miles from the road, well hidden from the outside. If PCs interrogate any orc prisoners they might be able to learn of its location but only after physical torture (the orcs fear Grymbyune, as well as the rest of the Geeno Tabash clan, more than they fear the PCs). If players pursue this course it is up to the DM to design a suitable bugbear lair.

If the PCs capture the wands, they will have to go to the trouble of learning its command word ("Hixxtickxix" and Xixkctixxih" respectively). The small oak wand is topped at either end with a piece of black onyx.

most of these immigrants moved further from the mountains to Zoa, causing problems there.

The city's armed forces consist of 50 men in brigandine armor with spears augmented by 30 halfling skirmishers (sling, short sword, padded armor) and 25 gnome archers (light crossbow, light mace, studded leather armor and metal shield). The city has a mutual defense treaty with the surrounding cities, primarily Zoa and Geanavue.

Laws and their enforcement: In addition to the normal laws of Tellene, in Xaarum it is illegal to traffic any coins but those minted with the Xaarum coat of arms on one side (a green tree on a black field) and a picture of Duke Emearer on the back (a rough-looking man with a receding hairline, goatee, and mustache). Using any other money is illegal and punishable by a fine of up to 100 gp and being pilloried for up to 10 days. It should be noted that no merchants here trade in coinage except that of Xaarum.

PCs are not arrested the first time they try to use foreign money in Xaarum but are told by the merchant they try to buy from that they must use Xaarum coinage (either politely or angrily, depending on the merchant's reaction to the PCs). Any merchant in the city can give directions on how to get to the Moneychangers' guildhall in the market.

Moneychangers charge 3%-6% (1d4+2) of the amount of money they change into Xaarum coins and can only change up to 5,000 of any one type of coin before they have to have more brought in from the mint. They are very polite but brook no insult and note those who do so. Within two days of insulting a moneychanger, the PC who does so find himself turned away at businesses throughout the city with such excuses from "we're out of what you're looking for" to "get out before I call the watch!"

Religion in Xaarum: There are only a few temples Xaarum. The most notable of them are the Great Hearth (Home Foundation) situated just off the main market, the House of Joy (Parish of Love) that lies near the lumber mill, the Grand Theatre (Theatre of the Arts) on the east side of town, and the Citadel of Truth (Halls of the Valiant) that is in the center of town near the Great Meeting Hall.

Other temples in Xaarum are generally small shrines to various gods.

The Assembly of Four Corners has a large clearing on a high hill in the center of the deepest part of the Fautee Forest (where the wind constantly blows). The druids and elves of the forest worship there but it is off limits to any humans unless they are worshippers (though exceptions have been made rarely in the past).

Overview of Xaarum

Overall, Xaarum is shabby and impoverished. The city is surrounded for the most part by old limestone walls some 30 feet high that are used by the army and the city militia to keep guard. The walls are in fairly good shape though they have not been needed to defend the city in almost 30 years. Limbs of the forest trees grow right over the walls in numerous places, making them almost useless for defense.

Those walls that used to border the river on the north side of the city were torn down almost a century ago and used to build the great manor houses that lie there. Each home is built like a fortress (though it may not look it from the outside) and in the event of an attack, the army and militia can use the manors as keeps.

XAARUM

(See the sidebar item, "Xaarum" for more details.)

A council of five barons who rule under Duke Emearer governs the city-state of Xaarum. There are also many organized guilds in the city, all under the control of the Duke and his barons.

Halflings and gnomes are the most common demi-humans in the city. Unlike Zoa, the people of Xaarum welcome demi-humans. Many more of the small folk have recently come down out of the mountains, bringing with them the warnings that Kalamar is moving further into their territory. This wild rumor is completely false as the logistical requirements of moving an army over the mountains would be virtually insurmountable. Most sensible folk realize this but rather than stay in Xaarum,

Towers stand around the old walls at intervals of 50 to 100 feet and some are still used by the militia for barracks (though the city watch has barracks scattered through the city — see below). Some actually have citizens living in them.

Two bridges connect the old city to the newer north side of town. Both are made of stone for the most part though each has wooden sections that can be collapsed at the pull of a lever from within the guardhouses on the south side. These houses also have ballista atop them, all aimed across the river.

The north side of town is also walled and the buildings here are solid and made of stone. None of the buildings on the north side have windows larger than arrow slits on their ground floors and all of them could withstand attacks from the outside. All have flat roofs and many of them have small crenelated walls around the roofs that could be used for defense should that part of the city be attacked.

Buildings in the southern part of the city proper are built of wood and have carved wooden doors. Covered with carved wooden gargoyles and other adornments, most of the buildings are no more than 2 stories high and many only have one floor.

When the PCs approach Xaarum, **display illustration 16 on IQ 12** and read:

After passing through the small gatehouse in the dirty limestone walls, you cannot help but notice that the city is not nearly as grand as Zoa. Wooden homes of a story or two are common on either side of the street, which appears to be made of great logs laid side by side on the ground.

A long wagon, little more than wheels connected together by a rod, rumbles by you full of timber. Two members of what must be the city watch stand near the gates, merely watching the people pass through. Both wear black tabards emblazoned with a green tree.

Locations in Xaarum

1) Market. Xaarum's market is small but PCs can still find any normal goods here.

2) Rotten Log Inn. This average inn that lies on the west side of the market has a tavern downstairs. Prices and accommodations are fair (6 sp/night) and there are no bedbugs. One of the NPCs the PCs can meet here who will know where Milead lives is Fale. Fale is a rogue who has recently been released from prison (for stealing fruit from a vendor's cart) and does not want to get involved in anything that might cause him to go back for more hard labor.

Fale, male halfling (lightfoot) Rog1: CR 1; Size S (3 ft., 0 in. tall); HD 1d6-1; hp 5; Init +2 (+2 Dex); Spd 20 ft.; AC 13 (+2 Dex, +1 Size); Attack -2 melee, or +3 ranged (1d4 dagger); SV Fort +0, Ref +5, Will +1; AL N; Str 5, Dex 14, Con 8, Int 8, Wis 11, Cha 8.

Languages Spoken: Merchant's Tongue, Halfling.

Skills and Feats: Bluff +3, Climb -1, Gather information +1, Hide +6, Jump -1, Listen +4, Move silently +6, Open lock +6, Read lips +3, Search +3, Spot +2, Tumble +6, Use rope +6; Alertness.

Possessions: dagger, 10 gp, small sack.

3) Watch barracks. Each of these buildings is a good-sized city watch (militia) barracks. All of the windows on the three-story building are barred and the front door is solid. Each building has a foyer and barracks on the ground floor, more barracks on the second, and jail cells on the upper floor. Each building holds 20 militia normally.

4) Moneychanger. This is the market office of the moneychangers' guild and coins can be exchanged here for that of Xaarum mint. A sign with three coins over a hand hangs outside the door.

5) The Great Hearth. This tall building has a comfortable look about it. Both inside and out, all of the walls, statues and even stained glass windows are made to be accommodating and welcoming. This temple of the Home Foundation has a symbol of a house circled by a ring over the front doors and an identical one within.

6) Logging Docks. The loggers in this city use these docks to land logs that were put in the Fautee River upstream. A few rafts are always docked here as well, ready to take lumber and other exports down to the bay where ships from Zoa or other cities meet them.

7-23) Guild Houses. Each of these buildings hold one of the guilds of Xaarum. Most of the buildings are noteworthy but normal. There are a few exceptions (noted below). Each guild has its own sign or symbol.

7) Vintners' Guild Hall. Sign: a hand crushing grapes, one drop falling from it into a goblet.

8) Mercenaries' Guild Hall. Sign: a hand holding a sword.

9) Bakers' Guild Hall. Sign: two hands holding a loaf of bread.

10) Apothecaries' Guild Hall. Sign: a hand holding bottle marked with skull and crossbones.

11) Barbers/Dentists' Guild Hall. Sign: a hand holding scissors and hand holding pliers.

12) Jewelers/Gemcutters' Guild Hall. Sign: a hand holding gemstone in two fingers.

13) Merchants' Guild Hall. Sign: two hands facing each other — one holds coins, the other a sheaf of wheat.

14) Taxmen's Guild Hall. This building is the main tax collection agency in Xaarum. It is also the lair of the city's thieves' guild and home to Tharvak Noorum. None of the Lords of Xaarum presently know that the two entities work as one and this allows the thieves to rob from those they know are truly wealthy (rather than waste time breaking into homes that do not have anything worth stealing). Those who try to cheat the guild

Xaarum

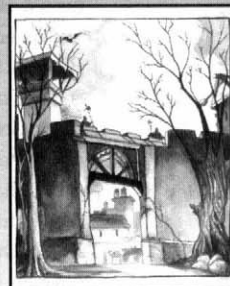
Xaarum (small city): Conventional; AL LN; 15,000 gp limit; assets 5,250,000 gp; population 6,400; Mixed (human 66%, dwarf 1%, gnome 15%, halfling 15%, elf 1%, half-elf 1%, other 1%).

Authority Figures: Duke Emearer, male human Ftr6

Important Characters: Mother Roalee, female gnome Clr11 (Home Foundation/Hearth); Voolain, gnome female Wiz3; Tharvak Noorum, male halfling Rog8; Miazaar, female dwarf Brd9; Gonaathan, male human Brd 1; Milead, male human Wiz16.

Others: Militia, War1 (50); halfling slingers, War1 (30); gnome archers, War1 (25); Exp18 (1); Exp9 (2); Exp4 (4); Exp2 (8); Exp1 (16); Com1 (6,264).

The city-state of Xaarum (population 6,400) is a producer of Fautee truffles, brigandine armor, reeded musical instruments, fruit and leather. An inland city lying on the Fautee River (too shallow for anything but rafts), it was originally a simple logging camp. Now limestone walls surround most of it, the trees of the forest growing right up to them.



City of Xaarum

(some of the taxmen are legitimately honest men who do not know they also work for the thieves' guild) are always targeted. The sign without is simply an open hand.

15) Smiths' Guild Hall. Sign: a hand holding a hammer.

16) Weaponsmiths Guild Hall. Sign: a hand holding a sword over an anvil.

17) Armorers' Guild Hall. Sign: two hands holding a breast plate.

18) Butchers' Guild Hall. Sign: two hands wringing the neck of a chicken.

19) Architects' Guild Hall. Sign: a hand holding a T-square.

20) Embalmers' Guild Hall. Sign: two hands, each holding a penny between two fingers.

21) Cartographers' Guild Hall. Sign: two hands holding a map.

22) Porters/Teamsters' Guild Hall. Sign: an open hand holding a small wagon.

23) Loggers' Guild Hall. Sign: a hand holding an axe.

24) Former Alchemists' Guild Hall. This tower is five stories high and looks like it has had many repairs over the years. A signpost without a sign stands out in front but the front door is locked and several boards have been nailed over it. Windows are likewise shuttered and boarded up.

This is the former home of the alchemists' Guild. It was abandoned when a nasty explosion ruined its structural integrity. There is nothing of value here.

25) House of Joy. The Parish of Love calls this large wooden building its home. Flower gardens are present outside the temple's walls and even within the temple itself. A symbol of a dove with a white rose is bolted over the main doors.

26) Logging Mill. Logs are constantly coming downstream to the logging mill where they are brought in and cut using large saws that are powered by the waterwheel of the place. The resulting lumber is either shipped downstream via the river or sent overland in one of the teamster's wagons.

27) Milead's Home. Lying in the rich district along the river between the two bridges, Milead's manor is quite extravagant. The grounds are detailed below. Milead himself is a wizard of no little power (level 9) and more than a match for the PCs. Confronting him is a mistake.

28) Tipped Goblet Inn. This inn and tavern is very expensive (5 gp a night and half that much for a meal). Adventurers are turned away with excuses that range from "the inn is full" to "we've no tables tonight." Only those very well dressed are allowed into the inn. The sign over the door resembles the constellation of the goblet.

29) Great Theatre. This large, outdoor arena is the home of the Theatre of the Arts in Xaarum. The symbol of a theatrical mask shows the religion worshipped here. The entire roof of the place is open for the plays put on here.

30) Dwarf's Load Inn. The most common inn used by travelers lies near the south gate of the city. This large, four-story structure is mostly rooms though there is a very nice tavern downstairs. Prices are reasonable (1 gp/night) and the place is very comfortable. Beds all have feather ticks. Miazzaar both owns the inn and appears here nightly to entertain those in the tavern.

31) Watchmen's Guild Hall. The main hall of the Watchmen's Guild is a story larger than the typical barracks and has a fourth floor that holds a gathering room complete with table and chairs. A sign out front shows a hand holding a shield with the city's coat of arms on it.

32) Moneychangers' Guild Hall. This building resembles the moneychangers (above) though it is the main headquarters of that guild. The sign out front has the three coins over an open hand.

33) Mint. This heavily guarded building is where all coinage in Xaarum is minted. Coins from other cities or lands of Tellene which are collected by the moneychangers eventually come here to be melted down and recast as Xaarum coinage. Both militia and the city's army heavily guard this place.

34) Citadel of Truth. The symbol outside the doors to this temple shows a golden eye on a blue and white diamond pattern. This temple to Naemae (the Knight of Gods) is used as a temple and training grounds for the Servants of the Swift Sword.

35) Great Meeting Hall. This is the meeting place of the Lords of the City and sometimes the various guilds. It also serves as a city hall. Once a month the 5 lords meet here and discuss the business of the city. The building is three stories high, made of stone, and very impressive.

36) Duke's Manor. This small but strong castle is the house of Duke Emearer.

37) Sword and Shield Inn. This inn has only a few rooms, the main of the building being occupied by a large tavern. This is the place that both the watchmen and loggers come most frequently. Fights here do not last long as at least a dozen off-duty watchmen are usually here. Rooms can be had for 8 sp a night and both the food and drink are excellent and inexpensive. One of the off duty watchmen who knows where Milead lives is Diroolio.

Diroolio male human War1: CR 1; Size M (5 ft., 7 in. tall); HD 1d8; hp 8; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 16 (+4 chain shirt, +2 Dex); Attack +4 melee (1d6 shortsword), or +3 ranged (1d8 crossbow); SV Fort +2, Ref +2, Will -1; AL N; Str 17, Dex 15, Con 11, Int 16, Wis 9, Cha 5.

Languages Spoken: Merchant's Tongue, Reanaarian.

Skills and Feats: Climb +7, Escape artist +3, Hide +2, Intimidate -1, Intuit direction +1, Listen -1, Move silently +2, Ride +6, Sense motive +1, Spot -1, Swim +7; Exotic weapon proficiency (crossbow, repeating), Improved initiative.

