

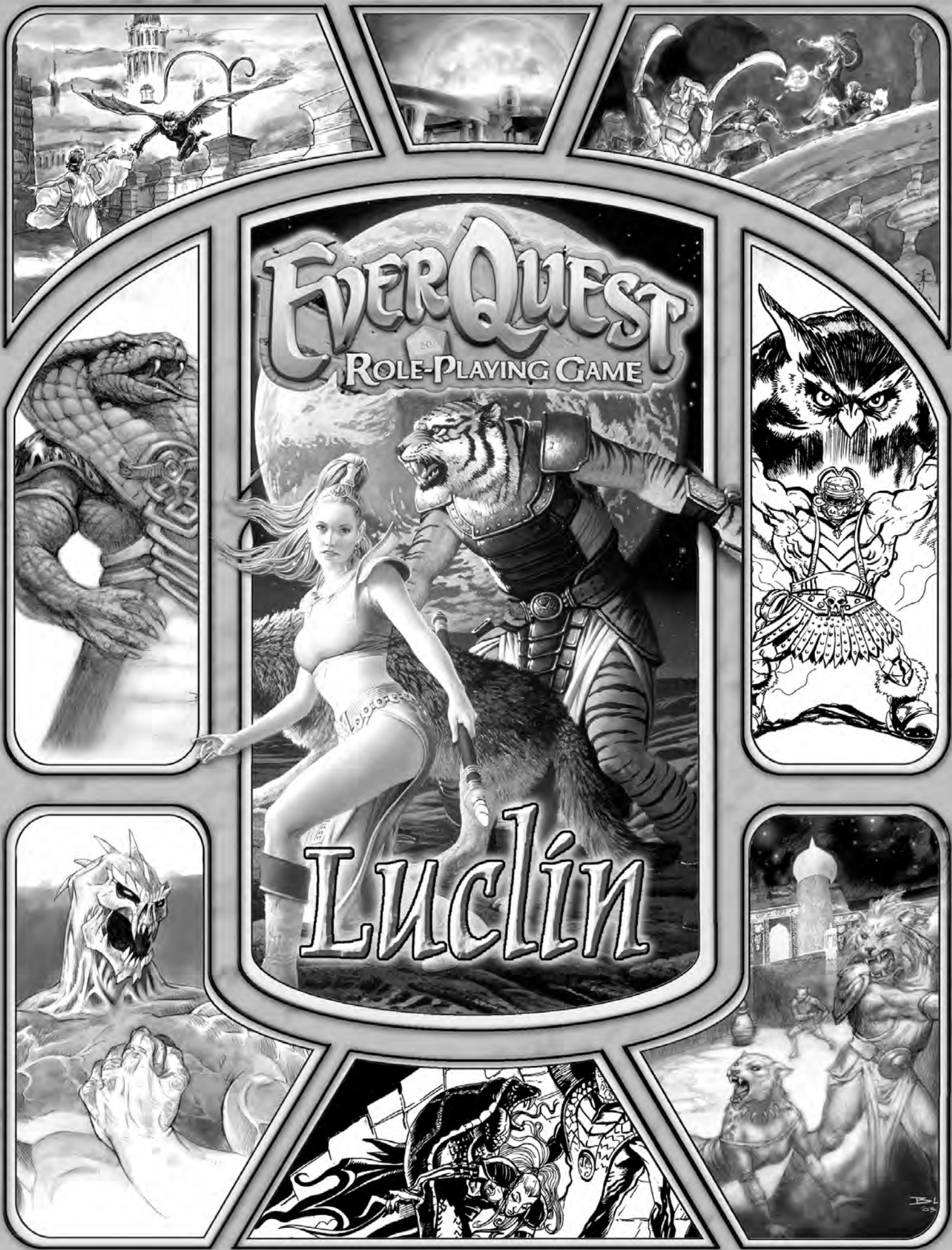
EVERQUEST

20
ROLE-PLAYING GAME



Luclín

SWORD & SORCERY



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Chapter One: A History of Luclin

Luclin is a realm of exiles. From the loyalist refugees of the Combine Empire and their pursuers, the Inquisitors, to the evil shissar and the luckless kerrans known as the Vah Shir, all of the major races that inhabit the lost moon of Luclin were cast out or voluntarily fled Norrath.

They found a world that was a strange wonderland, one side sunk in eternal shadow, the other in constant sunlight. Beneath the surface of the world were vast caverns where strange plants and bizarre creatures thrived. The surface of Luclin was a place of mountains, deserts, oceans, and plains. Over the generations, these exiles (and those born of them) came to think of Luclin as home, and when adventurers from the kingdoms of Norrath once more began to arrive, the established peoples of Luclin were well removed from the races that had given them birth.

The Goddess Luclin

Luclin gets its name from its creator, the Goddess of Shadows. For untold ages, Luclin dwelt in the darkness of Norrath, watching as the other gods fought and squabbled over the land and its inhabitants. At last, she could stand no more, and left the world altogether, moving to the world's ringed moon.

From the security of Luclin's dark side, the goddess allowed Veeshan's seeds of life to germinate, and then nurtured the creatures that crept forth. All the while, Luclin watched over Norrath as the gods continued to squabble. As they descended into open warfare, Luclin yet lurked in shadow. She remained neutral in the great conflict between Tunare and Innoruuk, bewildered by their foolishness.

The creatures that grew from the seeds of Veeshan spread across the once-lifeless moon. Luclin herself created other life forms as well, the first and most powerful being the Akheva, those immortal four-armed creatures who even today remain her most loyal subjects. Elsewhere, other species grew and thrived. The insectoid shik'nar built their hive complexes, galorians carved out tribal territories in the moon's rugged wilderness lands, and the tegi spread across the entire orb, dividing themselves into numerous independent tribes. Beneath the surface, great burrower

beasts carved labyrinthine tunnels among which fungal fiends and tentacled thought horrors thrived. Though it seemed a bleak and distant world to those who watched it from Norrath, Luclin was a place of life and vitality.

And then, after countless years of isolation, Luclin was once again visited by outsiders.

The Shissar

The rise of the shissar snake-people on Norrath did not escape the observant goddess's notice. As their empire grew more powerful, the shissar became increasingly arrogant, eventually convinced that their power rivaled that of the gods themselves. At last the gods punished the shissar for their hubris, sending a deadly green mist that caused the snake-folk to sicken and die. The shissar faced destruction, but a handful of survivors found a way to escape from Norrath, fleeing to Luclin's moon. Their empire had been destroyed, and the few snake-people who remained were a fearful, superstitious, and paranoid lot. Luclin thought long about their fate, but at length she allowed them to stay in the region now known as the Grey.

Back on Norrath, most believed that the shissar were gone forever, driven to extinction by the vengeance of the gods. The iksar, who had been enslaved by the wicked snake-people, rejoiced and soon became one of the foremost races of Norrath. Memory of the shissar faded until they became little more than creatures of myth. No one knew that the shissar still lurked in their refuge on the moon of Luclin, still served by the descendants of their iksar slaves.

The surviving shissar began construction of a new temple and covered the vicinity of their new home with a vast dome of magical force, drawing all the air from the region save immediately around the temple itself so that the Greenmist would have no means of reaching them. Now safe, the shissar began to settle into their new home. But all was not well for the snake-folk, for the wizard Vyz'dra began plotting to seize power.

The writings of the renowned shissar wizard T'sharnell speak of the snake-folk's curse and their flight to the moon.

— *Almost all are dead. Why have the gods cursed us so? We dared to reach to them, we dared to become as them, and they found fault with this. Our crime was arrogance, some say. Is the desire for greatness arrogance? Is ambition a sin? In the eyes of the gods, apparently, it is.*

— *The Greenmist has taken most of the Emperor's court. Only a few, including Emperor Ssraeshza, his loyal councilor the great Uyz'dra, myself, and a few retainers survive. I have managed to hide the royal heir in my wing of the palace; isolated from the rest we have a chance of surviving. I must find a cure for the Greenmist sickness or our whole civilization is lost. I, first wizard of the Emperor's court, am the only one left alive who can find an answer.*

— *I have found something. I know not if it will work but it is our only chance. I pray to whatever deity is still listening that I may stave off this dreadful plague.*

— *How the gods torment us! Is our suffering simply an amusement? My spell was partially successful, and we are now safe from the plague, but not as I had imagined. Somehow my spell transported us to a new world, which we have since discovered is the moon Luclin. It is a harsh and unforgiving realm, but at least for the moment we are safe. We have set slaves to building temporary dwellings for us and we are making plans for a temple. The Greenmist may return, even here, so I am drawing up plans to transform this entire region and protect us from harm.*

— *I worry about Uyz'dra. He does not seem happy with Emperor Ssraeshza's rule. I fear he will rebel, and this I cannot allow. The Emperor's bloodline has remained unbroken since the dawn of our history, and it must not end now. My agents tell me that Uyz'dra is delving into forbidden subjects, possibly black magic and necromancy. Action must be taken, for we can not allow him to bring destruction upon us all, not when we are so close to destruction already.*

— *Work continues on the great temple. Our people still fear the gods' vengeance, and the Emperor seems worst of all. He has decreed that my barrier must keep out the very air itself. I am now researching a way to fulfill the Emperor's command. Hopefully this solution will ease some of the fear of my people.*

— *My work is completed. The temple is finished, and the great spell appears to have sealed us into this airless void where the Greenmist cannot come. At last we can rest in safety from the vengeance of the gods and from the green death that ravaged our people.*

All the same, some things are lost forever. I mourn the loss of our great empire; we are a race of refugees now, cowering in our temple, afraid of everything and everyone. Our food is plain, our lives simple, and our young people grow harsh and wild as this lost moon. I lament the lost empire, but I shall do what I can to ensure our race's survival.

— *A new race of beings has appeared, tunneling in the caverns beneath our temple. We have captured one of them for study. They seem to use some power of their minds for battle, but we are largely unharmed by such primitive tactics. We have determined that the rulers of this race want to study us and learn our weaknesses. The Emperor is not at all concerned and, in truth, neither am I, for we are sure to prevail if they choose to attack.*

— *Uyz'dra has turned against us and now threatens us all with his madness and treachery. There is only one way to contain him, for I fear even in death he will be uncontrollable. I have devised a spell that will, I fear, require the power of my own life force to entrap Uyz'dra. I pray to the nameless deities — even to those who cursed us — that this will save my Emperor and my people. My life ends, but in dying I leave my legacy to those who come after. Long live the Emperor, and long live our mighty people.*

T'sharnell did, indeed, sacrifice himself to trap Vyz'dra, but even today the shissar continue to fear him and his minions. Meanwhile, the mysterious new race that plagued the snake-folk proved to be the humanoid monsters known as thought horrors. Children of Luclin herself, the horrors dwelled in the lightless abyss known as the Deep and eventually made their way into the halls of the Ssraeshza Temple. Fearful of the shissars' power, these creatures resented the intrusion of the snake-people and, soon after T'sharnell's sacrifice, began to move against the shissar in large numbers.

Little is known of the conflict between the thought horrors and the snake-people, but it is a contest apparently still going on in the tunnels beneath the Grey and in the adjacent caverns of the Deep. At first, the thought horrors' mentally enslaved creatures assaulted the Temple. The height of the assault came when a horde of burrowing worms emerged into the mines near the lower levels, accompanied by an army of murderous thought horrors. The shissar and their slaves met the enemy in the narrow tunnels and pushed them back, though the cost was great.

As a result, and given the ever-present threat of the Greenmist, the shissar have been cautious about venturing beyond their airless homeland, but the war with the thought horrors has convinced Emperor Ssraeshza that they cannot

remain isolated forever. An especially cruel and power-hungry race, the shissar have begun once more to contemplate founding a new empire in which they can rule unchallenged. Perhaps the humans and kerrans will make worthy slaves to help build this great new empire, but so far the shissar have contented themselves to planning and dreaming of a return to greatness.

The opening of the gates and the subsequent arrival of adventurers from Norrath has made the shissars' position even more precarious, for now they fear that they may once more come to the gods' notice, and that divine vengeance may be redoubled upon them.

The Coming of the Combine

The lost Combine Empire, first and greatest human nation, survives on the moon of Luclin, though it is a mere shadow of its ancient self. Luclin herself prevented the Empire's return and drove the geomancer Grieg to madness. The conflict between the Combine Loyalists and their Inquisitor foes amuses the Maiden of Shadows, and she is reluctant to allow either faction to leave lest they rob her of her entertainment.

Combine historian Aliane Rainmist, an elven druid of Tunare, tells the tragic tale of the Combine's collapse and its survivors' flight to Luclin.



I speak now of the Combine Empire, the greatest commonwealth ever to exist on Norrath. It is said by some uninformed historians that the empire was ruled by humans, being the first great human state. Yet these historians do not know the truth. In our prime, we — all those folk who comprised the Empire — ruled almost all of Norrath, and under our rule, we of the premier races lived in harmony and peace, in an enlightened alliance not only of humans, but of elves, Northmen, dwarves, halflings, and gnomes.

The great bard Tsaph Katta was our benevolent and wise leader. His policy was to judge every being on his or her actions and to allow each being to prove itself. Birth, wealth, prowess, and influence were not used to determine an individual's status: No citizen of the Empire had greater privilege than another. None were above the law, and none outside it. Guided by Katta's enlightened wisdom, we prospered, and all grew together in peace and love. In the end, though, it was Katta's very kindness that sealed his (and our) doom, for though he had conquered the injustices of office, he could not conquer the envy and evil that dwelled in the heart of many of his subjects.

Katta's greatest general was a man called Seru. This grand duke had won many battles on behalf of his lord, bringing strength and security to our empire. Handsome, intelligent, and charming, Seru rose through the ranks of the imperial army and soon became Emperor Katta's most trusted minister. Many distrusted him, however, for they knew that Seru concealed a heart consumed with ambition and greed. Emperor Katta would hear none of this, however, wise though he was, and chose to see only the best of his friend, willfully blind to Seru's cruelty and thirst for power. Assured of the emperor's trust and secure in his position, Seru began to plan his great betrayal.

Seru's motives for betrayal are not certain. Most believe that he was simply black-hearted and evil, envious of the love and respect paid to Tsaph Katta by his people. Some try to justify his actions as having been motivated by Katta's plans to incorporate the ogres of Oggok and the trolls of Innothule into the Combine Empire. Regardless of his reasons, Seru brought about the end of the empire and extinguished all hope on Norrath.

The end occurred at a great state banquet, where the representatives of many other races and nations attended. Seru's assassin was there as well, unknown to our emperor. When Katta shook the hand of a seeming well-wisher, he did not know that the stranger's glove had been coated with a terrible poison — within a few minutes the emperor lay dying. And the Combine Empire was dying with him, for Seru and his minions had begun their great rebellion.

But the emperor did not perish. His loyal druids wove protective spells, holding him in stasis, and the elves took his inert body to their forests, where they concealed and protected it. Katta's chief advisor, his wife the bard Lcea, called a council for those of us still loyal to her and her husband's cause.

The Empire was naught but a corpse; mere days after Katta's fall, it was irreparably sundered. In our great council, we hit upon a desperate plan. As Lcea contemplated our future, she gazed upward and saw the moon of Luclin. She decreed that this would be our refuge, from which we would recreate Katta's vision of peace and security, and hopefully one day return to reclaim our empire.

Months passed, and thousands of Loyalists gathered around the greatest wizard spire on Velious. Elsewhere, the Empire writhed in its death throes as many of its subjects declared independence and moved to plunder its riches. The armies of Seru and his so-called Inquisitors sought out the remaining Loyalists, but through acts of heroism and self-sacrifice, Seru was held at bay.

At last, Luclin was at its closest approach to Norrath. The man chosen to perform the ritual was Grieg, a powerful geomancer and a master of teleportation magics. Aided by others from among the greatest spellcasters of the Loyalists, he performed the ritual, and as one we were carried, in our thousands, through space to Luclin.

When we arrived on Luclin, though, we discovered that Grieg had miscalculated. Instead of transporting us to the surface of the moon, his spell had placed us in the caverns below it. A strange black orb, which we called the Nexus, had apparently drawn us there, to the center of a vast cave complex. Fear assailed us. Were we trapped? Would we starve to death without ever seeing the open sky again? Many of us vented our rage at Grieg, but after several months we were able to find safe routes to the surface.

By this time, some of our people had grown accustomed to the caves, and wished to stay there — their devotion to the Empire was never great to begin with, and I suspect that many of them had joined us simply to escape the scourge of the Inquisitors. The majority of our people ventured into the eternal twilight above, where we built our new city: Katta Castellum. Our ruler remained with us, still maintained in a magical slumber, though one day we hoped to reawaken him.

Grieg the geomancer stayed behind in the new community of Shadow Haven. By this time we had grown wary of him in any event, for his loyalty had become suspect, and most of us believed that he had joined with us simply as a way of gaining greater wealth and power. His miscalculations had almost been the end of us, and we were happy to see him gone.

For a time, Grieg remained in Shadow Haven, aiding the others in constructing their new settlement. Unfortunately, he continued in his old ways, and his spells often did more harm than good. He continued to seek greedily for knowledge, driven by his own lust for power and caring little for the safety of those around him. After an especially disastrous incident in which several caves collapsed, killing dozens, the Trade Families that ruled Shadow Haven demanded that he leave.

Grieg found no refuge with us, for we knew his nature and that he cared nothing for the lost glory of our Empire. Besides, we had learned that, as a result of another error in his calculations, we were trapped on Luclin for the foreseeable future, for the moon would not approach Norrath again for millennia.

While we built Katta Castellum, expanded our defenses, and learned of our new and dangerous home, and while the Shadow Haven folk recovered from the damage he had done, Grieg wandered Luclin, at last arriving on the light side of the moon, where he raised up a new citadel south of the Dawnshroud Peaks. Here, in the fortress he called Grieg's End, he settled down to learn more of geomancy, and to seek solace from the lunar refuge that had become our prison.

Grieg's quest ended in despair, for Luclin, the goddess who rules the moon, drove him mad for his presumption. Today, Grieg's End is a foul and cursed place, haunted by strange ghostly creatures and plagued by spells spawned by Grieg's madness. It is said that those who venture there are transformed into strange shapes and appear different to all who observe them. It is also said that Grieg himself still lingers on as a tormented spirit, ever seeking knowledge that he can never attain.

But Grieg's fate was not relevant to us, not then. For we learned all too soon that our enemies had followed us. Seru's bid to take over our realm had failed — instead of controlling the Empire, he merely destroyed it, and now Norrath was in a turmoil of chaos and death. Yet even in defeat, Seru burned for vengeance when he learned that we had escaped. Surely he did not know that Katta still lived, else his anger might have been even greater.

Upon learning how we had fled Norrath, Seru set his pet wizards to duplicating our feat, and after some time and great effort they cast a similar spell, one that transported Seru and a good number of his Inquisitors into Shadow Haven. Seru and his followers arrived at the Nexus, but were shocked to see the fortifications and armed forces that Shadow Haven raised against them. After long negotiations, the Shadow Haven folk allowed the Inquisitors to depart, though many of Seru's people also remained behind to aid in researching the Nexus, determined to find a way to escape from Luclin's pull.

As time passed, the Inquisitors who stayed behind ended up mingling with the folk of Shadow Haven, while the others journeyed to the daylight zone of Luclin where they constructed their own citadel, the city of Sanctus Seru. Their magic sustains the wicked Lord Inquisitor Seru even still, and he lives in perpetuity, spurred on by his desire to crush the last remnants of the old empire.

Thus we remain in a continual stalemate with the Inquisitors, but I fear that this will not last forever. Our spies report that Seru trains his Inquisitors to march on Katta Castellum, and that he seeks alliance with the dark powers of Luclin. The people of Sanctus Seru are harsh and evil, holding gladiatorial games for entertainment, and reveling in death and slaughter.

Yet we are prepared to defend ourselves and to preserve our way of life for as long as we are stranded on the Moon of Luclin.

The Inquisitors were not the only enemy faced by the beleaguered Loyalists. Enemies assailed the followers of Tsaph Katta both from within and from without. The city's most persistent foes were undead creatures known as vampyres.

The first vampyres encountered by the Loyalists were clad in the garb of Shadow Haven merchants, apparently infected and transformed into undead by other vampyres. Soon, the Loyalists discovered that the Tenebrous Mountains were infested with the creatures, an alliance of vampyres known as the Coterie of Eternal Night. The struggle between the two factions began immediately and continues to this day. Though they did not attack in great numbers, a handful of vampyres once entered the city through subterranean passages, or perhaps under the cover of invisibility, infecting innocent citizens and recruiting them as murderous minions. Today, some areas of Katta Castellum are especially perilous, for the lack of sunlight allows these horrific creatures to move and act with virtual impunity.

Within Katta Castellum's own walls, threats to the security of the refugees continue to fester. Some chafe at the rule of the Concilium Universus — the council that leads the city in Tsaph Katta's stead — and call for change. Others see dark conspiracies in the city's many shadows.

Some have even gone so far as to claim that Tsaph Katta himself has returned as an undead creature, transformed by the vampyres, and now ruling the city as an immortal monster.

The emergence of such factions and the continued predations of the vampyres amount to unsettling evidence that the Loyalists' society is beginning to falter. As their foes grow bolder and their own people nurse more and more substantial doubts, the future seems less and less certain.

The recent arrival of outsiders — adventurers and explorers from Norrath — has fired the Loyalists with new hope, however. With the gates to their homeland once more open, some have begun to openly speak of a return, a *reconquista* in which the Combine Empire takes back its old lands and returns them to enlightened rule. Many Loyalists are more pragmatic, however, soberly pointing out that the Combine's halcyon days are gone forever. They are Luclinites now, these individuals say, and though the new travel routes have improved life for those on both sides of the gates, it is best that they remain on this strange world that has become their home.

The Inquisitors

The Loyalists' oldest foes, Seru's Inquisitors, are the last remnants of the rebels who once tried to conquer the

Empire but who instead destroyed it. Seru, the traitor who tried to murder his lord and thus brought about the Combine's utter collapse, still lives in the depths of his keep, the Arx Seru, within the city of Sanctus Seru, from which he rules with an iron hand.

Blind to the terrible tragedy he caused, Seru became obsessed with pursuing and finally defeating the Loyalists. When they escaped to Luclin's moon, the warlord's anger was terrible — it is said that in his initial rage he killed at least four slaves and injured countless others. At a time when he should have been consolidating his gains and establishing his control over the Combine Empire, Seru instead bade his followers find out how Katta and his people had escaped. As subject peoples rose up and plundered the far corners of the fallen Empire, Seru obsessively pursued his research until at last he discovered what had happened.

As quickly as possible, Seru gathered up his armies and had his wizards cast their own version of Grieg's transportation spell. As the world fell into blood and chaos behind him, Seru led his people in pursuit of his hated enemies. After negotiations with the wary Shadow Haven folk, the Inquisitors were at last allowed to venture to the surface. There, they discovered that Katta's Loyalists had fled into the Tenebrous Mountains and were engaged in building a great citadel. Weary, out of supplies, and to their own horror trapped on Luclin, Seru and his army reluctantly realized that they could not defeat Katta. Not yet, anyway.

Immediately, the Inquisitors began construction of their own great city, which their leader arrogantly named Sanctus Seru. A model of geometric precision and flawless architecture, the city reflected its master's cunning, mathematically precise mind. Stone was brought from the neighboring Dawnshroud Peaks, despite skirmishes with hostile galorian tribes and predatory rock hoppers. Food was harvested from the caverns below, and soon the Inquisitors learned how to cultivate mushrooms and other indigenous fungi. Farms in the Dawnshroud Peaks also produced food for the city.

The Inquisition's influence spread into the neighboring wilderness, soon renamed Marus Seru. This blasted wasteland became a place of exile for those who had failed to serve the Inquisitors, but who were not deemed worthy of execution. These pitiful creatures, eventually known as *Recusos*, formed a rough and violent culture in Marus Seru, where they dwell to this day, fighting with the hardy creatures who share the wasteland with them and attacking outsiders or stealing what they can to survive.

The Inquisitors are strong. In their own region they are virtually unchallenged. But their strength also lies in isolation, for their hated foes, the Loyalists, are on the other side of the moon — across a distance that not even Seru's fearsome power can easily cause his people to bridge.

Shadow Haven

In between the two major human cities of Luclin lies the hidden complex called Shadow Haven. Extending far beneath the moon's rocky surface, this place is populated by the descendants of those Loyalists who stayed behind when the rest went on to found Katta Castellum. As well, it is home to those Inquisitors who wished to research the secrets of the Nexus, the mysterious black orb that appeared to have drawn the humans to this location on the moon.

The days after the exodus from Norrath were harsh for the people of Shadow Haven. Starting from the natural caverns beneath the moon, they began to expand outward, hollowing out new corridors and chambers. Initially, they were aided by the geomancer Grieg, who had chosen to stay in Shadow Haven rather than live with the derision of the Loyalists, who blamed his faulty calculations for their apparent entombment in the caverns. After several disastrous mistakes by the wizard, however, the Trade Families — those wealthy merchants who had become Haven's rulers — ordered him to leave. The people carried on their excavations and, perhaps not surprisingly, fatalities and accidents indeed decreased substantially after the geomancer's departure.

The Haveners eventually expanded into the neighboring Paludal Cavern complex, discovering the great groves of edible fungi there, as well as the dangerous creatures that dwelt therein. Harvesting foodstuffs was made hazardous by hostile tegi, predatory fungal fiends, and the Recondite bandits, dissatisfied Haveners who sought to carve out their own society free of the Trade Families' oppressive regime.

Shadow Haven forces also ventured into the Fungus Grove, where they encountered the shik'nar insect creatures and the grove's own band of renegades — outcasts from sun revenant people who called themselves the Shadel bandits. Despite these challenges, routes to both the Fungus Grove and the Paludal Caverns had to remain open, for the food obtained in these places keeps Shadow Haven alive.

A neutral state comfortably nestled between the Inquisitors and the Loyalists, Shadow Haven welcomed and traded freely with both sides and with anyone else who wished to approach them. In some ways, Shadow Haven reflected many values of the old Combine Empire, allowing anyone to live and trade freely within its boundaries, regardless of race, religion, or outlook, as long as they obeyed the city's laws. Under the rule of the Houses Fordel, Midst, Nota'Dal, and Earthcrafter (those referred to collectively as the Trade Families), the city became a center for trade and diplomacy. After a time the city prospered, troubled only by occasional incursions of hostile shik'nar or fungus fiends from outlying caverns.

Research into the Nexus and its mysterious magical qualities continued. In time, the Inquisitors who had stayed behind joined Shadow Haven society, forsaking Seru's rigid, joyless rule. For their part, the Inquisitors chose not to make an issue of the researchers' actions, for Shadow Haven was becoming vital to Sanctus Seru's economy, and not even Seru wished to antagonize the powerful Trade Families.

The Nexus itself proved difficult to research. The Nexus' emanations could be qualified or quantified, and were clearly powerful, but the black orb itself proved impervious to any such examination. It had helped to transport both the Loyalists and the Inquisitors to the moon, but now stubbornly refused to yield up its secrets or — to the researchers' even greater consternation — to be reactivated to allow any further transportation either to or from Norrath.

Some researchers speculate that the Nexus' inactivity was due to the moon's location relative to Norrath, and that once the distance between the two worlds decreased again, free

transit would once more be possible. Others postulated that the original exodus was possible only because of the sheer amount of raw magical energy needed to travel to the moon, and that such magical power, for some unknown reason, could no longer be summoned on Luclin. Still others claimed that Luclin herself had closed the gate, preventing any more interlopers from entering her home world.

In the end, the answer appeared to be a combination of all three theories. The moon was still far from Norrath when the celebrated Al'Kabor made the momentous discovery that led to the reopening of the lunar gates, but the wizard and his assistants were able to summon up considerable magical energy, utilizing the power of the ancient wizard spires. This combination of forces created a situation that had not existed for ages — the opening of free transport between Norrath and the moon of Luclin.

The first arrival of outsiders came unexpectedly, when Al'Kabor and his fellow wizards emerged from the Nexus and entered the Bazaar region of Shadow Haven. Their arrival caused a sensation, and within hours the entire community was abuzz with the news. The way to Norrath was once more open, and a flood of adventurers, travelers, and explorers was certain to come.

And come it did, much to the delight of the Trade Families. Vital to human society on Luclin, Shadow Haven now became a critical crossroads between two worlds. Platinum, gold, and silver flowed freely, as visitors of a dozen races came and went with relative freedom. Happily, the Trade Families watched their riches accumulate, and the cunning people of Shadow Haven happily offered to trade even more openly with the newcomers.

This is how Shadow Haven remains today, as travel to and from Luclin becomes more and more frequent. No one knows how long this situation will last, and those researchers who still probe the secrets of the Nexus cannot guarantee that the gates will not close as unexpectedly as they opened. For the time being, however, Shadow Haven is content to be a critical waypoint on the road to adventure on Luclin.

The Vah Shir

The Vah Shir are an offshoot of the kerran race that originated on the Norrathian continent of Odus. Legend holds that the kerrans were once bitterly divided and in the throes of a bloody civil war when a great leader, Kejaan Kerrath, emerged to unite the tribes into a single nation. A golden age followed, during which the kerrans became the dominant species on Odus.

Kejaan proved a wise and resourceful ruler, drawing his elite nobles from among the other kerran clans. From clan Shir came nobles, generals, and warriors. From Kajak came shamans and counselors. From the clan of Shahr, Kejaan drew his hunters and farmers, and from clan Karani, he selected his civil servants and bureaucrats. The so-called Komiyat Kerrath grew in strength and influence.

The coming of the Erudites proved catastrophic for the kerrans, even though relations between the two races were good. When a small number of Erudites first took up the practice of necromancy, however, the kerrans began to fall ill, and soon plague raged through their cities and villages. Convinced that the heretic Erudites and their dark magic were responsible, Kejaan himself went to treat with their leaders, but even he returned weak and sickly. He died soon thereafter, and his son Vah took the throne.

Vah gathered his elite forces in the Shir city of Shar Vahl, intending to join the Erudites in their war against the heretics. Before he could act, however, a great battle broke out between the heretics and Erudites, resulting in huge pieces of Norrath being flung into space — and among them the city of Shar Vahl.

The rogue Rejik tells the story of the Vah Shir and their arrival on Luclin. He was a scout and a spy of middle rank on the day of the great explosion. His account is a rare record from the early days of Shar Vahl, since written works have since been prohibited there.

Here I record what transpired when the great city of Shar Vahl was sent to the new land. My name is Rejik and I am a Taruun of Shar Vahl. I have served both my guild and the city of Shar Vahl faithfully since I was a cub, but now my faith wavers. Strange things have happened in the past few turns, things inexplicable and unfathomable. Somehow, our fair city has been transported to the moon of Luclin, far from the safety of Norrath. I shall tell of these strange events and how this misfortune has befallen my people.

In those days, the magic-wielding race of humans known as the Erudites was engaged in a ferocious civil war, in which a group of necromancers known as the Heretics sought to overthrow their gentle brethren. Our great city was caught between the two forces, and though we struggled to remain neutral, most felt it was only a matter of time before we were drawn into the conflict. I was assigned to personally guard and serve our guildmaster, defending him from foes and carrying his messages to others.

We received frequent updates on the Erudite War, and it was during the most fierce fighting that tragedy struck. My littermate Rhejinak was making report to the guildmaster when our entire city was rocked by a great explosion, and a fearsome light blinded us all. Even as we fell, the ground beneath us seemed to fall away, and there was a terrible sensation of rapid descent. Dust billowed, and the sound of falling masonry mixed with terrified screams.

Several guards ran outside to see what was going on while Rhejinak and I stood with our guildmaster. The guards returned, telling of chaos in the city. There was destruction throughout Shar Vahl, buildings crumbling and collapsing, debris scattered across the streets. A great cloud of dust obscured the sky so that nothing could be seen. The normally disciplined people of our city were in a panic, and the guards were hard pressed to keep peace.

My guildmaster sent me out to evaluate the situation while Rhejinak remained with him, and I ventured out alone into the dust-choked chaos. The city was in tumult, but slowly the survivors began to reestablish order. The Dar Khura stood beside the Jharin, helping the injured. The Khala Dun were regrouping to face whatever dangers threatened our fair city. No one seemed to understand what had happened, save that something cataclysmic had befallen Shar Vahl. None said what we all knew to be true: that the Erudite War had finally come to us, and that we would suffer for it.

After reporting to my guildmaster, we decided to confer with King Vah Kerrath. Once more I picked my way through the dusty, rubble-filled streets, this time with Rhejinak, both of us escorting our guildmaster. The palace was as chaotic as the rest of the city, yet — thanks be to the ancestors! — His Majesty Vah Kerrath and the royal family were uninjured. In solemn council, the guildmasters of the city commanded that Rhejinak and I should leave the city to see what the Erudites and Heretics had done.

What we found was beyond anything we could have imagined. The land surrounding Shar Vahl was devastated. The city lay at the bottom of a huge crater, surrounded by rubble. We picked our way through the debris, finally emerging from the dust cloud, only to find that, overhead, the stars were completely different.

Shar Vahl was not where it had been before. Something had moved the entire city.

We tried to determine where we were from the patterns of the stars, but it proved beyond our abilities. Then came the greatest shock of all, for in the night sky rose the moon Drinal, followed by a mighty blue orb that we only slowly realized was Norrath herself. It began to dawn on us. The city had been transported onto Luclin herself.

We hurried back to our king to report our findings. Vah Kerrath himself went with the guildmasters and his court astronomers to see this wonder. Eventually it was determined that we were, indeed, on the moon. There was no way that we could duplicate the magics that transported us here, and we mourned the loss of our homeland.

Now, as we seek to find our way, I have been commanded to venture beyond the great crater to see what perils and challenges await us in our new home. There is opportunity here, and I hope to explore and discover this place's depths and uncover its mysteries.



Luclin is a jealous and somewhat petty deity, but she chose in this case not to punish the interlopers, for she knew that their coming was not by choice. Once more, she allowed Norrathian aliens to remain on her moon.

Soon after arriving upon Luclin, the kerrans also discovered that their connection to the spirits of Norrath had been cut off. Only the great beast-spirit Sahteb Mahlni remained in contact with the Vah Shir, leading many of the cat-folk to turn to agnosticism or to worship the mighty Sahteb exclusively.

The Vah Shir — now newly named for their ruler and clan — struggled to survive on the new world. Most of their great city had been devastated, and the survivors were plagued by predators such as the shik'nar. Scouts reported that there was game nearby, however, as well as edible fungus in the caves below the city. The fungus was distasteful to the carnivorous kerrans, but they made do with what they could find while rebuilding the city.

Scouts discovered several deposits of a phosphorescent mineral that they dubbed acrylia. Strong and durable, acrylia was used to make weapons and armor, and marble bearing veins of acrylia was found to glow softly in the darkness. Large quantities of acrylia-veined marble were used in the reconstruction of Shar Vahl, and to this day the city shines with a faint glow, illuminating the gloom on Luclin's dark side. The greatest deposit of acrylia they discovered was in the Tenebrous Mountains, a journey of several perilous weeks from the growing city.

Acrylia caravans were forced to travel through the dangerous reaches of Hollowshade Moor, where the indigenous owlbeats, sonic wolves, and shik'nar were a constant hazard. Beyond lay the Mushroom Forest, less dangerous in those days but still a challenge. Once the caravan routes were established, however, acrylia began to flow regularly into the city.

Elsewhere, kerran civilization spread into Shadeweaver's Thicket, the forest adjacent to the new city. There, the native xakra silkworms were harvested, and sturdy cloth was crafted from their tough cocoons. After Vah Shir hunters became acclimated to their new environment, they began to bring back game more regularly, and slowly the city's food shortage was eased.

All seemed well on the moon, for the Vah Shir were far from Luclin's other new inhabitants. Occasionally, Loda'Kai poachers (an alliance of outlaws, exiles, and refugees from the human cities) plagued the kerrans, attacking hunters or robbing travelers, but Vah Kerrath periodically dispatched warriors to drive out the brigands, keeping the region relatively secure.

But greater disaster was yet to come. Within a decade of their arrival, the Vah Shir had rebuilt their city into a thriving and beautiful metropolis, well supplied and defended both by its isolation and the brave, honor-bound warriors who served Vah Kerrath and his family.

One fateful day, however, an entire shift of Vah Shir miners disappeared mysteriously, followed by the squad of warriors sent to find them. As the kerrans debated what to do, the mines suddenly erupted with diminutive humanoids, ferocious, merciless beasts possessed of a wicked cunning and an apparent hatred for all other life forms. The Vah Shir were driven from the mines, retreating back into the Mushroom Forest before the enemy's onslaught.

The humanoids — dubbed grimlings for their dark, hostile expression and character — completely overran the mines, and retook the Mushroom Forest save for a small Vah Shir outpost. The Mushroom Forest was renamed the Grimling Forest, and became a place of danger and violent death for the kerrans.

The struggle against the grimlings and their mysterious ruler began in earnest. Their master was an individual known only as Master Tashakhi, rumored to be a powerful undead creature of some kind (possibly even an undead Vah Shir). The grimlings continued to raid into Vah Shir territory, while the cat-folk resisted ferociously.

In the midst of these terrible events, further tragedy struck Shar Vahl. Dar Khura, King Vah Kerrath's chief shaman, told him that he had discovered a strange race dwelling on Luclin, a race known as the Akheva. Immortal, the Akheva were resurrected when slain, but in the process they destroyed vital members of the spirit world. Dar Khura and a band of warriors ventured into the darkness in the south, seeking out these Akheva. When Dar Khura did not return, King Vah Kerrath himself followed, though his advisors begged him not to. The king did not return from his quest, and to this day none knows what became of him. Similarly, the great beastlord and explorer Khati Sha had also disappeared while exploring the region known as the Grey.

Today, the kerrans' struggle with the grimlings continues. The Vah Shir outpost in the Grimling Forest comes under attack regularly, but the cat-folk launch attacks of their own, raiding into the Acrylia Caverns and returning with enough of the precious stone to keep their city and their craftsfolk in good supply. King Raja Kerrath, direct descendant of the great King Vah, actively plans a campaign to attack the caverns and take them back, possibly defeating Tashakhi once and for all.

For their part, the grimlings have spread throughout the regions surrounding Shar Val. They maintain several small settlements in Hollowshade Moor, and now fight a continual war with the owlbeats and sonic wolves of the region.

The Vah Shir have emerged as the most vital and culturally active race on the moon. Since the written word had such a great role in the creation of Erudite magic and because the cat-folk blame the Erudites for their exile, written records are banned among the Vah Shir, and knowledge is passed from generation to generation purely through verbal means. "Scribes" of a sort still exist among them, but they are now specially kerrans who store valuable information in their memory using an array of mnemonic devices and sheer strength of will, and pass information to their successors. The great history of the Vah Shir is maintained by a group of elite kerran bards called hymnists.

The kerrans patrol surrounding lands such as Hollowshade Moor and Shadeweaver's Thicket, fighting a continual battle with poachers, bandits, tegi and galorian tribesmen, insectoids, and fungus fiends. Vah Shir beastlords wander the moon of Luclin seeking knowledge regarding the other races and factions of the world. So far, these agents have remained aloof in the various conflicts of Luclin, though it is known that King Raja is known to favor the Combine Loyalists in their conflict with the Inquisitors, and that he hates the cruelty of the shissar.

As with the other lunar races, the Vah Shir were changed irrevocably by the arrival of outsiders from Norrath. Real-

izing that their old homeland was once more accessible from Norrath, some cat-folk began to discuss returning. This debate continues to rage, and a number of Vah Shir have traveled to Norrath and returned to report that the place is a virtual paradise compared to the dark, barren landscape of the moon. Some of these Vah Shir have even chosen to stay on Norrath, dwelling among their kerran cousins and winning great fame. So far, however, there is no great movement from the city that the cat-folk have labored so hard to rebuild.

The Fall of the Akheva

The first and greatest of the goddess Luclin's creations were the giant four-armed immortals called the Akheva. Guardians of the moon, their powers were unchallenged by any other lunar race and they ruled a vast section of the moon's dark side, in the region today known as the Maiden's Eye. There, they built a mighty citadel called Ka Vethan. For ages, they remained the most powerful force on the moon of Luclin, served by numerous other races (most notably the Centi clan of the tegi, who crafted many of the Akhevans' greatest weapons).

Yet eventually the Akheva's great culture fell, as so many do, because of greed and violence. The Akhevan high priestess, Akelha'ra, created a twin from her own blood and shadow. This twin, called Atenha'Ra, was to aid in the administration of Akhevan affairs. However, in the end all she brought was destruction.

In those days, the Akheva spoke a language called the Fleshless Tongue. While outsiders might learn to understand a handful of words, this language in its entirety is utterly incomprehensible to ordinary mortals. Yet many Akheva at that time chose to communicate directly with mortals in their own languages. Atenha'Ra, devoted to the service of Luclin and utterly convinced of Akhevan superiority, demanded that the practice be stopped and that Akheva speak only the Fleshless Tongue. Akelha'ra resisted, and the Akheva began to split into rival factions.

Though to outsiders this might have seemed a trivial cause for conflict, to the Akheva it was a matter of deadly seriousness, and in time the rivalry between the followers of the two priestesses exploded into open warfare. The factions fought viciously, the members of each claiming that they were the true servants of the goddess.

The conflict raged for many years, and many Akheva perished. At long last, the priestess Atenha'Ra prayed to

Luclin and summoned a great storm to destroy her rivals. She got far more than she bargained for — the resulting tempest blasted the region and scoured it of life. Akelha'ra and many of her faction perished in the cataclysm, but in the end the war had no real victor, for both sides were devastated. As the storm subsided, Atenha'Ra led her people from the place, now called the Maiden's Scar, and founded the citadel of Vex Thal. Those still loyal to Akelha'ra's cause remained behind in the Maiden's Scar, inhabiting the ruins of their old temple.

The rivalry between the two factions continues today, but neither has the numbers or the will to march on the other. Just the same, the rival strongholds — the Akheva Ruins and the deadly citadel of Vex Thal — remain two of the most dangerous places on the moon of Luclin.

Rediscovery

After countless years of isolation, a permanent route between Norrath and Luclin's moon was discovered by the great wizard Al'Kabor. The wizard spires of Norrath were converted to transportation devices, and ordinary adventurers began to visit the distant moon in great numbers. Luclin's tolerance, already tested by repeated incursions, had reached its breaking point, but she saw no immediate way to get the interlopers to leave her moon without enraging the other gods and finally ending her years of isolation.

Though enraged by the presence of new strangers, Luclin waits patiently, knowing that eventually the moon will move away from Norrath, possibly closing the gates and preventing further travel between the worlds. If (or when) this happens, though, thousands are sure to be stranded on Luclin's moon, and the goddess is none too happy at the prospect.

The steady flow of outsiders shows no sign of abatement, however, and the numerous factions of the moon — foremost among them the Inquisitors, the Loyalists, the shissar, the Vah Shir, and the Akheva — have reacted differently. Some wish only to be left alone, while others see in the visitors the opportunity for greater power, wealth, or knowledge. For their part, the Norrathian visitors have quite enthusiastically taken sides in the various conflicts of the moon, potentially unbalancing long-standing struggles and bringing the threat of chaos to Luclin's once-tranquil abode. For her part, the goddess watches and waits, but one day she will act against the interlopers.

Chapter Two: Cities of Luclin

Faction Abbreviations

There are many factions among the few cities and city-states of Luclin; these are listed below. In order to conserve space and to avoid cluttering up various areas' descriptions with repeated references to the same faction, the abbreviations shown below are used in NPC and creature stat blocks throughout this chapter.

Faction	Abbreviation
Brood of Ssraeshza	BrS
Citizens of Seru	CiS
Concilium Universus	CU
Coterie of Eternal Night	CEN
Dar Khura	DK
Defenders of the Haven	DfH
Disciples of Rhag Zhadun	DRZ
Eye of Seru	EyS
Emperor of Ssraeshza	ESs
Guardians of Shar Vahl	GSV
Hand of Seru	HaS
Heart of Seru	HeS
House Fordel	HsF
House Midst	HsM
House of Nota'Dal	HsN
House of Stout	HsS
Jharin	Jha
Katta Castellum Citizens	KCC
Katta Castellum Merchants	KCM
Khala Dun	KhD
Khati Sha	KhS
Luclin Mercenaries	LcM
Magus Conlegium	MC
Naturalists of Luclin	NL
Nexus Scions	NSc
Seru Merchants	SMe
Shadow Haven Citizens	SHC
Shadow Haven Rogues	SHR
Shar Vahl Citizens	SVC
Shar Vahl Nobles	SVN
Shoulders of Seru	ShS
Taruun	Tar
Thieves of Katta	TK
Traders of the Haven	TrH
Validus Custodus	VC

Note that the above list is not comprehensive, but covers those factions that appear most commonly in this chapter. For more on the various factions of Luclin's Moon, see Chapter 6.

Cities are a rarity in the wilderness of Luclin — fewer than a half dozen settlements worthy of the name exist. These cities are centers of activity and civilization on the moon-world, however, and are critical to the survival of many of Luclin's inhabitants. The rival cities of Katta Castellum and Sanctus Seru house the descendants of the Combine Empire and their Inquisitor pursuers, respectively. The descendants of the kerrans of Shar Vahl, now called the Vah Shir, have created a beautiful city and a sophisticated culture. Elsewhere, the evil shissar, former masters of a vast slave-empire, fled to Luclin in the face of the gods' vengeance and rebuilt their great temple in the midst of the airless void of the Grey. In the southern hemisphere, the remnants of the old Akhevan civilization struggle on and plot against the outsiders who have intruded upon their sacred world.

Katta Castellum

Large City, Pop. 25,000

(Barbarian 12%, dark elf 0.1%, dwarf 10%, Erudite 6%, gnome 3.8%, half elf 10%, halfling 6%, high elf 7%, human 42%, troll 0.05%, Vah Shir 0.05%, wood elf 3%)

Ruler: Concilium Universus

Gold Piece Limit: 40,000 gp

Assets: 5,000,000 gp

Resources: Fish, metal ore, textiles, finished goods

Militia: 1,500 Validus Custodus; 100 Magus Conlegium

Beyond the Grimling Forest lies territory controlled by the great city of Katta Castellum. The mountains are dotted with great sentry towers, but most of these have been taken over by the vampyres, cruel and ruthless undead creatures who live on the blood of the living.

Katta Castellum is the last remaining outpost of the ancient Combine Empire, the greatest state of old Norrath. Shattered by civil war, its ruler dead (or dying), besieged by foes, the remnants of the Empire fled to the moon of Luclin, where they founded this city, named in honor of their greatest leader, the bard Tsaph Katta. The Kattans' security was short-lived, however, for almost immediately the city was beset by terrible foes. From Norrath, the High Inquisitor Seru led the last of his followers in pursuit, determined to wipe out the remnants of his former emperor's rule.



Around the same time, a new and powerful breed of undead creature known as vampyres appeared in the Tenebrous Mountains soon after the Loyalists arrival and threatened the city's peace and stability. Cut off from their home, beset by enemies, forced to live in the darkness of a strange new world, it is a wonder that more Loyalists did not fall into despair.

