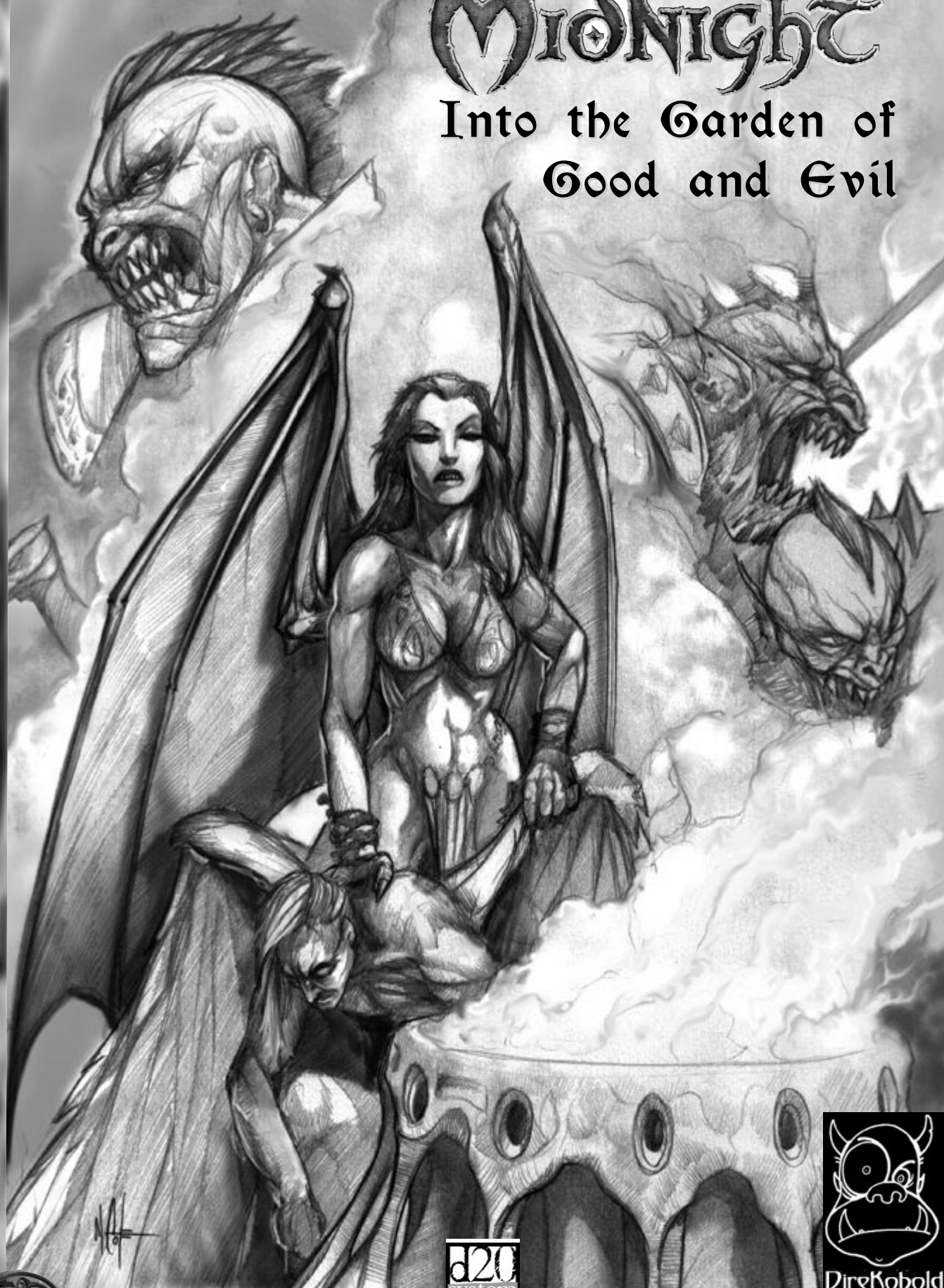


MIDNIGHT

Into the Garden of
Good and Evil



A Dire Kobold adventure by Wil Upchurch

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Contents

Introduction	4
Chapter One: A Sundered Mind	7
Chapter Two: Into the Jungle	11
Chapter Three: Temple of the Lost Gods	23
Appendix One: NPCs, Monsters, and XP Awards	27
Appendix Two: New Equipment and Magic Items	34
Appendix Three: New Prestige Class: Sahi Astrologer	36

INTRODUCTION

Into the Garden of Good and Evil

*Here death may deal not again for ever;
Here change may come not till all change end.
From the graves they have made they shall rise
up never,
Who have left nought living to ravage and rend.
Earth, stones, and thorns of the wild ground
growing,
While the sun and the rain live, these shall be...*

—Algernon Charles Swinburne, A Forsaken

Garden

Welcome to “Into the Garden of Good and Evil”, the first officially licensed adventure for Fantasy Flight Games’ award-winning MIDNIGHT campaign setting. This adventure is well suited for a party of experienced MIDNIGHT characters with an average character level of 9–11. The text assumes the DM is thoroughly familiar with the MIDNIGHT campaign setting. Other resources, such as *Midnight: Against the Shadow* and *Midnight: Minions of Shadow* are also useful in running this adventure. The epic introductory campaign for MIDNIGHT, *Crown of Shadow*, contains general advice for running any MIDNIGHT adventure.

This adventure depends on both the players and their characters being well versed in the hazards encountered by rogue agents in the Shadow’s domain. A seer or sunderborn character will be more closely drawn into the adventure’s plotline, while an elfling or danisil character can be helpful in navigating the heavy jungle where the second part of the adventure takes place. If the characters have played through *Crown of Shadow*, then they will be surprised at the return of an old nemesis. It is also helpful if they are already in the area of southern Erenland when the DM hooks them into the adventure.

In addition to combat experience, story-based awards are provided at the end of each chapter. These awards should be granted to parties that fulfill the conditions without DM intervention. Lower, or even skip rewards in which you had to prompt the players or pro-

vide clues that you deem unnecessary. The listed rewards are for the entire group and should be split evenly among each PC.

Adventure Overview

What follows is a short summary of the adventure. If you are planning to play a character in this adventure, stop reading now!

“Into the Garden of Good and Evil” is the story of a forgotten angel, a hidden plot, and a link to the past that could represent Eredane’s greatest hope of rejecting the Shadow. The characters are drawn in by either a personal connection or a chance meeting with an abandoned guardian. However they come to meet the angel Pyraxicon, the party members should be moved to hope by his tale and moved to pity by his condition. He tells the party of a hidden shrine to the elder gods that once allowed the ancient Elthedar to communicate directly with their makers. Whether or not the characters believe his claims of direct communication with the lost shrine’s angelic guardian, the tale should be too intriguing to ignore.

After traveling across the plains of southern Erenland toward the Aruun jungle, the characters must find their way through the haunted forest to an ancient danisil settlement that has been untouched by Izrador’s invasions. There, a mysterious loremaster in the twilight of his life will give them a piece of the key that will unlock the secrets of the hidden shrine. Leaving the tribal lands, the characters will enter the lost shrine just in time to avoid a black legate from their past. Once inside, the characters confront a bitter and wicked demon, an angel long fallen into insanity, and the possibility that their lives may be the only sacrifice that can restore hope to the world.

Adventure Background

During the Time of Years, when the elder fey reigned over the land from coast to coast, temples and

Campaign Note: Jael the Hunter

Jael the Hunter was first introduced in the MIDNIGHT campaign Crown of Shadow. If your characters encountered and defeated him there, then this is an excellent opportunity to feature the surprising and horrifying return of their first nemesis. Izrador is the only being on Aryth with the power to restore life to the dead, so this should be quite a shock to the PCs.

Due to his scarred features and new mount, Jael will not be immediately recognizable to the PCs, but Jael will recognize them. He should be portrayed as angry and wild, having lost some of his humanity as Izrador punished his soul for his failure. If the PCs somehow utterly destroyed Jael or if they never met him, feel free to substitute another defeated enemy legate from their past or perhaps introduce Jael as a terrifying new villain altogether.

shrines to their creators, the Lost Gods, could be found in every corner of their great civilization. The fey built gilded domes and twisting spires in tribute to their creators, and the blessed among them enjoyed regular communication with the deities that had given them life. Communication with the gods was a dangerous thing, however, even for their most pious devotees, and so they commanded the elthedar to build special chambers within their temples where the voices of the gods could be tempered.

These chambers, whose name is lost to time, were considered the most holy of places and came to represent the ultimate spiritual union between the gods and their creations. Dwelling in a place between the material realm and the home of the gods, the priests of the elthedar could hear the true voices of the gods without suffering madness.

The Sundering forever changed these chambers and those who used them. Izrador's war against his brothers and sisters had already distracted the gods from their worshippers, who found less and less guidance coming directly from the creators. Many priests took to remaining permanently in the chambers, hoping for even the tiniest hint of the gods' will. Those maintaining such a vigil at the time of the Sundering were ripped in two; their souls became trapped on Aryth while their bodies were sucked into the dark void that covered Aryth. Any who entered the chambers after the Sundering felt nothing. The age of the elthedar was coming to a close.

As the elder fey scattered across Eredane and the alethar began to rebuild the land after the darkness, these

old temples fell into disrepair and ruin, along with the cities in which they had stood. Even as the physical shell of the temples crumbled into ruin, the chambers resonated with the residual energy left by the touch of the divine beings that once held sway over the blighted land. Those beings from different planes that were trapped on Aryth by the Sundering were drawn to these ethereal nexuses. They could sense the power trapped in the air, but could not make use of it. Angels, demons, and devils fought over the old chambers and surrounding territory for thousands of years, even as the alethar watched on, unable to comprehend to what end these powerful creatures battled.

Aradil had her suspicions, however, and carefully mapped and traced these conflicts over the course of a thousand years. She called her most learned sages to her and before long a theory was born: the angels and demons were fighting over the last remaining traces of the Lost Gods. Try as the elves might, however, they were unable to even find the chambers or sense the power remaining in the ruins of the elthedar holy chambers. Thus were born the legends of the gant finar, wells of the gods.

Izrador's first attack had little effect on the planar beings fighting within the forest realm of the elves, as his reach never extended into its protected borders. His second attack was equally unsuccessful, but with each new incursion, the fallen god lured more and more demons to his service with whispered promises of eternal rewards, even freedom from Aryth itself. From these new allies he learned of the millennia-old war between demons and angels for control of the last vestiges of divine power. After countless centuries the gods' influence had dissipated from most, if not all, of the old chambers. But the enemies had been fighting for so long that none of them seemed to notice.

Between Izrador's second and third assaults on the people of Eredane, the dark god reached out to many more demons, and even some angels, in order to corrupt them to his cause. A small group of these trapped outsiders realized the threat that Izrador represented, not only to Aryth, but also to the planes beyond, should his plot ever succeed. Thirty-six angels, eighteen demons, and eighteen devils formed a wary alliance to defend their sacred battlegrounds from the Shadow and his forces, which now included a great many of each side's former allies. This secret alliance was known between them as the Cilthisn Communion. The Cilthisn Communion knew that they could not destroy the chambers, so they devised a way to hide them in plain sight: the chambers' energies were used to create a parallel realm, invisible to all mortal senses and magic. Two guardians, one angel and one demon, were trapped in each of the nine chambers when it was created, thereby linking the creatures to the spell that kept the chambers hidden. Izrador knew what they had done, but the exact locations of the chambers were now hidden from even his sight. He has spent much of the last thousand years tracking down the remaining members of the Cilthisn Communion and attempting to find the wells of the gods. It has only been in the last month that he believes he may have made a breakthrough.

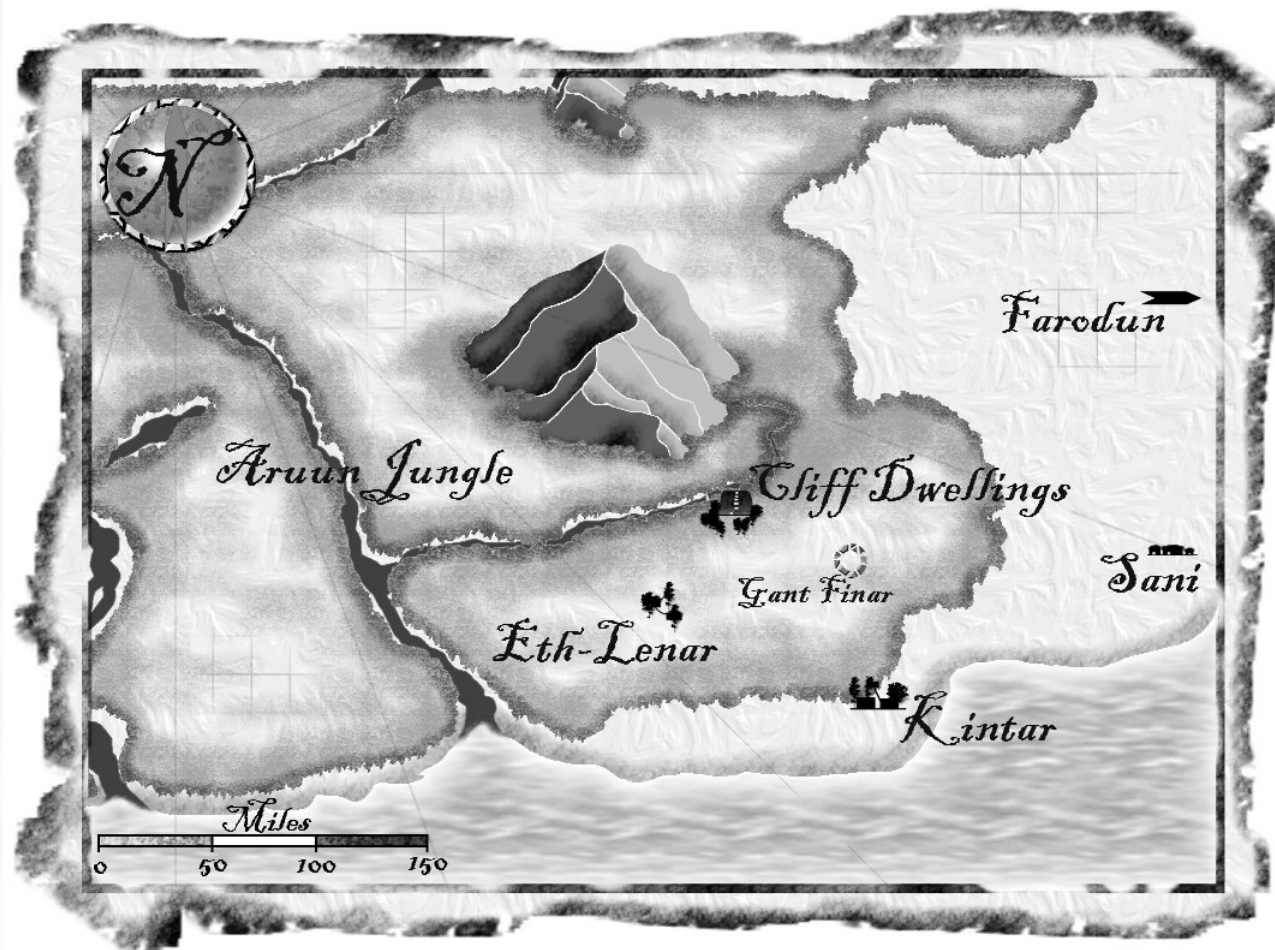
Twenty six days ago an herbalist in the village of Sani, which sits on the Kasmael Sea some 200 miles west by southwest of the town of Paol, began wandering through the village spouting crazed prophecies of the return of the Lost Gods. Nothing the villagers could do would stop the old man, and word spread quickly to the temple of Izrador in Paol. The temple legate there dispatched his recently acquired underling, Jael the Hunter, to find the old man and to rip his mind apart and uncover what he knows. Jael, having recently failed Izrador in the north, has been transformed into little more than a feral beast. While he retains some of his former powers, his mind has been shattered and his failure etched into his skin. Even so, his devotion to the dark god has not waned, and somewhere deep inside he knows that he can win back the favor of the Shadow in the North.

The herbalist is actually an angel by the name of Pyraxicon who was one of the remaining members of the Cilthisn Communion. He was recently contacted telepathically by the guardian angel of a nearby chamber, who was attempting to warn him of a coming catastrophe. The angel's counterpart, the erinyes Irenia, was growing tired of her "imprisonment" and planned to hand over the chamber to Izrador in return for her freedom. While the two

communicated, the erinyes blasted the guardian angel's mind, incapacitating him and causing Pyraxicon to go insane. Three days later, only 24 hours before Jael's arrival in Sani, members of the Cilthisn Communion descended upon the town and cut out his tongue. Unable to speak, Pyraxicon was no longer considered a threat by the Communion, who left as suddenly as they had appeared. They did not anticipate the coming of Jael or the torture he would inflict upon Pyraxicon to learn his secrets. But come he did...

