

AGE OF WORMS

OVERLOAD

The Age of Worms Adventure Path is a complete DUNGEONS & DRAGONS campaign in twelve parts, published monthly in issues 124–135 of *DUNGEON* magazine. This document contains material we just couldn't fit in the magazine, but which we still wanted to share to enrich your Age of Worms campaign. The document begins with a slightly edited version of the campaign outline provided to all Age of Worms Adventure Path authors, and represents an accurate picture of the central plot that weaves through all twelve adventures. Individual installments provide plenty of surprises of their own, since each author brings a different approach to each adventure. Likewise, certain plot elements presented here may change slightly as the series evolves in the hands of a dozen different authors. John Gallagher's concept art gives exciting glimpses of what lies ahead.

Following the outline, you'll find a huge number of stat blocks for scores of NPCs from the mining town of Diamond Lake, as well as helpful tables showing who likes to hang out where. We've also provided some useful information about the region immediately surrounding Diamond Lake, an area that hosts a third of the adventures in the series.

Lastly, Keith Baker and Eric L. Boyd's official conversions offer plenty of advice for Dungeon Masters running the Age of Worms in the *EBERRON* or *FORGOTTEN REALMS* campaign settings. I couldn't resist a few suggestions of my own on how to integrate the Adventure Path into the *GREYHAWK* campaign setting.

But enough preamble. The Age of Worms awaits! (And so do your players.)

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CAMPAIGN OVERVIEW

Thousands of years ago, when the world was a more primitive place, a morbid mystic named Kyuss gathered a vast assembly of social outcasts for a pilgrimage across the great southern seas to the harsh jungles of another continent. On distant tropical shores they founded a great city of monoliths and vine-snared idols to alien gods. Kyuss preached of mysterious visions, of massive metal plates foretelling the collapse of civilization. In response, his beguiled followers scoured the darkened jungle until they produced such plates, and confirmed Kyuss' apocalyptic premonition.

The metal plates contained a fragment of the apocalypse myth of a long-dead culture—the decadent six-armed spell weavers, whose civilization crumbled before the jungle took form. The plates spoke of an era of doom and decay, a time of chaos and melancholy known as the Age of Worms. It was but a sliver of a much grander extinct liturgy, but to Kyuss, it was enough. In his sweltering jungle paradise, the charismatic madman vowed to bring about this bold new era. As hundreds of his followers sacrificed themselves for the glory of his vision, the twisted prophet declared himself the Harbinger of the Age of Worms.

To amass greater and greater power, Kyuss bound himself to a basalt monolith dredged up from a spell weaver ruin and housed in a looming edifice known as the Spire of Long Shadows. The massive stone thrummed with the life energy, and poisoned whispers from its inner void beckoned Kyuss to join them in oblivion, revealing hidden pathways and temptations within the placid surface of the monolith. With his kingdom dead at his feet, Kyuss entered the immense block of otherworldly stone. In so doing, he became more than human, but his essence remained forever trapped in a horrific demiplane slaved to the monolith. In the centuries that followed the jungle swallowed Kyuss' once-majestic home, leaving only the forlorn Spire of Long Shadows to peek above the lush tropical canopy.

Hundreds of years later, a powerful red dragon named Dragotha roosted upon the Spire's lofty pinnacle, surveying the crumbling ruins of Kyuss' dream. He had learned of the potent necromantic monolith from his consort, Tiamat, the supreme Chromatic Dragon who guarded the Gates of Avernus, first layer of Hell. Tiamat had turned against Dragotha, as she eventually turns on all of her lovers, and the brilliant dragon sought a means by which to protect himself against her treachery forever. To this end, Dragotha pried the basalt monolith from its moorings and carried it far to the north, to his lair in the Rift Canyon. Kyuss, trapped within some planar nether-realm connected to the monolith, whispered words of confidence to Dragotha. "Release me," he claimed, "and you shall live forever." Dragotha conquered the required rituals, and Kyuss returned to the world.

Shortly thereafter, Tiamat caught up with Dragotha and murdered him for some half-remembered transgression. True to his word, Kyuss restored Dragotha to life as a powerful dracolich, fusing a part of his own essence into the bones of his rescuer. Kyuss had followed the letter of their agreement

(if not the spirit), and the process virtually enslaved Dragotha to his will. The great undead dragon stood at the vanguard of an army of spawn of Kyuss, which savaged the native cliffdwelling folk of the Rift Canyon and began the first steps toward a new empire of evil. Scholars everywhere began whispering about an ancient myth regarding an "Age of Worms," though few knew of Kyuss' history in the southern jungles.

Not all of the locals fell under Kyuss' heel. A cadre of druids, inheritors of their own ancient legacy, conceived a brilliant plan to weaken the undead army. They managed somehow to steal Dragotha's phylactery, spiriting it far from the Wormcrawl Fissure and hiding it in an unknown location. Dragotha's sense of self-preservation at last overwhelmed his compulsion to serve Kyuss, and the dracolich quit the field of battle. Bolstered by their victory, the druids pushed Kyuss back to the Wormcrawl Fissure and bound him once more into the monolith—this time, they hoped, forever.

But the cliff dwellers' victory would soon prove pyrrhic. Too few of their numbers survived Kyuss' onslaught to sustain their

culture, and within a few hundred years, they had faded entirely from history. Dragotha never found his phylactery, retreating to a life of seclusion in the bitter north. But the dragon did not remain idle. With his life essence forever bound to that of the trapped Kyuss, Dragotha could not abide his master's imprisonment. Over the course of centuries the dracolich stitched together a vast network of agents poised to release Kyuss once again into the world. As a group of unlikely heroes gathers in the mining town of Diamond Lake, Dragotha's plan is reaching its final stages.

The Age of Worms is at hand.

1. The Whispering Cairn

Levels 1–2 • Erik Mona

This introductory adventure assumes that all of the PCs begin their adventuring careers in the lively mountain village of Diamond Lake, a muddy smudge on the map of the hills east of the fabulous Free City. Most of Diamond Lake's inhabitants are miners and laborers, serious folk who spend most of their lives toiling below ground. When not working, the miners celebrate along the



Diamond Lake's Memorial Square



Vein, a seedy road lined with alehouses and brothels. Overall, the village is a sooty, sullen place prone to unpleasant bursts of violence and passion. But Diamond Lake holds plenty of opportunities for adventure, for the uplands on the lakeside opposite the village are rife with ancient tombs that for centuries have named them the Cairn Hills.

Idle chatter around the village says that a band of richly dressed adventurers now frequents the taproom of the Feral Dog, Diamond Lake's most notorious tavern. The confident heroes of the Free City spoke of hard-won battles on their journey to Diamond Lake, and of their intention to explore the long-abandoned Stirgenest Cairn on the lake's distant southeastern shore. The PCs, being natives of Diamond Lake, know that cairn is oft explored by the community's youth, who always find it completely empty of marvels and perfectly harmless.

Not so another cairn within a day's ride of the village, however. This cairn lies near an iron mine that went dry about 50 years ago, and its owner's charter apparently elapsed when he died a few years later. Situated thusly in a sort of no-man's land, the cairn was all but forgotten, its yawning entrance overgrown with weeds and choked with collapsed debris. Rediscovered by a curious teenager three years ago, the cairn has since been a sort of community secret held by Diamond Lake's youth, who dare each other to disappear into its cyclopean entrance as a test of mettle. Occasionally, when the wind is just right, haunting, almost

magical tones emerge from the depths of the forlorn tomb. Those who know of its location call the place the Whispering Cairn.

If adventurers from the Free City expect to discover hidden passages and riches within the Stirgenest Cairn, it stands to reason that the Whispering Cairn might also hold a genuine opportunity for profit. And in the rough-and-tumble mining village of Diamond Lake, where desperate folk slave in dank tunnels to profit wealthy lords, an opportunity for profit is an opportunity to escape.

Deep within the complex, the PCs come across the ghost of a runaway teen, who fell victim to one of the cairn's traps a decade ago. The undead horror blocks the PCs' progress, promising to abandon the cairn if the characters return his bones to the small family cemetery on a farmstead just outside town.

This encounter triggers a side-quest in which the PCs must take the ghost's bones back to the farmstead, which is now an overgrown ruin inhabited by a nasty owlbear. But the party's plans are upset when they discover that the other graves in the family plot have been emptied. To appease the ghost, the party must track down its relatives, who are being used as guardian skeletons by Filge, an unusual necromancer who has just set up shop in town at the behest of the mine manager Balabar Smenk, a local paragon of corruption. Correspondence discovered at the necromancer's home reveals that the villains are preparing for a coming event known as the "Age of Worms."

The Rival Adventurers

At some point during the PCs' journey to and from the Whispering Cairn they encounter the trio of experienced adventurers from the Free City. These characters are about 5th level when the Age of Worms Adventure Path begins. Ideally, these engaging NPCs will last the whole Adventure Path as foils and eventually friends of the player characters.

Auric: The blond human gladiator Auric wears a unique brown and black leather girdle topped with the representation of a haunted female face—the Champion's Belt of the Free City Arena. Auric fancies himself the leader of the trio, but he's very susceptible to Khellek's poisoned whispers and diabolical insight. Assuming he survives, Auric will later encounter the PCs when they do battle in the Free City Arena.

Tirra: This vivacious brunette elf rogue is in the adventuring life for the money, and is a member in good standing with the Free City's notorious Guild of Thieves. The way the PCs treat Tirra in Diamond Lake will have implications later in the Adventure Path, when the PCs visit the Free City and get a chance to meet members of that guild face-to-face.

Khellek: This balding, dark-haired human wizard wears a high-collared red cape fastened with a skull clasp over a green jerkin and pants. His receding hairline belies his advancing age, as do the white streaks at his temples. Khellek belongs to the Seekers—an untrustworthy organization of corrupt archeologists and adventurers who seek knowledge regardless of the cost. He recently heard a rumor of a new chamber discovered in an allegedly "empty" tomb elsewhere in the Cairn Hills, and has maneuvered the trio to Diamond Lake to seek out similar riches. Conventional wisdom suggests that all of the cairns were completely plundered decades ago, but Khellek has never considered himself conventional.

2. The Three Faces of Evil

Levels 3–4 • Mike Mearls

The PCs return to Diamond Lake laden with treasure and questions from the Whispering Cairn. Inquiries about the glyphs and sigils upon the diadem invariably lead to the single authority on matters arcane in the village, a wizard named Allustan (who might be a PC wizard's mentor). Allustan must consult his library to

decipher the coded runes, a process that will take several days.

Following-up on the story of the vile necromancer Filge leads to the Dourstone Mine, where a secret underground chamber now hosts a covert cell of the Ebon Triad, a wicked cult dedicated to merging Hextor, Vecna, and Erythnul into a supremely powerful overgod who will rule over an era of great strife—the so-called Age of Worms. (The Ebon Triad were introduced in the Shackled City Adventure Path).

The arcane lore of the Ebon Triad speaks of a malign entity named Kyuss who emerged in the desolate Rift Canyon centuries ago. An undead colossus, Kyuss towered over the armies of local warlords, his rotting body festering with undulating green worms. The monstrosity created a horde of undead in his own image—the spawn of Kyuss—and set them upon the populace. Sages and holy men for thousands of miles spoke in hushed tones of prophecies fulfilled and the imminent dawn of the Age of Worms. Many began to lose hope. Alas, ancient heroes eventually brought Kyuss low within his cliffside lair in the Wormcrawl Fissure, and the myth of Kyuss faded from all but the most esoteric histories. But the tale forms a major part of the dogma of the Ebon Triad, who seek the advent of the Age of Worms as a precursor to the blasphemous birth of their debased overgod.

Recently, agents of the Ebon Triad discovered signs of unusual undead lurking in the Diamond Lake region, perhaps associated with the local burial cairns in the nearby hills. Rumors spoke of humanoid creatures infested with wriggling green worms—a description that perfectly matches that of the spawn of Kyuss. To investigate these rumors, the Ebon Triad established a cell in an abandoned upper level of a still-active mine near the village of Diamond Lake.

The PCs must first devise a means by which to pass the mine guards, and then must negotiate a crude elevator to penetrate the cultists' lair. The cult consists of all manner of evil beings, many of whom have a role in the local society.

In a sealed and locked box in one of the cult leader's quarters can be found a note ordering the leader to exterminate one Balar Smenk, a local mining magnate/criminal boss whose agents recently stole something called a "Kyuss worm." The note suggests



that Smenk had formerly been an ally of the cult, but that he could no longer be trusted. The PCs might then take the fight to Smenk, who (while an evil criminal) is merely a bastard, not a homicidal cultist bent on ushering in an age of darkness.

3. Encounter at Blackwall Keep

Levels 5–6 • Sean K Reynolds

Allustan the wizard hires the PCs as his protection and to keep him company during the journey to visit a fellow wizard stationed at Blackwall Keep, a fortress on the border of the treacherous Mistmarsh a few days into the southern hills. The desolate keep is no place for a wizard, claims Allustan, and it is no place to travel alone.

By the time the PCs have fought through the dangerous overland trek to the keep, they discover that their destination is the scene of an ongoing assault by a large band of lizardfolk. The PCs must battle to rescue the keep's few remaining survivors and repel the lizardfolk. But even so, a handful of soldiers have been captured alive by the lizardfolk, presumably carried off to their lair deep in the swamp.

Allustan wastes no time, urging the PCs to attempt to rescue the abducted soldiers while he uses an emergency scroll of *teleport* to report what has happened to the commander of the Diamond Lake garrison.

After a harrowing night in which they are forced to deal with the marsh's nocturnal threats, the PCs finally reach the lizardfolk

enclave. They can attempt to sneak in and rescue the prisoners from Blackwall Keep, or they can stride in like crazed butchers. The lizardfolk defend their home furiously, having been driven to rage by a local black dragon named Ilthane. The wyrm whispered poison in the ears of the tribe, blaming warlocks from the decadent Free City for the blight of awful green worms that putrefied dozens of the lizardfolk's eggs two years ago.

In fact, the brilliant, charismatic Ilthane was responsible, having been ordered to start the incubation of a new horde of spawn by Dragotha, a being so powerful that most dragons believe he is a myth. Although Ilthane is not encountered in this adventure, her presence is everywhere. Interrogated lizardfolk claim that she offered to protect the newest clutch of eggs, the largest in more than a decade. With this new generation, the lizardfolk hope to amass an army that can seriously threaten the expansionist Free City, thus protecting the lizardfolk's marshy homeland. After the tragedy of two years ago, they are taking no chances, and have gratefully accepted the dragon's offer of aid.

Much of this adventure involves the raid on the lizardfolk enclave, whether by stealth, guile, or assault. Most of the lizardfolk and their associated servitor creatures and allies have learned to hate civilized folk, viewing them as meddlesome outsiders who reek of corruption and greed. Some tribe members are reasonable, however, and the adventure includes a relatively peaceful solution that

nonetheless shatters the lizardfolk's alliance with the black dragon.

When the PCs finally return to Blackwall Keep, they find the surviving soldiers absolutely terrified, for something in the keep's complex basement has been snatching them one by one. The others hear brief screaming, then nothing. Eventually, the survivors confess that two years ago, the keep's sorcerer left on an unsanctioned diplomatic visit to the nearest lizardfolk enclave, about a day's journey into the swamp. When he came back, he was somehow "changed," and he eventually transformed into a ravenous undead creature infested with green worms. The soldiers couldn't bring themselves to kill their former colleague, so they locked him in a basement vault. During the assault, a lizardfolk attacker must have snuck into the basement and broken open the door's immense padlock, assuming the chamber beyond to be laden with treasure. The worm-infested undead wizard has slain three keep guards, who now lurk in the basement as risen spawn of Kyuss.

Upon securing Blackwall Keep from harm, the PCs return to Diamond Lake. There, Allustan encourages them to make haste to a contact in the nearby Free City, a scholar named Eligos who might help them learn more about the green worms and what sort of threat they might present to the region.

4. The Hall of Harsh Reflections

Levels 7–8 • Jason Bulmahn

The PCs journey to the Free City to enlist the aid of Allustan's sage friend Eligos. The scholar lives in an impressive estate bedecked in paraphernalia from famous battles of the past, such as an immense battle-damaged war standard hanging like an opera curtain over marble stairs lined with various suits of ancient armor. Although eccentric, Eligos is a gregarious, gracious host. He listens attentively to what the PCs know about Kyuss before requesting more time to put the pieces together in studious research in his library/laboratory. In the meantime, he recommends an inn for the PCs—the research will take at least a week.

Meanwhile, the PCs come to the attention of Loris Raknian, the director of the Free City Arena. An ally of the Ebon Triad cell in

Diamond Lake, Loris only recently learned of the cell's destruction.

Fortunately for the PCs, the powerful Raknian is too preoccupied with the upcoming Champion's Games, a popular and bloody tournament of arms held in the Free City Arena, to personally see to the PCs' destruction. Instead, he contacts a former business associate, a renegade mind flayer sorcerer living in the Free City's undercity with a cadre of unusual underlings. The illithid dispatches a band of doppelgangers, who at first spy upon the PCs to gain more information about them and who later attempt to assassinate them. The PCs trace the attack back to Sodden Hold, an underground estate populated by more doppelgangers led by an enigmatic elder doppelganger. As the PCs battle their way through the lair, the doppelgangers assume their forms, making the place a kind of demented hall of mirrors.

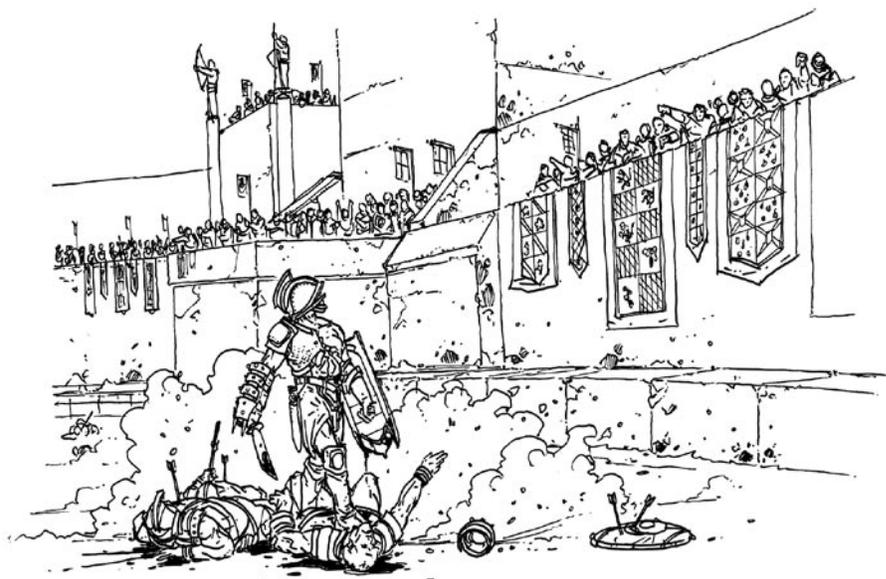
The mind flayer is behind the doppelganger gang, having dominated each and every one of them more than three years ago. Although the creatures believe themselves to be autonomous, they are in fact thralls of the illithid, who uses the doppelgangers as an information-gathering network in the city above. Many simply wander the streets in one form or another, but several have positions of prominence among the city government, major temples, and constabulary. Thanks to his domination effect, the mind flayer has eyes all over the city.