Possessions: chain shirt, short sword, crossbow, bolts, quiver, small sack, 5 gp.

38) Alchemists' Guild Hall. The new alchemists' guild house is a short tower that is almost as wide as it is tall. The place is a converted warehouse that perfectly fits the needs of the guild. Out front is a sign showing a hand holding an open bottle from which bubbles foam. The entire building stinks of sulfur.

39) North Bridge.

40) South Bridge.

For the DM

Again, the DM should feel free to detail exactly what type of buildings are in Xaarum such as shops, other taverns and inns, and shrines.

If the party does not have a coward in it, they will have to look for one. The DM can introduce a coward to the group using the short encounter below.

Finding a Coward (EL 1/2)

If the PCs actively look for a coward, they can find Gonaathan, a bard of wide girth and meager skill. Though he dresses well (all in red) and is arrogant, he is by far the biggest coward in Xaarum. Statistics for Gonaathan are in the NPC appendix in the back of the adventure.

If asked to help spill the devil's blood, Gonaathan will demand 100 gp in compensation and refuses to fight the devil itself. He could be also cowed or threatened into helping with a successful Intimidate check (DC 10). In either case, once he actually sees the devil, he will need to be Intimidated into facing it (DC 25 if it is still alive, DC 15 if it is dead).

The PCs could encounter Gonaathan in any bar, inn or street corner. He will be playing his lute and singing an improvisational song in which he tries to incorporate vocal elements related to those viewing him. These are often meant to be humorous but light-hearted putdowns. When the PCs encounter him, this form of entertainment will have backfired on him as he learns that he has insulted the wrong person, Geerum. Read the following to the PCs:

You see the red-dressed bard who has been playing for a small crowd make a quip at the expense of a large half-orc. The audience erupts with laughter but the half-orc immediately strides forward and grabs the lute from the poor overweight singer.

Display illustration 17 on IQ11 now. If the PCs do not intervene at this point continue:

The half-orc grabs the obviously frightened comedian by the shirt collar and threatens to smash the instrument over his head unless he takes back what he said. The bard cowers and cries out in the voice of a wining toddler, "No, no. Please don't hit me. I didn't mean it." The savage forces him to bend over a nearby chair and proceeds to spank the poor man with the wooden lute. The pitiful storyteller continues to weep and beg for mercy.

If the PCs have not intervened, the scene will eventually break up and Gonaathan will pick up the pieces of his broken lute and find a quiet corner in which to sulk.

Geerum, Male Half-Orc, Barbarian (1): CR 1, Size M (6 ft. tall), HD 1d12, hp 13; Init +1 (Dex); Spd 40 ft.; AC 14 (+3 studded leather, +1 Dex); Atk +4 melee (1d10+4 great club) or +2 ranged (1d6 shortbow); AL CN, SV Fort +4, Ref +1, Will +1; Str 17, Dex 13, Con 15, Int 10, Wis 12, Cha 9

Skills: Climb +4 (-1 armor), Wilderness Lore +4, Listen +4, Jump +4, Handle Animal +4 (-1 cha), Ride +4, Intimidate +4, Swim +4, Spot +2.

Feats: Weapon Focus (great club)

SA: Rage 1/day

SQ: Darkvision 60'

Possessions: studded leather, great club, shortbow, quiver with 20 arrows, 3 sp, small sack, 50' hemp rope.

Geerum, a brutish half-orc barbarian, hails from the Neebau Plains.

Milead's House

If the PCs ask around town, they are soon able to learn the location of Milead's house. Most know of the wizard and all that do fear him, believing he conducts rites to a dark god. Even the watch steers clear of his house at night, figuring a house reputedly guarded by outsiders has little need for them. PCs can learn that

he is also a recluse, refusing to see anyone who is not another powerful wizard. It is said that at least three devils run free within his walls at night (false, only one does).

A tall wall runs around the length of the house. Ten foot iron gates stand open at the front of the small estate. The foreboding house stands three stories tall. A tower rises from one end.

If the PCs try to see Milead, they are greeted by Peag, his chamberlain and valet (a very old, thin Reanaarian with little hair). **Display illustration 18 on IQ13 now.** The butler refuses to let any enter the house but does ask for their names. He leaves guests to wait out in the yard, returning moments later to explain that the master is too busy to see them. If they tell him why they have come, he relays that information to Milead, who still refuses their request.

Milead, male human Wiz9: CR 9; Medium humanoid (6 ft. 1 in. tall); HD 9d4-9; hp 19; Init +2 (-2 Dex, +4 improved initiative); Spd 30 ft.; AC 14 (-2 Dex, +6 bracers); Atk +3 melee (1d6-1/crit x2, quarterstaff +1); or +3 melee (1d4-1, crit 19-20/x2, dagger); AL LE; SV Fort +2, Ref +1, Will +7; Str 7, Dex 7, Con 8, Int 18, Wis 8, Cha 18.

Skills: Alchemy +12, Bluff +1, Concentration +12, Intimidate +1, Knowledge (arcana) +12, Knowledge (the planes) +12, Knowledge (devils) +12, Scry +10, Spellcraft +8.

Feats: Brew Potion, Combat Casting, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (conjuration), Spell Mastery (conjuring - no abjuration or illusion).

Wizard Spells (4/5/5/4/3/1): 0 lvl — *detect magic, light, mage hand, ray of frost*; 1st lvl — *charm person, wizard armor, magic missile, obscuring mist, summon monster I*; 2nd lvl — *flaming sphere, fog cloud, Melf's acid arrow, summon monster II, web*; 3rd lvl — *flame arrow, magic circle, phantom steed, summon monster III*; 4th lvl — *dimension door, solid fog, summon monster IV*; 5th lvl — *lesser planar binding*.

Possessions: robes, +1 quarterstaff, *potion of reduce* (5th level), *potion of invisibility*, *potion of cat's grace*, arcane scroll with two spells (*levitate* and *summon swarm* cast at 3rd level); *wand of enlarge* (23 charges - command word "Upsa!"), and +6 bracers of armor.

Milead has a long dark beard and long hair pulled back in a ponytail. He is a recluse who hates people above anything else. A conjurer, he values his property and anything he has conjured

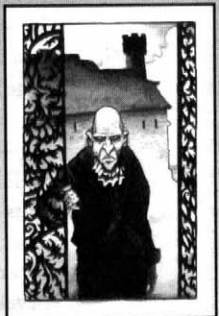
Acquiring Devil's Blood

As long as the coward's blood is mixed with the devil's blood, the creature need not be alive at all. Thus, if the PCs kill the hellcat near the gate, Gonaathan or the designated coward merely has to slash at the creature (with a magic weapon), cut his own hand, then collect the blood drained from that point.

The hellcat is not of Tellene and nature physically rejects it back to the outer planes as quickly as possible. The hellcat, once killed, begins to melt and is gone within the hour. PCs have 2d10 minutes to collect the blood before the creature vanishes completely as does the creature's blood, leaving only that of the coward.



Gonaathan the Coward



Milead's Chamberlain, Peag

up (especially outsiders). He is brave but not foolish and will not fight toe to toe, knowing his own physical weakness.

The Devil Watchdog

If the PCs come to the wizard's house at night, they find a slightly different picture than during the day. Milead's front gates are closed and locked at night.

The gates of the mansion are tightly locked though you can still see the house and grounds through the bars. Though the manor is dark, the arrangement of the windows makes you feel like the whole structure is watching you.



Hellcat Attacking

Creature: (EL 7). A hellcat guards Milead's home. It roams the grounds each night looking for someone or something to kill. Milead conjured it with his *magic circle* and *lesser planar binding* spells. He has commanded it to guard his grounds and to kill all who trespass except Peag and himself. If necessary (such as when giving chase to trespassers), the creature could leave the grounds but its assignment to guard the grounds ordinarily keeps it within the walls. When the PCs encounter the hellcat, **display illustration 19 on IQ14.**

Hellcat (1): CR 7; Large outsider (7 ft. long), HD 7d8+21; hp 52; Init +6 (+2 Dex, +4 improved initiative); Spd 40 ft., fly 75 (average); AC 14 (+2 Dex, -1 size, +3 natural); Atk +12 melee (1d4+6/1d4+6, 2 claws); and +7 melee (2d6+3, bite); SA pounce, improved grab, rake 1d4+3; SQ scent, invisible in light, SR16, damaged reduction 20/+2, fire resistance 20; AL LE; SV Fort +8, Ref +7, Will +7; Str 23, Dex 15, Con 17, Int 10, Wis 14, Cha 1.

Skills: Climb +16, Jump +16, Listen +16, Move Silently +16, Spot +12, Swim +12.

Feats: Dodge, Improved Initiative.

SA — Pounce (Ex): If a hellcat leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

SQ — Improved grab (Ex): To use this ability, the hellcat must hit with its bite attack. If it gets hold, it can rake.

SA — Rake (Ex): A hellcat can make a rake attack (+12 melee) against a held creature with its hind legs for 1d4+3 points of damage each. If the hellcat pounces on an opponent, it can also rake.

SQ — Invisible in light (Ex): A hellcat is invisible in any area lit well enough for a human to see. In a darkened area, it appears as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

Development: The hellcat roams the grounds looking for anyone foolish enough to trespass but will come to investigate anyone making noise at the gates. Due to its invisibility, it has a very good chance of surprising.

If the PCs use powerful or flashy attacks or spells, candlelight soon starts glowing from the windows of Milead's house as well as others in the neighborhood. Though the watch hate coming to this place, they cannot ignore such an occurrence and a detachment of ten militia will arrive in ten minutes.

If the PCs are stupid enough to ask for devil's blood, come back and kill the hellcat, then show their faces around Milead's again (or come by asking for blood after they have killed it), the wizard tries to have them all arrested. These will, of course, be false charges that they stole a bag of gold from him. If that fails, he will follow the PCs to seek revenge at a later date. He is not out to kill the PCs but he would like to take or ruin something that one or more of them prize highly. He will follow them to Zoa but will let his grudge go should they leave that city by boat. If the PCs question the legality of his owning a devil, he will deny such charges and insist they produce evidence in court for such outrageous claims.

RETURN TO ZOA

The trip back to Zoa is uneventful. Even the spot where the orcs attacked the PCs the first time through is clear (unless the PCs eliminated less than half of the orcs, in which case, they will be attacked again). The storm over Zoa has finally broken and blown away and if the PCs left a ship there, it is still docked in the harbor. The guards at the gate give the PCs a hard look up and down but otherwise do not talk to them. Read the following to the PCs:

When you return to Halaan's house you find the front door locked, the curtains drawn over all the windows, and a piece of parchment tacked to the door. It reads:

By issue of the
GREAT COUNCIL OF ZOA
NO TRESPASSING
This land has been seized by the
City pending trial for the seditious
acts performed by the occupant
KEEP OUT

There is no seal on the parchment. It is, of course, a fake placed there by the Sentinels of the True Way. This secretive group has made a connection between some books that were stolen from them and the Wizards Geolain and Halaan and their "henchmen" (the PCs). They fear Geolain and are not yet ready to act directly against him but they are hoping that by capturing Halaan, they will draw those responsible for stealing their books out in the open so that they can either have the items returned, exact revenge or both.

Even as you read the sign, you hear the crunch of gravel behind you. Turning, you see twelve thugs come into the yard from the street. A few have crossbows ready and pointed at you. The lead one sneers: "Why don't you come with us?" He lifts his crossbow to his shoulder and says: "Or don't. I prefer it that way."

Creatures: (EL 7).

Thugs, male human War1 (12): CR 1/2; Size M (6 ft. tall), HD 1d8; hp 8, 7 (x2), 5 (x2), 4 (x2), 3 (x2), 2 (x2), 1; Init +0; Spd 30 ft.; AC 10; Atk +2 melee (1d6 + 1/crit x2, club); or Atk +2 ranged (1d8/crit 19-20/x2, light crossbow); AL LN; SV Fort +2, Ref +0, Will +0; Str 12, Dex 12, Con 10, Int 9, Wis 10, Cha 10.

Skills: Intimidate +4, Jump +4.

Feats: Point Blank Shot, Precise Shot.

Possessions: club or light crossbow, 20 bolts, and dagger.

Half of them are armed with clubs while the other half have light crossbows and daggers. All are hired thugs working for agents of the Sentinels of the True Way.

Development: These thugs are the same men who, just minutes ago, abducted Halaan and had him taken to a home in Zoa. If the PCs agree to come with the thugs they will not ask for their arms, but will escort them three miles outside of Zoa to meet Sergeant Sooloe, who is a covert member of the Sentinels of the True Way. In this case skip to the section entitled "Ransom", below. If the PCs fight the thugs in front of Halaan's house, the men in the house across the street notice and send word to the nearest city watch to send aid.

Halaan's Abduction

Inside, Halaan's house is the same as they left it a week or so ago. There is no sign of a struggle anywhere in the building. The house appears untouched. A Spot check (DC20) reveals that the house has been searched but everything was carefully replaced. Mattresses are slightly moved and some of the bed linens are rumpled.

The coin is still in its mold in the forge and still glowing hot with energy though the coals around it are long cold. The coin is too hot to touch, almost molten actually (though "cool" by Halaan's standards), and sometimes glows with an eerie blue fire around the writing.

A man claiming to be an admirer of his work tricked Halaan out of the house. Once Halaan left, the gang of thugs overcame him and spirited him away.

Creatures: (EL 5). If the PCs defeat the thugs who came to escort them to meet with Sergeant Sooloe, they will be questioned and possibly arrested by the city watch. Ten minutes after the PCs arrive at Halaan's home a large group of the city militia shows up to arrest either murderers or manslaughterers depending on the facts they find. The first sign of their arrival is the sound of armored men moving in the street outside the grounds.

City Militia, male human War1 (10): CR 1/2; Size M (6 ft. tall), HD 1d8; hp 8 (x2), 7, 6 (x2), 5 (x2), 3 (x2), 2; Init +0; Spd 20 ft.; AC 15 (+5 chain mail armor); Atk +2 melee (1d8 + 1/crit 19-20/x2, longsword); or +1 ranged (1d6/crit x2, javelin); AL LN; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills: Listen +4, Spot +4.

Feats: Endurance, Weapon focus (longsword).

Possessions: Longsword, chain mail, javelin, spike helmet.

They are led by a sergeant.

Development: The members of the city militia try the front door of the house first, moving around the building if they hear anyone outside. They arrest anyone they find on the grounds and take them to Castle Zoa for interrogation. At first they simply think the PCs are hooligans but if they find out they are allies of Halaan the city militia might also charge them with sedition and take them to Castle Zoa. If the PCs killed any of the City guards, they soon find their faces on wanted posters (within a week) and other city guards are given their description. The PCs become wanted criminals in Zoa and had better be careful or they will end up in prison.