Jael tortured Pyraxicon, further shattering his mind, in an attempt to learn his secrets. Only Pyraxicon's insanity stopped Jael from gaining full knowledge of the chamber, it's whereabouts, and its newly converted guardian. He learned enough to begin his search, however, and Izrador's greatest hunter gathered his oruk troops and vowed not to fail his master a second time.

The PCs are led to Sani less than 24 hours after Jael's departure. There they will find the village razed and its people destroyed. Pyraxicon has been left on the spire atop the village's badrua (Midnight Core Book, p. 156), where he is slowly being impaled by the pull of gravity. Jael has already left for the Aruun jungle, where he intends to find the secret chamber and take it in the name of Izrador.



CHAPTER ONE

A Sundered Mind

Synopsis

The characters are informed of the destruction of Sani by one of several means: through visions, a chance meeting with orcs on the plains, or coming across a small group of villagers who survived the massacre. They can then travel to the burned city and find the dying angel Pyraxicon in the ruins. Once Pyraxicon relates his story to the PCs, he gives them one piece of a key that will allow them to enter the chamber once it has been fitted with its partner. He can only hint at the location of the other piece of the key, which forces the PCs to travel into the dangerous Aruun jungle to search for it.

1-1: Portents of Evil

The characters will learn of the evil that has taken place at Sani in one of three ways. Feel free to use one, two, or all three of the following introductory scenes to introduce your players to the adventure. Once they have started moving in the direction of Sani, they will inevitably see the smoke from the fires and know that they have found their destination.

Visions of the Past

One evening while the characters make their way across the golden fields of tall grass in southern Erenland, a seer or sunderborn among them has a terrible vision.

A Sarcosan village is on fire; women and children are screaming and running from the flames as the men of the village are cut down by hulking oruks. A puff of smoke rises from the village's star tower and forms the shape of an angel who is trying to scream warnings, but nothing escapes his mouth but a torrent of blood that washes over your sight. You are drawn, faster than the wind, toward a plain of golden grass outside the village. There an oruk is on his knees, reporting to a man sitting atop a black horse with a twisted, jagged-edged horn erupting from its forehead. The black-armored figure looks up from the oruk and stares at you. His stringy, black hair hangs in a mess

over his face, which is torn by a dozen angry scars. Just as the vision fades, something within you recognizes the figure...

Most of the images in the vision are hard to pin down once the character returns to his senses. He feels ill, however, and knows that the scenes in the vision all took place somewhere nearby, and recently. The character is unable to identify the black figure despite his feeling that he has seen him somewhere before, but the characters should immediately be able to figure out that a legate is involved. Once the vision has passed, the character will be able to recall less and less of it as time goes on. Still, the haunting image of the impotent angel comes back to him in his dreams that night.

The character will have a sense of the direction of the ruined village, although he cannot pinpoint its location. The tall, golden grass outside the village mark it as a Sarcosan settlement somewhere nearby, and the character gets a sense of the sea whenever he attempts to recall any details about it.

Encounter 1: Orcs on the Plains

Jael has dispatched a group of orcs and ogres from Sani to report what they have learned to the temple legate in Paol. In Jael's reduced form, he is unable to enjoy the direct mental contact he had with his former superior, the Master in Grey. These orcs are carrying the message, along with a hefty pack of spoils from the recent sacking of Sani.

It is not often that the PCs catch a group of lone orcs out on the open plain, so it is likely they will take the chance to rid the world of a few easy orcs. The orcs should be far enough out of Paol that they will have to camp at least once before reaching their destination, allowing the PCs to have a chance to shadow them and take them as they rest. The orcs prefer to travel at night and camp during the day (although there is some overlap, allowing you to have the encounter happen at nearly any time of the day), so the characters will have to take that into account should they decide to follow.

The orcs and ogres are indeed an easy target for characters as powerful as the PCs. No magic should be

necessary to defeat them if the PCs are worried about a nearby astirax detecting them. Even if they use magic, there is no chance of being detected out here on the open plain. The orcs have two horses, one carrying the prisoners and loot and the other ridden by one of the scouts. The ogres are simply walking along and the wolves generally range out to scout under direction from the orcs.

The orcs are carrying two barely living prisoners with them back to the temple for sacrifice to Paol's zordrafin corith. These prisoners, a man named Asar and a once beautiful, but now heavily burned, woman named Metherene, can tell the PCs about the massacre back at Sani and give them directions to the town. These two are both near death and barely conscious, but can be healed back to health. They will gladly accept food from the party and vow to return to Sani and rebuild once they are certain that it is safe. Metherene in particular seems determined to pick up the pieces of her life, perhaps as a way of compensating for the horrible scars she now carries. Asar is a kind man who seems a bit in shock at the brutality of the Shadow's forces and all that has befallen his village.

If asked about recent events in the village that may have precipitated the massacre, either Asar or Metherene will tell the PCs of Pyra (as Pyraxicon was known in his guise as a simple craftsman) and his ravings. Asar adds that Pyra had two visitors three days ago (the day before the massacre) and that after they left, his ranting stopped and he was not seen to leave his home. Neither survivor knows of any link between Pyra and the oruks that destroyed their village, and they were taken from the village before Jael interrogated the angel and left him atop the badrua to die.

Orc Scouts (4): hp 12; see appendix.

Ogres (2): hp 29; see MM.

Worgs (2): hp 30; see MM.

Asar, Sahi astrologer: hp 30; see appendix.

Metherene, seamstress: hp 37, see appendix.

Treasure: The orcs have a horse loaded with 34 man-days worth of food (mostly dried fish, ort cheese, onions, and radishes), six pounds of local herbs and spices, and two bottles of pre-war vintage wine (a gift for the temple legate). Each of them has a sack of 24 silver pieces. They had a bundle of well-made tools on one of the horses, but abandoned it halfway through their trip as it kept falling off the packhorse and neither of the ogres felt like carrying it.

Encounter 2: Refugees

A group of survivors from Sani are making their way across the plains for the nearest town, probably Paol. They have lost their homes and must find a way to rebuild, which means surviving long enough to bring back supplies and aid. Twelve adults and three children are making the journey, and will gladly stop to talk to any characters that approach them in a friendly manner.

The children act incredibly frightened of the PCs and will hide behind the nearest female if spoken to or approached. One of the males seems to have taken charge of the group and speaks plainly about his distaste for "the

Asar, Sahi Astrologer

Asar is the village's Sahi priest, and although the religion of the Sarcosans is forbidden under Izrador's laws, he still practices the ancient art of astrology. At some point before the characters take their leave of the two Sarcosans (or on an evening before they reach the leveled village), Asar should look skyward and gasp. He looks saddened, and if questioned will state that "the red star of Sennach is descendant...a hunter filled with evil has found his prey." He does not know what this portent means, only that some great evil has befallen yet another poor soul.

orc plague and their miserable masters." One of the women gasps and shushes him whenever he starts in about this, but the destruction of his home has made him heedless to any consequences. He gives the PCs the same information that Asar and Metherene provide, and similarly did not stick around long enough to see Pyraxicon's interrogation.

Keen party members will notice that only one of the children has shoes, several of the adults are wounded, and none of them carries anything resembling food. The refugees will not ask for help directly (although if one of the females is isolated with a female NPC, she will beg food for the children), but, if offered, it will be accepted with great joy. While the refugees are united by their plight, four of them are of the beeshi caste, while the others are all asara (Midnight Core Book, p. 160). The beeshi are the only ones who will talk to the characters, and any kindnesses (food, healing, etc.) that the characters bestow on these unfortunates will be given to them first. The asara assent to this, as it is a part of everyday life in the caste system of southern Sarcosan culture.

1-2: The Ruined Village

The characters come across the ruined village of Sani and must deal with the survivors of the brutal orc attack.

General Destruction

The village is in complete ruins. The only two buildings standing are a stone barn whose thatch roof has been burned and the village's star tower, a 15-foot-tall structure whose stones have been painted black to match the color of the night sky. All of the food and animals have been taken from the village, along with most of the valuable goods. Dog, chicken, and human carcasses, both cooked and uncooked, can be found around the town, the meat

stripped from their bones. Homes, shops, and fields have all been burned and pillaged, leaving nothing but smoldering ruins and piles of black ash that swirl in the sea wind.

The Standing Barn

This 30-ft. by 30-ft. stone barn is surrounded by piles of smoldering, ashen thatch that once covered its roof. The wooden frame inside the structure did not catch fire, but the straw inside has scorched the ground and stalls. The horses were taken for the hunting party, and all other animals were slaughtered and the meat either packed or eaten on the spot. The bloody carcasses of two cows, sixteen chickens, and four goats are strewn about the barn. Little is left of them but bone and gore.

As the PCs explore the barn, they will find a curious sight against one of the outer walls. A double door is set into the ground, presumably leading into a basement area. A large stone has been rolled on top of the doors, and a foul stench mixes in with the smoke and slaughter if the PCs move within 10 feet of the entrance. As the PCs explore the barn, have them make Listen checks (DC 15) to hear a muffled noise coming from within the doors. If they move closer they can definitely hear a soft banging and a muffled cry for help coming from within.

A dozen or so of the villagers attempted to hide in this basement, hoping the orcs would pillage and then move on. Unfortunately for them, Jael the Hunter does not work that way. When a worg sniffed out the hiding townsfolk, the orcs sprayed flaming oil into the hole and covered the doors with the rock. Those inside were trapped, and all either burned to death or died of smoke inhalation. Because of the gruesome nature of their deaths, they were almost immediately raised as fell, and now they continue to attempt escape, not realizing that they are dead.

Removing the boulder requires a Strength check (DC 24), after which the doors swing open from inside. A cloud of black smoke erupts from the basement, and the foul smell is now easily identified as that of burnt flesh. The trapped villagers emerge from the basement, half of them so badly burned that they are barely identifiable as human. Their skin is black and crispy, and occasionally sloughs off if they rub up against something or scratch. They are still a little bewildered and none of them realize they are dead. Some of the unburned villagers seem to suspect that the others are newly risen fell, and they may attempt to communicate this information quietly to the PCs. Of course, they are dead too, they just don't know it. A Knowledge (religion) check (DC 15) is enough to tell that these people are doomed.

Several of the burned villagers are sobbing, and their condition is very pathetic. They constantly scratch their leathery skin, unable to stop the itching caused by the burns. They cry out for dead relatives and sob when they discover the state of their village. Of course, the PCs may just put them out of their misery quickly, but this is a great time for the DM to play upon their sympathies. If a slaughter begins, have the villagers react with horror, begging for their lives and crying chalky tears. The villagers are all depressed and horrified at what has happened, and it should not be easy for the PCs to get away with just chop-

ping them down, even if they are destined to become flesh-eating monsters.

There is an oil lantern hanging from one of the crossbeams that may be of use to the characters.

Ungral villagers (8): hp 10 each. See appendix.

Ungral children (4): hp 7 each. See appendix.

The Star Tower

The star tower, or badrua in the Courtier tongue, is the center of religious practice in every Sarcosan community, no matter how small. This particular tower is a clever mix of smooth, black stone with hard, white rocks placed to look like stars in the sky. These smaller stones are set out a bit, allowing the tower to be climbed with relative ease (Climb check DC 15). A man has been tied to the top of this tower, which is evident as soon as the characters get near the ruined town. Upon closer inspection, the characters will find that the man, Pyraxicon, has been left to die in a most cruel way. The ropes that bind him to the tower also hold him poised above the metal spire at its summit. He struggles still, but weakly, and the spire has impaled his groin at least a foot into his body.

Pyraxicon is barely alive at this point, and characters that scale the tower will find that he is spitting blood due both to his wound and to his recently severed tongue. At this point Pyraxicon is beyond healing, but he can still communicate with the PCs via the telepathy granted by his celestial nature. The PCs must first wake him, which puts him in excruciating pain, and convince him that they are of good nature. His insanity and pain have made him desperate to get his information out to the world, however, so a little diplomacy is all it takes.

If one of the characters experienced the visions on the plains of southern Erenland, it will be that PC the angel communicates with. The PC will recognize Pyraxicon from the dream as soon as he makes contact. Otherwise, the angel communicates with the PC that has shown him the most kindness, whether through attempted healing, herbal treatments, or simply a kind demeanor.

Pyraxicon shares with the PC the location of the gant finar near the Arunath Mountains. He tells him the history of the chambers and the potential prize to be found within—a bit of divine essence from before the fall of Izrador. He also warns that the legate that came through here a day ago knows the location as well. It would be a tragedy if even one of the chambers was to fall into Izrador's hands, but the angel yet has some aid to give the PCs. He has hidden part of a special key within the stones of the star tower itself. He directs the PCs to a particular stone, which when pushed inward releases a small grey stone with green bits that shine like metal. It is wrapped in a coarse cloth that is dyed purple and gold. A strangely shaped hole is carved into the stone, and Pyraxicon informs the PCs that the other part of the key must be inserted into the stone in order to enter the well.

DM's Note: When you are describing the chambers as Pyraxicon, try not to describe the veil that covers them. This will make the scene with the caransil in 3–1 all the more powerful, as they will think they are searching for a physical location, not a hidden realm.

The final thing he tells the PCs is that the other half of the key lies with the kintarak in the Aruun jungle. Before the PCs can ask him what the kintarak are, Pyraxicon suddenly looks with wide eyes toward the sky and cries “Dal Hali give me strength!!!!” He then shudders and dies. A Knowledge (Aruun) check (DC 15) or a consultation with a lorebook (DC 10) reveals that there is a mixed elven and elfling village on the southern edge of the Aruun called Kintar, which is as good a place as any to start. If there is nobody in the party with Knowledge (Aruun), a lorebook, or that is a danisil or elfling, then you can have Pyraxicon hold out a crude map that leads the party to the village and has the word “kintarak” written on it.

With these clues and the key in hand, it is time for the characters to take off across the plains in search of the key. The jungles of Aruun are 82 miles from Sani if the characters take a straight line parallel to the coast.

1-3: Across the Plains

The characters must make their way across the plains of southern Erenland toward the danisil town of Kintar.

There are few real dangers on the plains of southern Erenland. If the DM wants to throw in a random encounter or something linked to the rest of his campaign, now would be the best time to do it as once the PCs enter the jungle things are going to get tough.

Tracked!

Unbeknownst to the PCs, they have been tracked ever since they approached the ruined village of Sani. Jael is not only a great hunter, but he is also a clever prey that tracks his predator even as he himself is hunted. He accomplishes this by tasking his astirax to watch over any important sites that Jael visits to make sure nobody is following him. The astirax was just about to return to his master when the PCs became visible on the plains, so he stayed to watch them consult with the still-living angel and to take the stone from the badrua. While the astirax never got close enough to understand what the PCs have, he believes that they are on its master’s trail and tries to stop them.

If the PCs look like they can traverse the plains in a single day, have this encounter happen when they are still a couple of miles away from the jungle. If they camp on the plains, which is likely given the distance to the jungle, then this encounter should take place one night as one of the PCs stands watch.

Jael’s astirax finds two pairs of giant plains leopards and possesses the dominant cat of each pair until he can steer them in the PCs’ direction. He then settles on one cat and steers the new “pack” toward the PCs, attacking them at night when they are most vulnerable. The astirax-possessed cat stays back from the fight at first, prowling around the edge and looking at the PCs with a consciousness not found in an animal. Canny PCs will work out the astirax within for themselves, while channelers, wildlanders, or others with Knowledge (nature) can make a DC 18 check to realize that something is amiss.



Advanced plains leopards (4): hp 52 each; see appendix.

Astirax: hp 22; see appendix.

Once the characters have driven off or killed the plains leopards, the astirax flees onward to warn his master of the characters’ pursuit. It also tells of their meeting with Pyraxicon and the secret stone they took from the star tower. If he succeeded in killing the PCs then Jael recovers the first part of the key and takes it to Paol for the temple legate to study. Otherwise the characters are free to move on toward Kintar.

CHAPTER TWO

Into the Jungle

Synopsis

Armed with a piece of the key and the knowledge that a legate and his oruks are already on the trail of the mythical nexus, the PCs should make their way to the nearest danisil village, Kintar, to find the information they seek. Once they enter the Aruun jungle, the entire climate of the adventure changes. The elves and elflings of Kintar are helpful and gladly trade lore and goods with the PCs. One danisil druid even knows where they can find the rare flower used to make the key wrapping's dye—deep within the jungle, in the ruins of her ancestors' home. This area in the shadow of the Arunath Mountains is said to be home to demons, cursed spirits, and a tribe of ghostly elves who have not been seen for over 2,000 years—the Kintarak.

After being set on the trail of the second part of the key, the characters must venture into the dangerous jungle environment. If they are not from the region, they are likely to be in as much danger from contaminated water and poisonous flora and fauna as they are from the malevolent spirits that haunt the dark wood. Even with a guide, the jungle is filled with both natural and unnatural dangers that must be dealt with as they journey toward their goal.