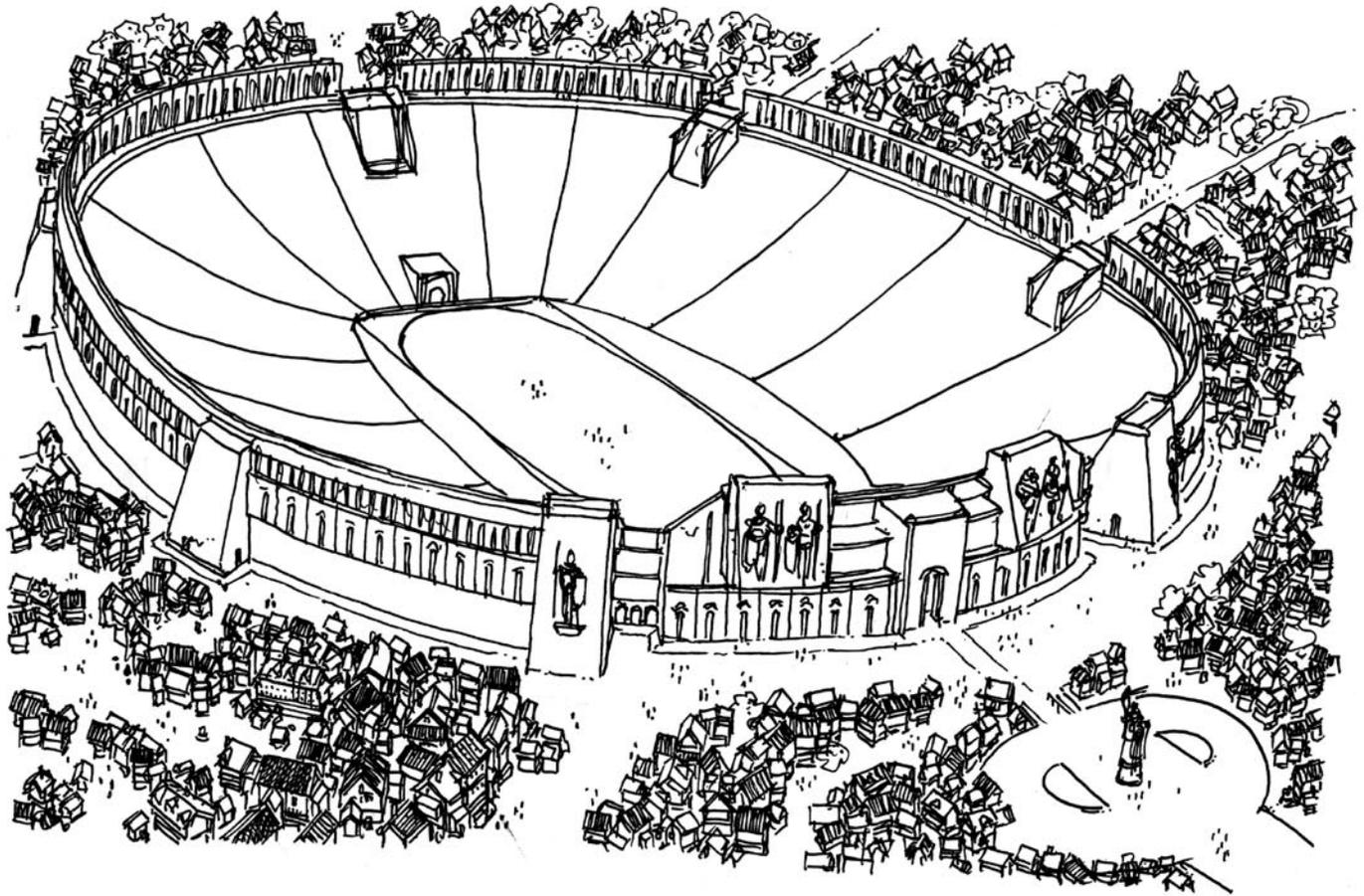
He does not react well to the destruction of his minions, and soon appears with a retinue of drow guardians to settle the score with the PCs. He flees (and most likely gets away) at the first sign of serious trouble, however, leaving the PCs to figure out a way to track him to his lair. Exploration of that locale and discovery of the mysterious archeological relics displayed therein takes up about a third of the adventure. After a final showdown with the mind flayer, the PCs discover a ledger logging sales of disturbing artifacts to collectors around the city. Two entries seem of particular note—a recent entry logging the payment for the PCs' assassination by the doppelgangers and an earlier transaction with the same customer concerning something called the Apostolic Scrolls. The name of that customer is Loris Raknian, director of the Free City Arena.

5. The Champion's Belt

Levels 9–10 • Tito Leati

Research reveals that the Apostolic Scrolls contain a wicked incantation designed to boost the necromantic powers of a brilliant undead behemoth known as an ulgurstasa, also called an Apostle of Kyuss. Created by Kyuss himself, the ulgurstasas were wicked ancient beings capable of ingesting living creatures and regurgitating their remains as animate skeleton servitors. With the incantation on the scroll, an ulgurstasa could animate a horde of skeletons that retained a measure of intelligence and skill at arms. Crucially, the





PCs also learn that the ritual requires the “blood of a champion.”

If they need encouragement to continue their investigation, the PCs soon encounter an ally of Eligos, a beautiful woman named Celeste (a shadowy figure who appeared in the Shackled City Adventure Path). Celeste reveals that she and Eligos are both agents of a renowned archmage named Manzorian, and that Allustan knew to send the PCs to Eligos because the wizard from Diamond Lake had formerly been Manzorian’s apprentice. Allustan and Manzorian had parted ways on bad terms a decade ago, but Allustan’s suggestion to visit Eligos had been a tacit invitation for Manzorian and his associates to assist with the investigation. Manzorian is indisposed at a distant lair, and Celeste must soon leave the Free City for business elsewhere. She urges the PCs to investigate Loris Raknian and the Free City Arena.

One way or another, the PCs soon discover that the only way into the Arena is to enroll as one of dozens of teams of gladiators for the upcoming Champion’s Games. At the commencement of the games, Loris Raknian himself (well protected by powerful guards)

declares all participants in the games to be “champions of the Free City” for the duration of the festival. During the multiple-day competition, the PCs may not leave the vast Arena understructure, where they have encounters with all sorts of eccentric gladiator teams and individual competitors.

All the while, they might sneak off to a heavily guarded central structure, directly below the field of play, inhabited by Loris Raknian and his ulgurstasa ally. This area contains a multitude of intriguing chambers, but the central gallery is inhabited by the ulgurstasa, who has been gorging itself on the fallen “champions” in an attempt to create an army of skilled skeletons that it will release upon the thousands of spectators at the culmination of the Champion’s Games. The central sub-field level crawls with skeletons, and more arrive several times an hour.

The gruesome climax of the adventure, when the ulgurstasa emerges onto the field of battle to consume the tournament’s ultimate champion, might occur as a PC fights the Arena’s current champion, the gladiator Auric (from “The Whispering Cairn”). If the ulgurstasa fails to devour the current champion, it settles for a

former champion, and gobbles up Loris Raknian with relish. All the while, the controlled skeletons fall in force upon the crowd, with the massive sacrifice meant to once again draw the attention of Kyuss to the world and entice him to return to the flesh. If the PCs do everything right, this does not occur.

The adventure is thus largely comprised of the PCs participating in a multi-challenge gladiatorial tournament while simultaneously exploring the Arena’s monster-stocked understructure.

During the Champion’s Games, the PCs receive a message from Eligos, who has more information to reveal about Kyuss, cryptically mentioning a distant independent territory called Redhand that might somehow be related. Eligos also mentions that Allustan has sent him an excited message asking for their return to Diamond Lake. When the PCs visit Eligos, they find that he has been murdered, his library destroyed. While investigating his estate, the PCs must defeat his supernatural killer, a creature with ties to the mysterious Dragotha, who bumped him off for asking too many questions about Kyuss.

Celeste is nowhere to be found. The PCs must return to Diamond Lake.

6. A Gathering of Winds

Levels 11–12 • Wolfgang Baur

The PCs return to Diamond Lake to consult with Allustan. But he is missing, having journeyed to the Whispering Cairn that started all this business in the first place. He's finally managed to dig through a collapsed passage, revealing a free-standing oval of shiny black metal. Before the PCs can leave the village to look for him, though, a darkness appears on the horizon—Ilthane, the black dragon whose plan the PCs thwarted in “Encounter at Blackwall Keep.” The dragon seeks revenge against the town and the PCs must battle her in the Vein's central square. During the battle, the dragon mentions the name of her patron—Dragotha.

Thereafter, the PCs venture to the Whispering Cairn, and through the black oval to a completely unexplored cairn—unexplored until Allustan entered it the day before and eventually became lost in one of its numerous traps, that is. Designed in ancient days by the legendary Wind Dukes of Aaqa to entomb one of their most renowned warriors, the tomb's central chamber protects a single fragment of the fabled *Rod of Seven Parts*, an extremely potent magical artifact when fully assembled.

The long-dead Wind Dukes lavished the tomb with complex traps. Every chamber holds a potential deathtrap or encounter with an unusual bound beast, all designed to protect a single item. The cairn will be the most elaborate dungeon complex to this point in the Adventure Path.

Once Allustan has been rescued, he views all of the occurrences to date as ill omens. Even the surfacing of a fragment of the *Rod of Seven Parts* signals the coming of momentous events. The wizard of Diamond Lake has expended his resources. There is only one other who can help now—Manzorian!

7. The Spire of Long Shadows

Levels 13–14 • Jesse Decker

At Allustan's urging, the party ventures across the northern uplands to the Fortress of Unknown Depths to seek council from the archmage Manzorian. At a small village called Magepoint near Manzorian's manse, the PCs once again encounter Celeste. The

enigmatic woman apologizes for her absence in the Free City following Eligos's murder, explaining that urgent business on behalf of Manzorian kept her away on that fateful day. She recently returned with the sage's body to Magepoint, where a powerful cleric ally of Manzorian's named Riggy restored him to life. Eligos himself awaits the PCs at the All-Seeing Eye, Magepoint's finest inn. Manzorian, Celeste explains, is on an expedition to Arcadia, and is not expected back for at least two days. She urges the party to rest and enjoy the simple pleasures of Magepoint. These pleasures might include encounters with local folk allied to Manzorian, a revelation of Eligos's research on Kyuss and the story of his murder at the hands of the Ebon Triad (perhaps connecting Dragotha to the Ebon Triad for the first time), picking up a cohort, buying new magical equipment, and an assassination attempt by a doppelganger ally of the elder doppelganger killed in “The Hall of Harsh Reflections.” These events take up about a fifth of the adventure.

Eventually, the PCs receive a summons to the Fortress of Unknown Depths. The master is in residence. Manzorian asks the PCs to relate what they know about Kyuss and the Ebon Triad. The archmage expresses grave doubts that Hextor, Erythnul, and Vecna could ever coexist as a single being, but nonetheless suggests that the Ebon Triad poses a great threat to the land, and that their efforts are best halted—permanently.

Manzorian does not know much about Kyuss, but used to know an expert on the subject, a fellow wizard and former companion named Balakarde. Manzorian inherited Balakarde's papers 10 years ago, when Balakarde vanished while exploring the distant Rift Canyon. Before departing on that journey, Balakarde first visited the steaming jungles of the south, where his journals suggest that a human named Kyuss lived nearly two thousand years ago in a grim edifice known as the Spire of Long Shadows. Balakarde believed that exploration of the spire and the ruined city surrounding it could reveal a great deal about Kyuss' origins, but the dozen pages describing the archmage's actual voyage had been torn from the journal before Manzorian inherited it, so what Balakarde discovered at the Spire of Long Shadows remains unknown.

With a grim tone, Manzorian invokes a recent tragedy in the neighborhood of the

Spire of Long Shadows—the near destruction of a town called Cauldron, built in the caldera of a long-dormant volcano that recently sputtered to life (as revealed in the Shackled City Adventure Path). This event fits several prophecies concerning the onset of the Age of Worms, as does one other recent occurrence—the discovery of a segment of the fabled *Rod of Seven Parts*. Manzorian warns the PCs that they carry a potent artifact, even if their segment is but one of seven. He offers to take the segment in exchange for a powerful personalized magic item for each member of the party. Finally, the archmage offers to teleport the party to the Spire of Long Shadows and provides them with a method to return. In the meantime, he has other affairs to attend to on the Outer Planes.

Exploration of the haunted ruins of the Spire of Long Shadows and environs takes up the vast majority of this adventure. An unusual spiritual presence haunts the ruined streets and crumbling walls of the city surrounding the Spire of Long Shadows. As the PCs explore the jungle ruins, the presence approaches them, and wherever it goes, phantom images of a distant age follow in its wake. From these illusory apparitions, the players learn a great deal about Kyuss as a mortal, when he ruled the surrounding lands from the Spire. They learn of his brutality, and of his obsession with the Age of Worms, a time prophesized on aeons-old plates etched by ancient spell weavers native to the area. The plates spoke of a powerful undead entity arising to herald this new age, and the arrogant leader decided to become that entity by sacrificing each and every one of his subjects, binding their souls to a basalt monolith deep within the Spire. As the PCs explore they experience visions of the city's decline, until finally the entire region was consumed in a cataclysm that toppled towers and rent great chasms in the earth.

But all is not a game of show and tell in the Spire of Long Shadows, for the region also holds numerous natural predators and even some beasts left over from Kyuss' time, including a gargantuan green Kyuss worm with a taste for flesh. Before leaving, the PCs discover that Kyuss entered the empowered monolith and transcended humanity, but that his power was forever bound to the monolith, and that his physical form was forever bound to a nether-realm tied to the monolith.

The PCs eventually discover the immense monolith chamber, but the monolith itself is nowhere to be found, having been stolen from the site several centuries ago by parties unknown (at least for now). Skillful negotiation with the spiritual entity might reveal that the monolith was torn from its moorings and taken north by a powerful red dragon, and that that dragon's name was Dragotha.

8. The Prince of Redhand

Levels 15–16 • Richard Pett

The PCs briefly return to the Fortress of Unknown Depths to report their findings to Manzorian and Celeste. After the reunion, the archmage reveals that Balakarde traveled from the Spire of Long Shadows to an independent kingdom called Redhand, to seek the council of a sorceress named Lashonna, chief magical counselor to the tyrannical Prince Zeech, liege of Redhand. In the months leading up to his disappearance, Balakarde was completely obsessed with Kyuss. If he visited Lashonna, it had to be because he thought she could help him get to the bottom of the mystery. It's probable that Lashonna remembers meeting Balakarde a decade ago, and might know more about his whereabouts.

Fortunately, Manzorian explains, the canny Prince Zeech is set to celebrate the twentieth year of his rule at a grand festival in a week's time. Lashonna is sure to attend. Manzorian has arranged to have the PCs placed on the invitation list for the private celebration within Prince Zeech's fortress in Redhand's capital, the town of Alhaster. The archmage recommends that the party teleport to Alhaster immediately, to scout out the city prior to the ball.

Despite Prince Zeech's anniversary, Alhaster is far from festive. Everything there reflects the dour tastes of its lord, a Hextorian fallen paladin who believes himself a just ruler but whose draconian policies and brutally efficient police force keep the citizens in line. It is nonetheless an intriguing place, a crossroads of the civilized world and wild country where adventurers rub shoulders with bandit kings, haughty hobgoblins, and crooked merchants. The PCs have several days to explore the city and get to know its denizens and dangers. Alhaster presents plenty of opportunities for the PCs to blow their covers and fall prey to temptation. Exploring Alhaster and following up clues

from Balakarde's visit takes up about half of the adventure, and involves some exploration of several mini-dungeons as well as some good old fashioned detective work. Lashonna is nowhere to be found, but all of the citizens expect her to attend Prince Zeech's gala celebration.

The celebration affords the PCs several opportunities to hobnob with the elite of Redhand, not all of whom are completely evil. Several prominent citizens express distaste for Prince Zeech and his close advisors; these potential allies will come into play later in the series.

Finally, the PCs encounter Lashonna, who arrives at the party after dark. The PCs may discover that the white-haired, charismatic woman is in fact a silver dragon vampire, but evil is all around them, so this is not necessarily cause for alarm. Lashonna remembers Balakarde as an affable fellow with a burning curiosity that almost certainly got him killed. She offers to meet with the PCs again in a few nights, when she promises to reveal more. To entice the party, Lashonna offers to give them a dozen pages of Balakarde's journal, which he gave to her all those years ago.

9. The Library of Last Resort

Level 17 • Author TBD

At the follow-up meeting, Lashonna hands over Balakarde's journal pages, which reveal a great deal about Kyuss and his rise in the Rift Canyon some 1500 years ago. Balakarde's notes connect many of the information fragments the PCs may not have pieced together for themselves. The journal also reveals the history of the dracolich Dragotha, once a consort to Tiamat, the Chromatic Dragon. Dragotha, Lashonna suggests, is trying to bring Kyuss back from his planar prison, perhaps to gain revenge upon him for tricking him into servitude centuries ago. In any event, if Kyuss returns it will almost certainly herald the Age of Worms, which will bring doom across the continent. In order to prevent Kyuss from returning, Lashonna suggests, the PCs must first deal with the supremely powerful Dragotha. And in order to defeat Dragotha once and for all, they must first destroy the dracolich's phylactery. She doesn't know where it is, but does know where the lost lore of the ancient druids might be found—on a long-abandoned island sanctuary of the last druids known as the Library of Last Resort.

The bulk of this adventure involves exploration of this eldritch island and its mysterious archive of knowledge regarding the ancient cliff dwellers of the distant Rift Canyon. Still-active wards cast with fresh memories of Kyuss' conquest protect the island from the presence of undead, including Dragotha. And including Lashonna, who has reasons of her own to want Dragotha out of the picture. Tired of serving as Dragotha's lackey, she secretly plans to betray her patron and swear fealty to almighty Kyuss in a gambit she hopes will increase her standing in the world.

In order to learn the secret of the phylactery's location, the PCs must negotiate deadly traps left by the ancient druids. They also must deal with a canny and competent cleric of Vecna and his debased followers, who have established a beachhead on the island to drain the place of arcane secrets, and who do not tolerate the presence of strangers on the island. Finally, the PCs learn the location of a great cliff dweller fortress where the phylactery is kept. The Library even provides them with a mental image of the approach to the fortress, allowing for easy teleportation to the next adventure.

10. Kings of the Rift

Level 18 • Greg A. Vaughan

The PCs teleport to a desolate ridge on the edge of Rift Canyon, near the ancient fortress where the cliff dwellers hid Dragotha's phylactery so many years ago. The fortress itself is carved into the cyclopean walls of the canyon, with numerous stone bridges connecting the fortress proper to a series of pinnacles within a bowshot of the cliff face.

Sneaking into the base and making off with Dragotha's phylactery would be easy save for two facts. First, the place is now home to a powerful army of giant and savage humanoid bandits who don't exactly appreciate visitors. Second, the entire structure is currently under attack by a handful of chromatic dragons, who fly between the cliffs and pinnacles, picking off bandit kings and PCs at every opportunity. These dragons serve Dragotha, and somehow became aware of the phylactery's location when the PCs uncovered it at the Library of Last Resort. Since the entire fortress was shielded from teleportation and similar magic by the ancient druids who built it, the PCs must get in the old fashioned way.

The action in “Kings of the Rift” involves the PCs sneaking (or bashing) their way into the vertically-oriented cliff fortress, fighting through the savage Erythnul-worshipping bandits who infest the place to reach the bridges, and then crossing the bridges while avoiding all out destruction at the talons of more dragons than the party ought to be able to handle at this level. Once the PCs have identified and penetrated the pinnacle containing Dragotha’s phylactery, they must deal with the deadly traps and guardians left in ancient times to ensure that the phylactery never left the fortress. Finally they reach a chamber containing the phylactery. Frescoes upon the walls suggest how the ancient druids bound Kyuss into the monolith 1,500 years ago, giving players a hint at how they might later do something similar.

The phylactery in hand (or destroyed), the PCs can finally teleport to the Wormcrawl Fissure for the final showdown with Dragotha and the pawns of Kyuss.

11. Into the Wormcrawl Fissure

Level 19 • James Jacobs

The PCs venture into the Wormcrawl Fissure, in a distant corner of Rift Canyon. Before they can enter the Fissure, they must sneak or battle their way past a host of Kyuss-related guardian creatures, including a ravenous colossal green worm of Kyuss. Within the Fissure dwell the wretched Apostles of Kyuss, a cadre of super-intelligent ulgurstasas who attempt to destroy the PCs in retribution for the slaying of their brother in “The Champion’s Belt.” When this proves hopeless, they instead attempt to steer the PCs into the depths of the Fissure with tales of the dracolich Dragotha and a monolith that keeps Kyuss locked away in a nether-realm even as it gives him the power of a living god.