A Needle in a Haystack

If the PCs escape the city militia (or leave before the militia arrive) and begin looking for Halaan, they can find some information in the city. If the PCs go to bars, inns or businesses to search for clues to finding Halaan they will overhear rumors of some woman in southern Skarrna who has gained great power (since it is far away, the rumors are vague and only of passing interest to the locals). Supposedly, the Skryvalkkers of Skarrna are granting her more power and have made her a Lady of the land. She is called the Devil Queen by some. The rumors are mostly false (Daresh is only now beginning her attempt to conquer Skarrna).

1) If they inquire at the Unicorn's Horn (area 16 on the Zoa map) they learn that a man of Halaan's description was near the place recently. The innkeeper tells them that the man was carried by the front of the establishment by a group of thugs who caused such a ruckus that several of the tavern's patrons witnessed the event. One of the patrons, Aari, can tell the PCs that they headed south. If the PCs mention the pending trial or Council's note, the innkeeper will point out that if the old man was arrested, he would be fined or jailed at Castle Zoa.

2) If the PCs investigate the Council Hall (area 14 on the Zoa map) and speak to a clerk they will learn that all trials are run out of Castle Zoa once per month. The last court date was three days ago. If they ask about Halaan the clerk will check his register and inform the PCs that no man named Halaan was arrested or charged in the last week. Nor was a Council Order issued for seizure of his property.

Regardless of what the PCs discovered, if by the next day they have not rescued Halaan or met with Sergeant Sooloe, a commoner named Agurio will approach them. He is a messenger sent by Sergeant Sooloe. Sooloe demands that they return the books that were stolen from him at the Blind Beggar Inn (now in Geolain's possession). In exchange, he will release Halaan. The PCs are to meet him two miles down the road to Xaarum and bring the books with them.

If the PCs go to Geolain and request the books, he will only reluctantly agree to surrender them. There are a total of 35. If the PCs have any plans to free Halaan by other means, he will encourage them to do so, as he considers surrender of the valuable writings as a last resort. If any PCs suggest that Sergeant Sooloe is the rightful owner, Geolain will correctly point out that Sooloe stole the books from other scholars or wizards and intends to destroy them, robbing the world forever of their wisdom and teachings.



Sergeant Sooloe

Ransom

Creatures: (EL: 8). If the PCs agree to meet with Sergeant Sooloe (his stats are in the Appendix), one of his cronies (Ooria) will meet them on the road to Xaarum and escort them off the road and into the woods (unless they were escorted by the thugs, in which case, the thugs lead them to Sooloe). There, Sooloe will be waiting along with three others sympathetic to his cause (Tooria, Haffen and Ooria). **Display illustration 20 on IQ 14 now.**

Tooria, male human War2: CR 1; Size M (5 ft., 4 in. tall); HD 2d8; hp 11; Init +0; Spd 30 ft.; AC 10; Attack +4 melee (1d8

longsword), or +2 ranged (1d4 daggers); SV Fort +3, Ref +0, Will -1; AL LE; Str 14, Dex 10, Con 10, Int 10, Wis 9, Cha 14.

Languages Spoken: Reanaarian

Skills and Feats: Bluff +4, Handle animal +7, Hide +0, Listen +1, Move silently +0, Ride +5, Spot +1, Wilderness lore -0.5; Alertness, Track.

Possessions: chainmail, longsword, 2 daggers.

Motivation: Tooria is a native Zoan who lost his family to the attack of an ogre mage while they were traveling to Xaarum. He associates with the Sentinels of the True Way to exact his revenge upon all spellcasters.

Haffen, male half-elf Ftr2: CR 2; Size M (5 ft., 4 in. tall); HD 2d10; hp 18; Init +4 (+4 Improved initiative); Spd 30 ft.; AC 10; Attack +2 melee (1d10, bastard sword), or +2 ranged (1d6 throwing ax); SV Fort +3, Ref +0, Will -2; AL LE; Str 11, Dex 10, Con 11, Int 8, Wis 7, Cha 8.

Languages Spoken: Reanaarian, Elven.

Skills and Feats: Craft +2, Hide +0, Knowledge (arcana) +0, Listen -1, Move silently +0, Search +0, Spot -1; Combat reflexes, Exotic weapon proficiency (sword, bastard), Improved initiative.

Possessions: chainmail, bastard sword, hand axe.

Motivation: Haffen desires political power. Whenever he performs a task he always keeps in mind how it can later be used to his advantage in the form of a favor.

Ooria, female half-elf Mnk2: CR 2; Size M (5 ft., 3 in. tall); HD 2d8-2; hp 8; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +4 melee (1d6 quarterstaff), or +4 monk, or +3 ranged; SV Fort +2, Ref +5, Will +3; AL LE; Str 16, Dex 14, Con 8, Int 6, Wis 11, Cha 10.

Languages Spoken: Reanaarian, Elven.

Skills and Feats: Craft +3, Diplomacy +5, Hide +2, Listen +1, Move silently +2, Search -1, Spot +1; [Deflect arrows], Endurance, [Improved unarmed strike], [Stunning fist].

Possessions: quarterstaff, backpack.

Motivation: Ooria has a terrible fear of magic and often has nightmares about dying at the hands of sorcerers or wizards. She tries to overcome this by seeking to destroy that which is magical.

Development: Sooloe will demand that the PCs return his books. Agents of Geolain stole them from the Blind Beggar Inn. In exchange, he will release Halaan. If the PCs refuse he warns that he will kill Halaan. Halaan is bound and gagged about a quarter mile further into the woods. Only Sooloe and Haffen know his location.

If the PCs tell Sooloe about their quest to destroy a powerful magic item, Sergeant Sooloe will actually offer his aid! He has heard rumors of Daresh and is actually quite eager to help. He still wants his books back before he will release Halaan and he insists that Ooria accompany them on their quest to ensure that Daresh and the Coins are destroyed. If requested or suggested, Sooloe will gladly send Haffen and Tooria as well.

watching for the PCs return) and they ready themselves to attack Halaan's home. Note that unless the PCs have delayed their return for more than 12 hours, this encounter occurs whether or not Sergeant Sooloe has agreed to help them defeat Daresh; these men will not have received new orders prior to the PCs' return.

Creatures (EL 3): Only minutes after the PCs return to Halaan's house, five of the men from across the street begin pounding at the door and demanding entrance. If it is not opened, they break it down with a portable ram.

Thugs, male human War1 (5): CR 1/2; Size M (6 ft. tall), HD 1d8; hp 7 (x3), 6, 5; Init +0; Spd 30 ft.; AC 10; Atk +2 melee (1d6 + 1/crit x2, club); AL LN; SV Fort +2, Ref +0, Will +0; Str 12, Dex 12, Con 10, Int 9, Wis 10, Cha 10.

Skills: Intimidate +4, Jump +4.

Feats: Point Blank Shot, Precise Shot.

Possessions: club.

Development: These men attack the PCs and try to stop Halaan from enchanting the Coin. A sixth man, hiding across the street, runs to the nearest barracks to alert the city guard that foreign spies are attacking the militia.

If the PCs are quiet with their entry to the forge, sneaking in the back or coming from a direction that cannot be observed from across the street, the thugs do not attack until the enchantment is well under way.

Once he enters the lab, Halaan quickly checks the Coin and begins mixing chemicals, muttering to himself that the temperature of the metal is perfect. He adds a drop of devil's blood here and there, then calls out to no one in particular, "stoke up the forge!" He pours a grey powder onto a small piece of vellum, motions absently to [PC name], "add this to the fire."

If the PC refuses, Halaan gives him or her an annoyed look and does it himself. In either case, continue:

The powder turns the flames an eerie blood red and the room fills with the stench of rotten fruit. Halaan's chanting grows louder and louder as he tosses some burnt orange powder into the fire and on the Coin. Once again, his chanting seems to reverberate throughout the house as if echoing back from a great distance. The Coin begins to glow malevolently and you distinctly feel like it is watching you, sizing you up.

It is during this time that the thugs attack if the PCs were careful and quiet about returning to the forge. Halaan continues even as battle rages around him.

Halaan produces a scroll from a nearby table, his chanting never slowing. He reads from the scroll, waves his left hand at the coin, then throws the parchment into the fire where it is quickly consumed. He takes the flask of devil's blood and pours it over the coin and fire entirely. The blood bubbles and boils, forming little figures in the fire that look like tortured bodies.

FORGING DARKNESS

Once rescued, Halaan insists on finishing the Coin. He claims that he can do so within an hour if the PCs have the devil's blood.

Halaan goes straight to the front door of his home if he is not stopped (oblivious to the fact that it might be watched). This alerts the men in the building across the street (still

The chanting is almost loud enough to hurt your ears and you feel your teeth vibrating painfully in your mouth. Halaan dashes another vial of powder into the fire and a burst of green light fills the forge and the room.

He shrieks a single syllable that seems impossible for a human to voice and a blast of electricity engulfs the coin. The fire is suddenly quenched as the flames disappear, seemingly sucked into the Coin. A moment later, the flames reappear without the unnatural red tinge. Outside, the sound of thunder crashes echoing the blast cast within.

Halaan turns to the PCs:

"I need a soul to feed the Coin. Who here can make such a sacrifice to save the lives of many others from destruction at the hands of the other Coin?"

At this point you should let the PCs argue amongst themselves. Halaan is the only one that can complete the ceremony, so he cannot be sacrificed. If the PCs refuse to sacrifice an innocent soul Halaan tells the PCs he needs some kind of blood sacrifice to finish the Coin.

Halaan removes a bone dagger from a drawer and begins to mumble the final incantation.

Just then the front door is kicked in. **Display illustration 1 on IQ1 now.**

Creatures (EL 8). These are not the city guard or the Sentinels of the True Way as the PCs might think, but a group of Daresh's agents, sent to Zoa while the PCs were in the desert. They do all in their power to stop the completion of the spell.

There are eight agents in all. Six attack directly and are led by Heng and Drelsor, two mercenaries Daresh has hired. Both are detailed in the NPC appendix but their statistics are given here as well for convenience.

The last two have light crossbows and fire at any of the PCs or Halaan that they can see from their positions outside. One is in the second story window of the house to the northwest of the forge (the dead bodies of the family that lived there are all stashed on the ground floor) and the other has climbed the wall and lies atop it near the southwest corner of Halaan's house.

Heng, male human Ftr3: CR 3; Medium humanoid (5 ft. 10 in. tall); HD 3d10+6; hp 32; Init +0; Spd 20 ft.; AC 16 (+6 banded mail); Atk +7 melee (1d6+5/crit 19-20/x2, magic short sword); or melee +6 (1d8+3/crit x2, heavy mace); SV Fort +5, Ref +1, Will -0; AL LN (E); Str 17, Dex 11, Con 14, Int 9, Wis 9, Cha 10.

Skills and Feats: Craft (weaponsmith) +6, Heal +2, Blind Fighting, Cleave, Improved Bull Rush, Power Attack, Sunder, Run, Weapon Focus (short sword).

Possessions: banded mail, +2 short sword, heavy mace, *glove of wielding intelligent magic items.*

Heng cannot use the sword's special properties but still gets the benefit of its +2 magic due to the magic glove he wears that nullifies the sword's other powers and its ability to work against the mercenary. (See Appendix, "The Starfire Sword")

Drelsor, male human Ftr2: CR 2; Medium humanoid (5 ft. 8 in. tall); HD 2d10+2; hp 12; Init +3; Spd 20 ft.; AC 19 (+6 banded mail, +3 Dex); Atk +4 melee (1d8+3/crit 19-20/x2, longsword); SV Fort +4, Ref +3, Will -1; AL LN (E); Str 14, Dex 16, Con 13, Int 8, Wis 9, Cha 10.

Skills and Feats: Climb +5, Handle Animal +4, Endurance, Great Fortitude, Power Attack, Cleave.

Possessions: banded mail, longsword.

Mercenaries, male human Ftr2 (2): CR 2; Medium humanoid (6 ft. tall); HD 2d10+2; hp 14,13; Init +1 (+1 Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 chain mail armor); Atk +3 melee (1d8/crit 19-20/x2, longsword); AL LN; SV Fort +4, Ref +1, Will +0; Str 11, Dex 12, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +5, Jump +5, Ride +4, Blind Fight, Combat Reflexes, Quickdraw, Weapon Focus (longsword).

Possessions: longsword, chain mail armor.

Half-orcs, male half-orcs Ftr2 (2): CR 2; Medium humanoid (6 ft. tall); HD 2d10+2; hp 19, 12; Init +0; Spd 20 ft.; AC 13 (+3 hide armor); Atk +3 melee (1d8+2/1d8+2/crit x3, orc double axe); AL LE; SV Fort +4, Ref +0, Will +0; Str 14, Dex 10, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +5, Ambidexterity, Exotic Weapon, Two Weapon Fighting, Weapon Focus (orc double axe).

Possessions: orc double axe, hide armor.

Snipers, male human Ftr2 (2): CR 2; Medium humanoid (6 ft. tall); HD 2d10; hp 12, 6; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor); Atk +2 melee (1d6/crit x2, club); or Atk +2 melee (1d4/crit 19-20/x2, dagger); or +5 ranged (1d8/crit 19-20/x2, light crossbow); AL NE; SV Fort +2, Ref +3, Will +0; Str 10, Dex 16, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (bowyer) +5, Climb +5, Ride +4, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: light crossbow, quiver with 20 bolts, club, dagger, leather armor.

All of the agents wear dark clothing and have one of Daresh's pins (a silver infinity symbol) somewhere on their person. The snipers shoot anyone they see through the windows who is not wearing black.

The DM should make this encounter as dramatic as possible with Halaan frantically trying to finish the enchantment without being interrupted and losing all the work the PCs and he put into the process. If Halaan is injured or similarly disturbed, he would have to start everything over from scratch. If any NPC drops from combat near Halaan, but is not dead, Halaan will kneel beside him and drive the ceremonial dagger into his heart, complete his incantation, the sacrifice and the Coin.

The Coin Completed

After the sacrifice is made and Halaan, read the following:

Halaan leaves the unnaturally shriveled and decayed body of the sacrifice on the floor and leans over the forge, squinting intently into the flames. He reaches over and grasps a pair of tongs, then carefully removes the coin from the fire and dips it into a barrel of scummy water.



Heng the Mercenary

A reddish steam issues forth and seems for just a moment to form the disturbing shape of a misshapen head and torso. The thing seems to look over all of you and then slowly disperses with the smoke that was its eyes going last. Halaan puts the Coin on the table.