Once they have reached their destination, they will find that some realities are even stranger than the myths that surround them. A millennia-old village of nigh-immortal elves holds the answer to their questions and knowledge of the whereabouts of the second part of the key. A demon-infested cliffside dwelling holds the second key, whose true power is unknown to the dwelling's overlord. If the characters can defeat the demon they can retrieve the key. But, it will require the power of the lost elves to join the two parts together, and the elven sage is not certain that he trusts the PCs enough to give them that power.

2-1: Kintar

The characters come to the danisil village of Kintar and interact with its people to find information about or clues about their quest and the mysterious object at its center.

The village of Kintar lies on the southern border of the Aruun, only a few miles from the eastern edge of the forest and the Kasmael Sea. It is a hybrid village filled with danisil as well as elflings, and even the occasional miransil trader gathering information about the world outside the sea. As such it has ground dwellings in addition to the normal hanging huts of the jungle elves. A stream runs through the village, over which the superstitious danisil have built their homes. It is a vibrant village with an active trade culture that bridges two worlds: the danisil in their forest home and the Sarcosans on the fields to the east.

The elflings in the village are more sociable than the danisil, and will appear even more so since the elves do not often leave their treetop homes and the platforms and vine bridges that run between them. The characters are interesting to the villagers but by no means a curiosity; Kintar sees its fair share of travelers and foreign visitors. Dorns and dwarves will be especially popular, though, and will probably draw some of the elves down out of the trees to visit with these rarely seen races. Orcs and dworgs are not welcome in the village, however, and their reception is colder (see Insh-Kulk's entry below).

Village life centers around a fishing platform built over the small river. It is a round, wooden platform with a large hole in the center through which the elflings fish. The villagers primarily eat vegetables and roots, so fishing is mostly a social activity. Small tables are set out on the platform during the day where the villagers can eat, talk, and even play games. If the characters spend much time interacting with the local folk or spend the time to make a Gather Information check (DC 15), they will begin to hear rumors of a scout who is more than a week late returning from his latest mission. The villagers have given him up as lost and speak about it with sadness.

Kintar is a typical danisil society in that there is no true leader, but rather a council composed of all the village's adult elves decides matters important to the village. The elflings are not a part of this council but their opinions are taken into account before any major decisions are made. For the most part the elflings are content to live by the decisions of the elves. Several of the danisil have made names for themselves in the village, however, and their voices are at least more respected than others, if not always agreed with.

Insh-Kulk is a master hunter whose skill with bow and blade has earned him the lead position among the village's warriors. He often leads expeditions into the jungle in search of demons, orcs, and other threats that can be eliminated before they come into contact with the village. He is present when the characters arrive at Kintar, but he does not show much of a personal interest in the PCs. However, he is curious as to what they want, and observant PCs will note one of the danisil children climbing back and forth from Insh-Kulk's tree-borne home to give him information. If the party includes an orc or dworg, Insh-Kulk gathers eight of his strongest warriors and confronts the PCs. He will not have the spawn of Izrador in the village under any circumstances.

Insh-Kulk can provide the party with more information about the lost scout, one of his men. The elf's name was...is...Lashtek and he is an excellent tracker with the reputation for being an effective demon hunter. Insh-Kulk, like the rest of the village, seems to be affected by the elf's disappearance.

If the party talks to Insh-Kulk about their mission, perhaps asking him for guides or support, he only tells them to beware the danisil traps they have placed in the jungle. They radiate for two miles around the village, and beyond that radius the characters may find traps of other tribes awaiting them. He will describe the mechanisms and wards to the characters, granting a +2 bonus on all Search and Spot checks to notice any traps they encounter. A full accounting of the various traps used by the danisil can be found in Section 2-2 below.

Aksthindrelai is the village's shaman, a spiritual channeler of some power whose facility with divination magic is a source of awe for the village's other inhabitants. She inhabits a hanging, dome-shaped hut that is covered with mud, flowers, and animal parts (mostly horns, antlers, and skulls). Any inquiries into the key, the history of the village, or mystical matters will be met with a recommendation to visit Aksthindrelai...if the party dare endure her scrutiny.

Aksthindrelai has little information about the missing elf hunter, although she too is saddened by his disappearance. She has not told the rest of the village, but her divinations reveal that the hunter is alive somewhere in the surrounding jungle. Any other attempts at detection or location have been foiled somehow, but she is certain that she is right.

Kekutu the Sneak, although he really doesn't prefer to be called that, is the village's premier trader. The small, dark elfling is the best person to approach if the party needs to pick up some mundane supplies, alcohol, or infor-



mation from along the coast all the way to Hallisport. The villagers are not sure how he gets his information, but he always seems have knowledge of everything from the movements of Izrador's southern armies to the pirate activities in the Gulf of the Sorshef. Kekutu should have reasonably good access to any mundane items the party is looking for. When it comes to weapons and armor, he has two suits of refugee leathers (sized for elves), a cold iron sepi fighting knife, a silvered masterwork short sword, 20 Caransil arrows (+1 on attack and damage rolls, double if fired from an icewood bow), and three vials of very valuable danisil poison (Injury, Fort save DC 15, initial and secondary damage 1d6 Dex). Kekutu especially likes charms, as they seem to work exceedingly well for him, and will trade for them at double value.

Note: this is a great time for the DM to slip a covenant item into the mix if one of the characters is lacking one. Any mundane item in Kekutu's stash could be a covenant item in disguise, and he might just give it to the characters for a song since he supports their mission.

If asked about the missing elf hunter, Kekutu says that he believes the hunter became the hunted, and that demons take the role of predator with greater ease than the role of prey. He has no specific information to validate this rumor, and it comes off as fairly fantastic in the telling.

Once the characters have had some time to interact with the villagers, they will eventually be directed to Aksthindrelai's hut in regards to the key. Those who climb the sturdy vine ladders up to her hut will be greeted by a beautiful jungle elf with long, dark, curly hair and a disarming smile. Although easily mistaken for a handmaiden, this is Aksthindrelai. She uses magic to disguise her true form, not out of vanity but out of a desire to give both her people and the visitors she sees a symbol of hope in the midst of the dreadful jungle and its myriad dangers.

Her hut is large enough to accommodate up to four additional Medium-sized creatures, the rest is filled with pottery, bottles and jars plus containers full of herbs, lotions, potions, and other exotic things. A pot hangs in the center of the hut, and a vent flap remains open whenever it is not raining. Aksthindrelai offers the PCs a muddy-tasting tea from a kettle hanging over the fire. She really wants to read the leaves at the bottom of the pot, and will pour out the tea whether they accept her offer or not. After looking into the leaves for a minute or so, she will look up at them and ask what has brought them to Kintar.

(For more information on Aksthindrelai's kettle, the Kettle of Stars, see Appendix Two.)

Aksthindrelai was unaware that Jael and his oruks had penetrated the forest, but she is undaunted by the information. Far worse creatures live in the Aruun for her to worry about a band of orcs and their profane leader. She is more interested in Pyraxicon's tale, although she has not heard of the chambers or anything related to them. If the PCs mention the word kintarak to her, she nods her head knowingly, but asks them to continue. She wants to hear everything they have to say before offering anything, partly to further gauge their intent and partly to make sure she learns as much as possible.

Once they have talked for a while, she asks to see the

key if it has not been offered already. She studies it for some time, casts a few divination spells upon it, and then reports that her spells have revealed nothing. Before the PCs can become too disappointed, however, she tells them that she can help them despite this.

The kintarak, she tells them, are the ancestors of those who now live in her village. Hundreds of years ago the entire clan was driven from their cliffside home by a powerful demon that commanded magic too great for them to withstand. The elves fought for many long years to regain their home, but the demon's power was too great and became even moreso as he recruited allies from the surrounding forest. Some of the tribe decided to move south, far from the demon's haunted domain, but a few remained behind to liberate their home from this unrelenting evil.

Those who founded Kintar believed the rest of the tribe to be dead, and Aksthindrelai continues to believe it. Still, the dyes used to color the key's wrapping are distilled from a rare jungle flower found in and around the tribe's old home. It is now a very treacherous patch of forest that even the hardest danisil avoid. The demon's reach now extends far outside the old elven home, and the danisil have set wards around the forest to warn away wanderers. Aksthindrelai can direct the PCs to this deep jungle domain if they wish, but she does so with grave warnings and an offer to safeguard the first part of the key while they are away. She does so with no deceit, and will indeed keep the key safe here in Kintar if the PCs decide to trust her. If the characters have been exceedingly polite to her and the villagers, or impressed her in some way, then she gives them two gifts: a necklace of five lesser charms (determine randomly) in the form of feathers that must be stroked to unleash the ability, and a pair of herbal poultices that will double a character's natural healing rate (including ability damage recovery) if applied to the skin overnight. Each poultice can be used only once, and will go bad and lose it's potency after two weeks.

There is little else to be gained from talking to the danisil shaman; she has told the PCs everything she knows. Aksthindrelai is obviously a skilled herbalist, however, and she can provide any herbal ingredients they might need that have either a primary or secondary terrain type of jungle (any) or swamp. She can also teach spellcasters any of her spells. In return, she asks that they vow to return and help her village for a period of one week with mundane tasks such as repairs, various crafts, gathering, and hunting.

2-2: Shades of the Past

The characters must find their way through the thick, dangerous jungle in search of a lost tribe of elves and hopefully the second part of the key of Pyraxicon. The journey to Eth-lenar should take them five days of hard exploration, chopping and climbing their way through the tangled jungle.

In addition to the traps and hazards mentioned in the Perilous Jungle sidebar, as well as any random encounters the characters may have, there are two encounters that the PCs will definitely have while searching the jungle for the kintarak.

The Perilous Jungle

The Aruun jungle is a very dangerous place for those not versed in its peculiarities. It is not just the dangerous spirits and demons that haunt the jungle that pose a threat to the characters—the very flora and fauna of the jungle can kill an unwary traveler.

Poison and Disease

Any time a character forages for food, water, or herbal and healing supplies he must make a Knowledge (Aruun) check (DC 15) or pick up a poisonous or diseased specimen (75% poisonous, 25% diseased). Bringing back such a specimen ruins the entire trip's collection unless special measures were taken to separate any finds. Characters that partake of the tainted food or herbs are subject to the effects of the poison or disease as normal.

New Poison

Barla leaf; Ingestion; Fort save DC 17; initial damage 1d6 Str, secondary damage 1d6 Con.

New Disease

Jungle sweats; Contact; Fort save DC 15; incubation 1d2 days; damage 1d3 Dex, 1 Con.

Forest Terrain

The jungle is fairly thick once the characters leave Kintar, so you should use the rules for a medium Forest with light undergrowth as the PCs travel. The areas around Eth-lenar and the chamber are dense forest with heavy undergrowth. The characters will not have a map of the jungle, but the directions provided by Aksthindrelai grant them a +2 bonus on Survival checks to avoid getting lost. Rules for forest terrain and getting lost are located in the DMG, Chapter 3.

Danísil Traps

Although there are many more kinds of traps set by the wily jungle elves, the PCs will have to deal primarily with three different kinds used by the protectors of Kintar.

Hail of Poison Needles: CR 7; mechanical; location trigger; manual reset; Atk +10 ranged (2d4

+ poison); poison (ankra fang extract, DC 14 Fortitude save resists, 1d6 Dex, 2d6 Dex); multiple targets (1d2 needles per target in a 20-ft.-by-20-ft. area); Search DC 22; Disable Device DC 22.

This trap is triggered by one of several tripwires found in the area of the trap. The needle throwers are disguised to look like knobs on surrounding tree trunks, and every creature within 20 feet of the trigger point is subject to an attack. The elves mark the area of these traps by carving three parallel lines on the trunks of surrounding trees. The marks vary in length, a subtle code that tells those who know it exactly where the traps and tripwires are located.

Pit and Dagger: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20-ft. deep (2d6, fall), multiple targets (first target in each of two adjacent 5-ft. squares); 2d4 tiny vipers or small monstrous scorpions; Search DC 20; Disable Device DC 23.

This simple trap uses misdirection to fool its victims, and is meant for intelligent creatures only. A dagger or large thorn is used to hang a piece of parchment or cloth from a tree. The object appears to have writing on it. Any creature approaching from the front of where the note is stuck will fall into a 20-ft.-deep pit filled with poisonous snakes or scorpions.

Sacks of Paralyzing Herbs: CR 6; mechanical; location trigger, manual reset; multiple targets (all creatures in a 20-ft. radius); never miss; poison (waniki dust, DC 17 Fortitude save resists, paralysis/paralysis); Search DC 21, Disable Device DC 21.

This trap uses tripwires similar to those in the hail of needles trap to release two suspended bags filled with waniki dust, a paralyzing agent distilled from the bark of a rare tree found near the Druid's Swamp. When the bags hit the ground they burst open, affecting all creatures within 20 feet. The elves draw black stick figures on trees surrounding these traps. Affected creatures are paralyzed for 12 hours, and affected as if by a slow spell for an additional 12 hours. While this is not dangerous in and of itself, being paralyzed in the Aruun jungle leaves one an easy meal for the area's many predators and demons.



The Pity Lure (EL 9)

This encounter should be run before the real elven hunter is encountered, to best play upon the PCs' curiosity and desire to help return the elven hunter to his village (if they are of such character).

The jungle begins to grow thicker as the PCs travel toward its core and the Arunath Mountains. Long, twirling vines snake across the tree branches and fallen, rotting vegetable matter covers much of the forest floor. At this point the characters are having to deal with the hindrance of dense forest with heavy undergrowth. Unbeknownst to the characters, a group of grenghosts (*Minions of Shadow*) has been following them and preparing an ambush. When the characters come to one of the deeper parts of the forest, the grenghosts mount their assault.

They begin combat with a bit of trickery, forming a vine-beast vaguely in the shape of a man (or elf) and squirming and moaning underneath a pile of brush. The other five silently possess the surrounding plant life and shape it into five large ape forms, remaining hidden for as long as possible from the characters (Hide bonus +13). As soon as a character draws near the squirming form, all six beasts attack at once.

Vine beast apes (6): hp 29 each; see appendix.

Tactics: Because they are melded with the underbrush, the vine beasts suffer no penalties when moving through the heavy undergrowth, while the characters suffer the full penalties of fighting in such cramped quarters. They are intelligent creatures and will attempt to gang up on PCs where possible, flanking them and smashing grappled creatures until they stop moving. Once a grenghost grapples a character with a tentacle, it has two choices. It can either grapple the character with a single tentacle, in which case it is considered grappling, or it can use all four tentacles to hold the character. In this case, it does not suffer the normal -20 penalty on grapple checks even though it can still constrict the held opponent, and it can attack another target with its natural attacks at no penalty.

Demon's Play

The missing elven hunter, Lashtek, is indeed alive and the PCs have a chance to find him in his piteous state.

Kekutu was more right than he knew when he conjectured that the demons got tired of being hunted and turned from prey to predator. They gathered and awaited Lashtek's latest hunting expedition, where several demons ambushed him and were able to overcome him. Rather than tearing him limb from limb, as several of the beasts were eager to do, they instead cursed him as a warning to other elves who would come into their home and hunt them like animals. In a cruel mockery of the Whispering Wood, the demons melded Lashtek's body and essence to a tree, leaving only his face and one hand free from the process. Lashtek remains living as long as the tree lives, and he can still feel the pain of the biting and stinging insects that are attracted to the exposed skin of his body.

When the PCs come upon Lashtek, they will once again hear a soft moaning from somewhere nearby. They

may be wary after their last encounter, but what band of adventurers can resist such a call? The elf is in some pain because of the painful welts on his face and free hand, but his physical condition is stable (aside from the obvious impediment of being melded to a tree). He is mentally on the verge of collapse because of his piteous condition, but some good treatment by the PCs raises the elf's spirits considerably. He asks them if they can be of any help, or if at the very least would they mind taking a message back to his home in Kintar.

Lashtek does not need healing, although any herbs that might dull the pain from the welts would be appreciated. A remove disease or cure serious wounds will heal the welts on his body but not stop others from being raised. Remove curse will free him from his current situation, but dispel magic and the like will not. He refuses any offers of food, but will drink greedily of any fresh water offered to him.

If the characters help Lashtek get free, either by removing the curse themselves or by contacting Aksthindrelai with his location and status, they will earn the village's respect and thanks. In addition, Aksthindrelai considers them even for any spells she taught or herbs she gave to the PCs before they left Kintar.

Optional Jungle Encounter: Tuk'd In

If the party is accompanied by a Small-sized character, such as a gnome or halfling (or even a very short elfling), then a pack of tuks takes notice of them and decides to harass the party. Each night that the party camps in the jungle, the pack encircles them. On the first night or two, a single tuk will attempt to sneak into the camp to steal unattended goods. After the second night the tuks become bored and decide to launch an attack. If a thieving tuk is discovered, the others all launch spit darts into the camp area, targeting alert PCs before those that are asleep.