Dragotha and the monolith lie beyond the brazen gates of the Writhing Tabernacle, an appalling edifice constructed in Dragotha’s cavernous former lair. Passing through the gates requires the touch of a powerful undead, and no one more ably suits the role than the ghost of the archmage Balakarde, who roams the Wormcrawl Fissure in three insane personality fragments that must be pacified and unified before he can be of any help. Balakarde passes along what information he can on Kyuss, filling the PCs in on

virtually all of the secrets they may have missed so far, but he cannot remain on the Material Plane for long after his redemption, and he vanishes shortly after helping the PCs enter the Tabernacle.

The Writhing Tabernacle is the demesne of the avolakias, brilliant aberrations obsessed with the creation of undead. They are the true masters of the Ebon Triad, weaving complex plots to enhance the legacy of Kyuss and to and hasten his return. Lashonna, Redhand’s vampire silver dragon sorceress, is their high priestess. Dragotha stands atop all, the only villain who sometimes hears the voice of Kyuss himself, whispered between the folds in the world.

By the time PCs must defeat a host of classed avolakia to gain entrance to the main hall of the Writhing Tabernacle, the deed has already been done. The monolith pulses with power, and soon Kyuss will emerge from his centuries-long exile. But it won’t happen here. The monolith is nowhere to be seen, having already been activated and delivered via a special gate to Lashonna’s fortress below Alhaster, capital of Redhand. A confident Dragotha stays behind to deal with the PCs. Depending upon the status of the dracolich’s phylactery and the PCs’ words about Lashonna’s betrayal, the final confrontation with Dragotha might end in an alliance. If not, he’s happy to provide a fight, during which he uses the crumbling pillars of the grand hall to great advantage.

With Dragotha slain or as an ally, the PCs must now pass through the gate to Lashonna’s realm under Redhand.

12. Dawn of a New Age

Level 20 • Author TBD

The PCs emerge from Lashonna’s gate to find themselves at the heart of her fortress, which is filled with more avolakias and other nasty critters. Villains who survived earlier adventures and who hold grudges against the PCs might also be in attendance, serving Lashonna in an effort to get back at their mutual enemy. But even after clearing out the vampire’s lair, the PCs discover no sign of the monolith or of Lashonna.

When they finally emerge above ground, they discover that the city of Alhaster has undergone a transformation since Kyuss’ arrival. Certain alleys and buildings have fallen under some pall. Where the shadow has fallen, undead abominations arise to

slay the living. Skeletons and spawn of Kyuss roam the streets. And above all towers a construction at once brand new and unspeakably old—the Spire of Long Shadows.

Or, rather, *a* Spire of Long Shadows. On the way to the Spire, the PCs have a handful of street encounters, possibly with characters first encountered in the “The Prince of Redhand.” Some of these encounters are tragic. Others give the PCs an opportunity to save lives and make a real difference.

Finally, the PCs enter the Spire of Long Shadows and do battle with Lashonna, who awaits them near the monolith, from which Kyuss has already emerged. She refuses to apologize for using the PCs to eliminate Dragotha, but thoughtfully offers them a place at her side as a retainer for the great Kyuss, who will usher in a new time of horror beloved to all who prefer darkness over light.

In a chamber near the pinnacle’s peak, the PCs finally battle Kyuss himself on a huge terrace. The immense undead entity might toss characters from the Spire, or might summon a horde of spawn of Kyuss to scale the walls and overwhelm the PCs. Defeating Kyuss won’t be easy, but it will be required to prevent the coming of the infamous Age of Worms. Striking the decisive blow might take the use of an artifact (such as the *Rod of Seven Parts*). It might involve secrets learned from the ancient druid frescoes from “Kings of the Rift,” or it might involve lore known only to Balakarde. Maybe it involves all three.

Once Kyuss is again bound into the monolith, reality returns to Alhaster, leaving much of the city in ruins. Redhand’s ruler, Prince Zeech, sees that his own advisor Lashonna betrayed him and led his people to ruin. Privately, he remembers the part of him that was once a paladin, and decides that the kingdom would be better in the hands of its saviors. Prince Zeech challenges the most able member of the party to a public duel for leadership of Redhand, to be undertaken in Alhaster’s public forum. Before a crowd of thousands, Zeech throws the match, willfully taking a fatal blow from his PC opponent. Before collapsing, he recants his evil ways and urges the PC to take better care of his people than he was ever able to do.

The PCs end the Age of Worms Adventure Path as leaders of the independent nation of Redhand. Where they go from there is entirely up to them.

DIAMOND LAKE DENIZENS

To make Diamond Lake truly come alive for your players, you'll need more than just maps and a clever town write-up. You'll need stat blocks, and lots of them. The following is an alphabetical listing of 50 important denizens of Diamond Lake, from lowly card dealers to scheming politicians.

ALLUSTAN CR 8 (THE PATIENT PATRON)

Male human wizard 8

N Medium humanoid

Init +6

Senses Spot +6, Listen +6

Languages Common, Elven, Dwarven

AC 17, touch 13, flat-footed 15; **Dodge**

hp 29 (8 HD)

Fort +5, **Ref** +6, **Will** +10

Spd 30 ft.

Melee mwk dagger +4 (1d4–1/19–20)

Ranged dagger +7 (1d4–1/19–20)

Base Atk +4; **Grp** +3

Combat Gear *potion of cure moderate wounds*, scroll of *dimension door*, scroll of *dispel magic*, scroll of *teleport*, *wand of dispel magic* (CL 5th, 7 charges), *wand of magic missiles* (CL 5th, 20 charges)

Spells Prepared (CL 8th):

4th—*dimension door*, *empowered scorching ray*

(2 rays, +6 ranged touch), *stoneskin*

3rd—*deep slumber* (DC 18), *dispel magic*, *fireball* (DC 18), *fly*

2nd—*resist energy*, *scorching ray* (2 rays, +6 ranged touch), *see invisibility*, *web* (DC 17)

1st—*charm person* (DC 16), *identify*, *magic missile*, *magic weapon*, *shield*

0—*detect magic*, *mage hand*, *mending*, *read magic*

Abilities Str 8, Dex 14, Con 12, Int 20, Wis 14, Cha 10

SQ summon familiar (none)

Feats Brew Potion, Combat Casting, Dodge, Empower Spell, Improved Initiative, Scribe Scroll

Skills Concentration +12 (+16 when casting defensively), Knowledge (arcana) +16, Knowledge (history) +13, Knowledge (local) +11, Knowledge (planes) +13, Listen +6, Spellcraft +18, Spot +6

Possessions combat gear plus masterwork dagger, *amulet of natural armor* +1, *bracers of armor* +3, *ring of protection* +1, *headband of intellect* +2, *cloak of resistance* +2, *pearl of power* (1st), 500 gp worth of diamond dust,

14 pearls worth 100 gp each, silver mirror worth 1000 gp (focus for scrying), 225 gp **Spellbook** as above plus: 0—all, 1st—*alarm*, *comprehend languages*, *color spray*, *feather fall*, *mage armor*, *silent image*, *shocking grasp*, *Tensor's floating disc*, *true strike*; 2nd—*fog cloud*, *glitterdust*, *false life*, *gust of wind*, *invisibility*, *knock*, *mirror image*, *spider climb*; 3rd—*displacement*, *explosive runes*, *gentle repose*, *haste*, *stinking cloud*, *water breathing*; 4th—*remove curse*, *stone shape*, *scrying*, *summon monster IV*, *wall of fire*

Hook "My word, what an excellent question!"

AMARRIS CR 6 (HIGH PRIESTESS OF WEE JAS)

Female human cleric 6 (Wee Jas)

LN Medium humanoid

Init –1

Senses Spot +3, Listen +3

Languages Common

AC 19, touch 9, flat-footed 19

hp 42 (6 HD)

Fort +7, **Ref** +1, **Will** +10

Spd 20 ft.

Melee mwk sickle +6 (1d6+1)

Ranged mwk light crossbow +4 (1d8/19–20)

Base Atk +4; **Grp** +5

Special Atk death touch 1/day (6d6), command undead 8/day (+1, 2d6+8, 7th), spontaneous casting (*inflict spells*)

Combat Gear *robe of bones* (full), scroll of *cure moderate wounds* (4)

Spells Prepared (CL 6th +5 melee touch):

3rd—*animate dead*^P, *bestow curse* (DC 16), *dispel magic*, *prayer*

2nd—*hold person* (DC 15), *identify*^P, *silence*, *sound burst* (DC 15), *spiritual weapon* (+7 melee attack, 1d8+2/19–20)

1st—*cause feat*^P (DC 14), *cure light wounds* (2), *divine favor*, *magic weapon*

0—*cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *resistance*

D: Domain spell. Domains: Death, Magic

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12

SQ use spell completion and trigger items as 3rd level wizard

Feats Combat Casting, Extra Turning, Improved Turning, Iron Will

Skills Concentration +8, Knowledge (religion) +6, Spellcraft +6

Possessions combat gear plus masterwork sickle, masterwork light crossbow with 20 bolts, +1 *splint mail*, +1 *heavy steel shield*, 80 gp

Hook "Listen to the virtues of the Green Lady."

ARIELLO KLINT CR 3 (SCENE-STEALING MAGICIAN)

Male Halfling sorcerer 3

CN Small humanoid

Init +3

Senses Spot +1, Listen +3

Languages Common, Halfling, Orc

AC 15, touch 14, flat-footed 12

hp 12 (3 HD)

Fort +3, **Ref** +5, **Will** +3; +2 morale bonus on saves against fear

Spd 20 ft.

Melee dagger +1 (1d3–1/19–20)

Ranged mwk sling +7 (1d3–1)

Base Atk +1; **Grp** –4

Combat Gear *potion of invisibility*

Spells Prepared (CL 3rd, +5 ranged touch):

1st (6/day)—*animate rope* (DC 13), *hypnotism* (DC 13), *silent image* (DC 14)

0 (6/day)—*detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *read magic*

Abilities Str 8, Dex 16, Con 13, Int 12, Wis 8, Cha 15

SQ summon familiar (snake)

Feats Eschew Materials, Spell Focus (illusion)

Skills Bluff +7, Concentration +6, Sleight of Hand +5, Spellcraft +5

Possessions combat gear plus small dagger, masterwork small sling with 20 bullets, *bracers of armor* +1, *hand of the mage*, 15-ft. hemp rope (2), 22 gp

Hook "Let me show you a trick."

AURIC CR 5 (CHAMPION OF THE FREE CITY ARENA)

Male human fighter 5

N Medium humanoid

Init +5

Senses Spot –1, Listen –1

Languages Common

AC 16, touch 11, flat-footed 15, **Dodge**

hp 42 (5 HD)

Fort +7, **Ref** +3, **Will** +1

Spd 30 ft.

Melee mwk greatsword +10 (2d6+4)

Base Atk +5; **Grp** +8

Atk Options Power Attack, Spring Attack

Combat Gear *potion of cure moderate wounds* (2), *potion of rage*

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 12

Feats Dodge, Improved Initiative, Mobility, Power Attack^R, Spring Attack^R, Weapon Focus (greatsword)

Skills Climb +11, Intimidate +9, Jump +11

Possessions combat gear plus masterwork greatsword, masterwork light crossbow with 20 bolts, +2 *studded leather*, *cloak of resistance* +1, champion's belt, 55 gp

Hook "You call that thing a sword?"

BALABAR SMENK CR 7
(PARAGON OF CORRUPTION)

Male human rogue 7

CN Medium humanoid

Init +3

Senses Spot +9, Listen +9

Languages Common, Dwarven, Orc

AC 17, touch 14, flat-footed 14; **Dodge**, Mobility, uncanny dodge

hp 34 (7 HD)

Fort +4, **Ref** +9, **Will** +2; evasion

Spd 30 ft.

Melee mwk rapier +9 (1d6+1/18–20)

Ranged dagger +8 (1d4+1/19–20)

Base Atk +5; **Grp** +5

Atk Options sneak attack (4d6), Spring Attack

Combat Gear *brooch of shielding* (82 charges), *potion of invisibility*, *potion of fly*

Abilities Str 12, Dex 16, Con 13, Int 14, Wis 8, Cha 10

SQ trapfinding, trap sense +2

Feats Dodge, Mobility, Sprint Attack, Weapon Finesse

Skills Bluff +10, Diplomacy +14, Forgery +12, Gather Information +10, Hide +13, Intimidate +12, Listen +9, Move Silent +13, Sense Motive +9, Spot +9, Tumble +13

Possessions combat gear plus dagger (4), masterwork rapier, +1 *studded leather armor*, *cloak of resistance* +1, *ring of protection* +1, 110 gp

Hook "Don't you know who I am?"

BOGODOR CR 2
(BEASTMASTER OF THE EMPORIUM)

Male human ranger 2

N Medium humanoid

Init +1

Senses Spot +1, Listen +1

Languages Common

AC 14, touch 11, flat-footed 13

hp 16 (2 HD)

Fort +5, **Ref** +4, **Will** +1

Spd 30 ft.

Melee mwk scimitar +6 (1d6+2/18–20) or mwk scimitar +4 (1d6+2/18–20) and mwk kukri +3 (1d4+2/18–20)

Ranged mwk composite short bow +4 (1d6+2/x3)

Base Atk +2; **Grp** +4

Atk Options favored enemy humanoid (elf) +2

Combat Gear *sleep arrow* (2), tanglefoot bag (2), thunderstone (2)

Abilities Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10

SQ wild empathy +4

Feats Animal Affinity, Track, Two Weapon Fighting, Weapon Focus (scimitar)

Skills Handle Animal +7, Heal +3, Ride +6, Survival +3

Possessions combat gear plus masterwork kukri, masterwork scimitar, masterwork composite short bow (+2) with 20 arrows, masterwork *studded leather*, 100 gp

Hook "Hands off the critters."

CHAUM GANSWORTH CR 4
(MINE MANAGER)

Male human rogue 4

N Medium humanoid

Init +2

Senses Spot +6, Listen +6

Languages Common, Elven, Dwarven

AC 16, touch 12, flat-footed 14; **Dodge**, Mobility, uncanny dodge

hp 16 (4 HD)

Fort +1, **Ref** +6, **Will** +0; evasion

Spd 30 ft.

Melee mwk rapier +6 (1d6+1/18–20)

Ranged light crossbow +5 (1d8/19–20)

Base Atk +3; **Grp** +4

Atk Options sneak attack (2d6)

Combat Gear *necklace of fireballs* (type I), *potion of cure light wounds* (2)

Abilities Str 12, Dex 15, Con 10, Int 14, Wis 8, Cha 14

SQ trapfinding, trap sense +1

Feats Dodge, Mobility, Weapon Finesse

Skills Bluff +9, Climb +6, Diplomacy +11, Disguise +9 (+11 when acting in character), Escape Artist +7, Hide +7, Jump +8, Listen +6, Move Silently +7, Open Lock +7, Sense Motive +6, Spot +6, Tumble +11

Possessions combat gear plus masterwork rapier, light crossbow with 20 bolts, +1 *studded leather armor*, 42 gp

Hook "I don't believe we've met. I am Gansworth, mine manager Gansworth."

CHEZABET CR 4
(EMPORIUM FORTUNE TELLER)

Female human bard 4

CG Medium humanoid

Init +2

Senses Spot +1, Listen +1

Languages Common, Elven

AC 14, touch 12, flat-footed 12

hp 16 (4 HD)

Fort +1, **Ref** +6, **Will** +7

Spd 30 ft.

Melee mwk rapier +5 (1d6–1/18–20)

Ranged dart +4 (1d4–1)

Base Atk +3; **Grp** +2

Special Atk bardic music (4/day, countersong, *fascinate*, inspire competence, inspire courage +1)

Combat Gear *potion of cure light wounds*, scroll of *suggestion* (2), smoke sticks (3), *wand of silent image* (25 charges)

Spells Prepared (CL 4th):

2nd (1/day)—*detect thoughts* (DC 15), *enthrall* (DC 15)

1st (3/day)—*silent image* (DC 14), *Tasha's hideous laughter* (DC 14), *ventriloquism*
0 (3/day)—*dancing lights*, *detect magic*, *ghost sound* (DC 13), *lullaby* (DC 13), *message*, *prestidigitation*

Abilities Str 8, Dex 14, Con 10, Int 12, Wis 13, Cha 16

SQ bardic knowledge +5

Feats Negotiator, Persuasive, Weapon Finesse
Skills Bluff +12, Concentration +7, Diplomacy +16, Gather Information +12, Knowledge (local) +8, Perform (oratory) +10, Sense Motive +10, Sleight of Hand +11

Possessions combat gear plus masterwork rapier, darts (6), masterwork leather armor, *pipes of sounding*, tarot cards, smoky glass ball, 250 gp

Hook "I see great things in your future."

COMPANION CR 3
(MISTRESS OF THE VEILED CORRIDOR OR MIDNIGHT SALUTE)

Female human rogue 3

CN Medium humanoid

Init +6

Senses Spot –1, Listen –1

Languages Common

AC 13, touch 12, flat-footed 11; **Dodge**

hp 16 (3 HD)

Fort +2, **Ref** +5, **Will** +0; evasion

Spd 30 ft.

Melee mwk dagger +4 (1d4+1/19–20)

Ranged mwk dagger +5 (1d4+1/19–20)

Base Atk +2; **Grp** +3

Atk Options sneak attack (2d6)

Abilities Str 13, Dex 14, Con 12, Int 10, Wis 8, Cha 15

SQ trapfinding, trap sense +1

Feats Athletic, Improved Initiative, Dodge

Skills Balance +10, Bluff +8, Climb +9 (+11 climbing rope), Diplomacy +10, Escape Artist +8 (+10 escaping from rope), Jump +9,

Sleight of Hand +10, Tumble +10, Use Rope +8 (+10 when binding)

Possessions masterwork dagger (2), *bracers of armor* +1, *elixir of love* (3), masterwork manacles, courtier's outfit, 25 gp

Hook "What's your pleasure?"

CUBBIN

(CORRUPT SHERIFF)

Male human fighter 5
NE Medium humanoid

Init +1

Senses Spot +3, Listen +3

Languages Common

AC 20, touch 11, flat-footed 19

hp 36 (5 HD)

Fort +6, **Ref** +2, **Will** +2

Spd 20 ft.

Melee +1 *longsword* +10 (1d8+6/19–20)

Ranged heavy crossbow +6 (1d10/19–20)

Base Atk +5; **Grp** +8

Atk Options Cleave, Improved Sunder, Power Attack

Combat Gear *potion of cure moderate wounds*, *potion of bull's strength*

Abilities Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8

Feats Cleave, Improved Sunder, Power Attack, Quick Draw, Weapon Focus (*longsword*), Weapon Specialization (*longsword*)

Skills Intimidate +7, Listen +3, Ride +9, Spot +3

Possessions combat gear plus +1 *longsword*, heavy crossbow with 20 bolts, +1 *banded mail*, large steel shield, 8 gp

Hook "You'll do it because I told you to!"

DANCER

(NIMBLE ENTERTAINER)

Female human commoner 3
NE Medium humanoid

Init +1

Senses Spot –1, Listen –1

Languages Common

AC 11, touch 11, flat-footed 10; Dodge

hp 9 (3 HD)

Fort +1, **Ref** +2, **Will** +0

Spd 30 ft.

Melee dagger +0 (1d4–1/19–20)

Ranged dagger +2 (1d4–1/19–20)

Base Atk +1; **Grp** +0

Abilities Str 8, Dex 13, Con 11, Int 10, Wis 9, Cha 12

Feats Dodge, Endurance, Quick Draw

Skills Bluff +4, Climb +7, Perform (dance) +4

Possessions dagger (2), entertainer's outfit, 8 gp

Hook "One day, I'll leave this place."

DANNATH

(LAZARE'S DAUGHTER AND HOSTESS)

Female human aristocrat 2

NG Medium humanoid

Init –1

Senses Spot +2, Listen +7

Languages Common, Dwarven, Elven, Gnome, Goblin, Halfling, Orc

AC 10, touch 9, flat-footed 10

hp 12 (2 HD)

Fort +0, **Ref** –1, **Will** +5

Spd 30 ft.