Katta Castellum was carved directly into the living rock of the Tenebrous Mountains, along the rugged shore of the Twilight Sea. Its buildings are designed in the ornate imperial style, with soaring buttresses, elaborate archways, stained glass windows, grim gargoyles, and many dark towers. This gloomy architecture contrasted somewhat with the forward-looking philosophy of the Empire, but it served to remind the city's inhabitants of their former greatness.

As Katta's population grew, it began to expand, with new residential quarters hewn from the rock under the direction of the city's dwarven engineers. Within a few centuries of the withdrawal from Norrath, Katta had become a city of more than ten thousand, secure in its mountain fastness despite the predations of vampyres and the presence of Inquisitor spies.

Katta's main exports include ore from the Tenebrous Mountains and fish from the Twilight Sea. The Kattans have little land to farm save for a few scattered islands, so they are forced to trade for most of their foodstuffs. Both Shadow Haven and Shar Vahl have become important trading partners.

The recent reopening of the portals to Norrath has inspired many of the city's inhabitants, leading to talk of a refounding of the Combine Empire and a return to the old ways. Most Kattans, however, have come to accept Luclin as home, and there are a large number of citizens who believe that the principles of Tsaph Katta are best expressed and practiced on Luclin, rather than on the world that once rejected the Combine Empire.

The Validus Custodus

The home army of Katta Castellum is responsible for both the defense and security of the city. Based on the old imperial model, the Validus Custodus is a powerful and efficient military force, dedicated, loyal, and very well trained. Though the Validus' efforts, the vampyres of the Tenebrous Mountains have been held at bay and the Inquisitors of Sanctus Seru have been repeatedly frustrated in their attempts to infiltrate or conquer Katta.

Unlike the militaries of other states, the *Validus Custodus* includes in its founding principles the ironclad assertion that it is only a servant of the *Concilium Universus*. Though it is vital to the survival of Katta, the *Validus Custodus* has no role in creating policy or ruling the city. These beliefs are drilled into every new recruit, and those who believe that the *Validus Custodus* should have a voice in the daily running of Katta usually do not advance far. After all, it was a rebellious military leader — the arch-villain *Seru* — whose greed and ambition destroyed the old empire. Today, the *Validus Custodus* remains an incorruptible cornerstone in the defense and security of Katta Castellum and its people.

The *Validus Custodus* is a direct reconstruction of the elite armies that brought the Combine Empire to power thousands of years ago. Its lowest organizational unit is the squad of 5 legionnaires, five of which are combined to create a company, usually commanded by a sergeant. Four companies form a century, under the command of a centurion. Two centuries form a manipule, commanded by a senior centurion; three manipuli form a cohort, commanded by a Prefect; and three cohorts combine to form a legion, commanded by a Tribune. An entire army (two or more legions) is commanded by a Legate.

Currently, the city's army is comprised of but a single legion. Numbering only 1,500 strong, the legion is somewhat weakened due to losses in the field and the relatively small population of Katta Castellum. The army is under the command of Legate Krolgar Strongarm (see Katta Castellum, Area 10).

Especially skilled and accomplished members of the *Validus Custodus*, particularly those with clerical abilities, are recruited as Sentinels, the elite guards of the Magistrates. These Sentinels patrol the halls of the Magistrates' Palace regularly, and a few are always close at hand wherever the city's Magistrates go.

The spellcasters of the *Magus Conlegium* employ elite guards known as the *Magus Protectorate*.

Katta Castellum Guards

The *Validus Custodus* acts as both a police and defensive force for the city. Typical members of the *Validus Custodus* that are likely to be encountered by adventurers are listed below. As they can be male or female and are drawn from any race found in the city, gender and race are not listed.

Validus Custodus Legionnaire (*Mil* 4–9, OG; *Validus Custodus*)

Validus Custodus Sergeant (*Mil* 8–15, OG; VC)

Validus Custodus Centurion (*War* 13–18, OG; VC)

Validus Custodus Sentinel (*War* 7–12/*Clr* 2–7, OG; VC)

Magus Protectorate (*War* 11–15, ON; VC)

Food and Drink in Katta Castellum

The Loyalists aren't really noted for their brewing or cuisine, but the city boasts a few unique items. The prices below are per serving.

Drink	Price
Broote's Burly Bock	2 sp
Coterie Red Wine	3 sp
Eternal Day White Wine	8 cp
Eternal Night Black Ale	3 sp
Grimming Grimling	1 sp
Incantator Shaker	1 gp
Loyalist Mead	5 cp
Mandolin Lager	4 sp
Owlbear Bitter Brew	5 cp
Praecantor Pilsner	1 gp
Rhino Beetle Rum	7 cp
Sonic Wolf Pale Ale	2 sp
Tenebrous Stout	3 sp
Tickled Tegi Champagne	8 cp

Food	Price
Baked Jawfish	2 gp
Black Rye Bread	3 cp
Braised Sea Turtle	6 sp
Combine Casserole	2 sp
Fried Seasnake	7 sp
Hard Rolls	6 cp
Onion Pie	8 cp
Owlbear Tenderloin	1 sp
Red Wheat Bread	1 sp
Sharkfin Soup	1 gp
Sonic Wolf Steak	2 sp
Swordfish Steak	1 gp
Twilight Sea Fish Chowder	8 sp
Wetfang Fillets	3 gp

[1] The Magistrate's Palace

The center of governance in Katta Castellum, the Magistrate's Palace is a great, imposing structure of dark stone, hung with leering gargoyles and supported by elaborate buttresses and braces.

The highest-ranking officials in the city are the Magistrates who make up the ruling body known as the *Concilium Universus*, among them the wife of the emperor himself, somehow gifted with incredible longevity. Some of the magistrates are also Governors, appointed by the council to oversee certain specific aspects of city life. The *Concilium* itself is something of a self-perpetuating oligarchy, albeit a benevolent one. When a Magistrate retires, those remaining select his or her replacement, usually from among the city's successful merchants, military folk, or the prominent

families such as the Augustleaves, Aristos, Doyles, Garrisons, and so on.

Inside, members of the Concilium Universus carry out their business, consult on matters important to the community, meet with citizens and lesser officials, maintain diplomatic contacts with a few other cities and nearby settlements, and perform all the duties involved in running Katta Castellum. Some magistrates have titles beyond that of Magistrate; these may specialize in certain aspects of the city's daily life, but can to a large extent define their own duties. Governors, on the other hand, deal exclusively, by office, with specific matters of importance to Kattans.

Lcea Katta

As far as most Kattans know, their beloved emperor Tsaph Katta was slain by agents of Inquisitor Seru, and today his wife leads the Concilium Universus in his name. In reality, of course, Tsaph Katta lives on in suspended animation, hidden somewhere in the city. His wife does survive, somehow, and is "first among equals" on the city's ruling council.

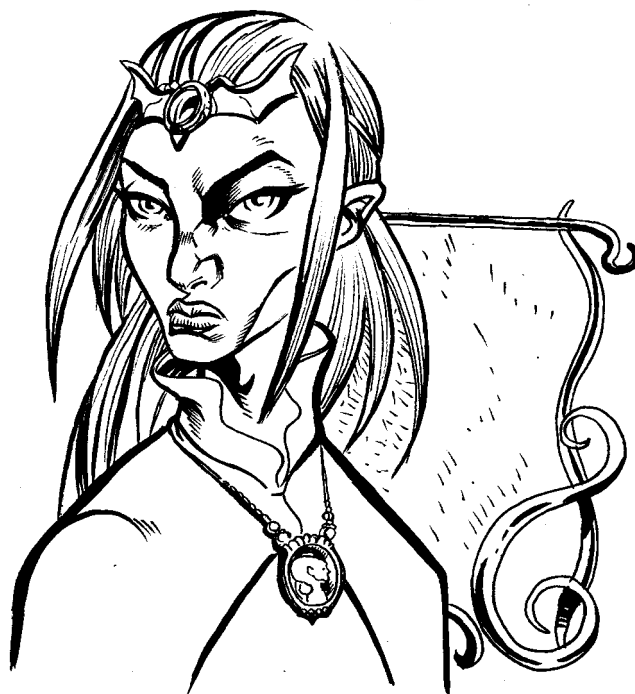
Lcea is a stunningly beautiful woman with deep, perfectly expressive eyes and lustrous red hair. She has not changed in appearance since the Norrathian Exodus. No one is sure exactly how or why she lives on — most believe that her life has been extended with aid from the Magus Conlegium. Dark rumors do circulate about her, however — some even claim that she is a vampyre and that her undying youth comes only at the expense of innocent victims. Others say that the current "Lcea Katta" is not the real Lcea Katta at all, but a double who is replaced every decade or two.

Regardless of her true nature, Lcea Katta is known to be a wise and kind-hearted woman who strongly believes in the principles expounded by her husband. She is a skilled leader and diplomat, and is said to have no small talent at archery.

Lcea Katta, Female Human, Brd 28: CR 28; Medium-size humanoid (human); HD 28d8+84; hp 231; Init +9 (+5 Dex, +4 Improved Initiative); Spd 30 ft.; AC 20 [flat-footed 15, touch 20] (+5 Dex, +5 deflection); BAB +21; Grap +24; Atk +26/+21/+16/+11/+6 melee (1d6+5, *Katta staff of peace*) or +28/+24/+20/+16/+12 ranged (1d8+3, crit x4, *planed shadewood silk-strung mithril-cam longbow and mithril-point arrows*); SA songs; SQ affliction haste III, disciplines (Deft Dance, Fearless, Resistant), bardic knowledge +35, poison save +6; Resist AR 2, CR 5, DR 20, FR 3, MR 12, PR 18, SoR 7; AL OG; Fac CU; SV Fort +12, Ref +21, Will +17; Str 17 (12), Dex 20 (17), Con 16, Int 25 (18), Wis 20 (16), Cha 29 (22).

Skills: Alcohol Tolerance +10, Appraise +14, Balance +19, Bluff +28, Climb +17, Diplomacy +37, Disguise +22 (+24 acting), Escape Artist +33, Gather Information +29, Hide +19, Intimidate +10, Jump +10, Knowledge (local lore) +35, Knowledge (mysticism) +28, Listen +26, Perform (sing) +35, Play Brass Instrument +17, Play String Instrument +26, Read Lips +35, Ride +12, Search +21, Spot +19, Swim +10, Trade Skill (make poison) +21, Trade Skill (tailoring) +18.

Languages: Modern Combine (5), Old Combine (5); Common (2), Dwarvish (4), Elder Elvish (5), Elvish (5), Old Erudian (5).



Feats: Dodge, Improved Dodge, Improved Initiative, Improved Resistance (poison), Mobility, Mystic Capacity (x2), Point Blank Shot, Rapid Shot, Resistance (poison).

Bard Songs Prepared: Brusco's bombastic bellow, Cassindra's insipid ditty, chorus of replenishment, Jonathan's inspiration, McVaxius's rousing rondo, occlusion of sound, purifying chorus, song of dawn, song of highsun, song of midnight.

Mana Pool: 508.

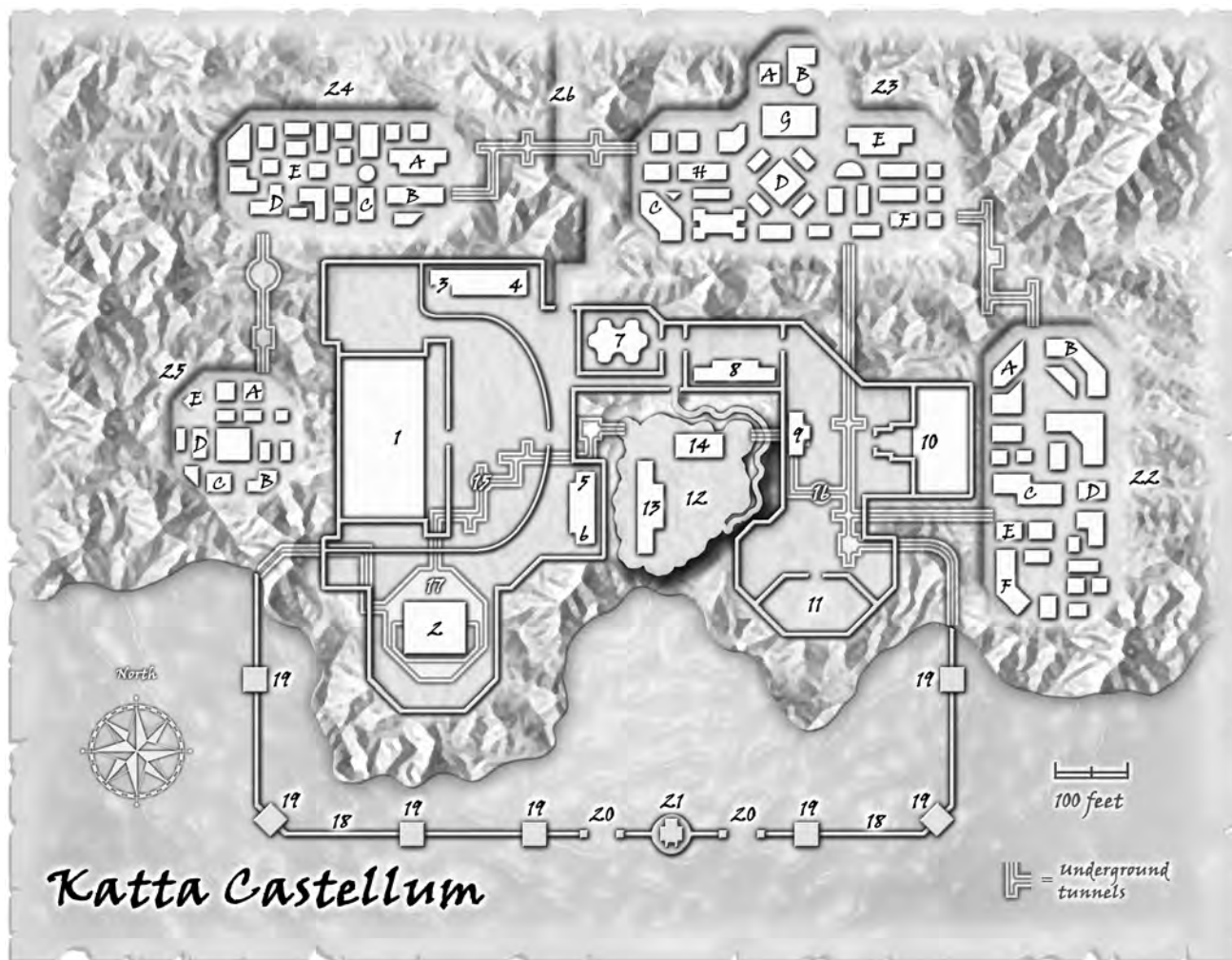
Possessions: Amulet of the pure heart, girdle of magnificence, Katta staff of peace, planed shadewood silk-strung mithril-cam longbow, quiver and 12 mithril-point arrows, quiver and 12 forcewrack arrows.

Other Magistrates

While several of the magistrates have their personal offices elsewhere (see specific entries in other buildings of the city), most do their daily business here. The city's leading magistrates are:

Keylara Abanjabi (female Erudite, Enc 24, NG; CU, MC): The premier spellcaster on the Magistrate's Council, Keylara also helps maintain good relations between the Magistrates and the Magus Conlegium. Due to her close ties to the Conlegium, Keylara has been accused of manipulating the Council in favor of her fellow spellcasters, but she is a loyal Kattan and a true believer in the ways of Tsaph Katta.

Rallic Aristos (male human, Ari 13, OG; CU): One of the most important officials in the city, despite his relative youth (he is only 36), Rallic is the Governor of the Economy, as well as a noted master tailor. With the aid of numerous clerks, accountants, tax collectors, and other officials, Rallic (with occasional cooperation from Governor Teepa Berrytoe) sees to it that the city's economy remains healthy. His archives, deep beneath the Magistrate's Palace, are extensive, with some records dating from the days of the Combine Empire. Rallic also takes part in negotiating trade agreements with other settlements (pri-



marily Shadow Haven and Shar Vahl) and makes sure that all taxes, tariffs, and other fees are levied fairly and accurately. He will not tolerate corruption among his officials, and the civil servants of Katta are well known for their loyalty and honesty.

Shara Aristos (*male human, Ari 2/Exp 15, OG; CU*): The city's Governor of History and Lore and uncle of Magistrate Rallic Aristos, Shara is said to know every detail of the history of both the Combine Empire and the city of Katta Castellum. Thanks to the efforts of Magistrate Salic Whispersong, Shara also has a good idea of what the Inquisitors have been up to since their arrival, as well, and has found many skeletons in the closet of the High Inquisitor himself. Shara is party to many secrets, including the true fate of Tsaph Katta, the location of lost Combine treasures, forbidden magic, and other facts long thought lost to history. His loyalty to the city and the Concilium is absolute, however, and he will never reveal what he knows to the untrustworthy, no matter what the circumstances.

Elnerick Augustleaf (*male high elf, Ari 4/Wiz 21, OG; CU, MC*): Both a leading council member and the council's official liaison to the wizards of the Magus Conlegium, Elnerick is also one of the most respected wizards in the city. Some suspect him of serving two masters, yet while it is true that Elnerick sometimes advocates the policies favored by

spellcasters over those favored by the Concilium, he (much like Magistrate Keylara Abanjabi) has never done so to the detriment of the city. Augustleaf is said to be a direct descendant of his namesake, the legendary Combine wizard Elnerick, creator of several spells that have become known and used across Norrath and Luclin.

Lizsa Barleou (*human female, Brd 8/Enc 9, NG; CU*): Responsible primarily for the complex relationship between Katta and Shadow Haven, Lizsa is the Governor of Communications and is a good friend and confidante of Magistrate Broote Malius. Her other duties include cataloging the many languages and forms of communication on Luclin, and making contact with other races, factions, or powers that might be friendly toward Katta. So far, the world remains a largely unfriendly place, but Lizsa's operatives continue to reach out to the tegi, galorians, and others, with occasional success. Lizsa's efforts have not always gone well: a mission to the Ssraeshza Temple was never heard from again, and the city still speaks in hushed whispers about the fate of those Kattans who dared to approach the fearsome Akheva.

Teepa Berrytoe (*female halfling, Ari 16, OG; CU, KCM*): This friendly, outgoing halfling is the Governor of Trade, dealing directly with the merchants and sellers of Katta.

Quest: Vampyre Troubles

Faction: Concilium Universus (+4 rank).

NPC: Phenic Dionicas.

CR: 19–21.

Reward: +2 faction rank with the Concilium Universus; +1 faction rank with the Validus Custodus; +1 faction rank with the Katta Castellum Citizens; +1 faction rank with the Magus Conlegium; +1 faction rank with the Akheva; *twilight shroud*; *loyalist shield of honor*. This quest cannot be repeated.

Consequence: –2 faction rank with the Coterie of Eternal Night; –1 faction rank with Seru; –1 faction rank with the Eye of Seru; –1 faction rank with the Hand of Seru; –1 faction rank with the Order of Autarkic Umbrage.

Quest Summary: Magistrate Dionicas tells the adventurers of his early experiences with the vampyres of the Tenebrous Mountains. When he was a young warrior serving with the Validus Custodus, he and his caravan were attacked by vampyres clad in the apparel of Shadow Haven Merchants. His friend Heratius Grolden was wounded in the attack and died soon after his return to Katta Castellum, where he was buried with honors. Recently, Heratius' body was stolen from the Katta graveyard. Since then, Phenic's father Galin, who served as commander of the Validus Custodus, was also murdered by vampyres. Dionicas fears (quite rightly) that the vampyres have returned to plague the city, and he asks for the characters' aid.

First, he asks that they journey to Shadow Haven and speak with Record Keeper Ajar (see Shadow Haven, Area F12) to determine if any Haven merchant caravans disappeared at the time of the original attack against Dionicas' and Heratius' caravan. Ajar provides the adventurers with the 16-year-old list and they return to Katta, where Phenic rewards them with Validus Custodus badges of service, which identify them as agents of the Validus on official business. Reading over the list, Phenic recognizes the name of Valdanov Zevfeer, a traveling alchemist who was known to be a friend of Nathyn Illuminous (see Area 7). He suggests that the adventurers visit Nathyn.

Illuminous is very busy but takes time to speak with the party, telling them that Valdanov indeed stayed with him for a time, many years ago. The alchemist wanted to study captured vampyres, but city ordinance decreed that only vampyre ash and blood were allowed within Katta's walls. Valdanov became obsessed with rumors of a Vah Shir vampyre, and left the city on several expeditions. He failed to return from his last trip into the Tenebrous Mountains, and Nathyn believes that he perished in his quest.

Dionicas is amazed to hear of the possible existence of a Vah Shir vampyre (kerrans are normally believed to be transformed into mere zombies by the bite of a vampyre) and asks the characters to locate the creature. The adventurers may question Kattan legionnaires posted in the Tenebrous Mountains, and eventually hear rumors of a strange Vah Shir who wanders the area. Eventually, they may confront the creature, Kerzar Clawtore, who has truly been transformed into a vampyre, appearing as an emaciated panther Vah Shir.

Kerzar Clawtore, Vah Shir Vampyre, War 13: CR 20; Medium-size undead; HD 10d12 plus 13d12; hp 152; Init +10 (+5 Dex, +5 racial); Spd 40 ft.; AC 25 [flat-footed 20, touch 15] (+5 Dex, +6 natural, +4 armor); BAB +18; Grap +25; Atk +28/+23/+18/+13 melee (2d6+10, crit x3, *ornate runeblade*); SA create spawn, drain blood, mesmerization, paralysis; SQ berserking, damage reduction 10/+2, daylight vulnerability, infravision, lightning reactions, mist form, resistances, Taunt bonus +4, ultravision, undead, Vah Shir traits; Resist AR 1,

CR 24, DR —, ER 21, FR 8, MR 5, PR —, SoR 5; AL NE; Fac None; SV Fort +11, Ref +14, Will +15; Str 24, Dex 20, Con —, Int 14, Wis 18, Cha 18.

Skills: Bluff +9, Climb +18, Hide +14, Intimidate +19, Jump +25, Knowledge (local lore) +10, Listen +13, Safe Fall +21, Sense Motive +8, Search +7, Sneak +17, Spot +11, Taunt +20, Tumble +10, Undead Empathy +7.

Languages: Vah Shir (4), Modern Combine (4); Common (2), Vampyre (4).

Feats: Alertness, Cleave, Dodge, Double Attack, Improved Dodge, Lightning Reflexes, Parry, Power Attack, Riposte, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: +1 studded leather, ornate rune blade.

If reduced to 20 hit points or less, Kerzar surrenders and confesses that Valdanov was actually an elder vampyre, and that he demanded a sample of Kerzar's blood. When Kerzar refused, Valdanov simply took the blood by force. Valdanov dropped a small key in the struggle, though, which Kerzar gives to the characters before fleeing. He is pursued by several elite Coterie vampyres (use stats for vampyre generals; see EQ: *Monsters of Lucilin*), which the characters must fight.

Dionicas doesn't recognize the key, but an ally of his identifies it as belonging to a chest that is stored in a spare room at Nathyn's mansion. Nathyn of course refuses access to the chest, and Dionicas suspects that he is hiding something. The characters must enter the mansion surreptitiously and find the chest. If it is opened, an imprisoned shade emerges and attacks the characters. Before it is destroyed, however, the shade will flee, leaving behind a *twilight shroud* in the chest.

Dionicas speculates that Valdanov was drawing shadow essence from the creature for his research. He suggests that the adventurers take the shroud to the Magus Conlegium for further investigation while he goes to confront Nathyn. At the Conlegium, Lathin Firetree, Governor of Wizardry, uses the shroud to summon the shade once again, and it identifies itself as Autarkic Lord Sfarosh. Sfarosh is held by the power off the Conlegium casters, and is forced to tell them that he provided Valdanov with Akheva blood for his experiments. Akheva blood, Sfarosh says, transforms mortals and vampyres alike into "vampyres volatilis," powerful winged vampyres. During a visit with Valdanov, Nathyn imprisoned Sfarosh for some reason and has kept him in the chest ever since.

At this point, one of the spellcasters holding the ward around Sfarosh weakens momentarily (GM's discretion as to why this happens). Sfarosh seizes the opportunity to summon several other shades, and they all attempt to break free from the Conlegium's imprisonment. The PCs must aid the mages in fighting the creatures.

After the battle, the Conlegium mages use the shroud from Sfarosh's chest to create powerful protective wards that will help keep such creatures out of their headquarters in the future. If questioned, Nathyn "admits" that he has been keeping the shade for the safety of the city.

Dionicas now believes that both Valdanov and his old friend Heratius Grolden must be vampyres, and asks the characters to hunt them down. They can be found in Eternal Night Keep in the Tenebrous Mountains, and to fight them the characters will have to face a horde of Coterie vampyres. Once Valdanov and Heratius have been destroyed, the characters must return with their ashes to prove their final defeat.

Upon their return, Dionicas rewards the adventurers with citizenship in Katta Castellum and the *Loyalist shield of honor* (see Chapter 5: New Magic).

She mediates trade disputes, helps dissatisfied employees and customers, aids merchants in paying their taxes and tariffs, and otherwise helps keep the business side of Katta Castellum running smoothly. She does so with flawless diplomacy and enormous discretion, and few if any have ever complained about her ability to solve the everyday problems of Kattan business.

Klander Bronzebow (male dwarf, Ari 4/War 25, OG; CU, VC): Grim and not terribly talkative, Klander is nevertheless among the wisest and most respected members of the council (and, after Glixr Tobbnokcog, also the oldest). Klander's direct ancestor was a leader of Tsaph Katta's military when the Loyalists arrived on Luclin. Klander's loyalty, wisdom, bravery, and intelligence have saved the city from catastrophe on several occasions. Today, his authority in the city is rivaled only by that of Lcea Katta or Nathyn Illuminous.

Phenic Dionicas (male human, War 20, OG; CU, VC, KCC): Grey-haired and steely-eyed, Phenic has the direct manner of a soldier, but always tempered by the wise and compassionate teachings of Tsaph Katta, which form the cornerstone of Phenic's beliefs and philosophy. Still, he is a strong advocate of military action to drive the vampyres from the Tenebrous Mountains.

Rallena Doyle (female barbarian, Shm 16/War 6, DG; CU, NL, KCC): The Governor of Shamanism is a powerful, strapping woman who is nevertheless known for her contemplative and thoughtful nature. Once she has made up her mind, however, Rallena will brook no argument or interference. She currently oversees the shamans and other nature-worshippers of the city, and has begun to forge close ties with the Vah Shir through the Shar Vahl emissary Roshawna Rhorer.

Drenic Garrison (male human, Wiz 11/Exp 7, NG; CU): The aging Governor of Science is one of the most learned and intelligent men in all of Katta Castellum. He is said to know something about everything, though he is the first to assert that no one can know everything about everything. He is also very interested in information regarding the shissar, which he receives with a zeal bordering on obsession. Drenic is currently engaged in calculations regarding the relative locations of Norrath and Luclin, and has created what he considers a reliable model of their orbits, hoping to come up with a means of permanent travel between the two worlds. In the worst of cases, his calculations will help determine when transit between the worlds is possible, and for how long. Drenic is also interested in the biology, geography, geology, and ecology of Luclin, and maintains an extensive library of books of learning, many of which he penned himself.

Mehgyn Garrison (human female, Brd 15, NG; CU, KCC): The much younger sister of sage Drenic Garrison, Mehgyn is the city's Governor of Entertainment, responsible for public concerts, plays, operas, and other productions. Her office also licenses bards, dancers, jugglers, and other entertainers, who are, due largely to Mehgyn's own efforts, officially exempt from taxation. Mehgyn takes her job very seriously, believing that the darkness of Luclin can be illuminated by the joy of its peoples, and that entertainment and happiness will help the Kattans to triumph over their enemies and disasters.

Tobala Honeyjar (female halfling, Dru 22, NG; CU, NL): Tobala is the Governess of Agriculture and Ecology. She is also the city's druid guildmistress, though there are not many druids in Katta itself. Her primary duty is making sure that the city raises enough food to keep its citizens healthy — and the darkness on this side of Luclin makes this a challenging task. She is currently working on an important experiment called the Nocturnal Gardens, which involves cultivating a wide variety of flora from Luclin's dark side in an attempt to see which ones grow best in Katta and which ones can be harvested as food crops.

Quest: Rare Plants

Faction: Concilium Universus (+1 rank).

NPC: Tobala Honeyjar.

CR: 5–12.

Reward: +1 faction rank with the Concilium Universus; (1d100)x10 gold pieces.

Consequence: –1 faction rank with Seru; –1 faction rank with the Coterie of the Eternal Night.

Quest Summary: Tobala tells the characters that she needs a number of exotic plants not found around Katta to further her Nocturnal Gardens experiment. She needs a Twilight orchid (found in the Maiden's Eye and on the shores of the Twilight Sea), seeds from the Dawnflower plant (found in the Dawnshroud Peaks and adjacent regions), a sample of Letalis zenith vine (found in Mons Letalis), and a red sands cactus from the Scarlet Desert. Once she has obtained samples of all these plants, Tobala rewards the characters with (1d100)x10gp.

Markil Jurbac (human male, Pal 19, OG; CU): A stern, uncompromising judge, Markil is the Governor of Law. His responsibilities include maintaining the city's extensive code of laws, making sure that justice continues to be dispensed evenly and fairly, and making sure that the city's guards, judges, and other officials are honest and virtuous. So far, he has done an outstanding job, as Katta continues to embody the lawful and just aspects of the lost Combine Empire.

Dralin K'vekn (male dark elf, Ari 9/Wiz 9, NG; CU, KCC): Several Teir'Dal ambassadors to the Combine Empire were trapped along with the Loyalists two millennia ago as Seru's forces closed in. Knowing that they would not survive in a realm ruled by the largely xenophobic Inquisitors, the ambassadors took a fateful step, fleeing Norrath along with the other Loyalists. Today, Dralin is one of a tiny handful of well-regarded and well-meaning dark elves in Katta, most now being great-grandchildren of that first group of their kind who came to Luclin. Dralin, despite some lingering racial antagonism among the high and wood elf citizens of Katta, has become one of the city's leading magistrates. So loyal to the city and the Loyalist cause is Dralin that he recently took the noble elf-maid Aerin Autumnfall to wife, and today the two have a fine

son, whom they hope will grow up to become one of the city's greatest leaders.

Broote Malius (*male barbarian, Exp 6/Shm 12, DG; CU*): This grim-looking barbarian is, many are surprised to find, one of Katta's best diplomats. Wise and kind-hearted, he is the Governor of Foreign Affairs, and is currently engaged in negotiations to improve Katta's relations with the kerran city of Shar Vahl. He is in continuous consultation with the Vah Shir emissary Roshawna Rhorer, attempting to establish full diplomatic ties between their peoples. He is also interested in having Kattan initiates trained as beastlords under Vah Shir guidance. Broote's efforts have not escaped the notice of Seru's Inquisitors, who are furious at the improved relations between the two cities but are able to do little about it.

Celris Shadetracker (*male half elf, Ari 1/Rng 18, NG; CU*): A famous wilderness scout and explorer, Celris is yet another member of one of the city's founding families. He knows much of Luclin and its ways, and is eager to share his knowledge with others. He teaches regular classes in the palace, explaining the dangers and challenges of the moon to Katta's scouts, warriors, and caravan masters.

Glix **Tobbnokcog IV** (*male gnome, Ari 3/Rog 7/Mag 17, OG; CU*): This ancient gnome is yet another descendant of one of the original refugees from Norrath, Glix I, who was a personal aide to Tsaph Katta himself. Now the Concilium's eldest and most long-seated magistrate, Glix accepts the limitations of mortality with good grace, although from time to time he grows wistful thinking on the caves and mountains of his ancestors' homelands. He very much longs to see the sun set over Norrath for himself; however, his great age keeps him from traveling far from Katta. Glix is particularly knowledgeable about mining, cave-delving, and exploration, for he spent much of his youth mapping the wild regions surrounding the city.

Salic Whispersong (*male half elf, Brd 17, NG; CU*): A skilled historian and bard, Salic is yet another member of one of Katta's influential families. He specializes in the recent history of Katta, and has also pieced together a fairly complete chronicle of the Inquisition's experiences. He is eager for any news on Seru and his people, and pays well for such information. Salic is very charismatic, and can still sometimes be persuaded to perform for enthusiastic audiences throughout the city.

[2] Magus Conlegium

The spellcasters of Katta Castellum are organized into a large and powerful brotherhood known as the Magus Conlegium. All spellcasters in the city must register with the Conlegium, paying annual dues of 10 gp per character level. In many ways, the Conlegium rivals the Concilium Universus for power, and some Magistrates suspect that the spellcasters seek to become the rulers of the city. The members of the Conlegium deny this wholeheartedly, but some Magistrates are suspicious of spellcasters.

The Conlegium is housed in a great, grey tower containing offices, workrooms, and living quarters for its members. The Conlegium's massive magic library is located on the top floor and is always closely guarded.

The spellcasters of the Conlegium are divided into three schools: *Incantator* (enchanters), *Praecantor* (magicians),

Quest: Lost Scouts

Faction: Concilium Universus (+3 rank).

NPC: Celris Shadetracker.

CR: 8–13.

Reward: +1 faction rank with the Concilium Universus; +1 faction rank with Katta Castellum Citizens; *axe of the warmaster*. This quest cannot be repeated.

Consequence: –1 faction rank with the Hand of Seru; –1 faction rank with the Coterie of the Eternal Night.

Quest Summary: A squad of scouts has disappeared in the Tenebrous Mountains, and due to a rare mix-up in administration, it may take days to clear forces to mount a rescue mission. Celris asks that the characters venture into the mountains to find the scouts, who are under the command of the human ranger Petro. The squad had stayed at the Vah Shir settlement of Shar Makhdi in the Grimling Forest before marching north, so Celris advises that the characters begin their search there.

In Shar Makhdi, the Vah Shir General Stagar tells the characters that the Kattan scouts set out for the mountains several days previously. One alone returned, but he was badly wounded and lost consciousness as soon as he was brought into the fortress. The survivor turns out to be Petro himself, and if the PCs have any healing magic they can apply it to him. Otherwise, he recovers in day or so. Petro tells the characters that his scouts were ambushed by vampires in the Tenebrous Mountains, captured and taken to a vampire fortress. He managed to escape but was sorely wounded. He asks the party's help in saving his fellow scouts, and offers to lead the party to the fortress.

The party then journeys to the Tenebrous Mountains where Petro shows them the way to a small vampire fortress. There, the characters will have to fight the vampires that hold Petro's scouts prisoner. The GM can complicate the fight in several ways: some of the scouts may have already been changed into vampires and will only pretend to cooperate, then betray the party; or perhaps the vampires let Petro escape on purpose so that he could lead more victims to them; or — worse still — Petro may himself now be a vampire, consciously leading the party into a trap.

If the party prevails, they can then escort any surviving scouts back to Katta Castellum, where Celris thanks them profusely and rewards them with an *axe of the warmaster* (see Chapter 5: New Magic).

and *Theurgus* (wizards). The senior representatives of the three schools, known as the Directors, meet regularly with the Concilium Universus, but their loyalties lie with the Conlegium.

Kellari Autumnfall (*female high elf, Ari 2/Enc 24, NG; MC*): The Director of Enchantment, Kellari is a pleasant and good-hearted noblewoman and an enchantress of great skill. She cares little for politics and prefers to spend her time in research; she is currently writing a series of historical volumes detailing the rise of the Combine and its ancient magical techniques.

Avir Sterbla (*male human, Mag 23, N; MC*): Of the three Directors, the strictly neutral and somewhat haughty Director of Magery is the most openly critical of the Concilium Magistrates, even those who are also members of the Conlegium. Though he has never advocated open rebellion or the overthrow of Nathyn Illuminous and the other members of the Concilium, he nevertheless makes no secret of the fact that he considers them wrongheaded fools who would do better to seek guidance from wiser and more experienced individuals — such as the Directorship of the Magus Conlegium.

Lathin Firetree (*male human, Wiz 29, ON; MC*): Lathin serves as Director of Wizardry. No one is sure exactly where this quiet and thoughtful old wizard stands regarding the conflict between Conlegium and Concilium. He is known to have made statements suggesting that the city would be better governed by enlightened spellcasters who obeyed the law strictly and without emotion, but at other times he has spoken quite highly of Tsaph Katta, of certain Magistrates, and of the old Combine decrees of tolerance.

[3] Starlight Music

While one's position in Katta Castellum is supposedly based on merit and not birth, there is some nepotism that goes on. For instance, major mercantile concerns in the city tend to be held by friends and family of city officials. Proprietress Maria Whispersong (*female half elf, Brd 16, N; KCM*), for example, is a member of one of Katta's oldest and most influential families (her brother Salic currently serves as a Magistrate). She has served Katta as a bard for most of the past 80 years.

After a long and exciting career, Maria has settled down to run the best-known music shop in all of Katta Castellum. Her instruments are all of masterwork quality, and her assistants Helinya (*female human, Com 5/Brd 3, NG; KCC, KCM*) and Sellar (*male wood elf, Com 3/Brd 4, NG; KCC, KCM*) are fast becoming skilled practitioners of the performing arts.

[4] Adornments of the Night

Sharing the building with Starlight Music, Shay Aristos (*female human, Ari 12, NG; KCM*) also has famous relatives (her uncle Shara serves as the Governor of History and Lore and her cousin Rallic is Governor of the Economy). She and her partner Raesha Dawneyes (*female human, Exp 9, NG; KCC, KCM*) sell all sorts of clothing here, all in the dark and somber shades favored by the Kattans. Their chief

Quest: Search for the Scepter

Faction: Magus Conlegium (+1 rank).

NPC: Lathin Firetree.

CR: 5+.

Reward: +1 faction rank with the Magus Conlegium.

Consequence: -1 faction rank with the Eye of Seru; -1 faction rank with the Hand of Seru; *staff of ethereal energy*. This quest cannot be repeated.

Quest Summary: Lathin Firetree contacts the characters on a matter of some delicacy, one that he cannot allow even other members of the Conlegium to know about. He has been researching spells and items that would help him detect the thoughts and alignments of those around him, with an eye toward seeking out Inquisitor infiltrators who have entered the city under false identities. To this end, Firetree created an item that he calls the *scepter of truth*.

Lathin tells the characters that the scepter can automatically detect an individual's basic intentions and can also determine whether that individual is telling the truth or not. Sadly, he gave the scepter to one of his trusted assistants, the wizard Melina, to take into Katta for testing. She has not returned, leading Lathin to suspect that his scepter has fallen into the hands of the Inquisitors, who might now be able to turn the tables and use it against the Loyalists. He asks that the characters investigate discreetly and, if possible, return the scepter to him.

The characters should begin in the Commoners' Quarter, where Melina and her two assistants went to test the scepter in secret. Upon investigation, the characters learn that a person by Melina's description was interviewing people at the Sultry Siren tavern, and that she left with a patron named Khulthis, a well-known rogue and ne'er-do-well. Inquiries reveal that Khulthis lives in a tenement one of the more run-down sections of the quarter. When they seek out Khulthis, the PCs may have to deal with various vermin at the tenement, but upon finding his quarters they are attacked by several thugs (rogues and warriors of various races). If any thugs are taken prisoner, they confess that they are in the pay of Seru, and that Melina is being held captive in a nearby warehouse. If none of them survive, another resident at the tenement tells the characters that he overheard the agents discussing a certain warehouse and tells them where it is located.

Once at the warehouse, the characters discover a meeting of agents of Seru who are interrogating Melina, demanding to know what happened to the scepter. The characters must rescue Melina. Once she has been set free, Melina confesses that she destroyed the scepter to keep it from Seru; however, a character who makes a Sense Motive check (DC 15) can discern that she isn't telling the whole truth. If pressed, Melina reveals that she actually destroyed the scepter because she believes that reading another's secret thoughts is contrary to the precepts of Tsaph Katta. Not even the ability to detect the enemies of the Combine, she says, is worth betraying the Emperor's teachings.

The characters can either tell Firetree what really happened, or go along with Melina's initial story. Either way, they earn the Magistrate's thanks, as well as a *staff of ethereal energy* (see Chapter 5: New Magic) as a reward.

seamstress, Monika Helson (*female human*, Com 12, NG; KCC), specializes in embroidering gems and semi-precious stones onto garments.

[5] Shooting Stars Archery

Marko Wolfeye (*male half elf*, Rng 12, NG; KCC) and his half-sister Rebecca (*female human*, Exp 8, OG; KCC) sell a range of bows, from ordinary shortbows to mighty master-work longbows and arrows of all sorts. Marko is said to have slain a vampire volatilis by impaling it through the heart with one of his custom-made arrows, but some claim that the tale is just idle boasting, and that he and Rebecca have never been outside Katta.

[6] Midnight Ceramics

Arabella Augustleaf (*female high elf*, Exp 6, NG; KCM) is the sister-in-law of Magistrate Elnerick Augustleaf, and runs this high-class ceramics shop, along with her partner Gundal Bronzebow (*male dwarf*, Exp 12, N; KCM), a remote cousin of Magistrate Klander Bronzebow. Their employee Diana Dilsum (*female human*, Exp 6, NG; KCC) has begun to tire of working in her two employers' shadows and dreams of crafting her own ceramics and selling them in some exotic city of Norrath.

[7] Nathyn Illuminious' Mansion

One of the city's leading citizens and a long-time Magistrate of the Concilium Universus, Nathyn Illuminious is a mysterious, insular man who spends much of his time in this dark, stone mansion. It is well guarded by veteran Custodus legionnaires, as well as two trained sonic wolves, Tero and Basirus.

Illuminious' mansion is a wonder of traditional imperial architecture, with leaded glass windows, carved stone archways, gloomy gargoyles, soaring spires, and vaulted ceilings. It reflects its owner's character well, for Nathyn is said to be a quiet, brooding sort who does not welcome visitors and dislikes intrusions.

Nathyn's isolation and dark nature have prompted many odd rumors — some claim he is secretly a demonologist who summons fell creatures to do his bidding, while others believe him to be an agent of the Inquisition, or a vampire who is plotting to destroy Katta and the council from within. Members of the group known as The Truth even claim that Nathyn is actually the emperor Tsaph Katta, and that the entire tale of the Exodus from Norrath is a fiction created by the despot to help control the populace (see the quest "The Truth" in Area 13).

The reality of the matter is not certain to anyone but Nathyn himself — and it is a dark reality indeed, for he is indeed a vampire who plots nothing less than the destruction of Katta Castellum and the subjugation of all its peoples as his fodder. However, he is not particularly friendly with the Coterie of Eternal Night, pursuing his own agenda at all times.

What is commonly known is the fact that Illuminious is one of the city's most successful citizens, with a vast fortune and considerable talent in the magical arts. He is known to have done considerable research on the various environments of Luclin, and to have many maps and models of the moon to aid in his studies.

Nathyn Illuminious

Nathyn Illuminious, Male Vampire Lord, Enc 29: CR 33; Medium-size undead; HD 24d12 plus 29d12; hp 404; Init +16 (+7 Dex, +4 Improved Initiative, +5 racial); Spd 50 ft.; AC 33 [flat-footed 26, touch 18] (+7 Dex, +9 natural, +6 armor, +1 arcane); BAB +26; Grap +37; Atk bite +37 melee (1d6+11 plus paralysis) and 2 claws +35 melee (1d4+5); SA create spawn, drain blood, mesmerization, paralysis, spells; SQ damage reduction 15/+3, daylight vulnerability, greater enchantments (dire charm, gather mana x2), Greater Specialization (alteration), infravision, lightning reaction, mist form, ultravision, undead; Res AR 12, CR 31, DR —, ER 29, FR 15, MR 21, PR —, SoR 12; AL OE; Fac None; SV Fort +17, Ref +26, Will +34; Str 32 (24), Dex 25, Con —, Int 37 (27), Wis 18 (14), Cha 33 (22).

Skills: Appraise +18, Balance +13, Bluff +34, Channeling +65, Climb +20, Diplomacy +34, Disguise +19 (+21 acting), Escape Artist +17, Gather Information +18, Hide +22, Intimidate +36, Jump +15, Knowledge (local lore) +18, Knowledge (monster lore [undead]) +28, Knowledge (mysticism) +39, Listen +20, Meditation +66, Read Lips +16, Sense Motive +23, Search +22, Sneak +16, Spellcraft +39, Spot +22, Taunt +22, Trade Skill (jewelcraft) +19, Tumble +15, Undead Empathy +28.

Languages: Modern Combine (5); Common (2), Dragon (4), Dwarvish (4), Elvish (4), Old Erudian (5), Vampire (4).

Feats: Cleave, Dodge, Enlarge Spell, Mental Clarity, Mobility, Multiattack, Mystic Capacity (x2), Power Attack, Quicken Spell, School Specialization (alteration), School Specialization (divination), Silent Spell, Spring Attack, Still Spell, Whirlwind Attack.

Enchanter Spells Prepared (mana cost, modified for Greater Specialization and *velium ruby ring*): *Annul magic* (10), *asphyxiate* (34), *color slant* (81; quickened), *dementing visions* (39), *dictate* (109), *fetter* (8), *memory flux* (75; enlarged), *rune V* (55), *visions of grandeur* (17), *wind of tashanian* (12). Save DC 26 + spell level for Int-based spells, or save DC 21 + spell level for Cha-based spells.

Mana Pool: 766.

Possessions: *Robe of dark beguilement* (see Chapter 5: New Magic), *elder wolf hide*, *death mask of the Elysians*, *Cazicite diamond headband*, *platinum sapphire pendant*, *velium ruby ring*, *gold star rose quartz ring*, *crypt master's conjuring stone*.

Nathyn (buffed with *shield of the magi*, *umbra*, and *visions of grandeur*): hp 464; Init +20 (+11 Dex, +4 Improved Initiative, +5 racial); AC 48 [flat-footed 28, touch 31] (+11 Dex, +9 natural, +8 armor, +1 arcane, +6 dodge, +3 haste); Grap +37; Atk bite +37 melee (1d6+9 plus paralysis) and 2 claws +35 melee (1d4+4); SQ damage reduction 15/+3 and 13/—, haste (7) [3 extra attack actions every 2 rounds], magic saves +3; Res MR 31; SV Ref +30; Dex 32.

Nathyn's Pet, Zumaik's Animation (Type 13): CR —; Medium-size construct; HD 20d10; hp 110; Init +0; Spd 20 ft.; AC 12 [flat-footed 12, touch 10] (+2 shield); BAB +15; Grap +24; Atk +24 melee (1d8+9, crit 19–20) or +22/+18/+14/+10 melee (1d8+9, crit 19–20) and +22 melee (1d6+4 plus *daze*, shield bash); SA magic attack +5; SQ construct, hardness 15; AL N; Fac None; SV Fort +6, Ref +6, Will +1; Str 28, Dex 10, Con —, Int —, Wis 1, Cha 1.

Feats: Bash, Double Attack, Dual Wield, Improved Bash.