Only fifteen of the tuks spit darts each round, while the other half of the pack uses cooperation to aid the attack rolls of their comrades. The tuks will retreat into the jungle in groups to avoid melee combat, climbing trees and jumping from branch to branch. They always stay in groups of at least four so they can continue to cooperate on attacks, although if they find a particular target easy to hit then they cease cooperating and open fire.

Tuks (30): hp 4 each; see appendix.

Ghosts of the Past

After marching through the jungle and fighting off its myriad dangers, the PCs will finally reach their next destination. The characters begin to notice the flowers that form the dye used in the key's wrappings, a clue that they are in the right area to continue their search. The kintarak will trace the PCs steps as they move closer to their home. They live in the highest branches of the tall boa-bil trees that cluster in the Aruun. Their village is only about 10 miles south of the edge of the Arunath Mountains, but the

jungle here is among the densest in the region. The air feels palpably different from the jungle around Kintar; decay and otherworldly evil can be felt in the trees and the earth. Whereas the jungle has been full of life until this point, the wildlife the party does manage to catch a glimpse of seems hidden and frightened. Signs of life are few: emaciated monkeys fleeing in the treetops, patch-furred sloths laid up by a wasting disease, and withering plants that seem to be snapping in the wind, or at the characters, even though the air is still.

Eight kintarak rangers will travel the treetops above the PCs when they get within three miles of their village, Eth-lenar. These rangers stay between 30 and 50 feet above the jungle floor and have a +4 bonus on Hide and Move Silently checks as long as they remain in the treetops, making it very difficult to spot or hear them. If the rangers are spotted and confronted, or if the characters get within one mile of Eth-lenar, they silently drop hooked ropes to the jungle floor and slide down, taking one full round. The kintarak do not have weapons in hand, but strange sepi are strapped to their leathers and four of them have short bows slung across their backs. They do not threaten the party in any way.

A character with at least one rank in Knowledge (Aruun) or who is from the region will immediately recognize several physical differences between the kintarak and the danisil that inhabit the rest of the jungle. They are markedly paler than the danisil, have straight hair, and all of them have blue eyes. The kintarka wear tight-fitting leathers that look incredibly worn but still strong, short breeches with many pockets, and not much else. Their clothing and skin are painted in camouflage tones, sometimes hiding them from view even at close range.

One of the kintarak rangers, Jehdekal, addresses the party first. He speaks only danisil and jungle mouth, and will have to resort to drawing in the soil and gestures to communicate if none of the party speaks these languages. These kintarak were sent by their shaman to escort the party into their village, which would likely have remained hidden from them without this guidance. The shaman knows why they have come, and that they have the first half of the key to the gant finar. He is willing to give them the second half of the key, if he finds them worthy of his trust. Jehdekal will say no more, answering any questions with an admonition to ask again in the presence of the shaman, who will have more satisfactory answers.

Kintarak rangers (8): hp 45 each. see appendix.

If the party follows the kintarak, they lead them about a mile through the jungle before pointing up to where their huts hang from the trees.

The DC to climb these trees is 15, and the party must climb at least 75 feet to get to the treetop village. If there are some members that are having trouble making the climb, the kintarak can bring vine-woven ladders into the trees and tie them off. The entire process takes about 10 minutes, and is an embarrassing start to the characters' relationship with these mysterious elves.

The village is strange; it is almost completely empty for as long as the characters are there, but it is clear that all

of the dwellings are occupied and cared for. The reality is that the kintarak are almost always out in the jungle, where they can preemptively deal with any threats to their village while pursuing their goals. The village shaman, a large, muscular kintarak named Tatono, greets them when they reach the high wooden platforms of Eth-lenar. His presence is almost overwhelming, and any PCs that have had an audience with the Witch Queen of Erethor will note a similar, if lesser, feeling of power coming from this being. Tatono speaks a variety of languages, including Trader's Tongue, so he can make the PCs feel more welcome than his rangers could. He takes them into the largest hut, which looks like it can accommodate about 30 people seated at various tables and chairs within.

Once they have settled in and either accepted or refused the food and drink provided by the kintarak elves, the shaman is ready to address them and answer what questions they might have.

Who are you? The kintarak are an ancient race of elves who are touched with the power of other worlds. Our ancestors consorted with the angelic messengers of the Lost Gods, and we are all that remain. We lived among the danisil for thousands of years, until it came time for us to remain behind as they fled these demon-haunted expanses. We are the guardians of the chamber that you now seek.

How do you know of us and our quest? I am blessed with the ability to see many things, and I could sense the movement of the great key as easily as I feel the rain on my skin. I have watched you from afar, judging your actions and intent as you moved closer to me. I believe that Pyraxicon's desperate judgment was properly given, and a happy accident that he did not give the key's secrets to those of darker hearts than your own.

Note: If the PCs' actions have been anything but honorable to this point, it will take some serious negotiations to get the information and aid below.

Do you have the other part of the key? The second half of the key is safe, but sadly we are no longer its guardians. It still lies in the cliffside home of the Kintarak elves, guarded by a demon not allied with our purpose. He does not know of the gant finar, or of the presence of the key in his domain. We have not attempted to liberate the dwelling, as the key is as safe there as it would be with us. I can sense its presence there still, and I fear that you will have to do what we have not in order for your quest to succeed.

What aid can you give us? As you can see our village is near-empty at all times, as our rangers must keep a constant vigil lest this evil forest overwhelm us. I can send Jehdekal to show you the way and to guide you back once you have retrieved the key, but I cannot risk open conflict with a powerful demon, for the sake of my people. After you have rested and replenished your strength, I will give you what further aid I can just before you leave. Once you have retrieved the key, bring it back to me and I shall activate its power.

The PCs will be shown to guest quarters if they like, and fresh food, water, and other amenities are available to them. The kintarak even have a healer of some renown that can help them with wounds or poison, although she will

only offer her services if Tatono has judged them good people. The characters are free to rest for as long as they like, although after two full days Tatono visits them more and more frequently to remind them of their quest. If they have shown no signs of leaving after one week, Tatono insists that they leave whether they decide to pursue their quest or not. In this case he does not offer the gifts that he promised the characters upon their arrival.

Once their rest is completed, Tatono takes them back into the large hut. All the tables and chairs have been scooted to the walls, leaving a large open space in the center of the hut. Tatono bids them sit in a circle around a metal pan that is piled with various leaves, animal parts, and a yellow, waxy substance. Once they have done this, Tatono lights the ingredients in the pan on fire with a word, releasing a thick, perfumed smoke into the tent. He begins chanting rhythmically, lulling the PCs into a pleasurable, trance-like state. The trance seems to last for hours, although in reality it only lasts for about 45 minutes. During this time, Tatono has many visions and grants some of his own strength and confidence to the PCs. For the next 24 hours they will function as if under the effects of a bless spell.

The second piece of help he can give the characters is a true charm that vibrates and warms whenever a demon is within 100 feet of the character's location. The charm is a jagged bone cube that is hollow. The cube contains a soft sphere that can be felt if the charm is shaken, but it makes no sound.

After presenting the characters with these two gifts, he sends them on their way. Jehdekal awaits on a nearby platform, and he beckons them to begin their descent onto the jungle floor. He points them in the right initial direction, and then takes off through the branches.

2–3: Demons in the Cliff

The characters may find it difficult to keep up with Jehdekal, who jumps and swings his way through the branches with a practiced ease. He pops his head out every once in a while to make sure the characters are keeping up, although he does not engage them in much conversations lest they give away their quest to any of the dangerous creatures that lurk in the jungle's dark places. They must make their way nearly six miles through the forest, which takes the better part of the day. When they arrive in the area surrounding the cliffside dwelling, Jehdekal lowers himself to the ground to offer his final farewell to the PCs. He suggests that they use whatever remaining daylight they have to their advantage, and to put as much distance as possible between them and this haunted area before nightfall. He also pulls out a roll containing several pieces of mundane equipment for the PCs to take if they can use them. Included are 20 kintarak arrows, four kintarak sepi, two jars of kintarak camouflage paint, and a sepi bandolier with 16 doses of anari resin. See the appendix for descriptions of all of these items. With that, he climbs back up into the trees and disappears in the direction of Eth-lenar, causing little to no disturbance as he moves away.

Jehdekal has led the PCs to a clearing that is dominated by a large cliff face, into which are carved several cave entrances. The cliff is approximately 100 feet from the edge of the clearing, and the jungle continues atop the cliff for another couple of miles before the whole is overcome by the Anurak Mountains. Kintarak shamans used magic to shape these dwellings out of the solid rock, all except for the natural cavern at the bottom of the complex. The light seems to dim in this area of the jungle, and even the clearing seems a little darker than the rest of the world. Six entrances lead into the darkness of the cliff, and not a creature stirs in the clearing or the surrounding jungle. If the characters decide to wait in the area of the dwelling until something goes in or comes out, then they will be forced to wait through the night with no progress. Sometime during the night, Syxxth climbs down the outside of the topmost cave like a shadow, reentering in the bottom cave to speak with the gargoyles. Unless the characters have camped just outside the cliff he will be very difficult to spot in the darkness and at distance. If they wait more than one night, the demon begins to taunt them with his telepathy, attempting to drive them away. He may even teleport in and attack if he can catch a PC alone.

Have the PCs roll to detect scrying occasionally, as Tatono watches over them to mark their progress and hopefully their success.

Cavern Features

The walls and floors of the cavern are completely smooth, and a Knowledge (architecture and engineering) or Spellcraft check (DC 19) reveals that magic was used to shape the dwellings. The only naturally carved tunnel in the complex is Tunnel 2, leading down to Cavern 4, the home of the gargoyle nest. There is no natural light in any of the dwellings, as the inhabitants rely on their darkvision to navigate.

The two secret passages, one a vertical shaft leading from Tunnel 2 to Tunnel 3 and the other a sloped passage leading from Tunnel 8 to Tunnel 9, are hidden in niches in the stone, which are concealed by shadows no matter which direction the light source is coming from. It requires a Search check (DC 20) to find the hidden niches.

Areas 1–4: Guard Tunnels and Water Supply

Syxxth does not visit these areas very often, leaving them to the nest of gargoyles that helps insure the safety of his hideaway. Although he is aware of the PCs' intrusion, he does not reveal his presence to them as long as they remain within these areas. He trusts that the gargoyles can handle anything that comes their way, or at least weaken them enough for the demon to finish off without worry.

Cave 1

This large cave looks like it could comfortably accommodate twelve to fifteen humanoids, and by the bones scattered about its floor it looks to have once done just that.



Some of the bones are broken, and all have thin grooves as if a rake of needles had been scraped along their lengths.

This was once a guardroom, where kintarak warriors safeguarded the tribe's water supply. When Syxxth cleared the tribe out, he started from the top down, leading the tribe's warriors to consolidate in this cave and in cavern 4 to make a final stand. The demon's was too powerful for them, however, and all died. The demon then lured a nest of gargoyles into the area, with promises of safety and a steady food supply.

The entrance into Tunnel 2 is covered by crawling and overhanging vines. The growth is so thick that it is impossible to get a clear look into the tunnel beyond. Hidden among these vines is a snare trap left over by the kintarak and undisturbed by the gargoyles, who fly through Tunnel 3 to get into the cavern (thus avoiding the pressure stones that release the snakes and spiders, see Tunnel 3 below).

Any character attempting to clear the vines or move them to peer through to the other side triggers the snare trap. A thorny vine whips out of the tangled mess, wrapping itself around the intruder and constricting him.

Poison Snare Trap: CR 8; touch trigger; manual reset; poisonous vines constrict target; 1d6 damage per round from constriction; poison (Fortitude save DC 18, 1d6 Dex/2d6 Dex); Reflex save DC 25 avoids; Search DC 27; Disable Device DC 25.

Tunnel 2

This is the only naturally carved tunnel in the complex, although the reasons for this have been lost with time. It is fairly rough, and the ground is scattered with rocks and the bones of animals that have died inside. The tunnel amounts to little more than a crawl space, really, and is only 5 ft. wide and barely that tall. A secret niche (Search check DC 20) leads to a stone ladder that scales a 5 ft. by 5 ft. chute up to Tunnel 3.

Tunnel 3

This smooth tunnel leads to an overlook that grants a clear view of all of Cavern 4. The overlook grants access to the walkway that rings Cavern 4. A secret niche (Search check DC 20) leads to a stone ladder that scales a 5 ft. by 5 ft. chute down to Tunnel 2.

The gargoyles fly through this tunnel when they go hunting in the jungle. This has left several trails in the dust and debris that coats the tunnel floor. A Spot check (DC 13) finds these trails, which resemble snake tracks. This, along with the centipedes further down the tunnel, may lead the party to believe that they have nothing to fear from the stone visages of the gargoyles in the next room.

The walls of this hallway are ornately carved (or shaped in this case), with statues, bas-relief faces, and engravings depicting the form and deeds of the unnamable gods of the elthedar. Cobwebs and dust cover the carvings, and the entire place should invoke an incredible sense of wonder and antiquity to the characters. Here, they have found, for the first time in their lives, physical evidence of the gods that once were. These representations are a link to the world's past, to a time before the Shadow in the North fell, and only a few souls on Eredane will ever experience such a link.

Danger lies in the midst of this hall of wonders, however. Two pressure stones in the middle of the tunnel floor about halfway in are rigged to trigger a sliding stone, which, when activated, will release thousands of spiders and centipedes into the hallway. Nasty centipedes of all sizes and colors squirt out of the walls while spiders swarm out of their prisons with incredible speed. The sheer number of the creatures and the shock of them crawling all over the PCs requires that anyone inside the tunnel when the stone is triggered make a Will save (DC 14) in order to avoid becoming panicked. A panicked character drops what he is holding and flees at full speed in a random direction, also suffering a -2 penalty on all saving throws, skill checks, and ability checks.

Characters that go running toward Cave 1 will no longer be panicked once they make it into the room and brush off any remaining vermin that cling to their clothes. Brushing off the vermin is a full round action, and if it is not performed then the creatures continue to attack as if they were still a part of the swarms. Those that run in the other direction, however, are in for a different experience. First, they must make a Reflex save (DC 18) to avoid falling off the overhang and plummeting to the floor of Cavern 4. Characters with darkvision or that are holding a

light source receive a +4 bonus on this save, since they can see the dropoff. Those that fail fall to the ground below, suffering 6d6 points of damage. In addition, the gargoyles swarm down to attack the character in the following round. A character that falls is considered to have shaken loose any remaining vermin, and is no longer panicked. Otherwise the character must spend a full round brushing himself off, during which time the gargoyles move to attack.

Vermin Swarm Trap: CR 6; touch trigger; automatic reset; sliding panel releases two spider swarms and two centipede swarms into the tunnel; Search DC 22; Disable Device DC 22.

Cavern 4

This large, natural cavern is 80 feet tall at its highest point and stretches approximately 100 feet across near its center. The sound of trickling water can be heard echoing throughout as the characters approach it from one of the connecting tunnels. The kintarak used magic to shape several bowl-shaped pools atop the cliff that collected water from the rains which frequent this region. The water is then filtered down through smooth natural tubes cut into the rock, and finally drained over a series of thin stone shelves to fall into a pool near the back of this cavern. In this way the kintarak never wanted for fresh water, and were able to effectively guard this water source from outside intrusion and dangerous beasts.

A stone walkway, shaped from the surrounding stone, rings the cavern about 20 feet from its ceiling and 60 feet from the floor. The walkway connects to the stone overhang that juts out of Tunnel 3. The gargoyles nest near the apex of the room, although occasionally they will sit on the edge of the stone walkway, so they may be there when the PCs first enter. If so, they use their natural disguise ability to seem innocuous to the PCs. If any PC gets within 5 feet of one of the gargoyles, they all immediately animate and converge on him.

If the PCs enter the cavern from Tunnel 2, then the gargoyles patiently wait above until the party splits up, and then attacks. They use their Flyby Attack, hopefully in a surprise round to avoid attacks of opportunity, to snatch light sources out of the hands of their bearers and drop them in the pool. Characters holding torches or other non-weapon light sources suffer a -4 penalty on the opposed roll. After that, the gargoyles use their darkvision to attack creatures that clearly cannot see. Dwarves and other creatures with darkvision are avoided if possible.

Advanced gargoyles (5): hp 54 each; see appendix.

Once the gargoyles have been defeated, the characters are free to search this cavern unmolested. The gargoyles' accumulated treasure has been dropped to the bottom of the 20-ft.-deep pool in the back of the cavern. A sack of uncut amethysts, six masterwork composite short bows (ruined), three sealed jars of kintarak camouflage paint, and four suits of their specially crafted leathers. These leathers have been treated against water, and so are still intact.