Melee mwk quarterstaff +1 (1d6–1)

Base Atk +1; **Grp** +0

Combat Gear *potion of delay poison*, *smokestick* (2)

Abilities Str 9, Dex 8, Con 10, Int 13, Wis 10, Cha 11

Feats Alertness, Iron Will

Skills Diplomacy +7, Gather Information +7, Knowledge (local) +6, Listen +7, Sense Motive +5, Speak Language 5

Possessions combat gear plus masterwork quarterstaff, *bracers of armor* +1, *tindertwig* (10), 43 gp

Hook "Take a seat. Care for a game of dragonchess?"

DEALER

(MASTER OF MANY GAMES)

Female human commoner 3

NG Medium humanoid

Init +1

Senses Spot +6, Listen +6

Languages Common

AC 11, touch 11, flat-footed 10; Dodge

hp 6 (3 HD)

Fort +0, **Ref** +2, **Will** +1

Spd 30 ft.

Melee mwk dagger +1 (1d4–1)

Ranged mwk dagger +3 (1d4–1)

Base Atk +1; **Grp** +0

Abilities Str 8, Dex 12, Con 9, Int 10, Wis 11, Cha 13

Feats Alertness, Dodge, Skill Focus (Sleight of Hand)

Skills Bluff +2, Listen +6, Sense Motive +2, Sleight of Hand +7, Spot +6

Possessions masterwork dagger, entertainer's outfit, deck of cards (2), deck of marked cards (2), 105 gp

Hook "One more game couldn't hurt."

CR 1

DIETRIK CICAEDA

(MASTER CARTOGRAPHER)

Male human expert 4

NG Medium humanoid

Init –1

Senses Spot +1, Listen +1

Languages Common, Dwarven, Elven

AC 11, touch 9, flat-footed 11

hp 16 (4 HD)

Fort +1, **Ref** +0, **Will** +5

Spd 30 ft.

Melee mwk light mace +3 (1d6–1)

Ranged mwk light crossbow +3 (1d8/19–20)

Base Atk +3; **Grp** +2

Abilities Str 8, Dex 9, Con 11, Int 14, Wis 12, Cha 10

Feats Skill Focus (Craft cartography), Skill Focus (Knowledge geography), Toughness

Skills Appraise +9, Climb +3, Craft (cartography) +12, Decipher Script +9, Forgery +9, Knowledge (geography) +12, Knowledge (history) +9, Knowledge (local) +9, Ride +4, Survival +6

Possessions masterwork light mace, masterwork light crossbow with 20 bolts, leather armor, paper (20), quill and ink, scroll case (4), spyglass, light horse, riding saddle, 18 gp

Hook "I have maps of this area and beyond."

CR 2

DOBRUN TRENT

(MILITIA LIEUTENANT)

Male half-elf fighter 6

LN Medium humanoid (elf)

Init +2

Senses low-light vision; Spot +1, Listen +1

Languages Common, Elven

AC 21, touch 12, flat-footed 19, Dodge, Mobility

hp 43 (6 HD)

Immune sleep

Fort +6, **Ref** +4, **Will** +2; +4 against enchantment

Spd 20 ft.

Melee +1 *scimitar* +11/+6 (1d6+6/18–20)

Ranged mwk composite shortbow +9/+4 (1d6+3/x3)

Base Atk +6; **Grp** +9/+4

Special Atk Combat Expertise, Spring Attack, Whirlwind Attack

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*

Abilities Str 16, Dex 14, Con 12, Int 13, Wis 10, Cha 8

Feats Combat Expertise, Dodge, Mobility, Spring Attack, Weapon Focus (*scimitar*), Weapon Specialization (*scimitar*), Whirlwind Attack

CR 3

CR 6

Skills Climb +6, Intimidate +8, Jump +6, Ride +11, Swim +6

Possessions combat gear plus +1 *scimitar*, masterwork composite shortbow (+2) with 40 arrows, +1 *chainmail*, +1 *heavy steel shield*, manacles (2), badge, 155 gp

Hook “Stay alert, soldier.”

ELLIVAL MOONMEDIOW CR 4
(MINE MANAGER)

Male elf bard 4
CN Medium humanoid

Init +2

Senses low-light vision; Spot +1, Listen +1

Languages Common, Elven, Gnome

AC 17, touch 12, flat-footed 15

hp 20 (4 HD)

Immune sleep

Fort +3, **Ref** +7, **Will** +4; +6 against enchantment

Spd 30 ft.

Melee mwk rapier +6 (1d8/18–20) or mwk rapier +4 (1d8/18–20) and mwk shortsword +4 (1d6/19–20)

Ranged light crossbow +5 (1d8/19–20)

Base Atk +3; **Grp** +3

Special Atk bardic music (4/day, countersong, *fascinate*, inspire competence, inspire courage +1)

Combat Gear *potion of eagle's splendor*

Spells Prepared (CL 4th):

2nd (1/day)—*heroism*, *hold person* (DC 15)

1st (3/day)—*cause fear* (DC 14), *cure light wounds*, *sleep* (DC 14)

0 (3/day)—*daze* (DC 13), *detect magic*, *know direction*, *light*, *lullaby* (DC 13), *read magic*

Abilities Str 10, Dex 15, Con 12, Int 12, Wis 8, Cha 16

SQ bardic knowledge +5

Feats Two-Weapon Fighting, Weapon Finesse

Skills Balance +11, Concentration +8, Disguise +10, Hide +6, Move Silently +9, Perform (wind instruments) +10, Profession (gambler) +4, Tumble +9

Possessions combat gear plus masterwork rapier, masterwork shortsword, +1 *chain shirt*, *cloak of resistance* +1, explorer's outfit, silver flute, 28 gp

Hook “Back to work, you sluggards. Do I have to play you a song?”

FESTER TROLLUMP CR 2
(CURIOUS TRAPPER)

Male human ranger 2
N Medium humanoid

Init +2

Senses Spot +6, Listen +6

Languages Common

AC 15, touch 12, flat-footed 13

hp 2 (16 HD)

Fort +5, **Ref** +5, **Will** +1

Spd 30 ft. (5 squares)

Melee mwk shortsword +4 (1d6+1/19–20)

Ranged mwk longbow +5 (1d8+1/x3) or mwk longbow +3/+3 (1d8+1/x3)

Base Atk +2; **Grp** +3

Atk Options favored enemy humanoid (orc) +2, Point Blank Shot, Precise Shot

Combat Gear *dust of tracelessness*, *elixir of hiding*, *potion of cure moderate wounds*

Abilities Str 13, Dex 15, Con 14, Int 8, Wis 12, Cha 10

SQ wild empathy +2

Feats Point Blank Shot, Precise Shot, Rapid Shot, Track

Skills Hide +7, Listen +6, Move Silently +7, Ride +7, Spot +6, Survival +6

Possessions combat gear plus masterwork composite longbow (+1) with 40 arrows, masterwork shortsword, masterwork studded leather armor, light riding horse, 41 gp

Hook “The game is scarce in these parts, but I still hang around.”

GELCH TILGAST CR 5
(MINE MANAGER)

Male human expert 6

NG Medium humanoid

Init –1

Senses Spot +0, Listen +0

Languages Common, Dwarven, Gnome

AC 14, touch 10, flat-footed 14

hp 41 (6 HD)

Fort +8, **Ref** +2, **Will** +8

Spd 30 ft.

Melee +1 *morningstar* +7 (1d8+2)

Ranged mwk light crossbow +4 (1d8/19–20)

Base Atk +4; **Grp** +5

Abilities Str 13, Dex 8, Con 16, Int 14, Wis 10, Cha 12

Feats Great Fortitude, Iron Will, Persuasive, Weapon Focus (morningstar)

Skills Bluff +12, Craft (stoneworking) +11, Diplomacy +14, Gather Information +12, Intimidate +14, Knowledge (architecture and engineering) +11, Knowledge (local) +11, Profession (mining) +9, Sense Motive +9

Possessions +1 *morningstar*, masterwork light crossbow with 20 bolts, chain shirt, *ring of protection* +1, *cloak of resistance* +1, 84 gp

Hook “Smenk must be stopped.”

IZENFEN THE OCCLUDED CR 7
(MISTRESS OF THE TWILIGHT MONASTERY)

Female human monk 7

LN Medium humanoid

Init +2

Senses Spot +2, Listen +2

Languages Common

AC 17, touch 16, flat-footed 15, Deflect Arrows, Snatch Arrows

hp 42 (7 HD)

Immune nonmagical disease

Fort +6, **Ref** +7, **Will** +7; +9 against enchantment, evasion

Spd 50 ft. (10 squares)

Melee unarmed strike +6/+6 (1d8+2)

Ranged mwk sling +8 (1d4+2)

Base Atk +5; **Grp** +11

Atk Options ki strike (magic), Stunning Fist (7/day, DC 15)

Special Atk wholeness of body (14 hp)

Combat Gear *elixir of hiding*, *elixir of sneaking*, *potion of owl's wisdom*, *smokestick* (2)

Abilities Str 14, Dex 15, Con 12, Int 10, Wis 14, Cha 8

SQ slow fall 30 ft.

Feats Deflect Arrows, Dodge, Improved Grapple, Improved Trip, Improved Unarmed Strike, Mobility, Snatch Arrows, Stunning Fist

Skills Climb +12, Hide +12, Knowledge (arcana) +5, Knowledge (religion) +5, Move Silently +12, Tumble +12

Possessions combat gear plus masterwork sling with 20 bullets, *bracers of armor* +1, *ring of protection* +1, *mask of the mind*, 8 gp

Hook “Look inside yourself, beneath the mask that we all wear.”

Mask of the Mind: Three times per day, as a standard action, the wearer can read the minds of others, as per the spell *detect thoughts*. Once activated, this power lasts for 3 minutes but only affects one target. Unlike the spell, the wearer of the mask can read thoughts immediately, without concentrating for 3 rounds. A DC 13 Will save resists this effect. Faint divination; CL 3rd; Craft Wondrous Item, *detect thoughts*; Price 7,200 gp.

JAMIS CR 3
(CURIOUS DEPUTY)

Male human fighter 3

NE Medium humanoid

Init +5

Senses Spot +1, Listen +1

Languages Common

AC 20, touch 11, flat-footed 19

hp 27 (3 HD)

Fort +5, **Ref** +2, **Will** +2

Spd 20 ft.

Melee mwk longsword +7 (1d8+2/19–20)

Ranged mwk heavy crossbow +5 (1d10/19–20)

Base Atk +3; **Grp** +5

Atk Options Cleave, Improved Sunder, Power Attack

Combat Gear *potion of cure moderate wounds*, alchemists fire (2)

Abilities Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10

Feats Cleave, Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (longsword)

Skills Intimidate +6, Ride +7

Possessions combat gear plus masterwork longsword, masterwork heavy crossbow with 20 bolts, +1 *banded mail*, heavy steel shield, 28 gp

Hook “Now what do we have here? Don’t worry, I don’t really care.”

JIERIAN WIERUS

CR 7

(HIGH PRIEST OF ST. CUTHBERT)

Male human cleric 7

LG Medium humanoid

Init +0

Senses Spot +3, Listen +3

Languages Common

AC 21, touch 10, flat-footed 21; light fortification

hp 49 (7 HD)

Fort +8, **Ref** +3, **Will** +9

Spd 20 ft.

Melee +1 *heavy mace* +7 (1d8+2) or mwk whip +7 (1d3+1 nonlethal)

Base Atk +5; **Grp** +6

Atk Options smite 1/day (+4 attack, +7 damage), feat of strength 1/day (+7 Str)

Special Atk spontaneous casting (*cure spells*), turn undead 4/day (+3, 2d6+8, 7th)

Combat Gear holy water (3), *scroll of cure critical wounds* (2), *scroll of freedom of movement*, *wand of sound burst* (33 charges, DC 13)

Spells Prepared (CL 7th, +5 ranged touch):

4th—*divine power*, *spell immunity*^D

3rd—*dispel magic*, *magic vestment*^D, *prayer*, *searing light*

2nd—*augury*, *bull’s strength*^D, *hold person* (DC 15), *silence*, *spiritual weapon* (+8 atk, 1d8+2)

1st—*bless*, *cause fear* (DC 14), *command* (DC 14), *divine favor*, *enlarge person*^D, *shield of faith*
0—*create water*, *detect magic* (2), *guidance*, *read magic*, *resistance*

D: Domain spell. Domains: Destruction, Strength

Abilities Str 12, Dex 10, Con 14, Int 8, Wis 16, Cha 13

Feats Combat Casting, Craft Arms and Armor, Exotic Weapon Proficiency (whip), Skill Focus (Knowledge religion)

Skills Concentration +12 (+16 when casting defensively), Knowledge (religion) +12

Possessions combat gear plus +1 *heavy mace*, masterwork whip, +1 *half plate of light fortification*, +1 *heavy steel shield*, *cloak of resistance* +1, silver holy symbol, 59 gp

Hook “Enlightenment can penetrate even a helm of iron.”

KHELLEK

CR 5

(SEEKER OF LOST LORE)

Male human wizard 5

NE Medium humanoid

Init +6

Senses Spot +2, Listen +2

Languages Common, Draconic, Elven

AC 13, touch 13, flat-footed 11

hp 19 (5 HD)

Fort +5, **Ref** +4, **Will** +5

Spd 30 ft.

Melee dagger +1 (1d4–1/19–20)

Ranged dagger +4 (1d4–1/19–20)

Base Atk +2; **Grp** +1

Combat Gear *potion of cure moderate wounds*, scroll of *darkvision*, scroll of *see invisibility*, scroll of *spider climb*, *wand of color spray* (15 charges), *wand of glitterdust* (34 charges)

Spells Prepared (CL 5th +4 ranged touch):

3rd—*haste*, *suggestion* (DC 17)

2nd—*false life*, *invisibility*, *scorching ray*

1st—*mage armor*, *charm person* (DC 15),

expeditious retreat, *ray of enfeeblement*

0—*detect magic* (2), *dancing lights*,

prestigitation

Abilities Str 8, Dex 14, Con 13, Int 16, Wis 10, Cha 12

SQ summon familiar (rat)

Feats Alertness (as long as familiar is within arm’s reach), Craft Wand^B, Improved Initiative, Scribe Scroll^B, Skill Focus (concentration), Spell Focus (enchantment)

Skills Concentration +12, Knowledge (arcana) +9, Knowledge (history) +7, Knowledge (the planes) +7, Knowledge (religion) +7, Listen +2, Profession (gambler) +7, Spellcraft +13, Spot +2

Possessions combat gear plus dagger, *brooch of shielding* (63 charges), *ring of protection* +1, *cloak of resistance* +1, 75 gp

Spellbook as above plus: 0—all, 1st—

comprehend languages, *detect secret doors*,

disguise self, *grease*, *hold portal*, *hypnotism*, *magic weapon*, *obscuring mist*, *unseen servant*, *ventriloquism*; 2nd—*arcane lock*, *blindness/deafness*, *levitate*, *protection from arrows*, *shatter*, *summon swarm*; 3rd—*daylight*, *tongues*

Hook “You’ll stay out of my way if you know what’s good for you.”

KURLAG

CR 5

(BOUNCER)

Male half-ogre fighter 4

N Large giant

Init +0

Senses darkvision 60 ft., Spot +0, Listen +0

Languages Common, Giant

AC 18, touch 9, flat-footed 18

hp 38 (4 HD)

Fort +7, **Ref** +1, **Will** +1

Spd 20 ft.

Melee +1 *Large greataxe* +11 (3d6+12/x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +14

Atk Options Cleave, Power Attack

Special Atk Improved Overrun

Combat Gear *potion of rage*

Abilities Str 22, Dex 11, Con 16, Int 6, Wis 10, Cha 10

SQ giant blood

Feats Cleave, Improved Overrun, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Skills Intimidate +7

Possessions combat gear plus +1 *Large greataxe*, Large breastplate, 4 gp

Hook “Boss says you gotta go. Don’t make me get out da cleava.”

LANOD NEFF

CR 6

(GOVERNOR-MAYOR)

Male human fighter 6

NE Medium humanoid

Init +7

Senses Spot +2, Listen –1

Languages Common, Dwarven, Gnome

AC 19, touch 13, flat-footed 16

hp 37 (6 HD)

Fort +6, **Ref** +5, **Will** +2

Spd 30 ft.

Melee +1 *rapier* +11/+6 (1d6+4/18–20)

Ranged mwk light crossbow +10 (1d8/19–20)

Base Atk +6; **Grp** +7

Atk Options Blind Fight, Combat Expertise, Improved Disarm

Combat Gear *potion of cat’s grace*, *potion of cure light wounds* (2), *ring of command* (see below)

Abilities Str 12, Dex 16, Con 10, Int 14, Wis 8, Cha 13
Feats Blind Fight, Combat Expertise, Improved Disarm, Improved Initiative, Quick Draw, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)
Skills Bluff +4, Diplomacy +4, Intimidate +10, Knowledge (local) +5, Ride +9, Spot +2, Swim +7
Possessions combat gear plus +1 rapier, masterwork light crossbow with 20 bolts, +1 chain shirt, cloak of resistance +1, masterwork buckler, 92 gp
Hook "My time is valuable. What could you possibly want?"
Ring of Command: Once per day, as a standard action, the wearer can utter a *command*, as per the spell. A DC 11 Will save resists this effect. Faint enchantment; CL 1st; Forge Ring, *command*; Price 400 gp.

LAZARE CR 4
(DRAGONCHESS PARLOR PROPRIETOR)

Male human rogue 4
NG Medium humanoid
Init +2
Senses Spot +3, Listen +3
Languages Common, Elven, Halfling
AC 14, touch 12, flat-footed 12; uncanny dodge
hp 12 (4 HD)
Fort +0, **Ref** +6, **Will** +4; evasion
Spd 30 ft.
Melee mwk short sword +4 (1d6/19–20)
Ranged mwk shortbow +6 (1d6/x3) or mwk shortbow +4/+4 ranged (1d6/x3)
Base Atk +3; **Grp** +3
Atk Options Point Blank Shot, sneak attack (2d6)
Combat Gear gray bag of tricks, *potion of eagle's splendor*
Abilities Str 10, Dex 14, Con 8, Int 16, Wis 12, Cha 13
SQ trapfinding, trap sense +1
Feats Iron Will, Point Blank Shot, Rapid Shot
Skills Bluff +8, Decipher Script +10, Diplomacy +12, Disable Device +9, Gather Information +10, Knowledge (local) +10, Listen +3, Open Lock +10, Profession (gambler) +7, Search +15, Sense Motive +10, Spot +3
Possessions combat gear plus masterwork short sword, masterwork shortbow with 20 arrows, masterwork leather armor, *goggles of minute seeing*, dragonchess set, 54 gp
Hook "I guess have time for one more game. Double or nothing?"

LUZANE PARRIN CR 3
(MINE MANAGER)

Female human rogue 3
N Medium humanoid
Init +2
Senses Spot +6, Listen +6
Languages Common, Dwarven, Gnome
AC 16, touch 12, flat-footed 14; Dodge
hp 16 (3 HD)
Fort +2, **Ref** +5, **Will** +1; evasion
Spd 30 ft.
Melee mwk short sword +5 (1d6–1/19–20)
Ranged mwk shortbow +5 (1d6–1/x3)
Base Atk +2; **Grp** +1
Atk Options Combat Reflexes, sneak attack (2d6)
Combat Gear *potion of cat's grace*, *potion of cure light wounds*
Abilities Str 8, Dex 15, Con 12, Int 14, Wis 10, Cha 13
SQ trapfinding, trap sense +1
Feats Combat Reflexes, Dodge, Weapon Finesse
Skills Bluff +7, Diplomacy +11, Hide +8, Jump +10, Knowledge (local) +8, Listen +6, Move Silently +8, Profession (mining) +6, Sense Motive +7, Spot +6, Tumble +10
Possessions combat gear plus masterwork short sword, masterwork shortbow with 20 arrows, +1 *studded leather armor*, 58 gp
Hook "I'm just trying to make an honest living."