[8] Breadbreaker's Baked Goods

Barbarians are not normally known for their skill as bakers, but those among the Loyalists have had many generations to hone their civilized skills. Sharra O'Koyle (*female barbarian*, Exp 10, NG; KCC), her sister Margy

(female barbarian, Com 7, DG; KCC), and their brother Morfesh (male barbarian, Com 8, NG; KCC) run this highly successful concern, along with a small army of bakers and skilled junior partners, including winemaker Gaerok Rednose (male dwarf, Exp 7, NG; KCC), miller Nanette Farcloud (female high elf, Exp 6, NG; KCC), and baker Yolanda Honeyjar (female dwarf, Com 10, N; KCC).

[9] Armory

Chief armorer Bole Bricktop (male dwarf, Mil 12, NG; VC) still serves with the Validus Custodus in a reserve capacity, and is also the leading provider of armor to the city's armed forces. He is aided by the dwarven sisters Berda (female dwarf, Mil 6/Exp 4, OG; VC) and Marda Granitelfist (female dwarf, Mil 8, OG; VC), and the barbarian brothers Clavius (male barbarian, Mil 6, DG; VC) and Granic Malicus (male barbarian, War 2/Exp 5, DG; VC), who are responsible for working the bellows to keep the furnace hot.

Bole has attracted some of the city's best artisans to work with him as well; elven craftsman Sparrow Shadetracker (elf male, Rng 7/Exp 5, NG; KCC, VC) creates fine mail armors, and the burly human Fallar Grollden (male human, Mil 1/Exp 15, OG; KCC) makes some of the best plate armor in the city. All are capable of producing exceptional items, but most armor they sell is ordinary, if well-crafted and pleasant to the eye.

[10] Validus Custodus Training Hall

Though officially called the "Training Hall," this building is actually the headquarters and main barracks of the Validus Custodus, and probably the second most important government building in the city after the Magistrate's Palace. Members of the Validus Custodus spend much of their time here, training in the large rooms off the main floor and studying tactics, history, and technique in the smaller rooms upstairs.

The two main training rooms are each flanked by two barracks, each of which can hold 75 guards, allowing the building to house up to 300 members of the Validus Custodus. Training is overseen by corporals, and the entire building is constantly guarded by a squad of legionnaires.

In addition to classrooms, the upper floor of the Training Hall contains the offices of several of Katta's military governors, and it is also the residence and administrative office of the Validus Custodus' Commander-in-Chief, Krolldar Strongarm.

Krolldar Strongarm

Tall, broad, imposing, and utterly devoted to the city of Katta Castellum and the principles of its gifted founder, Krolldar Strongarm has devoted his entire life to serving in the Validus Custodus. Recently, he has turned his attention to the vampires of the Tenebrous Mountains, whom he sees as a more immediate threat than the Inquisitors of Seru. He has been working both with his own troops and with outside adventurers to learn more about the blood-suckers' plans, and to frustrate them wherever he can.

Krolldar Strongarm, Male Barbarian, War 28: CR 28; Medium-size humanoid (human) [7 ft., 1 in. tall]; HD 28d12+224; hp 397; Init +4 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 23 [flat-footed 22, touch 11] (+1 Dex, +12 armor); BAB +28; Grap +36; Atk +40/+37/+34/+31/+28 melee (1d8+13, crit 19–20, *velium-etched stone mace*) and +34/+29

melee (1d8+7, crit 17–20, *Combine longsword*), or +38/+35/+32/+29/+26 melee (1d8+13, crit 19–20, *velium-etched stone mace*) and +32/+27 melee (1d8+7, crit 17–20, *Combine longsword*) and +34 melee (1d6+8 plus *daze*, *slam*), or +38/+34/+30/+26/+22 melee (1d8+11, crit 17–20, *Combine longsword*) and +36/+31 melee (1d8+7, crit 19–20, *velium-etched stone mace*), or +39/+35/+31/+27/+23 melee (1d8+15, crit x3, reach, +3 *undead-bane longspear*); SA area Taunt, disciplines (Warrior's Charge, Mighty Strike, Furious, Precision, Fell Strike); SQ barbarian traits, berserking, disciplines (Resistant, Fearless, Evasive, Defensive), heavy fortification (100% ignore crits), Taunt bonus +7; Res AR 2, CR 8, DR 5, ER 3, FR 7, MR 6, PR 10, SoR 8; AL OG; Fac VC; SV Fort +24, Ref +13, Will +12; Str 27 (22), Dex 19 (15), Con 26 (24), Int 15 (13), Wis 16 (11), Cha 10 (12).

Skills: Alcohol Tolerance +14, Balance +2, Climb +14, Handle Animal +8, Heal +10, Intimidate +14, Jump +15, Knowledge (warcraft) +15, Listen +7, Spot +9, Swim +15 (no weight modifiers), Taunt +21, Trade Skill (blacksmithing) +17.

Languages: Old Barbarian (4), Modern Combine (4).

Feats: Alertness, Ambidexterity, Cleave, Combat Reflexes, Dodge, Double Attack, Dual Wield, Finishing Blow, Great Cleave, Improved Critical (longsword), Improved Slam, Improved Two-Weapon Fighting, Parry, Power Attack, Quick Draw, Slam, Weapon Focus (heavy mace), Weapon Focus (longsword), Weapon Specialization (heavy mace), Weapon Specialization (longsword).

Possessions: +4 heavy-fortified full plate, *velium-etched stone mace*, *Combine longsword*, +3 *undead-bane longspear*, *gauntlets of iron tactics*, *nose ring of V'ri*, *ear of the blind wolf*, *Goranga warbeads*, *potion of drake's breath* (type 6).



Quest: Vampyre Fangs

Faction: Validus Custodus (+1 rank).

NPC: Kroldar Strongarm.

CR: 6–15.

Reward: +1 faction rank with the Validus Custodus (maximum +2 from this quest); 1d4x10 gold pieces for every pair of fangs.

Consequence: –1 faction rank with the Coterie of the Eternal Night (maximum –2 from this quest).

Quest Summary: Kroldar offers a straightforward bounty on vampyre fangs. Hunting down and destroying these monsters is critical to his plans for all-out war, for he cannot allow their numbers to grow too large, nor can he allow vampyre infiltrators to enter the city. When slain, even if their bodies are destroyed, vampyres always leave behind a pair of diamond-hard fangs. Kroldar gives the PCs 1d4x10 gold pieces for every such pair that they bring him.

Elsewhere on the upper floor, the Concilium's Governor of Exploration, Erikal Wolfeye (*male wood elf*, Rng 17, NG; CU, VC) maintains records of all of the city's official expeditions throughout Luclin, and is always willing to discuss proposed missions to lesser-known parts of the moon with those familiar to him. His assistant, Corporal Donfeld (*male half elf*, Ari 3/Rng 9, NG; CU, VC), is responsible for making allies with the moon's various races and cultures.

In the adjoining office, Saumeem Unja (*male Erudite*, Pal 13/War 9, OG; CU, VC) is the Concilium's Governor of

Quest: Assassins in Katta

Faction: Concilium Universus (+1 rank).

NPC: Saumeem Unja.

CR: 7–10.

Reward: +1 faction rank with the Concilium Universus; +1 faction rank with the Katta Castellum Citizens (maximum +2 from this quest); +1 faction rank with the Validus Custodus; +1 faction rank with the Magus Conlegium; *reflective Combine claymore*.

Consequence: –1 faction rank with the Coterie of Eternal Night; –1 faction rank with the Hand of Seru; –1 faction rank with the Eye of Seru.

Quest Summary: Saumeem Unja asks for aid in stopping the vampyre assassins that have infiltrated the city. These vampyres sneak into Katta Castellum and hide in the shadows, then emerge to kill lone citizens or capture them and drag them back for foul experiments by high-ranking members of the Coterie. These assassins are armed with wire garrotes, which they are thought to use (rather than their deadly fangs) in order to avoid arousing suspicion. Saumeem asks the adventurers to kill two of the assassins and return their garrotes and fangs to him. Upon completion, he gives the adventurers a *reflective Combine claymore* (see Chapter 5: New Magic).

Defense, the man responsible for administrating the actual protection of Katta Castellum from outside foes.

Quest: Enemy of My Enemy

Faction: None.

NPC: Erikal Wolfeye.

CR: 7–11.

Reward: +1 faction rank with the Concilium Universus; +1 faction rank with the Katta Castellum Citizens; *belt of Galin*.

Consequence: –1 faction rank with the Recusos; –1 faction rank with the Hand of Seru; –1 faction rank with Eye of Seru.

Quest Summary: Erikal Wolfeye asks that the PCs speak with Corporal Donfeld, who may need assistance in his duties. Donfeld is grateful for the help, and tells the characters that he has been asked to investigate the Recusos of Marus Seru — outcasts from the city of Sanctus Seru. As the Recusos are highly hostile toward the Inquisitors, they might be potential allies of Katta Castellum. After all, as Donfeld quotes, “the enemy of my enemy is my friend.”

The Concilium has sent an agent named Marais into the cold wilderness of Marus Seru with orders to join with the Recusos and blend in, learning more about them and their suitability as allies. He has not reported recently, and Donfeld asks the characters to search for him. He gives the party half of a torn document and tells them that Marais has the rest, which will prove his identity and the authenticity of the characters' mission.

After searching Marus Seru, the characters eventually track down Marais, only to find him engaged in a running combat with several hostile Recusos. The PCs can come to his aid, but they are too late, regardless — Marais dies, telling them with his last breath that the Recusos were suspicious from the beginning and killed him because he was an outsider. He hands the characters his finished report before he dies.

Upon their return to Katta, Corporal Donfeld is distraught but thanks the party; he tells them that, although the Recusos do not seem likely allies, Marais' report will nevertheless be useful, as it might shed new light on the Inquisitors and their activities. He rewards the characters with a *belt of Galin* (see Chapter 5: New Magic). Both the Concilium and the citizens of Katta are grateful for the assistance, but once the Inquisitors get wind of the characters' activities, their popularity in Seru takes a turn for the worse.

Quest: Coterie Infiltrators**Faction:** Concilium Universus (+2 rank).**NPC:** Saumeem Unja.**CR:** 10–13.**Reward:** +1 faction rank with the Concilium Universus; +1 faction rank with the Katta Castellum Citizens (maximum +2 from this quest); +1 faction rank with the Validus Custodus; +1 faction rank with the Magus Conlegium; *Ashbringer*.**Consequence:** –1 faction rank with the Coterie of Eternal Night; –1 faction rank with the Hand of Seru; –1 faction rank with the Eye of Seru.**Quest Summary:** Most likely after the characters have completed the “Assassins in Katta” quest, Saumeem tells them that a small group of Coterie killers has entered the city — this time they are vampires protected by illusions that make them appear to be ordinary people. The characters must locate the illusion-protected vampires and slay the three of them, bringing the three pairs of fangs to Saumeem as proof of the completion of their quest. Upon completion, Saumeem rewards the adventurers with one of the renowned swords known as *Ashbringers* (see Chapter 5: New Magic).

The Governor of Information Security, Tilbok Furranner (*male halfling*, Rog 15, NG; CU, KCC) maintains his offices here, at the hub of a network of spies, informants, and operatives. His work also entails close consultation with Saumeem Unja, Erikel Wolfeye, and Celris Shadetracker, and their offices are tightly linked. Still, Tilbok is generally happy to discuss freelance employment with those who have proven their loyalty and friendship to Katta Castellum.

[11] Cemetery and Mausoleum

This grim, gray building houses the crypts of the city’s founders and other prominent citizens. Outside, a vast graveyard is filled with hundreds of tombstones, and even more unmarked graves. Thousands of Katta’s citizens are interred here, to the point that Caretaker Yurddle (*male halfling*, Exp 17, NG; KCC) and his staff of gravediggers are starting to run out of room.

Lack of space is the least of Yurddle’s worries, however, for the cemetery is anything but a peaceful resting place for the city’s dead. Grave robbers periodically disturb the place, digging up the recently interred to steal their valuables or, worse, to abscond with the corpses for use in necromantic rites. Even more alarmingly, the dead sometimes rise up and crawl from their graves spontaneously (or perhaps some secretive cult or individual is responsible), ranging from shambling skeletons to powerful vampires and the like. Yurddle is desperate to solve this problem, as he fears for the safety of his staff and of the city in general.

Quest: The Key to Seru**Faction:** Concilium Universus (+4 rank).**NPC:** Tilbok Furranner.**CR:** 26+.**Reward:** +2 faction rank with the Concilium Universus; +2 faction rank with the Validus Custodus; +2 faction rank with the Katta Castellum Citizens; *Arx key*.**Consequence:** –2 faction rank with the Hand of Seru; –2 faction rank with the Eye of Seru.**Quest Summary:** Tilbok Furranner needs trusted and highly competent agents to gather vital information on behalf of the Concilium. His own agents are too well known to the Inquisitors, so trusted outsiders, especially individuals from Norrath, should be able to succeed where Loyalist agents have so far failed.

According to Tilbok’s informants, the evil Seru, leader of the Inquisitors, resides in the great stone structure known as the Arx Seru, where powerful magic has kept him alive since the Exodus. The Arx is located in the center of Sanctus Seru, amid the four Praesertum Consilia. Tilbok sends the characters to consult with Lcea Katta, who has obtained new information about the Arx.

The characters visit Lcea, and she tells them that the Arx Seru can be accessed with something called the *Arx key*. Each of Seru’s four Praesertum leaders has one piece of this device, and when they wish to consult with their leader, they simultaneously insert their four shards into the doors of the Arx and are transported within.

Lcea asks the characters to retrieve the shards from the Praesertum leaders (called Bikun, Rhugol, Vantorus, and Matpa, respectively; see Areas 26–29 in the Inner Compound of Sanctus Seru), then take them to Magistrate Elnerick Augustleaf, who can combine the shards together into a single key.

The characters will need to journey to Seru, locate the Praesertum leaders and steal the keys (either through force or through stealth). Once this is accomplished, they must return quickly to Katta (preferably by teleportation), where Elnerick Augustleaf will combine the four shards into a single key. This key will enable the bearer and his party to enter the Arx Seru and confront the leader of the Inquisition (which, most likely, the PCs will be asked to do, although they may be accompanied by one or two of Katta’s “big guns” — perhaps Kroltar Strongarm himself and/or a high-level Magus Conlegium wizard).

Quest: Grave Robbers

Faction: Katta Castellum Citizens (+1 rank).

NPC: Yurddle the Caretaker.

CR: 7–13.

Reward: +1 faction rank with the Katta Castellum Citizens; *staff of ethereal energy*; *scimitar of ethereal energy*; *warhammer of ethereal energy*.

Consequence: –1 faction rank with the Eye of Seru.

Quest Summary: Yurddle tells the characters that he has been working overtime refilling graves that have been violated by grave robbers. If asked, he tells the party that the robbers are often simple criminals, but are sometimes vampyres seeking corpses for experimentation or even members of one of the Seru factions who seek old Combine weapons. He has a list of stolen items, and he asks the characters to retrieve them for him so that they can be laid to rest with their rightful owners; only then can the unhappy spirits finally depart to their just rewards. He also has a number of magic items that he will give the characters as payment.

Three crypts have been violated recently — those of Holin Aeridia, Raien Taliker, and Shoeon Malicus. There are three items from each crypt that must be restored; Yurddle gives the characters some clues as to where to find the items, but the PCs must do some investigation on their own to find the plundered riches. The items themselves are of limited value, so there is no great profit to be had in the party keeping them.

The items (each may or may not be enchanted, at the GM's discretion), their locations, and the rewards for returning them are as follows:

Holin Aeridia

- *Aeridia family signet ring*: Held by a Recuso smuggler in Marus Seru.
- *Sealed golden scroll tube*: Can be purchased from Mark Blotter (see Area M6c in Shadow Haven).
- *Faded silver embroidered robe*: Held by Rolktim Cogtop, who frequents Ebben's Tavern in Fungus Grove. If offered enough, he might be willing to part with it, but it might also be possible to steal it or otherwise persuade him to give it up by force.

Reward: *Staff of ethereal energy* (see Chapter 5: New Magic).

Raien Taliker

- *Taliker family signet ring*: Can be purchased from a merchant at Jern's Rest in the Twilight Sea.
- *Faded portrait of a lady*: In the possession of the merchant Pietro Guiccini, who lives in the Nota'Dal district of Shadow Haven.
- *Antique platinum medal*: Currently held by Ebben, who runs Ebben's Tavern in the Fungus Grove settlement. Like Cogtop, he isn't inclined to give the item up unless forced or offered a great deal of money.

Reward: *Scimitar of ethereal energy* (see Chapter 5: New Magic).

Shoeon Malicus

- *Gold embroidered kilt*: Currently worn by Missy McElle, a barbarian woman who frequents Ebben's Tavern in Fungus Grove. She bought the kilt fair and square, so she won't give it up without a fight unless she is informed as to where it really came from, in which case she will surrender the kilt readily. Note that, by this time, Ebben's patrons may be a little suspicious of the characters' motives in stealing or buying items from people at the tavern.
- *Silver embroidered tabard*: Can be purchased from a merchant at Jern's Rest in the Twilight Sea.
- *Ancient ceremonial warhammer*: Currently used by Recuso smugglers in Marus Seru.

Reward: *Warhammer of ethereal energy* (see Chapter 5: New Magic).

[12] LOWER CITY

The lower portions of the city are reached by way of a long trail that winds down along the cliff-face. The trail is hazardous, having no railing (a fact that many citizens have complained about to no avail), and fatal falls are unfortunately not too uncommon. The Lower City is carved from the bedrock of the Tenebrous Mountains (much of the rock removed went into the construction of the city itself), and some portions are entirely underground.

[13] Nectar of Unity Brewery and Tavern

Helga Furrerunner (*female halfling*, Exp 12, OG; KCC, KCM) is a sister of Governor Tilbok Furrerunner (see Area

10), and runs the most popular tavern in the Lower City. She sells a complete range of alcohols, as well as the usual bland Kattan meals, but it's the camaraderie and good fellowship of the Nectar of Unity that attracts most patrons. A motley assortment of locals frequents the place, and most are eager to meet outsiders — especially when those outsiders are buying drinks.

Some of these regulars are noteworthy: Borean Soggybeard (*male dwarf*, Com 8, NG; KCC) usually entertains with a range of sometimes lewd dwarven drinking songs, usually after he has downed a dozen ales or so; he couldn't carry a tune in a sack, but no one seems to mind. Olam Polaja (*male Erudite*, Exp 9, N; KCC) is always happy to discuss history, philosophy, and religion (he is indeed a fount of facts both profound and trivial). Barbarian maiden Linea Doyle

(*female barbarian*, Mil 8/Rog 3, DN; KCC) enjoys drinking and gaming, and has fleeced many an unsuspecting visitor. Yavik Teralin (*male human*, Rng 14, NG; KCC) has traveled extensively throughout Luclin and enjoys telling tales of his adventures. Finally, Danika Farcloud (*female high elf*, Wiz 17, N; KCC) is one of the tavern's more mysterious patrons: beautiful and immaculately dressed, she takes her drinks in silence, rarely if ever talking to anyone.

Quest: The Truth

Faction: None.

NPC: Arbogast and Miller.

CR: 10–13.

Reward: +1 faction rank with the Concilium Universus; +1 faction rank with the Validus Custodus; *cloak of truth*; 500 gp. This quest cannot be repeated.

Consequence: –2 faction rank with the Truth.

Quest Summary: This quest is fairly lengthy and involves some rather absurd tasks on the part of the PCs. As Arbogast and Miller are plainly deranged, characters may not wish to carry out the mad quests they suggest — so, in order to encourage their involvement, the GM might have them recruited by Governor Tilbok Furrer to infiltrate the Truth faction and learn more about their beliefs and intentions. In any event, this quest is intended as a humorous interlude amid the deadly serious business of Luclin questing.

An odd duo named Arbogast and Miller also hang out at the Nectar of Unity, members of a strange faction called the Truth, an anti-Kattan group secretly funded and supported by the Inquisitors. If the PCs are friendly and the pair feels that they can be trusted, Arbogast asks if they can “handle the truth.” If the characters assent firmly, the two begin to spout their propaganda. And odd stuff it is.

Miller claims that the city is full of conspiracies led by such powerful Kattans as Magistrate Phenic Dionicas. Arbogast trumps him, proclaiming that Phenic is actually a “demon of the night” and that the Magistrate’s calls for war against the Coterie of the Eternal Night are only intended to lull the populace into a false sense of security. “Anyone who knows anything,” Arbogast claims, “knows that Phenic Dionicas is actually a vampyre himself.”

To prove their point, Miller gives the characters a vial of holy water and urges them to find Phenic and throw the contents on him. Should the adventurers be so deluded as to follow his directions, Phenic takes the slight with surprising good grace, and simply orders the adventurers out.

Upon their return (or if the adventurers refuse to throw the water on Phenic), Arbogast concedes that Phenic must have powerful protective magic in place, possibly granted him by his “good friend and associate — Tsaph Katta!”

Of course, Tsaph Katta was the beloved ruler of the Combine Empire, and as far as any ordinary Kattans know, he perished at the hands of an Inquisitor assassin. Not so, Arbogast declares — in reality, Katta faked his own death and now rules the city from the shadows, hiding behind his secret identity, that of a leading citizen, merchant, and magistrate...

“Oh! Oh! I know!” Miller declares. “Nathyn Illuminous!”

The tavern’s seasoned staff includes Vanessa Rutledge (*female human*, Com 7, NG; KCC), her brothers Jacob (*male human*, Com 6, NG; KCC) and Jerin (*male human*, Com 5, NG; KCC), and bartending siblings Miguel (*human male*, Exp 8, OG; KCC) and Maryssa Talbson (*human female*, Exp 7, NG; KCC). All are highly experienced and used to dealing with the sometimes rowdy folk that eat and drink at the Unity.

“Yes, yes, I know you know,” Arbogast says patiently, with a slightly condescending smile toward his cohort. “Very good, Miller.”

Arbogast tells the characters that the truth about Nathyn is written in his secret memoirs, hidden somewhere in his residence. It is known that Nathyn is away for the moment, leaving his manse unoccupied. Arbogast promises the characters a “rich reward” if they will find the memoirs and bring them to him.

Assuming that the characters are reckless enough to run Arbogast’s errand for him, they find the document easily enough, sitting in plain sight on a writing desk in Nathyn’s study (getting past the sonic wolves, guards, and other security measures will be up to the adventurers). Upon their return, the PCs are informed that their “rich reward” is the fact that the truth about Nathyn and Tsaph Katta will be revealed to the world.

Unfortunately, though, Arbogast is unable to find anything in the memoirs to reveal the truth (let alone any of the other facts about Nathyn Illuminous’ true nature), so he declares that this very lack of evidence is proof positive of Tsaph/Nathyn’s influence and power. “For example,” Arbogast continues, “take the fact that Norrath does not really exist, yet the fiend has almost the entire city convinced otherwise.”

Now, this is obviously going too far, and doubtless the characters will say so. Arbogast replies calmly, however, and with remarkable poise, saying that the blue orb that hangs in the sky is nothing more than a gigantic comet concealed by Tsaph Katta’s illusions. If any of the PCs protest that they are *from* Norrath, Arbogast patronizingly suggests that they have been brainwashed and continues with his rhetoric. In fact, he says, the comet is heading straight for Luclin and might destroy all life on the moon. Katta and his cronies have concealed the truth and brainwashed innocent people to avoid panic, and have created the fiction of the Exodus to keep the imperial subjects quiet. He tells the PCs that if they journey to Shadow Haven and obtain the book *A History of the Haven*, they might learn the awful truth about the Exodus. If they get the book, Arbogast offers to give the characters a fine cloak and an expensive brooch that are currently in the bank at Area 14.

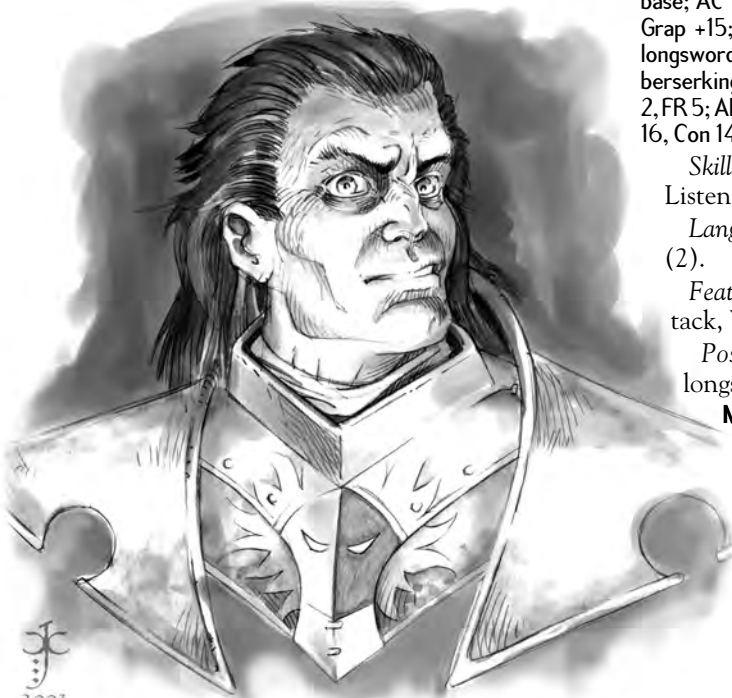
In Shadow Haven, assistant librarian Rianna Birchard tells the characters that this is the only book about the history of the Exodus (when the refugees first arrived, she says, there wasn’t much time to write histories). Of course the book says nothing about the Exodus being a fraud, but if they bring it back to Arbogast, he will claim that the book’s real text is hidden by an illusion and that he has an Akhevan artifact that will remove it and reveal the truth.

At first, the two don't much want to give the characters the promised reward, but if pressed they go to the bank and withdraw the items. They then look extremely uncomfortable and Arbogast says, "You know what? I think we'll keep them. Thanks for your help, don't be a stranger. Come now, Miller. Let's not be a bother." He will then attempt to flee, and the characters must fight both him and Miller if they want their promised rewards. The characters have to either subdue or kill the pair — possibly a difficult prospect, depending on the party's average level. Fortunately, a squad of Validus Custodus legionnaires passes nearby after only a couple of rounds, so the PCs might get assistance in detaining the scoundrels. If the pair are slain or apprehended, the PCs gain faction with the Validus and also obtain the items that were promised in return for the book: a gold brooch worth 500 gp and a *cloak of truth* (see Chapter 5: New Magic).

Arbogast

A wild-eyed human cleric of Solusek Ro, Arbogast is a firm believer in the principles of The Truth — that the Exodus was a lie, that there is no such place as Norrath, and that the giant blue orb in the sky is a huge comet that will soon destroy the world. His political views are also somewhat demented, but Arbogast has the excuse that he himself is more than a little unhinged; further, he happily regales total strangers with his bizarre views on Ruvian theology.

Arbogast has recently cast his net wider, hoping to find converts among the many outsiders who visit Katta Castellum. That most of these strangers hail from a world that he claims does not exist doesn't seem to bother Arbogast in the slightest.



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Arbogast, Male Human, Clr 13: CR 13; Medium-size humanoid (human) [5 ft., 8 in.]; HD 13d8+26; hp 71; Init +1 (Dex); Spd 30 ft.; AC 17 [flat-footed 16, touch 11] (+1 Dex, +4 armor, +2 shield); BAB +9; Grap +11; Atk +13/+8 melee (1d8+4, +2 *heavy mace*); SA spells; SQ divine power (celestial healer, invisibility to undead); Res CR 2, FR 3, MR 2, PR 4; AL DN; Fac The Truth; SV Fort +8, Ref +5, Will +11; Str 14, Dex 12 (11), Con 14 (13), Int 10, Wis 16, Cha 14.

Skills: Channeling +12, Diplomacy +8, Hide +0, Knowledge (religion) +6, Listen +5, Meditation +16, Search +1, Sense Motive +9, Spot +4, Trade Skill (baking) +12, Use Rope +2.

Languages: Modern Combine (4), Common (3).

Feats: Combat Casting, Leadership, Parry, Quicken Spell, School Specialization (alteration).

Cleric Spells Prepared (mana cost, modified for celestial healer divine power): *Calm* (8), *counteract poison* (8), *daring* (10), *enstill* (10), *healing* (9), *smite* (12), *spirit armor* (12), *yaulp II* (3). Save DC 13 + spell level.

Mana Pool: 78.

Possessions: Masterwork chain shirt, large wooden shield, +2 *heavy mace*, *gem-inlaid gauntlets*.

Arbogast (buffed with *daring*, *spirit armor*, and *yaulp II*): hp 99; AC 21 [flat-footed 20, touch 15] (+1 Dex, +4 armor, +2 shield, +2 deflection, +2 divine); Grap +13; Atk +15/+10 melee (1d8+6, +2 *heavy mace*); SQ damage reduction 7/—; Str 19.

Miller

Miller is Arbogast's cohort, and has only those opinions that he gets from Arbogast. He is a dull-witted, cow-eyed half elf with nothing in the way of native intelligence or common sense, and he wholeheartedly believes the ludicrous tales of The Truth.

Miller, Male Half Elf, War 11: CR 11; Medium-size humanoid (elf) [5 ft., 5 in.]; HD 11d12+22; hp 92; Init +3 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 18 [flat-footed 15, touch 13] (+3 Dex, +5 armor); BAB +11; Grap +15; Atk +17/+12/+7 melee (1d8+4, crit 19–20, masterwork longsword) and +12 melee (1d6+4, crit 19–20, +2 *short sword*); SQ berserking, half elf traits, infravision, Taunt bonus +3; Res CR 4, MR 2, FR 5; AL DN; Fac The Truth; SV Fort +9, Ref +6, Will +0; Str 18, Dex 16, Con 14, Int 6, Wis 4, Cha 10.

Skills: Alcohol Tolerance +4, Hide +0, Intimidate +5, Listen +0, Search –1, Spot +0, Taunt +9.

Languages: Modern Combine (4), Elvish (4), Common (2).

Feats: Alertness, Dodge, Dual Wield, Parry, Power Attack, Weapon Focus (longsword).

Possessions: Masterwork breastplate, masterwork longsword, +2 *short sword*.

Miller (buffed with *spirit armor*): SQ damage reduction 7/—.

[14] Bank

Many businesses in Katta are family affairs. Heracus Helsin (*male human*, Exp 9, NG; KCM) and his wife Bella (*female human*, Com 10, OG; KCM) are a prime example, running the city's leading bank where adventurers, merchants, and others can leave their money in security. Two seasoned legionnaires are constantly on duty here, and valuables are stored in a large, triple-locked iron vault.

[15] Tunnels

A series of tunnels leads out of the lower portion of the city. Most legionnaires posted in this area are gnomes or dwarves, so they are both accustomed and well suited to the claustrophobic confines of the passages.

[16] Pond

This round decorative pond reflects torchlight into the surrounding cavern. The brothers Rowle (*male dwarf*, Mil 15, OG; VC) and Tack Shieldson (*male dwarf*, Mil 14, OG; VC) are quartered here, but both have asked for a transfer, as they are fascinated by the tales of Norrathian visitors, and of the delicious ales and beers brewed on their ancestors' home world.

Quest: Beer for the Guards

Faction: None.

NPC: Rowle and Tack Shieldson.

CR: 1–4.

Reward: +1 faction rank with the Validus Custodus; +1 faction rank with the Katta Castellum Citizens. 2d4 gold pieces.

Consequence: –1 faction rank with the Coterie of the Eternal Night. –1 faction rank with the Nathyn Illuminious.

Quest Summary: Rowle Shieldson offers to share a pint of ale with the PCs, and soon recognizes them as hailing from Norrath. The two brothers fondly recall reports of the many fabled ales of their natural homeland.

"Ye know," Rowle says, "me dwarven heart longs for me first taste o' some Underfoot brown, a reputed fine stout not available 'ere on Luclin... Ye know, if ye can manage it, that is."

"Ahhh, worthy o' Brell hisself, or so they say," adds Tack. "Ye know when I was just a pup, me great-great-grandsire used te talk about stompin' trolls and then sitting back with a Boot Beer te celebrate the day's victory. I really would be able to get in touch with me heritage were I able to sample some o' that fine stout. Ye'd be a true friend to the Validus Custodus fer helpin' us out, friend."

If the characters can obtain some of the desired brews, the brothers will be enormously grateful. Both beers are available in any dwarven tavern on Norrath, or can be created using Trade Skill (brewing). (See Chapter 6: Trade Skills in the EQ: GMG.)

[17] GNOMISH QUARTER

Though officially called the Gnomish Quarter, this area, located largely beneath the estate of the Magus Conlegium, has a large number of dwarven inhabitants who also live in small stone apartments along the crowded streets.

GM's note: Due to this area's position on the map, it is impossible to place the following lettered place notes on it — the GM should place these locations within Area 17 as she sees fit.

a. Illuminarium Industria: Toktonn Geerlok (*male gnome*, Exp 21, OG; CU, KCC) is a Concilium Magistrate and Governor of Engineering and Construction, charged with overseeing construction and maintenance throughout the city. His is also the unofficial burgher of the Gnomish Quarter, where he spends much of his time consulting with local inhabitants, instructing young students in engineering and mathematics, planning expansions of the city, and so on. He is quite interested in the engineering possibilities of acrylia (he has heard about the acrylia-veined marble used by the Vah Shir and wants to know more), but his research has been frustrated by the predations of the grimlings.

Quest: Grimling Picks

Faction: Concilium Universus (+1 rank).

NPC: Toktonn Geerlok.

CR: 4–8.

Reward: +1 faction rank with the Concilium Universus (maximum +2 from this quest); +1 faction rank with the Shar Vahl Citizens (maximum +1 from this quest); 25 gp per pick; *Combine claymore*.

Consequence: –1 faction rank with the Grimlings of the Forest.

Quest Summary: Toktonn explains that the grimlings have all but cut off the flow of acrylia to Shar Vahl, and thus to Katta Castellum, and that the Concilium Universus is offering a reward for those who help restore the flow of acrylia. He offers 25 gp for each grimling mining pick that the characters bring him. The picks are found on grimling miners in the Acrylia Caverns and at some other mining locales. After the PCs have brought him 10 mining picks in total, Toktonn gives them a *Combine claymore* as a reward.

Geerlok is assisted by a number of gnomish engineers and scholars, including Triblix Tikbok (*male gnome*, Exp 15, OG; CU, KCC), who is responsible for maintaining the lamps that help lessen the gloom of Katta's streets, both upper and lower.

Quest: Zelniak Oil

Faction: None.

NPC: Triblix Tikbok.

CR: 8–11.

Reward: 2d4 gp per flask.

Consequence: None.

Quest Summary: Triblix has experimented with a wide range of oils and other substances for lighting the city streets. He has found that oil made from zelniak fat makes an excellent and long-burning lamp fuel. He offers the characters 2d4 gold pieces for every flask of oil they bring him.

Zelniak are common in the Dawnshroud Peaks and adjoining regions. The fat of an adult zelniak can be processed properly by boiling it in a brew barrel or a similar device. A successful Trade Skill (brewing) check (DC 15) produces 2d4+1 flasks of lamp-grade Zelniak oil from a single adult zelniak.

Note: Zelniak are large omnivorous mammals with bodies resembling an orange-furred giraffe. Unlike giraffes, though, their necks are foreshortened to the point of being almost nonexistent, and they have a vaguely lizard-shaped head with rows of sharp teeth. They are normally quite territorial. In game terms, use the stats for an elephant, except that the zelniak bites as its primary attack (as the elephant's gore attack), and it has no slam attack.

b. Tinkers' Guild: Master Tinker Nikkin Tapper (*male gnome*, Exp 18, OG; KCC) crafts clocks, tiny automatons, toys, and other cunning machines. His workshop doubles as his home, and in addition to a horde of apprentices, Nikkin gets assistance from his wife Deeka (*female gnome*, Exp 12; KCC), and their twelve grown children (6 *male* and 6 *female*; Exp 1–7).

c. Mushroom Delicacies: Edible mushrooms imported from Shadow Haven are one of Katta Castellum's staple foods, and the local halflings have perfected a large number of recipes to improve their bland and relatively uninteresting taste. Mushroom Delicacies is one of the better-known establishments of this nature, and owner Nadra Twoblins (*female halfling*, Com 5/Exp 2, NG; KCC) serves mushroom stew, braised mushroom caps, seared mushroom steak, mushroom salad, and a range of other specialty dishes, some good and some... not so good. Mushroom Delicacies is a popular destination for wealthy nobles, who enjoy the peaceful interior and the quaint halfling-sized furnishings (larger chairs and tables are available for humans, elves, and the like).

d. Sculptor: Erskin Clinkercog (*male gnome*, Com 9, OG; KCC) turned away from his father's trade of cobbling,

preferring to create fine works of art. Originally sculpting images of the gnomes who first came to Luclin (including a fine statue of Nathyn Illuminous that currently graces the Magistrate's Palace), Erskin has expanded his repertoire, sculpting humans, elves, and even some of the folk of Norrath. His latest creation, a likeness of Shar Vahl ambassador Roshawna Rhorer, is his first attempt at portraying a Vah Shir.

e. Curiosities: Dwarven collector Thori Blackhammer (*male dwarf*, Com 3/Mil 5, NG; KCC) has accumulated a fine selection of knick-knacks, junk, and small treasures in his years as a caravan guard. His establishment is a chaotic maze of shelves, all stuffed full of bags, stacks of books, boxes full of trinkets, and the like. Most of Thori's stock is indeed junk, but there are a number of treasures to be had if one looks long enough, including an original history of the Combine Empire, penned by none other than Tsaph Katta himself, and a *dark reaver* (see *Al'Kabor's Arcana*). This last is actually of value to the Coterie vampyres, who actively seek it and would kill Thori and his family to get it if they knew it was here.

[18] Sea Wall

The Lower City tunnels exit from the wall that protects Katta's harbor. These walls rise nearly 50 feet above the water, and are studded with watch towers along their length. Legionnaires constantly patrol the wall, on the lookout for approaching enemies.

[19] Wall Towers

These square towers are spaced along Katta's sea wall. Each houses a squad of legionnaires and is armed with a ballista for defensive purposes. As Katta Castellum does not have a waterfront, as such, these towers have gates and portcullises at their inner bases, with drawbridges that are cunningly constructed to function as makeshift docks for the loading and unloading of cargo from their sheltered inner walls; cargo is rolled or carried to shore along tunnels inside the sea wall, all covered by murderholes through which legionnaires can keep an eye on things from above — and pour pitch or fire arrows if necessary.

[20] Sea Gates

One of Katta Castellum's great mechanamagical engineering marvels, these twin gates are actually 60-foot sections of wall that can be lowered into the water to allow the passage of the fishing and merchant vessels that shelter in Katta's harbor.

[21] Seaward Keep

This large tower contains a century of legionnaires, and also contains the controls that raise and lower the sea gates. It is armed with a battery of ballistae, catapults, and firethrowers, and senior Loyalist wizards of the Conlegium (Wiz 8–15, OG; VC) are usually included in the garrison to provide ranged magical support to the defenders. Harbormaster Tarfan Shipwright (*male gnome*, Mil 4/Exp 8, OG; KCC, VC, KCM) oversees traffic in and out of the city, and maintains offices here.

Quest: Something in the Harbor**Faction:** Katta Castellum Citizens (+1 rank).**NPC:** Harbormaster Tarfan Shipwright.**CR:** 5–8.**Reward:** +1 faction rank with the Katta Castellum Citizens; +1 faction rank with the Validus Custodus; *shimmering mace*. This quest cannot be repeated.**Consequence:** –1 faction rank with the Hand of Seru; –1 faction rank with the Eye of Seru.**Quest Summary:** Something is loose just outside the harbor, for ships have been damaged by some great creature that attacks them from below. When the freighter *Katta's Hope* sank with the loss of all hands while waiting to enter the harbor, Tarfan Shipwright became determined to do something about it. The Conlegium Universus has asked that the city's own forces not be put at risk in the potentially hostile waters, so the harbormaster turns to freelance adventurers, asking that they investigate both above and below the surface of the sea just beyond the Sea Wall.The culprit turns out to be not a sea monster, but a band of mercenaries in the employ of the Inquisitors; they have been equipped with *fishbone earrings* or similar magic and told to wreak havoc on Kattan shipping. Once the underwater menace has been disposed of, the adventurers can return to Tarfan and present evidence of Seru's involvement.The Validus Custodus rewards the characters with a *shimmering mace* (see Chapter 5: New Magic) and their gratitude for foiling yet another Inquisition plot against the city.

there by the civil war, Omogg has adapted to life here fairly well, though he is among the last surviving trolls in Katta.

After serving as a deckhand and eventually mate on a Kattan fishing vessel, he became rich when he and his crew discovered a trove of gold and gems on a tiny island in the Twilight Sea. He bought the Siren with his profits, and has happily tended bar here ever since. Unfortunately, all the other members of the crew who looted the island have died in mysterious and often violent ways, leading some to suspect that the treasure was cursed, but Omogg claims not to be terribly concerned.

He is assisted by his chief cook Needa Nutshell (*male halfling*, Com 5, NG; KCC) and bartender Dynara Thistleleaf (*female halfling*, Exp 2/Rog 4, NG; KCC), both of whom hope to win their way into the troll's confidence and learn the location of the island, which is said to hold much more treasure.**b. Exterminator:** Originally, the swarthy Saldus Vertilion (*male human*, Com 2/Mil 5/War 6/Rog 8, DG; KCC) was a simple ratcatcher, eliminating rodents and other pests from the homes of the local citizenry. One day, however, the rats turned out to be something far worse — a nest of vampyres, ready to kill him to keep their secret. To his own surprise, Saldus called upon reserves of inner courage and strength, killing one of the foul creatures and then leading the Validus Custodus to the nest and aiding the legionnaires as they destroyed the rest. From that day forward, Saldus' life changed, and he took on the task of finding and destroying vampyres throughout Katta Castellum. He has become one of the bloodsuckers' most dedicated foes, having personally killed over a dozen of the creatures and led the Validus Custodus to the nests of at least thirty more.

Though he is officially an independent contractor who works on a sliding scale depending on his client's wealth, Saldus has become indispensable to the Concilium Universus, who often ask him to check out rumors, explore dangerous buildings, and even scout vampyre activities in the Tenebrous Mountains. The vampyres themselves have, of course, taken notice of Saldus' activities, and are (literally) out for blood, hoping to take the ultimate revenge on Saldus, transforming their tenacious enemy into a monster of the night like themselves.

c. Stone Mole Mining: The brothers Rugi (*male dwarf*, Exp 12/War 3, OG; KCM) and Milo Stonefingers (*male dwarf*, Exp 11/Pal 4, OG; KCM) manage a rough-and-ready mining company headquartered in this ramshackle structure. They have made quite a lot of money by working claims abandoned by others in especially dangerous parts of the Tenebrous Mountains, seeking veins of ore in the Echo Caverns and elsewhere — but one would never know it to see the state of their home. The brothers are miserly to the extreme, pouring some money back into the business and squirreling away the remainder in a well-guarded vault hidden beneath the building. They live almost like paupers, in worn clothing, eating only the sparest of meals, and only occasionally indulging in the luxury of good ale.

The dwarven brothers are only too happy to hire adventurers and explorers to help them in scouting out prime locations, guarding mines and shipments, or even digging tunnels and mining ore; they pay a pittance, however, and are hard bargainers, giving such "partners" the smallest share possible. Nonetheless, they are scrupulously honest

[22] COMMONERS' QUARTER

The various residential quarters of the city were carved out of the mountainsides as needed, and as the city expanded, so too did the excavations. These are open to the dark sky above, and are connected by underground tunnels like those connecting the Lower City to the sea wall.

The Commoners' Quarter is crowded with old buildings — tall, forbidding structures with gables, turrets, cupolas, and other architectural flourishes. This is the home of the lower classes of Kattan society, and it teems with the destitute, the working class, and the unfortunate. It also teems with less savory inhabitants — vampyres, who find the chaos of the district to their liking; thieves and bandits, who can easily hide in the many abandoned buildings of the district; and Inquisitor spies from Sanctus Seru, who find many willing recruits among the city's poor and disaffected.

a. The Sultry Siren: Popular with the fisherfolk who teem in this portion of the Commoners' Quarter, the Siren is run by an amiable if rather frightening proprietor called Omogg (*male troll*, Com 7/Mil 6, N; KCC, KCM). The descendant of a small group of trolls who were negotiating a peace treaty with the Combine Empire and were trapped

once they have given their word, and they obey all agreements to the letter. Despite their tightfistedness, the brothers are friendly (when the potential loss of money is not at issue), and they are always ready with exciting stories of battles in the mines, hazardous trips across Luclin, and the like. They are far more loquacious when someone else is paying for their food and ale, however.

d. Many Skins: Kaleena Conn (*female barbarian, Exp 10, NG; KCC, KCM*) sells the skins of many different Luclin-dwelling animals and, since the arrival of the Norrathian visitors, has added those of many species from that world as well. She is a talented seamstress herself, and can craft hides, furs, and leather into fine garments. She is especially proud of a white tiger cloak made from a hide she recently traded with a Norrathian merchant. Kaleena also dabbles in making light armors, and has sold a few pieces of cloth, leather, and padded armor.

e. The Boiling Kettle: The shorter folk of Katta are known — much like those of Norrath — for their prodigious appetites and love of fine food. Of course, this is something of a stereotype, for the gnomes, halflings, and dwarves of the city have essentially the same range of appetites as humans and elves.

However, halfling eating establishments remain among the most popular in the city, and the Boiling Kettle, run by Madrin Nobblefoot (*male halfling, Com 8, NG; KCC, KCM*) is probably the best-known eatery in the Common Quarter. Madrin and his wife Dora (*female halfling, Com 7, NG; KCC*), sons Ofo (*male halfling, Com 6, NG; KCC*) and Halfo (*male halfling, Com 1/Rog 5, N; EyS*), and daughter Gina (*female halfling, Com 3, NG; KCC*) prepare a wide range of house specialties, including a variety of stews and pies made from Shadow Haven mushrooms and the meats of various exotic Luclin animals.

Madrin is something of a homebody who balks at the notion of leaving the city even for business, so he has forged business relationships with many outside concerns, especially adventurers, whom he pays well for exotic foodstuffs, game, and spices from other parts of Luclin. Madrin and Dora would be absolutely horrified to learn that their younger son Halfo has actually been subverted by agents of the Inquisition, who have promised him ownership of the Kettle when Nathyn and the council are overthrown. Halfo often moves about the city on business for his father's concerns, giving him ample opportunity to gather intelligence for his masters.

f. The Rogues' Guild: Supposedly an alehouse for the lower elements of the quarter, the Rogues' Guild is a good example of evil hiding brazenly in plain sight — indeed, it is the headquarters for the actual Katta thieves' guild. The thieves are active in the lower-class sections of the city, and occasionally even engage in daring raids on the Noble and Merchant Quarters.

The Rogues' Guild covers an extensive underground warren that serves as the present home of the guildmistress, Arquen (*vampyre female, Rog 18, NE; TK*), who spends most of her time in the tunnels and is always in shadow when she meets with her operatives. Few have ever seen her face, and for good reason, as she was transformed into a vampyre nearly 50 years ago, yet has managed to survive in Katta ever since. Most of Arquen's roguish followers would turn against her if they learned the truth, so she keeps her

true identity a closely guarded secret, relying on other Kattan vampyres to provide her with victims. Especially skilled or powerful minions are transformed into vampyres themselves, allowing her to keep tighter control of the organization, and giving Arquen a constant supply of loyal followers.