Areas 5-7: Living Quarters

These areas were once the living quarters of the kintarak tribe, but have been picked clean of any items of interest. Most of the valuables were taken with the elves of Kintar when they fled the scene, and the demon Syxxth has claimed what was left behind. Once the characters enter these chambers and tunnels, the charm that Tatono gave them buzzes and warms constantly. If the characters did not earn his favor, then they will have no warning that Syxxth is stalking them.

All of the tunnels here are 10-ft. wide and 10-ft. tall. All of the chambers marked 6 are approximately 30 ft. by 30 ft., but their shapes vary widely. The stone within the chambers has been shaped into various hooks and pegs, as well as several seats along the walls. A small fire pit sits in the center of each room. The caves marked 7 are larger communal chambers where different members of the tribe would meet to tell stories, play games, and perform social crafts such as sewing. These caves are approximately 100 feet in diameter and feature a larger fire pit in their center, as well as numerous shelves, storage nooks, and seats. The tattered remnants of furs and craft instruments can be found among the dust and occasional set of bones.

The demon only wants to get close enough to use his telepathy on the party, so he should have no problem hiding from them in the darkness of the caverns. If they get too close he can simply teleport away. He takes a position in the lowest of the living chambers in Cave 7, and when the party gets approaches he teleports up to Cave 7 on the next higher level. He uses his telepathy to target weak or timid looking PCs initially, whispering the cruel things he is going to do to them when he finds them. He discourages them from further exploration, and tries to instill a sense of urgency in them by saying he has called demonic allies from the jungle to the cliffs. If he is able to whisper such things to a character for at least 5 rounds, the character must make a Will save (DC 16) or be shaken for as long as he remains inside the cliffs. The demon attempts to haunt as many characters as he can before being forced to retreat to Chamber 10 to await them.

Tunnels 5

All three of these tunnels have clearly been abandoned for some time. A Survival check (DC 17) identifies various animal tracks in the dirt of the tunnel floors, as well as some bloodstains and gore that cannot be more than a month old. Two of the gargoyles often lie in wait in these tunnels and snatch up any animals that wander in. The others prefer to actively hunt in the jungle rather than lounge around waiting for meals.

Chambers 6

These were the living chambers of the kintarak prior to their displacement, but now they are just old, dusty caves filled with animal remains and old bones that once belonged to elves.



Caves 7

These large living spaces were communal rooms used by the kintarak for socializing, cooking, and crafts. If the characters spend some time digging in these rooms they will uncover evidence of each, as well as the bones of those unfortunates who did not make it out alive when the demon and his allies attacked.

Syxxth teleports between these chambers, where he can hide while using his telepathic taunts to unnerve them and drive them away.

Chamber 10

This was once the chieftain's home, and it is still richly decorated with painted skins, sculptures of stone and bone, and a wall of enchanted gems that provides a dull green glow to the entire chamber (the green light is hazy due to Syxxth's darkness spells that he has cast on the entire room).

Syxxth awaits the PCs in this chamber, hiding behind one of the room's tapestries. As soon as a PC approaches him, he uses his shadow double ability to project a shadow of himself into the room, preferably hanging onto one of the walls in order to lure the party's fighters off toward the image. He hopes they will use some of their potent offensive firepower on the shadow rather than himself, so he holds it at bay for one round to see what they will do. He will cast dispel magic on any characters with obvious magical effects, and then attempt to go one-on-one with weaker, isolated party members. If he cannot do this, he will attempt to flank opponents with his shadow double, which grants both of them sneak attack damage on successful strikes.

Syxxth does not fight to the death, but will not flee until he is reduced to below 10 hit points or he realizes a character can clearly bypass his damage resistance with powerful attacks.

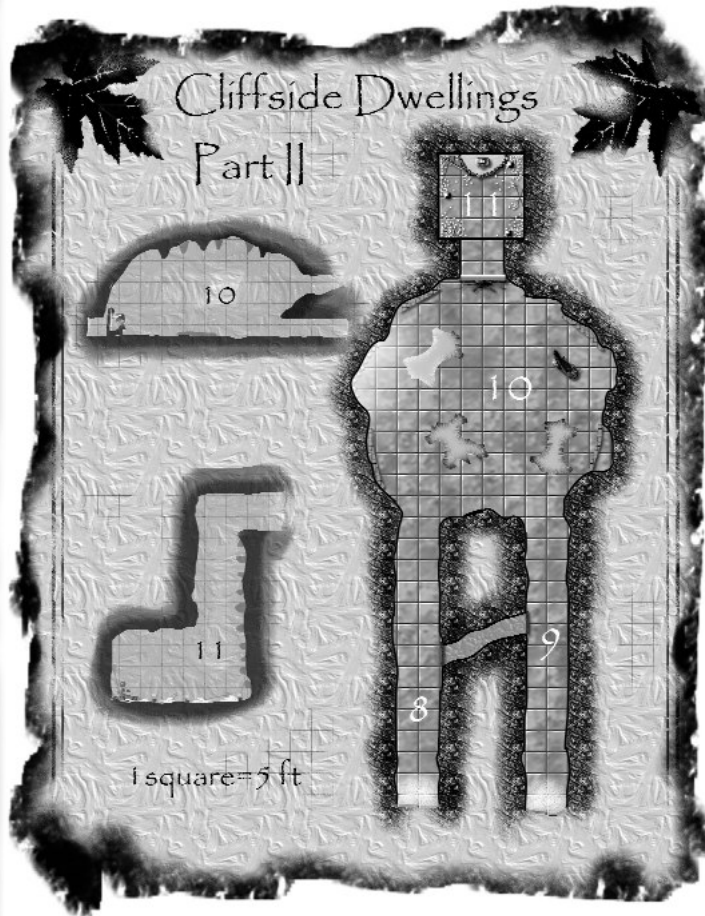
Syxxth: hp 66; see appendix.

A Search check (DC 22) reveals a secret door behind the statue of a wild-looking danisil. It leads to Secret Room 11. If the characters fail to find this door, have Tatono contact one of the characters telepathically and give them the following hint: Seek the key in the chieftain's chamber, yet do not seek it there.

Secret Room 11

Behind the secret door, the characters find a ladder cut into the stone that leads down a dark chute. After 30 feet of climbing, the ladder stops at the floor of a 20-ft. by 20-ft. room. The room is filled with remnants of the ancient civilization of the elthedar. Wands, sceptres, statues, helms, arms, and armor are strewn about, along with thousands of silver and gold coins and dozens of various gems. Everything is a clutter, except for the area around a small jade statue at one end of the room, which sits in the center of a pool of fresh, clear water. The water has a sweet taste, and acts as a potion of cure moderate wounds for anyone that drinks it. A successful Spellcraft check (DC 18) determines the nature of the water, as does drinking it. Two waterskins lie next to the pool, and if the water is collected in them each skin holds the equivalent of three potions of cure moderate wounds. The skins and the water are magically bonded, and water taken from the pool in any other container reverts to nothing more than fresh drinking water. See the appendix for the full writeup of these magic items, called waterskins of the nomad.

In addition to the skins and healing draught, the statue holds the second part of the key to the gant finar.



Areas 8–11: Chieftain's Quarters

These areas were once the living quarters of the kintarak chieftain. The tunnels here are similar to those in Tunnels 5, 10-ft. by 10 ft., but it is clear that a humanoid creature has walked through both fairly recently. A Knowledge (the planes) check (DC 20) reveals the footprints are those of a demon. Syxxth has not located the secret door to the shrine thanks to a bit of passive, residual magic that emanates from the jade idol in Secret Room 11.

Tunnel 8

This is the lower tunnel that leads into the chieftain's chamber, where Syxxth now makes his home. This entrance was used by all but the most important visitors, while Tunnel 9 was reserved mainly for the chieftain and his family. If the characters approach via this tunnel, Syxxth continues haunting them until the last possible moment.

Tunnel 9

This is the upper tunnel that leads into the chieftain's chamber, where Syxxth now makes his home. It resembles Tunnel 3 in that it has fine carvings of many types along the walls, but there are no traps to be found here. If the characters approach via this tunnel, Syxxth continues haunting them until the last possible moment.

The characters might be tempted to take the gold and silver or the weapons and armor found in this chamber. You should remind them just what they are seeing and how sacred it is. If any of this was ever found or traced back to the PCs, it would mean a fate worse than death as Izrador's legates attempted to find out the source of these "heathen" artifacts. You should make every attempt to describe this room as a shrine to the elthedar, akin to a holy shrine in another game. The jade statue seems to be offering them the key and the skins of the nomad with its outstretched hands and broad grin. The characters somehow sense that they are free to take these items without disturbing the ghosts of the past.

2-4: Back to the Kintarak Village

Once the characters have retrieved the second part of the key, they must make their way back to the kintarak village. There, Tatono can join the two parts of the key together, allowing the characters to access the gant finar once they find it. No matter what they try, the characters will not be able to join the key. The trip back can be uneventful if the characters have had a rough time of it. If things were a little too easy then Syxxth, if he survived, may seek revenge upon them either directly or by sending other demons or spirits to harass them.

Once they get back, Tatono takes the two pieces of the key into his hut, where the PCs are forbidden to go. He emerges after several hours and presents them with the key. He attempted to locate the gant finar, but was unable to do more than divine its general location with his spells. He also saw the legate and his oruks cutting their way through the forest, setting fires and destroying all creatures that crossed their path. Tatono wishes the characters luck and gives them a map that should lead them to the area of the gant finar, but this is the extent of his assistance. It is now up to them to find and restore this ancient shrine to the Lost Gods.

CHAPTER THREE

Temple of the Lost Gods

*I, who erewhile the happy Garden sung
By one man's disobedience lost, now sing
Recovered Paradise to all mankind,
By one man's firm obedience fully tried
Through all temptation, and the Tempter foiled
In all his wiles, defeated and repulsed,
And Eden raised in the waste Wilderness.
—John Milton, Paradise Regained*

Synopsis

Once the characters have joined the key, they must still figure out how to use it. After travelling to the area where the chamber exists, they discover that it is swarming with oruks as Jael tries in vain to find the lost shrine. A pair of mysterious caransil elves tracks the party and finally makes themselves known once they have determined the characters' intentions. After narrowly escaping Jael and his hunters the characters find themselves in a strange new world, cut off from their new friends with Jael literally close enough to touch.

The characters must then navigate their strange surroundings as they take in that last piece of the Lost Gods. When they find the guardians of the temple, a scene of horror unfolds before them. Could the treachery of a single devil keep them from discovering what the world has so long dreamed of?

3-1: Spies in Our Midst

The characters once again find themselves traipsing through the dangerous jungle on their way to the gant finar, whose key they have finally assembled. Again, feel free to make the journey as peaceful or as dangerous as you like, even including an encounter with a benevolent jungle spirit to bolster their confidence now that they are carrying an artifact of good. When they begin to approach the region in which they are supposed to find the gant finar, they pick up a shadow in the form of a defender from Caradul named Etiel

whose primary job is to aid and defend one of Aradil's own: a legendary avatar named Feshila.

If the characters manage to spot or hear Etiel as he tracks them, or once night falls on their first night in the area, Etiel approaches the PCs in an effort to parlay. He wishes to invite them to join him and his companion in a safe campsite. He says that the legate and his oruks are scouring the forest, along with the legate's astirax who has nearly caught the two caransil a few times and has definitely sniffed out their magic. He is quite non-threatening and very persuasive, but in the end he will not force the PCs to join Feshila and him at camp. They will continue to watch over the PCs, however, leading to the same result when the PCs awake in the morning.

If the PCs elect to join them, Feshila will make herself known to the PCs and introduce herself. She does not say that she is an avatar of the Witch Queen, but her solid black eyes and the emerald brooch around her neck are undeniable tokens if the PCs have any knowledge of the Elven Court. It is possible that the PCs may have encountered Feshila briefly if they have been to the Court, such as at the end of the epic *Crown of Shadow* campaign. After the introductions have been made, she suggests they find a safe place to camp. If the characters agree, she uses her tree stride ability to vanish back to her and Etiel's campsite. This is a great time to awe your players with a description of her magic. Feshila touches the nearest tree and space seems to warp between the two until the bark begins to crawl up her arm as she melds with the tree. She slowly disappears into the tree, until she is gone and all is as it was before. Etiel can now lead them to the campsite, where Feshila is awaiting them. Once they have arrived, Feshila begins the long task of casting a green-shield spell. Once again, the slow entwining of the surrounding foliage into a dome around the PCs is a good time to make magic seem wild and otherworldly.

After the spellcasting is complete, Etiel and Feshila will engage the characters in conversation, asking questions about their dealings in the jungle and generally trying to elicit information as to the parties purpose

and destination. Etiel and Feshila are part of a permanent force of the Witch Queen's powerful allies whose mission it is to seek entry into the gant finar and learn their secrets. While they will not reveal this to the PCs, it may become evident by their questions and a few slips of the tongue that they know what PCs seek. They do not know of the key that the PCs have acquired, or of Pyraxicon's dire warning. If the PCs reveal the key to them, they become visibly excited and ask to see it. They badger the PCs for the entire story, and are very insistent that they be allowed to enter the gant finar along with the PCs once it's discovered. Even if the PCs refuse, the two caransil continue on as if they are now a part of the expedition. Here are a few sample questions the two might ask the party:

What brings such a diverse group of outlaws to the Aruun? If the party protests the label, simply remind them of their arms, armor, and magic. It was not meant as an insult, and if anything was a nod of respect from the caransil.

What news from your homelands? We've been long in the jungle and hunger for word of the world beyond. They get all the news they need from the Witch Queen, but this plea is more likely to elicit some interesting conversation.

Do you know why the legate and his oruks are tearing up the forest? They have an idea, but would like to hear that it has nothing to do with the gant finar after all.

At some point in the conversation, one of the caransil should mention Jael. If the name has any meaning to the PCs, it should come as quite a shock, especially if they killed him during their adventure in the Caraheen. The two elves do not know much of Jael or his fall from Izrador's grace, but they are certain that it is this vile hunter that now stalks the jungle of Aruun.

By the time the conversation dies down it will be time for sleep. Feshila does not appear to sleep all night, instead sitting upright and entering a trance for as long as anyone watches her. Etiel sleeps through the night and encourages the PCs to do the same...they will be safe inside Feshila's protective shield, he says.

3-2: Well of the Gods

During the night, unbeknownst to the characters unless they are watching it, the key shifts around and activates, thrusting them into the gant finar.

In the morning when Feshila comes out of her trance and Etiel awakens, they will be startled to find the PCs gone! The characters can do nothing but watch as the elves search for tracks or other clues as to the disappearance of the PCs, talk about where they might have gone, and possibly even walk right through them! Just after their search has begun, Feshila stops suddenly and looks off into the distance as if she is looking straight through the green-shield. She makes several barely noticeable hand signals in Etiel's direction and then tree strides away. Etiel looks around one last time, clearly frustrated, and then climbs up into a tree and disappears. Two rounds later the greenshield melts away back into the forest, and the characters find themselves face to face with the legate and his oruk fol-



lowers! A startling moment indeed, but it will not take them long to realize that their enemies can see them no better than the caransil could. Still, it should be an unnerving encounter to have a legate and his oruks so close, especially since the PCs will have no idea what has happened or when the effect may end.

If a PC takes the key out and examines it, he can detect the change in its structure with a successful Spot check (DC 15). This is their only clue to what has happened, otherwise they must continue their search for the well even though they are already inside it!

The Gant Finar

The gant finar were not destroyed during the Sundering, only locked away from the powers that used them to communicate with their worshippers. Now they exist in various forms scattered throughout Eredane. They do not manifest on another plane of existence, that power is deigned to everything on Aryth since the Sundering, they simply exist in a parallel state with the world around it. Only the lost knowledge of elthedar priests or the special keys of the Cilthisn Communion can allow entry into one of these wonders.

A sentient being cannot exist both inside a well and outside of it, and thus remain invisible to those on the other side of the veil. To a creature inside the well, it appears that nothing has changed. They can see creatures, landscape,



and objects just as they would if they were outside the well. Nature exists in both places, and so a character can climb a tree or sit on a rock when inside the well, but he passes through other objects and creatures as if he was a ghost. He cannot affect them in any way.

Creatures outside the well cannot see those within, nor can they affect them or be affected by them. If a creature inside the well interacts with a natural object, no evidence of that is seen by those outside it. Thus, a character could not make markings in a tree and have them appear on the other side...the two worlds are the same in form, but separate in manifestation.

The Search Continues

Let the characters get away from the legate and his oruks if they must, but direction matters little at this point. After an hour or so of searching the jungle they will come upon a clearing that holds the end of their journey.

Standing in the clearing before them, aware of their presence due to her personal connection with the gant finar, is the devil Irenia. She is incredibly beautiful, striking to every member of the party regardless of race or gender. Her leathery wings are spread to their full span and she hovers above the seated form of the angel Kartouk, who is slumped forward and seems to have no recognition of what goes on around him. A ring of white energy surrounds the two figures, and motes of multicolored light dance and play around the ring as if it was the spray of a mighty waterfall.