MÉLINDE CR 3
(HEIRONEAN BON VIVANT)

Female human paladin 3
LG Medium humanoid
Init –1
Senses Spot +1, Listen +1
Aura aura of courage (10 ft., allies receive a +4 morale bonus on saves against fear)
Languages Common
AC 18, touch 9, flat-footed 18
hp 24 (3 HD)
Immune fear, disease
Fort +6, **Ref** +2, **Will** +4
Spd 20 ft.
Melee mwk longsword +7 (1d8+2/19–20) or lance +5 (1d8+2/x3)
Ranged light crossbow +2 (1d8/19–20)
Base Atk +3; **Grp** +5
Atk Options Power Attack, smite evil 1/day (+2 attack, +3 damage)
Special Atk lay on hands (6 hp)
Combat Gear *oil of bless weapon*, *potion of cure light wounds*, holy water (2)
Abilities Str 15, Dex 8, Con 13, Int 10, Wis 12, Cha 14

SQ aura of good, *detect evil* at will
Feats Mounted Combat, Power Attack, Weapon Focus (longsword)
Skills Diplomacy +5, Knowledge (religion) +3, Profession (gambler) +3, Ride +5, Sense Motive +7
Possessions combat gear plus masterwork longsword, light crossbow with 20 bolts, lance, half-plate armor, heavy steel shield, *phylactery of faithfulness*, heavy warhorse, military saddle, silver holy symbol
Hook "How can I help you see the light of Heironeous?"

MERRIS SANDOVAR CR 3
(CHIEF SCOUT)

Male human ranger 3
NG Medium humanoid
Init +2
Senses Spot +8, Listen +8
Languages Common
AC 15, touch 12, flat-footed 13
hp 20 (3 HD); Diehard
Fort +4, **Ref** +5, **Will** +3
Spd 30 ft.
Melee mwk longsword +5 (1d8+1/19–20)
Ranged mwk composite longbow +6 (1d8+1/x3 or 1d8+2/x3 plus 1d6 fire) or mwk composite longbow +4/+4 (1d8+1/x3 or 1d8+2/x3 plus 1d6 fire)
Base Atk +3; **Grp** +4
Atk Options favored enemy animal +2, Point Blank Shot, Precise Shot
Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, thunderstone (2)
Abilities Str 12, Dex 15, Con 13, Int 10, Wis 14, Cha 8
SQ wild empathy +2
Feats Diehard, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track
Skills Hide +5, Listen +8, Knowledge (geography) +6, Knowledge (nature) +8, Move Silently +5, Ride +8, Spot +8, Survival +8 (+10 above ground or to avoid getting lost)
Possessions combat gear plus masterwork longsword, masterwork composite longbow (+1) with 40 arrows and 5 +1 *flaming arrows*, masterwork studded leather, light warhorse, military saddle, 43 gp
Hook "Things are quiet out there. Nothing out of the ordinary."

MIKKELA VENDERIN
(MILITARY LIEUTENANT)
Female human fighter 5
N Medium humanoid
Init +6
Senses Spot +1, Listen +1
Languages Common
AC 20, touch 12, flat-footed 18
hp 45 (5 HD)
Fort +7, **Ref** +3, **Will** +2
Spd 20 ft.
Melee masterwork warhammer +9 (1d8+4/x3) or
Ranged light hammer +7 (1d4+2)
Base Atk +5; **Grp** +7
Atk Options Cleave, Power Attack
Combat Gear *horn of fog, oil of magic weapon, silversheen*
Abilities Str 14, Dex 15, Con 14, Int 8, Wis 12, Cha 10
Feats Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (warhammer), Weapon Specialization (warhammer)
Skills Handle Animal +8, Intimidate +8
Possessions combat gear plus masterwork warhammer, light hammer (2), +1 *breastplate*, heavy steel shield, 47 gp
Hook "Let's all calm down, no one needs to get hurt."

MILITIA 1CR 1/2 (RAW RECRUIT)

Male or Female human warrior 1
N Medium humanoid
Init +0
Senses Spot +2, Listen +2
Languages Common
AC 12, touch 10, flat-footed 12
hp 9 (1 HD)
Fort +3, **Ref** +0, **Will** +0
Spd 30 ft.
Melee longsword +3 (1d8+1/19–20) or
Ranged longbow +1 (1d8/x3)
Base Atk +1; **Grp** +2
Combat Gear smokestick
Abilities Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8
Feats Alertness, Weapon Focus (longsword)
Skills Intimidate +3, Ride +4 (+3 when armored)
Possessions combat gear plus longbow with 20 arrows, longsword, leather armor, manacles, 6 gp
Hook "Hold there!"

MILITIA 2 (HARDENED PRIVATE)

Male or Female human warrior 2
N Medium humanoid

CR 5
Init +0
Senses Spot +2, Listen +2
Languages Common
AC 17, touch 10, flat-footed 17
hp 14 (2 HD)
Fort +4, **Ref** +0, **Will** +0
Spd 20 ft.
Melee mwk longsword +5 (1d8+1/19–20) or
Ranged longbow +2 (1d8/x3)
Base Atk +2; **Grp** +3
Combat Gear smokestick (2), tanglefoot bag
Abilities Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8
Feats Alertness, Weapon Focus (longsword)
Skills Intimidate +4, Ride +5 (–2 when armored)
Possessions combat gear plus longbow with 20 arrows, masterwork longsword, chainmail, heavy wooden shield, manacles, 14 gp
Hook "By order of the militia, hold!"

MILITIA 3**(ASPIRING PRIVATE)**

Male or Female human warrior 3
N Medium humanoid
Init +0
Senses Spot +2, Listen +2
Languages Common
AC 17, touch 10, flat-footed 17
hp 20 (3 HD)
Fort +4, **Ref** +1, **Will** +1
Spd 20 ft.
Atk mwk longsword +6 melee (1d8+1/19–20) or
mwk longbow +4 ranged (1d8/x3)
Base Atk +3; **Grp** +4
Atk Options Power Attack
Combat Gear *potion of cure light wounds, smokestick (2), tanglefoot bag*
Abilities Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8
Feats Alertness, Power Attack, Weapon Focus (longsword)
Skills Intimidate +5, Ride +6 (+0 when armored)
Possessions combat gear plus masterwork longbow with 20 arrows, masterwork longsword, masterwork chainmail, heavy wooden shield, manacles, signal whistle, 31 gp
Hook "In the name of the militia, I order you to hold!"

CR 2
Init +0
Senses Spot +0, Listen +0
Languages Common
AC 11, touch 10, flat-footed 11
hp 8 (1 HD)
Fort +3, **Ref** +0, **Will** +0
Spd 30 ft.
Melee light mace +1 (1d6+1)
Base Atk +0; **Grp** +1
Abilities Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8
Feats Great Fortitude, Toughness
Skills Climb +3, Profession (miner) +4, Use Roper +2
Possessions rock hammer (treat as light mace), padded armor
Hook "Mining ain't for weak types like yourself."

CR 1/2
Init +0
Senses Spot +2, Listen +2
Languages Common
AC 12, touch 10, flat-footed 12
hp 9 (1 HD)
Fort +3, **Ref** +0, **Will** +0
Spd 30 ft.
Melee longsword +3 (1d8+1/19–20) or
Ranged longbow +1 (1d8/x3)
Base Atk +1; **Grp** +2
Combat Gear smokestick
Abilities Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8
Feats Alertness, Weapon Focus (longsword)
Skills Intimidate +3, Ride +4 (+3 when armored)
Possessions combat gear plus longbow with 20 arrows, longsword, leather armor, manacles, 6 gp
Hook "Hold there!"

MINE WORKER

Male human commoner 1
N Medium humanoid
Init +0
Senses Spot +0, Listen +0
Languages Common
AC 11, touch 10, flat-footed 11
hp 8 (1 HD)
Fort +3, **Ref** +0, **Will** +0
Spd 30 ft.
Melee light mace +1 (1d6+1)
Base Atk +0; **Grp** +1
Abilities Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8
Feats Great Fortitude, Toughness
Skills Climb +3, Profession (miner) +4, Use Roper +2
Possessions rock hammer (treat as light mace), padded armor
Hook "Mining ain't for weak types like yourself."

NOGWIER**(HIGH CLERIC OF THE BRONZEWOOD LODGE)**

Male human cleric 6 (Obad-Hai)
N Medium humanoid
Init +0
Senses Spot +3, Listen +3
Languages Common, Sylvan
AC 17, touch 10, flat-footed 17
hp 42 (6 HD)
Fort +8, **Ref** +3, **Will** +9
Spd 20 ft.
Melee mwk club +6 (1d6+1)
Ranged mwk sling +5 (1d4+1)
Base Atk +4; **Grp** +5
Special Atk rebuke plants 2/day (–1, 2d6+6, 6th), spontaneous casting (*cure* spells), turn undead 2/day (+1, 2d6+6, 6th)

Combat Gear *oil of magic weapon* (2), *potion of barkskin* +3, *potion of delay poison*, *wand of cure moderate wounds* (11 charges)

Spells Prepared (CL 6th, +4 ranged touch):
3rd—*dispel magic*, *dominate animal*^P (DC 16), *prayer*, *searing light*
2nd—*barkskin*^P, *bear's endurance*, *bull's strength*, *resist energy*, *silence* (DC 15)
1st—*bless*, *entangle*^P (DC 14), *obscuring mist*, *sanctuary* (DC 14), *shield of faith*
0—*detect magic*, *detect poison*, *guidance*, *purify food and drink*, *resistance*

D: Domain spell. Domains: Animal, Plant
Spell-Like Abilities (CL 6th):
1/day—*speak with animals*

Abilities Str 13, Dex 10, Con 14, Int 12, Wis 16, Cha 8

Feats Brew Potion, Combat Casting, Self Sufficient, Track

Skills Concentration +8 (+12 casting defensively), Heal +11, Knowledge (nature) +7, Knowledge (religion) +7, Spellcraft +7, Survival +8 (+10 above ground)

Possessions combat gear plus masterwork club, masterwork sling with 20 bullets, +1 *hide armor*, +1 *heavy wooden shield*, *cloak of resistance* +1

Hook "Do no harm to nature and none shall be visited upon you."

PURPLE PROSE CR 3
(MADAME OF THE MIDNIGHT SALUTE)

Female elf rogue 3
NE Medium humanoid
Init +7

Senses low-light vision, Spot +6, Listen +6
Languages Common, Elven, Gnome

AC 16, touch 13, flat-footed 13
hp 10 (3 HD)

Immune sleep
Fort +1, **Ref** +7, **Will** +3, +5 against enchantment; evasion

Spd 30 ft.
Melee mwk rapier +6 (1d6–1/18–20)

Ranged mwk light crossbow +6 (1d8/19–20)
Base Atk +2; **Grp** +1

Atk Options sneak attack (2d6)
Combat Gear *elixir of love* (2), *potion of eagle's splendor*

Abilities Str 8, Dex 17, Con 8, Int 13, Wis 12, Cha 14

SQ trapfinding, trap sense +1
Feats Improved Initiative, Weapon Finesse

Skills Bluff +8, Diplomacy +12, Disguise +8 (+10 when acting), Gather Information +10, Hide +6, Knowledge (local) +7, Listen +6, Move

Silently +6, Sense Motive +7, Sleight of Hand +11, Spot +6

Possessions combat gear plus masterwork rapier, masterwork light crossbow plus 20 bolts, masterwork studded leather armor, *cloak of resistance* +1,

Hook "I am confident we can meet your every need."

RONTABONT MUR CR 4
(VISITING COPPER MERCHANT)

Male human rogue 4
CG Medium humanoid
Init +3

Senses Spot +6, Listen –1
Languages Common, Dwarven, Halfling

AC 16, touch 13, flat-footed 13
hp 20 (4 HD)

Fort +2, **Ref** +7, **Will** +0
Spd 30 ft.

Melee +1 *rapier* +7 (1d6+2/18–20) or
Ranged mwk composite shortbow +7 (1d6+1/x3)

Base Atk +3; **Grp** +4
Atk Options Combat Expertise, sneak attack (2d6)

Special Atk Improved Feint
Combat Gear acid flask (2), *elixir of sneaking*, *potion of cure light wounds* (2)

Abilities Str 13, Dex 16, Con 13, Int 14, Wis 8, Cha 10

SQ trapfinding, trap sense +1
Feats Combat Expertise, Improved Feint, Weapon Finesse

Skills Appraise +9, Bluff +7, Decipher Script +9, Diplomacy +11, Gather Information +9, Hide +10, Knowledge (local) +9, Move Silently +10, Sense Motive +6, Spot +6, Tumble +10

Possessions combat gear plus +1 *rapier*, masterwork composite shortbow (+1) with 20 arrows, masterwork studded leather armor, 18 gp

Hook "Let me show you my wares."

SHAG SOLOMON CR 7
(THE GENTLEMAN QUAGGOTH)

Male quaggoth aristocrat 6 (*Monsters of Faerûn* 75)
N Medium monstrous humanoid
Init +0

Senses Spot +4, Listen +4
Languages Common, Undercommon

AC 20, touch 10, flat-footed 20
hp 62 (9 HD)

Immune fear
Fort +5, **Ref** +5, **Will** +9

Spd 20 ft., climb 20 ft.

Melee +1 *warhammer* +11/+6 melee (1d8+5/x3) or
2 *claws* +10 (1d4+3) and
bite +8 (1d4+1)

Base Atk +7; **Grp** +10
Atk Options Blind Fight, Cleave, Great Cleave, Power Attack, rage

Combat Gear *elixir of fire breath*, *potion of cure moderate wounds*

Abilities Str 16, Dex 11, Con 14, Int 10, Wis 12, Cha 12

SQ scent
Feats Blind Fight, Cleave, Multiattack, Power Attack

Skills Climb +7, Bluff +7, Diplomacy +11, Gather Information +7, Hide –1 (+1 in shadowy areas), Listen +4, Sense Motive +7, Spot +4, Survival +4

Possessions combat gear plus +1 *warhammer*, +1 *chainmail*, nobles outfit, 87 gp

Hook "Do not let my appearance frighten you. My father was a bear, but my mother was as sweet as honey."

Rage (Ex): Shag has a 1 in 6 chance of flying into a berserk rage the round after taking damage, clawing and biting madly until either he or his opponent is dead. Shag cannot end this rage voluntarily. When he rages, Shag's statistics change as follows:
AC 16, *touch* 6, *flat-footed* 16
Melee +1 *warhammer* +13/+8 (1d8+8/x3) or
2 *claws* +10 (1d4+5) and
bite +8 (1d4+2)

Grp +12
Abilities Str 20

Skills Climb +9

ST. CUTHBERT FANATIC CR 2

Male or Female human cleric 2
LG Medium humanoid
Init +0

Senses Spot +2, Listen +2
Languages Common

AC 17, touch 10, flat-footed 17
hp 16 (2 HD)

Fort +5, **Ref** +0, **Will** +5
Spd 20 ft.

Atk mwk heavy mace +3 melee (1d8+1)
Base Atk +1; **Grp** +2

Atk Options smite 1/day (+4 attack, +2 damage), feat of strength 1/day (+2 Str)

Special Atk spontaneous casting (*cure* spells), turn undead 4/day (+3, 2d6+3, 2nd)

Combat Gear holy water (3), scroll of *cure moderate wounds*, scroll of *protection from evil*

Spells Prepared (CL 2nd):

1st—*bless, cause fear* (DC 13), *enlarge person*^P, *shield of faith*

o—*detect magic, guidance* (2), *resistance*

D: Domain spell. Domains: Destruction, Strength

Abilities Str 12, Dex 10, Con 14, Int 8, Wis 15, Cha 13

Feats Combat Casting, Skill Focus (Knowledge [religion])

Skills Concentration +7 (+11 when casting defensively), Knowledge (religion) +7

Possessions combat gear plus masterwork heavy mace, masterwork breastplate, heavy steel shield, silver holy symbol, 11 gp

Hook “There is only one true god. Come to the just side of St. Cuthbert.”

TIDWOOD CR 4 (GEM MONGER)

Male gnome expert 5

LE Small humanoid

Init +1

Senses low-light vision, Spot +8, Listen +4

Languages Common, Dwarven, Gnome

AC 15, touch 12, flat-footed 14; +4 dodge bonus against giants

hp 25 (5 HD)

Fort +2, **Ref** +2, **Will** +6; +8 vs illusion

Spd 20 ft.

Melee masterwork dagger +3 (1d3–2/19–20)

Ranged masterwork dagger +6 (1d3–2/19–20)

Base Atk +3; **Grp** –3

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*

Spell-Like Abilities (CL 5th):

1/day—*speak with animals*

Abilities Str 7, Dex 12, Con 12, Int 14, Wis 11, Cha 8

Feats Diligent, Iron Will

Skills Appraise +10, Bluff +7, Craft (gemcutting) +10, Gather Information +7, Listen +4, Sense Motive +8, Sleight of Hand +11, Spot +8

Possessions combat gear plus Small masterwork dagger (3), +1 *leather armor*, gemcutting tools, gems worth 1,200 gp, 87 gp

Hook “I’m sure we can come to some sort of deal.”

TIRRA CR 5 (FREE CITY ADVENTURER)

Female elf rogue 5

N Medium humanoid

Init +4

Senses low-light vision, Spot +9, Listen +9

Languages Common, Elven

AC 17, touch 14, flat-footed 13; uncanny dodge

hp 20 (5 HD)

Immune sleep

Fort +3, **Ref** +10, **Will** +4, +6 against enchantment; evasion

Spd 30 ft.

Melee mwk dagger +8 (1d4–1/19–20)

Ranged mwk dagger +8 (1d4–1/1–20) or mwk shortbow +8 ranged (1d6–x3)

Base Atk +3; **Grp** +2

Atk Options Point Blank Shot, sneak attack (3d6)

Combat Gear *potion of cure moderate wounds* (2), *potion of invisibility*

Abilities Str 8, Dex 18, Con 10, Int 110, Wis 13, Cha 14

SQ trapfinding, trap sense +1

Feats Point Blank Shot, Weapon Finesse

Skills Bluff +7, Diplomacy +7, Disable Device +8, Escape Artist +8, Gather Information +8, Listen +9, Open Lock +12, Search +8, Spot +9, Tumble +12, Use Magic Device +10

Possessions combat gear plus masterwork dagger, masterwork shortbow plus 40 arrows, +1 *leather armor*, *cloak of resistance* +1,

Hook “You know, between the dog fights and the knife fights, this town ain’t so bad.”

TOLLIVER TRASK CR 9 (MILITIA COMMANDER)

Male human warrior 10

LN Medium humanoid

Init +5

Senses Spot +0, Listen +0

Languages Common

AC 22, touch 11, flat-footed 21

hp 58 (10 HD)

Fort +9, **Ref** +5, **Will** +4

Spd 20 ft.

Melee +1 *frost longsword* +14/+9 (1d8+3/17–20 plus 1d6 cold) or sap +12/+7 melee (1d6+2 nonlethal)

Ranged mwk heavy crossbow +12 (1d10/19–20)

Base Atk +10; **Grp** +12

Atk Options Cleave, Power Attack

Combat Gear *potion of cure serious wounds* (2), *potion of bull’s strength*, tanglefoot bag (2)

Abilities Str 14, Dex 12, Con 12, Int 9, Wis 10, Cha 8

Feats Cleave, Improved Critical (longsword), Improved Initiative, Power Attack, Weapon Focus (longsword)

Skills Climb +1, Intimidate +7, Ride +9, Swim +7 (–5 while armored)

Possessions combat gear plus +1 *frost longsword*, sap, masterwork heavy crossbow with 20 bolts, +2 *banded mail*, +1 *heavy steel shield*, *cloak of resistance* +1, badge of office,

heavy warhorse, masterwork manacles (2), signal whistle, 142 gp

Hook “As commander of the militia, I order you to stop!”

TOM SHINGLE CR 7 (EMPORIUM CONTORTIONIST)

Male boggle rogue 4

CN Small monstrous humanoid

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Init +10

Senses darkvision 60 ft., Spot –2, Listen –2

Languages Common

AC 22, touch 17, flat-footed 16; Dodge, Mobility, uncanny dodge

hp 40 (8 HD); **DR** 5/magic

Resist fire 5

Fort +2, **Ref** +14, **Will** +3; evasion

Spd 40 ft., climb 30 ft.