"There," he finally says. "There's your coin. Who'll take it? Who'll risk their soul - for it's an evil and corrupting thing."

With the crash of thunder the storm breaks outside, bursting forth in a torrential downpour.

Halaan refuses to touch the Coin though he does gather all of his notes for its construction. Whichever PC first touches the Coin becomes its owner with all of the benefits and responsibilities that come with it. If another keeps the Coin for more than a day, that person becomes the owner of the Coin.

PCs have about 15 minutes before the watch comes pounding at the door of the house. Ten guards with the typical statistics of Zoa militia come to investigate the disturbance in the area.

CONCLUSION

A heavy fog covers the city of Zoa for several hours the next morning, aiding in the hero's escape of the city. Unless they make their presence well known (such as by killing several guards at a gate) there is no pursuit and PCs can head north via road or sea.

The PCs will see many strange things on the road north to Haanex. When they get there they will find the hamlet readying itself for possible attack from Skarnna as they learn that rumors abound about Skarn forces moving and massing. But they soon find out that the Skryvalkkers of Skarnna are mobilizing troops to try to keep Daresh from conquering the nation.

Traveling into Skarnna, the group will have to deal with trolls, bandits, a huge lair of giant spiders and countless gnolls. Daresh comfortably awaits the PCs in her castle like a spider waits for flies.

Will the heroes have the power to lay siege to a castle that is fortified by humanoid troops or will they devise a better plan to defeat Daresh and destroy the corrupting wickedness of the *Coin of Power*? Find out with the next published D&D KINGDOMS OF KALAMAR® adventure: *Coin's End!*

APPENDIX

THE FORSAKEN

Use this ship if the PCs are new to this adventure (i.e. they did not complete *The Root of All Evil Adventure*) and have no other access to a ship.

A cog named the Forsaken is being loaded at the docks and will set sail with the evening tide. The ship is heading east with a shipment of fine Tharggy cloth, lumber and gems. Their destination is Dynaj. The first mate, the only one available to deal with the PCs, will tell them that they can book passage for 10 gp each. If PCs wish to charter the ship for their own use, he cannot help them and says only Captain Pocaat can help them. The Captain is not due back until just before the ship sails.

The Forsaken is a cog out of Zoa. She is a well-built ship owned and captained by Haager Pocaat, a giant of a Reanaarian. The ship is a sailing vessel and can sail 2 mph or 48 miles per day (See the D & D *DUNGEON MASTER'S Guide* Page 143). The Forsaken often brings goods from Zoa to trade in other ports.

Creatures. The ship has a crew of 18 and three officers. Most go about unarmed, although there are enough short swords to equip the crew and a half-dozen light crossbows in the armory. A few crewmen carry knives and all of them are handy with belaying pins (treat as clubs), which are plentiful on board.

Sailors, male and female human Exp1 (18): CR 1/2; Size M (5 ft. 6 in. tall), HD 1d6; hp 3 each; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d6/crit 19-20/x2, short sword); or +0 Melee (1d6/crit x2, club (belaying pin)); or +0 ranged (1d8/crit 19-20/x2, light crossbow); AL LN; SV Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Balance +4, Climb +2, Intuit Direction +2, Profession (sailor) +4, Spot +4, Swim +4, Use Rope +4; Endurance, Great Fortitude.

The crew is divided into port and starboard watches with the 1st mate being in charge of the former and the 2nd mate in command of the latter. The watches change every eight hours.

The captain usually stands with the day watch and keeps a regular schedule. He runs the ship like a military vessel and conducts regular practice drills with the ballista.

Lanterns can be hung from a secure hook in the ceiling of most rooms to provide light below decks. During bad weather, both the galley stove and the lanterns are put out. None of the portholes have glass in them, but are shuttered in bad weather.

1) Foredeck. A small rise in the deck leaves space for storage of the 400 pound anchor and chain beneath. The ship has no capstan.

2) Dingy. A small 10-foot-long dinghy is lashed to the deck. Stored in it are oars for up to four people to row.

3) Deck Cover. The large hatch cover takes up the main deck of the ship with a small hatch built into it. When the ship is being loaded or unloaded the entire wooden cover is removed. In bad weather, a tarpaulin is pulled taught over the whole thing to keep water out.

4) Mast. The mast rises over 60 feet above the main deck. Though the vessel has no crow's nest, a sailor usually straddles the gaff to keep watch. There is no boom.

5) Quarterdeck. Twin ladders lead up to this area from the main deck. A door in the deck leads from the main deck to the companionway.

6) Ballista. The ship's ballista stands here. The weapon has the following statistics: 3d6 points of damage, crit x2, range increment 120 ft., crew 1. Next to the machine is a quiver of 20 ballista bolts.

7) Helm. A helmsman mans the tiller at all times. Usually one can find the captain here on his watch, advising the helmsman.

8) Companionway. A small hatch leads down into the cargo deck.

9) Sail locker. The sail locker holds enough extra sail and rigging to completely replace the sheet and rope already used. The ship's crossbows and extra weapons are also stored here.

10) Galley. A small stove and pantry are here. Food is stored in this place as well.

11) Mates' cabins. Home to the two mates of the ship, each of these small rooms holds a hammock, footlocker, desk, and stool.

The port cabin is the first mate's and the starboard is the second mate's.

12) Captain's cabin. By far the largest private space on the ship, this cabin has a small desk and chair, a wardrobe, a footlocker, and two small storage cabinets. Due to the curve of the ship's aft deck, the room contains a small loft, upon which sits a small bunk; the only real bed on board. Four portholes look out of the room.

13) Crew quarters. The crew quarters are forward, complete with triple hammocks, the highest at a height of almost 10 feet above the deck. A long table surrounded by stools stands in one corner and there are 20 small sea chests with clothing and personal belonging of the crew.

14) Hold. The cargo deck holds water barrels and pumps aft. The hold itself is full of bolts of silk and cotton and large boards of teak and mahogany (the gems are locked in the captain's cabin). Everything is securely lashed down. Ladders lead up to deck hatches on the main deck and in the companionway. Two more hatches lead down to the bilge.

15) Bilge. The bilge is only 2-feet-deep and filled with large rocks, sand, and water that has seeped into the ship. A few rats scurry around the place as well.

PCs are billeted in the aft section of the cargo deck on hammocks. All of them should make Fortitude saving throws (DC10) the first day at sea to see if they get seasick. If they fail the roll, they are deathly ill for 1d4 hours and may make another check after that. Once each PC makes a check, she is considered to have gotten her sea legs and does not get sick any longer. Any PC who fails five consecutive rolls remains sick the rest of the day though she can thereafter check every day to see if the sickness remains. Seasick PCs fight at -1 to all dice rolls.

Captain Pocaat (detailed in the NPC appendix) is more than happy to make a little more money from passengers, though he and the crew watch them very carefully to make sure they do not try to hijack the vessel. Also, it will cost extra if the PCs ask him to go significantly out of his way.

The ship averages 48 miles a day (with decent wind). Pocaat hopes to reach Dynaj in 4 days (more or less), weather permitting.

KEY NPCs (IN ORDER OF APPEARANCE)

Girion, male human Rgr 1:

CR 1; Size M (5 ft. 6 in. tall); HD 1d10+2; hp 12; Init +3 (Dex); Spd 30 ft.; AC 19 (+6 chainmail, +3 Dex); Atk +4 melee (1d8+3 (Str)/crit 19-20/x2, longsword); or +4 melee (1d4+3/crit 19-20/x2, silvered dagger); or +4 ranged (1d6/crit x3, composite short bow); SQ favored enemy; SV Fort +4, Ref +3, Will +1; AL NG; Str 16, Dex 17, Con 15, Int 13, Wis 12, Cha 8.

Skills and Feats: Animal Empathy +4, Craft (bowmaking) +3, Handle Animals +2, Hide +3, Knowledge (nature) +2, Spot +2, Wilderness Lore +4; Far Shot, Point Blank Shot, Track.

Languages: merchant tongue (common), Fhokki, Elf.

SQ — Favored enemy (Ex): +1 damage bonus vs. trolls.

Possessions: *Elven chainmail +1* (+6 AC), composite short bow, quiver of 20 arrows (4 silvered), longsword, silvered dagger.

Girion is a woodland ranger and generally dresses in forest green cloak and garb. Born in the southern Rokk Woods near Haanex, he is Reanaarian. With sandy brown hair, mustache,

and dark brown eyes, he stands about five and a half feet tall and claims to have a little Elven blood, several generations back. He calls himself Girion Greenfoot or Girion Elf-friend, though his true surname is Aleis.

Girion is friendly with non-evil beings, easy to get along with, and protective of those he calls friends. He only keeps what treasure he can carry, preferring to travel light. Most recently, he was a member of "Bloody" Bouzaar's Bandits in southern Skarrna.

Halaan, male human Wiz5:

CR 5; Size M (5 ft. 3 in. tall); HD 5d4; hp 14; Init -1; Spd 30 ft.; AC 12; Atk -2 melee (no weapons); SV Fort +1, Ref +0, Will +7; AL CG; Str 7, Dex 9, Con 11, Int 18, Wis 16, Cha 7.

Skills and Feats: Alchemy +8, Appraise +2, Craft (precious metal) +8, Gather Information +4, Knowledge (arcana) +8, Knowledge (history) +8, Spellcraft +8; Brew Potion, Craft Wondrous Item, Skill Focus (alchemy), Scribe Scroll.

Wizard Spells: None presently; no access to spell books.

Possessions: torn robes.

Halaan is a little old bald man in his 90's. Curly gray hair still sprouts from the sides of his head (and out of his ears). He keeps his pudgy face clean shaven and is very pale (and liable to sunburn if exposed to too much sun). He smells like chemicals.

Halaan is a grumpy old man, unkind and bitter about everything. Only when some experiment goes right with the alchemist crack a smile and demand to celebrate with wine. He lost his spell book years ago and now focuses on alchemy only.

Geolain, male human Wiz7:

CR 7; Size M (5 ft. 6 in. tall); HD 7d4+21; hp 40; Init +2 (Dex); Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 bracers); Atk +3 melee (1d6/crit x2, quarterstaff); SQ spells; AL LG; SV Fort +5, Ref +4, Will +11; Str 10, Dex 14, Con 16, Int 18, Wis 18, Cha 17.

Skills and Feats: Alchemy +10, Concentration +10, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (geography) +10, Scry +10, Spellcraft +10, Knowledge (nature) +7; Brew Potion, Craft Wand, Craft Wondrous Item, Iron Will, Scribe Scroll, Spell Penetration.

Spells Prepared (4/5/4/3/1): 0th — *detect poison, light, detect magic, read magic*; 1st — *color spray, comprehend languages, identify, mage armor, magic missile*; 2nd — *locate object, see invisibility, Tasha's hideous laughter, web*; 3rd — *dispel magic, lightning bolt, suggestion*; 4th — *locate creature*.

Spellbook: 0th — all; 1st — *color spray, comprehend languages, grease, identify, mage armor, magic missile, protection from evil, summon monster I*; 2nd — *detect thoughts, locate object, see invisibility, Tasha's hideous laughter, web*; 3rd — *dispel magic, lightning bolt, suggestion, tongues*; 4th — *enervation, locate creature*.

Possessions: quarterstaff, +2 bracers of armor, ring of invisibility, scroll of *finger of death* and *wand of hold person* (12 charges).

Geolain has long white hair that circles his bald head. His beard, also long and white, is immaculately groomed. He always wears gray robes and, when traveling, a pointed hat with a wide brim. He looks very old and pretends to be hard of hearing.

Daresh, female human Wiz11:

CR 11; Size M (5 ft. 9 in. tall); HD 11d4+22; hp 50; Init +3 (Dex); Spd 30 ft.; AC 13 (Dex); Atk +4 melee (1d4-1/crit 19-20/x2, dagger); or +8 ranged (1d4-1/crit x2, dart); SA poison; SV Fort +5, Ref +6, Will +7; AL NE; Str 8, Dex 16, Con 15, Int 18, Wis 11, Cha 10.

Skills and Feats: Alchemy +5, Concentration +14, Diplomacy +4, Knowledge (arcana) +6, Knowledge (history) +6, knowledge (geography) +10, Listen +7, Scry +14, Spellcraft +14; Spot +7, Alertness, Combat Casting, Brew Potion, Spell Penetration, Craft Wand, Spell Mastery (teleport, polymorph self, polymorph other, magic missile).

Wizard Spells (4/5/5/5/4/3/1): 0 — *arcane mark, detect magic, mage hand, read magic*, 1st — *charm person, magic missile (x2), shield, shocking grasp*; 2nd — *darkness, knock, mirror image, protection from arrows, web*; 3rd — *blink, hold person, major image, suggestion, tongues*; 4th — *emotion, improved invisibility, polymorph other, polymorph self*; 5th — *telekinesis, teleport (x2)*; 6th — *Project Image*.

Spellbook: 0 — *arcane mark, detect magic, mage hand, read magic*; 1st — *charm person, identify, magic missile, message, shield, shocking grasp, sleep, reduce*; 2nd — *darkness, daylight, fog cloud, knock, levitate, locate object, mirror image, protection from arrows, web*; 3rd — *blink, fireball, hold person, magic circle, major image, suggestion, tongues*; 4th — *dimension door, emotion, fire trap, improved invisibility, locate creature, polymorph other, polymorph self, enervation, scrying*; 5th — *animate dead, lesser planar binding, greater shadow conjuration, magic jar, persistent image, telekinesis, teleport*; 6th — *project image*.

Possessions: *ring of telekinesis, wand of fear, portable hole, potion of alter self, potion of fly, potion of charisma, potion of cure serious wounds, dagger, 3 darts, and a vial with 5 doses of purple worm poison (1d6 Str/1d6 Str).*

Daresh is a 45 years old, with dark hair and eyes, standing 5 ft. 9 in. tall. She wears fine robes of black silk with silver trim. The trim is usually on her sleeves and sash. She always wears a golden amulet.

Self centered and evil, Daresh cares only about herself. She was born and raised in Skarrna. She has no loyalty to her country (other than a goal to become its sole leader). Her tower is approximately 40 miles north of the Dark Hills: a tall foreboding tower made of a black, coal-like stone.

She learned of the possibility of mithral lying somewhere near her home country of Skarrna and has searched for it for the last five years. In her search, she also learned of the *Coin* and the potential it could unleash. With the capture of Arowain, who knew how to create the *Coin*, her goals were finally in sight. Now she plans even bigger things.

The statistics above reflect Daresh's abilities as increased by the *Coin of Power*.