The erinyes watches the party as they approach. Once they reach the edge of the clearing, or if she senses that they are going to take hostile action, she addresses them. She tells them that she was ready to hand over the well of the gods to the servant of Izrador who now prowls the forest around them. When he came, however, and she beheld his mangled face, she could not go through with her plan. Now that she has seen how the Shadow in the North repays his most loyal servants, she has had a change of heart and wishes to keep the gant finar from him at all costs. If the characters will leave the key with her, that will insure that no one ever has access to this particular well again. Of course, she's lying through her teeth.

Irenia believes that she can probably destroy the PCs and take the key, but why chance it? She needs the key so that Izrador's minions can access the well once she is gone. She had planned to give the well to the legate, who would then subdue Kartouk and force him to be its gatekeeper for eternity. Now that she has blasted the angel's mind into oblivion, only she remains to allow entry into the realm. Without the key, she knows that Izrador would never let her leave, which was the whole point of her plan in the first place.

If the PCs do not buy into her first lie, Irenia tries another track. Destroy her, she says, and the well will be sealed forever, since Kartouk obviously cannot manipulate and control it from the inside. Let her live and she will be the gatekeeper for whoever holds the key, allowing them and only them entry into the well.

Should both of these pleas fail, then she will be forced to take action. Rather than confronting the PCs herself, though, she transports them to Jael and opens the well. She is able to move anyone within the well to any other spot in the well. The characters feel a jolt and suddenly the surrounding terrain seems to be flying by at breakneck speed. When it comes to a halt, they are right in the middle of Jael and his oruks. Irenia is nowhere to be seen, having stayed in the realm of the gant finar. Of course, the thick jungle makes movement difficult, so the battle will be staggered somewhat due to this fact.

Jael the Hunter: hp 111; see appendix.

Oruks (8): hp 19; see appendix.

Astirax: hp 22; see appendix.

Ape (possessed by astirax): hp 29; see MM.

Irenia deposits the characters between Jael and his astirax, which are 20 feet apart. The oruks are scattered around the jungle anywhere from 40 to 100 feet away from Jael. Because of the thick jungle, the oruks can only move 2 squares (10 feet) per round, or twice that with a double move. (You should use this fact to stagger their entry into the combat, so that the characters are not overwhelmed in this very difficult fight.) Their ranged weapons are almost useless because of the trees and undergrowth, so they will attempt to engage the party in melee with their greataxes. Jael does not rage immediately, preferring to use his expertise feats to confound attacks upon him. If there is a caransil among the party he makes straight for that character, unless doing so would open him up to attacks from the rest of the party. He uses his smite attack on the first opponent

he hits. Give the chance he will drink his potion and then rage. Throughout the combat, Jael makes references to the party as old foes whose souls he will use to buy back the good graces of Izrador. His hatred for the party is palpable, and he commands his troops to attack with abandon.

Irenia watches the battle intently, planning to ambush the winners no matter which side is victorious. She cannot leave the gant finar, but she can activate the key when it is in the area of her domain. So if it appears that the winners are going to leave the area or that they are going to heal up and rest before attacking her, then she activates the key and attacks them immediately. She prefers to stay aloft during combat, using her bow to reign fiery arrows down upon the party. Of course, the jungle's concealment is equally effective in the gant finar, so this tactic is of limited effectiveness. Irenia fights to the death. She is weary of the well and desires to end her imprisonment one way or another.

Irenia: hp 85; see appendix.

3-3: Aftermath

There are several outcomes to the adventure, the consequences of which are discussed below.

If the characters defeat Jael and Irenia, then they, and only they, have access to the Aruun well through the key. Only a few beings in the world know of the well, and none know of its fall. The characters have gained a powerful tool in their fight against the Shadow, as they now have a safe haven where not even the most powerful of Izrador's priests can find them. Of course, eventually the Cilisn Communion will learn of the well's abandonment and seek answers as to what happened. Whether or not they allow the characters to become the new guardians of the well is up depends on their interaction with them; the Communion are both powerful allies and fearsome enemies. Kartouk is completely beyond help and will die soon after Irenia falls, no matter how the characters intervene.

If the characters defeat Jael but fall to Irenia, then she takes the key and gives it to a legate in return for her freedom. Her future is unknown, but Izrador's new prize boosts his power significantly, which will be felt all throughout the region.

If the characters fall to Jael, he makes a deal with Irenia that leads to her freedom, as above, and to his being restored as a full legate of Izrador. He returns triumphantly to resume command in the Caraheen, and begins a relentless onslaught to gather sacrifices in honor of his newly regained faith.

The Aruun Well

The well in the Aruun is one of the weakest of the nine, and thus provides no benefits to those within it except for the protection of being behind the veil. Which is more valuable than any magic for those in opposition to the Shadow. A creature that has attuned itself to the well can move effortlessly while within it, much as Irenia does when the PCs first confront her. He can also manipulate the key when it is within the well's territory, whether to bring creatures into the well or to expel them once they are inside. Attuning oneself requires that the creature spend a full week inside the well and sacrifice 250 XP.

The Aruun well covers an area approximately one-half square mile in the Aruun jungle, east of the Arunath Mountains.

What is the Well of the Gods?

The well of the gods is truly a link to the Lost Gods, but only a faint trace of their power is left in these sacred shrines. There are nine of them located across Eredane, and each is a little different from the rest. They all have several things in common, however:

-Each is guarded by one evil and one good outsider. Most of the time they work together, but as this incident proves, the alliance is tenuous at times.

-Each is hidden away from prying eyes and has a unique key that grants entrance to those who know its location and secret.

-Each grants special gifts or abilities to good creatures that spend time within its boundaries. These blessings are different for each well.

No single creature, not even members of the Cilisn Communion, knows the location and secrets of all nine of the wells. This insures that the betrayal or failure of a single being will not compromise all the wells.

APPENDIX ONE

NPCs, Monsters, & Experience Awards

The following stat blocks describe each NPC and monster in the adventure, except those specifically called out to other sources (such as *Minions of Shadow*).

Advanced gargoyles: CR 5; Medium monstrous humanoid; HD 6d8+27; hp 54; Init +2 (Dex); Spd 40 ft. (8 squares), fly 60 ft. (average); AC 16, touch 12, flat-footed 14; Space/Reach 5 ft./5 ft.; Base Atk/Grapple +6/+8; Atk +8 melee (1d4+2, claw); Full Atk +8 melee (1d4+2, 2 claws) and +6 melee (1d6+1, bite) and +6 melee (1d6+1, gore); SQ Damage reduction 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +6, Ref +7, Will +5; Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +7, Listen +5, Spot +5; Flyby Attack, Multiattack, Toughness.

Freeze (Ex): An observer must make a Spot check (DC 20) to determine that an immobile gargoyle is really alive.

Advanced Plains Leopards: CR 4; Large animal; HD 8d8+24; hp 47; Init +2 (Dex); Spd 40 ft. (8 squares); AC 15, touch 12, flat-footed 13; Space/Reach 10 ft./5 ft.; Base Atk/Grapple +6/+15; Atk +11 melee (1d8+5, bite); Full Atk +11 melee (1d8+5, bite) and +5 melee (1d4+2, 2 claws); SA Pounce, improved grab, rake 1d4+2; SQ Scent; AL N; SV Fort +9, Ref +9, Will +3; Str 21, Dex 17, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +15, Jump +9, Move Silently +11; Power Attack, Weapon Focus (claw).

Improved Grab (Ex): To use this ability, a plains leopard must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins this grapple check, it establishes a hold and can rake.

Pounce (Ex): If a plains leopard charges a foe it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +10 melee, damage 1d4+2.

Ape: CR 2; Large animal; HD 4d8+11; hp 29; Init +2 (Dex); Spd 30 ft. (6 squares), climb 30 ft.; AC 14, touch 11, flat-footed 12; Space/Reach 10 ft./10 ft.; Base Atk/Grapple +3/+12; Atk +7 melee (1d6+5, claw); Full Atk +7 melee (1d6+5, 2 claws) and +2 melee (1d6+2, bite); SQ Low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +6, Spot +6; Alertness, Toughness.

Aksthindrelai: female danisil seer Chn7/Dru4; CR 11; HD 7d6+4d8+11; hp 62; Init +2; Spd 30 ft. (6 squares); AC 15, touch 12, flat-footed 13; Space/Reach 5 ft./5 ft.; Base Atk/Grapple +8/+8; Atk +9 melee (1d4, 19–20/x3, masterwork sepi); Full Atk +9/+4 melee (1d4, 19–20/x3, masterwork sepi); SQ Low-light vision, master of two worlds, nature sense, trackless step, whispering world, wild empathy, woodland stride; AL NG; SV Fort +7, Ref +5, Will +15; Str 10, Dex 15, Con 12, Int 14, Wis 18, Cha 15.

Skills and Feats: Bluff +6, Climb +6, Concentration +8, Craft (alchemy) +11, Diplomacy +5, Gather Information +4, Handle Animal +6, Heal +12, Knowledge (arcana) +8, Knowledge (Aruun) +12, Knowledge (nature) +16, Listen +8, Profession (herbalist) +12, Search +6, Sense Motive +7, Spellcraft +10, Spot +8, Survival +12, Swim +6. Brew Herbal Concoctions, Brew Potion, Green Thumb, Herbal Savant, Magecraft, Spellcasting (Abjuration, Divination, Illusion, Transmutation, Universal).

Spell-Like Abilities: 1/day—detect poison, know direction, resistance.

Spells Known (17 spell energy per day, save DC 14 + spell level): 0—*detect magic, detect poison, mage hand, mending, purify food and drink, resistance*; 1st—*detect animals or plants, disguise self, entangle, goodberry, hide from animals, speak with animals, undetectable aura*; 2nd—*alter self, detect thoughts, greenshield, locate object, tongues, tree shape, wood shape*; 3rd—*arcane sight, clairaudience/clairvoyance, diminish plants, nondetection, plant growth, speak with plants*; 4th—*arcane eye, detect scrying, locate creature, remove curse, scrying*; 5th—*commune with nature, dream, false vision, prying eyes, telepathic bond*; 6th—*liveoak, repel wood*.

Possessions: Refugee leathers, two masterwork cold iron sepi fighting knives, the kettle of stars, 1d8 assorted lesser and greater charms, 2d4 assorted herbal concoctions.

Asar: male sarcosan Exp5/Sah3; CR 7; HD 5d6+3d8; hp 30; Init +2; Spd 20 ft. (4 squares); AC 16, touch 13, flat-footed 13; Space/Reach 5 ft./5 ft.; Base Atk/Grapple +5/+6; Atk/Full Atk +6 melee (1d3+1, unarmed); AL LG; SV Fort +5, Ref +3, Will +10; Str 13, Dex 10, Con 11, Int 13, Wis 14, Cha 16.

Skills and Feats: Bluff +10, Concentration +6, Diplomacy +17, Gather Information +5, Heal +6, Knowledge (arcana) +6, Knowledge (nature) +10, Knowledge (religion) +10, Knowledge (southern Erenland) +9, Ride +6, Sense Motive +8, Spellcraft +6, Survival +8. Dodge, Endurance, Great Fortitude, Magecraft.

Languages: Colonial, Erenlander, Orcish, Trader's Tongue.

Gifts of the Riders: Gift of Zimra, gift of Obares, gift of Sutara.

Spells Known (5 spell energy per day, save DC 13 + spell level): 0—*daze person*; 3rd—*clairaudience/clairvoyance*; 4th—*scrying*.

Astirax: CR 4; HD 3d10+6; hp 22; Init +2; Spd 30 ft. (6 squares), fly 60 ft. (good); AC 14, touch 14, flat-footed 12; Space/Reach 5 ft./5 ft.; Base Atk/Grapple +3/—; Atk/Full Atk —; SA Animal possession, drain spell energy, horrid visage; SQ Incorporeal, natural invisibility, sense magic, silver vulnerability; AL NE; SV Fort +5, Ref +5, Will +2; Str —, Dex 14, Con 15, Int 16, Wis 12, Cha 15.

Skills and Feats: Hide +5, Knowledge (arcana) +5, Listen +9, Search +9, Sense Motive +3, Spellcraft +6, Spot +9, Survival +7. Alertness, Track.

Animal Possession (Su): An astirax can temporarily inhabit the body of any animal, giving the astirax complete control over the animal's body and mind. The astirax essentially becomes the animal, although it keeps its own

Intelligence, Wisdom, and Charisma scores. In addition, the astirax is able to deliver its drain spell energy attack through the natural attacks of the creature (see below).

Possessing an animal counts as a standard action and the animal receives no saving throw against the effect. Dire animals and familiars receive a Will save (DC 15 + the astirax's Charisma modifier). A creature that makes this save cannot be possessed by that astirax for 24 hours.

Drain Spell Energy (Su): This attack is delivered via a possessed animal's primary natural weapon. This attack immediately drains 1d4 spell energy from any creature with the Magecraft feat in addition to normal damage. If this reduces the creature's spell energy to 0, then any remaining damage is taken as temporary Constitution damage, just as if the creature had cast a spell. This damage follows all normal rules for spell damage, including the inability to heal the damage by any means other than a full night's rest (see the Midnight campaign setting for details).

Horrid Visage (Su): Any living creature within 30 feet that views the astirax's natural appearance must succeed at a Will save (DC 13) or become frightened and flee for 1d4 rounds as the cause fear spell.

Sense Magic (Su): An astirax can sense the magical emanations from any creature, item, or location within one mile of its location. It cannot pinpoint the source of the emanation unless it comes within 30 feet, but it can make tracking checks (DC 20) to find the general direction of a particular emanation. The astirax gains a +1 bonus on its Survival checks for each magical emanation coming from a particular area. Active spells and magic items each count as a single emanation, even if they have more than one power or effect.

Silver Vulnerability (Ex): Silver weapons can affect an incorporeal astirax as if it was a corporeal creature. In addition, an astirax cannot cross a threshold of silver.

Centipede swarm: CR 4; Diminutive vermin (Swarm); HD 9d8–9; hp 31; Init +4 (Dex); Spd 20 ft. (4 squares), climb 20 ft.; AC 18, touch 18, flat-footed 14; Space/Reach 10 ft./0 ft.; Base Atk/Grapple +6/—; Atk/Full Atk N/A (2d6 plus poison, swarm); SA Distraction, poison; SQ Darkvision 60 ft., immune to weapon damage, swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +5, Ref +7, Will +3; Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +12, Spot +4; Weapon FinesseB.

Distraction (Ex): Any living creature that begins its turn with a centipede swarm in its space must succeed on a Fortitude save (DC 13) or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex. The save DC is Constitution-based.

Etziel: male caransil Dfn13; CR 13; HD 13d8+13; hp 90; Init +3; Spd 50 ft. (10 squares); AC 22, touch 20, flat-footed 19; Space/Reach 5 ft./5 ft.; Base Atk/Grapple +13/+15; Atk +15 melee (1d6+2+2d6, unarmed) or +17 ranged (1d4+2, dagger); Full Atk +15/+10/+5 melee (1d6+2+2d6, unarmed) or +17/+12/+7 ranged (1d4+2, dagger); SA Counterattack, masterful strike +2d6, precise strike II, rapid strike, retaliatory strike, stunning attack, unarmed strike; SQ Cover ally, low-light vision; AL CG; SV Fort +7, Ref +11, Will +8; Str 15, Dex 16, Con 13, Int 11, Wis 14, Cha 13.

Skills and Feats: Balance +12, Bluff +5, Climb +7, Craft (woodworking) +6, Escape Artist +9, Hide +11, Jump +10, Listen +13, Move Silently +9, Search +6, Sense Motive +4, Spot +7, Swim +8, Tumble +12. Dodge, Great Fortitude, Improved Grapple, Iron Will, Mobility.

Languages: High Elven, Trader's Tongue.

Spell-Like Abilities: 1/day—light, mending, message.

Possessions: true charm (cast detect evil at will), amulet of natural armor +2, two potions of cure serious wounds, two masterwork cold iron daggers, seven days rations.

Feshila: female caransil Chn12/AwQ3; CR 15; HD 12d6+3d10+30; hp 92; Init +7; Spd 30 ft. (6 squares); AC 18, touch 15, flat-footed 13; Space/Reach 5 ft./5 ft.; Base Atk/Grapple +11/+11; Atk +12 melee (1d8+1, +1 longsword); Full Atk +12/+7/+2 melee (1d8+1, +1 longsword); SQ Art of magic, improved spellcasting, master of two worlds, wild empathy, improved vessel I, enchantment immunity II, enhanced Constitution III; AL NG; SV Fort +9, Ref +10, Will +15; Str 10, Dex 16, Con 14, Int 13, Wis 18, Cha 15.