Melee 2 claws +10 (1d4+2) and bite +5 (1d4+2) or

mwk dagger +11/+6 (1d3+2/19–20)

Ranged mwk dagger +15/+10 (1d3+2/19–20)

Space 5 ft.; **Reach** 15 ft.

Base Atk +7; **Grp** +5

Atk Options improved grab, rend (2d4), sneak attack (2d6)

Special Atk *grease*

Combat Gear *rope of entanglement*

Spell-Like Abilities (CL 7th):

6/day—*dimension door*

Abilities Str 14, Dex 23, Con 13, Int 9, Wis 7, Cha 6

SQ scent, trapfinding, trap sense +1

Feats Dodge, Improved Initiative, Mobility

Skills Climb +14, Escape Artist +23, Hide +11, Move Silently +11, Sleight of Hand +13, Tumble +13

Possessions combat gear plus masterwork dagger (4), +1 *leather armor*, 50 ft. silk rope, masterwork manacles (4), 8gp

Hook “Tom in a twist, both legs, both fists.”

Grease (Sp): At will, Tom can secrete an oily nonflammable substance from his skin that acts like a *grease* spell except it has a range of touch and lasts 8 rounds. A DC 12 Reflex save avoids this effect. Tom is immune to the effects of this substance.

TROVOST SKUNT CR 5 (MILITIA LIEUTENANT)

Male human fighter 5

LN Medium humanoid

Init +1

Senses Spot +1, Listen +1

Languages Common

AC 21, touch 10, flat-footed 21

hp 42 (5 HD)
Fort +7, **Ref** +2, **Will** +0

Spd 20 ft.
Melee +1 *battleaxe* +10 (1d8+6/x3)
Ranged mwk light crossbow +7 (1d8/19–20)
Base Atk +5; **Grp** +8
Atk Options Cleave, Improved Sunder, Power Attack
Combat Gear *potion of cure moderate wounds*, *potion of bear's endurance*

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 12
Feats Cleave, Improved Sunder, Power Attack, Quick Draw, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)
Skills Intimidate +9, Listen +1, Ride +9, Spot +1
Possessions combat gear plus masterwork battleaxe, masterwork light crossbow with 20 bolts, +1 *half-plate*, +1 *heavy wooden shield*, badge of office, masterwork manacles, 55 gp

Hook “Now what trouble is going on here?”

TYROL EBBERLY CR 4
(WEAPON DEALER)
Male human fighter 4
N Medium humanoid
Init –1
Senses Spot +1, Listen +1
Languages Common

AC 18, touch 9, flat-footed 18
hp 34 (4 HD)
Fort +6, **Ref** +0, **Will** +3

Spd 20 ft.
Melee mwk longsword +8 (1d8+4/19–20) or mwk lance +8 melee (1d8+2/x3)
Ranged mwk heavy crossbow +4 ranged (1d10/19–20)
Base Atk +4; **Grp** +6
Special Atk Ride-By Attack, Spirited Charge
Combat Gear *potion of cure light wounds* (2), tanglefoot bag (2)

Abilities Str 15, Dex 8, Con 14, Int 10, Wis 12, Cha 14
Feats Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Diplomacy +4, Intimidate +6, Knowledge (nobility) +3, Ride +6,
Possessions combat gear plus masterwork longsword, masterwork lance, masterwork heavy crossbow, +1 *banded mail*, heavy steel shield, heavy warhorse, military saddle, 108 gp

Hook “Oh, I could tell a tale about my adventuring days, but let me pour you a drink first.”

VALKUS DUN CR 10
(HIGH PRIEST OF HEIRONEOUS)
Male human fighter 3/cleric 7 (Heironeous)
LG Medium humanoid
Init –1
Senses Spot +4, Listen +4
Languages Common

AC 23, touch 9, flat-footed 23
hp 61 (10 HD)
Resist fire 10
Fort +11, **Ref** +4, **Will** +14

Spd 20 ft.
Melee +1 *shock longsword* +12/+7 (1d8 +3/19–20 plus 1d6 electricity)
Ranged mwk heavy crossbow +8 (1d10/19–20)
Base Atk +8; **Grp** +10
Atk Options Cleave, Power Attack
Special Atk spontaneous casting (*cure spells*), turn undead 5/day (+4, 2d6+10, 8th)
Combat Gear scroll of *flame strike* (CL 10th, DC 17), *wand of cure moderate wounds* (33 charges)

Spells Prepared (CL 7th, 1d20+11 to bypass SR):
4th—*divination*, *divine power*^D, *freedom of movement*
3rd—*dispel magic*, *invisibility purge*, *magic circle against chaos*^D (CL 8th), *prayer*
2nd—*aid*, *hold person* (DC 16), *silence*, *spiritual weapon*^D (+12/+7 atk, 1d8+2/19–20), *zone of truth* (DC 16)
1st—*bless*, *command* (DC 15), *divine favor*, *magic weapon*^D, *sanctuary* (DC 15), *shield of faith*
0—*detect magic* (2), *detect poison*, *light*, *read magic*, *resistance*

D: Domain spell. Domains: Law, War

Abilities Str 14, Dex 8, Con 12, Int 10, Wis 16 (18), Cha 14
Feats Cleave, Combat Casting, Greater Spell Penetration, Improved Turning, Iron Will, Power Attack, Spell Penetration, Weapon Focus (longsword)^B
Skills Concentration +11 (+15 when casting defensively), Diplomacy +7, Heal +9, Knowledge (religion) +10, Ride +2
Possessions combat gear plus +1 *shock longsword*, masterwork heavy crossbow with 20 bolts, +2 *full plate armor of fire resistance*, +2 *heavy steel shield*, *peripat of Wisdom* +2, *cloak of resistance* +2, *ring of counterspells* (*hold person*), *scroll of raise dead*, silver holy symbol, 89 gp

Hook “Heironeous is the true path to honor.”

VELIAS CHILDRAMUN CR 4
(FATHERLY CLERIC OF HEIRONEOUS)
Male human cleric 4 (Pelor)
NG Medium humanoid
Init –1
Senses Spot +3, Listen +3
Languages Common, Gnome

AC 9, touch 9, flat-footed 9
hp 25 (4 HD)
Fort +5, **Ref** +0, **Will** +7

Spd 30 ft.
Melee light mace +3 (1d6)
Base Atk +3; **Grp** +3
Special Atk greater turning 1/day, spontaneous casting (*cure spells*), turn undead 5/day (+4, 2d6+6, 4th)
Combat Gear *antitoxin* (2), *Keoghtom's ointment* (2 uses), *potion of cure light wounds* (4), *potion of cure moderate wounds* (2), *potion of delay poison*, scroll of *remove curse*, scroll of *restoration*

Spells Prepared (CL 4th):
2nd—*augury*, *cure moderate wounds*^D (CL 5th), *delay poison*, *lesser restoration*
1st—*bless water*, *comprehend language*, *cure light wounds*^D (CL 5th), *sanctuary* (DC 14), *remove fear*
0—*detect magic*, *detect poison*, *guidance* (2), *read magic*

D: Domain spell. Domains: Healing, Sun

Abilities Str 10, Dex 8, Con 13, Int 12, Wis 16, Cha 14
Feats Brew Potion, Scribe Scroll, Skill Focus (heal)
Skills Concentration +8, Craft (alchemy) +5, Heal +13, Knowledge (religion) +8, Spellcraft +4
Possessions combat gear plus light mace, cleric's vestments, wooden holy symbol, 8 gp

Hook “By the blessings of Heironeous, I grant you His healing favor. Be well, child.”

VENELLE CR 3
(BOWYER/FLETCHER)
Female human ranger 3
NG Medium humanoid
Init +6
Senses Spot –1, Listen +5
Languages Common, Elven, Halfling

AC 15, touch 12, flat-footed 13
hp 17 (3 HD)
Fort +3, **Ref** +5, **Will** +0

Spd 30 ft.
Melee short sword +4 melee (1d6+1/19–20)
Ranged mwk composite longbow +6 ranged (1d8+2/x3) or mwk composite longbow +4/+4 ranged (1d8+2/x3)

Base Atk +3; **Grp** +4

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of cat's grace, sleep arrows* (3)

Abilities Str 13, Dex 15, Con 10, Int 14, Wis 8, Cha 12

SQ wild empathy +4

Feats Endurance, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Fire, Track

Skills Craft (bowmaking) +8, Hide +8, Listen +5, Move Silently +8, Survival +5

Possessions combat gear plus short sword, masterwork composite longbow (+1) with 25 +1 arrows, masterwork studded leather armor, 60 gp

Hook "Pleased to meet you. If you need a bow, I'm your lady."

WEE JAS FANATIC

CR 3

Male or female human cleric 3 (Wee Jas)

LN or LE Medium humanoid

Init -1

Senses Spot +2, Listen +2

Languages Common

AC 16, touch 9, flat-footed 16

hp 20 (3 HD)

Fort +4, **Ref** +0, **Will** +5

Spd 20 ft.

Melee mwk dagger +4 (1d4+1/19-20)

Ranged dagger +2 (1d4+1/19-20)

Base Atk +2; **Grp** +3

Special Atk death touch 1/day (3d6), spontaneous casting (*inflict* spells), command undead 5/day (+4, 2d6+6, 4th)

Combat Gear *potion of bull's strength, scroll of cure moderate wounds, scroll of magic missile* (2)

Spells Prepared (CL 3rd):

2nd—*aid, identify*^P, *sound burst* (DC 14)

1st—*cause fear*^P (DC 13), *cure light wounds* (2), *shield of faith*

0—*cure minor wounds, detect magic, guidance, read magic*

D: Domain spell. Domains: Death, Magic

Abilities Str 12, Dex 8, Con 13, Int 10, Wis 15, Cha 14

SQ use spell completion and trigger items as 1st level wizard

Feats Combat Casting, Improved Turning, Skill Focus (Knowledge religion)

Skills Concentration +7 (+11 when casting defensively), Knowledge (religion) +9, Spellcraft +6

Possessions combat gear plus masterwork dagger, dagger (2), breastplate, heavy steel shield, *phylactery of faithfulness*, silver holy symbol, 61 gp

Hook "Death comes to us all, and I look forward to the great beyond."

ZALAMANDRA

CR 7

(QUEEN OF THE VEILED CORRIDOR)

Female human rogue 7

CN Medium humanoid

Init +7

Senses Spot +5, Listen +5

Languages Common, Elven

AC 18, touch 14, flat-footed 15; Dodge,

Mobility, uncanny dodge

hp 34 (7 HD)

Fort +3, **Ref** +8, **Will** +2; evasion

Spd 30 ft.

Melee +1 *short sword* +9 (1d6/19-20)

Ranged mwk dagger +9 (1d4-1/19-20)

Base Atk +5; **Grp** +4

Atk Options sneak attack (4d6)

Combat Gear *potion of the cat's grace, potion of cure moderate wounds, potion of invisibility*

Abilities Str 8, Dex 16, Con 13, Int 12, Wis 10, Cha 14

SQ trapfinding, trap sense +2

Feats Dodge, Improved Initiative, Mobility, Weapon Finesse

Skills Bluff +12, Climb +9, Diplomacy +16, Escape Artist +13, Hide +13, Jump +11, Listen +5, Move Silently +13, Sense Motive +10, Spot +5, Tumble +15

Possessions combat gear plus +1 *short sword, masterwork dagger* (3), +1 *studded leather armor, ring of protection* +1, 87 gp

Hook "I am confident we can meet your needs."

DIAMOND LAKE'S HINTERLANDS

Beyond the streets of Diamond Lake is a jagged expanse of wilderness. Wandering bands of militia patrol the region, keeping it mostly safe for the merchants, pilgrims, and travelers heading to and from the Free City. The following locations, while technically outside the town limits, play important roles in local affairs.

The Twilight Monastery

About two hours north of Diamond Lake, a towering crag called the Griffon's Roost casts a dark shadow over the muddy road to Elmshire. From a perch hundreds of feet above looms the cat-infested Twilight Monastery, a three-towered monument to an obscure philosophy of the Distant West. Two score monks dwell within the monastery, dedicating themselves to a litany of exercises

meant to perfect the body and spirit. The secretive monks hold dusk as the holiest of hours, and sonorous chants emit from the Twilight Monastery's central courtyard when the night sky appears in the heavens.

Foremost among the monks is **Izenfen the Occluded** (LN female human monk 7), a peerless masked combatant thought to be one of the wisest figures in the hills. Travelers frequently seek her council, but most leave Diamond Lake without ever having gained access to the Twilight Monastery, for Izenfen deigns to speak with only a handful of pilgrims foretold to her via the agency of the night sky and an immense mirrored lens called the *Censer of Symmetry*. The *Censer*, which dominates the monastery's central courtyard, grants any who gaze upon it a +10 bonus on Profession (astrologer) checks made during a clear night. Junior monks polish its smooth surface throughout the day, and the whole of the order is prepared to defend it with their lives.

When word of the *Censer's* predictive prowess spread to the miners of Diamond Lake 20 years ago, a desperate contingent petitioned Izenfen to predict the location of the richest unclaimed local ore deposits, appealing to her compassion with tales of starving children and dangerously unpaid debts. The masked mistress of the Twilight Monastery rebuffed their pleas, triggering the miners' contingency plan—an ill-fated invasion of the monks' compound that left seven miners dead. Only a single member of the order perished—Imonoth, Izenfen's beloved daughter.

Immediately thereafter, Izenfen gathered a cadre of stealth assassins from the ranks of her best warriors, and silently set them upon the surviving invaders who still milked wounds in the petty shacks along Diamond Lake's waterfront. At an annual celebration called Darkstar's Kiss, the monks of the Twilight Monastery recite from memory the names of all fifteen miners murdered on that night, reminding themselves to always remain vigilant to the encroachment of outsiders. Rumors suggest that Izenfen's masked silent killers remain active to this day, citing the disappearance or mysterious deaths of nearly a dozen political enemies within the town.

Although the monks of the Twilight Monastery keep mostly to themselves and desire only to lead lives of undisturbed con-

Emporium Encounters

Zalamandra	Proprietress, Queen of the Veiled Corridor (CN female human rogue 7)
Gaspar	Doorman (N male human rogue 2)
Bogodor	Beastmaster (N male human ranger 2)
Percival	Dogsbody (NG male human commoner 1)
Daria Angel	Flirtatious Dragonfire dealer (CG female human commoner 3)
Nurelle	No-nonsense Norebonne dealer (CE female half-elf commoner 3)
Natalo Bask	Sardonic Rat Game attendant (N male human rogue 2)
Moroldo	Grumpy pit boss (NE male human expert 3)
Garavelle	Fence/casino cashier (N female human expert 1)
Auric	Gregarious former gladiator (N male human fighter 5)
Benazel the Alchemist	Talkative potionmonger (NG male half-elf expert 6/wizard 3)
Ariello Klint	Magician (CN male halfling sorcerer 3)
Shag Solomon	Wild child (N male quaggoth aristocrat 6)
Tom Shingle	Contortionist/gurner (CN male boggle rogue 4)
Chezabet	Fortuneteller (CG female human bard 4)
Grouse	Birdkeeper (CN male human expert 2)
Saffron	Dancer (NE female human commoner 3)
Sage	Dancer (CG female half-elf rogue 2)
Proud Polly	Companion (CN female human rogue 3)
Soft Ascobel	Companion (CN female human expert 5)
Gabriard	Companion (N male human expert 2)
Kurlag	Bouncer (N male half-ogre fighter 4)
Gristle	Sanitation (NE female half-orc warrior 3)

Feral Dog Encounters

Durskin	Retired marine with boat for hire (N male human commoner 1)
Gorvic	Bartender (NE male half-elf rogue 2)
Kullen	Seething gang leader (NE male half-orc barbarian 3)
Rastophan	Swamp-raised freakish goon (N male human ranger 2)
Todrik	Corrupt swordsman (NE male human fighter 2)
Merovinn Bask	Ill-tempered bald wizard (NE male human wizard 3)
Tirra	Playful Free City adventurer (N female elf rogue 5)
Pagget	Would-be dagger-throwing champion (N male halfling commoner 4)

Lazare's House Encounters

Lazare	Proprietor, dragonchess master (NG male human rogue 4)
Dannath	Hostess (NG female human aristocrat 2)
Trevant	Guest host (N male gnome commoner 2)
Allustan	The smartest man in Diamond Lake (NG male human wizard 8)
Golgan Hant	Trade Envoy of the Twilight Monastery (LN male human monk 3)
Khellek	Seeker of hidden lore (NE male human wizard 5)
Mélinde	Heironean bon vivant (LG female human paladin 3)
"Prince" Moonmeadow	Mine manager, dragonchess prodigy (CN male elf bard 4)
Chaum Gansworth	Mine manager (N male human rogue 4)
Luzane Parrin	Mine manager (N female human rogue 3)

Spinning Giant Encounters

Nimiscent	Brassy monologuing barkeep (NG female human expert 2)
Deputy Jamis	Corrupt lawman looking for trouble (NE male human fighter 3)
Dobrun Trent	Upstanding militia lieutenant (LN male half-elf fighter 6)
Mikela Venderin	Able militia lieutenant (N female human fighter 5)
Trovost Skunt	Cruel militia lieutenant (LN male human fighter 5)
Mélinde	Heironean bon vivant (LG female human paladin 3)
Primmith	Flirty server who reports to Balabar Smenk (N female human rogue 2)
Galuth Grobadore	High-volume friendly scolder (LG male dwarf expert 3)
Tyrol Eberly	Weaponmonger (N male human fighter 4)
Manlin Osgood	Stoic smith (N male human expert 5)
Dietrik Cicaeda	Canny cartographer (NG male human expert 4)
Merris Sandovar	Garrison scout with Bronzewood ties (NG male human ranger 3)
Valkus Dun	High priest of Heironeous (LG male human fighter 3/cleric 7)
Velias Childramun	Fatherly Heironean healer (LG male human cleric 4)

templation, they frequently appear on the streets of Diamond Lake to reprovision or to engage in the trade of kalamanthis, a rare psychotropic plant grown regionally only on the slopes of the Griffon's Roost. Proceeds from this trade account for all of the monastery's activities, but initiates of the order are forbidden from taking it in all but the most controlled ritual circumstances. Kalamanthis is popular among all classes of Diamond Lake, but the real business is centered in the nearby Free City. Potential buyers frequently meet with elder monks in a secluded corner of Lazare's House along the Vein's central square to arrange payment and distribution to the neighboring metropolis. Both the wagons loaded with kalamanthis and the returning coaches loaded with city coin go unmolested in Diamond Lake, for all fear Izenfen's relentless invisible killers.

The Bronzewood Lodge

The ring of crumbling menhirs on the bluff overlooking Diamond Lake is a remnant of an ancient human druidic culture that once inhabited the region. They too came to the hills for the ancient cairns, seeing them as monuments to great ancestors of the invisible past. Although modern humans displaced the native druids during great migrations over a thousand years ago, pockets of indigenous architecture and culture remain. Foremost among these near-forgotten practices is veneration of Obad-Hai, the Shalm, the brooding patron of wilderness and natural order.

Druids and rangers who honor the Shalm and a host of minor nature deities and fey spirits (the so-called Old Faith) routinely congregate in great moots three hours northeast of Diamond Lake, at an ancient megalithic structure called the Bronzewood Lodge. Devotees of Ehlonna or the elven pantheon are welcome at these meetings, if a bit gruffly, but all other attendees must be invited personally by someone already within the circle of trust. At these great moots, the woodsfolk observe rituals from long ago, celebrate with great contests of strength and wit, and debate policy regarding the natural affairs of the region.