Gonaathan, male human Brd 1:

CR 1; Size M (5 ft. 7 in. tall); HD 1d6+1; hp 5; Init +1; Spd 30 ft.; AC 11 (+1 Dex); Atk +0 melee (1d4/crit 19-20/x2, dagger); SQ spells, bardic music, bardic knowledge; SV Fort +2, Ref +3, Will +1; AL CN; Str 11, Dex 12, Con 14, Int 13, Wis 8, Cha 15.

Skills and Feats: Bluff +4, Diplomacy +4, Escape Artist +4, Hide +4, Perform +4; Dodge, Run.

Bardic Spells Known: 0 — *dancing lights, detect magic, ghost sound, prestidigitation*.

Possessions: dagger, red clothing, lute.

Gonaathan is a coward, plain and simple. He fears pain, death, and being eaten (or beaten up) in that order. Thus, he has never left Xaarum and makes his living singing at the local taverns and inns (as well as performing at weddings and other celebrations).

He is an overweight man with thick jowls and a thin mustache. Sweat constantly covers his face though he is very friendly and speaks well. He is arrogant until he must face something he fears. He refuses to leave Xaarum of his own free will.

Haager Pocaat, male human Ftr2:

CR 2; Size M (6 ft. 4 in. tall); HD 2d10; hp 11; Init +6 (Dex +2, improved initiative +4); Spd 30 ft.; AC 14 (+2 leather armor, +2 Dex); Atk +4 melee (1d6+2/crit 19-20/x2, short sword); or +4 melee (1d4+2/crit 19-20/x2, dagger) SV Fort +5, Ref +2, Will -1; AL LN; Str 14, Dex 15, Con 10, Int 15, Wis 8, Cha 11.

Skills and Feats: Balance +2, Climb +5, Jump +5, Knowledge (geography) +2, Profession (sailor) +2, Swim +4; Ambidexterity, Dodge, Great Fortitude, Improved Initiative.

Possessions: leather armor, short sword, dagger.

Captain Pocaat is the owner of the cog *Forsaken*. His hair is sun-bleached blonde and his skin dark brown. He has striking green eyes. He typically wears breeches and a shirt, though he has a long blue coat that he sometimes wears in bad weather.

Pocaat is adventurous though he prizes his ship and crew over everything else and will not risk either one if he has another choice in any circumstance. He is level-headed and an excellent pilot and navigator.

Born in one of the cities of Reanaaria Bay (not even he is sure which one), Pocaat took to the seas as a youth and never left. By the time he was 20, he owned his own ship with which he began to run around the Beak to the western lands. He made great profit from this and could probably retire at any time but he loves sailing far too much. More recently he has restricted his travels within Reanaaria Bay.

Sergeant Sooloe, male human Ftr3:

CR 3; Size M (5 ft. 10 in. tall); HD 3d10+3; hp 29; Init +5; Spd 20 ft.; AC 16 (+5 chainmail, +1 Dex); Atk +4 melee (1d8 longsword) or +3 ranged; SV Fort +4, Ref +1, Will +1; AL NE; Str 14, Dex 13, Con 13, Int 12, Wis 13, Cha 10.

Skills and Feats: +2 Balance, +3 Climb, +3 Intimidate, +3 Jump, +4 Listen, +2 Ride, +3 Search, +5 Spot.

Possessions: chainmail, longsword.

Motivations: Sergeant Sooloe is a crafty and dishonest man who uses his position of authority in the city militia to his advantage.

Heng, male human Ftr3:

CR 3; Size M (5 ft. 10 in. tall); HD 3d10+6; hp 32; Init +0; Spd 20 ft.; AC 16 (+6 banded mail); Atk +7 melee (1d6+5/crit 19-20/x2, magic short sword); or melee +6 (1d8+3/crit x2, heavy mace); SV Fort +5, Ref +1, Will +4; AL LN (E); Str 17, Dex 11, Con 14, Int 9, Wis 12, Cha 10.

Skills and Feats: Craft (weaponsmith) +6, Heal +2; Iron Will, Cleave, Improved Bull Rush, Power Attack, Sunder, Run, Weapon Focus (short sword).

Possessions: banded mail, +2 *short sword* (see below), heavy mace, *glove of wielding intelligent magic items*.

Heng has black hair and olive skin. He wears drab clothing under his black cloak. He is 24 years old.

Heng is a coward. At the first sign of real trouble (i.e. being hurt below half hp) he waves his arms as if he going to cast a spell and then flees the battle. He is ill suited to being a mercenary for this reason, though he loves to kill those who he thinks are his betters. He was a native of Vendden (a village in Skarrna) who knew a little about swordplay. He met Jast, Drelstor, and Fright in that village when Daresh hired them, mistaking Heng for one of the mercenaries. He never cleared up the mistake. He managed to gain a position of some power by his groveling to Daresh.

Heng wields a magical short sword (made less painful due to a glove Daresh made for him that allows one to avoid the negative energy level associated with using a sword of different alignment) called Alfarvus (See New Magic Items section).

Drelstor, male human Ftr2:

CR 2; Size M (5 ft. 8 in. tall); HD 2d10+2; hp 12; Init +3; Spd 20 ft.; AC 19 (+6 banded mail, +3 Dex); Atk +4 melee (1d8+3/crit 19-20/x2, longsword); SV Fort +6, Ref +3, Will -1; AL LN (E); Str 14, Dex 16, Con 13, Int 8, Wis 9, Cha 10.

Skills: Climb +5, Handle Animal +4. Feats: Endurance, Great Fortitude, Power Attack, Cleave.

Possessions: banded mail, longsword.

Drelstor is average looking in every way shape or form. PCs will think they remember him from their youths or at least someone who looked like him. He has brown hair, brown eyes and average features. He's 27 years old.

Drelstor is neither overly bright nor wise and simply enjoys killing people and getting paid for it. He has a terrible temper and gets violent when he is angry or frustrated (misplaced things anger him the most — especially when he knows he just laid something down and it should be right there!). If he is spared by the PCs he looks for any opportunity to betray them.

Drelstor is a native of Slen whose parents fled that state when he was but a boy. He ran away from them when they first encountered mercenaries and has been a sell sword ever since.

NEW MAGIC ITEMS

The Coin of Power

Tirisus the alchemist forged the first *Coin of Power* hundreds of years ago for a Skarrn warrior named Hekkel. Hekkel used the *Coin* during the Battle of Sturgard in which he and his band of Skarrn mercenaries aided dwarves of the Vrykarrs against raiding giants. Numerous skirmishes occurred over a period of many months, composing the Battle of Sturgard. Accounts of the time tell of the great warrior Hekkel who was able to strike down powerful giants with a frightening bolt of black magical energy that he commanded forth from a coin hanging from his neck. In the heat of one of the final confrontations, Hekkel was lost. Neither his body nor the *Coin* were ever recovered. Sages speculate that he was consumed by the *Coin* as payback for the unrighteous power he had released. Since that time, the formula for crafting the *Coin* has been lost to all but the students of Tirisus. The only known alchemists who presently know how to craft the *Coin* are Arowain Fain and Halaan. (See the sidebar item "The *Coin of Power*" for details.)

The *Coin* houses a malevolent force which bestows the following powers:

•**Enhanced power:** Imbued by the power of the *Coin*, the owner gains two class levels. Additional Skills, Feats, and an increase in ability scores go with this increase in level. The owner can only gain additional levels in a class that the owner already holds and these levels are lost should the owner lose the *Coin*.

•**Black bolt:** On command, the *Coin* casts forth a black bolt of energy that can kill whomever it strikes. The wielder of the *Coin* must make a successful ranged touch attack. The victim remains unharmed if he makes a successful Fortitude roll. The bolt has an effective range of 30 yards and affects any living thing. Anyone killed by such a bolt dies an agonizing death by withering; resurrection or raising is impossible. The bolt cannot affect someone holding another *Coin*. This power can be used once per month and only affects one target. Those who make their Fortitude roll become immune to the effect if exposed at a later date.

The *Coin* also has several drawbacks:

•**Burn out:** Each use of the *Coin* has a 2% cumulative chance of backlashing and blasting the user with the *black bolt of withering* (no save). When this happens, both the *Coin* and its owner are destroyed. The *Coin* Daresh holds does not have this drawback since it is a part of her.

•**Corruption:** The user of the *Coin* begins to turn evil. Each time the *Coin* is used, he or she must make a Will saving throw or begin to change. Every time the PC does not make the save, she has a 10% chance (cumulative) of slipping one step closer to evil alignment. Note that this is without any of the normal penalties for alignment change.

•**Dependence:** The *Coin* forces the user to become dependent upon it. The chances of this are the same as corruption: a Will saving throw each time the *Coin* is used or a 10% (cumulative) chance of the dependence starting. Each time the PC fails her roll and becomes more dependent, there is a 50% chance that she becomes totally dependent, never letting it out of her sight and dying before she'll give it up. This leads to madness.

•**Madness:** Once the PC becomes constantly dependent on the *Coin*, she begins to go mad. She believes that someone is always out to get her and fears even her friends and henchmen. At this point, her alignment shifts to chaotic without any of the usual penalties associated with that change.

Usually, the burn out of the *Coin* destroys its owners before they can suffer many of the other effects. Since Daresh's *Coin* is inexorably linked to her, that function cannot affect her and the other powers of the *Coin* are able to take hold.

Coins of Power are not effective against each other. All of their powers are useless against someone who holds another *Coin*. Though the black bolt strikes the holder of another *Coin*, for example, it has no effect.

The *Coins* cannot be destroyed by normal means, although they react badly to each other. If the *Coins* come in contact with each other they react violently, destroying each other and causing 10d10 damage to everything else in a 20 foot radius.

Caster level: 5th

The Coin of Power

The item appears to be an odd-looking coin made of mithral with a small hole in the center. Strange runes cover both faces of the piece. The only sure ingredients of the device are two ounces of pure mithral, a diamond touched by death, a rod struck by blue dragon's breath, and the blood of a devil spilled by a coward and mixed with the blood of the coward, though several other ingredients are necessary as well.

Prerequisites: Craft Wondrous Item and Knowledge (arcana) +4. In addition, whoever wants to craft the coin must obtain the information from one of Tirisus' apprentices.

Spells required: Enervation, Finger of Death.

Materials Required: Alchemist's lab, 2 oz. mithral, a large diamond, an item struck by lightning, humaoid blood (note that Halaan's ingredients are correct, but more specific than actually necessary).

Market Price: 20,000 gp.

Weight: 1.5 oz.

The Starfire Sword

Alafarus ("Starfire" in the ancient Kalamaran tongue). This is a +2 sword; CG; has Intelligence of 20, a Wisdom of 12, a Charisma of 10, and an ego of 16; and can speak the Merchant Tongue, Kalamaran, dwarvish, elvish, gnome, giant, and uncommon. It can detect magic; its wielder has free use of Mobility; and 1/day it can cast *Cat's Grace*. It has a special purpose to kill servants of the Overlord with a power of *disintegration* (DC16) if it touches one of them.

The sword is well-crafted and its handle is made to resemble an eagle's claw. It is rather aloof and has an affinity for dwarves and good priests in general (sometimes it allows priests of other good alignments to wield it). It hates and despises those who repress freedom and especially priests of the Overlord. It was crafted some 4 centuries ago (140 IR) during the Age of Great Anguish by priests of Relivik (The Guardian) of western Kalamar and dwarves of the Ka'Asa Mountains. Dwarves forged the steel of the sword and the clerics enchanted it to face and fight a growing cult to the Overlord in the Ep'Sarab swamp. The cultists were planning to use the bullywugs there in a bid for power in the failing empire. The Messengers of Liberty were successful but the sword was eventually lost for centuries.

Caster level: 15th

Prerequisites: Craft Magic Arms and Armor.

Market price: 33,310 gp

Weight: 3 pounds

Glove of Wielding Intelligent Magic items

Wearing this glove allows one to avoid the negative energy level(s) associated with using an intelligent magic item that has an alignment different from that of the user. It does not confer any protection from the level draining effects of undead.

Caster level: 3rd

Prerequisites: Craft Wondrous Item, Negative Energy Protection

Market Price: 11,350 gp

Wand of mud to rock:

Caster level: 10th

Prerequisites: Craft Wand, *transmute mud to rock*.

Market price: 18,750 gp

Weight: 1 pound

Wand of rock to mud:

Caster level: 10th

Prerequisites: Craft Wand, *transmute rock to mud*.

Market price: 18,750 gp

Weight: 1 pound

Aigurio – male human commoner, can lead the heroes to Sargeant Sooloe, p23

Assembly of the Four Corners – church of the Mother of the Elements, has a major center of worship in the northern Fautee Forest, see *KINGDOMS OF KALAMAR Core Sourcebook* p205

Bellanoria – Elvish word carved on spear found in sinkhole, translates to 'sure strike' in Merchant's Tongue, p8

Bouzaar, Bloody – leader of bandits in southern Skarrna, p25

Coin of Power – powerful magical artifact which corrupts the user for evil, p29

Council of Twelve, the – governing body of Zoa, see *KINGDOMS OF KALAMAR Core Sourcebook* p138

Daresh – female human Wizard, p2

Dashahn Mountains – mountain range on Svimohzia, nicknamed Malachite Heights, see *KINGDOMS OF KALAMAR Core Sourcebook* p166

Dead Lands – common name for the Khydoban Desert, see *KINGDOMS OF KALAMAR Core Sourcebook* p131

Dejy – one of the human races of Tellene, see *KINGDOMS OF KALAMAR Core Sourcebook* p6

Diroolio – male human fighter, Xaarum watchman who can direct the heroes to Milead, p20

Doktrassin, Fornalis – elderly guide encountered in Ejja-Vonan, p8

Dor-Narson – Senojy of the village of Ejja-Vonan, p6

Drelsor – mercenary working for Daresh, leads attack against Halaan, p25

Dynaj – small city-state located on the southeast coast of Reanaaria Bay, see *KINGDOMS OF KALAMAR Core Sourcebook* p130

Ejja-Vonan – tiny village on the coast of the Khydoban Desert and Sea of the Dead, p6

Emperor of Scorn – common name for the god of hate and bigotry, see *KINGDOMS OF KALAMAR Core Sourcebook* p219

Erinafan, Naraf – small, slim guide encountered in Ejja-Vonan, p8

Fain, Arowain – alchemist, captured by Daresh to create a *Coin of Power*, p28

Fale – rogue encountered in Xaarum, can direct the heroes to Milead, p18

Fanso-Neta, Ka – young, clean-shaven guide encountered in Ejja-Vonan, p8

Fautee Forest – small woodland covering the lower reaches of the Faunee Rise, extending to the peninsula below, see *KINGDOMS OF KALAMAR Core Sourcebook* p140

Forsaken, The – merchant vessel located at the Haanex docks, captained by Haager Pocaat, p4