Skills and Feats: Bluff +6, Craft (alchemy) +5, Climb +8, Concentration +10, Diplomacy +9, Gather Information +11, Heal +10, Hide +4, Jump +2, Knowledge (arcana) +13, Knowledge (Aruun) +8, Knowledge (Caraheen) +10, Knowledge (nature) +13, Listen +10, Search +7, Sense Motive +8, Spellcraft +15, Spot +10, Survival +10, Swim +8, Tumble +8. Brew Potion, Empower Spell, Forge Ring, Improved Initiative, Magecraft, Quicken Spell, Scribe Scroll, Sense Nexus, Silent Spell, Spellcasting (Abjuration, Divination, Illusion, Lesser Conjunction, Transmutation, Universal).

Languages: High Elven, Jungle Mouth, Trader's Tongue.

Spell-Like Abilities: 1/day—detect magic, mage hand, message.

Spells Known (23 spell energy per day, save DC 14 + spell level): 0—create water, cure minor wounds, detect magic, detect poison, ghost sound, guidance, mage hand, mending, read magic; 1st—alarm, cure light wounds, detect astirax*, detect undead, disguise self, entangle, erase, far whisper*, goodberry, hide from animals, pass without trace, shield, undetectable aura; 2nd—darkvision, detect evil, disguise ally*, greenshield*, lesser restoration, levitate, misdirection, nature's revelation*, see invisibility, silver blood*, tree shape, whispering wind; 3rd—cover the scent*, cure serious wounds, dispel magic, haste, illusory script, magic circle against evil, neutralize poison, secret page, silver wind*, snare; 4th—detect scrying, scrying, silver storm; 5th—break enchantment, control winds, dream, false vision, telekinesis, telepathic bond; 6th—move earth, repulsion, true seeing, veil, wind walk.

*Found in Midnight: Against the Shadow

Possessions: longsword +1, refugee leathers of shadow +2, tiara of the ancients*, ring of mind shielding, three lesser spell talismans (cover the scent, detect scrying, cure serious wounds), ring of levitation, two potions of cure serious wounds, potion of vision, six random greater charms, seven days rations.

*New covenant item found in this adventure.

Insh-Kulk: male danisil Ftr4/Wld7; CR 11; HD 4d10+7d8+22; hp 87; Init +2; Spd 40 ft. (8 squares); AC 16, touch 12, flat-footed 14; Space/Reach 5 ft./5 ft.; Base Atk/Grapple +11/+13; Atk +15 melee (1d4+5, +1 holy cold iron sepi) or +15 ranged (1d4+5, +1 holy cold iron sepi); Full Atk +13/+13/+8/+3 melee (1d4+5, +1 holy cold iron sepi) or +15/+10 ranged (1d4+5, +1 holy cold iron sepi); SA Smite 1/day; SQ Bloodhound, danger sense (bonus to spot, never surprised), low-light vision, master hunter (demons), quick stride; AL NG; SV Fort +11, Ref +5, Will +6; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +9, Craft (weaponsmithing) +5, Gather Information +2, Heal +7, Hide +8, Jump +8, Knowledge (Aruun) +6, Knowledge (nature) +4, Listen +9, Move Silently +8, Search +7, Spot +9, Survival +8; Alertness, Knife Thrower, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (sepi), Weapon Specialization (sepi).

Languages: Halfling, High Elven pidgin, Jungle Mouth.

Spell-Like Abilities: 1/day—create water, cure minor wounds, light.

Possessions: refugee leathers +1, two +1 holy cold iron sepi, 1d4 assorted lesser and greater charms, 1d2 herbal gnaw roots.

Irenia: CR 8; Medium outsider (Evil, Lawful); HD 9d8+45; hp 85; Init +5 (Dex); Spd 30 ft. (6 squares), fly 50 ft. (good); AC 23, touch 15, flat-footed 18; Space/Reach 5 ft./5 ft.; Base Atk/Grapple +9/+14; Atk +14 melee (1d8+5/19–20, longsword) or +15 ranged (1d8+6/x3 plus 1d6 fire, +1 flaming composite longbow (+5 Str bonus)); Full Atk +14/+9 melee (1d8+5/19–20, longsword) or +15/+10 ranged (1d8+6/x3 plus 1d6 fire, +1 flaming composite longbow (+5 Str bonus)); SQ Damage reduction 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10, cold 10, see in darkness, spell resistance 20, telepathy 100 ft., true seeing; AL CE; SV Fort +11, Ref +11, Will +10; Str 21, Dex 21, Con 21, Int 14, Wis 18, Cha 20.

Skills and Feats: Concentration +17, Diplomacy +7, Escape Artist +17, Hide +17, Knowledge (arcana) +14, Knowledge (the planes) +14, Listen +16, Move Silently +17, Search +14, Sense Motive +16, Spot +16, Survival +4 (+6 following tracks), Use Rope +5 (+7 with bindings); DodgeB, MobilityB, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run.

Languages: Abyssal, Celestial, Jungle Mouth, Trader's Tongue.

See in Darkness (Su): Irenia can see perfectly in any darkness, even that created by the deeper darkness spell.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19). Caster level 12th. The save DCs are Charisma-based.

True Seeing (Su): Irenia continuously uses *true seeing*, as the spell (caster level 14th).

Jael the Hunter (fallen): male sarcosan Rog2/Wld3/Leg7*/Bar3; CR 10; HD 1d6+3d8+7d8+3d12+30; hp 111; Init +0; Spd 40 ft. (8 squares); AC 17, touch 11, flat-footed 17; Space/Reach 5 ft./5 ft.; Base Atk/Grapple +12/+13; Atk +0 melee (1d4–1, slam); SA Smite; SQ Danger sense (bonus to spot), light step, master hunter (caransil); AL CE; SV Fort +13, Ref +7, Will +7; Str 13, Dex 10, Con 14, Int 16, Wis 10, Cha 14.

Skills and Feats: Balance +2, Bluff +7, Climb +10, Concentration +10, Diplomacy +12, Disguise +4, Gather Information +8, Handle Animal +6, Heal +10, Hide +5, Intimidate +12, Jump +9, Knowledge (arcana) +8, Knowledge (nature) +4, Knowledge (religion) +8, Listen +9, Move Silently +4, Ride +6, Search +10, Spellcraft +10, Spot +10, Survival +11, Use Rope +4. Combat Casting, Combat Expertise, Dodge, Improved Disarm, Improved Trip, Silent Spell, Track, Weapon Focus (longsword).

Languages: Black Tongue, Colonial, Courtier, Erenlander, High Elven, Norther, Orcish, Trader's Tongue.

Domains: Destruction (smite 1/day; +4 attack, +7 damage), War (free Weapon Focus (longsword) feat)

Possessions: +2 chain shirt, doomstrider (+1 longsword with gold and platinum decorative script on the blade), cloak of elvenkind of caransil make, dusty rose ioun stone (+1 AC), potion of cure serious wounds, worn black traveling leathers, tall walking boots, scuffed brown leather satchel containing one week's rations, masterwork icewood bow, 16 arrows.

*Note that Jael has lost almost all his spellcasting ability because of his loss of Wisdom, but he retains access to domain abilities. He could technically prepare 0-level spells, but he does not want to ask Izrador for any help until he regains the dark god's favor.

Kekutu the Sneak: male elfling Rog8; CR 8; HD 7d6; hp 24; Init +4; Spd 30 ft. (6 squares); AC 17, touch 14, flat-footed 13; Space/Reach 5 ft./5 ft.; Base Atk/Grapple +6/+6; Atk +7 melee (1d4, sepi); Full Atk +6/+1 melee (1d4, sepi); SA Sneak attack +4d6; SQ Low-light vision; AL NG; SV Fort +3, Ref +11, Will +3; Str 10, Dex 18, Con 10, Int 13, Wis 11, Cha 16.

Skills and Feats: Appraise +8, Bluff +11, Climb +4, Diplomacy +13, Disguise +8, Escape Artist +5, Forgery +9, Gather Information +12, Hide +8, Knowledge (Aruun) +3, Knowledge (southern Erenland) +8, Listen +8, Move Silently +8, Profession (trader) +8, Search +9, Sense Motive +7, Spot +9, Swim +6; Dodge, Inconspicuous, Lucky.

Languages: Halfling, High Elven pidgin, Jungle Mouth, Trader's Tongue.

Spell-Like Abilities: 1/day—*cure minor wounds*, *purify food and drink*.

Possessions: refugee leathers, masterwork sepi, true charm (+4 bonus on Will saves versus mind-affecting magic), 4d6 lesser or greater charms, 100 sp, 50 gp worth of assorted trade goods.

Kintarak ranger, Wld6: CR 6; Medium humanoid; HD 6d8+18; hp 45; Init +2 (Dex); Spd 40 ft. (8 squares); AC 15, touch 12, flat-footed 13; Space/Reach 5 ft./5 ft.; Base Atk/Grapple +6/+7; Atk +8 melee (1d4+1, 19–20/x3, kintarak sepi) or +9/ (1d6+2, MW composite shortbow with kintarak arrows); Full Atk +7/+7/+2 melee (1d4+1, 19–20/x3, kintarak sepi) or +9/+4 (1d6+2, MW composite shortbow with kintarak arrows); SA Smite 1/day; SQ Danger sense (bonus to spot enemies, never surprised), forager (jungle), low-light vision, master hunter (demons), quick stride; AL CG; SV Fort +8, Ref +4, Will +6; Str 13, Dex 15, Con 16, Int 12, Wis 14, Cha 10.

Skills and Feats: Climb +8, Gather Information +2, Heal +5, Hide +7, Jump +8, Knowledge (Aruun) +6, Knowledge (nature) +6, Listen +10, Move Silently +7,

Search +9, Spot +10, Swim +8, Survival +9; Alertness, Knife Thrower, Two-Weapon Fighting.

Languages: High Elven.

Possessions: kintarak leathers, masterwork composite shortbow (Strength +1), 20 kintarak arrows, 4 kintarak sepi, sepi bandolier, 4 doses of anari resin.

Metherene: female sarcosan Exp7; CR 6; HD 7d6+7; hp 37; Init +2; Spd 30 ft. (6 squares); AC 12, touch 12, flat-footed 10; Space/Reach 5 ft./5 ft.; Base Atk/Grapple +5/+4; Atk/Full Atk +4 melee (1d4–1, sharpened sewing needle); AL NG; SV Fort +3, Ref +4, Will +5; Str 9, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Craft (sewing) +9, Craft (weaving) +9, Diplomacy +8, Gather Information +5, Heal +6, Knowledge (southern Erenland) +8, Knowledge (nature) +5, Listen +8, Profession (seamstress) +9, Ride +6, Spot +8, Survival +3, Swim +6; Charm Lore*, Natural Healer*, Skill Focus (Craft (sewing)), Skill Focus (Profession (seamstress)).

*Found in Midnight: Against the Shadow.

Languages: Colonial, Erenlander, Trader's Tongue.

Orc Scout: male orc Rog1/War2; CR 2; HD 1d6+2d8; hp 13; Init +2; Spd 30 ft. (6 squares); AC 15, touch 12, flat-footed 13; Space/Reach 5 ft./5 ft.; Base Atk/Grapple +2/+4; Atk/Full Atk +4 melee (1d6+2, hand axe) or +4 ranged (1d8, light crossbow); SA +1 attack bonus in group of 10 or more, +1 damage bonus versus dwarves, night fighting, sneak attack +1d6; SQ +2 bonus on saves against spells, darkvision 60 ft., light sensitivity, cold resistance 5; AL CE; Fort +3, Ref +4, Will +2; Str 14, Dex 14, Con 10, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +5, Hide +6, Intimidate +5, Knowledge (southern Erenland) +3, Listen +5, Move Silently +6, Ride +4, Search +4, Sleight of Hand +4, Spot +6, Use Rope +3, Survival +6; Dodge, Track.

Languages: Black Tongue, Erenlander, Orcish, Trader's Tongue.

Possessions: Stained and greasy leather armor, leggings, rough cloth wrappings tied with leather to serve as boots, small wooden shield, small pack with straps for hand axes, crossbow, quiver, and 3 man-days of rations.

Oruk: CR 2; Large giant; HD 3d8+6; hp 19; Init +0; Spd 20 ft. (4 squares); AC 17, touch 9, flat-footed 17; Space/Reach 10 ft./10 ft.; Base Atk/Grapple +2/+9; Atk/Full Atk +6 melee (1d12+3, MW greataxe) or +1 ranged (1d8+3, large javelin); SQ Darkvision 60 ft., light sensitivity, orc/ogre blood; AL LE; Fort +5, Ref +1, Will +1; Str 17, Dex 10, Con 15, Int 9, Wis 10, Cha 8.

Skills and Feats: Listen +3, Spot +3; Power Attack, Weapon Focus (greataxe).

Languages: Black Tongue, Orcish.

Possessions: Masterwork half-plate armor, masterwork greataxes, two large javelins, 40 gp.

Spider swarm: CR 1; Diminutive vermin (Swarm); HD 2d8; hp 9; Init +3 (Dex); Spd 20 ft. (4 squares), climb 20 ft.; AC 17, touch 17, flat-footed 14; Space/Reach 10 ft./0 ft.; Base Atk/Grapple +1/—; Atk/Full Atk N/A (1d6 plus poison, swarm); SA Distraction, poison; SQ Darkvision 60 ft., immune to weapon damage, swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +11, Listen +4, Spot +4.

Distraction (Ex): Any living creature that begins its turn with a spider swarm in its space must succeed on a Fortitude save (DC 11) or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution-based.

Syxxth: CR 7; Medium outsider (Chaotic, Evil); HD 7d8+35; hp 66; Init +1 (Dex); Spd 30 ft. (6 squares); AC 19, touch 11, flat-footed 18; Space/Reach 5 ft./5 ft.; Base Atk/Grapple +7/+12; Atk +12 melee (1d6+5, claw); Full Atk +12 melee (1d6+5, 2 claws) and +7 melee (1d6+2, bite); SA Shadow double, sneak attack +2d6, spell-like abilities; SQ Damage reduction 10/cold iron or good, darkvision 60 ft., deepen shadows, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 20, telepathy 100 ft.; AL N; SV Fort +10, Ref +6, Will +6; Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16.

Skills and Feats: Climb +20, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +10, Sleight of Hand +11, Survival +6 (+8 following tracks), Use Rope +4 (+6 with bindings). Cleave, Multiattack, Power Attack.

Languages: Abyssal, High Elven Pidgin, Jungle Mouth.

Deepen Shadows (Su): As long as Syxxth is in an area illuminated by less than full daylight, the shadows surrounding him seem to deepen and dance around his body. This gives him a +4 bonus on all Hide checks made in such areas, as well as concealment as if he were in an area of shadowy illumination.

Shadow Double (Su): Once per day, Syxxth can create a double of himself as long as he and the double remain

in an area illuminated by less than full daylight. Doing so is a standard action and the double appears anywhere within 60 feet of Syxxth's position. Syxxth must remain within 60 feet of the double at all times, otherwise it dissipates. Controlling the double is a free action and it can act in the round that it is created.

The shadow double has the same hit points, AC, saves, ability scores, special qualities, and attack bonuses as Syxxth. It does not gain his special attacks. The double lasts for up to 10 minutes, or until it is dispelled or destroyed.

Sneak Attack (Ex): Syxxth can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when he is flanking.

Spell-Like Abilities: At will—*dispel magic*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only). Caster level 7th.

Skills: Syxxth has a +8 racial bonus on Climb, Hide, Listen, Move Silently, and Search checks.

Tuk: Tiny outsider (Chaotic, Evil); CR 1/4; HD 1d8–1; hp 4; Init +3; Spd 30 ft. (6 squares), climb 20 ft.; AC 15, touch 15, flat-footed 12; Space/Reach 2 1/2 ft./0 ft.; Base Atk/Grapple +1/–10; Atk +6 melee (1d2–3, claw) or +6 ranged (1d4, spit dart); Full Atk +6 melee (1d2–3, 2 claws) and +1 melee (1d3–3, bite) or +6 ranged (1d4, spit dart); SA Cooperation, spit dart; SQ Darkvision 60 ft.; AL CE; SV Fort +1, Ref +5, Will +2; Str 5, Dex 17, Con 8, Int 9, Wis 11, Cha 12.

Skills and Feats: Bluff +3, Climb +9, Hide +15, Jump +1, Listen +4, Move Silently +7, Spot +4, Survival +2 (+4 following tracks). Weapon Finesse (bite)B, Weapon Finesse (claw).

Spit Dart (Ex): Range increment 20 ft., damage 1d4.

Cooperation (Ex): A tuk can use the aid another action to help any tuk within 30 ft. Unlike the normal aid another action, this bonus can be applied to ranged attacks (such as the tuk's spit dart) and there is no limit to the number of tucks that can aid an attack. The attack's target must be within 30 feet of both the attacking tuk and any tucks who are aiding the action for the bonuses to apply.