A small permanent community inhabits the Lodge itself and the wooded copse surrounding it. Perhaps 30 assorted druids, rangers, and scouts protect the sacred site and keep watch on the nearby roads and

Rumors in Diamond Lake

A successful DC 15 Gather Information check can garner one of the following rumors (roll 1d10):

- 1 One of the lodgers at the Able Carter Coaching Inn is a rich mine manager from the neighboring village of Blackstone. He has no guards, and several trunks for an extended stay. He'd better watch himself, 'cause if I know it, you can bet I'm not alone. [True]
- 2 Governor-Mayor Lanod Neff loathes the presence of the Twilight Monastery monks in his town, and plans to attack the monastery soon with the sheriff's boys and some mercenaries from the Free City. [Party True. Neff loathes the monastery, but is too afraid of Izenfen to strike. He has employed no mercenaries from the Free City, but the presence of Auric, Tirra, and Khellek is probably to blame for the confusion.]
- 3 Did you hear about what happened at the Spinning Giant last month? There was some kind of fight inside, and when the sheriff's boys tried to go in to make an arrest, the soldiers forced the lawmen to leave. My cousin was there, and swears that a couple of those Heironeous clerics stood up to them sheriff's boys, too. [True. Governor-Mayor Lanod Neff's goons are no longer welcome on "soldier" property.]
- 4 Last week me mate Barwik were on the Elmshire Road when he come across a dozen armored warriors. They weren't the garrison militia, neither. Had a flag with the symbol of Manzorian the Archmage, what lives near Elmshire. Barwik thinks he plans to invade Diamond Lake! [Partly True. The archmage has indeed marshaled a force in the northern hills, but he has no ambitions upon Diamond Lake.]
- 5 No one has seen Mestal Fixx, Balabar Smenk's right-hand man, in more than two weeks. I might be imaginin' things, but Smenk seems more on edge lately. I wonder if something big is about to happen? [True. Last week, Balabar Smenk awoke from a pleasant night's sleep to stare into the eyes of Mestal Fixx's disembodied head, courtesy of a pack of grimlocks aligned with the Ebon Triad. Smenk fed the body to his dire apes, and nervously maintains that Fixx is away on business.]
- 6 Somebody's moved into the Old Observatory. I saw a crew of Balabar Smenk's boys hauling all kinds of unusual contraptions and gear from a carriage parked outside the building. Heavy cloth sheets covered just about everything, but I could have sworn that some of the things they unloaded were huge glass tanks. [True. A handful of miners saw Kullen and his gang moving the necromancer Filge into the Old Observatory, a key location in "The Whispering Cairn."]
- 7 I hear Luzane Parrin's been hanging on the arm of Chaum Gansworth lately. My wife saw them leaving Lazare's House together last week, so there's something going on. So much for Gansworth's neutrality! [True. Parrin and Gansworth have been lovers for months.]
- 8 They say a horse was killed in Tilgast's walled stable last week. Opened from ear to ear. Old Tilgast had to pay the visiting merchant a fortune to keep things quiet, but the men who hauled away the carcass revealed everything one night at the Feral Dog. A lot of people are thinking about pulling their horses out of Tilgast's, but it's not as if the Lakeside Stables are any better. [True. The horse attack was a Smenk move to weaken Tilgast's beloved side-business.]
- 9 Old Ragnolin Dourstone seems like one of the better mine managers, but I heard he was run out of Greysmere after he caved in his own mines on his agitating workers. [True.]
- 10 I hear that one of the freaks escaped his cage at the Emporium. Crazy little bugger called "Demon Boy." Bright red skin, obsessed with fire, you can't miss 'im. Word is Shag Solomon will pay 100 pieces of gold to the first one what can turn 'im in. [True. Unfortunately for would-be bounty hunters, the nasty little creature has already departed Diamond Lake to find fame and fortune in the free-wheeling Free City.]

valleys. Occasionally, they step in to rescue a traveler from some natural menace, but just as often they warn explorers to stay on the roads and let the wilderness take care of itself. Their leader is **Nogwier** (N male human cleric of Obad-Hai 6), an aged proponent of the Old Faith who strives to keep the focus of his community on preservation of a near-extinct way of life and away from anger at the Free City and its operatives

in Diamond Lake, whose avariciousness continually rapes the land. Nogwier urges cautious cooperation with Lanod Neff via a former Bronzewood man named Merris Sandoval, who now works as the garrison's chief scout, but he wishes that the Free City would have given him a more reasonable governor-mayor than Neff, and knows he won't outlive him.

The Lodge itself is a twelve-chambered structure composed of piled megaliths covered by earth. The cairn's central gallery contains a huge uprooted petrified bronzewood tree planted upside down so that its roots are exposed. Nogwier and his three servitors (N female human cleric of Obad-Hai 3) use the tree as a massive altar. Other chambers contain the sorted, commingled bones of generations of druids as well as priceless natural treasures accumulated over the course of centuries.

The Cairn Hills

A few hundred years ago, intrepid explorers discovered a fantastic cache of priceless artifacts entombed in one of the hundreds of ancient burial complexes hewn into the crags surrounding the Free City. The trove attracted legions of treasure-seekers to the Free City (then a mere trading post), and unbelievable wealth plundered from the tombs. The wealthiest explorers became the city's first nobility, and the Free City quickly became associated with easy wealth and fabulous archeological artifacts from long-dead civilizations that appeared to predate the emergence of gnomes and dwarves in the region. But the wealth didn't always come easy, as many of the forlorn tombs provided deadly surprises in the form of bound demon guardians, relentless constructs, and ingenious magical wards and traps. The hilly lands surrounding the City became known as the Cairn Hills, and the hunt for lost treasure became an important part of the region's cultural heritage.

But the treasure didn't last forever. Eventually, the cairns dried out, and unplundered tombs became more and more difficult to locate. Every decade or so a lucky explorer managed to strike it rich, but even more came away from their endeavors with nothing more than broken ankles and clothes singed by the fires of ancient protections. Several vanished entirely. Over the years, the Cairn Hills began to lose their allure, and the City fell upon difficult times.

Although abandoned cairns host no few bandit troupes and savage humanoid enclaves, two nonhuman communities play an important role in the Free City's economy, so much so that they impact even the remote mining town of Diamond Lake. These are the gnome warren of Grossetgrottel and the dwarven stronghold of Greysmere.

Three days (by coach) northwest of Diamond Lake, the Cairn Hills Trail enters a region of steep crags pocked with natural caverns. Five of these caverns lead to an interconnected series of gnome villages called Grossetgrottel. The gnomes of Grossetgrottel specialize in rare gems rescued from the subterranean depths, but each of the five villages focuses on a different trade or specialization. All told, some 800 gnomes call the place home, though about a quarter as many “expatriates” live in the Free City itself or in the mining towns surrounding it. Able gnome wardens and gem-encrusted constructs stand vigil over the surface entrances to each community, and nongnome visitors are subject to the legendary gnome suspicion.

South of the immense Mistmarsh, the Cairn Hills jut up to become the Abbor-Alz Mountains, and in a tight valley stands the imposing dwarven fortress of Greysmere, its impressive stone-carved façade reflecting in the still waters of a placid mountain lake. Tall mountains completely surround the valley, making the citadel one of the most easily defended locales in the region. Unusually for the dwarves, Greysmere stands open to all visitors, who are welcome in the enclave’s

upper markets and vast, agoraphobia-inducing galleries. More than 400 dwarves dwell within Greysmere, under the guidance of **Fionor the Rude** (LN male dwarf fighter 12), a downright mean little fellow who invites all new guests to his dinner table in hopes that they might provide a moment’s entertainment. Despite his boorishness, Fionor respects those who command respect, and is a trustworthy friend.

Far less welcoming are the brooding inhabitants of the Cairn of the Green Lady, a reclaimed tomb on the opposite shore of Diamond Lake itself. Cloaked in robes of green and quick to threaten outsiders, these two-score devotees of the death goddess Wee Jas honor a fallen saint of that deity with mournful prayers to departed spirits and mysterious explorations of the hills nearby. They base themselves in the tomb of this departed servant of the Dark-Eyed Lady, whom they believe died during a great migration of humans across the treacherous hills more than a thousand years ago. Diamond Lake’s Governor-Mayor Lanod Neff trusts the cultists only because they protect the town’s boneyard from the sinister attentions of the community’s most depraved

residents. The order’s leader, the enchanting **Amariss** (LN female human cleric 6), is always on the lookout for new recruits.

CONVERSION APPENDICES

The following sections provide tips on converting the Age of Worms Adventure Path to the **EBERRON** and **FORGOTTEN REALMS** campaign settings. Check out the web supplements for each Age of Worms adventure for individual adventure conversion appendices. Paizo will periodically update this file with new conversion appendices as time allows.

EBERRON CONVERSION APPENDIX

By *Keith Baker*

Eberron is a world shaped by prophecy. Dragons and demons fought a terrible war at the dawn of history, and the mightiest of the fiends were bound in the underworld of Khyber. But bonds can always be broken. For tens of thousands of years, the dragon sages of Argonnessen have studied star, stone, and sea, seeking insights into the living prophecy that shapes the destiny

Diamond Lake Miners



of Eberron. Those who know the secrets of the Draconic Prophecy have heard of the Age of Worms: a time of terror, a reign of death, when dragon and human alike will be corrupted and enslaved by the ancient evils. The seers of Argonnessen know that this darkness will one day overtake Eberron; they believe that it is inevitable. The only question is when. Over the course of this Adventure Path, a sinister force will set the wheels of the age in motion: it will fall to the heroes to serve as the agents of destiny, to find a way to stop the Age of Worms.

The Whispering Cairn

“The Whispering Cairn” introduces the idea of the Wind Dukes of Aaqa and the armies of Chaos, two ancient powers that fought at the dawn of time. In *EBERRON*, the Queen of Chaos and Miska the Wolf-Spider were two of the mightiest children of Khyber. In the first age of Eberron, these beings and others of their ilk commanded vast armies of rakshasa and other fiends. When the couatl

and the dragons rose up to fight the fiends that covered the land, they sought allies in all corners of the world, and ultimately even the outer planes. On Lamannia, the couatl emissary found a nation of mighty genies, and many were sympathetic to Eberron’s plight. These were the Wind Dukes. Deadly warriors and powerful wizards, these elemental lords fought alongside the greatest of the dragons, and wind and fire scattered the armies of Khyber. Even today, the names of the Wind Dukes are still spoken in whispers in the ruined halls of Ashtakala.

But as powerful and valiant as the allies were, it was a battle that could not be won. The mightiest children of Khyber could not be destroyed: their spirits would simply reform. The couatl’s retired into Sarlona, seeking to find a way to bind the demon lords. Meanwhile, the dragons and the Wind Dukes took a different approach—creating a weapon that could banish a fiend’s essence from the Eberron itself. The Wandering Dukes traveled across Eberron and all of the

known planes in search of power. And ultimately, they created the *Rod of Seven Parts*, forged in dragonfire and cooled in purest elemental air. Unfortunately, it was only used once before it was lost—but Miska the Wolf-Spider has never been seen again.

It is believed that all of the Wind Dukes were destroyed in the war against the rakshasa, but their tombs and relics still remain.

The Seeker Lodge

The Seekers can be incorporated into Eberron as is, as a new secret society. However, they could be an unscrupulous arm of Morgrave University, or an agency aligned with members of the Aurum who possess a particular love for antiquities. Alternatively, the organization could be replaced with the Wayfinder Foundation—although Wayfinders are less likely to resort to subterfuge.

Filge

In Encounter 5, a male elf corpse tells Filge “the Guild of Wizardry was wrong to turn



Garrison Militia

you out.” This should be changed to “the Esoteric Order”—the Esoteric Order of Aureon, described on page 147 of the *Sharn: City of Towers* sourcebook. Filge’s necromantic experiments violated the principles of the Esoteric Order, but as a rational arcane sage, Filge had no interest in joining the Order of the Emerald Claw, one of the usual bastions for necromancers. Humiliated, he made his way from Sharn to Diamond Lake, and he has been lurking in the shadows of the great towers ever since.

Backdrop: Diamond Lake

Diamond Lake is located in the Kingdom of Breland. Find the town of Moonwatch at the western edge of the Hilt, and follow the trade road to the northeast. When the road reaches the Dagger River, you will find yourself at Diamond Lake, high above the waters of the Dagger. On

a clear day you can see the towers of Sharn—which serves in place of the Free City—to the southeast. Three times each week barges stop at the lower docks of the town, picking up shipments of ore to be processed in the foundries of the City of Towers. The small lake that gives the town its name is located up at the top of the cliffs, and some old salts claim that there are tunnels at the bottom of Diamond Lake that lead all the way down to the Dagger itself.

The mines of Diamond Lake run down into the cliffs along the Dagger’s edge. The majority of the tombs and cairns in the hills around the town are tied to three cultures: the ancient goblins of the Dhakaani Empire, Malleon the Reaver and the other humans who first settled the region during the migration from Sarlona, and the strange, alien architecture of the daelkyr—the remnants of the war that shattered goblin civilization in ages past. And then there are a

few older tombs, which legends claim date back to the Age of Demons itself. For centuries these structures have drawn scholar and adventurer alike, both hoping to uncover new ruins from the fallen civilizations—and to find treasures overlooked by those who have gone before.

Aside from the Dagger River to the east, few physical changes are required to use Diamond Lake in Eberron. Specific NPCs will be dealt with in the conversion notes for the adventures



in which they appear. However, there are a few specific changes that will help to draw Diamond Lake more fully into Eberron, as outlined below.

Tidwoad’s

The dragonmarked House Kundarak dominates the banking trade. As a result, the banker Tidwoad is actually **Tidwoad d’Kundarak** (LE male dwarf expert 5), who uses his dragonmark gift of *arcane lock* to help secure his many vaults. Tidwoad’s bank also holds a House Sivis *speaking stone*, allowing residents to send and receive messages for a fee. A number of Sivis gnomes reside in the shop to operate the stone and assist Tidwoad with bookkeeping. The senior Sivis representative is **Lylana Lyrriman d’Sivis** (N female gnome bard 1/expert 3), a garrulous woman who will keep customers talking for as long as possible.

Healing

The largest dragonmarked outpost in Diamond Lake is the Jorasco house of healing, maintained by **Taskar d’Jorasco** (N male halfling adept 4/dragonmark heir 3). Taskar has a number of adepts and mundane healers in his employ, and he caters to travelers, injured miners, and adventurers who take unwise risks in the ruins. Healing spells and potions should be obtained at the refuge, as temple priests rarely sell their services.

Religion

The Chapel of Heironeous is dedicated to the sovereign Dol Arrah, the goddess of honor and battle, and the wall fresco displays Dol Arrah in battle with the dark god known as the Mockery.

The Church of St. Cuthbert is a temple of the Silver Flame. The followers of the Flame have always strived to fight both spiritual and physical evils, and the zealous Jierian Wierus exhorts his congregation to battle the evil that lurks within all mortal flesh through their frequent acts

of flagellation.

The Diamond Lake Boneyard is protected and maintained by the Restful Watch, a small and obscure cult that worships both the sovereign lord Aureon and the deity known as the Keeper. Followers of the Restful Watch believe that the keeper snatches worthy souls to protect them from Dolurrah, and that some day, when the time is right, he will return these souls and the dead will rise again.

The Ebon Triad reveres the Shadow, the Mockery, and the Keeper—though they have a very different view of the Keeper than the Restful Watch.

Getting the Players Involved

Consider the following options for characters belonging to EBERRON’S unique races:

Changelings: There are a few changelings in Diamond Lake. Most have ties to the Midnight Salute; Purple Prose may actually be a changeling herself.

Kalashtar: A kalashtar seer has had precognitive visions of a terrible disaster, but she cannot narrow the focus to determine its exact nature. A kalashtar may have been sent to the town to watch for any signs of this rising evil.

Shifters: There should be a number of shifters at the Bronzewood Lodge, but shifter rangers and scouts could also be attached to the garrison; the question is whether the character is a child of the wilds, or a member of Brelish society.

Warforged: The warforged are tireless workers with no need for food, and as such they would be welcome in the mines. However, established miners might see a new wave of warforged as a threat to job security. A former warforged soldier might continue to serve at the garrison. Or perhaps a warforged adventurer has become fascinated with the ruins: as a member of a race with no history, he is intrigued by the remnants of fallen nations.

The Three Faces of Evil

In “The Three Faces of Evil”, the heroes battle the Ebon Triad—a cult that seeks to create a vessel for the power of three gods. But the Ebon Triad is actually the tool of an ancient evil that created the cult as a tool to usher in the Age of Worms.

The Ebon Triad

The cult of the Ebon Triad reveres three of the gods of the Dark Six: the Mockery, the Keeper, and the Shadow. The cultists believe that ritual and sacrifice can bring their lords to Eberron, combined into the singular force they call the Overgod.

Unfortunately for the cult, this is a doomed quest. The gods of Eberron are distant and enigmatic, if they even exist; they are not about to descend to the world as one or three. Power can be drawn from the heavens, and it is this force that empowers the aspect of the Overgod. The cult can create monsters like the aspect, but they will never bring true gods to the world.

The founders of the cult knew this from the very beginning. The cult of the Ebon Triad was founded by immortal rakshasas—members of the cabal known as the Lords of Dust (described in detail in *DRAGON* #337). In the first age of Eberron, the world was ruled by the rakshasa and their fiendish overlords, spirits with the power to rival any

god. In time, the overlords were bound by dragons and the Silver Flame. But many of the lesser spirits—the rakshasa—escaped this fate, and for tens of thousands of years they have schemed to release their masters. Thousands of years ago, the overlord Katashka merged with the human wizard Kyuss, but this newly-forged demigod was bound anew before he could unleash his full power. The Prophecy speaks of the Age of Worms, when Kyuss shall be freed to stretch his hand across the world. The Lords of Dust who serve Katashka have been preparing for this day for millennia, and the Ebon Triad is just one of the tools they have shaped to serve their purpose. This is a perfect example of the machinations of the Lords of Dust—a scheme that takes centuries to unfold, using human agents who have no idea of the true role they are playing. In time, the heroes will come face to face with the servants of Kyuss-Katashka; for now, they must fight the Ebon Triad.

The grimlocks in this adventure come from a grimlock culture that has turned from the worship of the daelkyr to revere the Keeper. They mine Khyber shards in the depths and craft *Keeper's Fang* weapons, helping to spread the grasp of the Keeper across the world of the living. However, the dreams that led Gral-lak Kur to this place did not come from the Keeper; these were sent by the Lords of Dust.

For purposes of the adventure, replace Hextor with the Mockery, Vecna with the Shadow, and Erythnul with the Keeper.

Vecna

According to the adventure, the labyrinth was one of Vecna's lairs during his mortal days. But the Shadow was never mortal. To bridge this inconsistency, the DM may choose to say that this was the lair of one of the greatest acolytes of the Shadow and the Keeper—a wizard whose research into dark magic allowed him to break the borders of life and death to become the first human lich. This Vecna did not become a god, but he was one of the mightiest human wizards of history. His final fate is a mystery; he spread terror for a century after his death, then vanished. Some believe that he was killed by warriors of the Silver Flame. Other tales say that Vecna's own dark magicks consumed him. But some say that he lives still—that he is the lord of the Lair of the Keeper, or that he stepped into dark-

ness to become the herald of the Shadow. A character would have to make a successful skill check in one of the following to have heard these tales: Knowledge (arcana) (DC 25), Knowledge (religion) (DC 20), bardic knowledge (DC 25).

The Tieflings

The tieflings guarding the mines are not the result of contact with the outer planes. Their ancestors ventured deep into the underdark, only to be corrupted by the dark power of the rakshasa overlords imprisoned in Khyber. Tieflings bridge the gap between the Cults of the Dragon Below and the Lords of Dust: they are loyal servants of the ancient powers, and a Lord of Dust may be able to call on the tieflings touched by his overlord to serve in his schemes. The tieflings in this adventure are servants of Katashka, and their tattoos display serpentine patterns and skeletal figures.

Khyber tieflings are native outsiders; in all other respects they are identical to standard tieflings.

The Aspect of the Overgod

At the end of the adventure, the heroes may have to battle an aspect of the Overgod, a creation of the faith of the Ebon Triad. Its appearance should be altered to reflect the gods it represents. As such, it has the body of a flayed giant, its raw muscle glistening with blood. Its head is that of a skeletal dragon, though fleshy eyes peer out of its bony sockets. The entire creature is surrounded by halo of dark mist—the cloak of the Shadow. It still has six arms tipped with vicious talons. Two belong to the flayed giant. Two are the bony forelimbs of a skeletal dragon; the left is missing its forelimb and paw. And two are limbs of pure shadow; these are insubstantial and cannot actually harm anything solid.