[23] NOBLE QUARTER

Though the notion of "nobles" is somewhat foreign to the descendants of the egalitarian Combine Empire, the idea that certain members of society naturally wield more power and have more influence has taken root in popular culture. This quarter is home to some of the city's most influential families, including the descendants of several founders who were among those who escaped to Luclin. These individuals usually shun the title of "noble," but the name has stuck nonetheless.

a. Whispersong Estate: The elven Whispersong family was one of the leading Loyalist families at the time of the Exodus, fighting bravely on behalf of Tsaph Katta's doomed cause. The survivors helped lead the refugees to Luclin, where the family matriarch Phenobia Whispersong helped organize the first expeditions to the surface. Phenobia passed on many centuries ago, now, and the current matriarch, her grand-daughter Utalía (*female high elf, Wiz 27, OG; CU, KCC*), is herself quite old; still, she retains the beauty of youth, like all elves, and she rules the family with a firm but gentle hand. Utalía's great-nephew Salic is a Concilium Magistrate, and her great-niece Maria is a leading merchant and retired explorer. Other family members serve in the Validus Custodus, or work as explorers, spies, and merchants throughout Katta and beyond.

The Whispersong estate is a place of considerable beauty and grace, as befitting the city's leading elven family. The grim stone gargoyles, arches, and buttresses of traditional Combine architecture are enlivened by organic-looking elven flourishes, sculpture, and designs carved into the stone. The restricted space of Katta limits the size of the grounds, but the Whispersongs have transformed the region within their walls into a pleasant forest of plants brought from Norrath, lit on a normal day-night cycle by magical lighting. It is considered a great honor to be invited to this place of beauty, and the Whispersongs' parties for friends and nobles are nothing short of legendary.

b. Aristos Estate: Another of Katta's oldest families, the Aristos currently boast two Magistrates (Shara and Rallic; see Area 1) and several prominent business folk (most notably Shay Aristos, proprietress of Adornments of the Night; see Area 4). Originally court historians and lorekeepers to the emperor, the Aristos maintain a large and well-stocked library in their gargoyle-covered mansion. The books and documents here are available to researchers, sages, and students, but the waiting list to see them is long and the time allotted to research quite limited. Family patriarch Petron Aristos (*male human, Clr 17/Exp 6, OG; CU*) is known as "the Librarian" and has spent most of his life among dry books, scrolls, and tablets. His ancestor Japhetis is generally credited with saving most of the important works of the imperial archives, many of which are still carefully preserved in the Aristos family vault.

c. Darion Estate: House Darion is a military family of pure barbarian descent, whose children are all expected to

serve in the Validus Custodus. Many members of the Validus officer corps are drawn from this House. Others serve Katta in the field, guarding caravan routes, acting as garrisons in Kattan fortresses, and the like.

The estate is a virtual fortress, built of black basalt, unadorned and simple, without the elaborate sculptures and flourishes common elsewhere in the city. It contains barracks, armories, and training facilities, as well as living space for senior family members. The family's present leader is Consul Hakon Darion (*barbarian male*, War 18, NG; CU, VC), a grizzled veteran of many fights, descendant of the famous Combine General Dalypth Darion, who helped defeat many of the Empire's early enemies.

d. The Grand Cavern: Karlo Aleglass (*male gnome*, Com 3/Exp 9, ON; KCC) runs the most expensive dining establishment in Katta, the aptly named Grand Cavern. Decorated in elegant style, with lavish wall hangings, luxurious furnishings, cool and pleasant magical lighting, many well-appointed private rooms, and a wine list rivaled only by the cellars of Nathyn Illuminous himself, the Cavern is a popular destination for the wealthy and influential of Katta. Sagacious Karlo is a friendly, self-effacing gnome who manages the restaurant with the help of his family, wife Gerace (*female gnome*, Exp 11, ON; KCC), and daughters Ludi (*female gnome*, Exp 8, OG; KCC), Merita (*female gnome*, Exp 6, NG; KCC), and Keema (*female gnome*, Exp 5, NG; KCC), along with numerous gnomish cooks and other staff.

e. K'vekn Estate: The original dark elven ambassador to Emperor Tsaph Katta's court was the great-great-grandfather of Magistrate Dralin K'vekn (see Area 1). Though many suspected that Dralin's ancestors had unwholesome goals, the resourceful Teir'Dal who joined the Exodus proved a valuable resource to the Loyalists, using their magic to help their new (if unwanted) allies find their way through the caverns to Luclin's surface, and even aiding in the fledgling settlement's defense when the vampires first appeared.

Today, most of the dark elves in Katta have adapted wholly to life among the other survivors of the Exodus, and most Kattan citizens have nothing but good will for their Teir'Dal brethren. Several years ago, Dralin K'vekn took the Koda'Dal woman Aerin Autumnfall to wife, and together they have a young son named Maritus. Both father and mother are ecstatic, and deeply in love.

The K'vekn estate was built over several decades and features some elements of traditional dark elven architecture fused with the city's dark imperial design. A lush garden of exotic, colorful Luclin fungi surrounds the black marble structure. Dralin is known as a kind and generous employer, and his loyal staff of servants, cooks, nannies, butlers, gardeners, and others are treated as part of his own extended family.

f. Shar Vahl Consulate: Luclin is a wild and uncivilized realm, and oases of civilization such as Katta are few and far between. Katta maintains friendly, if somewhat limited diplomatic relations with another of those few civilized realms, the Vah Shir city of Shar Vahl. The kerran ambassador, Roshawna Rhorer, lives in this small but luxurious estate, which has been redecorated along kerran tastes. Roshawna has a staff of six Vah Shir assistants and attachés, as well as several human employees, and often entertains

Kattan nobles and citizens, allowing them to feast on unique spicy Vah Shir delicacies.

The Vah Shir ambassador is a friendly and personable woman who came here to learn more about the lost culture of the Combine. She approaches her job with the enthusiasm of a social scientist on a new project, yet one with great aplomb, eagerly talking to all Kattans she encounters, attending numerous social functions at the Magistrate's Palace, and discussing every aspect of relations between the two cities. She is also concerned about the Vah Shir back in Shar Vahl, and is eager for news.

Roshawna Rhorer, Female Vah Shir (ml), Shm 17/Exp 4 (always buffed with *health* [totem spirit]): CR 20; Medium-size humanoid (Vah Shir) [5 ft., 8 in.]; HD 17d8+68 plus 4d6+24; hp 165; Init +0; Spd 40 ft.; AC 15 [flat-footed 15, touch 10] (+5 armor); BAB +15; Grap +16; Atk +18/+13/+8 melee (1d8+3, +2 *light flail*) or +16/+11/+6 ranged (1d8, crit x3, masterwork composite shortbow and normal arrows); SA spells; SQ alchemy mastery, Greater Specialization (alteration), spirit mastery (hungry spirits, totem spirit), +2 on saves against gaze attacks or blindness; Res CR 4, DR 5, FR 3, MR 6, SoR 3; AL NG; Fac DK, SVN; SV Fort +13, Ref +6, Will +18; Str 12, Dex 10, Con 19 (13), Int 13, Wis 18, Cha 18 (14).



Skills: Alcohol Tolerance +11, Animal Empathy +9, Channeling +23, Diplomacy +19, Handle Animal +10, Knowledge (folklore) +7, Knowledge (mysticism) +9, Knowledge (nature) +9, Listen +12, Meditation +28, Safe Fall +4, Search +3 [mask], Sense Heading +8, Sense Motive +16, Sneak +3, Spellcraft +15, Spot +8 [mask], Swim +5, Trade Skill (alchemy) +22, Wilderness Lore +12.

Languages: Vah Shir (4), Modern Combine (4); Common (3), Old Erudian (3).

Feats: Alertness, Extend Spell, Mental Clarity, Run, School Specialization (alteration), Swift, Weapon Class Proficiency (archery).

Shaman Spells Prepared (mana cost, modified for Greater Specialization): *Alacrity* (18), *blast of poison* (33), *charisma*

(16), greater healing (23), incapacitate (23), invisibility (5), scale of wolf (9), strength (16). Save DC 14 + spell level.

Mana Pool: 136.

Possessions: Ornate platinum chain shirt, +2 light flail, masterwork composite shortbow, quiver of 8 arrows, 12 condensed fire ultimate arrows, mask of observance, enhancement potion (Con +4), enhancement potion (Dex +6, Con

–1), potion of mystical aptitude, potion of poison focus I, potion of unlife awareness, flask of emerald orange schnapps.

Roshawna Rhorer (buffed with *alacrity*, *dexterity*, *scale of wolf*, and *strength*): Init +4 (Dex); Spd 66 ft.; AC 21 [flat-footed 15, touch 16] (+4 Dex, +5 armor, +2 haste); Grap +21; Atk +23/+18/+13 melee (1d8+8, +2 *light flail*) or +20/+15/+10 ranged (1d8, crit x3, masterwork composite shortbow); SQ haste (5) [1 extra action/round]; SV Ref +10; Str 22, Dex 18.

Skills: Safe Fall +8, Sneak +7, Swim +14.

Quest: Rakshasa Skulls

Faction: Dar Khura (+3 rank) or Katta Castellum Citizens (+4 rank).

NPC: Roshawna Rhorer.

CR: 17–22.

Reward: +2 faction rank with the Dar Khura; +1 faction rank with the Akheva; *shield of bane warding*. This quest cannot be repeated.

Consequence: –1 faction rank with the Coterie of Eternal Night; –1 faction rank with the Order of Autarkic Umbrage.

Quest Summary: Ambassador Roshawna Rhorer tells the party of the tormented Vah Shir, undead kerrans that are forced to wander the land, denied the peace of death. They are controlled, she says, by creatures known as rakshasa, evil Vah Shir shamans who have given up their physical bodies and allowed themselves to be possessed or used by wicked spirits. Rakshasa have always been legends, tales to frighten young Vah Shir, but now she has evidence that such creatures truly exist, and that one is creating tormented Vah Shir. She asks that the party find and destroy 8 of the tormented Vah Shir, then return with the skulls so that she can send them to Shar Vahl for the rituals that will free their spirits. She provides the characters with an iron chest for storing the skulls.

The party must now venture into the Tenebrous Mountains where they can find the tormented Vah Shir.

Tormented Vah Shir: CR 16; Medium-size undead; HD 15d12; hp 97; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft. [Swift]; AC 21 [flat-footed 18, touch 13] (+3 Dex, +6 natural, +2 tattered chain shirt); BAB +15; Grap +20; Atk +21/+17/+13/+9 melee (1d6+5, crit x3, ulak) and claw +15 melee (1d6+2); SA harm touch; SQ damage reduction 15/+3, infravision, see invisible, undead, wound resistance, +2 turn resistance; Res CR 30, DR —, FR 30, PR —; AL DN; Fac CEN, Order of Autarkic Umbrage; SV Fort +9, Ref +8, Will +5; Str 20, Dex 16, Con —, Int 12, Wis 10, Cha 10.

Skills: Climb +12, Jump +12, Intimidate +8, Listen +4, Safe Fall +12, Sneak +12, Spot +2, Taunt +10, Wilderness Lore +2.

Feats: Alertness, Double Attack, Improved Initiative, Parry, Power Attack, Run, Swift, Weapon Focus (ulak).

Harm Touch (Su): 1/day—45 points of damage, Fortitude DC 18 half.

See Invisible (Su): A tormented Vah Shir can continuously *see invisible* as the spell.

Wound Resistance (Ex): A tormented Vah Shir suffers only half damage from slashing and piercing attacks.

Note: The stats above are those of a 15th-level Vah Shir militiaman with the “Fallen” template (found in *EQ: Monsters of Luclin*). The GM should feel free to vary the several encounters with tormented Vah Shir that occur during this quest by applying this template to Vah Shir of other classes, even spellcasters (and perhaps by having them encounter more than one tormented Vah Shir at a time). All such creatures should be roughly CR 16 or 17, though.

Once they have slain 8 tormented Vah Shir, the PCs must bring the skulls back to Roshawna. She hands the skulls over to a Vah Shir courier (*male Vah Shir (lp)*, War 3/Shm 7, NG; DK, NL), but the courier is suddenly possessed by evil spirits and tries to escape with the case. The characters can likely stop the courier, but not before he opens the case and reanimates all 8 tormented Vah Shir, which the characters must again destroy — all at once, although they may have Roshawna’s assistance if necessary.

Roshawna now suggests that the PCs themselves transport the skulls to Spiritist Roleko (*male Vah Shir (wt)*, Shm 19, NG; DK, NL), who can perform the ritual. Roleko is located at Shar Makhdi in the Grimling Forest, and when he begins the ceremony, the settlement comes under attack by undead grimplings in groups of 5 to 10 (whatever provides a suitable challenge for the party), which will continue to arrive and attack for as long as the ritual lasts (that is, for as long as the GM deems appropriate...).

Undead Grimling: CR 9; Small undead; HD 12d12+7; hp 85; Init +1; Spd 30 ft., climb 20 ft.; AC 18 [flat-footed 17, touch 12] (+1 size, +1 Dex, +2 natural, +4 chain shirt); BAB +10; Grap +7; Atk +14/+9 melee (1d6+3, crit 19–20, short sword) and claw +8 melee (1d3+1 plus disease); SA disease, hated races; SQ berserking, fast healing 5, sluggish, Taunt bonus +2, ultravision, undead, +2 turn resistance; AL NE; Fac None; SV Fort +7, Ref +8, Will +4; Str 16, Dex 12, Con —, Int 8, Wis 10, Cha 6.

Feats: Alertness, Brutish, Combat Reflexes, Double Attack, Parry, Toughened, Weapon Focus (short sword).

Skills: Climb +12, Hide +2 (+6 in rocky or subterranean terrain), Intimidate +1, Listen +5, Sneak +1, Spot +4, Swim +3, Taunt +3, Wilderness Lore +2.

Disease (Ex): Ghoul Rot—claws; Fort DC 16; incubation 1 day; damage 1d6 temp Con. Each time the infected creature takes damage from the disease, it must succeed at a second Fortitude save (DC 16), or 1 point of the Constitution damage is permanent instead. Grimlings or frogloks (and other races, at the GM's discretion) who die from the disease become ghouls themselves.

Hated Races (Ex): Undead grimlings hate all other living things, but reserve particular hatred for wolves (both sonic and ordinary), owlbears, and Vah Shir. They receive a +1 bonus to both attack and damage rolls against such opponents.

Sluggish (Ex): An undead grimling's body is decrepit; its physical attacks are figured as if its weapon were one delay category slower.

Note: The stats above are those of a grimling warrior (found in *EQ: Monsters of Luclin*) with 6 additional levels of warrior and the "Froglok Ghoul" template (found in *EQ: Monsters of Norrath*).

Roleko now asks the characters to take a report of the incident to Master Spiritist Grawleh (see Area 2L in Shar Vahl). Grawleh is grateful for the information, and uses the information to craft a ritual that will force a rakshasa to take material form. He requires several components for the ritual: the "amulet of the golden rays" held by the sun revenant (from *EQ: Monsters of Luclin*) known as the "Burning Priest" in the Scarlet Desert; a piece of "black flame charcoal" carried by umbrous toilers (as shadow tegi magi, from *Monsters of Luclin*) in the Umbral Plains and Maiden's Eye; and the brain of a thought horror (also from *MoL*), found in the Deep or elsewhere.

Once these items are obtained, Grawleh directs the characters to take them and the ritual scroll he has created back to Roleko, who has the PCs accompany him into the wilderness where he performs the ritual. Undead grimlings and tormented Vah Shir assault the site, and the characters must again defend Roleko during the casting. At last, he summons up the rakshasa, an evil being called Karwoaro.

When Karwoaro is slain, the undead grimlings and the tormented Vah Shir are also destroyed. Roleko thanks the characters and gives them a *shield of bane warding*.

Rakshasa Karwoaro, Male Vah Shir (pn), Shm 24 (always buffed with *harnessing of spirit* [totem spirit]): CR 25; Medium-size outsider (incorporeal) [5 ft., 9 in.]; HD 24d8+72; hp 233; Init +12 (+8 Dex, +4 Improved Initiative); Spd fly 30 ft. (good); AC 22 [flat-footed 14, touch 22] (+8 Dex, +4 deflection); BAB +18; Grap +26; Atk 2 claws +26 melee (1d6+8 plus stun); SA spell-like abilities, spells, stun; SQ alchemy mastery, ghost touch, Greater Specialization (alteration), immunities, incorporeal traits, spirit mastery (hungry spirits, spirit lore [Quicken Spell], totem spirit); Res AR —, CR 20, DR 30, ER 20, FR 10, MR 30, PR —, SoR —; AL NE; Fac CEN, Order of Autarkic Umbrage, Valdanov Zevfeer; SV Fort +14, Ref +16, Will +21; Str 26 (16), Dex 26 (18), Con 16, Int 15, Wis 24, Cha 18.

Skills: Animal Empathy +9, Channeling +30, Handle Animal +11, Knowledge (folklore) +8, Knowledge (mysticism) +21, Knowledge (nature) +7, Listen +13, Meditation +34, Safe Fall +12, Search +6, Sense Heading +14, Sense Motive +14, Sneak +12, Spellcraft +23, Spot +13, Trade Skill (alchemy) +30, Wilderness Lore +12.

Languages: Vah Shir (4), Modern Combine (4); Dragon (4), Elder Elvish (4), Old Erudian (5), Vampyre (4).

Feats: Heighten Spell, Improved Initiative, Mental Clarity, Mystic Capacity, Quicken Spell, School Specialization (alteration).

Spell-Like Abilities (mana cost): *Cascading darkness* (50), *cessation of Cor* (50), *drain soul* (38), *insidious retrogression* (35), *plague* (50), *thrall of bones* (50). As the spells cast by a 24th-level necromancer; save DC 14 + spell level. These abilities use an arcane pool of 192 mana.

Shaman Spells Prepared (mana cost, modified for Greater Specialization): *Alacrity* (18), *blast of poison* (33), *charisma* (16), *greater healing* (23), *guardian* (25), *incapacitate* (23), *malosi* (27), *nullify magic* (8), *stamina* (16). Save DC 17 + spell level. These spells use a divine pool of 336 mana.

Stun (Ex): Any living creature touched by a rakshasa must make a Fortitude save (DC 26) or be stunned for 1 round.

Ghost Touch (Su): Despite being incorporeal, rakshasa may interact with the material world as if they had the ghost touch quality (see "Magic Weapon Abilities" in Chapter 5: Magic Items, *EQ: Game Master's Guide*). Thus, they may attack opponents as if they were material, although they may not themselves be grappled or affected by material attacks or effects if they do not wish to.

Immunities (Ex): Rakshasa are immune to acid, poison, and sonic attacks, and to spells of the *root* or *snares* spell lines.

Rakshasa Karwoaro (buffed with *alacrity*, *charisma*, *guardian*, and *stamina*): HD 24d8+144; hp 305; AC 27 [flat-footed 17, touch 27] (+8 Dex, +7 deflection, +2 haste); SQ damage reduction 12/—, haste (5) [1 extra action/round]; SV Fort +17; Con 23, Cha 25.

Skills: Animal Empathy +12, Channeling +33, Handle Animal +14.

Stun (Ex): Fort DC 29.

g. Combine Theater: This domed structure is a marvel of the imperial style, set with the same dark architectural flourishes that make the city so distinctive. All about are magical lights hidden in deep sconces, so that the theater is constantly lit and appears as a mysteriously glowing beacon in the heart of the Nobles' Quarter.

The theater is open to all, but its location and the high price of seats — up to 500 gp for the imperial box seats that flank the theater — limit participation by the city's poorer residents. The Combine Players present a wide range of shows, from grand opera to epic plays and farce, much of which is derived from Old Combine sources, such as those plays archived in the Aristos estate and those kept by the Midst family of Shadow Haven.

h. Ironhammer Estate: A relatively new arrival to the ranks of Kattan nobility, the Ironhammers are dwarven miners and craftsfolk, masters of the Ironhammer mine complex near the Echo Caverns. The family is headed by the flinty, no-nonsense Mother Gutra (*female dwarf*, *Chr 8/Pal 7/War 5/Rog 5*, OG; KCC), a woman who has "pretty much done it all" — a veteran mercenary both in the mines and on caravan guard duty, a priestess to Brell, the administrator of family mercantile concerns, and of course the founder and ruler of a great dwarven dynasty.

The Ironhammer estate itself is grim and cavernous, but it is said that family celebrations sometimes last several days and are so raucous that they can be heard as far away as the Magistrate's Palace. Few humans have ever been invited to these celebrations, and those who are invariably return with a hangover that lasts at least a week.

[24] MERCHANTS' QUARTER

Trade is the lifeblood of any city, a fact no less true in Katta Castellum than elsewhere. This busy neighborhood houses the headquarters of many major mercantile concerns, and is the nerve center of trade relations between Katta and the cities of Shadow Haven and Shar Vahl.

a. Luclin's Hand Caravaneers: The slogan on the front door of this establishment reads, "Your goods will be as safe as if they were protected by Luclin's own hand." Martil Theskal (*male human*, *Rng 10/Rog 12*, NG; KCM), the best known caravan master in all of Katta, has led caravans all across the moon, most commonly to Shadow Haven and Shar Vahl, but also to more exotic and distant regions. Though Martil cannot claim to have never lost a caravan (no experienced caravan concern can make that claim in a place as perilous as Luclin), his are among the best and most reliable, and his employees are known for their trustworthiness and skill in battle. Martil normally uses zelniaks as pack animals, but he has a good number of horses available for Norrathians and others who don't like riding such unpredictable beasts.

Martil is always looking for new employees and associates; adventurers who approach him always at least get a fair hearing. Norrathians are sometimes hired, but Martil prefers those familiar with the lands and people of Luclin.

Martil's chief assistant is Kearil Coalhammer (*male dwarf*, *War 16*, OG; KCM), a cavern hand who has taken many caravans safely through the Echo Caverns to Shadow Haven. Kearil has gone out less of late, for on a recent journey he was confronted by a shade who whispered a

fearsome prophecy to him alone. Kearil has since brooded on what he heard, but will not share it with anyone else. Martil is concerned about his friend, and would welcome any aid in getting to the bottom of the dwarf's recent depression.

b. Bargolian Mercantile: The Bargolian family came with the first refugees from Norrath, but wanted no part of ruling the city. Instead, they chose to found a merchant concern, buying and selling goods. At first they operated only within Katta Castellum, but after a few years expanded to Shadow Haven and eventually to Shar Vahl and elsewhere. Today, their towering headquarters is the largest structure in the Merchants' Quarter, housing offices, barracks, and warehouse space, as well as numerous shops and kiosks that offer to buy and sell a wide range of goods. Almost any trade item available on Luclin can be found here, though the Bargolians charge outrageous prices for scarce goods.

The current leader of the family, Darvus Bargolian (*male human*, *Ari 9/Exp 2*, N; KCM), lives here in a suite of rooms on the fifth floor, while his assistants — employees and various relatives — are housed elsewhere throughout the quarter. The Mercantile is constantly abuzz with activity, folk coming and going and people doing business at all hours.

The family's extensive contacts and interactions with other lands make it a prime target for spies, and several of its employees, including Darvus's own nephew Gulth, have been subverted and work secretly for Inquisitor gold, providing intelligence about the state of the city and its economy to the agents of Seru.

c. Relic Finders: Venerable Balic Glitterstone (*male dwarf*, *Exp 9/War 13*, OG; KCM) and his partners Rattik Bronzebiter (*male dwarf*, *Exp 17*, OG; KCM) and Gral Steelkettle (*gnome male*, *Rog 8/Mag 12*, OG; KCM, KCC) have been in business for the past three decades, helping scholars, antiquarians, researchers, and adventurers to locate and retrieve magic items and legendary treasures. Rattik is the group's lore-keeper, and his near-perfect memory makes him a virtual living library of information about Luclin and its history, lands, and peoples. Gral specializes in research, mapping, and exploration, learning all he can about locations and their perils before any expeditions begin. Balic himself organizes the missions, hiring guards, buying supplies, and — even today, despite his great age — leading the journeys into the lost and strange places of Luclin.

The Relic Finders have lived up to their name on many occasions, bringing many powerful items to Katta for use in the city's defense or to aid prominent citizens. They themselves have a vault full of magic items, which they sometimes use in their journeys or sell when the business is short of funds.

d. Mercenaries' Guild: Guildmaster Terk Maguinn (*male barbarian*, *War 21*, OG; KCM) is a scarred veteran of innumerable fights, from Shadeweaver's Thicket to the Dawnshroud Peaks. Though he is a mercenary, selling his sword (and those of his guild members) to the highest bidder, he is nevertheless a Loyalist through and through, and would die rather than betray the people of Tsaph Katta. Those who serve in the guild must swear an oath never to

work against Katta, or to aid in any cause of the Inquisitors; otherwise, they are free to serve whom they will.

The guild house is a grim fortress; it is lined with stone gargoyles that can belch boiling water, scalding sand, or molten lead if needed, and is equipped with ballistae and springals for defense. The place might indeed withstand a siege for many days, and if the city should ever come under attack, the population of the Merchants' Quarter can take shelter here while the Validus Custodus organizes a defense.

When not at war, the guild's gates, surmounted by a carved Combine seal, stand open, allowing all who wish to use its services to enter freely. Warriors, rogues, rangers, and others are available for hire, with fees negotiated by individual mercenaries and their potential employers. The guild takes a 5% fee from each transaction, which goes to maintaining the guildhall and aiding guild members who are between contracts.

e. Caravan Supply: Numerous trade expeditions depart from Katta Castellum; between the ravages of the vampires, the machinations of Inquisition spies, and the various creatures lurking in the darkness, these are hazardous undertakings indeed, and Philo Ruhaim (*male human, Mil 5/Exp 4, NG; KCM*) makes it his business to supply all the various caravans' needs. Every material supply a caravan master might need can be found here, from pack animals to food rations, waterskins, tents, maps, lanterns, rope, weapons, armor, and so forth.

[25] SACRED QUARTER

The Kattans worship the same gods as did those in the old empire — primarily the Marr twins. Some healers and merchants revere Rodcet Nife, while many dwarves and gnomes revere Brell. Not many druids escaped with the imperial refugees, but those who did worshipped Tunare, and that practice continues still. Upon arrival, most clerics and druids found that, while they could still cast spells normally, they were unable to commune with their gods as they had on Norrath, as if a veil was in place over the world, cutting them off from their gods. Most Loyalists believe that this is because the goddess Luclin has isolated her moon from Norrath and its deities. This lack of direct contact has not prevented Kattans from continuing to worship their traditional deities, however, and the Sacred Quarter is home to most of the city's temples, as well as a shrine to the Goddess of Shadow, who must be appeased lest she withdraw her favor.

a. Temple of Marr: The folk of the Old Empire revered both Erollisi and Mithaniel, and this temple, the largest and grandest in the quarter, contains facilities and staff to serve worshippers of both deities. Erollisi's high priestess Sharra Lysea (*female high elf, Clr 25, OG; CU*) is protected by four elite Temple Guards (*male or female, high elf or human, Pal 13–16, OG; VC*), as well as a host of acolytes and lesser priests. Mithaniel's chief priest is Utan Barleou (*male human, Pal 3/Clr 15, OG; CU*), a stern but merciful man who is not above wielding a sword or mace in service to his god. His side of the temple is a bit more militant, and he is directly served by a dozen elite Temple Guards (as above). Governess of Faith Arianestra Dionicas (*female human, Clr 24, OG; CU*) oversees ritual and ceremony

here, but spends much of her time in the upper city, at the Validus Custodus Training Hall.

The temple itself is an edifice of white marble, formed of pleasant and comforting lines, surrounded by lush grounds kept lit by magical lanterns.

b. Temple of Brell: High priest Thaze Farseeker (*male dwarf, Clr 22, ON; CU*) leads his congregation in prayer from this rough, cavernous structure. About a dozen acolytes help maintain the place, which is decorated with magnificent statuary depicting Brell and various heroes from Norrathian history.

c. Temple of Rodcet Nife: A small but tidy temple built of grey and white stone, the Healer's house is tended by the elderly Eisha Narh (*female human, Clr 23, NG; CU*). Healing is provided for free, though donations are always accepted, and those who abuse the gift of Eisha's services too often may find the place locked up and unavailable. Eisha also provides resurrections, but charges based on the patient's relative age and experience (generally about 2,000 gp per level).

d. Temple of Tunare: There are a few collections of Norrathian vegetation in Katta, but none is as magnificent as the grove that surrounds Tunare's temple. Several mighty pine trees soar up nearly 60 feet, nourished by Ansa Conis (*female human, Dru 24, N; CU, NL*), the city's high druid, and lit by several spheres that emit pure, authentic Norrathian sunlight, carried here by the temple's founding druids. The temple itself is a rough wooden structure with comfortable furnishings and a hall large enough to accommodate 20 to 30 worshippers at once.

e. Shrine of Luclin: Generally avoided but dutifully maintained by the other priests of the quarter, this shrine contains a small statue of the Goddess of Shadows in all her glory. Kattans come here and leave small offerings to the goddess, usually in the form of food or coins, for all know that Luclin herself allowed the first Combine refugees to stay and that their descendants remain here only at her pleasure.

[26] Tenebrous Passage

This broad pass through the mountains is the main route out of the city, and the only practical route for potential invaders. The Kattans keep the pass well-patrolled and strongly garrisoned.

Sanctus Seru

Large City, Pop. 25,000

(*Barbarian 19%, dwarf 5%, gnome 6%, half elf 8%, halfling 4%, high elf 4%, human 52%, wood elf 2%*)

Ruler: Lord High Inquisitor Seru.

Gold Piece Limit: 40,000 gp.

Assets: 5,000,000 gp.

Resources: Metal, grains, livestock.

Militia: 300 City Guard, 2,000 Hand of Seru, 250 Eye of Seru.

In a deep, well-guarded valley amid the Dawnshroud Peaks lies the center of Inquisitor power on Luclin — the mighty city of Sanctus Seru, where the traitor who single-handedly brought down the ancient Combine Empire lives



on and plots to destroy his old foes and to bring all of Luclin under his iron-fisted rule.

Outsiders are not welcome within the granite walls of Seru. At best, investigators can rely only on the accounts of others: Loyalist spies, Shadow Haven merchants, defectors who fled the city rather than submit to the Question, and the Inquisitors themselves, whose accounts of the city are predictably colored by their devotion to Seru and his cause.

A Recuso bandit (a member of a band of outcasts who failed their Questioning and were exiled from Seru) describes the city and its culture thusly:

A narrow pass through the Dawnshrouds ends in a deep valley, where the city of the Inquisitors festers like an open sore. A thick stone wall blocks access to the valley; entry is through a pair of huge acrylia-reinforced gates. The arrow-straight, smoothly cobbled streets of the lower city lie beyond, lined with the rigid, unyielding shapes of Inquisitor buildings. Though the city has its parks and places of tranquility and beauty, it is a charmless, rigid beauty, joyless and utterly devoid of spirit.

Above the streets rises the low hill upon which the central core of the city, the Animus Seru ("Soul of Seru") is built. Here, all decisions regarding the city and its inhabitants are made. Administration of the city is divided among four departments, or Praeserta: The military of the city is organized under the Manus Seru, or "Hand of Seru"; intelligence and espionage are carried out by the Oculus, or Eye of Seru; labor, trade, and the daily running of the city is under the auspices of the Scapula, or Shoulders of Seru; and the arcane and spiritual side of the city is overseen with brutal efficiency by the Pectoris Seru — the

Heart of Seru. Each of these Praeserta is housed in an individual fortress or arx, while in the center of the Animus lies the Arx Seru, or Citadel of Seru. Here, kept alive by foul magic and the undying evil of his own black soul, resides the monster himself, the Grand High Inquisitor Seru. To compare this one to a spider at the center of its web is an insult to spiders.

The four Praeserta work together to manage, oversee, and protect the city. In return, all they ask of their citizens is complete loyalty and unquestioning obedience to Seru and his minions. The slightest deviation from the law of Seru is harshly punished by fines, imprisonment, exile, or death. Citizens must prove their loyalty in a biannual procedure called "the Question." While undergoing the Question, citizens are asked about their activities, views, and beliefs by a Questioner, supported by a member of the Heart of Seru, who monitors the citizen's answers with magic, carefully watching for any sign of dishonesty or heterodoxy. Those who fail the question risk a range of punishments; if the violation is small they may simply be sent to the Arx Oculus for re-education. If the violation is greater, the result may be exile or imprisonment. Traitors, spies, and others who are found to be actively working for the overthrow of Seru are publicly executed by members of the Hand.

Exiles are sent to the cold, barren region known as Marus Seru, where they become "Recusos," monitored by members of the Hand and forced to eke out a precarious existence. Recusos are forbidden to leave Marus Seru under pain of death, but a handful of us continue to escape even though the way out of the wilderness is perilous and few survive the journey. All the same, we live for the day when we can leave the grim walls of Seru

behind, and breathe free air at last.

Those who pass the Question are allowed to live as “free” citizens of Seru for another two years. Exemption from Questioning is sometimes granted to high-ranking officials, those who have proven their loyalty through service, and the wealthy who can afford to give large “donations” to the various Praeserta. The other way of avoiding the Question is probably the most despised yet the most widely used — those who successfully accuse fellow citizens of disloyalty may be rewarded with an exemption, especially if their information leads to the arrest of multiple “traitors.” It is this practice more than any other that makes Sanctus Seru a place of doubt and fear, where even the most wealthy or influential citizen is never completely free of suspicion.

Though the Combine Empire was originally a primarily human state, the policies of Tsaph Katta and his followers made it a more racially heterogeneous nation. Yet it was Katta’s own attempts to bring the ogres and trolls into his hegemony that brought about its demise. Today, humans are the most numerous race in Seru, followed closely by barbarians and the other imperial races. With the exception of elves, gnomes, dwarves and halflings, however, the Inquisitors have little patience for

non-humans, and consider creatures such as grimlings, tegi, kerrans, and galorians to be — at best — clever animals. Powerful races such as shissar and Akheva are considered wicked servants of evil gods (and in the case of the Akheva, this may be correct), worthy of nothing but eradication. Other races are likely to face conquest and enslavement in service to the Grand Inquisitor.

Such is the world that Seru and his followers see, and such is their vision for the future of Luclin’s Moon. His agents seek out and destroy any who might oppose him, frustrate the plans of his enemies, seek alliance with those who might help him, and constantly search for a way to destroy those whom he considers his greatest foes — the Loyalists of Katta Castellum.

And so you see, young scout, that this world of ours contains more enemies than we can count. Our lot under the cruel sway of the Inquisitors would truly be a grim one, for Seru and his folk consider us little better than animals — fit to serve as slaves and nothing more. Though we have our own differences with the Loyalists of Katta Castellum, they remain our best hope to counter the evil of the Inquisitors, and to prevent the monstrous schemes of the grimlings, the vampires, and the shissar from coming to fruition.

Armed Forces of Seru

Guard Ranks

The Seru City Guard is not the same body as the Sanctus Seru military. The Guard serves primarily as a police force, and only secondarily as an auxiliary military body; it is generally comprised of locals who have been deputized or who seek to join the Hand of Seru, and its officers are generally retired Hand veterans.

There are roughly 300 Guards in the city; use the following guidelines for their stats. As Guard members can be male or female and are drawn from any race found in the city, gender and race are not listed.

Guard Vigilum (Mil 1–3, ON; HaS, CiS): Vigila are low-ranking City Guards. Patrolling streets and keeping order is often used as a means of training potential legionnaires for the Hand, but many vigila go on to serve with the Shoulders of Seru as well.

Guard Watcher (Mil 3–5, ON; HaS, CiS): Senior vigila are promoted to the rank of watcher, often considered a sort of probationary legionnaire.

Guard Sergeant (Mil 5–9, ON; HaS, CiS): Sergeants generally command squads of 5 legionnaires.

Guard Centurion (War 7–12, ON; HaS, CiS): Centurions command groups of 25 Guards, but can sometimes be found leading smaller units in the city.

Arx Guardian (War 12–15, ON; varies): Accomplished members of the Guard or the military are allowed to try out to become Arx Guardians, the elite warriors of the inner city. When a legionnaire is promoted to this position, he transfers allegiance to a faction appropriate to the arx that he is guarding.

The Seru Military

The Hand of Seru is the city’s military, and presently numbers around 2,000 strong. Unlike the Validus Custodus, which boasts a number of prefects who control the army, the entire Hand of Seru is under the personal command of the High Inquisitor; however, as he cannot leave the Arx Seru, he usually leaves command to one of his four Praeserta.

The Hand is organized much as the Validus Custodus of Katta Castellum: Legionnaires are grouped into 5-man squads, and five squads form a company, commanded by a sergeant. Four companies form a century, commanded by a centurion; two centuries form a maniple (commanded by a senior centurion); three manipuli form a cohort (commanded by a prefect); and three cohorts combine to form a single legion.

Typical Hand of Seru warriors use the following stats:

Hand of Seru Legionnaire (Mil 4–8, ON; HaS)

Hand of Seru Sergeant (Mil 7–13, ON; HaS)

Hand of Seru Centurion (War 11–16, ON; HaS)

Special Forces

About 250 members of the Eye of Seru — intelligence experts, scouts, engineers, spies, and other specialty troops — are organized into a single cohort, the city’s other major military body.

Eye of Seru Scout (Rog 2–7/Rng 2–7, OE; EyS)

Eye of Seru Spy (Rog 4–16, OE; EyS)

Eye of Seru Specialist (Exp 2–10/War 2–7, or Clr/Enc/Wiz 3–12/Exp 0–5, OE; EyS)

Food and Drink in Seru

Seru has little in the way of unique food or drink. The Inquisitors do not believe that creativity in cooking, baking, or brewing does anything other than sap the devotion of the people. Alcohol is available in the form of traditional beers, meads, ales, wines, brandies, and ports, but often at twice the usual price. Unique brews from other cities, such as Grinning Grimling or Haven Ale, are banned altogether, and proprietors are fined for offering them (the implication being that the tavernkeeper must believe them superior to the fine and uncomplicated beverages of Seru). Food is likewise uninteresting, consisting of largely unseasoned breads, meats, vegetables and fungi, and similar bland selections.

CIVITAS INFERNE

The floor of the Seru Valley — the Civitas Inerne or Lower City — is home to most of Seru's 25,000 inhabitants. Rigidly divided by precisely designed and painstakingly built streets, it is divided into four quarters that correspond to the four Praeserta: Eye, Hand, Shoulders, and Heart of Seru, respectively. Although each quarter is devoted to a different purpose, all four look remarkably similar and are built using the same basic design. Buildings are constructed of grim, dark stone and are blocky and utilitarian in appearance. Streets are smooth, paved with cunningly fitted stones, constantly maintained by laborers from the Shoulders of Seru. The quarters are patrolled by Guards from each respective Praesertum.

[1] Dawnshroud Pass

A road leads through the defile and out to the fertile lands of the Dawnshroud Peaks and environs, from which Seru derives much of its food. The road is well-patrolled and studded with small forts and outposts, garrisoned with warriors of the Hand, all sworn to give their lives in service to the High Inquisitor. There are other routes through the Dawnshrouds, but they are narrow and precarious and the Inquisitors keep them well-garrisoned (those that they are aware of, anyway).

[2] City Wall

A great wall stretches across the mouth of the valley here. It is over 20 feet thick and set with strongpoints along its outer ramparts. The walls are constantly guarded, and each strongpoint is equipped with a massive ballista to counter enemy siege equipment. The fact is that no enemy would ever be able to drag siege engines of any size through Dawnshroud Pass, so the city is relatively safe from conventional assault. This does little to assuage High Inquisitor Seru's paranoia, and he insists that the walls be maintained and well-garrisoned, despite the considerable expense involved.

[3] Main Gates

These tremendous stone doors, reinforced with steel rods, are generally kept closed save when a caravan or visitors with the proper access approach (such as farmers from the Dawnshrouds bringing their produce to market). A company of Hand warriors stands outside the gates; visitors must first present themselves for inspection and interrogation before being allowed inside. Spellcasters from the Heart of Seru also stand guard here, ready to determine a visitor's true intentions in the holy city of the High Inquisitor.

[4] Via Aquilo

Four broad avenues extend, one in each cardinal direction, from the center of the city. They are made from nearly seamless interlocking paving stones that were laid down individually over the years of the city's construction. Today, they are constantly maintained by workers from the Shoulders of Seru, who repair broken stones, remove any grass or weeds, and keep the roadways swept. The Via Aquilo (literally the Street of the North Wind) extends from the main gates south to the Via Seru, which surrounds the central citadel and forms the dividing line between the Eye and Hand quarters.

[5] Via Occasus

The Western Road divides the city's Eye Quarter to the north from the Shoulders Quarter in the south.

[6] Via Oriens

The Via Oriens (also the East Road or Dawn Road) runs between the Hand and Heart quarters.

[7] Via Meridianus

This fourth major avenue extends from the Via Seru to the southern end of the city, dividing the quarters of the Shoulders and Heart.

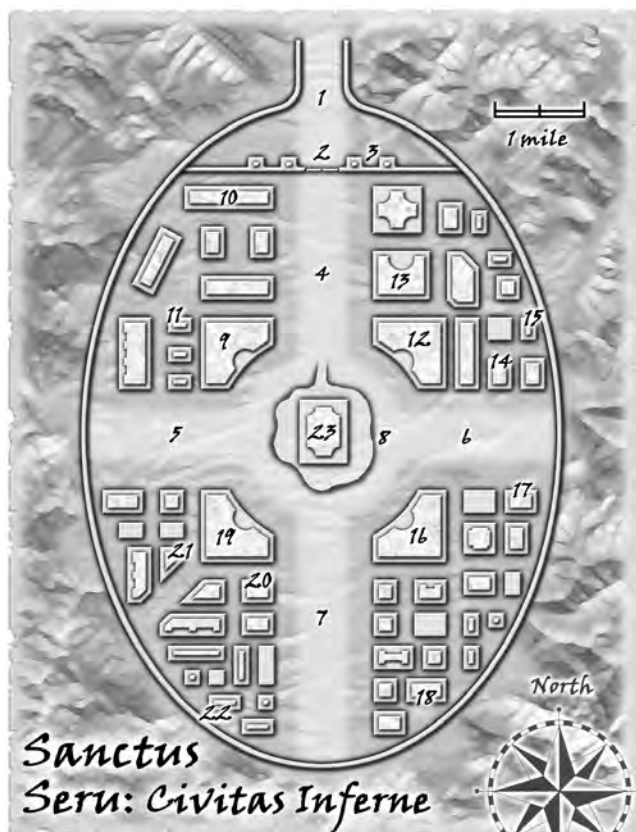
[8] Via Seru

A broad, paved boulevard encircles the central citadel of Animus Seru. The four major roads extend out from the Via Seru and the entire area is the best-patrolled and maintained in the lower city. Squads of Hand warriors march around the Animus, making certain that those who travel along this road do so with good reason and intend no harm to the most sacred and wise High Inquisitor.

[9] Vicus Oculus

The Eye Quarter is devoted primarily to the business life of the Oculus Seru, although, like the other districts, it also contains extensive housing facilities, several taverns, and other comforts for the commoners. Still, the Vicus Oculus is the grimmest neighborhood of a grim city, and the buildings here are even more drab and severe than elsewhere.

Warriors, rogues, and spellcasters of the Eye are responsible for patrolling the streets here, and they are among the most vigilant in Seru. Woe unto the traveler who finds himself in the Vicus Oculus without good reason, for he is likely to be detained and interrogated for several hours, if



for no other reason than it keeps the Eye's agents in practice for questioning real wrongdoers and heretics.

[10] Prison

The Eye is also responsible for maintaining Sanctus Seru's penal facilities. This extensive structure is four stories high, and extends as far underground. The totalitarian nature of Seru's government makes it inevitable that prisons are constantly crowded with a steady stream of criminals, heretics, scofflaws, troublemakers, traitors, Loyalist sympathizers, spies, and the like. Those who have actively plotted against Seru (and often those merely suspected of doing so) are kept here only as long as the Eye questioners can drag information out of them; treason and espionage are punishable by public execution, although after a thorough interrogation there often isn't enough left of the accused to execute.

Like the rest of the city, the interior of the Eye prison is laid out with mathematical precision, designed to hold the maximum number of prisoners with the fewest possible guards. As trials are usually perfunctory affairs in which a representative of the Eye states the crime and the Heart decrees that magical investigation has proved the accused guilty beyond any reasonable doubt, they most often take place here, so that the accused can immediately begin serving his sentence.

There is little good to say about Seru's system of justice, but Seruvian authorities are sticklers for following the letter of the law, and prisoners not actually accused of sedition, espionage, or some equally heinous offense are treated relatively well, with regular meals and basic clothing and bedding; they even receive little if any torment

from the guards, all devoted and loyal members of the Eye who would never dream of exceeding their authority or second-guessing the High Inquisitor by adding their own punishments to a prisoner's sentence. The less positive side is that sentences are invariably harsh, and habitual criminals (those convicted more than two times) are usually exiled or put to death to save Seru the trouble of keeping them alive in prison.

[11] Hall of Records

For a culture obsessed with secrecy and controlling information, the Inquisitors are surprisingly preoccupied with books. Every major vicus has its own librarium, in which records and histories are kept in precise, flawless order. The Eye's Hall of Records is the most important and extensive of these, containing records of every known citizen's birth and death since the city's formation; transcripts of all trials for major or significant cases; histories and biographies of major warriors, leaders, civil servants, and priests; and manuals on espionage, combat, and the virtues of loyalty — some purportedly penned by Inquisitor Seru himself. Like the rest of the quarter, the Hall of Records is a grim, box-like structure with little decoration save the Eye of Seru insignia over each doorway.

[12] Vicus MANUS

The Hand Quarter is home to most of the warriors and other military personnel of the city. Though its architecture is practical, defensible, and uncomplicated, it is at least less depressing than that of the Vicus Oculus, and common soldiers of the Hand are rather more lighthearted and given to enjoyment than their counterparts in the Eye.

Though the entire quarter has a militaristic feel to it — armed warriors everywhere, weapons and armor sold in most shops, files of soldiers marching, sergeants and officers bellowing commands, banners and insignia of various units on constant display — there is also a surprisingly relaxed quality to the place, for the soldiers know that their service to Seru earns them the right to relax and enjoy life (to a permissible extent) when not on duty. There are numerous taverns and public houses that cater to the members of the Hand; ordinary citizens and outsiders are not welcome at all of them, but some are open to all. The raucous celebrations of off-duty soldiers echo through the streets at all hours, and the authorities generally tolerate such behavior due to the importance of the Hand's role in defense of the city.

As in the other districts, much of this quarter is devoted to housing for ordinary citizens, but many of these individuals are also involved with the military to some degree, from sutlers and tinkers to cooks, armorers, tailors, and blacksmiths. Larger and more opulent dwellings are reserved for officers. The largest of these is occupied by Legate Majoris Angus MacUlwen (*male barbarian*, War 18, ON; HaS), military commander of the Civitas Inferne.