Fzen'nal – blue dragon located in the Khydoban Desert, p12

Fyjd – desert tribe who worship Thananany, encountered in the Khydoban desert, p10

Geeno Tabash – translates to 'claw foot' in Merchant's Tongue, name of a bugbear clan living in the woods south of Xaarum, p18

Geerum – male half-orc barbarian, hails from the Neebau Plains, harasses Gonaathan, p20

Geolain – male human wizard, p26

Girion – male human ranger, able to guide the players through the Vry Naasu Headlands, p26

Gonaathan – male human bard, biggest coward in Xaarum, p28

Grymbyune – bugbear cleric, worships Zoolaa, member of the Geeno Tabash clan, p17

Haffen – male half-elf fighter, associate of Sargeant Sooloe, p22

Halaan – alchemist with the ability to make a Coin of Power, p24
Haanex – small fishing and trading town located on the northwestern edge of Reanaaria Bay, just south of Skarrna, see *Root of All Evil* p3
Harvester of Souls – a common name for the god of death and the underworld, see *KINGDOMS OF KALAMAR Core Sourcebook* p217
Heng – mercenary working for Daresh, leads attack against Halaan, p25
Hiereed, Adool – last of the Hiereed family to receive a proper burial, supposedly buried with a large diamond, p5
Hixtickix – command word for the *Wand of Transmute Rock to Mud*, carried by Grymbyune, p18
Home Foundation, The – church of the goddess of home, industriousness, and marriage, prominent in Xaarum, p18
Hurrkal – Skryvalkker who rules the territory in southwest Skarrna near the village of Haanex, p10
IR – abbreviation for Imperial Reckoning, the Kalamaran calendar, see *KINGDOMS OF KALAMAR Core Sourcebook* p235
Jevvan, Eshrekso Jevv – quiet, handsome guide encountered in Ejja-Vonan, p7
Joa – servant of Geolain, p6
Ka'Asa Mountains – large active volcanic mountain range east of Kalamar, see *KINGDOMS OF KALAMAR Core Sourcebook* p69
Kalamar – largest and most populous nation on Tellene, and the central kingdom of the vast Kalamaran empire, see *KINGDOMS OF KALAMAR Core Sourcebook* p37
Keeper of the Four Corners – priesthood of the goddess of the elements, see *KINGDOMS OF KALAMAR Core Sourcebook* p206
Kruze – Dwarven word carved on battleaxe found in sinkhole, translates to 'bloody' in Merchant's Tongue, p8
Khydoban Desert – also known as the Dead Lands, this desert expanse marks the eastern edge of the continent, see *KINGDOMS OF KALAMAR Core Sourcebook* p141
Krimppatu Mountains – western portion of the Dashahn-Tanezh mountain range, see *KINGDOMS OF KALAMAR Core Sourcebook* p166
Merchant's Tongue – human language used by merchants, popular among all travelers, see *KINGDOMS OF KALAMAR Core Sourcebook* p187
Milead – Male human wizard, uses devils to guard his estate at night, in Xaarum, p21
Mother of the Elements – common name for the goddess of the elements, see *KINGDOMS OF KALAMAR Core Sourcebook* p205
Neebau Plains – hills in northern Ul-Karg, on the southern slopes of the Krimppatu Mountains, see *KINGDOMS OF KALAMAR Core Sourcebook* p166
Obakasek Jungle – jungle spanning the southwestern slopes of the Lopoliri Mountains to the Kalamaran Sea, also known as the Reelio Jungle, see *KINGDOMS OF KALAMAR Core Sourcebook* p68
Ooria – female half-elf monk, associate of Sargeant Sooloe, p
P'Rorul Peaks – peaks that form the eastern limits of Tarisato, see *KINGDOMS OF KALAMAR Core Sourcebook* p71
Pocaa, Captain Haager – captain of the Forsaken, encountered in Zoa, p26
Reanaaria Bay – large, deep bay in eastern Tellene, see *KINGDOMS OF KALAMAR Core Sourcebook* p141
Reelio Jungle – another name for the Obakasek Jungle
Refro – Human male rogue, spy for the Sentinels of the True Way, in Zoa, p16
Rokk Woods – hardwood forest on the edge of the Vrykarr range, see *KINGDOMS OF KALAMAR Core Sourcebook* p122

Sea of the Dead – haunted ocean, south of the Khydoban Desert and east of the Obakasek peninsula, see *KINGDOMS OF KALAMAR Core Sourcebook* p141
Senojy – local title of the village leader, in Ejja-Vonan, p6
Sentinels of the True Way – a group that seeks to destroy magic in all forms, see *KINGDOMS OF KALAMAR Core Sourcebook* p172
Skarrna – country located south of Drhokker, see *KINGDOMS OF KALAMAR Core Sourcebook* p110
Skryvalkker – title for local rulers in the Skarrna, see *KINGDOMS OF KALAMAR Core Sourcebook* p110
Snylyk – beer with a fishy taste, brewed mainly in Ejja-Vonan
Sooloe, Sargeant – member of the Zoa city watch, p28
Tellene – large continent, though its inhabitants believe it encompasses the entirety of the planet, see *KINGDOMS OF KALAMAR Core Sourcebook* p5
Thananany – Dejy name for the god of hate and bigotry, see *KINGDOMS OF KALAMAR Core Sourcebook* p219
Thixponnax – command word for the *Wand of Searing Light*, found in the dragon's cave, p11
Thylyk – Dejy name for the goddess of the elements, see *KINGDOMS OF KALAMAR Core Sourcebook* p205
Tooria – male human fighter, associate of Sargeant Sooloe, p23
Veoden – male human wizard, p2
Vrykarr Mountains – northeastern arm of the Ka'Asa mountains, see *KINGDOMS OF KALAMAR Core Sourcebook* p124
Xaarum – Reanaarian city-state on the Zoan peninsula, see *KINGDOMS OF KALAMAR Core Sourcebook* p137
Xiznoom – Reanaarese name for the god of death and the underworld, see *KINGDOMS OF KALAMAR Core Sourcebook* p217
YND – abbreviation for the Year of New Discovery, the calendar of Reanaaria Bay, see *KINGDOMS OF KALAMAR Core Sourcebook* p235
Zoa – largest and southernmost city-state in the Reanaaria Bay area, see *KINGDOMS OF KALAMAR Core Sourcebook* p138
Zoolaa – Reanaarese name for the goddess of injustice, envy, and jealousy, see *KINGDOMS OF KALAMAR Core Sourcebook* p213

RANDOM ENCOUNTER TABLE

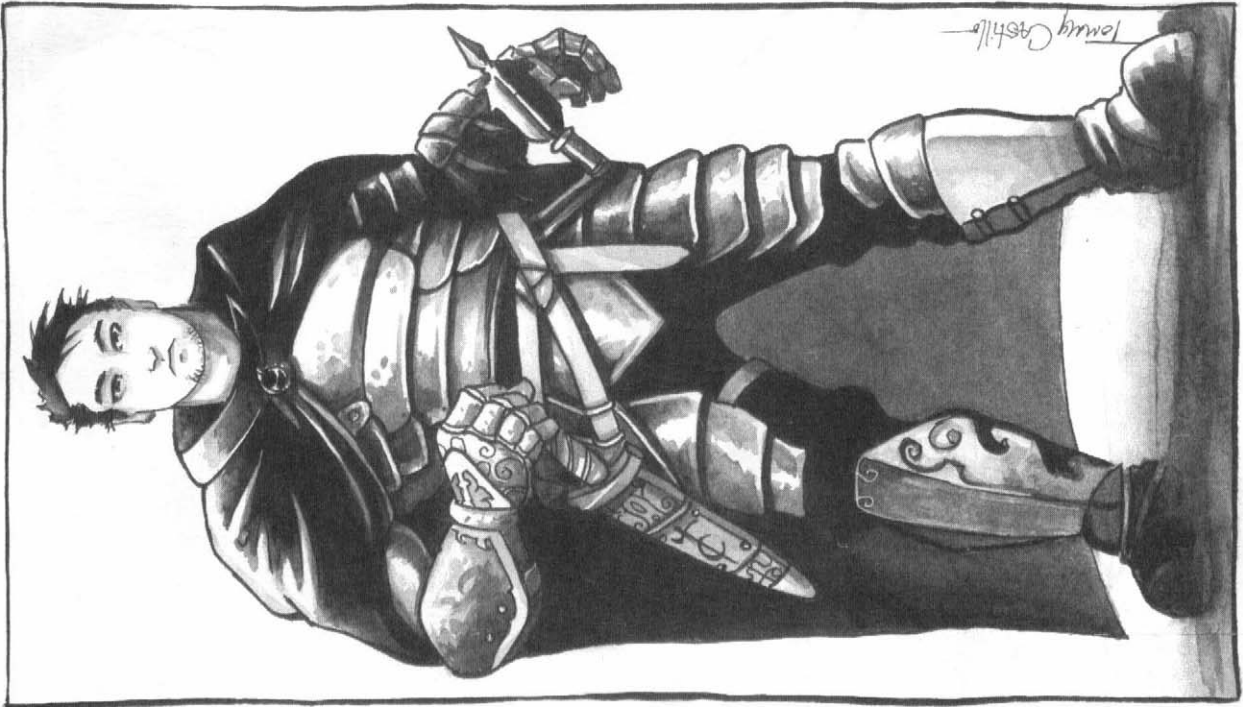
Using the table that follows, check for random encounters three times per day. If you determine that there is an encounter, roll on the chart (1-10,000; roll a 10-sided die 4 times, the first roll being the 1,000s digit, next the 100s digit, then the 10s, then ones). You may also use the detailed encounters described throughout the text, either when the foe described in the encounter appears on the table, or in place of whatever you actually rolled. See page 132 of the D&D *DUNGEON MASTER'S Guide* for more information.

Encounter	Western Deadlands	Fautee Forest
Abandoned Cabin	-	1-15
Allip	1-100	-
Ancient ruins	101-400	16-22
Androsphinx	401-500	-
Ant, Giant	501-1100	23-27
Baboon	1101-1350	-
Basilisk	1351-1400	-
Bat	1401-1475	28-37
Bat, Dire	1476	-
Bee, Giant	-	38-39
Beehive	-	40-139
Beetle, Giant Bombardier	1477-1526	140-189
Beetle, Giant Fire	1527-1576	190-239
Beetle, Giant Stag	-	240-244
Behir	1577-1596	-
Beholder	1597-1606	-
Berry Bushes	-	245-364
Birds, Common	-	365-1564
Bodak	1607-1706	-
Bugbear	-	1565-1764
Camel	1707-2806	-
Campsite	-	1765-1794
Cat	2807-2811	1795-1824
Cattle	-	1825-1924
Cheetah	2812-2911	1925-1929
Chimera	2912-2941	-
Cockatrice	2942-2961	-
Crocodile	2962-2981	-
Deer	-	1930-2529
Devourer	2982-3001	-
Digester	3002-3006	-
Dog, Wild	3007-3016	2530-2569
Donkey	3017-3046	2570-2579
Doppelganger	-	2580-2584
Dragon, Blue	3047-3096	-
Dragon, Brass	3097-3146	-
Dragon, Copper	3147-3196	-
Dragon, Gold	3197-3246	2585-2594
Dragonne	3247-3296	-
Eagle	-	2595-2604
Eagle, Giant	-	2605-2609
Elf, Grey	-	2660-2679
Elf, High	-	2680-2829
Elf, Wild	-	2610-2659
Elf, Wood	-	2830-2979
Fox	-	2980-3104
Fruit Trees	3297-3346	3105-3504
Gargoyle	3347-3356	-
Geese	-	3505-3704
Ghast	3357-3456	-
Ghoul	3457-3656	-
Giant, Fire	-	-
Gnome, Forest	-	3705-4004
Gnome, Rock	-	4005-4104
Goat	3657-3756	-
Golem, Flesh, Berserk	3757	-
Gynosphinx	3758-3857	-
Half-elf	-	4105-4134
Hawk	-	4135-4254
Herd Animals	-	4255-4274
Horse, Light	-	4275-4294
Horse, Light War	-	4295-4304
Hyena	3858-4007	-
Jackal	4008-4057	-
Kobold	4058-4282	-
Lamia	4283-4382	-
Lammasu	4383-4387	4305-4354
Leopard	4388-4437	-
Lizard	4438-4537	-
Lizard, Giant	4538-4547	-

Encounter	Western Deadlands	Fautee Forest
Manticore	4548-4552	-
Men, Adventurers	4553-4554	4355-4454
Men, Bandits	-	4455-4854
Men, Farmers	4555-4574	-
Men, Herders	4575-4579	4855-4954
Men, Hunters	-	4955-5154
Men, Merchants	4580-4584	5155-5354
Men, Miners	5345-5644	-
Men, Minstrels/Actors	-	5355-5364
Men, Nomads	4585-4784	-
Men, Patrol, Heavy Cavalry	-	5365-5489
Men, Patrol, Heavy Infantry	-	5490-5589
Men, Patrol, Light Cavalry	-	5590-5689
Men, Patrol, Light Infantry - archer	-	5690-5699
Men, Patrol, Light Infantry - crossbow	-	5700-5719
Men, Pilgrims	4785-4794	5720-5739
Men, Raiders, Light Cavalry	4795-4844	-
Men, Travelers	-	5740-5839
Men, Tribesmen	4845-5344	-
Mohrg	5645-5744	-
Monkey	-	5840-5929
Monstrous Centipede	-	5930-5979
Monstrous Scorpion	5745-5844	-
Monstrous Spider	5845-5864	5980-6009
Mule	5865-5884	6010-6014
Mummy	5885-5984	-
Naga, Dark	5985-6014	-
Naga, Guardian	6015-6044	-
Naga, Spirit	6045-6074	-
Natural Spring	6075-6124	6015-6034
Nightcrawler	6125-6224	-
Nightwalker	6225-6324	-
Nightwing	6325-6424	-
Normal Benevolent Animals	6425-6774	6035-7434
Nymph	-	7435-7438
Ogre	-	7439-7638
Ogre Mage	-	7639
Orc	6775-6999	7640-7659
Owl	-	7660-7739
Owl, Giant	-	7740-7743
Pegasus	-	7744-7793
Pony	-	7794-7798
Rat	7000-7049	7799-7998
Rat, Dire	7050	7999-8018
Raven	-	8019-8118
Shadow	7051-7150	-
Sheep	-	8119-8318
Skeleton	7151-8150	-
Snake, Constrictor	-	8319-8378
Snake, Viper	8151-8450	8379-8418
Spectre	8451-8549	-
Spooky Carcass	8550-8599	8419-8458
Sprite	-	8459-8508
Squirrel	-	8509-9708
Stirge	-	9709-9758
Tendriculos	-	9759-9763
Tiger	-	9764-9768
Treant	-	9769-9868
Troll	8600-8649	9869-9878
Vampire	-	9879
Vampire Spawn	8650-8699	9880
Vultures	8700-9199	-
Wasp, Giant	-	9881-9884
Wererat	9200	9885-9889
Wight	9201-9300	-
Wolf	-	9890-9989
Wolf, Dire	-	9990
Wolf, Sturm	-	9991-9995
Wraith	9301-9400	-
Zombie	9401-10000	9996-10000