The statistics of the aspect remain the same. The Standard of Hextor instead summons the weapons of the Mockery, a pair of kamas. However, the damage remains the same; one kama strikes at +13, the other at +8, and each inflicts 1d8+8 damage.

FORGOTTEN REALMS CONVERSION APPENDIX

By Eric L. Boyd

The Age of Worms adventure path can be incorporated into the FORGOTTEN REALMS

with a minimum of work for the Dungeon Master. The online supplement for each installment of the adventure path will be accompanied by an appendix detailing suggested adaptations to the adventure. Note that in lieu of repeatedly saying “In the Realms, XXX is known as YYY,” these sidebars use the convention “XXX (YYY).”

Future FORGOTTEN REALMS products will not treat the events in the Age of Worms adventure path as “canon,” but the unfolding of events suggested in these appendices will not diverge unduly from the “core Realms” unless the characters fail or the Dungeon Master wishes them to. Each FORGOTTEN REALMS appendix may refer to various FORGOTTEN REALMS products, including, but not limited to, *City of Splendors: Waterdeep, Faiths & Pantheons, Lost Empires of Faerûn, Serpent Kingdoms*, and *Underdark*, but only the FORGOTTEN REALMS Campaign Setting should be strictly necessary to adapt the campaign to the FORGOTTEN REALMS.

Characters in the Realms version of the arc begin their careers in the town of Daggerford (Diamond Lake) along the banks of the River Delimbiyr, exploring the Forlorn Hills (Cairn Hills) and the Lizard Marsh (Mistmarsh) before moving to Waterdeep (Free City), Longsaddle (Magepoint), the Chultan Peninsula (Amedio Jungle), Star mantle (Alhaster and Redhand), and Skull Gorge (Rift Canyon and Wormcrawl Fissure). For those DM’s who used the Shackled City Adventure Path in the Realms, note that these appendices assume that the city of Cauldron sits in a caldera on the Chultan Peninsula, on the northern slopes of the Sanrach Mountains, just east of the Jungles of Chult.

Backdrop: Diamond Lake

The adventure path begins in late spring of the Year of Lightning Storms (1374 DR) in the town of Daggerford (Diamond Lake), which lies along the northern bank of the River Delimbiyr (Diamond Lake) where the Trade Way crosses the river. Aside from a brief mention in the FORGOTTEN REALMS Campaign Setting, further details about Daggerford may be found in the 1e and 2e products *N5—Under Illefarn*, *Volo’s Guide to the Sword Coast*, and *The North*. *The North* is available as a free PDF download on the Wizards of the Coast website, wizards.com/dnd, and contains a map of the town.

Daggerford differs from Diamond Lake in that it is walled, it lies on the banks of a river ford, not a lake, and, until recently it was a much nicer place than Diamond Lake and ruled by a hereditary duke. The most important difference is that the mining industry does not dominate Daggerford to the extent that it does in Diamond Lake, so that the conflicts among the mine owners are but one of many threads of conflict within the town of Daggerford. The DM can either use the map of Diamond Lake with Realms-version place names or the Daggerford map found at the above-mentioned URL.

The most prominent deities in Daggerford include Chauntea (Beory), Lathander (replaces St. Cuthbert, although dogmatically Helm is a better substitute), Tempus (Kord), Tymora (Olidimmara), and Tyr (Heironeous). Local sects include the Bronzewood Lodge of Silvanus (Obad-hai), the Cult of Ascended Lovers (Cult of the Green Lady, a local sect that venerates Kelemvor and a LN aspect of Mystra in lieu of Wee Jas), and the Old Order (Twilight Monastery). The Ebon Triad is a sinister cult venerating three gods slain during the Time of Troubles (1358 DR): Bane (Hexxor), Bhaal (Erythnul), and Myrkul (Vecna). The Realms-version of the Ebon Triad seeks to bring about the rebirth of the Dead Three. Unlike in the standard adventure path, where cultists of the Ebon Triad are dangerous, deluded fools, the Realms-version of the cult is actually on to something, acting as key players in a centuries-old divine plot initiated during the Age of Netheril by Jergal, Lord of the End of Everything.

Nearly two years ago, unknown assassins poisoned the Duke of Daggerford, Pwyll “Greatshout” Daggerford, his sister, Lady Bronwyn, and his bastard brother, Lord Llewellyn Longhand, leaving the duchy without an heir. (Luzane’s late husband died in the same incident.) The perpetrator(s) were never caught. Soon thereafter, the Town Council met and elected Lanod Ondabar (Neff) of Irieabor, the little-known brother of the well-respected Delfen “Yellowknife” Ondabar (Allustan, but CN, short, and increasingly stout), as Governor-Mayor. Rumors suggest that the Town Council settled on Lanod Ondabar as a compromise candidate and lesser evil in lieu of Balabar Smenk.

As Governor-General, Lanod quickly appointed his old adventuring companion, Cubbin, as sheriff and began selling political

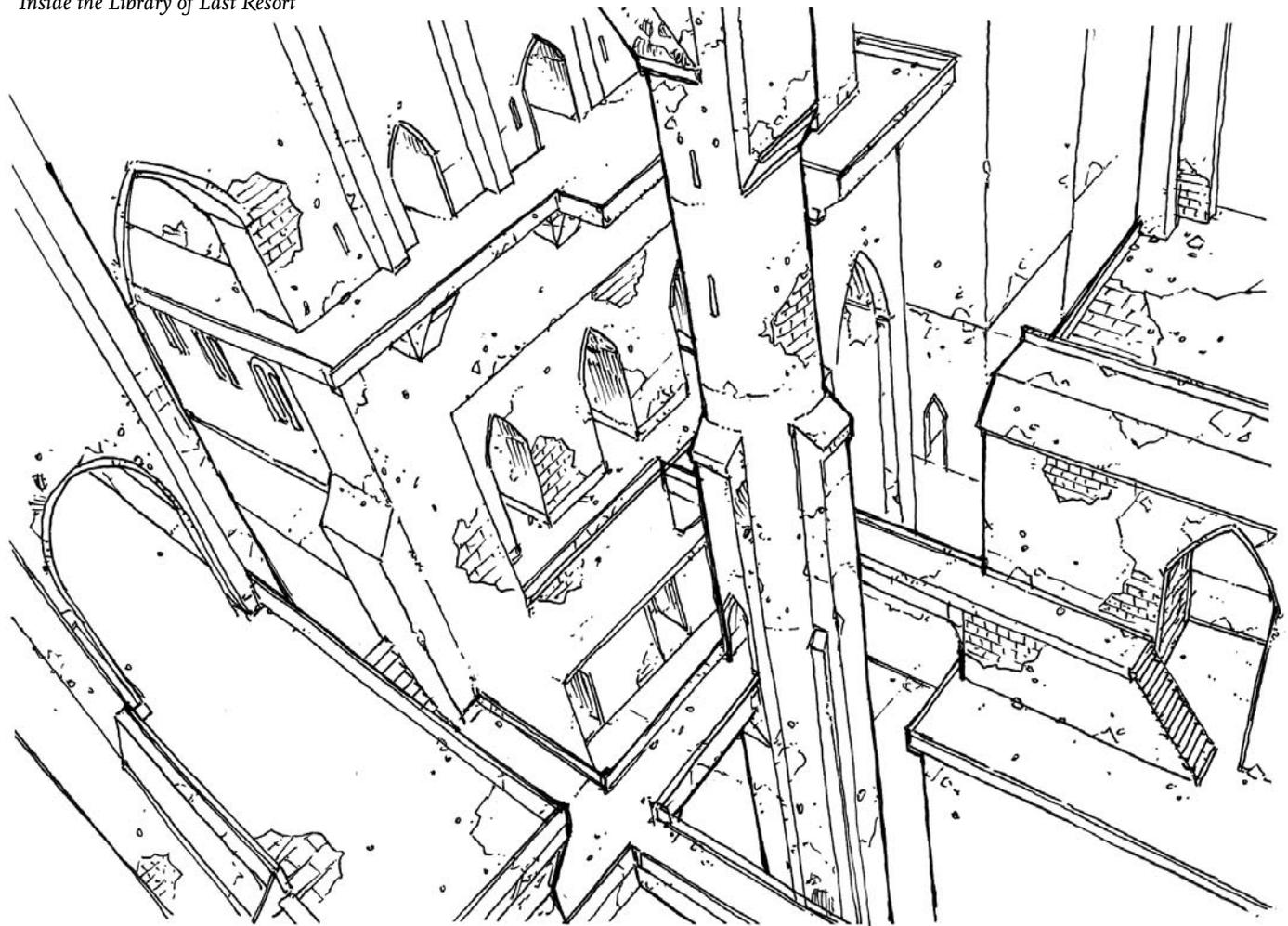
favours from the former duke’s castle to the highest bidder. In less than 24 months, the once-proud town of Daggerford has become synonymous with vice and exploitation, to the frustration of Sherlen Spearslayer (female variant of Captain Tolliver Tresk). Long-established businesses have been sold, their owners forced out by “new investors” allied with Lanod and Cubbin.

In conscious imitation of the Lords of Waterdeep, the identities of the 23-member Town Council of Daggerford are nominally secret except to each other, but “everyone” knows the roster includes the town’s guildmasters and most prominent clerics. The current Council roster includes Baergon Bluesword (CG male half-moon elf fighter 7/cleric 7 [Tempus]), Bando the Lame (CG male lightfoot halfling cleric 9 [Tymora]), Derval Ironeater (Dulok Blitzhame), guildmaster of the blacksmiths, Korbus Brightjewel (CN male rock gnome illusionist 7), guildmaster of jewelers and whitesmiths, Liam Sunmist (Jierian Wierus, LG male Tethyrian human cleric 10 [Lathander]), Maerovyna (LG female Tethyrian human cleric 9 [Chauntea]), Nartan the Merchant (LE male shield dwarf warrior 9), guildmaster of merchants, and Balabar Smenk, guildmaster of the mine owners. Other guilds include the animal handlers, carpenters, farmers, heralds and runners, leatherworkers, moneylenders, physicians, pleaders, rivermen, scribes, spellcasters, tailors, tanners, taverners, and watermen.

Locations of note in Daggerford include the community Stables (Lakeside Stables), the Barracks (Garrison), Black Stone Inn (the Midnight Salute), Delfen’s Tower (Allustan’s Residence), the Ducal Castle (Neff Manor), the Happy Cow (the Feral Dog), Zalambda’s Emporium (formerly the River Shining Tavern), Daggerford Inn (Jalek’s Flophouse), Farrel’s Fine Jewelry and Apparel (Tidwoad’s), and the Merchants’ Guild (General Store). NPCs of note include Bitris Ironaxe (Bitris Ruthek), Demetira Landscaper (female shield dwarf variant of Jalek), Derwin Ironeater (Ragnolin Dourstone, brother of Derval), Filarion Filvenderson (Ellival Moonmeadow), Galuth Ironaxe (Galuth Grobadore), Kaulbach (female variant of Velias Childramun), and Ransaran (Tyrol Ebberly).

The region surrounding Daggerford is best described in the web enhancement for *City of Splendors: Waterdeep*, found on the

Inside the Library of Last Resort



Wizards of the Coast website. Waterdeep, City of Splendors (the Free City), lies 120 miles by highway through plains terrain to the west-northwest. Crial Hold (Blackwall Keep) lies 15 miles west by river (downstream) or by trackless plains, on the edge of the Lizard Marsh. Julkoun (Blackstone) and Secomber (Elmshire) lie 90 and 165 miles east, respectively, by river (upstream) or by road/trail through hills. The Bronzewood Lodge lies across the river and 90 miles to the east by trackless plains, near the northern edge of the Misty Forest. Daggerford's iron and silver mines lie 5 to 20 miles to the east of town by mountain trail, on the same side of the river, in the small range of mountains that rise up at the southern end of the Forlorn Hills (Cairn Hills). (This range is small enough that it does not show up on the general map of the Realms found in the *FORGOTTEN REALMS Campaign Setting* but does appear in the map accompanying the *City of Splendors: Waterdeep* web enhancement. The southern end of the Forlorn Hills

lies east of Daggerford along the northern bank of the River Delimiby, south of the Forlorn Hills and the trail that connects Secomber with the Trade Way.) Mount Illefarn (Greysmere) is the most prominent of the mountains and perhaps the only one to merit the name, while Grossetgrottel lies within a lesser known peak to the west.

Finally, note that half-orcs are the legacy of numerous invasions from the Spine of the World (the "orc nation"), while human barbarians are likely descendants of the Uthgardt tribes that wander the north or the clans that live on the High Moor to the south and east.

The Whispering Cairn

As discussed in the Realms sidebar for the Diamond Lake Backdrop, the adventure begins in Daggerford (Diamond Lake) on the northern shore of the River Delimiby, south of Waterdeep (the Free City). The Whispering Cairn and the Stirgenest Cairn lie upriver from Daggerford, among the southernmost

peaks of the Forlorn Hills (Cairn Hills), south of the Delimiby Route. It takes a full day (8 hours) to make the hike from Daggerford to the abandoned mine office.

In the Realms, the Wind Dukes of Calim (Aaqa) were djinni (vaati) generals of the Calim Empire in what is now far-off Calimshan. Their ancient foes were the armies of Memnonnar (Chaos army) led by the great efreet general Memnon (Miska the Wolf-Spider) in service to Kossuth (Queen of Chaos), the elemental Lord of Fire. The Era of Skyfire (Battle of Pesh) ended thousands of years ago in the destruction of both genie-led empires and the creation of the Calim Desert (Pesh). The *Scepter of Calim (Rod of Law)* was symbol of the djinn's sovereignty in the lands south of what is now the River Agis until it was shattered by the elven High Mages of Keltormir. It is now known as the *Shattered Scepter of Calim (Rod of Seven Parts)*. The djinni buried their dead in the cold, unclaimed lands of northern Faerûn, far beyond the grasp of Memnon's

tomb-raiding legions. Further details on the history of the Calim Empire and Memnonar can be found in the *FORGOTTEN REALMS Campaign Setting*, *Lost Empires of Faerûn*, and in the second edition product *Empires of the Shining South*.

Artophanx is a small magma paraelemental (see *Manual of the Planes*, page 182) who served Memnon ere his imprisonment.

The Whispering Cairn was last explored by Ulavant, an unscrupulous tomb hunter (Shade hunter, see *Champions of Ruin*) backed by a minor sect (the Seekers) within the Church of Oghma who seek to “liberate knowledge” by any means necessary and often to their own personal benefit. Details of Ulavant’s band may be found in Waterdeep among the musty tombs of the Font of Knowledge (Seeker Lodge).

The architecture and artifacts of the Whispering Cairn once owned or created by the djinni Icosiol, Nadroc, and Zosiel reflect the art and culture of the djinni-led Calim Empire. Depictions of Zosiel, as found in #7, #24, and #25, show a proud djinn warrior. The statues in #10 and #15 depict proud djinni nobles. The Guardian of the Veil is a mythic figure of djinni lore.

Aside from Anders and Alastor, the Land family died of the Red Death plague in the Year of the Shadows (1358 DR), a magical disease unleashed during the chaos of the Time of Troubles. Anders died in the Year of the Boot (1343 DR). Alastor ran away in the Year of the Moonfall (1344 DR).

Filge hails from the City of Splendors, an outpost from Waterdeep’s Watchful Order of Magists and Protectors (Guild of Wizardry).

The Three Faces of Evil

In the Realms, the Ebon Triad is a sinister cult venerating three gods slain during the Time of Troubles (1358 DR): Bane (Hextor), Bhaal (Erythnul), and Myrkul (Vecna). The Realms-version of the Ebon Triad seeks to bring about the rebirth of the Dead Three. Unlike in the standard Adventure Path, where cultists of the Ebon Triad are dangerous, deluded, heretical fools, the Realms-version of the cult is comprised of dangerous heretics who are actually on to something, acting as key players in a centuries-old divine plot initiated during the Age of Netheril by Jergal, Lord of the End of Everything. In the Realms version, the Ebon Triad is marginalized more by its embrace of three dead gods

than its heretical beliefs. If Jergal’s long-simmering ploy succeeds, the resurrection of the Dead Three will enable him to circumvent Ao’s strictures and absorb the power of all three gods, transforming the Lord of the End of Everything into the Overgod.

The *Nethertome of Trask* was penned by an archmage of Netherese descent in the Year of the Telling Tome (668 DR). Trask is said to have explored the ruins of Holloway, a Netherese city that lay in the depths of the Hollow (see the *Netheril* boxed set, available for free download at wizards.com/dnd), now known as Skull Gorge, and discovered the *Way of the Ebon Triad* therein. In the *Nethertome*, Trask indicates that the *Way of the Ebon Triad* may actually date back to the primitive humans who inhabited the gorge’s caverns long before the rise of the Netherese, although in truth those writings were placed there by servants of Jergal ere the founding of Holloway.

In the Year of the Banner (1368 DR), Theldrick and a company of tieflings fled Darkhold during the Second Banedeath, as the purge of Banites from the ranks of the Zhentarim by Cyricists in that year is known. Although Bane has since returned, Theldrick and his followers never returned to Darkhold, preferring to make their own way among the wilds of the North. Garras and Kendra hail from the Amnite city of Purskul (see *Lands of Intrigue*, available for free download at wizards.com/dnd). Note that Garras, Kendra, and Theldrick have the Hatred domain (see the *FORGOTTEN REALMS Campaign Setting* or *Player’s Guide to Faerûn*) in lieu of the War domain, employ the morningstar in lieu of the heavy flail, and lose the bonus Weapon Focus feat. Likewise, Theldrick replaces his domain spells with *protection from good*, *scare*, and *bestow curse*, and he particularly enjoys taunting followers of Tyr (Heironeous).

Below Boreskyr Bridge, the Winding Water is foul and loathsome, flowing black until many miles west of Trollclaw Ford. The river’s waters were poisoned by the death of Bhaal during the Time of Troubles. Unbeknownst to all but a few intrepid explorers of the Realms Below, the tainted water also drains down into the Underdark, eventually mingling with an underground river that passes through the grimlock town of Reeshov (see *Underdark*). Although the water is not befouled at that point, some hint of Bhaal’s

power must remain within the waters. After Grallak Kur drowned in the river’s waters (murdered by a rival) before being brought back to life, the *Way of the Ebon Triad* was revealed to him in a series of visions. The grimlock oracle founded a Cult of Bhaal, but the dead god’s followers were eventually unmasked and driven from the town. Inspired by a vision, Grallak led his followers north to the Black Cathedral, where they joined the Faceless One’s followers. Note that Grallak needs to replace his Combat Casting feat with Servant of the Fallen (Bhaal) (see *Lost Empires of Faerûn*), lose the bonus Weapon Focus feat, add a dagger to his possessions, replace his domains with Death and Destruction, and change his domain spells to *inflict light wounds* and *death knell*.

THE WORLD OF GREYHAWK CONVERSION APPENDIX

Fans of the WORLD OF GREYHAWK campaign setting will find that adapting the Age of Worms Adventure Path takes a minimum of effort. The Free City, of course, is the Free City of Greyhawk. Readers seeking more information about the fabulous Free City should seek out the *City of Greyhawk Boxed Set* and *GREYHAWK: The Adventure Begins*. Both supplements are now out of print, but PDFs can be purchased online through a number of officially licensed retailers.

Using this approach, the archmage Manzorian becomes Tenser, former member of the Circle of Eight and one of the most powerful agents of good in the Flanaess. His associate Balakarde becomes Bucknard, who vanished in the Wormcrawl Fissure decades ago. The current year is 595 CY.

The Twilight Monastery, outside Diamond Lake, is dedicated to the tenets of Xan Yae, a goddess of Twilight, Stealth, and Shadows from the distant Baklunish West. Izenfen’s silent killers honor Zuoken, a demigod in Xan Yae’s service. The *LIVING GREYHAWK Gazetteer* offers more information on these beings. ☞

Future conversion appendices will appear in the Online Supplements for the issues in which new adventures appear, as well as in updated versions of this file, which will be uploaded to paizo.com as the Age of Worms Adventure Path progresses and as time allows.