[13] Barracks

The term "barracks" does not do this extensive fortress justice, for it houses the majority of Hand troops in the city, along with living quarters, offices, warehouses, and numerous other attendant facilities — even boasting stables for both horse and zelniak. Nearly 2,000 Hand warriors and

their servants live and work here, under the command of Legate Parmenes (*male human*, *War 16/Exp 3*, ON; *HaS*).

[14] Armory

Located close to the barracks and accessible from there via an underground tunnel, the armory contains thousands of weapons and numerous suits of armor, as well as heavy war engines for repelling besiegers (disassembled, but easily brought to bear), and even a number of valuable magic items that are only to be distributed and used in emergencies or in the event of war. Prefect Andarea Ferrarius (*female human*, *War 10/Exp 6*, ON; *HaS*) oversees the armory and maintains her production quotas with brutal efficiency.

[15] Military Museum

Built in the shape of an ancient Combine fortress, this museum features artifacts from the Old Empire: reproductions of weapons, miniature portrayals of famous battles, and a wide range of documents and books that chronicle the glories of the Combine Empire and its military triumphs — all canted to deflate the importance of the emperors and to accent the importance of the empire's military leaders. Some especially famous (nonmagical) items are on display here, among them the ceremonial armor of several early emperors, the weapons of celebrated officers, antique unit banners and the like. Magic items are kept in the Arx or the Armory, and even many of the nonmagical antiquities in the museum are actually reproductions, but this doesn't bother the museum's patrons. The chief curator Clastos Rugin (*male human*, *War 6/Exp 3*, ON; *HaS*) is a retired soldier who often regales visitors with stories of his unit's past achievements.

[16] VICUS PECTORIS

The spiritual center of the Lower City, the Vicus Pectoris is home to most of Seru's priests and monks. It is probably the most aesthetic of the four quarters, with a few elegant structures built of white or pale grey marble, along with pleasant gardens and comfortable public areas. Despite the High Inquisitor's personal reputation beyond the city walls for evil conduct and treachery, he and his people revere the gods of good and neutrality, and those who worship evil gods (excepting Rallos Zek) are instantly ejected from the city.

[17] Tribunal Temple

Seru's rebellion was not just against Emperor Tsaph Katta's citizenship policies. The Lord High Inquisitor also felt that the worship of Erollisi and Mithaniel was a sign of weakness and corruption. Seru favored a more complex and orderly neutral pantheon, headed by the mysterious Tribunal. Though he also paid lip service to peaceful Quellious, Seru is known to have encouraged worship of the rapacious and warmongering Rallos Zek. Though Seru insisted that Rallos Zek's worshippers retain an orderly and disciplined attitude toward warfare and their reverence to the god, the adoption of an evil deity into the Combine pantheon marked the beginning of the end for the old ways.

Today, the Inquisitors have wholeheartedly embraced an orderly neutral and orderly evil theology, emphasizing

the neutral aspects of the Tribunal while continuing to worship Rallos Zek and even such malevolent demigods as Tallon Zek and alter-ego Vallon Zek, the Governor of War (portrayed in Seru as a human rather than an orcish warrior). A few hardy souls continue to follow Quellious and even Mithaniel Marr, but these folk are usually shunned and given unimportant posts in the Inquisitor hierarchy.

The temple is a flawless marble structure with the sigils of the four major Inquisitor factions over each entrance. Clerics and religious officials lead services, provide healing and advice, perform marriages and other civil ceremonies, and do all the normal business of priests in this vast, cheerless structure. High Priestess Natala Stenthos (*female human*, *Clr 28*, ON; *HeS*) oversees the clerics, making sure that they don't depart too far from official doctrine, or at least that they don't stray too far into the realm of evil.

[18] Hospital

Seru's priests and healers see to the sick in this graceful white structure. The interior is designed for comfort and recuperation, with pleasant if sterile white walls, comfortable rooms, and skylights to let in the sun. Medical treatment is open at little cost to all citizens, and unlike the remainder of life in Seru, time spent here is generally pleasant, with attention provided by caring and devoted folk whose chief goal in life is kindness and human warmth.

Oddly enough, few in Sanctus Seru seem aware of the irony that the only time they are treated well occurs when they are ill.

[19] VICUS SCAPULUS

The common laborers and ordinary citizens of Seru live in this district. Individual homes are almost unknown, as most families in this quarter live in large complexes managed by city officials. Accommodations here are simple but relatively comfortable, and although they are not luxurious by any means, the Praeserta see to it that no one goes hungry and no one wants for a place to live.

[20] Labor Hall

The ordinary laborers of Seru are expected to go where the work is and to do jobs as needed. As a result, most are versatile and skilled in a range of tasks. Laborers who have completed an assignment, such as road building, construction, wall maintenance, and the like, must then report to the Labor Hall for reassignment. Actuarii Othal (*male human*, *Exp 13*, ON; *CiS*, *ShS*) oversees assignments and is known for his sharp memory.

[21] Cos Seru

This tavern, whose name means "Whetstone of Seru," is the most popular destination for ordinary citizens after a hard day's labor: Food is basic, ale is plentiful, and service is friendly. The Cos Seru is also unusual in that outsiders and visitors are usually welcome here, although agents of the Eye visit periodically to make sure that no acts of heresy, civic disloyalty, or espionage take place. A suite of rooms is available for reasonable rates, and these are usually occupied by foreign merchants or travelers.

Innkeeper Dreanna Madorus (*female human*, *Exp 8/Rog 12*, NG; *CU*, *KCC*) makes a point of being friendly to

everyone, and can always spot an Eye operative from a mile off. Plain-looking Dreanna is far more than meets the eye, for she is a highly placed agent of Tilbok Furrunker, Governor of Information Security in Katta Castellum (see Area 10 of that city). She is an invaluable asset to Kattan intelligence, and only risks blowing her cover if there is a profoundly urgent matter (i.e., one that imminently threatens the well-being of Katta Castellum itself) that requires her assistance.

[22] Forum

This open space is ringed with marble columns and floored with polished stone. It is the marketplace of lower Seru, where the common folk meet to buy and sell. Officially sanctioned merchants also maintain offices near the Forum, where they plan trade caravans and negotiate arrangements with each other or with the merchants of Shadow Haven, the only major city with which they are allowed to trade.

[23] ANIMUS SERU

Above the Civitas Inferne rises the low hill upon which the Animus Seru — the “soul” of the city, in which the Praeserta dwell and rule along with the still-living High Inquisitor himself — was constructed. A steep, well-paved road at the north of the hill leads to the inner citadel’s main gates. The design and architecture of the inner city is even more rigid and sterile than that of the Civitas Inferne below, and everyone who lives and works here is expected to do so with utter and unquestioning enthusiasm and loyalty to the Grand High Inquisitor and his chosen minions.

1. Gates

Unlike the gates of the Lower City, these portals generally remain open, allowing free access to and from the Animus. Squads of Hand legionnaires guard the gate area, however, and everyone who enters the Animus must be able to state their reasons for needing to do so; if asked, they must be able to present written proof that they have legitimate business. Suspicious individuals are taken away for questioning and, if necessary, interrogated by the Heart of Seru.

2. Teleporter

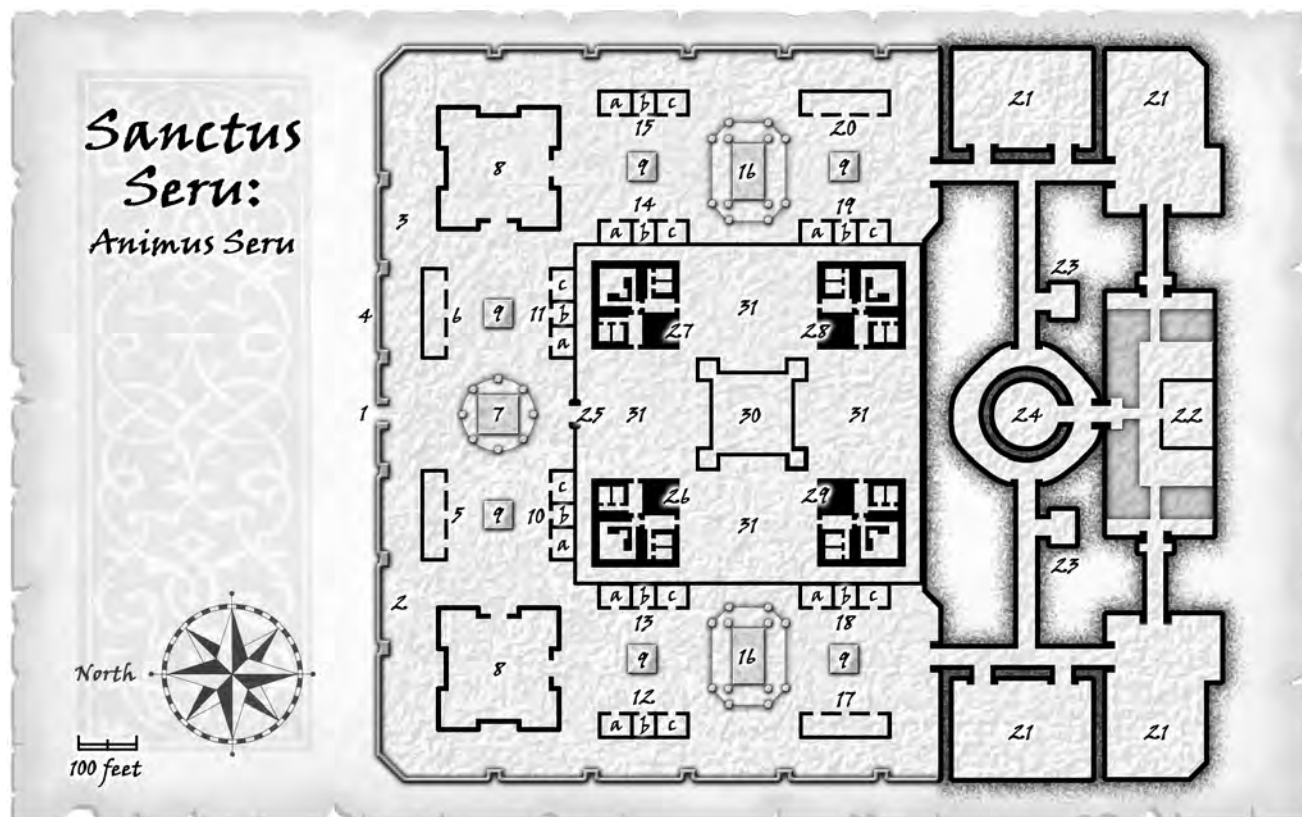
Travelers who step onto this pad and walk through its arcane portal are transported to any other teleporter they choose in the *western* half (i.e., the lower half of the map) of the Animus Seru, except those in the Inner Compound (Area 25).

3. Teleporter

Travelers who step onto this pad and walk through its arcane portal are transported to any other teleporter they choose in the *eastern* half (i.e., the upper half of the map) of the Animus Seru, except those in the Inner Compound (Area 25).

4. Walls

The walls of the Animus are nearly as thick and as well-defended as the main walls in the valley below. Towers occupied by Hand legionnaires are spaced evenly along the walls. An unusual feature is that these towers are duplicated on the inside of the walls, where they are used to watch for suspicious activity within the Animus itself.



5. Tabernus Oculus

Seru and his Praeserta are not so inhuman as to deny their followers the right to relax and enjoy themselves occasionally. Each Praeserta maintains a tavern that serves inexpensive food and drink at reasonable prices to the employees and workers in each department.

Crispin Falca (*male human*, Exp 8, N; SMe) has the enviable position of running the lucrative business that caters to the employees of the Eye of Seru. His assistant managers Sill Kardo (*male human*, Com 4/Exp 3, N; CiS, SMe) and Mallon Fraz (*male human*, Com 7, N; CiS, EyS) help serve the quiet and reserved crowd of Oculus workers. Those who are not associated with the Eye are advised not to eat or drink here, for many of the regular patrons are constantly on the lookout for traitors, heretics, enemies of Seru, or just people who “look suspicious.”

6. Tabernus Manus

Flynn Cyups (*male human*, Mil 6/Exp 3, OG; HaS) runs the tavern that caters to members of the Seru military. A retired member of the Hand himself, Flynn has grown somewhat disillusioned with Seru’s cause, but he has never openly expressed doubts, and his status as an honored veteran exempts him from the Question. He knows better than to make waves at this point, since he has a large family to support and his position earns him a decent income.

Flynn is assisted by Vantak Mere (*male human*, Com 6, ON; CiS) and Top McCalto (*male barbarian*, Com 1/Mil 5, DG; CiS) who take care of the often-raucous Hand staff who drink and dine here. Outsiders are welcome, but only as long as they know their place and say nothing to denigrate the city or its blessed ruler.

7. Statua Seru

At the center of the courtyard, directly in front of those who enter by the main gates, stands this magnificent structure. High columns surround a round pool; in the center, tall and heroically proportioned, stands a marble statue of Lord High Inquisitor Seru, clad in magnificent armor and holding a sword. His expression is stern but benevolent, and the folk of Seru — the vast majority of whom have never seen their reclusive ruler — think of this statue when the High Inquisitor is mentioned. Citizens who come here are expected to relax and to contemplate the wisdom and leadership of Seru.

8. Hortus Ortus

On either side of the gate are public parks planted with coniferous trees and maintained by gardeners from the Shoulders of Seru. Stone paths criss-cross the parks, and marble benches are set here and there. Workers come here to relax or to take their meals amid the peace and quiet of the trees, removed from the bustle of the remainder of the Animus.

9. Teleporters

These pyramidal structures are regularly spaced around the Animus Seru. Users can be transported from any teleporter to any other in the Animus except those in the Inner Compound (Area 25), or to either of the teleporters at Areas 2 and 3.

10. Merchants

Several merchants are allowed to do business in the Animus. Here, they sell their wares to representatives of the four Praeserta and to those citizens of Seru who work here. The right to do business in the Animus is highly sought after, and merchants in the Lower City are usually willing to pay high rates for the required permits and licenses.

a. Faber Rugon (*male dwarf*, Exp 16, ON; SMe): Rugon has worked long and hard to attain the enviable position of Faber (an independent master smith). He sells finely crafted armor to the warriors of the various Praeserta.

b. Pawil Ociran (*male human*, Com 8, OG; SMe): Pawil sells cooking supplies to the Praeserta and to the officially sanctioned taverns of the Animus.

c. Fraeg Coldblade (*male human*, Exp 13, OE; SMe): After several years employed directly by the Hand of Seru as a weaponsmith, Fraeg struck out on his own and now crafts and sells masterwork weapons. His clients include high-ranking officers, nobles, and warriors of the Hand.

11. Merchants

a. Boloth Daeron (*male human*, War 7/Exp 2, N; SMe): Once a Shadow Haven mercenary who fought from Shadeweaver’s Thicket to the shores of the Twilight Sea, Boloth settled in Seru to craft weapons. Though his work is not quite up to the standards of Fraeg Coldblade (Area 10c), he nevertheless produces extremely durable and effective weapons that are used by the rank-and-file of the Hand and the military wings of the other Praeserta.

b. Falwin Sugero (*male human*, Com 11, ON; SMe): A skilled jeweler, Falwin sells to wealthy merchants and nobles.

c. Milner Mchazlo (*male high elf*, Exp 10, NG; SMe): After several years laboring as the head cook in a busy Lower City tavern, Milner inherited a substantial amount of money and purchased a license to do business in the Animus. Today, he owns a successful business creating recipes for the Praeserta, dealing in large quantities of produce, and creating utensils and other cooking supplies.

12. Merchants

a. Adren Tholos (*male human*, Ari 2/Exp 10, OG; SMe): Like all businesses in Seru, banks can only operate with explicit official permission, and the licenses for such a business are even more expensive than normal. So far, only the Tholos brothers have been given permission to run banking in the Animus, guarding coins, gems, and other valuables for high-ranking Seruvian officials and rich merchants. Adren is the younger of the two; his older brother Falak (Area 15a) runs the bank on the other side of the Animus.

b. Gaston Facetmaker (*male human*, Exp 15, ON; SMe): Gaston and his younger partners Wulan (*female gnome*, Exp 9, ON; SMe) and Melda Goldsmith (*female gnome*, Exp 8, ON; SMe) create fine jewelry for wealthy citizens. They also have a contract to mount enchanted gemstones in settings for use by city officials, agents, and representatives who do business outside Seru. Many of these items aid the agents of Seru in avoiding detection when infiltrating such places as Katta Castellum.

13. Merchants

a. Far-Eye Yewback (*male human, Rng 10/Exp 11, ON; SMe*): An accomplished archer widely acclaimed in Seru for both his deadly accuracy and his professionalism, Far-Eye Yewback once fought for the Eye of Seru and was badly wounded in battle. As a reward, the Eye granted him a permanent place in the Animus, where he can craft and sell fine bows and archery supplies. He provides fine archery equipment to military folk in the Praeserta, as well as for wealthier citizens.

b. Dolus Rical (*male human, Com 1/Mil 5/Exp 6, ON; SMe, HaS*): Dolus and his partner Caedus (*male barbarian, Mil 9, N; SMe, HaS*) craft weapons and armor for the Hand and other military bodies. Though there are numerous armorers in Seru, the strength of the Inquisitors' military is such that there is never a shortage of contracts for any licensed and skilled armorers or weaponsmiths.

14. Merchants

a. Laren Goldthimble (*male human, Com 13, ON; SMe*): One of the best-known tailors in town, old Laren Goldthimble creates ceremonial garb for nobles, priests, and other important officials. He will also sell to members of the general public, but the value of his clothing comes as much from his name as from the quality of the garments, and they are invariably expensive.

b. Faber Alazona (*male barbarian, War 12/Exp 4, NG; SMe*): Faber Alazona and Faber Hintoa (*female human, War 8/Exp 6, OG; SMe*) make plate, chain, and leather armors, selling to both the Praeserta and to private merchants who want their caravan guards and employees to be well equipped.

15. Merchants

a. Falak Tholos (*male human, Ari 1/Exp 12, OG; SMe*): Falak, brother of Adren (Area 12a), runs this, the only other bank in the Animus.

b. Laltar Valka (*male human, Exp 10, N; SMe*): Descended from a family of Combine healers and herbalists, Laltar sells potions and medicinals.

c. Mal Garton (*female half elf, Exp 8, DG; SMe*): The scent of freshly-baked bread helps to take the harsh edge off the grim angularity and harsh perfection of the Animus. Mal Garton sells all sorts of baked goods here, and counts several Praeserta among her regular customers. It is said that the High Inquisitor himself has a fondness for her pies.

16. Lacus

These Lacii (or "lakes") are decorative pools intended for contemplation, but they are rarely visited as they have no benches or other facilities for seating.

17. Tabernus Scapulus

The Tavern of the Shoulders is Seru's premier working-class establishment, often crowded with laborers, shopkeepers, merchants, and others involved in the maintenance and economic life of the city. Proprietor Miklos Tiost (*male human, Com 11, ON; SMe*) is assisted by Yurik Pyorale (*male dwarf, Com 9, ON; CiS*) and Jaeger Mort (*male human, Com 7, ON; CiS*), serving simple but cheap and filling fare to patrons.

18. Merchants

a. Luki Kharna (*male human, Rng 4/War 4/Exp 3, N; SMe*): A well-respected and well-liked former caravan guard, Luki Kharna has used his contacts to set up a business providing prominent merchants, scouts, and explorers with the supplies they need: rations, packs, torches, clothing, weapons, and the like.

b. Armorer Jaeron (*male barbarian, Com 12, NG; SMe*): Jaeron and his assistant Aerik Redember (*male human, Com 7, N; SMe*) sell arms, armor, boots, cloaks, and other military supplies to the Hand and to those who need to outfit large numbers of guards or fighters.

19. Merchants

a. Thecia Sulter (*female human, Exp 9, ON; SMe*): Thecia and her partner Rhowick Dragur (*male human, Exp 6, N; SMe*) create pottery and ceramics. They and their workers are primarily responsible for supplying tableware to the various taverns of the Animus.

b. Quearin Softbark (*female human, Dru 8/Exp 9, N; SMe, NL*): A druid and herbalist, Quearin has settled down in Seru and now sells herbal remedies, potions, salves, and various curative substances. As with many other merchants in the Animus, her biggest patrons are the Praeserta themselves, who purchase items for use by their own operatives or for military forces in the field.

c. Asotha Balais (*female human, Wiz 5/Exp 13, ON; SMe*): A competent spellcaster and a master jeweler, Asotha also buys and sells enchanted items. Agents of the Eye are frequently in her shop, either looking for items to aid them in their operations or making sure she isn't selling to enemies of the state.

20. Tabernus Pectoris

The Tavern of the Heart is usually full of priests, wizards, and other spellcasters who work for the Heart of Seru. Ordinary employees are also welcome, but they sometimes have to move quickly, for foolish young spellcasters have on occasion been known to show off for their fellows after drinking too much. Such excessive displays are frowned upon, but not officially illegal. In the worst of cases, an unruly mage is taken away to sleep it off and fined for any damages accrued.

Aldys Rinka (*male human, Com 6, NG; SMe*), Gaif Dula (*male human, Exp 6, N; SMe*), and Filtin Merran (*male human, Com 2/Exp 5, NG; SMe*) run the tavern as full partners, and all of them are kept quite busy seeing to the needs of the tavern's surprisingly raucous patrons.

21. Living Quarters

Many of the citizens who work in the Animus live in these six- to eight-story tenements, or else are forced to stay here for extended periods during work contracts in the citadel. The stone apartments are cut into the rock of the hillside, small but comfortably appointed.

22. Librarium Magicum

Besides the extensive libraries in each of the Arx Praeserta, this chamber cut into the rock of the hillside and safe from outside attention is the most important collection of books and records in the city. Surrounded by a deep moat and

guarded by sentries from both the Hand and the Eye, overseen by Librarian Enzil Theos (*male Erudite*, *Wiz 12*, *ON*; *HeS*) and a handful of assistants, this library contains information on almost every known spell of every type, manuals on the creation of magic items, histories of famed artifacts and spellcasters, personal journals and accounts of travel and research, as well as secret (and often well-guarded) information on such diverse creatures as the Akheva, the shissar, and even (it is rumored) Luclin herself. Needless to say, the Librarium is closely guarded, and access is allowed only to those with specific permission from their Praesertum.

23. Gladiator Cells

Gladiatorial combat is allowed in Seru, although only condemned criminals, spies, and traitors are normally made to participate. Some are sentenced to fight until they die, while others are given a reprieve or allowed to go into exile if they survive for a certain amount of time. Condemned criminals sentenced to the Arena are normally held here for several days before combat. The cells are small and uncomfortable, but the gladiators eat well and are even cared for if they fall ill. Centurion Borlos (*male human*, *War 15*, *OE*; *HaS*) is responsible for maintaining the cells and making certain that the fighters are kept healthy and in reasonably good spirits. Several senior Arx Guards are normally stationed here to deal with any unruly prisoners.

Wild animals used in the combats are also kept here, though more exotic monsters have to be transported into the arena in cages, usually under magical restraint.

24. The Arena

The Arena is one of the most popular places for entertainment in the city; in the view of some, it is the only *real* entertainment available in all of Seru. Public combats take place twice a week, and on these days citizens can enter the Animus for a fee of 1 cp for regular seats, 1 sp for the three front rows, or 1 gp for the exclusive sheltered seats nearest to the action. Passes are purchased from representatives of the Scapulus at the main gates of the Animus, and the queue to get in is always long. Those with passes cannot enter the Inner Compound (Area 25), of course, but can go into the shops and taverns of the Animus — these “match days” are especially lucrative for the merchants of the citadel.

A wide range of combats takes place on match days, ranging from single combat between gladiators to fights between enraged animals, monsters, and captives of war. Combat involving such creatures as grimlings, thought horrors, netherbians, and fungal fiends are always a strong draw. Non-Combine humanoid races such as tegi, kerrans, ogres, dark elves, frogloks, and the like are thought to be only slightly better than animals in the Inquisitors’ eyes, and those that are captured are either put to work or sent here to provide entertainment once the Questioners are through with them. Other events include team battles between squads of prisoners; fights between highly trained warriors of the Hand and particularly troublesome prisoners; cavalry engagements; and, rarely, even more exotic engagements.

Finally, ordinary citizens of Seru are allowed to settle disputes and arguments in the arena. Though civil authorities prefer that all disagreements be taken through the offices of the Praeserta — in particular those of the Heart

of Seru, which oversees the city’s justice system — they know that sometimes disputes simply cannot be settled amicably. Such grudge combats in the arena are possibly the most popular event of all, for most spectators know that they will end in bloodshed, and they sometimes know one or both of the combatants personally.

On match days, the Arena is a wonderland of brightly colored clothing (about the only time that the normally dour Seruvians feel comfortable wearing loud colors); vendors who wander the stands bellowing the prices of hot food and drinks; and citizens arguing over the relative merits of the combatants, placing bets, and discussing the day’s events. Normally, the authorities frown upon gambling, but betting in the arena is allowed primarily because Seru and his followers know that there isn’t really much they can do to prevent it.

25. The Inner Compound

Accessible through another set of gates, the inner compound is surrounded by a third set of thick granite walls, and contains the four Arx (citadels) of the Praeserta, as well as the central citadel wherein Seru himself and his most trusted servitors live — the Arx Seru. Only those with written permission or permanent passes granted by their respective Praesertum are allowed in the Inner Compound. Anyone without proper identification is immediately arrested and taken away for questioning. In this case, more than in any other, those arrested are presumed guilty of a serious crime, and are rarely given a chance to defend themselves — simply misplacing one’s pass is considered criminally negligent behavior — being very lucky if they escape with only a fine and a brief imprisonment.

26. Arx Scapulus

The four Arx Praeserta have identical floorplans. Each has three floors, and the two upper floors have covered walkways outside that extend around the entire structure. Quick exit from the buildings is possible through teleporters located on the second floor. These teleporters carry individuals from the arx to the nearest teleporter in the Inner Compound (Area 25).

The ground floor of each structure is given over to offices, scriptoria, living quarters, and sanitary facilities. The second floor is accessible through a curving staircase guarded by several Arx Guards. In each arx, the second floor is almost entirely occupied by a librarium that contains all the department’s written records, plus reference books important to the work of its employees. Offices of various mid-level functionaries are also located on the second floor.

The top floor holds quarters and offices for the Praeserta themselves, the four individuals who act in the name of Seru himself and carry out his will. Each of these individuals carries a key that allows access to the Arx Seru, but these key shards only work if combined together into a single unit. Therefore, the Praeserta only go to see Seru as a group, each using his own shard to gain access to the great central Arx.

The Arx Scapulum (the Citadel of the Shoulders) is where records of every laborer, every contract, and every civic project are kept, as well as documents relating to trade including treaties with foreign merchants, licenses for officially sanctioned tradesfolk, records of shipments to and from the city, and the like.

Praesertum Bikun

Praesertum Bikun, a no-nonsense barbarian, runs the Scapulum Seru with ruthless efficiency. He is known for his scrupulous honesty and his shrewd intelligence. Needless to say, many have noted that barbarians are not well-known for their intellect and business acumen, but such things are never said within Bikun's hearing.

Bikun is physically typical of his race — tall, burly, rugged and somewhat uncivilized seeming. He doesn't do much fighting anymore, as he is consumed with the running of the Scapulum, but he will happily drop all of his duties and work on behalf of the Lord High Inquisitor should the city ever be threatened.

Praesertum Bikun, Male Barbarian, Rog 15/War 9: CR 24; Medium-size humanoid (human) [6 ft., 8 in.]; HD 15d8+30 plus 9d12+18; hp 166; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 [flat-footed 18, touch 13] (+3 Dex, +8 armor); BAB +21; Grap +26; Atk +30/+26/+22/+18/+14 melee (1d8+12, crit 19–20/x3, *spiritward's spear*), or +28/+24/+20/+16/+12 melee (1d8+12, crit 19–20/x3, *spiritward's spear*) and slam +24 melee (1d4+5), or +24 ranged; SA backstab +5d6; SQ barbarian traits, berserking, damage reduction 5/+2, evasion, infravision, rogue abilities (chaotic stab, improved evasion, uncanny dodge), sense traps, Taunt bonus +3; Resist CR 7, DR 4, FR 1, MR 1, PR 9; AL ON; Fac ShS; SV Fort +13, Ref +15, Will +12; Str 20 (18), Dex 16 (15), Con 14, Int 16, Wis 14 (12), Cha 10.

Skills: Alcohol Tolerance +16, Appraise +13, Bluff +15, Climb +17, Diplomacy +26, Disable Device +13, Escape Artist +8, Gather Information +12, Handle Animal +5, Hide +9, Intimidate +17, Jump +8, Knowledge (local lore) +13, Knowledge (street smarts) +13, Listen +17, Read Lips +11, Search +13, Sneak +9, Spot +12, Swim +13, Taunt +17, Use Rope +6.



Languages: Old Barbarian (4), Modern Combine (4), Luclin Thieves' Cant (4); Common (2), Dwarvish (4).

Feats: Cleave, Combat Reflexes, Double Attack, Great Cleave, Improved Critical (spear), Improved Initiative, Iron Will, Parry, Power Attack, Riposte, Slam, Weapon Focus (spear), Weapon Specialization (spear).

Possessions: +5 studded leather armor, *spiritward's spear* (see Chapter 5: New Magic), *basilisk bracer*, *glowing stone band*, *platinum black pearl pendant*.

27. Arx Oculus

The Eye of Seru is also — surprisingly enough — under the control of a barbarian, the cunning and subtle Praesertum Rhugol. Few know Rhugol's true role: To most people he is just another barbarian warrior serving with the Hand of Seru. This is actually a cunning cover, for Rhugol is actually a skilled rogue and has for years served Seru as a chief of intelligence and counter-espionage.

The library on the second floor of the Arx Oculus is well guarded, and any unauthorized exploration usually results in the quick termination of the offender by the merciless elite Arx Guards posted in the citadel. Many of the records here are written in ciphers that only high-ranking officials of the Eye can decipher. This is necessary since the library contains the records of every intelligence operation that the Eye has ever engaged in, as well as information about their agents, methods, secret signals, future plans, maps and records of enemy cities and installations, blackmail information on prominent citizens of Shadow Haven, Katta, and even Shar Vahl, and other similarly sensitive information.

The most infamous activity in the Arx Oculus occurs when a citizen does not pass the Questioning. Those whose loyalty is suspect but who are thought to be salvageable are sent to the Arx Oculus and taken to hidden lower levels (the Arx Oculus is said to be the only citadel with a dungeon) for "re-education" by Eye and Heart officials. Exactly what re-education involves has never been made clear. In reality, the process varies depending on the individual and the enormity of his violation, but regardless of the actual procedure, it is never a pleasant experience.

Praesertum Rhugol

Rhugol is a frightening-looking man with dark blonde hair and a large scar down one side of his face. Sorely lacking in the milk of human kindness, he has absolutely no tolerance for dissent, rebellion, or sedition, and he is quick to condemn accused rebels to agonizing torture, lifelong imprisonment, or exile. Though innocents are often caught up the Eye's nets, Rhugol feels that this necessary evil is worthwhile if it helps to apprehend real criminals.

Praesertum Rhugol, Male Barbarian, Rog 26: CR 26; Medium-size humanoid (human) [6 ft., 9 in.]; HD 26d8+78; hp 208; Init +11 (+7 Dex, +4 Improved Initiative); Spd 30 ft.; AC 26 [flat-footed 26, touch 20] (+6 Dex, +6 armor, +4 deflection); BAB +20; Grap +26; Atk +29/+27/+25/+23/+21 melee (1d6+9, crit x3, *black-bladed ulak*), or +27/+25/+23/+21/+19 melee (1d6+9, crit x3, *black-bladed ulak*) and slam +24 melee, or +28/+25/+22/+19/+16 melee (1d3+8, crit 19–20, +2 dagger), or +29/+26/+23/+20/+17 ranged (1d3+6, 10 ft., dagger); SA backstab +8d6, disciplines (Counterattack, Deadeye, Kinesthetics), rogue abilities (crippling strike, opportunist); SQ barbarian traits, discipline (Nimble), evasion, rogue abilities (improved evasion, poison expert, poison master), sense traps; Resist CR 3, MR 2; AL OE; Fac EyS; SV Fort +11, Ref +24, Will +9; Str 22 (17), Dex 24 (16), Con 16 (15), Int 17 (14), Wis 12 (10), Cha 14.



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Skills: Alcohol Tolerance +8, Appraise +8, Balance +16, Bluff +14, Climb +14, Diplomacy +12, Disable Device +20 [tools], Disguise +18 (+20 acting) [kit], Escape Artist +17, Gather Information +24, Hide +26, Intimidate +11, Jump +12, Knowledge (street smarts) +12, Listen +17, Pick Lock +25 [tools], Pick Pocket +17, Read Lips +16, Search +23, Sense Motive +14, Sneak +24, Spot +14, Swim +11, Trade Skill (poison making) +18, Tumble +18, Use Rope +15.

Languages: Old Barbarian (4), Modern Combine (4), Luclin Thieves' Cant (4); Dwarvish (3), Elder Elvish (4), Galorian (3).

Feats: Dodge, Double Attack, Improved Disarm, Improved Dodge, Improved Initiative, Lightning Reflexes, Parry, Riposte, Slam.

Possessions: +4 leather armor, black-bladed ulak, +2 dagger, arms of augmentation, samak-hide leggings, steel wristband of strategy, gold cat's eye agate ring, velium onyx ring, +5 thieves' tools, disguise kit, 3 doses of poison (petrifying mortis).

28. Arx Manus

The military headquarters for the entire city and for all Inquisitor forces beyond its walls, the Arx Manus is well-staffed by veteran warriors and officers. Praesertum Vantorus is the undisputed commander of Seru's military, and his authority is second only to that of the High Inquisitor himself.

The library here contains books on tactics, military history, and arms creation, with many documents dating back to the founding of the Combine Empire on Norrath. Little of this is secret, and ordinary citizens who have an interest in the military can come here and browse if they obtain permission from Vantorus or one of his subordinates.

Praesertum Vantorus

A dark-haired human male, Vantorus is the veteran of many campaigns against the enemies of Seru, and knows the light side of Luclin like the back of his gauntleted hand. Surprisingly, of the four Praeserta, Vantorus is probably the

most tolerant and likeable. Understanding of his soldiers' somewhat rambunctious ways, he tends to ignore minor malfeasances, such as occasional drunkenness and loud behavior, and generally doesn't discipline subordinates unless their habits endanger the morale of the Hand or the safety of the city. He is similarly easygoing toward the citizenry, and usually turns a blind eye to their small faults as well.

Seru himself has some issues with Vantorus' cavalier attitude, but he knows that the Praesertum contains the finest and most accomplished warriors in the city, thanks in no small part to Vantorus' efforts and attitude. In fact, without Vantorus the Hand would be lost, and Seru's enemies would gain an enormous advantage. As it stands, the Praesertum is a highly gifted soldier, officer, and leader, and he has — unwittingly — made himself irreplaceable. In this rise to power, however, Vantorus has also gained a few enemies, especially among the conservative members of the Oculus, and it is possible that one day they will engineer his downfall.

Praesertum Vantorus, Male Human, War 30: CR 30; Medium-size humanoid (human) [6 ft., 1 in.]; HD 30d12+120; hp 338; Init +4 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 29 [flat-footed 26, touch 13] (+2 Dex, +12 armor, +4 shield, +1 dodge); BAB +30; Grap +37; Atk +44/+41/+38/+35/+32 melee (1d8+15 plus 2d6 poison and *envenomed breath* proc, crit 17–20, *blade of the black dragon eye*) or +34 ranged; SA area Taunt, disciplines (Aggression, Fell Strike, Furious, Mighty Strike, Precision, Warrior's Charge); SQ berserking, disciplines (Defensive, Evasive, Fearless, Fortitude, Resistant), Taunt bonus +7; Res AR 2, CR 7, DR 5, ER 2, FR 5, MR 10, PR 6, SoR 4; AL ON; Fac HaS; SV Fort +25, Ref +20, Will +18; Str 24 (18), Dex 18 (16), Con 18 (14), Int 14 (12), Wis 14 (10), Cha 16 (14).

Skills: Alcohol Tolerance +15, Climb +14, Handle Animal +9, Intimidate +23, Jump +13, Knowledge (geography) +16, Knowledge (warcraft) +21, Ride +12, Sense Motive +13, Swim +16, Taunt +25, Trade Skill (blacksmithing) +9.



Languages: Modern Combine (5); Dwarvish (4), Old Erudian (4).

Feats: Cleave, Combat Reflexes, Dodge, Double Attack, Great Cleave, Improved Critical (longsword), Iron Will, Leadership, Lightning Reflexes, Mobility, Parry, Power Attack, Riposte, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Heavy dragonhide armor, passive sunshield, blade of the black dragon eye, golden idol of Rallos Zek, gold blue diamond charm.

29. Arx Pectoris

The Citadel of the Heart, also known as the Quaestorium, is one of the most feared places in all of Sanctus Seru.

Here, the Question is administered biannually to every citizen of the city (at least those who have not earned exemptions). The Questioners are quartered here, and the Questioning takes place in the small rooms on the ground floor. The second floor library contains spell manuals and other magical tomes, but most of these documents are kept in the Librarium Magicum (see Area 22), while the majority of shelf space here is devoted to reams and volumes of information on the citizens of Seru: their lives, histories, loyalties, strengths and weaknesses, as well as transcripts of every Questioning that has taken place since the city's founding. Besides serving as the location for the Questioning, the Arx Pectoris also serves as the administrative center for the city's priestly leaders.

After Praesertum Matpa himself, the most important and dreaded individual in the Arx Pectoris is Quaestorius Martolin (*male human*, Rng 4/Enc 20, OE; HeS), Chief Questioner of the city. Martolin oversees all Questioning in the Arx Pectoris, and even sometimes participates in especially difficult or sensitive cases. He is also the first choice of the Eye of Seru when a citizen is taken to the Arx Oculus for re-education, for his arsenal of spells to help him determine the truth and to root out heresy is said to be second to none.

Praesertum Matpa

The chief of the Heart of Seru is a white-haired, mild-looking gnome. His kindly appearance belies his inner nature, however, for Matpa is a wicked and sadistic individual. His interest is primarily in magic, however, and he contents himself with overseeing the spellcasters and priests of the city and experimenting upon unwilling victims, leaving the difficult job of ferreting out the truth and persecuting the disloyal to the more enthusiastic Martolin.

Dedicated to magical research, he often works with other spellcasters in perfecting and improving current techniques, and creating new spells to aid in the city's defense. Matpa is not at all squeamish about experimenting on

living subjects, and prisoners are often sent to him for his personal use. As most of these individuals are considered criminals, the other authorities of Seru allow them to be used as Matpa sees fit, and over time he has grown more and more hard-hearted and merciless in his techniques.

Praesertum Matpa, Male Gnome, Mag 21/Enc 9: CR 29; Small humanoid (gnome) [3 ft., 3 in.]; HD 21d4+21 plus 9d4+9; hp 121; Init +5 (Dex); Spd 20 ft.; AC 16 [flat-footed 11, touch 16] (+1 size, +5 Dex); BAB +14; Grap +9; Atk +16/+12/+8/+4 melee (1d3+2, crit 19–20, +3 dagger) or +20 ranged; SA spells; SQ affliction efficiency III, berserking, extended enhancement II, disease, fire, and poison saves +1, magic save +2, gnome traits, greater magics (instant elemental, reclaim energy), greater enchantment (gather mana), Greater Specialization (alteration), infravision, see invisible; Res CR 5, DR 3, FR 8, MR 8, PR 8; AL OE; Fac HeS; SV Fort +13, Ref +15, Will +20; Str 9 (8), Dex 20 (17), Con 12 (10), Int 30 (24), Wis 15 (11), Cha 18 (16).

Skills: Appraise +22, Bluff +16, Channeling +34, Diplomacy +15, Gather Information +11, Heal +12, Intimidate +18, Knowledge (monster lore [humanoids]) +21, Knowledge (monster lore [monstrous humanoids]) +21, Knowledge (monster lore [outsiders]) +21, Knowledge (mysticism) +38, Knowledge (planar travel) +23, Listen +8, Meditation +48, Search +22, Sense Motive +13, Spellcraft +38, Spot +14, Trade Skill (jewelcraft) +28, Trade Skill (tailoring) +23, Trade Skill (tinkering) +30.

Languages: Gnomish (4), Modern Combine (4); Dwarvish (4), Old Erudian (4).

Feats: Enlarge Spell, Great Fortitude, Heighten Spell, Imbue Focus Effect, Imbue Power, Mental Clarity, Mystic Capacity (x3), Quickened Spell, Silent Spell, School Specialization (alteration), School Specialization (conjunction), Still Spell.

Enchanter Spells Prepared (mana cost, modified for Greater Specialization): *Enthrall* (24; heightened to 9th level), *mesmerization* (52; quickened), *quickness* (12). Save DC 20 + spell level for Int-based spells, or save DC 14 + spell level for Cha-based spells.

Magician Spells Prepared (mana cost, modified for Greater Specialization): *Arch shielding* (33), *conjunction: air* (33), *elemental maelstrom* (40), *flame arc* (66; enlarged and stilled), *gate* (44; quickened), *malise* (9), *phantom plate* (33), *shock of swords* (42). Save DC 20 + spell level.

Mana Pool: 598.

Possessions: Spell robe VI (*cancel magic*, *illusion—human*, *invisibility*, *minor illusion*), +3 dagger, Tobrin's mystical eyepatch, drakescale belt, onyx drakescale cloak, knotted turtlebone ring, saprophyte eye, talisman of evasion, gold bloodstone ring, platinum star rose quartz headband.

Matpa (buffed with *arch shielding*, *phantom plate*, and *quickness*): hp 157; AC 25 [flat-footed 18, touch 18] (+1 size, +5 Dex, +7 armor, +2 haste); SQ damage reduction 11/—, haste (4) [1 extra action every second round], magic save +4, mana recovery (1 mana/5 rounds); Res MR 16.



30. Arx Seru

The thick-walled, grim citadel that sits in the exact center of the Animus Seru is the personal residence of one of the greatest villains in the history of two worlds. The citadel has no gates, nor any obvious means of entrance or egress. It can be accessed only by those who carry the Arx key, a small four-part magical device that, when activated within 50 feet of the citadel, transports the bearer(s) and all companions encircled by the bearers' conjoined hands into the Arx. There, elite Arx Guards immediately interrogate the visitors to make sure that they have the proper permission to enter. Those who do not have unquestioned authority to come into the Arx are instantly and ruthlessly slain.

Normally, only the four Praeserta are allowed access to the Arx Seru. Employees and trusted minions are sometimes admitted by the Praeserta, who use their Arx key shards to transport themselves and the new crew of workers into the citadel. The citadel may be exited normally through the north wall of the main floor, but those who leave cannot return again without using the Arx key.

The main floor is relatively featureless and includes only corridors and small guard posts. Stairs up lead to the second floor, where scribes, guards, and officials who work directly for the Lord Inquisitor and dwell in the citadel maintain records and communications with the outside world.

The route to the third floor is through a series of false walls and ends in a magical teleporter that moves travelers to a labyrinthine tangle of corridors above. These corridors are full of traps for the unwary, and those who traverse them risk serious consequences if they do not know the proper route. Authorized visitors are blindfolded and escorted through these corridors by a Hand of Seru guide. The safe route through the labyrinth is changed regularly, and the guards on the fourth and final level of the citadel can usually rely on the traps to destroy or at least seriously weaken any hostile force that enters. A final teleporter at the end of the labyrinth carries travelers to the fourth level and the Sanctum Sanctorum, where the Lord High Inquisitor himself holds court.

The fourth level consists of a single vast chamber, which serves as Seru's home and prison, for the magical rituals that have kept him alive since the Exodus also prevent him from ever leaving. To compensate for this limitation, Seru's chamber has been provided with viewing crystals that allow him to see various locations throughout Luclin — though magical interference frequently causes them to malfunction — and also allow him free communication with his representatives in the city. Books, magical devices, and anything

else that the Lord Inquisitor needs are brought here by the Praeserta and their servants during their weekly visits. At such times, the Praeserta also receive direct commands regarding the running of the city, dealings with enemies, trade relations, and the like.

The High Inquisitor's longevity and virtual immortality has proven a decidedly mixed blessing. Though he has gained enormous wisdom and power, becoming a much more fearsome opponent than ever he was on Norrath, Seru has also grown wan and bitter. He lives only for vengeance now, seeking to destroy the Loyalists who eluded him on Norrath. He also dreams of refounding the holy Combine Empire (or at least his own version of it) here on Luclin, and possibly even extending it back to Norrath. To this end, he has commanded the spellcasters and researchers of the Heart of Seru to come up with a way for him to leave the Arx and lead his people personally on this great crusade. He knows that if he were able to stride unhindered on the soil of Luclin, its savage races would soon bow before him, and he is certain that the power of even the hated shissar and the Akheva would eventually be broken.

Lord High Inquisitor Seru

Dark of eye and even darker of heart, Seru broods in his fastness, unable to leave yet not willing to stay. Considered an arch-traitor by the Loyalists of Katta and a savior by his own Inquisitors, Seru remains obsessed by his own dreams of once again founding a new Combine Empire into his own rigid and joyless image.

Once Seru had led his people to Luclin, leaving behind the chaos that he had helped create on Norrath, it became apparent that the Loyalists would not be destroyed easily.

Accordingly, Seru ordered the



construction of a mighty city on Luclin's light side, named Sanctus Seru in his honor. The Lord Inquisitor was canny enough to know that the Loyalists would not fall in his own natural lifetime, so he set his spellcasters to creating a magical citadel — the Arx Seru — in which he would be protected from the ravages of time. Seru has not left the Arx since it was raised, instead watching events unfold throughout Luclin via his scrying crystals, while plotting vengeance upon the Loyalists. He has bid the spellcasters of the Pectoris to find a way that he can leave the Arx and still avoid aging, but so far they have been unsuccessful, and Seru grows impatient.

A side-effect of the preservative magics used upon him has given Seru terrible spell-like abilities — again, as long as he stays within his citadel-prison. These powers, combined with his own might and that of his weapons and armor, make him a truly formidable opponent, capable of fending off armies of lesser foes.

Lord High Inquisitor Seru, Male Human, War 30: CR 34; Medium-size humanoid (human) [6 ft., 5 in.]; HD 30d12+270; hp 546; Init +9 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 28 [flat-footed 11, touch 16] (+3 Dex, +10 armor, +4 divine, +1 arcane); BAB +30; Grap +46; Atk +53/+50/+47/+44/+41 melee (1d10+24, crit 17–20, *sword of truth*) or +53/+50/+47/+44/+41 melee (1d10+32, crit 17–20, *sword of truth* used 2-handedly), or +48/+48/+44/+40/+36/+32 ranged (1d8+17 plus 1d6 electricity plus *lightning bolt* proc, crit x3, *bow of storms* and +5 arrows); SA area Taunt, disciplines (Aggression, Fell Strike, Furious, Mighty Strike, Precision, Warrior's Charge); SQ all energy-based saves +9, berserking, disciplines (Defensive, Evasive, Fearless, Fortitude, Resistant), extended range III, fast healing 2, flowing thought V; Resist All 34; AL OE; Fac Seru, EyS, HeS; SV Fort +26, Ref +19, Will +26; Str 42 (24), Dex 29 (18), Con 28 (13), Int 34 (13), Wis 43 (22), Cha 23 (12).