Ungral Villagers: male and female sarcosan Com1; CR 1; Medium undead; HD 1d12+3; hp 10; Init +0; Spd 30 ft. (6 squares); AC 13, touch 10, flat-footed 13; Space/Reach 5 ft./5 ft.; Base Atk/Grapple +0/+1; Atk/Full Atk +1 melee (1d6+1, slam); SQ Undead traits; AL N; SV Fort +0, Ref +2, Will –1; Str 12, Dex 12, Con —, Int 9, Wis 9, Cha 12.

Skills and Feats: Climb +2, Craft (varies) +2, Knowledge (southern Erenland) +2, Profession (varies) +1; Skill Focus (Craft or Profession), Toughness.

Ungral Children: male and female sarcosan Com1; CR 1; Small undead; HD 1d12; hp 7; Init +2; Spd 20 ft. (4 squares); AC 16, touch 13, flat-footed 13; Space/Reach 5 ft./5 ft.; Base Atk/Grapple +0/+1; Atk/Full Atk +0 melee (1d4–1, slam); SQ Undead traits; AL N; SV Fort +0, Ref +4, Will +0; Str 8, Dex 14, Con —, Int 7, Wis 11, Cha 15.

Skills and Feats: Climb +3, Jump +2, Ride +2, Spot +3, Swim +2; Skill Focus (Climb).

Vine Beast Apes: CR 3; Large plant; HD 4d8+11; hp 29; Init +2; Spd 20 ft. (4 squares), climb 20 ft.; AC 19, touch 11, flat-footed 16; Space/Reach 10 ft./10 ft.; Base Atk/Grapple +3/+12; Atk +7 melee (1d8+5, tentacle); Full Atk +7 melee (1d8+5, 4 tentacles) and +2 melee (1d6+2, 2 claws) and +2 melee (1d6+2, bite); SA Improved grab, constrict; SQ Fast healing 2, low-light vision, scent, woodland stride, plant traits; SV Fort +6, Ref +6, Will +5; Str 21, Dex 15, Con 14, Int 14, Wis 15, Cha 16.

Skills and Feats: Climb +14, Hide +13, Listen +6, Spot +6. Alertness, Toughness.

Improved Grab (Ex): To use this ability, the vine beast must hit an opponent at least one size category smaller with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): A vine beast deals automatic tentacle damage with a successful grapple check against held opponents that are at least one size category smaller than the vine beast.

Woodland Stride (Ex): A vine beast can move through natural thorns, briars, overgrown areas, and similar terrain at its normal speed without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the vine beast.

Plant Traits: The vine beast apes are immune to poison, sleep, paralysis, stunning, polymorphing, critical hits, and mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Encounter Checklist and Experience Awards

The following awards should be given on an ad hoc basis, depending on how well the DM determines each character fulfilled them. The XP shown is the total amount to be spread among a party of 4 PCs. If you have more PCs you can increase the award, or you can share it between fewer PCs if one or more PCs acted against the condition or did not aid in any way.

Chapter One

Encounter	XP
The PCs rescue and aid the Sarcosan captives	300
The PCs share food and water with the refugees	240
The PCs dispatch the ungral villagers in a humane manner, spare the children the horror of watching as they and their parents are cut down, and/or prevent dissension among them during the encounter	500
The PCs insure that Pyraxicon receives a proper Sarcosan burial before they leave	400

Chapter Two

Encounter	XP
The PCs interact with all of the important members of Kintar	360
The PCs impress Aksthindrelai enough to gain her gifts and teachings	200
The PCs rescue or arrange the rescue of the trapped danisil hunter	400
Individual PCs make a particularly good impression on the kintarak	0–150 per PC
The PCs find the secret chamber without Tatono's aid	200

Chapter Three

Encounter	XP
The PCs agree to camp with Etiel and Feshila, but resist revealing their purpose or that they have the key	200
The PCs explain their history with Jael and identify him to Feshila	400
The PCs figure out that the key has been activated	300
The PCs recognize Irenia's lies and confront her	400
The PCs attempt to aid Kartouk	100

APPENDIX TWO

New Items

This chapter presents a variety of new magical and mundane equipment suitable for your Midnight game.

New Equipment

Anari Resin: This poison is created by mixing the pollen of the rare anari flower with the crushed leaves and sap of one of the Aruun's most common trees. The result is an orange cake that becomes sticky when friction is applied. The most common method of delivery is via a sepi or arrow that is rubbed vigorously along a groove in the cake, causing the weapon to bond with the poison. Coating a weapon with the poison requires a full round action that provokes an attack of opportunity.

Anari Resin; Injury; Fort save DC 14; initial damage 1d4 Con, secondary damage Nausea.

Kintarak Arrows: These specially made arrows are thicker and heavier than normal arrows. They do not fly as far as normal arrows, but this is rarely a problem in the thick undergrowth of the Aruun jungle where the kintarak hunt for food and demons. A kintarak arrow is considered masterwork and causes 1 extra point of damage per hit.

Kintarak Camouflage Paint: This specially treated river clay matches the colors of the jungle, granting its user a +4 bonus on Hide checks in forest areas with at least light undergrowth. It requires a successful Survival check (DC 10) to properly apply the paint. One jar of camouflage paint can be applied to any humanoid of up to Medium size (2 jars covers a Large humanoid, while 1/2 a jar can cover a Small humanoid).

Kintarak Leathers: Kintarak leathers provide a +3 armor bonus to AC, but otherwise have the same statistics as leather armor. In addition, the material and colors match the jungle environment, granting the wearer a +4 bonus on Hide checks in forests with at least light undergrowth.

Kintarak Sepi: These sepis are specially fitted to sit in a sepi bandolier, and unlike normal sepis are designed to be thrown as well as wielded in melee.

Sepi Bandolier: A sepi bandolier is strapped to the wearer's torso and carries up to four sepis. The kintarak place special pockets on their sepi bandoliers where anari resin cakes can be held for easy access. The bandolier confers two advantages to its wearer: once per round he may draw a sepi as a free action, as if he had the Quick Draw feat; and applying attached anari resin to a sepi requires only a move action rather than the normal full round action.

New Magic Items

Kettle of Stars

Aksthindrelai's kettle is actually a covenant item that enhances her divination abilities. It was gifted to her by a Sahi priest nearly 50 years ago as she led her danisil to head off a disastrous uprising on the southern plains. She had seen the freeriders' destruction and led a group of warriors out to warn the Sarcosans of their impending doom. The Sahi priest had seen the same end to his fellows, but no words would dissuade their leader from his cause. If nothing else, he said, others would be inspired by their bravery in the face of overwhelming evil. Instead they were slaughtered to a man and word of their deeds was prevented from spreading. On the eve of their departure, the Sahi priest gave the kettle of stars to Aksthindrelai in the hopes that its powers would continue to be used against the Shadow. The kettle of stars has the following abilities.

2nd Level: Anyone drinking tea made in the kettle receives a +2 bonus on Listen and Spot checks for 2 hours afterward.

4th Level: Three times per day, the character can cast one of the following spells: detect chaos, detect evil, detect good, detect law, detect magic, or detect poison. Special herbs or incense must be burned in the kettle to use this ability, requiring at least one minute to complete.

8th Level: Once per day, the kettle's tea leaves can be read by anyone with the Spellcasting (Divination) feat. This acts as a modified detect thoughts spell that communicates a vague notion of the

New Equipment

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed	Weight
Kintarak leathers	100 gp	+3	+6	0	10%	Normal	15 lb.
Weapons	Cost	Dmg (M)	Critical	Range Increment	Weight	Type	
Light							
Kintarak sepi	6 gp	1d4	19–20/x3	10 ft.	2 lb.	Slashing	
Ammunition							
Kintarak arrows (20)	10 gp	+1	20/x3	–20 ft.	6 lb.	Piercing	
Poison	Initial Dmg	Secondary Dmg	Cost per Dose				
Anari resin	1d4 Con	Nausea	150 gp				
Equipment	Cost	Weight					
Kintarak Camouflage Paint	30 gp	1 lb.					
Sepi bandolier	45 gp	4 lb.					

intentions of up to six creatures within 60 feet of the character. While the spell does not detect specific alignments, it can detect good or evil intent in the targets. The divination does not necessarily reveal only immediate intent, but the strongest urge in the targets (such as a current quest).

10th Level: Drinking tea from the kettle at least once per day provides a +2 insight bonus to AC. This effect only applies to one person with the Spellcasting (Divination) feat, and does not function for 24 hours if the daily tea drinking is missed for any reason.

14th Level: The kettle acts as a greater spell talisman (divination) when it is used as a focus for any divination spell.

Tiara of the Ancients

This multi-hued headpiece is crafted of a variety of metals, each representing one of the lesser fey. This tiara was crafted as a sign of the alathar's unity even in the face of their shattered spirits and sundered world. It was considered the last artifact of the ancients, and was passed from leader to leader until Aradil finally took control of the jewel upon her ascension to the throne of Caradul.

Aradil has passed the tiara down through a succession of her avatars, granting it most often to servants who are not fighting on the front lines so as to protect this valuable relic of the past. Its current owner is the channeler avatar Feshila, whose mission is to find one of the legendary wells of the gods. She currently roams the Aruun jungle, where she is certain she has found the object of her search.

1st Level: The range of all divination spells cast by the wearer is increased by 50%.

3rd Level: The character gains 2 extra spell energy per day.

6th Level: The wearer gains a +1 deflection bonus to AC.

10th Level: The character gains 4 extra spell energy per day.

12th Level: The wearer gains a +2 deflection bonus to AC.

15th Level: The wearer is constantly protected as if she had the blur spell cast upon her.

20th Level: All spells cast by the wearer have their spell energy cost reduced by one. This reduction stacks with other sources, such as a spell talisman or the druidcraft ability. No spell can ever have its cost reduced below one in this manner.

Waterskin of the Nomad

Waterskins of the nomad were developed by halfling priests of Central Eredane to accommodate their nomadic lifestyle, as well as to provide nourishment while on the run. Each skin holds up to one gallon of water at a time, and all non-magical liquid placed within the skin is purified as per the purify food and drink spell. Once per week the skin can be commanded to fill with water as per the create water spell, although it generates only enough to fill the skin with fresh, clean water. Finally, a potion placed in the waterskin has no magical emanation, although the skin itself still detects as magical.

APPENDIX THREE

New Prestige Class

Sahí Astrologer

Each man is a star fighting against the darkness.
—Sahi proverb

The Sahi priesthood represents one of the largest organized religions left on Eredane, and the Sarcosan people infuse spirituality into every aspect of their lives. The Sarcosan religion revolves around the Sorshef, gods who ride through the night sky and make themselves known through patterns in the stars. The religious text known as the Sorshef Sahi contains over 1,200 parables attributed to various gods, and the priesthood uses these parables to impart wisdom and codes of behavior to the Sarcosan people. Every aspect of Sarcosan life is covered by at least one of these parables, from the simplest horse breeding techniques all the way up to the complex social structure of the Sarcosan caste system.

The Sahi priesthood are necessarily consummate stargazers who look to the stars for portents of good and evil in their daily lives. Some of these priests, chosen by the Riding Host themselves it is whispered, begin to see more than just patterns in the sky. When they look they actually feel connected to the constellations in an unexplainable way. As they study each rider in the Sorshef, they gain a deeper understanding of the god's ways and parables. Not only does the astrologer's ability to divine meanings from the movements of the stars increase as a result, but they also develop powers that mirror the philosophy of each rider. The order in which each astrologer unlocks the secrets of the Riding Host is not fixed, so there is much variance between the abilities and strengths of every blessed individual.

Hit Dice: d8.

Requirements

To qualify to become a Sahi astrologer, a character must fulfill all the following criteria.

Race: Sarcosan.

Ability: Charisma 13.

Skills: Knowledge (arcana) 2 ranks, Knowledge (nature) 8 ranks, Knowledge (religion) 5 ranks.

Feats: Magecraft.

Class Skills

The Sahi astrologer's class skills (and the key ability for each skill) are Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (all skills, taken individually), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Sahi astrologers gain no additional proficiencies with either weapons or armor.

Art of Magic: The Sahi astrologer gains a number of spell energy equal to half her class level (rounded up) each day. This bonus spell energy stacks with that gained from the Magecraft feat and other sources.

Improved Spellcasting: A Sahi astrologer gains knowledge of one spell from the Divination school at every odd level (1st, 3rd, 5th, 7th, and 9th), even if she does not possess the Spellcasting (Divination) feat. She may not learn any other spells (even other Divination spells) unless she has the appropriate Spellcasting feat.

Sahi astrologer levels stack with channeler levels for the purposes of determining the highest-level spells the character can cast. A character with more channeler and Sahi astrologer levels than levels in other classes adds +1 to his character level to determine the highest-level spells she can cast. For example, a chn5/sah3/wld7 can cast up to 8th-level spells.

Divination Focus: All divination spells cast by the Sahi astrologer cost one less spell energy than normal. This discount stacks with *spell talismans* and similar abilities, but cannot reduce a spell's spell energy cost below 1.

At 10th level, this discount is increased to two.

Sahí Astrologer

Base Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Art of magic, improved spellcasting, gift of the Riders
2	+1	+0	+0	+3	Gift of the Riders
3	+2	+1	+1	+3	Divination focus, gift of the Riders
4	+3	+1	+1	+4	Gift of the Riders
5	+3	+1	+1	+4	Gift of the Riders
6	+4	+2	+2	+5	Gift of the Riders
7	+5	+2	+2	+5	Gift of the Riders
8	+6	+2	+2	+6	Gift of the Riders
9	+6	+3	+3	+6	Gift of the Riders
10	+7	+3	+3	+7	Greater divination focus, gift of the Riders

Gift of the Riders: At each level the Sahí astrologer learns to focus on the patterns and energies of one of the Sorshef. Each Rider grants a unique benefit to those who study them, as shown below.

Gift of Shareel (Ex): Shareel teaches the fine line between what is and what could be. Once per day, the character gains a +10 bonus on a Bluff check.

Gift of Doshram (Sp): Doshram teaches the necessity of the bonds of family and friendship. Once per day, the character can cast *shield* other at her normal caster level and with no cost in spell energy.

Gift of Sahaad: Sahaad teaches that a horse can bring a man closer to heaven. The character gains a +4 bonus on all Handle Animal and Ride checks with horses.

Gift of Sennach (Ex): Sennach teaches that battle is often the best option. The character gains a +1 bonus on all attack rolls versus orcs, legates, and other creatures associated with the armies of Izrador.

Gift of Halail (Su): Halail teaches that the radiance of the sun sustains life. The character gains the ability to evoke an aura of warmth about herself once per day. The aura has two effects. First, it protects the character and all within 10 feet against nonlethal damage suffered from cold environments. Second, the area glows with light equivalent to a daylight spell. This effect can be suppressed if the character desires. The aura lasts for up to one hour per level, and can be dismissed whenever the character chooses. A character cannot invoke the gift of Halail and the gift of Hisha in the same 24-hour period.

Gift of Zimra (Su): Zimra teaches that even the most skilled astrologers seem foolish in the eyes of the Riding Host. Once per day the character can breathe a curse upon the wind to a range of 120 feet. The curse travels forward toward its target, which must make a Will save (DC 10 + Charisma modifier + 1/2 class level) or be affected by a *bestow curse* spell.

Gift of Obares (Su): Obares teaches that rejuvenation can lead to success as often as hard work. Once per week, the character can touch up to one character per class level. Any character so touched is refreshed as if he had slept for 8 hours and eaten a full meal. Spellcasters must still spend time preparing their spells, but the effects of lack of sleep and food are ameliorated for a full day.

Gift of Hanud (Su): Hanud teaches that death is inevitable for all creatures. Once per day the character can evoke prophecies of death for all creatures with at least a 3 Intelligence in a 20-ft. burst. These creatures must make a successful Will save (DC 10 + Wisdom modifier + 1/2 class level) or be shaken for the duration of the combat as they see flashes of the time of their own death.

Gift of Hisha (Su): Hisha teaches that things must wither under the cold sky to insure balance in the world. The character gains the ability to evoke an aura of coldness about herself once per day. The aura has two effects. First, it protects the character and all within 10 feet against nonlethal damage suffered from hot environments. Second, the area dims to the equivalent of a darkness spell. This effect can be suppressed if the character desires. The aura lasts for up to one hour per level, and can be dismissed whenever the character chooses. A character cannot invoke the gift of Halail and the gift of Hisha in the same 24-hour period.

Gift of Sutara (Ex): Sutara teaches that hope is the greatest of man's gifts. Once per day the character can evoke hope in all allies within 30 feet. This cancels the effects of fear as well as removes any cowering, frightened, panicked, or shaken effects from the allies in question. Affected allies also gain a +1 bonus on all attack rolls and saving throws for one full round.

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