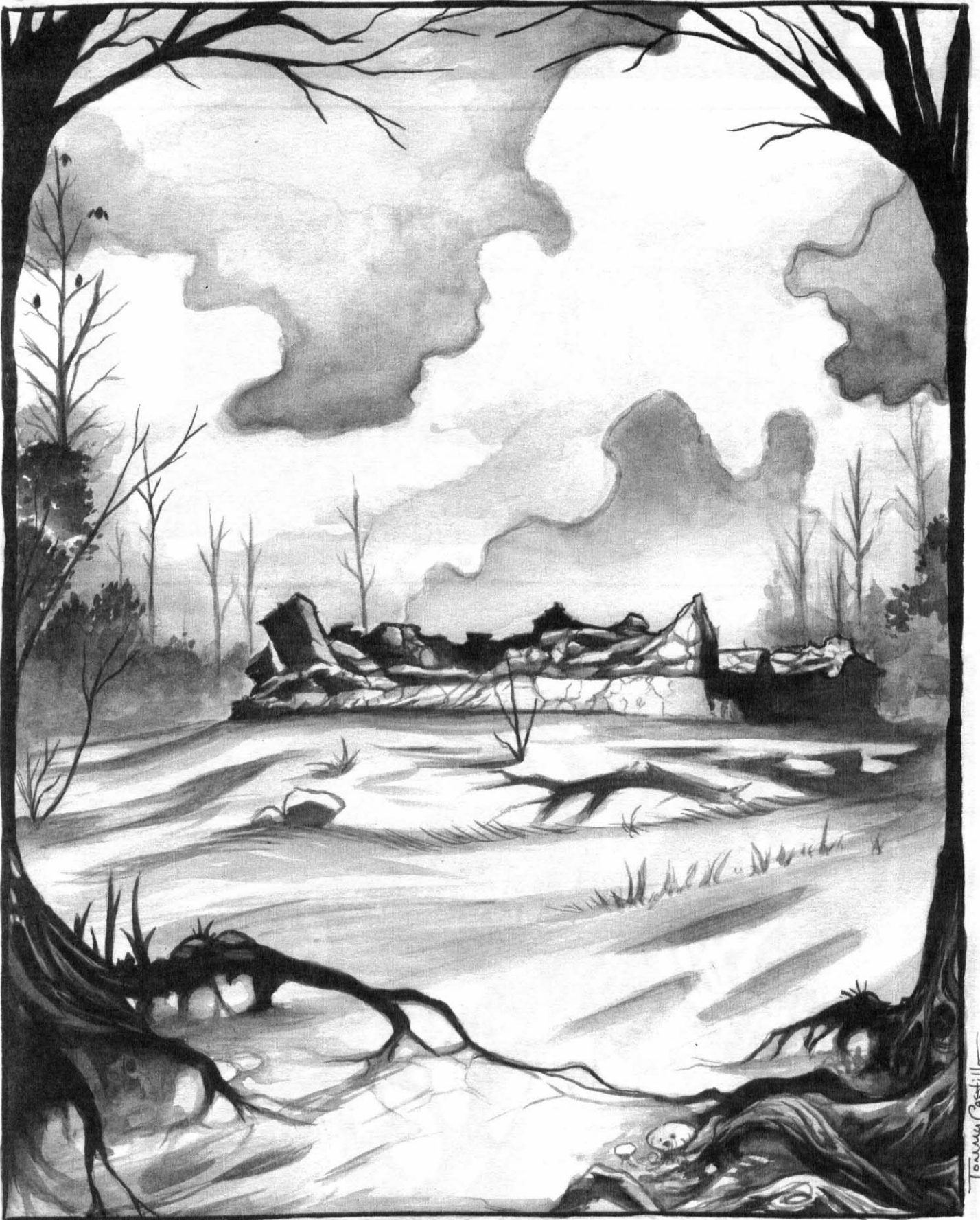
The ImageQuest™ Adventure Illustrator is designed for use by the DM during play. The DM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the DM as to the precise time that each picture should be displayed. The DM's thumb should cover the picture number while the players are viewing the illustration so the players do not gain any unearned clues. DMs should also fold the booklet so that only one image is visible when showing the players. The maps at the end of the section are for DM use ONLY, unless labeled "Player Aid." We recommend each Player Aid be photocopied and given to the players as circumstances dictate.