Skills: Climb +18, Diplomacy +16, Gather Information +9, Handle Animal +10, Intimidate +34, Jump +17, Knowledge (warcraft) +30, Meditation +16, Ride +13, Search +15, Sense Motive +23, Spot +18, Swim +20, Taunt +33, Trade Skill (blacksmithing) +21.

Languages: Modern Combine (4); Old Erudian (4).

Feats: Cleave, Dodge, Double Attack, Finishing Blow, Great Cleave, Improved Critical (bastard sword), Improved Parry, Leadership, Mobility, Parry, Point Blank Shot, Power Attack, Rapid Shot, Riposte, Spring Attack, Weapon Focus (longbow), Weapon Focus (bastard sword), Weapon Specialization (longbow), Weapon Specialization (bastard sword), Whirlwind Attack.

Spell-Like Abilities (mana cost): *Aegolism* (150), *avatar* (65), *banishment* (83), *cascading darkness* (50), *ice spear of Solist* (50), *rapture* (85), *shield of words* (50), *shock of fiery blades* (56). Caster level 30th; save DC 31.

Mana Pool: 402.

Possessions: Heavy yttrium chestplate*, *sword of truth**, *bow of storms**, quiver and 20 +5 arrows, *Seru's torque**, *glowing amber band**, *starred yttrium ring**.

* See Chapter 5: New Magic.

Shadow Haven

Small City, Pop. 10,000

(Barbarian 8%, dark elf 0.4%, dwarf 14%, Erudite 7%, gnome 5%, half elf 6%, halfling 7%, high elf 6%, human 42%, Vah Shir 0.6%, wood elf 4%)

Ruler: The Trade Families.

Gold Piece Limit: 15,000 gp.

Assets: 750,000 gp.

Resources: Trade, produce, alcohol.

Militia: 400 Shadow Haven Defenders, 50 to 100 House Guards for each district.

A sprawling cave complex stretching beneath the surface of Luclin's moon, Shadow Haven was founded by dissident Loyalists who chose to remain in the cave complex while the majority of their compatriots ventured to the surface, going on to found the city of Katta Castellum. The Haveners were later joined by a group of Inquisitors, who stayed in the caves to study the Nexus and eventually broke their ties with the other Inquisitors that had since founded the city of Sanctus Seru.

Shadow Haven has become the thriving economic hub of Luclin's moon. Even before the Nexus' reactivation, the city teemed with outside visitors, for the relatively enlightened policies of the Trade Families who rule Shadow Haven decreed that their settlement should be open to all, regardless of racial or religious background. Today, Shadow Haven provides inns and pubs for travelers, extensive opportunities for trade, and security in the form of a well-trained and well-supplied military that tolerates no disturbances or rowdy behavior.

The settlement is today experiencing a period of unprecedented growth and prosperity with the arrival of visitors from Norrath. This, combined with Shadow Haven's usual neutral trade stance and its export of unique wines, beers, and mushrooms (famous throughout the moon of Luclin), has made Shadow Haven a city important to both worlds.

A direct descendant of the diverse Combine Empire, Shadow Haven is home to citizens of many different racial backgrounds. People from within these ethnic groups still tend to stick together, rather than mixing indiscriminately, and each of the city's "quarters" has a unique ethnic character. The busy Commons Quarter alone sees visitors of every race and description. The adjoining Short and Stout Quarter is home to the city's considerable dwarf, halfling, and gnomish populations, most of whom belong to the industrious House of Stout (more commonly known among its own people as House Earthcrafter). The city's largest neighborhood, the Fordel Quarter, is administered and inhabited by the prosperous members of House Fordel, mostly humans and half elves. The peaceful and beautiful Midst Quarter is home to the members and allies of House Midst, a large faction largely comprised of spellcasters — primarily Erudites, but also including a few humans. The Nota'Dal Quarter is home to most of the elves of Shadow Haven, but a number of half elves also dwell there.

Shadow Haven is also home to a thriving but highly secretive group of smugglers. Living mostly in the adjoining Echo Caverns, these individuals are far too shady and unscrupulous to do business in the lawful region of Shadow Haven proper. The smugglers who dwell and operate within the city know that the Defenders would exterminate them if possible, so they keep the location of their headquarters a closely guarded secret; their base is protected by traps, guards, and many secret signs and passwords.

City Guards

Each district of Shadow Haven has its own guards, generally comprised of members of the same racial extraction as that district's inhabitants. The following are examples of typical city guards, divided by quarter.

Defenders of the Haven

The Defenders can be found throughout Shadow Haven and the Nexus. They are tough and professional, highly trained, with good morale. Defender commanders are typically high-level warriors or paladins.

Defender Guard (*Mil* 6–11, *OG*; *DfH*)

Elite Defender (*War* 8–13, *OG*; *DfH*)

Defender Commander (*Pal* or *War* 12–16, *OG*; *DfH*)

Short and Stout Quarter

The dwarves, halflings, and gnomes of Shadow Haven are critical to the city's defense, and also see to the security of their own quarter, with trained militia guards known as Lookouts led by skilled warriors called Peacekeepers. Small groups comprised solely of Peacekeepers sometimes patrol the district if there is known to be trouble about.

Earthcrafter Lookout (*Mil* 5–10, *OG*; *HsS*)

Earthcrafter Peacekeeper (*War* 8–12, *OG*; *HsS*)

Fordel Quarter

Like the Defenders, House Fordel's para-military body is comprised mostly of humans, with a few half elves. They are well-trained and particularly well-equipped, and are sometimes commanded by Defender officers.

Fordel Sentry (*Mil* 5–10, *OG*; *HsF*)

Fordel Guardian (*War* 7–12, *OG*; *HsF*)

Midst Quarter

The human guardians of the Midst Quarter are mostly monks, known as "disciples," while the remaining guards (mostly of Erudite descent) are spellcasting "incantators."

Midst Disciple (*Mnk* 6–12, *NG*; *HsM*)

Midst Incantator (*Mag* or *Wiz* 5–10/*Mnk* 0–3, *NG*; *HsM*)

Nota'Dal Quarter

The elvish inhabitants of the Nota'Dal quarter are protected by the Magi (singular, Magus), an elite corps of high elven spellcasters. Descendants of the wood elves (whether of pure descent or half elven) serve the city as rangers or warriors, and are known as Guardians.

Nota'Dal Magus (*Enc* or *Wiz* 5–13, *OG*; *HsN*)

Nota'Dal Guardian (*Rng* or *War* 5–12, *OG*; *HsN*)

THE NEXUS

The Nexus is the center of all travel between the moon of Luclin and Norrath. No one fully understands how the Nexus works, although travel from Norrath to Luclin almost always takes place between the soaring wizard spires of Norrath and smaller versions of the same spires on the moon of Luclin. Even the great Al'Kabor, whose research is chiefly responsible for the reopening of the gates, admits that he doesn't know everything about the Nexus. The Combine geomancer Grieg is said to understand the Nexus and its workings, but this knowledge — given him by the goddess Luclin herself — has had the unfortunate effect of driving him mad and thus rendering him incapable of sharing his knowledge.

Originally a swirling sphere of blackness and shadow located in a small cave near Shadow Haven, the Nexus is now housed in an elegant chamber, with inlaid marble-and-acrylia floors and convenient magical transportation points to various nearby locations on the moon. The Nexus Scions — descendants of the Loyalist spellcasters who first arrived here and of the Inquisitor researchers who stayed here to investigate the Nexus — watch over the chambers and enforce the peace. Any new arrivals who engage in violent or dangerous behavior quickly find themselves restrained or attacked by a small army of such guardians, always backed up by Defenders of the Haven. In addition, various high-level wards protect the Nexus chamber, preventing the casting of dangerous spells (the details of these protections are left to the individual GM to decide).

[1] Arrival Point

Travelers from Norrath first appear here, immediately above the Nexus itself. This raised platform is inscribed with the sigil of Shadow Haven. Four curved ramps extend down to the rest of the chamber. At least two Elite Defenders are always on duty here, making sure that travelers arrive safely and behave themselves.

[2] Portal to Faydwer

Small square rooms adjoin the passages leading to Luclin teleporters; these rooms contain miniature wizard spires, which carry travelers back to various locations on Norrath. Two Elite Defenders are always at hand in each passage. This chamber houses the portal back to the continent of Faydwer. Faydwer Scion Nayla Ferrath (*female human*, *Wiz* 17, *NG*; *NSc*) normally manages and oversees this chamber, aiding travelers who have questions or problems.

[3] Passage to Netherbian Lair

This passage leads to a long tunnel that eventually ends in the region of the Netherbian Lair. Defenders of the Haven patrol the passages to prevent anything unpleasant from entering the Nexus.

[4] Portal to Antonica

This portal contains miniature wizard spires and a magical portal back to Antonica. Antonica Scion Valtus Vanbark (*male human*, *Wiz* 15/*Exp* 4, *OG*; *NSc*) usually oversees this chamber.

Food and Drink in Shadow Haven

Shadow Haven's beers and wines are exported all over Luclin, and have begun to spread even to Norrath, where they have gained great popularity, as much for their place of origin as for their quality. All of these beverages are available in Shadow Haven's inns and taverns. Use the prices below as guidelines. (These prices are per serving; larger portions, such as full bottles, are proportionally more expensive.)

Drink	Price
Brewmaster's Wheat Doppelbock	6 cp
Cavern Triple Bock	8 cp
Dark Haven Ale	7 cp
Deep Cavern Bourbon	3 sp
Dinoli's Golden Heffeweizen	1 sp
Fish Wine	1 sp
Fordel Red Wine	3 sp
Garanita White Wine	1 sp
Gnomish Spirits	2 sp
Grimthor Lager	9 cp
Grimthor Light	1 sp
Grimthor Red	2 sp
Haven Ale	7 cp
Honey Mead	6 cp
House Fordel Porter	2 sp
House Midst Reserve	4 sp
House Stout Lager	9 cp
Jawdropper Honey Lager	2 sp
Lardalon's Double Porter	8 cp
Light Haven Ale	7 cp
Midst Red Wine	3 sp
Minotaur Hero's Brew	1 sp
Mushroom Wheat Porter	1 sp
Oatmeal Fungus Stout	4 cp
Short Beer	5 cp
Stout Red Wine	1 sp

Food in Shadow Haven is another matter; nearby chambers house mushroom fields where edible fungi are cultivated and harvested for consumption and export, and various other Luclin animals have been adapted as food sources. However, Shadow Haven food is generally considered to be fairly conservative, unlike its popular beverages. Most food is in the form of rich and nourishing stews, although foul-tasting meat is sometimes masked by spices. Certain baked goods and other treats are available, but Shadow Haveners don't usually have time for such luxuries. Unusual foods include "Paludal beetle crunchies," made from the giant insects of neighboring cavern complexes, and grimling stew and smoked grimling jerky, made from the flesh of the monstrous creatures that infest the Acrylia Caverns. Most do not consider grimlings to be truly sentient beings, so concerns about cannibalism are minimal.

Food	Price
Bear Meat Stew	3 sp
Boiled Snake Stew	2 sp
Bunny Stew	1 sp
Cactus Tart	1 sp
Grimling Smoked Jerky	4 cp
Grimling Stew	1 sp
Honeyberry Pie	2 sp
Hunkle Pear Pie	1 sp
Lichen Clover Sweetbread	1 sp
Lion Meat Stew	3 sp
Mudcomb Muffin	2 cp
Paludal Beetle Crunchies	2 cp
Pickled Rock Hopper	2 cp
Rabbit Stew	2 sp
Rock Hopper Stew	8 cp
Sonic Wolf Delight	1 gp
Wolf Stew	3 sp

[5] Portal to Shadow Haven

The city seal inscribed on the floor is magically enchanted to transport those who step onto it to Area 1 in the city of Shadow Haven.

[6] Passage to the Bazaar

This passage leads to a long corridor and then to stairs that emerge into the crowded heart of the Bazaar.

[7] Portal to Kunark

This portal takes travelers back to the continent of Kunark. The Kunark Scion, Uthra Rockwarder (*female gnome, Enc 16, OG; NSc*), manages this chamber and the portal within.

[8] Portal to Odus and Velious

This large portal can transport travelers to Odus or Velious. Odus Scion Dernal Haskrul (*male Erudite, Enc 15/Exp 2, OG; NSc*) and Velious Scion Thaenala Greenhand (*female high elf, Mag 10/Wiz 11, NG; NSc*) manage these chambers and portals.

Amulet of the Haven

This item is a small silver amulet engraved with the Combine sigil. Available from the Shadow Haven Trade Commissioner's Office (Area F7), such an amulet is vital for those who wish to trade in Shadow Haven. It symbolizes an individual's agreement to abide by the laws of Shadow Haven and to conduct all business with strict neutrality, regardless of the politics and conflicts of the outside world. Those without such an amulet find themselves shunned, ignored, and even insulted, and few local merchants are willing to deal with them (and even if they do, prices for goods and services are outrageous).

Amulets of the Haven can be obtained for 100 gp or by performing some minor services for the Shadow Haven Trade Commissioner's Office, such as delivering reports, helping to guard caravans to the Fungus Grove, and so on.

COMMONS QUARTER

After the Bazaar, the Commons are probably the most popular destination for first-time visitors to Shadow Haven. Connected by a direct gate to the Nexus, the Commons contains all the amenities that a traveler or adventurer could need. Built around the graceful and understated Nexus Gate, the quarter is a pleasant place, usually abuzz with conversations in a half-dozen different accents and languages, teeming with citizens and with travelers of many races. The guards here are generally easy-going, and are trained to understand that outsiders have many different customs — minor infractions usually earn only a quiet lecture about how things are properly done in Shadow Haven, while repeated disturbances might get the offender arrested and taken to the Fordel Quarter for justice.

[C1] Transporter

Travelers arrive here from the Nexus, or travel to the Nexus by stepping onto the black Combine seal that is engraved into the marble floor here. Graceful spires like those at the Nexus, and resembling — in miniature — the great wizard spires of Norrath, surround the gate.

[C2] Entrance to Short and Stout Quarter

Beyond this opening lie the chambers of House Earthcrafter (more commonly called the House of Stout). Two Earthcrafter Lookouts normally monitor traffic in and out of the quarter.

[C3] Commons Inn

Innkeeper Zara (*human female, Com 5, OG; TrH*) runs a clean, quiet establishment, renting small but comfortable rooms to adventurers, visiting merchants, travelers, and explorers.

[C4] Farworth's Containers

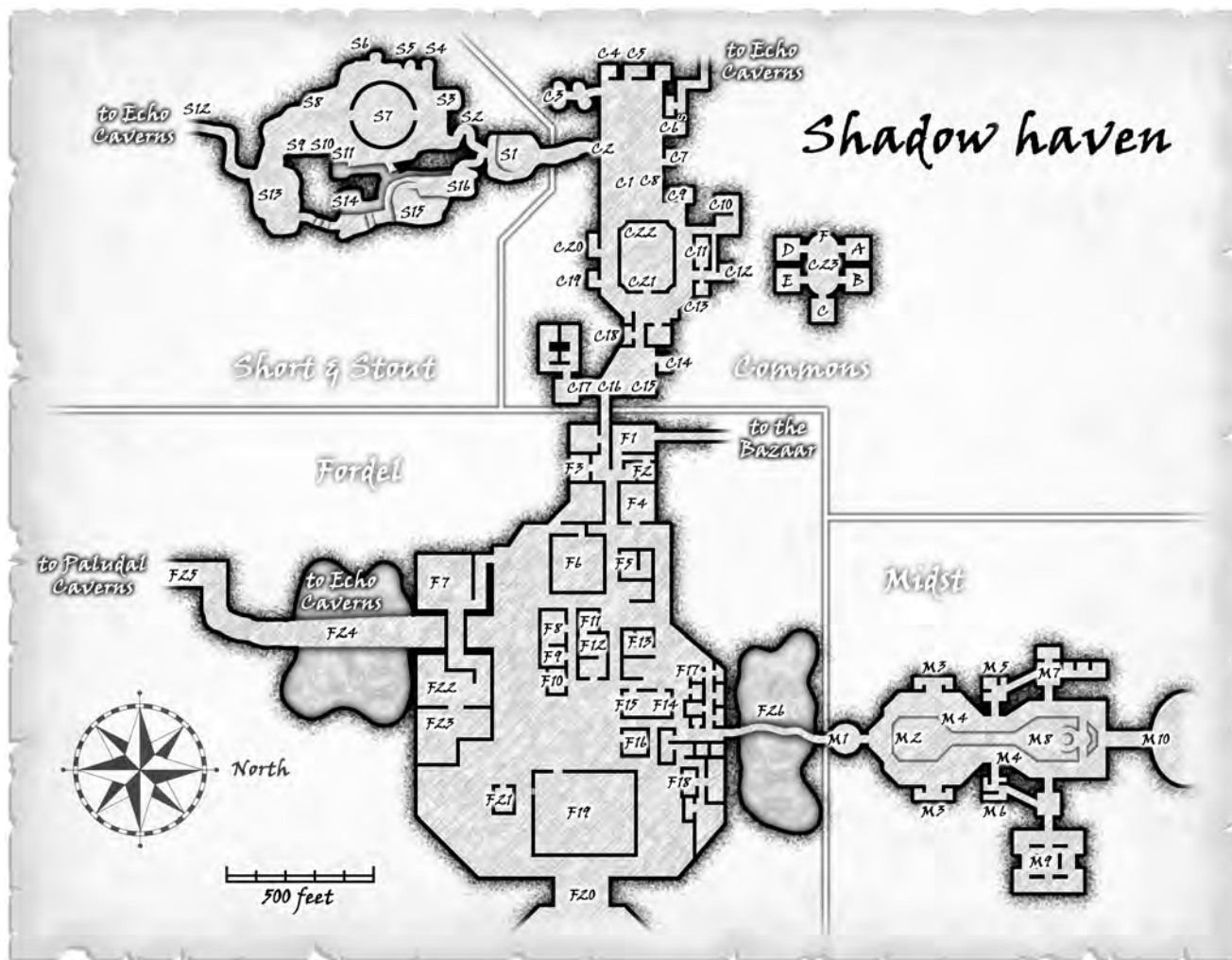
Bags, boxes, packs, and other containers are always needed by the folks who visit the Commons. Bestive (*female dwarf, Com 6, OG; SHC, TrH*) and Enge Farworth (*male dwarf, Rog 3/Exp 7, OG; SHC*) sell a wide range of such items to merchants and adventurers. Enge's travels have taken him all over Luclin, and he is never without an interesting story; with the proper enticement (usually a jug of House Stout lager or a bag of Paludal beetle crunchies), he can usually be persuaded to show and possibly sell some of the mysterious machinery of unknown manufacture and purpose that he once found in the depths of the Echo Caverns.

[C5] Bank

Shadow Haven is renowned for its secure and efficient banking system, and merchants from such diverse locations as Sanctus Seru and even Shar Vahl trust the city to keep their money safe. Banker Tarson (*male human, Exp 11, NG; TrH*) is efficient and friendly, and is used to dealing with outsiders, particularly those from Norrath.

[C6] Frinzel's Esoterica

Frinzel Heartsinger (*male dark elf, Rog 25, NE; SHR*) sells a wide range of curiosities, knick-knacks, and trinkets — jewelry, clothing, gemstones, small art objects, etc. What most do not know is that Frinzel has a secret life as master of the Shadow Haven rogues' guild and an associate and ally of the smugglers of the Haven and the Recondite bandits. Intelligent and very wily, Frinzel rarely if ever commits any crimes himself, preferring to train others to do his dirty work for him. Thievery in a law-abiding city such as Shadow Haven is a risky enterprise, and many of Frinzel's minions operate in other cities, especially in the dark alleys of Katta Castellum. Frinzel's rogues also operate — though very quietly and subtly — in the residential sections of Shadow Haven, usually stealing "excess riches" from high-ranking members of the Trade Families in the form of stored treasures and other small but valuable items that are perhaps missed but rarely pursued.



Frinzel's establishment also harbors an especially useful secret, for behind a secret door in the northwestern corner of the shop is a tunnel that leads to the upper reaches of the Echo Caverns. Frinzel and the smugglers sometimes use this passage to help their operatives escape pursuers, infiltrate other settlements, or sneak illicit goods into and out of the city. Frinzel might allow adventurers to use the passage, for a price, but only if he trusts them completely.

[C7] Herbalist

Steon Alrenier (*male barbarian*, Exp 8, ON; SHC) provides alchemists, healers, cooks, and others with herbs both mundane and exotic, all at reasonable prices.

[C8] Vendors

Sellers usually line the unoccupied wall space of the Commons. Two of the most prominent vendors normally sell from improvised booths at this location: Daliae Serisa (*female halfling*, Com 8/Exp 5, NG; SHC), who makes some of the most delicious stews in Shadow Haven, and Tersie Falsialoen (*female dwarf*, Com 3/Exp 7, NG; SHC), who sells a bewildering variety of items, from bits of armor and light weapons to alchemical supplies, herbs, and even animal body parts. It has often been said that whatever one needs, Tersie is most likely selling it that day.

[C9] Armorer

The ironically named Nelm the Tiny (*male barbarian*, Mil 5/Exp 9, DG; TrH) is actually over 7 feet tall, with rippling muscles — and a very short fuse. Though gruff and sometimes rude, he also crafts high-quality leather and hide armors, and tells anyone who earns his trust and friendship about the dangers of the Echo and Paludal Caverns. He also knows about the secret passage in Frinzel's shop, but has never told anyone about it.

[C10] Hildreth's Tavern

Popular with adventurers, guards, and merchants, this pleasant establishment is run by Danlin Hildreth (*male half elf*, Com 8/Brd 2, DG; SHC) and his wife Belbie (*human female*, Com 4, NG; SHC). Their bartender Skalopar (*male human*, Com 2/Exp 9, NG; SHC) is known as one of the best mug-slingers in town, and he is always willing to lend a sympathetic ear to weary travelers, overworked shopkeepers, and frustrated adventurers. He is a goldmine of information about current events both in Shadow Haven and across Luclin, and has taken a special interest in the history of Katta Castellum and Sanctus Seru. Both Skalopar and the Hildreths are eager to hear news about Norrath, and sometimes reward interesting stories with drinks on the house.

[C12] The Black Kettle

Eustance Dakes (*human male*, Com 6, N; SHC) serves tasty stews of all sorts, aided by his chief cook Jostan Karsnic (*human male*, Com 8, N; SHC). Unbeknownst to Eustace, his best server, Lalira (*female human*, Rog 18, NE; Shadel Bandits), is an assassin in the employ of the Shadel bandits, one who has been responsible for the death of several of her faction's enemies in Shadow Haven. Skilled with poisons, she kills masterfully, such that none of the deaths have yet aroused unusual suspicion on the part of Shadow Haven authorities.

[C13] The Singing Cavern

Ralshalod Bartolen (*male human*, Exp 9, NG; TrH) is the proprietor of this neat, comfortable inn, but its most famous inhabitant is the bard Darian Shallowsong (*male human*, Brd 27, DG; SHC), master of Shadow Haven's small and unofficial but influential bards' guild. Darian has no fixed abode, preferring to live at inns and roadhouses, entertaining in exchange for room and board, and teaching his trade to those who wish to learn. He has been at the Singing Cavern for several months now, and does like the place, but he has recently begun to feel the tug of wanderlust. He has heard of the wondrous music made by the cat-folk of Shar Vahl, and now hopes to travel to that distant city and learn to play exotic Vah Shir musical instruments. He has been seeking companions for this hazardous journey, but has yet to meet anyone who fits the bill.

[C14] Fletching Supplies

Master fletcher Janun Rawkins (*male human*, Mil 8/Exp 7/War 2, OG; TrH) and his good friend Tabart Tallforth (*male human*, Exp 8/Mil 2, NG; TrH) sell shafts, arrows, arrowheads, bowstrings, and other supplies needed to create arrows and bows.

[C15] Biddinight's Spirits

The gnome Bilkel Biddinight (*male gnome*, Exp 16, OG; TrH) sells some fine brews from this simple skin tent. Unlike his brother Marchop (see Area C18), Bilkel is gregarious and friendly, always ready to converse on virtually any subject, especially if his customers keep buying short beer, honey mead, or his specialty, *minotaur hero's brew*.

However, Bilkel's knowledge of Luclin is spotty, though he is well-meaning, and he speaks like an authority on everything. His advice has been known to lure unsuspecting adventurers to disaster more than once. ("The Sraeshza Temple? Bah! It's been abandoned for years, and full of treasure for the taking! The snakes all died of that green sickness of theirs!")

[C16] Entrance to Fordel Quarter

Two veteran Defenders always stand guard here. Troublemakers such as outsiders who have imbibed too much at Shandeling's Roost (see Area C17) are not tolerated, as they tend to disrupt the commerce-friendly atmosphere of the Fordel Quarter beyond. Though they try to be tolerant of visitors, especially those from Norrath, these Defenders are not above drawing steel against anyone whom they

honestly think endangers the peace and safety of Shadow Haven.

[C17] Shandeling's Roost

Conveniently located between the Commons and the Fordel Quarter (whose inns are usually packed), Shandeling's Roost is a popular and economical place to grab some beer or spirits, or to spend a few days in comfortable surroundings. Named for its original owner, the Roost is owned today by Moreland Vicars (*male human*, Exp 7, ON; SHC, TrH), a gruff and somewhat surly innkeeper who nevertheless allows his patrons to overindulge, so long as they don't draw the attention of the Defenders.

[C18] Marchops' Micro Metals

A quiet and taciturn gnome, Marchop Biddinight (*male gnome*, Exp 24, ON; TrH) sells tinkering supplies — tiny hammers, gears, jeweler's saws, gears, cogs, bolts, fasteners, tinkering manuals, and the like. Marchop himself seems to prefer the company of machines to living beings, and spends much of his time building intricate clocks, music boxes, toys, and similar items. He has also tried his hand at armoring, and sells a few rather special coifs, helmets, shirts, gauntlets, etc.

[C19] Kenforth's Adventuring Gear

Granger Kenforth (*male human*, Com 5/Exp 8, NG; SHC, TrH) sells the essentials needed for adventuring, exploring, and spelunking, including lanterns, packs, trail rations, water and wine, boots, cloaks, staves, tools, and rope. He is quite proud of his business, and claims that if an item isn't on his shelves, he can obtain it within two weeks. He has long-term contracts with several major traders, including the powerful House Fordel.

Kenforth's claims are pretty much true; in fact, he has many contacts throughout Luclin, including smugglers, bandits, and rogues, who keep him supplied with stolen goods and contraband. Of course, he is careful to keep this aspect of his business a closely guarded secret.

[C20] Firehand's Smithy

The dwarf Firehand (*male dwarf*, Exp 15/War 5, OG; TrH) and his human assistant Jivfer Precon (*male human*, Exp 7, NG; SHC, TrH) make armor and weapons and also provide supplies such as ingots, raw metal, molds, hammers, and anvils to other smiths. Firehand hates competition, however, and insists that anyone who buys his tools must use them in another quarter of the city, or even in another city altogether. A gnomish tinkerer who tried to set up shop in the Commons after buying his basic supplies from Firehand learned the folly of his ways when a gang of masked dwarves wrecked his shop and threw his tools into the Nexus Gate pond nearby. Firehand was always suspected of the crime, but the authorities were never able to prove anything, and today the dwarf continues to do business in the Commons without major competitors.

[C21] Meeting Hall

This large stone structure is intended for large gatherings such as Trade House meetings, adventurers' conclaves, diplomatic exchanges, and so on. When not being put to

such use, the meeting hall — as with most open space in Shadow Haven — is given over to mercantile activities.

Currently, the hall is occupied by bowyers Narmase Fletcher (*human male*, Exp 8, NG; SHC) and Sroj Arrowsmith (*male human*, Exp 9, DG; SHC), herbalist Polson Medinal (*male barbarian*, Com 7, DG; SHC), and Lensen Frostherb (*male human*, Exp 6/Rng 3, NG; SHC), who sells herbs, alchemical supplies, and miscellaneous adventuring gear.

[C22] Transporter to the Underground

Stepping on to the Shadow Haven seal on this spot immediately transports the character to location C23.

[C23] The Underground

Those who use the transporter at Area C22 find themselves here; touching the tree at Area C23f transports one back to C22.

Rather oddly named, given that all of Shadow Haven is underground, this pleasant marble chamber houses the guildmasters and trainers of the nature-worshipping sects in Shadow Haven.

a. Druid guildmaster Daveiro Fanormat (see below) and his acolyte Yargin the Traveler (*male human*, Dru 12, DG; NL) provide druids with training, advice, and discussion about the natural world beyond Shadow Haven. Both are extremely knowledgeable and wise in the ways of nature on the moon, and are especially eager to consult with druids from Norrath, exchanging information about the flora, fauna, and ecology of their worlds.

Born and raised beneath the sunless sky on the dark side of Luclin, Daveiro specializes in the strange plants and creatures that live there. He is a good-hearted man who hates the destruction visited upon Luclin's world by the grimlings and the shissar. He is also opposed to the construction of any more cities on the surface, as they disrupt what he considers to be the normal flow of life on the moon, and in fact he would prefer that the Combine refugees and Vah Shir relocated to the caves along with the Shadow Haveners. He is realistic and knows that this is not likely to happen, however, and does his best to safeguard the natural world of Luclin without doing harm to the innocent.

Daveiro Fanormat, Male Human, Dru 26: CR 26; Medium-size humanoid (*human*) [6 ft.]; HD 26d8+78; hp 176; Init +2 (Dex); Spd 30 ft.; AC 26 [flat-footed 24, touch 16] (+2 Dex, +7 armor, +3 shield, +2 arcane, +2 deflection); BAB +19; Grap +23; Atk +26/+22/+18/+14/+10 melee (1d6+7, crit 18–20, *crystallized shadow scimitar*) or +21 ranged; SA spells, wilderness mastery (dire charm); SQ magic saves +1, disease and fire saves +3, and extended enhancement 1, Greater Specialization (alteration), wilderness masteries (evacuation, stalking mastery); Res CR 5, DR 14, FR 15, MR 4, PR 4, SoR 5; AL NG; Fac NL; SV Fort +14, Ref +10, Will +22; Str 18 (14), Dex 14, Con 16 (12), Int 14, Wis 24 (20), Cha 14 (13).

Skills: Animal Empathy +17, Channeling +29, Handle Animal +15, Heal +23, Hide +2 (+17 in natural surroundings), Knowledge (geography) +15, Knowledge (nature) +15, Listen +14, Meditation +40, Ride +11, Sense Heading +13, Sneak +2 (+17 in natural surroundings), Spellcraft +19, Spot +15, Swim +12, Trade Skill (baking) +15, Trade Skill (tailoring) +19, Wilderness Lore +19.



Languages: Modern Combine (4); Dwarvish (4), Old Erudian (4).

Feats: Extend Spell, Improved Healing, Mental Clarity, Parry, Silent Spell, Still Spell, School Specialization (alteration), Track.

Druid Spells Prepared (mana cost, modified for Greater Specialization): *Blizzard* (55), *circle of Nexus** (45), *egress* (16), *engulfing roots* (16), *ice* (42), *skin like nature* (50), *spirit of eagle* (19), *starfire* (42).

Mana Pool: 364.

Possessions: Reinforced acrylia armor, +2 small wooden shield, crystallized shadow scimitar, circlet of Vallon, platinum imbued emerald medallion, imbued deity of Tunare.

* See Chapter 5: New Magic.

Daveiro Fanormat (buffed with *skin like nature* and *spirit of eagle*): hp 236; Spd 30 ft., fly 48 ft. (good); AC 29 [flat-footed 27, touch 19] (+2 Dex, +7 armor, +3 shield, +2 arcane, +2 deflection, +3 divine); SQ fast healing 1 hp/2 min., see invisible, ultravision.

b. The brothers Sarlos (*male human*, Dru 23, NG; NL) and Teriesl Windwalker (*male human*, Dru 21, NG; NL), along with Feirus Hollowbranch (*male human*, Dru 19, DG; NL), Plow Jumpinwolf (*male half elf*, Dru 22, DG; NL), and Calerel Tidebringer (*male human*, Dru 16, DG; NL), are found here at various times discussing the current state of Luclin's wilds and providing visiting druids with scrolls, training, and counsel. All are gentle souls, deeply concerned about Luclin and aware of the damage that Shadow Haven and the Combine peoples have done to the world. Currently, they are divided — some wish to return to Norrath, leaving the moon to return to its natural state, while others believe that they should stay and serve as guardians of Luclin's wildernesses.

c. Normally, this small chamber is used as a resting place or sleeping room by visiting shamans, druids, and beastlords. Visitors are expected to bring their own bedding, for sleeping on the hard marble floor is anything but restful.

d. This chamber is reserved for use by shamans of the Naturalists of Luclin. Among the guildsmen who can be found here at various times are guildmaster Tarson Lonewolf (*male barbarian*, *Shm 23, N; NL*), Herol Beaufodal (*male human*, *Shm 23, NG; NL*), Horsal Bittrosas (*male human*, *Shm 22, DG; NL*), Jales Gaelshorad (*male human*, *Shm 21, DN; NL*), and Frewin Strongpaw (*male human*, *Shm 19, N; NL*). Though he is the guildmaster, Tarson is the most surly and unfriendly of the lot, refusing to even speak to non-shamans; the most outgoing is probably the youngest, Frewin, who is seriously considering a venture to Norrath to continue his training in the world that gave his ancestors their birth. He is always happy to talk to outsiders, and has often fought with Tarson over that very fact.

e. Shadow Haven's small community of beastlords meets and trains in this small chamber, under the watchful eye of guildmasters Hejsua Skalkon (*male human*, *Bst 19, DG; NL*) and Sarith Clawnik (*male Vah Shir (li)*, *Bst 22, NG; KhS, NL*). Of course, most beastlords shun enclosed spaces, and the chamber is nowhere near big enough to house animal companions or to accommodate the extensive combat and spellcasting practice the beastlords must perform; so far the sect's numbers have been limited, though, and the two guildmasters have been able to accommodate all those who wish their aid. Hejsua is a friendly man with an earthy sense of humor, while Sarish embodies most of the qualities of popular, fanciful images of beastlords — he is wise and honorable, speaks only when necessary, and fights only if forced to do so.

f. In the center of the chamber is a lush, succulent jumjum tree that also serves as the route back to Shadow Haven. Those leaving the Underground need merely touch the tree to be instantly transported back to the Commons Quarter.

SHORT AND STOUT QUARTER

The aptly named Short and Stout Quarter is home to the folk of the collective House Earthcrafter. Technically, Earthcrafter is the proper name for the house — yet “House Stout” is used so regularly (and usually fondly) by other folk of Shadow Haven that the Earthcrafters take no offense at the name, and in fact often use it themselves.

The folk of this quarter do not tolerate troublemakers and are responsible for much of Shadow Haven's security. They find the Nota'Dal family's haughtiness to be downright laughable, and consider the Midst to be stuffy and far too serious, although many Earthcrafters happily send their children to be educated by the Erudites nonetheless. The Earthcrafters' closest allies are the Fordel family, though they often find the humans difficult to understand. City council meetings are usually held in the Council Chamber (Area S8), which is widely considered the safest and most secure spot in all of Shadow Haven.

The tunnels and passages of this quarter are smaller than most human-sized adventurers are used to, and most of the dwellings have extremely low doors, requiring larger visitors to stoop or crawl in order to enter.

[S1] Entrance Chamber

This cavern is well guarded by Earthcrafter Lookouts, and is used for commerce and meetings with other houses whenever the Council Chamber is not needed.

[S2] The Lost Turnip

Greengrocer Alorob Bolrondo (*male halfling*, *Com 7, OG; HsS*) sells a wide range of fresh vegetables, all grown in nearby caverns with the aid of magical light provided by House Midst spellcasters.

[S3] Deepcarver Plate and Pickbringer Chain

Toddor Stalorok (*male dwarf*, *Exp 16, NG; HsS*) and his wife Melina (*female dwarf*, *Exp 16, NG; HsS*) run a small but profitable business selling quality dwarven plate and chainmail armor.

[S4] Hardbrick Residence

Skillar Hardbrick (*male dwarf*, *Exp 10/War 6, OG; HsS, SHC*) is a former stonemason turned cavern guide, specializing in leading visitors through the Echo Caverns. He and his son Albarok (*male dwarf*, *Exp 5/War 4, OG; HsS, SHC*) live and work out of these small rooms. Albarok is rather less than enthusiastic about his father's occupation, especially since his late mother Sadora was killed by a horde of shik'nar. The relationship between father and son has been deteriorating for some time, and Albarok now believes that his best option is to leave Shadow Haven altogether, to try to find his fortune on the surface.

[S5] Stumpshade's Footwear

Dwarven cobbler Ronlotar Stumpshade (*male dwarf*, *Exp 9, NG; HsS*) sells fine boots, shoes, sandals, and slippers. Most are made for dwarf, gnome, or halfling feet, but Ronlotar will happily produce fine footwear for larger clients. His work is outstanding, though he despairs of the quality of leather that he has been receiving lately, and has begun to experiment with other materials. He has found that grimpling hide makes excellent and durable if ugly shoes, and has asked several adventurers to bring him more. Most have politely turned down his request, but he keeps asking.

[S6] Bank

The gnomish bankers Geologo (*male gnome*, *Exp 25, OG; HsS, SHC*) and Raldilikus (*male gnome*, *Exp 23, OG; HsS, SHC*), known as the “Keepers,” are legends even in Shadow Haven, whose banking system is the most secure and trustworthy on two worlds. The two take inordinate pride in the fact that they have never lost so much as a copper entrusted to them by their clients, that their books have always balanced, and that their own investments have always paid off handsomely. Though they have been in the business for nearly a century, both come to work promptly each day and do their jobs with great dedication and professionalism. Money that is left with the gnomes is

guaranteed to be safe — and both Geologo and Raldilikus will stake their reputations on it.

[S7] Council Chamber

This round enclosure is built of stone and roofed over with heavy mushroom-wood beams. Chairs surround a raised dais in the center, upon which Trade Family representatives meet and discuss matters of mutual and civic importance. These meetings are open to all who wish to attend, and are often packed with citizens and visitors eager to learn more about the future of the settlement.

When the Families are not meeting, House Earthcrafter's patriarch, Lardalon (*male dwarf*, Ari 12/Chr 8/War 6, OG; HsS) consults with his advisors, those representatives from the different races who make up the extended Earthcrafter family: Jerlopodix the gnome (*male gnome*, Ari 15, OG; HsS, SHC), Balopombo the halfling (*male halfling*, Ari 10/Exp 6, OG; HsS, SHC), and Dordak the dwarf (*male dwarf*, Ari 2/War 16, OG; HsS). These meetings, more frequent than those involving the entire city, deal with less significant matters, such as frequency of patrols, custodial services, taxation, and the like.

[S8] Tall Joe

Restaurateur Tall Joe (*male dwarf*, Com 5/Exp 8, NG; HsS) is indeed tall — for a dwarf, at any rate. Humans, elves, and other larger folk still have to stoop to enter the stone hut that serves as his eatery, however, and must consume their meals under an uncomfortably low roof, but most agree that the discomfort is worth it. Tall Joe's stews are among the best in the quarter, and he serves an enviably wide range of fine beers and ales. Like most Shadow Haveners, he serves anyone with an Amulet of the Haven; he has sometimes been known to buy game from hunters for use in his stews.

[S9] Xerolop's Trade Goods

Xerolop Palostilad (*male halfling*, Com 8, OG; HsS, SHC) deals in a wide range of goods, from food and gems to adventuring supplies, from leather goods to tools and weapons. Conversely, he considers buying anything that takes his fancy if he thinks that he can sell it for a profit. He is talkative and has what he considers a good sense of humor, though few appreciate his feeble attempts at humor. Those who can convince Xerolop that his jokes are actually funny sometimes get better prices.

[S10] Weapons

Robbolo Balashil (*male halfling*, Exp 12, NG; HsS, SHC) sells weapons of all shapes and sizes, from halfling and dwarf-sized swords and daggers right up to axes and clubs suitable for troll and ogre warriors. He is not a weaponsmith himself, but he does have a good eye for value and drives a hard bargain. Robbolo's weapons are known to be of good quality and, although his prices aren't always the best in town, buyers can at least be assured that a new sword won't break unexpectedly, nor will a shiny axehead lose its edge after one or two combats.

[S11] Gems and Precious Stones

This small hut is the home and shop of Pilop Stolarix (*male gnome*, Exp 15, OG; HsS), who deals in fine gemstones. Pilop locks his shop up each night, secure in the knowledge that the Lookouts and Peacekeepers are on the job and will not stand idly by while his goods are stolen. He is a fussy gnome with a curt and nervous manner, who often mutters to himself and makes expansive gestures for no apparent reason. His gems are high-quality, however, and he has grown rich buying and selling the riches of the caverns beyond Shadow Haven.

[S12] Tunnel To Living Quarters

This tunnel leads to a complex of caverns in which round stone huts house many of the dwarves, gnomes, and halflings of House Earthcrafter. The main passage to the Echo Caverns beyond lies beyond the Earthcrafters' living space, but the family's Lookouts and Peacekeepers are always on guard and, with only occasional assistance from the Defenders, have prevented any dangerous creatures from entering the area for many decades.

[S13] Common Area

This cavern serves a wide range of functions, from a gathering and socializing area to a place for Short and Stout merchants to sell their wares. It is usually crowded with common citizens of the quarter.

[S14] The Marble River

This pleasant waterway was created when the Earthcrafters diverted a natural waterway to flow down through their caverns. It provides the caves with pleasant sounds and fresh drinking water, flowing downward alongside the carved marble stairs that lead down from Area S16.

[S15] Vendors

This portion of the Stout Quarter is reserved for merchants who set up stalls or booths or simply sell from blankets spread out on the polished marble floor. Vendors most commonly encountered here include Hintol Balkortak (*male dwarf*, Com 6, NG; HsS), a dwarf who sells fishing supplies; River (*female halfling*, Com 7, OG; HsS) and Wayke Mudhands (*male halfling*, Com 7, OG; HsS, SHC), potters and artisans who are often accompanied by their somewhat inept dwarf assistant Barlotal (*male dwarf*, Com 3, NG; HsS, SHC); Zimloro Jalobottle (*male gnome*, Exp 10, NG; HsS), a gnomish alchemical supplies vendor; wineseller Dinoli Fantalicus (*male gnome*, Com 5, NG; HsS, SHC); and Hobolor Peltskinner (*male halfling*, Exp 16, OG; HsS), a halfling tailor who specializes in fine cultural armors.

Quest: Zimloro's Potion

Faction: House of Stout (+1 rank).

NPC: Zimloro Jalobottle.

CR: 4–9.

Reward: +1 faction rank with the House of Stout (maximum +2 from this quest); +1 faction rank with the Traders of the Haven (maximum +2 from this quest); 1d4 minor potions.

Consequence: –1 faction rank with the Loda'Kai (maximum –2 from this quest).

Quest Summary: Zimloro laments that he is not able to make a number of his more powerful and exotic potions due to a lack of the necessary components. He offers to share some potions with the characters if they retrieve some of these ingredients. He gives them a list of items that can be found in Shadeweaver's Thicket: club moss, bluecap mushrooms, silverweed, grimling's beard, and valley laurel.

Locating one of these ingredients requires a Wilderness Lore (DC 15) or Search (DC 18) check, which can be attempted every hour, and of course characters risk attack by the Thicket's various denizens all the while. The PCs may also have to explain themselves to Vah Shir authorities, who might be suspicious of strangers gathering herbs in what they consider their sovereign territory. Once they return with all the items, Zimloro rewards the adventurers with 1d4 minor potions of the GM's choice.

[S16] Vendors

More small-time hawkers peddle their wares here. Among the better-known are Bronklad Stoneshaper (*male dwarf*, Com 8, OG; HsS), who sells molds and other smithing supplies, and Darya Halfsinger (*female halfling*, Exp 16, NG; HsS, SHC), a crafter of musical instruments and a fine composer in her own right.

FORD EL QUARTER

The Fordel family is a household largely composed of paladins and clerics, with a few warriors in the mix. House Fordel is devoted to several things, most prominently to peaceful trade, the law, and the twin deities Erollisi and Mithaniel Marr. Fordel justice is swift and sure; their defenders tolerate no disturbances, and all who wish to do business in this quarter must do so with weapons both sheathed and peace-bonded. Despite their sometimes oppressive devotion to lawful behavior, the Fordel apparently have a blind spot when it comes to the smugglers who operate in and around Shadow Haven, for although they acknowledge the problem, they have so far been unable to stamp out the practice.

Quest: Daksins' Vampyre Antidote

Faction: Shadow Haven Citizens (+1 rank).

NPC: Defender Raldson.

CR: 6–8.

Reward: +1 faction rank with the Shadow Haven Citizens; 10d100 gp. This quest cannot be repeated.

Consequence: –1 faction rank with the Coterie of Eternal Night.

Quest Summary: Defender Raldson (*human male*, War 9, OG; DfH) is worried about his friend, a gnome by the name of Daksins. It seems that Daksins' sister was attacked by a vampyre, and after consulting with the gnome alchemist Zimloro (see Area S15), Daksins ventured into the Tenebrous Mountains seeking a sample of vampyre blood to help Zimloro create a cure for her vampyrism. The alchemist has since given Raldson a list of additional ingredients that he only just today realized that he needs, and Raldson asks that the characters take the list to Daksins in the Tenebrous Mountains.

The characters can locate Daksins near the Shar Vahl outpost in the Tenebrous Mountains. The gnome was badly wounded while attempting to find a sample of vampyre blood, but he accepts the list gratefully. He asks the adventurers if they can obtain more vampyre blood while he finds the other components. The characters have to find a vampyre (which are common in the mountains, so this should not present much of a challenge), destroy it, and take a sample of its blood. Daksins elects to remain at the outpost to recover from his wounds, and asks that the characters take the components back to Zimloro.

Zimloro takes the components and thanks the characters, telling them that they will help create an antidote to diseases carried by vampyre bites. (The relative success and the ramifications of this miracle cure are left to the GM to decide.)

[F1] Verte's Tavern

This coveted spot — positioned perfectly to catch those going to and coming from the Bazaar — has been occupied by the family of Verte Ostler (*male human*, Exp 6, NG; SHC) for several generations. Its décor is severe, with sharp marble walls and uncomfortable chairs, but Verte does a booming business nonetheless. Listening to the patrons is especially useful, for they often discuss what goods are in demand at the Bazaar and elsewhere.

[F2] Tanners

Barbarians Rowl Tanner (*male barbarian*, Exp 16, NG; HsF, SHC) and his partner Eastring Fashing (*male barbarian*, Com 13, NG; HsF) do a thriving business here crafting

hide and leather garments and armors. They claim to have a secret tanning process that transforms the hide of the deadly darkwing (a tough giant bat native to Luclin) into leather armor of enormous durability and strength akin to chainmail. Their armor is certainly of high quality, and competitors would give anything to know how they do it.

[F3] Gem Merchant

Adison Allonode (*female human, Exp 10, OG; TrH*) buys and sells gemstones of all types, while her husband Garn (*male human, Com 10, DG; SHC*) deals in raw metal and metal armor that he crafts himself in their home. It is said that they have not spoken to each other (at least outside the shop) in nearly a decade, but have remained married so as not to endanger the shop's success.

[F4] The Gardens

A range of exotic succulents and flowering plants grow here, tended by the gardener Tiplo (*male halfling, Exp 10, OG; HsF, NL*). Tiplo is quite happy to discuss his precious plants, as long as visitors don't tread on or otherwise damage them. He has a great deal of knowledge about the plant life of Luclin, and even knows the secrets of making a range of poisons from them — not that he would ever do so himself, of course; he is being entirely truthful when he claims his interest in them is purely scientific. All the same, he has unwittingly passed some deadly information on to passersby, though he has never learned the fatal results of his indiscretions, and would be horrified if he did.

[F5] Brewing Supplies

The crafting of ales and beers is one of House Fordel's specialties, and an especially pleasant aspect of life in Shadow Haven. Here, Lander Furthers (*male human, Com 5, NG; HsF, TrH*) and his wife Lesia (*female human, Com 4, NG; HsF, TrH*) sell imported hops and other grains, as well as brewing barrels, yeast, and other necessities for making malt beverages.

[F6] Grimthor's Distillery

Possibly the most popular and best-known inn and tavern in all of Shadow Haven, Grimthor's serves clients from all over Luclin, who come here to sample the many different beers, ales, and spirits available in the city. Grimthor himself (*male human, Exp 15, OG; TrH, SHC*) spends most of his time actually brewing and distilling, though he has been known to work the bar or act as innkeeper on occasion. Most day-to-day running of the inn is left in the hands of his assistants, Woolf (*male human, Com 9, NG; SHC*) and Adelina (*male human, Exp 7, NG; HsF*). Molas, their powerful but jovial bouncer (*male barbarian, Mil 13, NG; SHC*), keeps the peace.

The establishment's design is quite unusual, for it is located on a wood-and-stone platform raised up above street level. Passersby can walk entirely underneath the structure, although caution is advised, for spilled beer and other less savory things sometimes plummet down from above. Sewage and other waste flows through pipes hidden in the platform supports.

[F7] Shadow Haven Trade Commissioner

The lifeline of Shadow Haven's trade is managed from this complex of offices. Trade Commissioner Henry Fordel (*male human, Ari 22, OG; HsF, TrH*) supervises the place, which is a chaotic whirl of activity both day and night. Trade records, contracts, citizenship documents, and every other imaginable type of paperwork is filed here, shuffled and organized by a small army of clerks. Below the main office complex, warehouse managers Zaores (*male human, Exp 13, OG; HsF, TrH*) and Yaron (*male human, Com 11, OG; HsF, TrH*) keep watch over massive quantities of trade goods as they move in and out of Shadow Haven. The offices are always guarded by a pair of Fordel Guardians.

[F8] Sanderson and Sneath

These two garrulous businessmen share a single establishment, even though their trades are entirely different. Sanderson (*male human, Exp 8, NG; TrH, SHC*) sells quality musical instruments such as lutes, harps, flutes, drums, serpent-horns, and the like, while Sneath (*male human, Exp 15, NG; TrH, SHC*) sells herbs to cooks, alchemists, and shamans, as well as dealing in miscellaneous adventuring gear at reasonable prices. His gear is of questionable quality, however, and several rumors claim that his leather goods have a tendency to fail at crucial moments.

[F9] Fordel Scouting Supplies

House Fordel's smiths produce a wide range of weapons, armor, and other gear. Those items intended for scouts, explorers, and rangers are especially sought after, for they are light, durable, and highly functional. (Fordel scout armor can be considered to be of masterwork quality.) Volan Sorisnali (*male human, Rng 9/Exp 4, NG; HsF*) and Tabard Redhand (*male barbarian, Exp 11, OG; HsF, SHC*) sell Fordel scout weapons, armor, and leather goods such as gauntlets and gloves. Volan was himself an accomplished cavern scout, but was forced to retire after being nearly killed by a thought horror in the Deep. He is a good source of information about the Paludal and Echo Caverns, as well as more dangerous places such as the Fungus Grove.

A Fordel Sentry usually keeps watch over this shop.

[F10] Fordel Weapons

Armorer Narsam (*male human, Com 8, OG; HsF, SHC*) sells fine steel weapons crafted by House Fordel smiths. (These Fordel weapons can be considered to be of masterwork quality.) Narsam maintains a friendly, joking rivalry with Volan and Tabard (Area F9), and often makes light of the quality of their wares.

A pair of Fordel Sentries usually keeps watch over this shop.

[F11] City Office

Shadow Haven's civil affairs are administered from this nondescript building. In reality, the city doesn't need much more administering, for the Trade Commissioner (Area F8) and House Fordel managers (Area F21) already direct

most of the important affairs. Daily matters are handled by Mistala Glimmerblade (*female human*, Ari 8/Pal 10, OG; HsF, DfH, SHC) and her husband Daloran (*male human*, Ari 4/Pal 7/Exp 7, OG; HsF, TrH, DfH), former House Fordel paladins and now superintendents of the entire city.

A number of Sentries and Guardians are commonly on duty here.

Quest: The Gemmed Sword Hilt

Faction: None.

NPC: Daloran Glimmerblade.

CR: 3–5.

Reward: +1 faction rank with the House of Fordel; +1 faction rank with the Traders of the Haven; *Combine longsword*.

Consequence: None.

Quest Summary: Daloran Glimmerblade recognizes the PCs as capable sorts and asks if they are new to the city. He greets them warmly and asks if they would like to do a favor for House Fordel: A number of gemmed sword hilts were recently delivered to his office, he divulges, and they glow with an unknown magical force. He asks that the characters take one of the hilts to his friend Kellari Autumnfall, the Mistress of Enchantment in Katta Castellum. The characters must make the trip from Shadow Haven to Katta, and locate Kellari in the Magistrate's Palace. Once they bring the hilt to her, she inspects it and says that the gems seem to contain potent magical energies that will enhance any weapon it is associated with. The characters carry the hilt back to Daloran, who has it and each of the other hilts turned into a *Combine longsword* — he then gives one to the characters as a reward.

Quest: Smugglers of the Haven

Faction: House of Fordel (+2 rank).

NPC: Mistala Glimmerblade.

CR: 8–15.

Reward: +1 faction rank with the House of Fordel; +1 faction rank with the Shadow Haven Citizens; +1 faction rank with the Traders of the Haven; 10d100 gp. This quest cannot be repeated.

Consequence: –1 faction rank with the Shadow Haven Rogues; –1 faction rank with the Recondite Bandits.

Quest Summary: Mistala Glimmerblade needs a report delivered to her aide, Lieutenant Broansas (*male human*, Pal 13, OG; DfH), who is posted on the other side of the quarter. Upon the PCs' arrival, Broansas accepts the report, reads it, and then asks for assistance. Most of his Defenders are off on operations against the boglings, and Mistala's intelligence tells him the Haven smugglers are expecting a large shipment soon. He asks that the PCs set up an ambush, attack the smugglers' caravan, and bring the goods to Shadow Haven, where they can be turned over to Trade Commissioner Henry Fordel (see Area F7).

The caravan does come through after a couple of hours of waiting, but the smugglers are ready for action and have hired mercenaries to assist them. The fight is nasty, but if the characters succeed, they earn the gratitude of House Fordel and the city's merchants.

The Haven Defenders also use the upper floor of this building as their headquarters, and their General Dalinastalarix IV often comes here to consult with his various commanders. Small but tough, the aging general is one of a long line of warriors who first served the Combine Empire but who now work to defend Shadow Haven against all outside enemies. He is curt, professional, and always speaks carefully and exactly. He has fought several campaigns throughout Shadow Haven and its environs, against the shik'nar and the galorians of Fungus Grove, against the Echo Cavern smugglers, and even against a small army of though horrors that tried to interrupt Shadow Haven's trade with the outside world.

General Dalinastalarix IV, Male Gnome, War 25: CR 25; Small humanoid (gnome) [3 ft., 5 in.]; HD 25d12+75+14; hp 261; Init +7 (Dex); Spd 20 ft.; AC 30 [flat-footed 28, touch 14] (+1 size, +2 Dex, +11 armor, +5 shield, +1 arcane); BAB +25; Grap +27; Atk +37/+32/+28/+24/+20 melee (1d6+12, crit 15–20, +4 *keen ghost touch short sword*) or +40/+36/+32/+28/+24 ranged (1d6+10 plus 1d8 magic proc [DC 18], crit x4, 130 ft., *planned light-mithril-strung double-cam shadowwood shortbow* and *condensed shadow ultimate arrows*); SA area Taunt, disciplines (Mighty Strike, Warrior's Charge); SQ berserking, disciplines (Defensive, Evasive, Fearless, Resistant), gnome traits, infravision, Taunt bonus +6; Res CR 6, FR 4, MR 5, PR 4, SoR 5; AL OG; Fac DfH, SHC; SV Fort +17, Ref +13, Will +11; Str 22 (14), Dex 25 (20), Con 16 (14), Int 17, Wis 21 (16), Cha 14 (16).

Skills: Alcohol Tolerance +13 [idol], Balance +12 [boots], Climb +21 [boots], Disable Device +12, Hide +13, Intimidate +14, Jump +15, Knowledge (warcraft) +24, Search +7, Sense Heading +12 [idol], Sense Motive +11, Swim +10, Taunt +26, Trade Skill (tinkering) +17.

Languages: Gnomish (4), Modern Combine (4); Dwarvish (4).

Feats: Cleave, Dodge, Double Attack, Improved Critical (short sword), Improved Disarm, Improved Parry, Leadership, Mobility, Parry, Power Attack, Quick Draw, Riposte, Sunder, Toughened, Weapon Focus (short sword), Weapon Specialization (short sword).



Possessions: +3 clockwork watcher armor, large acrylia shield, +4 keen ghost touch short sword, planed light-mithrilstrung double-cam shadewood shortbow, quiver and 20 condensed shadow ultimate arrows, black ice sleeves, gauntlets of iron tactics, boots of stability, miner's ring, golden idol of Brell.

[F12] Record Keeper

The master scribe Ajar (*male Erudite*, Exp 16, N; HsF) and his clerks maintain all archival records in this three-story building adjoining the City Office. Each day, clerks from the Trade Commissioner's Office (Area F7) carry stacks of paperwork here for filing. Ajar is a quiet, dedicated individual who has no real desire to join his brethren in House Midst. Like many Erudites, Ajar has an eidetic memory and a highly agile mind, allowing him to remember almost any fact about anyone he has encountered. He also notices discrepancies in receipts, evidence of wrongdoing and corruption, and other things that might be missed by less capable individuals.

However, Ajar uses this information to his own advantage, and, unbeknownst to anyone, he has an extensive extortion operation in place. He has even sold especially valuable information to the Haven smugglers, who use it to their own advantage.

[F13] Potterers

The Blackhand family — brothers Robert (*male human*, Com 6, OG; SHC, TrH) and Rusty (*male human*, Com 6, OG; SHC, TrH) and sister Kelly (*female human*, Com 6, OG; SHC, TrH) — labor in this roomy shop, crafting household metal goods such as cooking and eating utensils and pots and pans. They also sell some trade goods such as molds and tools.

[F14] Bakery

Lynesia Eroaaf (*female human*, Exp 12, NG; HsF, TrH) runs an odd little business here, selling breads and puddings as well as cookware and alchemical supplies — since alchemy and cooking are similar endeavors, she rationalizes, why not combine the two? This theory was put to the test when an ingredient mix-up led to several loaves of bread that turned consumers invisible, shapechanged them temporarily into elves, or caused massive growths of mushrooms all over their bodies (and in one case, all three). Lynesia and her assistants, baker Akerai (*male human*, Com 6, NG; SHC) and alchemist Frusal (*male human*, Exp 6, NG; SHC), have taken pains to keep the two halves of the operation quite separate since the unfortunate incident.

[F15] Weapons

Shopkeeper Bailes (*male human*, Com 5, OG; SHC, TrH) sells a wide range of weapons, aided by Gelson (*male human*, Exp 3, OG; SHC, TrH) and Eiles (*male human*, Com 3, NG; SHC, TrH), who supplement the shop's stock with clothing and armor patterns and general adventuring supplies.

[F16] The Fordel Hold

Most of House Fordel's riches are stored here. Keepers Faloensar (*male human*, Exp 22, OG; HsF) and Teridat

(*male human*, Exp 23, OG; HsF) are scrupulous perfectionists. Their vaults are located in chambers below their main offices, and are well guarded (rumor has it that the partners have figured out how to control some kind of golem and that this protects their vault). They are also cunning businessmen, giving loans and investing in various mercantile undertakings around the city. Some claim that they have secret connections to the smugglers of the Haven, but no one has ever been able to prove this.

A handful of Fordel Guardians are always on duty here.

[F17] Shops

Most of these structures are empty, but all are available for rent from the Fordel authorities. Those who wish to run a business here should consult with the authorities at City Office (see Area F11).

[F18] Warehouses

This area contains several large buildings that can be rented by the month from City Office (see Area F11). Currently, several merchants have rented the warehouses, using them to store goods prior to shipment out of Shadow Haven.

[F19] House Fordel

The main residence of House Fordel is also the home of some of the city's highest-ranking priests and paladins. The main floor is open to the public during business hours, and visitors can purchase a wide range of items from House Fordel vendors. The main living quarters for elder members of House Fordel are located upstairs in pleasant, well-furnished rooms, most with fine views of the city.

House matriarch Mother Ilisial Fordel (*female human*, Ari 12/Clr 10, OG; HsF) lives here, dispensing wisdom and guidance to her people. She is old and in failing health, and the other Fordels are very protective of her.

Galorano Daldrick (*male human*, Pal 23, OG; HsF) is the ranking paladin of Marr; he and the Fordel paladins under his command might provide training, advice, and spells to those who need them.

High Priestess Sesamin Soulhealer (*female human*, Clr 24, OG; HsF) conducts services here and offers magical aid to House Fordel and to its friends and allies. She is assisted by various other priests, including her husband Mandark (*male human*, Clr 20, OG; HsF), priest Jarson (*male human*, Clr 23, OG; HsF), priestess Farinthorn (*female human*, Clr 18, OG; HsF), and the chief clerics of the various circles of acolytes and lower-ranking priests (see below).

Adept Tirisa (*human female*, Clr 12, OG; HsF), oversees junior clerics of level 10 and below; Adept Arnthus (*male human*, Clr 19, OG; HsF) is responsible for the higher-level clerics; and Adept Paloney (*male human*, Clr 24, OG; HsF) is Sesamin's immediate subordinate.

Chief Smith Galoran Precon (*male human*, Exp 17, OG; HsF) sells smithing supplies when he isn't busy forging weapons and armor for the household. His smithy, located inside House Fordel itself, is well-equipped, constantly busy, and always looking for new apprentices and assistants.

Guard duty here is considered an especially good assignment. House Fordel Senior Guardian Joroli (*male human*, War 14, OG; HsF, DfH) currently commands a handful of Sentries here, and he carries out his duties with great aplomb and tact.

[F20] Entrance to Nota'Dal Quarter

This graceful archway leads to the largely elvish Nota'Dal Quarter. This entrance is constantly watched by two Nota'Dal Guardians.

[F21] Fordel Armory

Constantly guarded by both Haven Defenders and Fordel Sentries, this structure houses numerous weapons, suits of armor, sheafs of arrows, and other items of a military nature. In times of emergency, arms from here can be distributed to the citizens of Shadow Haven so that they can aid in the defense of the city. Persistent rumor holds that a number of the items here are magical in nature, but House spellcasters check the armory regularly for anything with magical qualities and have thus far found nothing.

[F22] Barracks

City Defenders are housed here, along with Fordel's house guards. This structure contains numerous bunkrooms, a kitchen, a mess hall, and a small armory. Warriors and paladins can come here for training with the Defenders, who always like to stay in fighting trim and are interested in learning fighting styles from other lands, especially Norrath.

[F23] Practice Yard

This walled area adjacent to the barracks is often full of warriors, paladins, and martial clerics practicing weapon technique, small unit tactics, defensive maneuvers, and the like. Sergeants and high-ranking priests wander the yard, barking out constructive criticism, demonstrating combat moves, and making sure no one gets hurt too badly. The yard contains practice dummies, obstacles, targets, and other items that aid the trainees in their work.

[F24] Paludal Caverns Bridge

This bridge passes over a deep, cold underground lake, which is used as the primary water supply for Shadow Haven. Near the bottom of the lake is a small underwater passage that emerges in the Echo Caverns (see Area 21 of that region). The swim to the caverns takes at least an hour, so those who wish to go there must do so with artificial or magical breathing aids.

[F25] Fordel Living Quarters

Many citizens of this quarter live in a warren of small but comfortable dwellings at the end of this tunnel. The Fordel living quarters are located near a large passage to the Paludal Caverns, but the Defenders and Sentries are vigilant, and are usually backed up by Nota'Dal and Midst forces as well, and the neighborhood has not been plagued by creatures of the caverns for years. Rather, the Fordel living quarters are used as a secure jumping-off place for exploratory missions, trade caravans, and the like.

[F26] Midst Bridge

This narrow bridge rises above a deep subterranean lake and leads to the Midst Quarter. There is no railing or protection of any kind against falling, so it can be treacherous to outsiders (Balance DC 10 to cross at normal

speed), but locals have grown used to it and few if any ever fall. Those who do must be rescued by the Defenders posted here (who have equipment at hand for that very purpose) before they succumb to the icy cold of the water below.

MIDST QUARTER

The Erudites of the Old Empire, like those of contemporary Norrath, were primarily practitioners of arcane magic. They were a good and studious group who called for peace amid the growing unrest of the old world, and today those on Luclin still quietly worship the gods of good, even in this distant and forsaken realm.

Today, most Erudites and a few humans of Shadow Haven belong to House Midst. Their primary jobs include the maintenance of Shadow Haven's libraries, which include many histories of Norrath (some of which were thought lost until the reopening of the gates) and numerous arcane texts. They are also teachers, passing on their wisdom to new generations of Shadow Haven children. Though the Midsts are the least numerous of the Trade Families, they are probably the most influential after House Fordel.

With the opening of the Nexus, the Erudites are eager to learn more of their lost homeland, as well as the spells of Norrath and its religious and magical practices (and they have in turn retained some magics long thought lost on Norrath). They are currently in talks with the good Erudites of Norrath, hoping to begin an exchange program, in which Shadow Haven wizards visit Erudin and vice versa. As a result, scribes and those with arcane knowledge are in greater demand than ever with the Midst family.

Shadow Haven Erudites

The Erudites of Luclin were not on Norrath when the Arch-Necromancer Miragul and his cronies began the great civil war that blasted Shar Vahl to the moon and resulted in the construction of the fallen Erudites' city of Paineel. As a result, those Erudites who dwell in Shadow Haven have developed a unique sub-culture with slightly different traits than those of their Norrathian counterparts over the past two millennia or so.

Use the following racial traits for Shadow Haven's Erudites where they differ from those found in the *EQ: Player's Handbook*:

- Abilities: -2 Strength, -2 Dexterity, -2 Constitution, +6 Intelligence, +2 Wisdom, -2 Charisma.
- Favored Class: Cleric, enchanter, magician, or wizard.
- Classes Available: Bard, cleric, enchanter, magician, monk, paladin, and wizard.
- Shadow Haven Erudites' night-time vision is not as poor as that of their Norrathian cousins: They suffer only a -2 penalty on Spot checks in low-light conditions.

[M1] Entrance

Past the narrow bridge from the Fordel neighborhood (see Area F26) lies this small, high-ceilinged chamber. Visitors begin to feel a sense of peace and contentment here, as the arcane harmony of the adjoining quarter asserts itself. Two senior Midst Disciples are always on duty here, making sure that visitors approach with good intentions and their weapons sheathed. Those who look like trouble are politely asked to leave and come back later when they are in better spirits. Any who refuse usually find themselves unconscious and handed over to the Defenders or Fordel guardians for trial.

[M2] Antechamber

The first great chamber of the Midst Quarter is a graceful and aesthetic place, with polished marble floors, pale walls, and a delicately arched ceiling. Mistress Eolissa (see below), putative head of House Midst, is often found here, conversing with her fellows and friends, or offering her aid and wisdom to visitors. Grandmaster Haloriki (*male human*, Mnk 24, OG; HsM), the highest ranking of House Midst's monks, is also normally here, along with several of his acolytes.

The handsome, middle-aged Lady Eolissa has been the head of House Midst for nearly a decade, and in that time she has shown herself a capable leader. While some in Shadow Haven maintain that she puts her family's interests before those of the city, she nevertheless remains an important leader and one critical to the defense of all of Shadow Haven.

Eolissa is somewhat distant and usually doesn't like to deal with anyone from outside her household, preferring to speak through intermediaries. When talking to acknowledged allies or members of House Midst, however, she is an articulate and good-natured woman, always willing to discuss any important matter. When a decision needs to be made, she makes it with firm finality and takes all responsibility for the consequences. Outsiders point to her insularity and her stubbornness as her weaker points — her great wisdom, intelligence, and knowledge about Shadow Haven and its environs help make up for these minor shortcomings, however.

Mistress Eolissa, Female Erudite, Ari 3/Wiz 23 (always buffed with *steelskin*): CR 25; Medium-size humanoid (human) [5 ft., 11 in.]; HD 3d8+12 plus 23d4+92; hp 220 + (6d10)x2 = ave. 286; Init +2 (Dex); Spd 30 ft.; AC 21 [flat-footed 19, touch 13] (+2 Dex, +8 armor, +1 arcane); BAB +13; Grap +13; Atk +16/+11/+6 melee (1d6+3, *mootogo focus staff*) or +15 ranged; SA spells; SQ disease save +3, Erudite traits, Greater Specialization (evocation), greater wizardries (rapid casting, spell fury), quicken mastery, spell haste II, spell resistance [magic] 25; AL OG; Fac HsM; SV Fort +12, Ref +10, Will +22; Res CR 3, DR 5, FR 6, MR 5, PR 6; Str 10 (8), Dex 14 (9), Con 18 (12), Int 33 (26), Wis 23 (20), Cha 20 (16).

Skills: Appraise +16, Channeling +35 [staff], Diplomacy +15, Forgery +17, Gather Information +10, Handle Animal +8, Intimidate +17, Knowledge (art and literature) +17, Knowledge (folklore) +20, Knowledge (geography) +20, Knowledge (history) +20, Knowledge (local lore) +31, Knowledge (mysticism) +35, Knowledge (peerage) +19, Knowledge (planar travel) +19, Knowledge (religion) +23, Listen +18, Meditation +45, Perform (sing) +10, Ride +6, Search +19, Sense Motive +21, Spellcraft +36, Spot



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+12, Trade Skill (calligraphy) +29, Trade Skill (jewelcraft) +25.

Languages: Old Erudian (5), Modern Combine (5); Ancient Halfling (4), Dragon (4), Elder Dragon (4), Elder Elvish (4), Gnomish (4), Vah Shir (3).

Feats: Enlarge Spell, Extend Spell, Mental Clarity, Mystic Capacity, School Specialization (evocation), Silent Spell, Spell Focus (evocation).

Wizard Spells Prepared (mana cost, modified for Greater Specialization and *platinum ruby ring*): *Chill sight* (11), *Elnerick's entombment of ice* (32), *frost storm* (44), *immobilize* (11), *lava storm* (27), *lesser evacuate** (8), *levitate* (4), *lightning shock* (24), *nullify magic* (6). Save DC 21 + spell level, or 23 + spell level for evocation.

Mana Pool: 534.

Possessions: *Serene imbued woven platinum armor*, *Mootogo focus staff*, *necklace of superiority*, *platinum imbued topaz pendant*, *platinum black sapphire headband*, *red ceramic band*, *platinum ruby ring*, *small protection deity* (Quellious).

* See Chapter 5: New Magic.

[M3] Stairs

Two flights of stairs flank the antechamber, leading up to the open gallery above. They are usually patrolled by lower-ranking Incantators. Running and horseplay are not tolerated here, and those who engage in such behavior are told, in no uncertain terms, to stop immediately.

[M4] Gallery

This gallery extends all around the two large chambers of the Midst Quarter, providing a fine view of the beautiful chambers below, and also providing access to the amenities of the area. Incantators patrol the gallery continuously.

[M5] Shops

These small chambers contain some of the merchants and sellers of House Midst. Most are Erudites, unlike the loud, brash bargainers of the Fordel Quarter and the Bazaar;

as such, they are quiet, reasonable, peaceful individuals who look askance at anyone asking them to lower their prices — “My prices are the most logical and reasonable possible... Why should anyone want them to change?”

a. Jewelry: Aeksola Faroloifer (*female Erudite*, Com 7, NG; HsM, SHC) sells fine silver and gold jewelry, crafted in the Midst residential quarter by skilled artisans. Most are not magical, but all are beautiful and quite reasonably priced given their quality.

b. Supplies: Adventuring and travel gear are not a specialty of the Erudites, but such things are available here for those who need them. Helian Saroelitan (*female Erudite*, Com 6, NG; HsM, SHC) sells packs, clothing, tools, rations, and all such things needed for a caravan or exploratory mission. She is gregarious and talkative for an Erudite, which is to say that she sometimes utters more than a single sentence at a time in the presence of strangers.

c. Gems: Aeksola (from Area M5a) works closely with Erska Malosona (*female Erudite*, Exp 12, NG; HsM), who sells raw and polished gemstones. Erska’s shop is small but well organized, and much of her stock is stored in magical containers that hold far more than they should, given their dimensions.

d. Stews: The wonders of Norrathian Erudite cooking have largely been lost to the members of House Midst, and now most food is prepared by human cooks. Samotal Sedmians (*male human*, Exp 14, NG; HsM, SHC) is a good example of this, providing travelers and fellow Midst folk with hot, nourishing (but horribly unexciting) meals for a reasonable price. He does so with enormous serenity, however, claiming that in the preparation of good basic food he has attained the peace and enlightenment that many others have sought and never found.

[M6] Shops

On the other side of the grand chamber lies another small collection of House Midst sellers.

a. Izibat’s Robes: A rather unusual member of House Midst, Izibat (*male gnome*, Exp 17, OG; HsM, SHC), is a gnome who earnestly follows the quietly enlightened path of the Erudites. His robes are of the highest quality, and some have magical qualities.

b. Herbalist: Fitonas Galaofon (*female Erudite*, Exp 8, DG; HsM, SHC) sells herbs, alchemical and magical supplies, books, paper, ink, and quills. Her primary customers are House Midst folk, but she is happy to sell to anyone who needs her wares.

c. Talking Spells Scrolls: Mark Blotter (*male human*, Exp 6/Wiz 5, OG; HsM, SHC) runs a small business, scribing minor runes and some wizard spells onto scrolls and selling them to eager young students of magic. He himself is only a passable wizard, but his calligraphy is excellent, and he does a thriving business in mantras (see Chapter 3: Trade Skills in *Al’Kabor’s Arcana*).

d. Robes and Staffs: What is an Erudite without his robe and staff? Loensa Esorlinal (*female Erudite*, Exp 9/Mag 6, NG; HsM) knows that the answer to that question is “not much” — she provides fellow House Midst members with embroidered robes, finely crafted staves, and other accoutrements that no self-respecting Erudite should be without. A talented craftsperson, Loensa has imbued many of her

creations with some magical power, and she also has many familial connections with spellcasters, allowing her to sell a range of potent and impressive magical items.

[M7] Restoration Inn

The Erudite district of Shadow Haven is not known for its lush accommodations, but the Restoration Inn is an exception. Its pleasant rooms, crafted of marble and wood, decorated with fine furniture and artworks, are said to help restore a weary traveler’s spirit and even help the sick or wounded to recover. No one knows if this is really true or not, but the Restoration Inn remains a popular destination for Norrathian travelers, or even for those of Shadow Haven who are looking to get away from it all.

Innkeeper Haresu (*male Erudite*, Exp 6/Clr 3, OG; HsM, SHC) is a friendly, unassuming individual who will recommend specific rooms for their purported healing and restorative qualities.

[M8] Main Chambers

This section of Midst Quarter is nearly breathtaking in its aesthetics and sheer beauty. A soaring platform rises midway between the floor and the Gallery, connected above and below by sweeping marble staircases. The floor is covered with inlaid marble, with House Midst and Shadow Haven sigils cunningly worked into the intricate design. Lush Norrathian and Luclinite plants grow here side by side, and the entire room is said to be a place of thoughtful contemplation.

Here, Mistress Eeolissa (see Area M2) sometimes addresses House Midst members on matters of civic importance. Other household functions are carried out here as well, but when the chamber is empty it is available for use by any who need it, as long as it is kept in its normal clean and peaceful state.

[M9] The Library

Chief Librarian Beriol Talorakoir (*male half-Erudite*, Wiz 20/Exp 3, OG; HsM), one of the few half-blooded Erudites of House Midst (his mother was human), oversees this magnificent collection of volumes both ancient and new. He is assisted by a small army of clerks and librarians, and the soft-lit interior of this chamber is always full of Erudites and others who come here seeking knowledge. Rianna Birchard (*female human*, Exp 14, OG; HsM, SHC) is the Head Clerk and usually deals with visitors who come here seeking books. The entire history of Shadow Haven may be found here (though books regarding the original founding of the city are hard to come by, and only one book was penned about the Exodus itself), as may almost any spell, magic, or trade skill procedure that the visitor requires.

Beriol and his librarians are cautious, however; especially high-level or dangerous spells are kept under lock and key, and nothing may be copied or taken from the library without their express permission. This has not stopped the occasional criminal from sneaking into the chambers and trying to abscond with the treasures stored here, but those who trespass on the library, or who come here without an open mind and loving heart, soon learn that Beriol is no ordinary librarian.

House Midst envoy Lamukas Kaesoanls (*male human*, Wiz 18, OG; HsM, TrH) also spends a lot of time here, although he can often be encountered elsewhere in the city. He is the official representative of the household when dealing with outsiders and the other Trade Families.

[M10] Midst Residences

An archway beneath the soaring stairs of the main chamber leads to the House Midst residential area. Typical Midst homes are every bit as beautiful and aesthetic as this chamber; crafted of white or black marble or polished granite, often embellished with acrylia, they feature fine workmanship and comfortable, spiritually tranquil living space. Many House Midst members maintain their own libraries or at least several shelves of books, and others use their homes to craft magic items or research new spells.

NOTA'DAL QUARTER

Small and isolated, the Nota'Dal Quarter is home to the haughty, sometimes downright arrogant elvish Trade Family and their allies and servants. House Nota'Dal specializes in both divine and arcane magic, and Nota'Dal spellcasters are in the forefront of research into the nature of the Nexus and the gates to Norrath. Their area is exquisitely beautiful, with the natural features of the caverns transformed into living quarters, temples, and other buildings.

[N1] Entrance

The natural cave entrance has been carved into an elaborate sculpture with extensive knot-work and stylized monsters. A squad of Nota'Dal Guardians remains on duty here at all times.

[N2] Arcane Spire

This beautiful spire of glittering rock appears to have some unusual magical properties, which the Nota'Dal think may be related to the Nexus. The area is always watched and protected by squads of Guardians and Magi.

Arcane spellcasters within 20 feet of the spire recover mana at double their normal rate. A ring of magic-users almost always sits around the spire, and there is often a

lineup. The Nota'Dal look down their noses at non-elves who come here to use the spire, but will not forbid its use by anyone who wears an Amulet of the Haven. Others will be asked to leave and to obtain such an amulet.

[N3] Shadowheart Jewelers

Samaesha Shadowheart (*female dark elf*, Exp 9/Wiz 9, DN; TrH) crafts beautiful necklaces, rings, bracelets, brooches, and other jewelry. She will also enchant jewelry, and sells a number of magical adornments, including a *drakescale bracelet*, a *ring of shadows*, a *moonstone ring*, a *healer's earring*, and several similar items.

Samaesha is a somewhat unpredictable individual, the subject of many rumors among the Nota'Dal, who tolerate her presence only because of the substantial tax that her business generates. Rumors claim that she is secretly an agent of the smugglers of the Haven, but this is not true — she is far too chaotic to cooperate with any organized group for long. She has been known to hire adventurers to obtain rare gems and items that she uses in her business. An entirely different set of rumors holds that she selects lovers from among the adventurers who work for her, and that she poisons those who displease her, but once more this appears to be a nasty tale spread by the notoriously petty among the Nota'Dal.

[N4] Mooncavern Inn

Innkeeper Kaelin Dalhas (*male wood elf*, Com 8, N; HsN) runs this inn, which is located in the hollowed-out interior of a gigantic stalactite. Outsiders are allowed to stay here, though few strangers feel welcome among the Nota'Dal elves.

[N5] House Nota'Dal

The elvish house uses this complex of caves and hollow mounds as its headquarters and chief residence. The interior contains many chambers, including living quarters, dining areas, kitchens, libraries, and rooms intended for contemplation, meditation, and study.

The only member of the house that most visiting outsiders ever meet is Dame Sh'kael Nota'Dal (*female high elf*, Wiz 17/Clr 7, ON; HsN), a tall and serenely beautiful elf with long, frost-white locks and a haughty, distant manner. She always meets with those who wish to speak with the Nota'Dal elders to determine the worthiness of their requests. Those deemed unworthy are asked to leave, while those with marginally worthy requests (at least in Sh'kael's estimation) face long waits before being allowed into the elders' blessed presence. Those with urgent or especially important matters to discuss or who rate a deal of respect are generally allowed fairly quick if not immediate access, but high elves are given priority over all others.

The elders, Uthama'kha Nota'Dal (*male high elf*, Enc 29, ON; HsN) and Shasheem'ala Nota'Dal (*female high elf*, Ari 1/Mag 29, OG; HsN), lead the family



with insight and wisdom, but are just as distant and unpleasant to non-elves as the rest of their family. The two ancient elves are rumored by some to have been born before the creation of the Combine Empire on Norrath — making them well over 3,000 years old — and the Nota'Dal will neither confirm nor deny this. Their chambers are here, several levels below the cave floor, and they are said to be the epitome of elven design, featuring massive carved columns, soaring vaults, arched ceilings, broad corridors, and the like. Those who come to meet with the elders rarely see one of the residence's smaller antechambers, but even these are said to be visions of unbelievable beauty.

Other family members are harder to meet. Supreme Magus Kanae'ra Nota'Dal (*male high elf, Wiz 30, ON; HsN*) is without dispute the most accomplished of wizards in Shadow Haven. He speaks obliquely, disguising his thoughts behind elaborately poetic philosophical pronouncement, to the point that most people — even other Nota'Dal — would rather not talk to him.

High Marshal Meathus Nota'Dal (*male high elf, Pal 25, OG; HsN*) is responsible for the defense of House Nota'Dal proper, and will also lead his troops in defense of Shadow Haven itself should the city ever come under attack. He is quite insufferably good of heart, and is quite patronizing with "lesser beings" such as humans, dwarves, and even half elves.

High Guardian Tharnus Nota'Dal (*male wood elf, Rng 11/War 13, ON; HsN*) is responsible for military matters outside the enclave, and is the highest-ranking wood elf in the household, while Master Scout Madaena Nota'Dal (*female half elf, Rng 18, N; HsN*) is the most influential half elf.

[N6] Chamber of Justice

Due to their orderly nature and magical skills, the elves of House Nota'Dal are the most common judges in the city. Here, in this large cavern, set about by carved stalactites and beautiful elven decor, accused criminals are brought before Nota'Dal judges. The truth of cases is generally determined magically, and no such inexact things as juries or prosecutors are necessary.

The chamber is guarded by Nota'Dal warriors and spellcasters, and contains several smaller caves used for deliberation as well as an area for holding prisoners before trial. Those acquitted are set free immediately, while those found guilty are punished in a variety of ways, from indentured servitude in Shadow Haven to restitution, imprisonment, or exile. Extreme violence, sociopathic behavior, murder, and treason against the city are all capital crimes, and the judges are also expected to serve as executioners, carrying out death sentences on the spot, utilizing the most effective offensive spell to hand.

Chief Justice Gaeleanah Nota'Dal (*female high elf, Enc 24, ON; HsN*) leads a staff of a dozen judges; all are high elves.

[N7] Prison Cells

The Nota'Dal are also in charge of Shadow Haven's jail, keeping these small caves under constant guard. Prisoners are treated relatively well, and few serve more than a year

— those who commit crimes that would require harsher punishments are either exiled or executed.

The Nota'Dal do not wish to sully their hands as jailors, so even though the prison is their responsibility, they employ others to oversee it. Warden Uthrim Greytemple (*male dwarf, Mil 11, ON; SHC*) oversees a staff of dwarf and gnome jailers, who can call upon the services of Nota'Dal Guardians and Magi if there is trouble.

[N8] Nota'Dal Residences

Beyond the main cave lie the Nota'Dal dwelling chambers. The elves live in underground splendor, having used magic to shape the caves and galleries of the deep to their purposes. Few outsiders ever venture here, and those who do always remark upon the profound beauty of the Nota'Dal homes.

THE BAZAAR

This chamber contains numerous stalls and trading areas. Originally used only by Shadow Haven merchants, the Bazaar has since been opened up to outsiders — especially those from Norrath — who are allowed to buy and sell items here after paying a small fee for the privilege. No disputes or violence are allowed here; those who start fights here soon find the Defenders of the Haven on the scene.

[B1] Passage to the Nexus

This hallway leads to the main Nexus chamber.

[B2] Bank

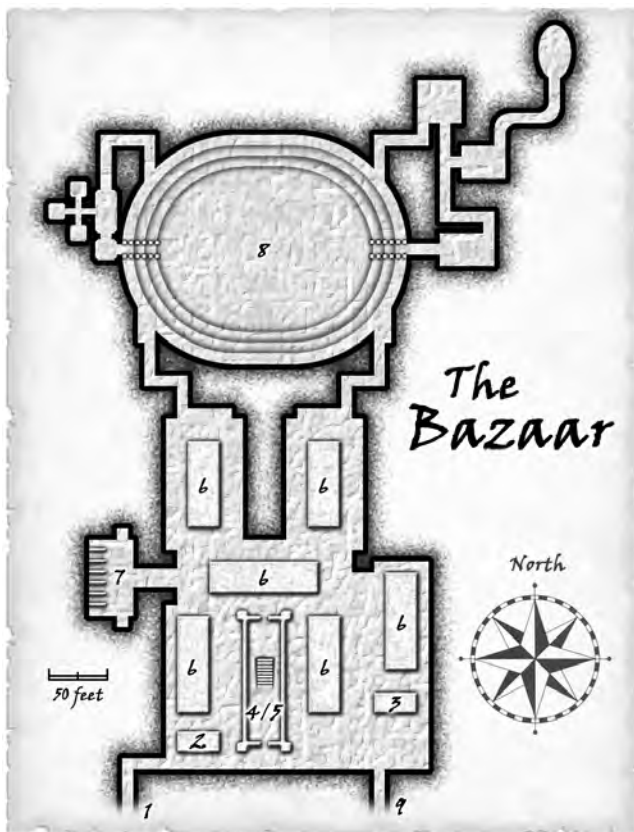
Bankers Goiland (*male human, Exp 10, OG; TrH*), Arendell (*male human, Exp 9, OG; TrH*), Orton (*male human, Exp 7, OG; TrH*), and Nilson (*male human, Exp 7, OG; TrH*) run a tight operation, storing and dispensing cash for the many individuals who buy and sell in the Bazaar.

[B3] Bank

Bankers Denton (*male human, Exp 12, NG; TrH*) and Maxforthe (*male human, Exp 11, NG; TrH*) also provide banking services. Broker Lynton (*male human, Exp 8, ON; TrH*) has offices here as well, from which he sells goods for others on consignment, taking a 10% to 20% commission on the items he handles.

[B4] Trade Hall

Numerous merchants have semi-permanent stalls here: Dashelo Talroshan (*male human, Com 3/Exp 3, N; TrH*) sells gems and runestones; Dolsoj Warrebs (*male human, Com 6, NG; TrH*) has a fine stock of clothing patterns and raw cloth; nearby Domalisar Cournoyer (*male human, Com 5, NG; TrH*) sells tailoring supplies; miner Gliblxl Rocktok (*male gnome, Exp 10, ON; TrH*) sells raw ore, molds, and metal ingots; and Galrono McHalorsos (*male barbarian, Exp 8, NG; TrH*), Alabar Escoriona (*male human, Com 8, N; TrH*), and Stinak Goldknuckle (*male dwarf, Exp 10, NG; TrH*) sell molds, armor, and other metal items.



[B5] Gaelsori's Tavern

Upstairs in the Trade Hall, Gaelsori Heriseron (*female human*, Com 7, NG; SHC) and her husband Tontoal (*male human*, Exp 7, NG; TrH, SHC) run a pleasant if slightly overpriced tavern, catering to the merchants and vendors of the Bazaar.

[B6] Trade Stalls

These extensive stalls are available for anyone who wishes to sell goods in the Bazaar. A license is required to sell here, of course, and can be obtained from Trade Commissioner Henry Fordel (see Area F7). The cost for such a license is 1 sp/day, 6 sp/week, or 2 gp/month.

The sellers and items available here change on almost a daily basis; nearly anything that can be bought or sold makes an appearance eventually, from simple food and clothing to powerful magic items. The GM should determine what goods and services are available at any given time.

[B7] Stables

Brothers Hiklo (*male human*, Com 1/Rog 2/Exp 8, NG; TrH, SHC), Galic (Com 3/Exp 7, NG; TrH, SHC), Wendal (Com 3/Exp 6, NG; TrH, SHC), and Aldo Amondson (Com 2/Exp 6, NG; TrH, SHC) sell horses; Hiklo, a smart and ambitious fellow, realized what a tremendous market he might tap into, since the gates to Norrath are now open again and horses are so rare there. How the brothers obtain these beasts is a closely guarded secret. In reality, they hire adventurers to travel with them periodically to the surface, where they capture the wild horses that roam Shadeweaver's Thicket, the Dawnshrouds, and other open spaces.

The Amondsons are all relatively fair-minded businessmen, but their prices are high: A single properly trained riding steed costs roughly 1,500 gp, while a battle-trained steed costs 4,500 gp.

[B8] Arena

This vast amphitheater is used for public gatherings, sporting matches, plays, and other social events. The law-abiding Shadow Haveners do not tolerate blood sports or real violence, so gladiatorial contests are banned, though battles with nonlethal weapons are always popular with the city's inhabitants.

[B9] Passage to Shadow Haven

This tunnel winds its way into Shadow Haven proper.

Shar Vahl

Large City, Pop. 20,000

(Elf 1%, Erudite 1%, gnome 0.5%, halfling 0.5%, human 3%, Vah Shir 94%)

Ruler: King Rajah Kerrath.

Gold Piece Limit: 40,000 gp.

Assets: 4,000,000 gp.

Resources: Grain, weapons, produce.

Militia: 500 Khala Dun, 750 Guardians of Shar Vahl.

The great city of the Vah Shir tribe of kerrans arrived on Luclin by accident, after being ripped from the surface of Norrath by a terrible spell cast during the great Erudite civil war. Under the leadership of their wise king Vah Kerrath, the cat-folk not only survived on the bleak and inhospitable

Vah Shir Scribes

Because the Vah Shir no longer use the written word, by royal edict (see Shar Vahl Area 26 for an explanation of the reasoning for this edict), certain young Vah Shir with good mental skills are taken to be trained as Scribes. This title is something of a misnomer as far as outsiders are concerned, since Vah Shir Scribes etch things not onto parchment, but into their highly trained minds. Years of grueling mnemonic training have developed the Scribe's mind into a remarkable machine for storing information and making unbelievably rapid mental calculations. Senior or elder Scribes are often referred to as Lorekeepers.

In game terms, the Vah Shir scribe (Scr) class is treated as the commoner NPC class. However, the scribe gains the *bardic knowledge* ability as a bard of the same level and, once per day for every 4 levels she has attained in the scribe class, the scribe can take 20 on any Knowledge check, even in stressful or dangerous circumstances. Further, at 1st level, a scribe can make any straightforward mathematical calculation accurately as a free action. Starting at 3rd level, the scribe can make even highly complex calculations as a free action with a successful Intelligence check (DC 10).

The Vah Shir's greatest catastrophe since their arrival on Luclin took place when the grimlings overran the Acrylia Mines, cutting the cat-folk off from what had become a vital resource. Since that day, the people of Shar Vahl have engaged in a bitter conflict with the grimlings, and their leaders now plan a grand campaign to drive the foul creatures from their territory once and for all.

Today, the flow of acrylia — sometimes mined surreptitiously, or else stolen in raids against the grimlings — is considerably lower than it once was, but it continues to enter the city in fits and starts. Shar Vahl maintains

friendly relations with Shadow Haven, trading grain and other produce for foodstuffs they cannot grow here (the otherwise carnivorous cat-folk have developed quite a fondness for the mushrooms of the deep caverns) and other essentials. King Raja has sent an emissary to the Loyalists of Katta Castellum, hoping to establish permanent diplomatic relations, an act that has enraged the Inquisitors of Seru. Fortunately for Raja and his people, Seru and his people can do little to prevent this from happening, as the Inquisitors' resources are stretched to the limit by their conflict with the Loyalists and other foes across (and beneath) the surface of Luclin.

Vah Shir Breeds

Though all Vah Shir have the same racial abilities, they differ somewhat, each individual resembling a different breed of cat. Newborn kerrans can be of any breed, regardless of their parentage, a genetic foible that has puzzled Vah Shir scholars for centuries.

For descriptive purposes, when Vah Shir NPCs are listed, they will be further identified by breed with a two-letter code in parentheses.

Optional Rule: The Vah Shir breeds vary slightly, and suggested modifications to basic Vah Shir abilities are listed below. If no modifiers are listed, the breed is generated as per the rules in the *EQ: Player's Handbook*. Common classes for each breed are also listed, but a Vah Shir character is free to select from any allowable class (except sabertooths; see below), and receives no additional benefit or disadvantage for selecting one of the classes listed below under his or her breed.

The different breeds are as follows:

Black Leopard (bl): This breed has a dark grey or black pelt with deeper black spots. They tend to join the rogue, warrior, and beastlord classes.

Black Leopard Ability Modifiers: +2 Dex, -2 Wis.

Leopard (lp): Slightly more agile but less physically powerful than other breeds, leopard kerrans have tawny hides with black spot patterns unique to each individual. They tend to be warriors, beastlords, and rogues.

Leopard Ability Modifiers: -2 Str, +2 Dex.

Lion (li): King Rajah Kerrath is a member of this breed, which includes many warriors and hunters.

Lion Ability Modifiers: None.

Lynx (ly): These Vah Shir tend to have long fur, tan and white in color, with long tufted ears. They do not favor any character class.

Lynx Ability Modifiers: None.

Mountain Lion (ml): These kerrans resemble the large mountain cats also known as pumas. They do not vary from the normal Vah Shir race, nor do they favor any character class over the others.

Mountain Lion Ability Modifiers: None.

Panther (pn): Panthers have a jet black pelt, darker than that of black leopards. They tend to be rogues, bards, and shamans.

Panther Ability Modifiers: +2 Dex, -2 Int.