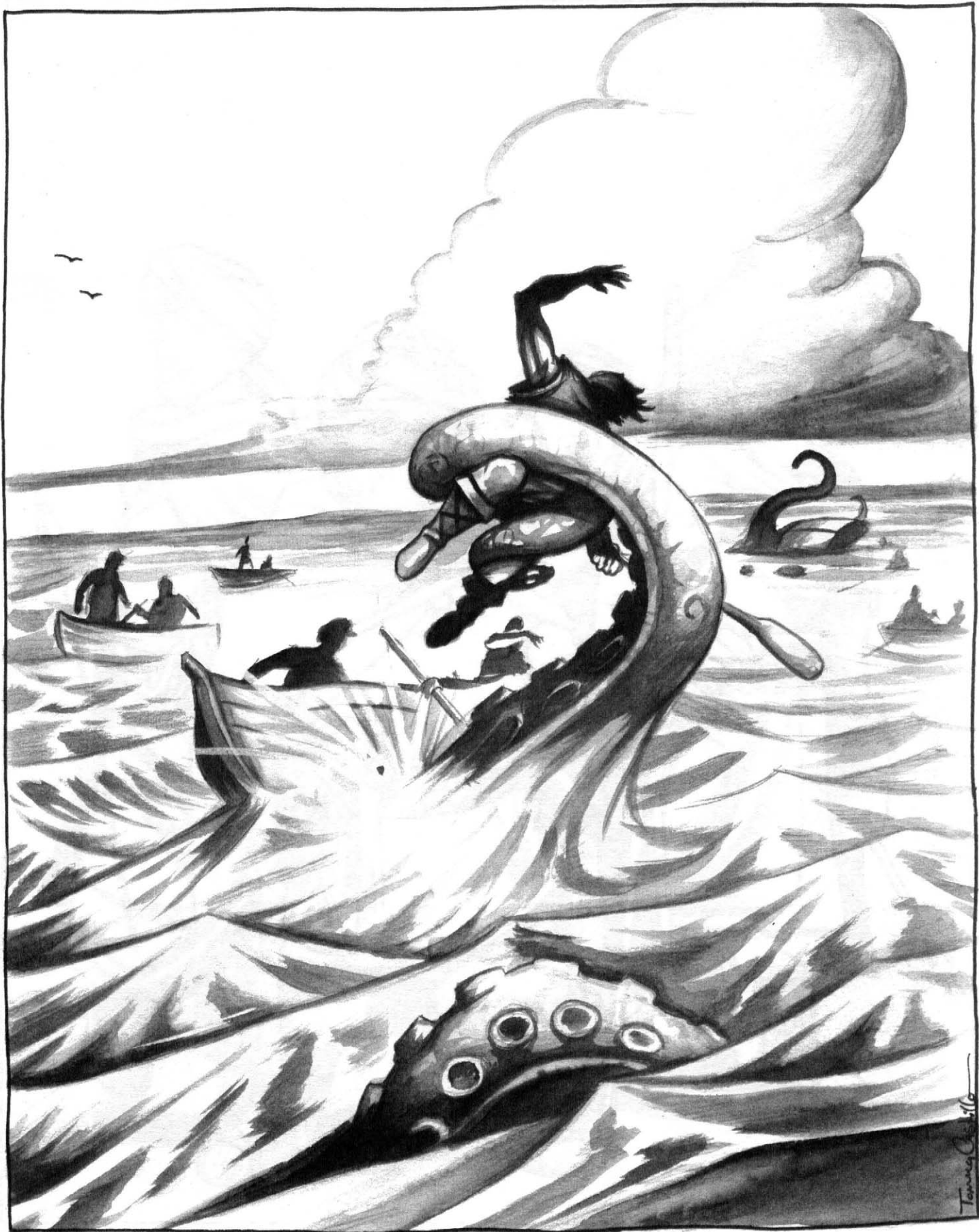
1



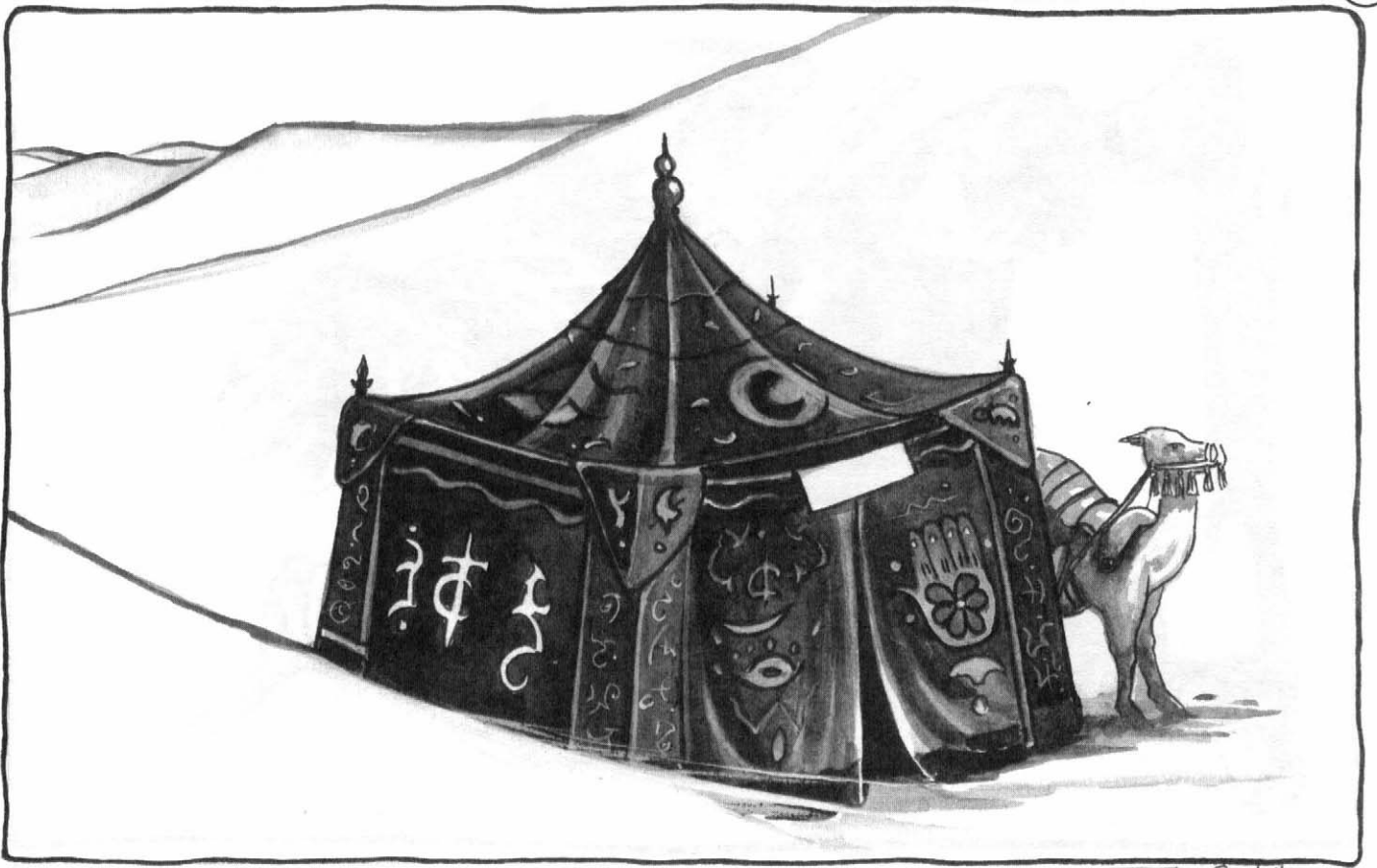
2













Tommy Castillo



Tommy Castillo









13



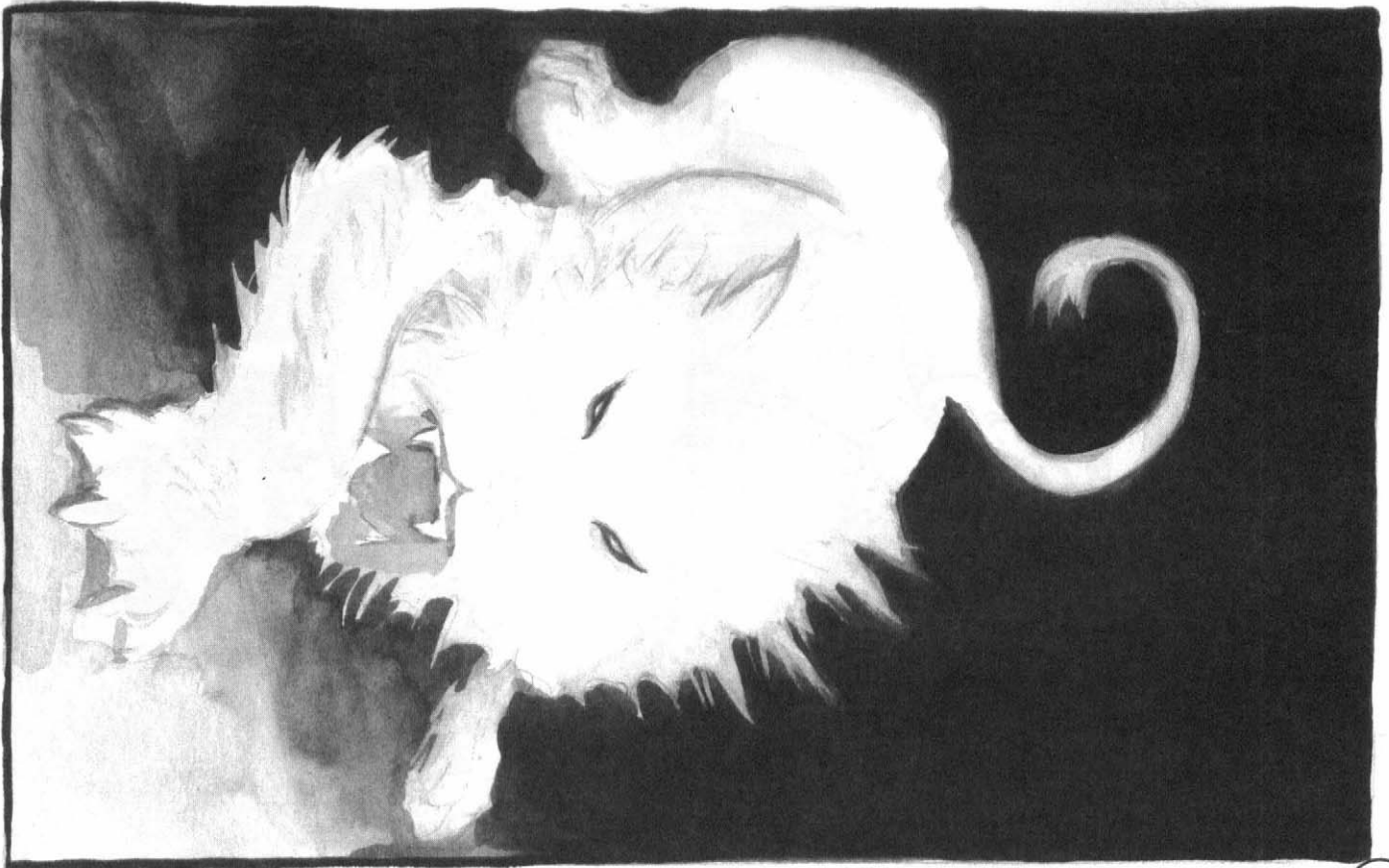
14



T. Castille







Tommy Castillo

19



Tommy Castillo

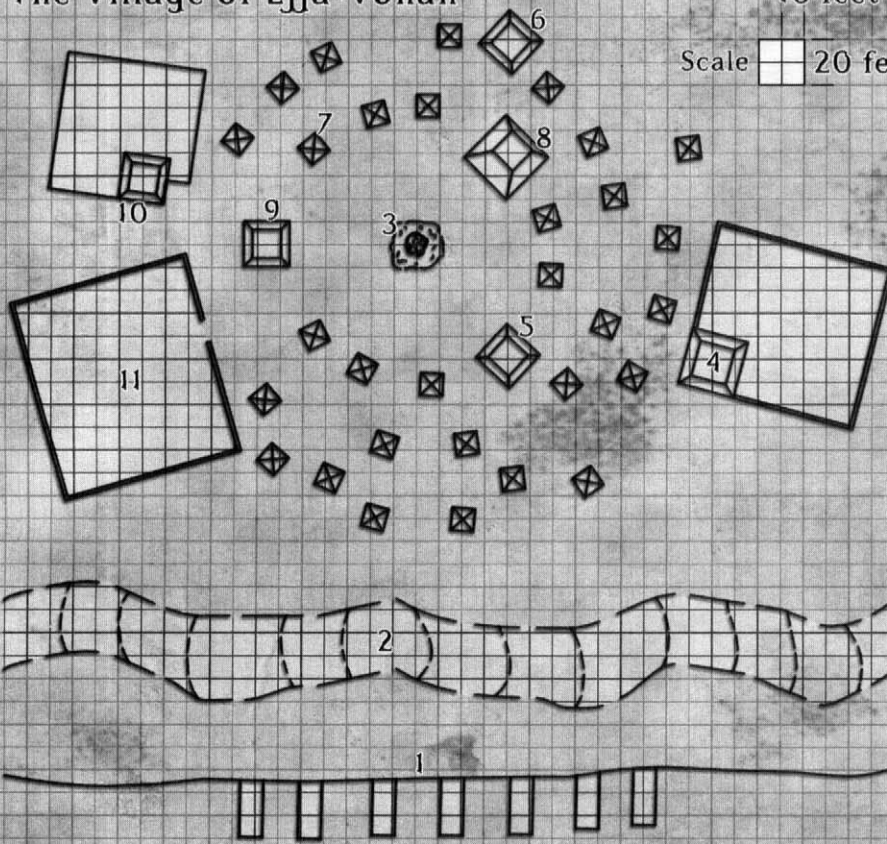
20

The Village of Ejja-Vonan

10 feet

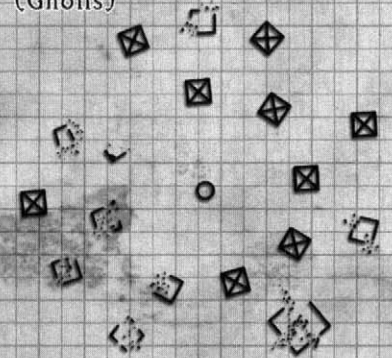
Scale  20 feet

- 1) Docks
- 2) Sand Dune
- 3) Blessed boulder
- 4) Senojy's House
- 5) Blacksmith
- 6) Weaponsmith
- 7) Rope binder
- 8) Temple of Thyjuk
- 9) Tavern
- 10) Camel Stables
- 11) Gardens



The Ruined Village

(Gnolls)

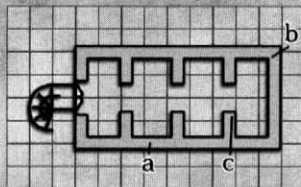


Miscellaneous Maps

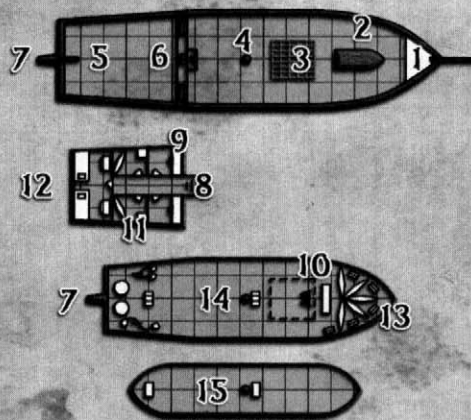
5 feet

Scale  10 feet

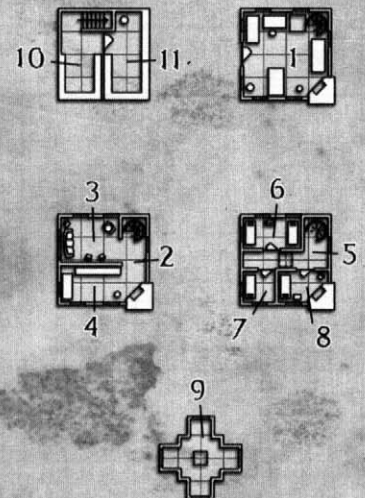
The Hireed Crypt



The Forsaken



Halaan's Forge



Fzen'nal's Cavern



Collection Alcove

Treasure Bed

Pool

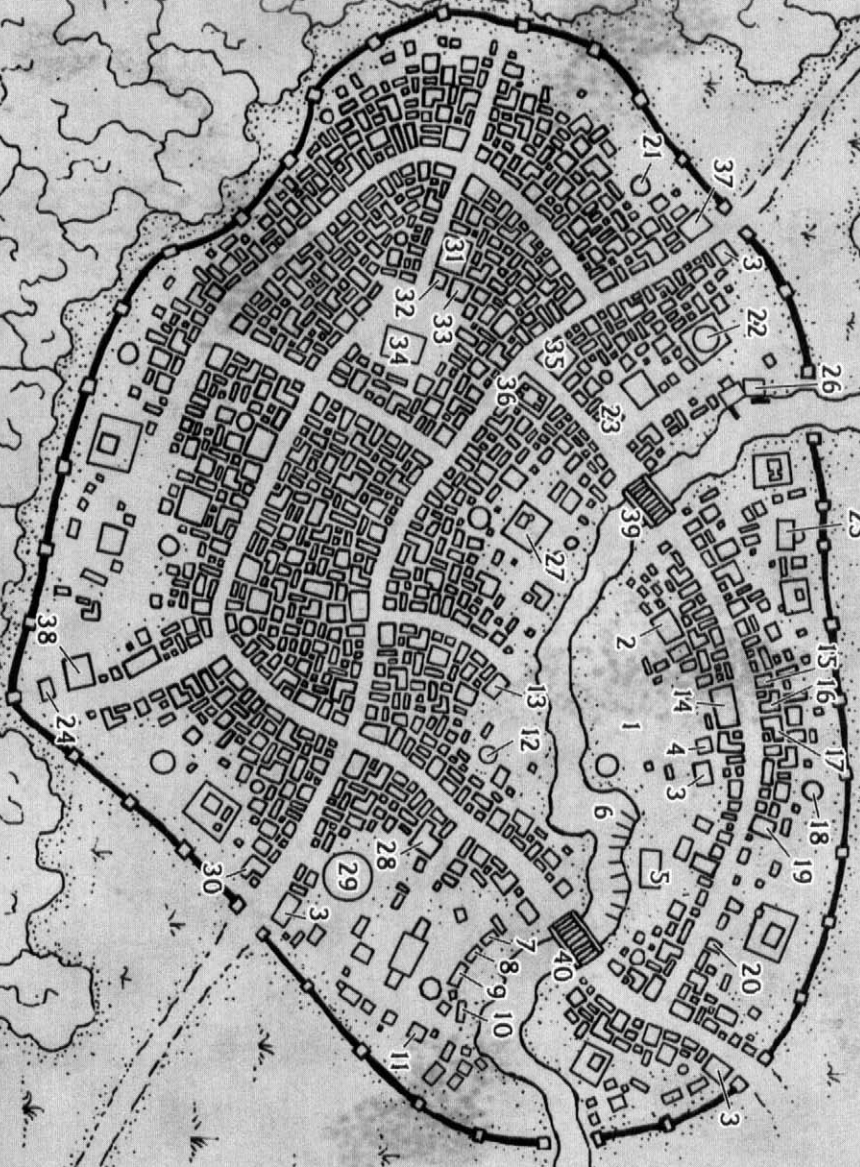
- ← Mite warren entrance
- ⊖ warren entrance proffered by Fzen'nal

10 feet

Scale 20 feet

THE CITY OF XARUM

- 1) Market
- 2) Rotten Log Inn
- 3) Watch barracks
- 4) Moneychanger
- 5) The Great Hearth
- 6) Logging Docks
- 7) Vintners' Guild Hall
- 8) Mercenaries' Guild Hall
- 9) Bakers' Guild Hall
- 10) Apothecaries' Guild Hall
- 11) Barbers/Dentists' Guild Hall
- 12) Jewelers/Jewcutters' Guild Hall
- 13) Merchants' Guild Hall
- 14) Taxmen's Guild Hall
- 15) Smiths' Guild Hall
- 16) Weaponsmiths Guild Hall
- 17) Armors' Guild Hall
- 18) Butchers' Guild Hall
- 19) Architects' Guild Hall
- 20) Embalmers' Guild Hall
- 21) Cartographers' Guild Hall
- 22) Porters/Teamsters' Guild Hall
- 23) Loggers' Guild Hall
- 24) Former Alchemists' Guild Hall
- 25) House of Joy
- 26) Logging Mill
- 27) Miledad's Home
- 28) Tripped Gobbet Inn
- 29) Great Theatre
- 30) Dwarf's Load Inn
- 31) Watchmen's Guild Hall
- 32) Moneychangers' Guild Hall
- 33) Mint
- 34) Citadel of Truth
- 35) Great Meeting Hall
- 36) Duke's Manor
- 37) Sword and Shield Inn
- 38) Alchemists' Guild Hall
- 39) North Bridge
- 40) South Bridge



FORGING DARKNESS

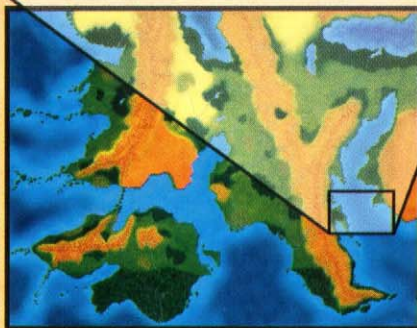
A Scavenger Hunt?

The adventure begins in the City-State of Zoa as the wizard Geolain tasks the player characters with a quest to gather three ingredients that they will use to forge a magic coin to defeat an evil wizard. Which will be more dangerous to collect, the mysterious diamond touched by death, the blood of a devil spilled by a coward or a blue dragon's breath? As the player characters race around Reanaaria Bay to find the rare items, their nemesis Daresh the wizard begins to grow in strength and wrest power from the Skryvalkkers of the Lands of Skarrna. Will the player characters find the ingredients and enchant the coin in time? They just might be Skarrna's only hope.

This accessory provides characters with a fantastic storyline and a chance for many types of adventure including deserted ruins, city skirmishes and power brokering, waterborne, a desert jaunt and humanoid lair. You will take your player characters from the cosmopolitan City-State of Zoa to the outlying haunted farms, across Reanaaria Bay to the treacherous southern Khydoban Desert. If they escape with their lives from the blue dragon who lives there they will be off to Xaarum to hunt a devil and then return to the troublesome streets of the City-State of Zoa where they know not whom they can trust!

The Forging Darkness fantasy game supplement and adventure is set in the popular Kingdoms of Kalamar™ Dungeons & Dragons campaign setting but can be adapted for use in any setting! Forging Darkness is a Dungeons and Dragons adventure for 3rd to 4th level characters.

Like all Kenzer & Company products, this adventure was designed with the DM in mind. We prepare all the details so you can spend less time flipping pages and more time gaming. Being a Dungeon Master has never been so easy, or so much fun! Here's some of what you get:



ImageQUEST™ Adventure Illustrator

"Because a picture is worth 1000 words."

ImageQUEST is the picture book that gamers love. Now DMs can not only read the boxed text, they can actually show it to the players.

- 48 pages of useful background, NPC profiles and portraits, maps, encounter tables, a full glossary, artwork and adventure details, no fluff!
- Area descriptions have boxed text for speedy play.
- More adventure in the City-State of Zoa, details on the dangers of the southern Khydoban Desert, and the City-State of Xaarum.
- Includes 5 new 3E magic items and 4 new 3E monsters!

All done in the quality you've come to expect from Kenzer & Company.

To use this adventure, a Dungeon Master also needs the *Player's Handbook*, the *DUNGEON MASTER'S Guide*, and the *Monster Manual*. We also recommend the use of the *KINGDOMS OF KALAMAR Campaign Setting Sourcebook*.

For 2nd to 4th level Characters



ISBN 1-889182-52-4



EAN

U.S. \$11.99 CAN \$17.99
Printed in U.S.A. K&C1101

Visit our website at www.kenzerco.com/dnd