Sabertooth (sa): As might be expected, the rare sabertooth breed of Vah Shir are almost invariably war-

riors, usually found fighting in the forefront of any battle. Although they are not known for their intellectual skills, some have risen high in the ranks of the Khala Dun. The general of all Shar Vahl forces, Avilah, is a sabertooth. Sabertooth Vah Shir normally stand well over 7 feet tall, some approaching 9 feet, and weigh between 350 and 550 pounds.

Sabertooth Racial Traits: Except as listed below, sabertooth Vah Shir are similar to other Vah Shir.

- **Abilities:** +4 Str, -2 Int, -2 Wis, -2 Cha. These modifiers are in addition to those normally applied to Vah Shir.
- **Favored Class:** Warrior. When determining whether a sabertooth Vah Shir suffers an XP penalty, her warrior levels do not count against her.
- **Classes:** Sabertooth Vah Shir can become only beastlords or warriors.
- **Large Size:** As Large creatures, sabertooth Vah Shir suffer a -1 size penalty to AC and to all attack rolls, and a -4 size penalty on Hide checks. However, they gain a +4 size bonus on all grapple checks and on Strength checks to break down doors, burst bonds, or the like. They may use larger weapon than humans, and their lifting and carrying capacities are twice those of Medium-size characters with similar Strength scores. Sabertooth Vah Shir have a natural 10-foot reach, making them very effective melee combatants.
- **Gore Attack:** Sabertooth Vah Shir receive a natural gore attack (1d6 damage).

Sealpoint (sp): Cat-folk with this coat pattern tend to be taller than other kerrans (except sabertooths), and generally resemble domestic cats with a sealpoint pattern. There are many sealpoint bards, but otherwise they have no preferred classes.

Ability Modifiers: None.

Tiger (ti): Tigers are most often warriors, but can be found serving in any role in kerran society. Many beastlords and shamans are tigers, as well.

Ability Modifiers: +2 Str, -2 Int.

White Tiger (wt): Slightly stronger than other kerrans but less agile than most, this breed has snow-white pelts with contrasting dark stripes. They tend to be warriors, beastlords, and bards.

Ability Modifiers: +2 Str, -2 Dex.

Food and Drink in Shar Vahl

The Vah Shir enjoy their alcohol, and their celebrations are notoriously raucous and sometimes even violent. The Luclin kerrans enjoy Shadow Haven beverages, which they have begun to import in large quantities, but they brew their own potables as well, some of which are listed below.

As for food, the harsh environment of the dark side of Luclin has forced the naturally carnivorous cat-people to become omnivores. Surprisingly, this doesn't seem to have affected their health, and some Vah Shir have even embraced the philosophy of vegetarianism, shunning the old ways of hunting and killing. These individuals are generally considered somewhat demented, or at least a little strange, by ordinary Vah Shir.

Prices listed below are per serving.

Drink	Price
Birthday Stout	5 sp
Bold Beastlord Bock	8 cp
Bride's Promise	1 pp
Curled Whisker Whiskey	1 gp
Feral Furry Vodka	5 sp
Ferocious Feline Cider	1 sp
Gladiator Choice Ale	8 sp
Grand Palace Sparkling Wine	6 gp
Groom's Promise	1 pp
Owlbear Bitter Brew	6 cp
Pawprint Porter	2 sp
Rhino Beetle Rum	3 sp
Rock Hopper Red Ale	1 sp
Royal Rebirth Rum	1 pp
Select Celebration Port	5 gp
Shar Vahl Almond Liquor	5 sp
Shar Vahl Cream Liquor	4 sp
Victory Toast Whiskey	3 sp

Food	Price
Beetle Stew	2 cp
Blackened Pepper Snake	6 sp
Dried Payala Chips	5 cp
Dried Wolf Ear	2 sp
Grimling Steak	1 sp
Marinated Mushroom Bits	1 sp
Moor Fish Pie	1 sp
Mushroom Bread	8 cp
Nepeta Mint Chocolate	1 gp
Owlbear Marrow Meatcakes	2 sp
Owlbear Stuffed Mushrooms	2 sp
Rock Hopper Flank Roast	1 gp
Saffron Spiced Mussels	2 gp
Seared Sea Bass	8 sp
Shawmera Sandwich	1 sp
Sonic Wolf Steak	4 sp
Zelniak Prime Rib	5 gp

Shar Vahl Street Vendors

Street sellers are common in the city of the Luclin kerrans. These vendors move from place to place, depending upon the flow of traffic, time of day, and the local demand for the seller's wares. They are a great source of supplies and information about goings-on in the city. Some of the most prominent street vendors and their wares are listed below.

Chialle (*female Vah Shir (bl)*, Exp 9, OG; SVC): Chialle sells a wide range of prepared and preserved food, and is known to have several good recipes for grimling jerky, which is said to last almost indefinitely — as long as one doesn't mind eating grimling flesh.

Garl (*male Vah Shir (lp)*, Com 10, NG; SVC): Garl crafts fine shields and leather armor.

Gawra (*female Vah Shir (bl)*, Com 7, NG; SVC): A talkative black panther, Gawra sells basic adventuring supplies.

Golath (*male Vah Shir (li)*, Com 3/Exp 3, NG; SVC): A vendor of hot food, Golath specializes in cooked grimling and giant beetle.

Hokar (*male Vah Shir (lp)*, Mil 2/Exp 6, OG; SVC): A skilled bowyer, Hokar crafts bows and arrows for the Taruun and the Khala Dun.

Kafal (*male Vah Shir (ti)*, Com 5/Mil 6, NG; SVC, GSV): Kafal makes padded and leather armor. He sometimes trains with the warriors who defend Shar Vahl.

Kojik (*male Vah Shir (lp)*, Com 3/Exp 7, DG; SVC): Kojik specializes in packs and bags, but can also craft leather clothing and cloaks if asked.

Kyala (*female Vah Shir (li)*, Com 5, NG; SVC): Kyala, a particularly attractive kerran, sells a wide range of basic adventuring supplies: lanterns, rope, packs, cloaks, rations, waterskins, and so on.

Lajika (*female Vah Shir (ti)*, Exp 5/Mil 3/War 2, OG; SVC, GSV): Like Kafal, Lajika makes padded armor, and can also serve as a warrior if Vah Shir needs defending. She sometimes longs for the life of an adventurer.

Mugdah (*male Vah Shir (ly)*, Exp 8, N; SVC): Mugdah works in a field normally shunned by the folk of Shar Vahl — he makes and sells poisons. He is tolerated by the king and his advisors, but the Taruun keep a close watch on whomever he sells to. So far, he has dealt only with hunters, explorers, and those with pest-control concerns.

Pardak (*male Vah Shir (ml)*, Com 10, DG; SVC): Pardak is a master shoemaker.

Shar Vahl Guards

The Guardians of Shar Vahl and the Khala Dun are responsible for the day-to-day security of the city. The most accomplished Khala Dun warriors are given the greatest responsibility of all — guarding the royal palace and the royal family itself. The very best of these are made Royal Escorts.

Guardians of Shar Vahl (Mil 5–10, OG; GSV)
 Khala Dun Guard (War 5–10, OG; KhD)
 Khala Dun Royal Guard (War 10–15, OG; KhD)
 Khala Dun Royal Escort (War 15–20, OG; KhD)

direct descendant Raja, this division of labor continues, and each Vah Shir takes enormous pride in his or her title and duties. Honor is paramount to the cat-people, and their loyalty, once won, is all but unbreakable.

A Vah Shir's guild title is a good guide to his role in society. Each Vah Shir guild includes both military and civilian functions, each of which are related in some fashion. The Taruun are scouts, rogues, and cooks; the Dar Khura are shamans, but also brewers, herbalists, and the like; the Khati Sha are beastlords, clothiers, and shoemakers; the Jharin are the society's bards, craftsfolk, and artists; and the Khala Dun are the warriors, armorers, and blacksmiths. Young Vah Shir are tested to see which guild they are best suited to, but are not required to join any of these organizations, and some few remain unaffiliated, preferring to live outside the city's various guilds.

table moon, but prospered, rebuilding their great city and transforming it into a vision of sophistication and beauty. The arrival of the mighty city created a great, steep-walled crater that today serves as the boundary and defensive perimeter of the city, and the open space in the center has been transformed into the Vah Shir's home.

The acrylia-veined marble used for much of the city's construction provides a degree of light and gives the city a pleasant, dusky glow. The cat-people, descended from nocturnal predators, have adapted well, and their society continues to expand.

Upon arriving on Luclin, King Vah realized that his people needed to be organized in order to survive, so he divided them into guilds based upon the tasks that they performed and took the masters of the various guilds as his council of advisors. Today, under the rulership of Vah's

[1] Hollowshade Tunnel

The crater formed by the city's impact forms a potent natural barrier against invasion. Hewn through the rock walls of the crater, this broad passage is constantly patrolled by the Khala Dun, and provides access to the adjoining territory known as Hollowshade Moor. Traffic consists of hunters, scouting parties, and merchants going to and from the city.

[2] North Bridge

This broad, paved span provides direct access to the city, and soars over the canyon below, which is still largely empty of Vah Shir settlement. Two squat, secure towers house squads of Khala Dun warriors, and burning lamps flank each end of the bridge.

Shar Val



[3] North Gate

The city's great gates are massive acrylia-reinforced wood portals, but they usually remain open, with Khala Dun guards monitoring traffic. These gates have never been tested in battle, for no foe has ever tried to besiege the city, but they are certainly capable of withstanding even the most determined invader. The gates are flanked by more guard towers, from which defenders can direct missile fire and spells at besieging forces.

[4] General's Headquarters

This structure houses the headquarters of Vah Shir General Avilah (see below), who commands Shar Vahl's military forces. He is served by a highly efficient staff of Scribes and Khala Dun officers. Though there are no written documents here, there are numerous unlabelled sketches and maps of Shar Vahl and surrounding lands, as well as anatomical diagrams of foes such as grimlings and sonic wolves, and armor and weapon sketches detailing various vulnerabilities.

The lower level of Avilah's headquarters has been taken over as a sickroom. Lately, a number of Taruun scouts have been returning to the city with mysterious illnesses, and this infirmary is used to keep them quarantined from the rest of the population. Taruun Zenash (*male Vah Shir* (li), Rog 21, OG; Tar) oversees the infirmary, along with healers Zukhara (*female Vah Shir* (bl), Rog 3/Shm 8, OG; Tar) and Rini (*female Vah Shir* (ly), Rog 4/Shm 7, NG; Tar). Presently, 6 sickened Taruun are here, all sick with high fevers and tremors; so far no one has been able to discover the source of the infection.

General Avilah Strongtooth

A celebrated warrior among the warlike Vah Shir, Avilah earned his surname in battle against the grimlings when he fought his way out of the Acrylia Mines armed only with his own claws and teeth. Taking command of the shattered Vah Shir refugees, he led them in an orderly retreat into

Hollowshade Moor and fought a successful rearguard action, holding the grimlings off while the survivors escaped.

Since that day, Avilah has steadily risen through the ranks, finally awarded command of the Khala Dun by King Rajah. He is determined to take the Acrylia Mines back from the grimlings and then exterminate those vile creatures altogether. He has offered a bounty on grimling heads, and also a reward for anyone who can bring him intelligence about grimling activities outside of Shar Vahl.

General Avilah Strongtooth, Male Vah Shir (sa), War 26: CR 26; Large humanoid (kerran) [7 ft., 4 in.]; HD 26d12+78+15; hp 259; Init +7 (Dex); Spd 30 ft. in armor, 40 ft. base [Swift]; AC 21 [flat-footed 18, touch 12] (–1 size, +3 Dex, +9 armor); BAB +26; Grap +37; Atk +40/+35/+30/+25/+20 melee (2d8+13 plus *frost rift* proc, crit 17–20, *Huge greatsword of grimling slaying*) and gore +27 melee (1d6+3), or +35 ranged (1d8+10, crit x3, 20 ft., +3 *spear of throwing and returning*); Reach 10 ft.; SA area Taunt, disciplines (Mighty Strike, Warrior's Charge); SQ berserking, disciplines (Defensive, Evasive, Fearless, Resistant), low-light vision, poison save +1, sabertooth Vah Shir traits, Taunt bonus +6; Res CR 4, DR 3, FR 3, MR 5, PR 6; AL OG; Fac KhD, SVN; SV Fort +20, Ref +15, Will +13; Str 25, Dex 25 (14), Con 16 (15), Int 14 (11), Wis 16 (13), Cha 13.

Skills: Alcohol Tolerance +9, Climb +14, Handle Animal +6, Hide –1, Jump +11, Knowledge (warcraft) +14, Listen +9, Safe Fall +16, Sneak +13, Spot +5, Swim +15, Taunt +17, Wilderness Lore +6.

Languages: Vah Shir (4), Modern Combine (2), Grimling (2).

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Double Attack, Endurance, Great Fortitude, Improved Critical (greatsword), Iron Will, Leadership, Mobility, Parry, Power Attack, Swift, Toughened, Weapon Focus (greatsword).

Possessions: *shissar scaled armor*, *Huge greatsword of grimling slaying*, +3 *spear of throwing and returning*, *lizard scale cloak*, *prowling leopard leggings*, *gate coin* (attuned to his private home in Shar Vahl), *potion of rageblood* (fire giant), *potion of stillblood*, *potion of gravity's bane*.



Quest: Grimling Heads

Faction: Khala Dun (+1 rank).

NPC: General Avilah Strongtooth.

CR: 4–12.

Reward: +1 faction rank with the Khala Dun (maximum +1 from this quest); 50 gp or 100 gp per head (see text).

Consequence: –1 faction rank with the Grimlings of the Forest

Quest Summary: General Avilah plans a major operation against the grimlings in the near future, but he requires intelligence about their locations, and also favors selective raids against the enemy to keep them off balance. He offers a bounty of 50 gold pieces for every grimling head brought to him. Grimling spellcasters' and officers' heads earn 100 gold pieces each.

Lorekeeper Ayrik's Tales

The Story of Dar Khura

As with the other sects of the Vah Shir, the Dar Khura took their name from one of our greatest historic figures. We honor the memory of our fallen leaders through our actions each day. It is the duty of every Vah Shir to epitomize the values that make our civilization strong, for without these values we are no better than the creatures that wallow in the filth of the darkest caves.

Dar Khura was the spiritual advisor to King Vah Kerrath, even before the Ascension, or Shifting. After the great event, it was Dar Khura's solemn conviction that we had not come to this world by mere chance, but that we were led here for a special purpose. Dar Khura focused on discovering that purpose and leading our peoples to fulfill their destiny.

Shortly after our city's first walls were completed, Dar Khura went to King Kerrath and told him of a recurring vision he had been experiencing. In the dream, the shaman perceived some unknown force tampering with the balance of the spirit realm. An overwhelming feeling of urgency and desperation lingered with the great spiritist each time he awoke from the visions. Dar Khura expressed to the king that it was his opinion that this was the purpose for their being delivered to this place.

The king found Dar Khura's words to be compelling. So convinced was the king that by the end of the day a decree went out to the tribe to afford Dar Khura any resource he needed to carry on his search. This research bore fruit sooner than any of the tribal elders could have expected.

Dar Khura's research was quick to provide insight into one of the races of this new place. The Spiritists came to know this race as the Akheva, a semi-immortal race: It was found that when one is slain, it is immediately reborn anew. However, over time, Dar Khura discovered that every time an Akheva was reborn, a sacred member of the spirit realm was destroyed. This, he understood, was the meaning of his initial visions.

Immediately, Dar Khura gathered a team of soldiers and went out into the darkness hoping to gather more information about this new race. That morning Dar Khura and his soldiers moved out of the sanctuary of the city walls and into the darkness. That was the last time that Dar Khura and his noble companions were seen. Only speculation and the terrible reality of Akhevan immortality — at a devastating cost to the spirit world — remain.

May the eyes of Vah watch over Dar Khura's spirit as they do ours.

The great visionary who could read dreams. It was an honor to recite this story for you.

The Tale of Taruun

This is the tale of Taruun, the first Vah Shir scout. As a small child, Taruun was found wandering the Old World continent of Odus alone. His face was scarred and his fur was burned in patches. It was apparent that he had been without food for some time. The orphan was very near death when kerran hunters found him and brought him back to their village.

The Shir tribe adopted the child and nursed him back to health. They searched for some trace of his family, but did not find them. The young cub was either unable or unwilling to speak, which made the hunt for his origins that much more difficult. After several years of searching, all efforts to find his family were officially ended and the boy was adopted into the tribe. That is when they gave him the name Taruun.

As Taruun grew, it became clear that he would never be like the other kerrans. It was obvious to those who knew him that whatever trauma he suffered had scarred him deeply. He never spoke, nor even growled for that matter. He kept to himself mostly, sometimes wandering off on his own for days.

As time passed, he demonstrated abilities that no kerran had possessed before. All kerrans could move quietly while they hunted, but Taruun was different; he was utterly silent, undetectable even by the keen ears of his fellows. Added to this was an amazing ability to blend instantly into any background. He did so without the normal visual effects that a shaman displays while casting a spell of invisibility. Taruun could, quite literally, simply disappear at will.

The boy never spoke, but he proved his value to the tribe during those first years. He often returned from his solo treks into the wilderness with more food than the older, more experienced hunters in his tribe. Some days he would return with more food than an entire gathering of hunters. The tribal elders watched this and grew curious.

One morning the tribal elders asked the youth if they could send hunters with him on one of his treks. He simply nodded and motioned for the elder hunters to follow. The hunters had learned to respect young Taruun prior to that day, and they followed the youth with open minds and pure hearts. It is fortunate for all of us that they did so. The skills that they learned in that expedition and all of the ones that followed it are still used today.

Taruun continued to take hunters with him for several years after that first trip. The hunters that he taught passed their knowledge on to the hunters that followed them. Seasons passed and the tribe flourished and grew under the tutelage of the silent youth. This continued until the day that he left the tribe.

No one can remember when or why the youth left. Some speculate that he was in fact a spirit. Others have said that he never existed at all. I prefer to think that he was a fleeting image of our future, like a shadow that shows us the form of something coming but is destined to disappear with the sun.

We Vah Shir all learn the story of Taruun at an early age. Our elders say that the story of Taruun is a lesson in humility. He helped our tribe without the use of words and with no desire for gratitude. That is why we have named our scouts after the youth. They are the epitome of what he represented to our people.

The child that taught a tribe to survive. It was an honor to recite this story for you.

The Tragedy of Khati Sha

The beastlord Khati Sha was the most accomplished of his kind. He traveled the world of Norrath, seeking out mysteries and investigating threats to his kingdom. The animals of Norrath were his friends and allies; he spoke to the birds and sang with the wolves. He knew the secret language of the forest and the ways of the plains. He climbed the mountains beside the great goats and sheep that dwell there, and he fought alongside the mighty cave bears. He learned the wisdom of dragons and the hidden knowledge of the fey. In all these things, Khati Sha was the wisest of his kind. Many were the times that his devotion and learning saved our people from disaster.

When the Shifting brought us to this realm, Khati Sha was among the first to venture into the darkness beyond the city, to find safe routes across the Moon of Luclin. He first mapped Hollowshade Moor and learned the languages of the owl bears and the sonic wolves. He sought the great cats of Shadeweaver's Thicket and even ventured to the gates of dread Vex Thal.

Khati Sha returned to tell King Vah Kerrath of his discoveries, and the knowledge of our people grew. But the

beastlord also learned of the mysterious races of the light side of Luclin, and ventured there seeking to expand the wisdom of his people further. To the shores of the Twilight Sea and beyond he ventured, into the sun-baked wilderness of the Scarlet Desert, the crags of Mons Letalis, and beyond, to the airless waste that is called the Grey.

And that was the last that was ever heard of the great Khati Sha. He lives on only in legend now, and many tales of his fate have been told, yet no one is certain what truly happened to him. Perhaps he was caught and slain by the evil snake-folk of the Grey. Perhaps he was killed by a fierce unknown beast or a natural disaster. Or perhaps he was not slain at all, but lives on, impossibly old, exploring the Moon of Luclin in the name of his people, and granting us his protection. Whatever his fate, we may be sure that the this lost hero still watches over the Vah Shir — whether a mighty hunter or a mighty spirit — and his memory lives on in the hearts of those belonging to the guild that bears his name.

The great beast-friend who feared no horizon. It was an honor to recite this story for you.

[5] Supply Depot

Supply Sergeant Ker'far (*male Vah Shir (ti)*, Exp 7/War 5, OG; KhD) runs a tight operation, and is frequently used as an example of an expert quartermaster by Supply Master Guresh (see Area 7). Though paperwork is nonexistent in Vah Shir society, Ker'far has overcome the deficiency by employing several highly skilled scribes — Sisi (*female Vah Shir (lp)*, Scr 11, NG; SVC), Lerash (*male Vah Shir (ti)*, Scr 12, OG; KhD, SVC), and Rubatha (*female Vah Shir (sp)*, Scr 9, OG; SVC, KhD) — whose highly trained memories help them keep track of stocks and supplies down to the last ounce.

Unless the king has declared a state of emergency, ordinary citizens can purchase supplies from official depots, and Ker'far's supplies are among the best and most economical in the city. Ker'far has no qualms about selling to foreigners, and adventurers like to frequent his shop, where they can buy rations, lanterns and torches, packs and bags, rope, climbing gear, clothing, etc.

[6] Amulek Inn

Jolod Amulek (*male Vah Shir (lp)*, Com 7, NG; SVC) serves drinks and food to Taruun, Khala Dun, and Jharin alike, but the main attraction here is Lorekeeper Ayrik (*male Vah Shir (sp)*, Brd 12/Scr 9, OG; SVN, Jha), who frequents the place and shares his wisdom and knowledge of Vah Shir history with all who ask. He specializes in the history of the Vah Shir guilds, and enjoys recounting the stories of the heroes for whom the guilds are named.

Jolod is aided by a competent staff, including his daughter S'tha (*female Vah Shir (pn)*, Com 6, NG; SVC), the chief cook Tanaab (*male Vah Shir (lp)*, Exp 6, NG; SVC), and bartender Hakim (*male Vah Shir (bl)*, Com 5, NG; SVC). Tanaab's mushroom bread is said to be quite tasty, though Ayrik's stories appear to be the reason that most people visit here.

[7] Supply Master

Supply Master Guresh (*male Vah Shir (ti)*, Mil 4/Exp 8, NG; SVN, GSV) oversees the shipment of vital trade goods to and from Shar Vahl. He has personally made several trips to Shadow Haven, and now expects trade from Katta Castellum to grow as the two communities grow closer. Various foodstuffs and supplies are available for purchase here, but Guresh is usually busy, and leaves everyday buying and selling to his clerks Lukyn (*male Vah Shir (lp)*, Exp 6, NG; SVC) and Zarisa (*female Vah Shir (bl)*, Exp 5, OG; SVC).

[8] Adventuring Supplies

Jharia Talmil (*female Vah Shir (sp)*, Exp 6, NG; SVC) and her husband Ulman (*male Vah Shir (ml)*, Exp 7, NG; SVC) cater to Vah Shir explorers and provide the Taruun with many of their basic supplies and equipment. Jharia makes tents, traveling clothes, and boots, while Ulman specializes in tools and weapons; he also has a fondness for maps, and collects, copies, and sells them.

The Talmils are a very loving couple, yet visitors are sometimes shocked at how much they bicker and argue. The two insist that this is only an outward manifestation of the esteem and affection they feel for each other, but some nights their arguments have kept the entire neighborhood awake (and in some cases, highly entertained).

[9] Lantern Shop

Mahj Hujara (*male Vah Shir (ti)*, Mil 3/Com 8, OG; SVC) makes fine lanterns and long-burning torches, and also makes trail rations from mushrooms, dried meat, and grain. He frequently field-tests new lantern designs, and is especially interested in what non-Vah Shir, whose night vision is not as good as that of the cat-folk, think of his wares.

[10] Trail's End Tavern

The best known tavern in town is run by Melek Haluur (*female Vah Shir (pn)*, Com 9, NG; SVC) with help from her chief barkeep, the former Jharin bard Taani (*female Vah Shir (sp)*, Brd 14/Exp 2, NG; SVC, GSV). Every traditional Shar Vahl drink is available here, along with a range of tasty foods including stews and choice cuts of meat (usually served raw or very rare, according to Vah Shir tastes, but Melek is happy to cook them for longer if the customer wishes).

The tavern has a number of interesting denizens, including the "nearly famous" Khati Sha Marook (*male Vah Shir (bl)*, Bst 17, NG; SVC, NL) — named after the legendary Vah Shir hero — who knows much of the wildlife of Luclin, and acrylia merchant Mignah Charu (*male Vah Shir (pn)*, Ari 2/Exp 10, N; SVN), who buys and sells all sorts of acrylia, including less pure forms that other merchants do not like to handle.

[11] Inner Gates

Shar Vahl is well defended, with several inner gates and walls to frustrate would-be attackers. These inner gates are kept open, but are always heavily guarded by the Dar Khura.

[12] Master's Smithy

Gifted master smith Barkhem (*male Vah Shir (ti)*, Exp 13/Mil 5, OG; SVC, GSV), aided by his young apprentices Kafy (*male Vah Shir (ti)*, Com 2/Exp 3, NG; SVC) and Garr (*male Vah Shir (pn)*, Com 2/Exp 1, OG; SVC), can make weapons and armor of truly magnificent quality. Many of Barkhem's pieces are carried by high-ranking members of

Quest: Bloodling Shield

Faction: None.

NPC: Master Barkhem.

CR: 2–4.

Reward: Bloodling shield.

Consequence: None.

Quest Summary: Master Barkhem has several shield frames that can accommodate carapaces from the cht'thk bloodlings that infest Shadeweaver's Thicket. If the characters bring him four carapaces, he crafts a single *bloodling shield* (see Chapter 5: New Magic) for the party.

Quest: Bloodling Armor

Faction: Shar Vahl Citizens (+1 rank).

NPC: Master Barkhem.

CR: 7–12.

Reward: +1 faction rank with the Shar Vahl Citizens; *bloodling plate*.

Consequence: None.

Quest Summary: Master Barkhem has plans for a suit of plate armor made from the carapaces of cht'thk bloodbulks from Shadeweaver's Thicket. If the characters bring him four such carapaces, he crafts two suits of *bloodling plate* (see Chapter 5: New Magic) and gives one to the party.

the Taruun and Khala Dun. The establishment runs constantly, always echoing with the sound of metal-on-metal (to the chagrin of those in nearby inns who are trying to sleep).

[13] Adventurers' Inn

Renshi Rager (*female Vah Shir (ti)*, Rog 15/Bst 5, NG; Tar) is something of an absentee owner, for she is the leader of a band of Vah Shir (and sometimes other races) who travel much of the dark side of Luclin in search of adventure. Though her inn is indeed a moneymaking enterprise, Renshi and her band see it primarily as their private residence, a place to rest and recuperate between expeditions. Rooms are simple, and food is basic, served by a competent staff (sometimes including adventurers on the mend), all overseen by Renshi's very competent manager Tarvu (*male Vah Shir (lp)*, Com 8, OG; SVC).

The staff here welcomes travelers of all races, and especially accomplished or interesting individuals may be asked to join Renshi's band. The most prominent current guest is armsman Khai-gesh (*male Vah Shir (bl)*, War 17, OG; KhD), recovering from wounds sustained during an expedition to the Scarlet Desert.

[14] Merchants

This space is shared by the merchants Arrin Murij (*male Vah Shir (lp)*, Com 5; SVC), who specializes in bags, boxes, packs, and other containers, and the vegetable merchant Brokh (*male Vah Shir (ti)*, Ari 4/Exp 4; SVN) who has completely rejected his predatory Vah Shir heritage and claims to be exclusively vegetarian. The two merchants get along swimmingly, although they sometimes argue about who should get the prime display space near the door.

Despite his serene demeanor, Brokh is nonetheless a hard-nosed businessman, buying and selling aggressively. He knows that Shadow Haven mushrooms are especially popular in the city, and pays handsomely anyone who can bring him a regular supply.

[15] Merchants

The winemaker Shalla (*female Vah Shir (sp)*, Com 7, OG; SVC) has joined forces with brewer and merchant Gamouz (*male Vah Shir (li)*, Exp 9, NG; SVC) to sell all sorts of brewing and winemaking supplies, as well as several fine Vah Shir vintages. They are interested in selling wines from Katta Castellum, but they have yet to secure a reliable supplier.

[16] Smithy

Smith Gherik Alakhun (*male Vah Shir (ti)*, Exp 6/Mil 6, NG; GSV, SVC) has recently branched out from his original stock, which used to consist primarily of weapons. With his junior partners Nocia (*female Vah Shir (pn)*, Com 6, NG; SVC), Larkin (*female Vah Shir (ti)*, Com 5/Exp 3, NG; SVC), and Jangle (*male Vah Shir (ti)*, Exp 8, OG; SVC), he has added smithing supplies such as clays, molds, and raw metals to his shelves, although he continues to sell weapons, tools, pots and pans, and even musical instruments (Jangle is actually a skilled crafter of instruments in addition to his duties as a smith).

[17] Royal Gates

These two portals, heavy acrylia-bound gates, provide access to the royal family's inner compound, where the palace rises gracefully. The gates are normally kept open, but can be closed in emergencies. Khala Dun Royal Guards are posted here at all times, asking any who seek to enter about the nature of their business and their intentions. Suspicious individuals are questioned and detained, but most are allowed to enter.

[18] Reflecting Pool

This pleasant space somehow — miraculously — survived the great Shifting of the city those many centuries ago without any damage, an event that the Vah Shir took as a portentous omen. Since that day, the reflecting pool has been kept in pristine condition, constantly cleaned and patrolled. Members of the Dar Khura and Khati Sha often come here to reflect on the mysteries of Luclin.

[19] Arena

Despite their heritage as carnivorous predators, the Vah Shir have little taste for blood sport, and the arena is usually the site of organized sports, mock combats, and athletic contests. It is also used by members of the Khala Dun for drills, training, and military ceremonies.

[20] Workshop

Beneath the arena are the chambers that once housed the city armory. These chambers' purpose has changed, and today they are used for weapons research and design. Here, Arms Researcher Saulgan (*male Vah Shir (pn)*, *War 6/Exp 9*, OG; *KhD*), Weapons Master Wygans (*male Vah Shir (bl)*, *War 18*, OG; *KhD*), and Alchemist Kotahl (*male Vah Shir (lp)*, *Shm 9/Exp 7*, OG; *KhD*, *DK*) work together to

create weapons that might be more effective against the city's enemies, primarily the grimlings.

Saulgan is particularly interested in grimling weapons, and also pays well for grimling carcasses, which he uses to test the efficiency of his weapons.

[21] Celebration House

Though it is a popular destination for ordinary diners and drinkers, the Celebration House specializes in parties for events such as birthdays, weddings, anniversaries, and even funerals. Brewmaster Hizier (*male Vah Shir (lp)*, *Com 6/Exp 7*, NG; *SVC*) has created a number of special drinks, including Royal Rebirth Rum, Select Celebration Port, Birthday Stout, and his most famous concoctions, Bride's Promise and Groom's Promise. They are expensive, but are said to grant married couples good luck, fertility, long life, and the unusual ability to resolve marital disputes quickly and easily. Victory Toast Whiskey is another well-known drink available here, but is usually reserved for such occasions as significant military triumphs or else notable successes in the field of economic or diplomatic policy.

Hizier is aided by barkeep Jakhal (*male Vah Shir (ti)*, *Com 7*, OG; *SVC*) and cook Kahala (*female Vah Shir (ti)*, *Exp 8/Mil 2*, OG; *SVC*, *GSV*). Kahala has created many fine confections, including cakes for all occasions. Most Vah Shir are not fond of excessively sweet flavors, so outsiders find these cakes somewhat bland, but Kahala is learning to add sugar and other sweeteners for the benefit of humans, elves, and dwarves, who have more of a sweet tooth.

[22] Celebration Inn

Above the Celebration House, another of Hizier's assistants, Lahath (*male Vah Shir (lp)*, *Com 6*, NG; *SVC*), keeps a suite of comfortable rooms. These rooms are popular with drunken revelers who can't find their way home, but are sometimes used as honeymoon suites for newly married couples or simply as convenient luxury suites for travelers. The spiritist Zoliq (*male Vah Shir (wt)*, *Shm 16*, DG; *DK*) actually lives here permanently, and often entertains other spellcasters downstairs in a private room at the Celebration House.

[23] Alchemist

Spiritist Ragnar (*male Vah Shir (ly)*, *Shm 18*, NG; *DK*) and Master Alchemist Hikal (*male Vah Shir (ti)*, *Exp 14/Shm 6*, NG; *SVC*, *DK*) sell herbs, chemicals, and supplies. Both harbor a wealth of information, having committed many alchemical processes to memory over their decades-long careers. Ragnar is getting old now, and Hikal is considering retirement, so both are looking for worthy successors to whom they can pass their business.

The current choice is Mydi Darjin (*female Vah Shir (ti)*, *Shm 8/Exp 4*, NG; *SVC*, *DK*), who has shown considerable aptitude for the alchemist's trade. Unfortunately, Mydi has also begun to delve into forbidden topics, including necromancy and the nature of the vampyres, and she may well misuse the knowledge that they give her.

[24] Bank and Tax Collector

Traditionally, female Vah Shir are considered better at handling money than males, and the main bank of Shar

Quest: Grimling Weapons

Faction: Dar Khura (+1 rank).

NPC: Weapons Master Wygans.

CR: 6–10.

Reward: +1 faction rank with the Dar Khura; +1 faction rank with the Guardians of Shar Vahl; *greatsword of grimling slaying*. This quest cannot be repeated.

Consequence: –1 faction rank with the Grimlings of the Forest

Quest Summary: Arms Researcher Wygans thinks that he and his fellow experts have developed a method for new anti-grimling weapons. He asks the characters to go to the Grimling Forest and obtain the weapons of a grimling grunt, a grimling warrior, grimling priest, and a grimling chieftain. Once the characters have returned with the weapons, the researchers reward the PCs with a *greatsword of grimling slaying* (see Chapter 5: New Magic), using the information they have gained to create new and better weapons to help the Vah Shir in their war with the grimlings.

Vahl is run by two canny females — Kjarl (*female Vah Shir (pn)*, Scr 11, OG; SVC, SVN) and Naudi (*female Vah Shir (ti)*, Scr 9, OG; SVC). In addition to their financial duties, the two are quite active in the city's social circles, throwing elaborate parties in their new lower-city home.

They share their business space with one of the city's official tax collectors, Khugra (*female Vah Shir (pn)*, Ari 13, OG; SVN). Khugra is noted for her easy manner and impeccable fashion sense; her elegance and grace, as well as her considerable beauty, make her one of the most successful tax collectors in the history of Shar Vahl, since most of her subjects are so charmed that they do not object to giving up their fair share.

[25] Gate

This internal gate, well guarded at all times by the Khala Dun, provides access for those who entered the South Gate to the central compound and the palace.

[26] Library

This building houses most of the surviving written documents in Shar Vahl. One of King Vah's royal predecessors officially banned the use of the written word among the Vah Shir, blaming the spellbooks and contentious and argumentative philosophical writings of the Erudites for the war that devastated the kerrans' homeland over a millennium ago. Some books survived the Shifting, and these were carefully locked away near the royal palace and put under the strict control of the royal historians and archivists.

These chambers contain books that deal with the history and beliefs of the Vah Shir, including philosophy, religion, magic, and legends. Any outsiders wishing to read the books or perform research here must first receive a royal writ and must then contact Lorekeeper Jiira (*male Vah Shir (pn)*, Scr 11/Shm 5, NG; DK) and Lorekeeper Amat Iuziq (*male Vah Shir (lp)*, Shm 8/Scr 9, NG; DK), who maintain the collection. Both have memorized the location of every

Quest: Claws of the Savage Spirit

Faction: Dar Khura (+4 rank).

NPC: Historian Sharar.

CR: 24+.

Reward: +2 faction rank with the Dar Khura; +2 faction rank with the Guardians of Shar Vahl; +2 faction rank with the Khala Dun; *claws of the savage spirit*; *dark animist's tunic*. This quest cannot be repeated.

Consequence: -2 faction rank with Grimplings of the Forest

Quest Summary: This is a long and involved quest for Vah Shir characters and their allies. It involves several high-level fights and trips back and forth between Luclin and Norrath.

Historian Sharar asks the characters to take a book to Elder Animist Dumul (see Area 32j), and comments that Dumul has seemed troubled lately. If asked, Sharar says he knows that there is trouble in the spiritual realm, but that Dumul has not shared his fears. He suggests that the characters try to find out what is wrong with the Animist, for it may be something of great importance to the Vah Shir.

The PCs take the book to Dumul, and if they ask what troubles him, the Vah Shir replies warily. If the adventurers are all non-Vah Shir, he will ask a favor of them (his way to prove their loyalty and friendship before he confides in them): They must go to the Grimpling Forest and aid the Vah Shir in raids on the grimplings, then bring an item from the grimplings back to Dumul (to prove that the party has done a valuable service to the city).

Once this is done, or if the party contains at least one Vah Shir, Dumul will tell the characters that he has detected the presence of an alien spellcaster who is using wooden totems located back on Norrath to steal energy from the spirit world, and using this energy to summon hostile spirits and demons. Dumul has dispatched several Vah Shir scouts to Norrath to locate the hostile creatures, but he is now worried that the spirit creatures they hunt may be too powerful for them and asks that the party go to the aid of each of the scouts in turn. Once each spirit creature is slain, the totem associated with it is freed. Dumul has allies who can provide transport spells to get the PCs back to various locations on Norrath if necessary.

The Taruun scouts (*male or female Vah Shir (lp)*, Rog 12-14, NG; Tar) and their locations, the summoned enemies that they (and the PCs) must fight, and the totems to be won are as follows (all of the spirit enemies have alignments of neutral evil):

Scout's Name and Location

Ahikkal, Feerott
Eyru, Swamp of No Hope
Janomin, Permafrost
Malom, Stonebrunt Mountains
Rahjiq, Lesser Faydark
Vyrak, Emerald Jungle

Enemy (Type and Source)

Spirit of Decay (19-HD crystal spider, EQ: MoN182)
Spirit of Sorrow (18-HD type 8 swamp alligator warden, EQ: MoN209)
Icebound Spirit (20-HD spirit bear, EQ: MoN205)
Spirit of Torment (corrupted hill giant, EQ: MoN152)
Spirit of Malevolence (18-HD type 4 spirit wolf, EQ: MoN206)
Spirit of Rage (22-HD diseased brute, EQ: MoN29)

Totem

Spider Totem
Alligator Totem
Ice Bear Totem
Totem of the Watcher
Wolf Totem
Gorilla Totem

When the characters return the totems to Dumul, he tells them that he has learned the identity of the hostile spellcaster — none other than the depraved iksar beastlord Draz Nurakk, now returned in undeath, who is currently working from a small island in the Timorous Deep on Norrath.

Dumul has a powerful druid ally of his from Shadow Haven transport the characters to the island (via *circle of Steamfont*, followed by *spirit of eagle* and *succor* spells) if they cannot do so themselves. There they meet with Taruun Sihmoj (*male Vah*

Shir (lp), Rog 13, NG; Tar), who leads them to Draz's lair, a small cluster of ruins on the south side of the island. The island is also full of dangerous creatures such as tigerraptors, which may make life difficult for the adventurers.

Draz Nurakk

Draz is a scarred, black-scaled iksar revenant, a rather unpleasant megalomaniac. He has been drawing spirit energy from both Luclin and Norrath to power his spells and summon hostile creatures, and hopes to use his ill-gotten powers to create a new iksar empire — with himself as an emperor. So far, his empire consists of a lone small island in the Timorous Deep, with a variety of dangerous animals under his control, but he remains a significant challenge for even the best-equipped party.

The fight with Draz is sure to be a tough one. Draz has control over many of the animals on the island, and uses them to defend him while he casts spells.

Draz Nurakk, Male Iksar Revenant, Bst 28: CR 30; Medium-size undead; HD 28d12+12; hp 216; Init +2 (Dex); Spd 40 ft. [Swift], swim 30 ft.; AC 24 [flat-footed 22, touch 12] (+2 Dex, +6 natural, +6 armor); BAB +28; Grap +31; Atk +34/+31/+28/+25/+22 melee (1d4+6 plus *shock of flame* proc, *fireclaw talon*) and +28 melee (1d6+4, crit 19–20, *gleaming short sword*), or +31 ranged; SA frightful presence, magic attack +4, spells; SQ animal aura (7/day), animal skills, animal speech (beasts, magical beasts), damage reduction 2/—, disciplines (Fearless, Resistant, Protective Spirit), fast recovery, iksar traits, immunities, infravision, SR 24, undead, warder, +4 turn resistance; Res AR 4, CR —, DR —, ER —, FR 14, MR 10, PR —, SoR 5; AL NE; Fac None; SV Fort +12, Ref +20, Will +19; Str 19 (18), Dex 14, Con —, Int 17 (14), Wis 24 (22), Cha 18 (16).

Skills: Animal Empathy +20, Balance +9, Channeling +22, Climb +13, Handle Animal +26, Heal +13, Hide +21, Jump +12, Knowledge (nature) +17, Listen +17, Meditation +17, Ride +8, Sense Heading +10, Sense Motive +20, Sneak +18, Spellcraft +18, Spot +20, Swim +16, Undead Empathy +12, Wilderness Lore +18.

Languages: Iksar (4), Modern Combine (4); Ancient Iksar (3), Common (3), Dragon (3).

Feats: Combat Reflexes, Dual Wield, Double Attack, Hand to Hand, Improved Hand to Hand, Lightning Reflexes, Parry, Power Attack, Riposte, Swift, Toughened.

Frightful Presence (Su): As a free action once per round, Draz may make a dramatic gesture that terrifies onlookers. Any living creature with 28 HD or less that sees this action must make a Will save (DC 28) or be shaken for 5d6 rounds. If the onlooker has 14 or fewer HD, it cowers for 5d6 rounds instead. A creature that succeeds on the saving throw is immune to Draz's frightful presence for one day.

Beastlord Spells Prepared (mana cost): *Greater healing* (25), *incapacitate* (28), *nullify magic* (8), *shifting shield* (13), *spirit of the storm* (17), *strength of stone* (11), *talisman*

of Altuna (42), *Yekan's quickening* (33). Save DC 17 + spell level.

Mana Pool: 361.

Immunities (Ex): Draz is immune attacks and effects that would hamper or halt his movement or change his physical form to that of another creature.

Possessions: +4 leather armor, *fireclaw talons*, *gleaming short sword*, *terror boots*, *kin magi earring*, *gold black sapphire bracelet*, *electrum amber medallion*.

Draz Nurakk (buffed with *shifting shield*, *strength of stone*, and *talisman of Altuna*): hp 278; Grap +35; Atk +38/+35/+32/+29/+26 melee (1d4+10 plus *shock of flame* proc, *fireclaw talon*) and +32 melee (1d6+4, crit 19–20, *gleaming short sword*); SQ damage reduction 2/— (natural) and 9/— (supernatural); Str 26.

D'Fidz, Draz's Scaled Wolf, Type 9 Warder: CR 11; Huge magical beast; HD 24d8+264; hp 391; Init +7 (+3 Dex, +4 Improved Initiative); Spd 60 ft.; AC 28 [flat-footed 25, touch 11] (–2 size, +3 Dex, +17 natural); BAB +18; Grap +39; Atk bite +29 melee (2d8+13) and 2 claws +27 melee (1d10+6); SA greater rage, magic attack +5; SQ low-light vision, scent; AL N; Fac None; SV Fort +25, Ref +17, Will +10; Str 37, Dex 17, Con 33, Int 9, Wis 15, Cha 15.

Skills: Listen +15, Spot +15, Taunt +14.

Feats: Cleave, Dodge, Improved Initiative, Mobility, Multiattack, Power Attack, Slam, Spring Attack.

D'Fidz (buffed with *spirit of the storm* and *Yekan's quickening*): hp 391; AC 32 [flat-footed 29, touch 13] (–2 size, +3 Dex, +19 natural, +2 haste); Grap +45; Atk bite +35 melee (2d8+13 plus *spirit of the storm* proc) and 2 claws +33 melee (1d10+6 plus *spirit of the storm* proc); SQ haste (6) [1 extra action/round]; SA spirit of the storm; Str 44.

Spirit of the Storm (Su): Proc DC 22; 5d10 fire damage, Fort DC 26 half. If the proc effect causes any damage, D'Fidz may make a Taunt check with a +10 bonus (total Taunt bonus +29, since he damaged the foe that round) against that foe as a free action.

Defeating Draz

When Draz is slain, his body explodes like colored glass, shattering into six shards of crystal, each a different color. The animals of the island are no longer under Draz's control, but are confused and likely to attack. D'Fidz continues to fight for its master if still alive.

After 1 round, each of Draz's shards rises up as a separate entity, each resembling Draz but with only a portion of his full power. Draz is not mad enough to face a fight that he can't win — his tactics are now escape rather than conquest. If a shard is destroyed, it and all of its equipment shatter into tiny bits of inert crystal. However, if any of the Draz fragments manages to escape, the beastlord will be able to return to his original power, so the PCs must hunt down and destroy each one.

The shards cooperate to allow at least one of their number to flee to the waters of the Timorous Deep (note Draz's swim speed) and thus escape off the island. If a shard does escape, then the characters must wait until the fully reformed Draz is located, then attack him again, with the same results as above should he be slain.

Draz Nurakk Fragment, Male Iksar Revenant, Bst 21: CR 23; Medium-size undead; HD 21d12+9; hp 145; Init +2 (Dex); Spd 40 ft. [Swift], swim 30 ft.; AC 22 [flat-footed 20, touch 12] (+2 Dex, +6 natural, +4 armor); BAB +21; Grap +25; Atk +26/+23/+20/+17/+14 melee (1d4+5, +1 *clawed handwrap*) and +21 melee (1d6+3, crit 19–20, +1 *short sword*), or +23 ranged; SA frightful presence, magic attack +3, spells; SQ animal aura (5/day), animal skills, animal speech (beasts, magical beasts), damage reduction 2/—, discipline (Resistant), fast recovery, iksar traits, immunities, infravision, SR 20, undead, +4 turn resistance; Res AR 4, CR —, DR —, ER —, FR 14, MR 10, PR —, SoR 5; AL NE; Fac None; SV Fort +9, Ref +16, Will +15; Str 18, Dex 14, Con —, Int 14, Wis 22, Cha 16.

Skills: Animal Empathy +14, Balance +6, Channeling +15, Climb +9, Handle Animal +18, Heal +9, Hide +15, Jump +8, Knowledge (nature) +12, Listen +12, Meditation +12, Ride +6, Sense Heading +7, Sense Motive +14, Sneak +13, Spellcraft +13, Spot +14, Swim +16, Undead Empathy +8, Wilderness Lore +13.

Feats: Combat Reflexes, Dual Wield, Double Attack, Hand to Hand, Improved Hand to Hand, Parry, Power Attack, Swift, Toughened.

Frightful Presence (Su): As a free action once per round, a Draz fragment may make a dramatic gesture that terrifies onlookers. Any living creature with 20 HD or less that sees this action must make a Will save (DC 23) or be *shaken* for 5d6 rounds. If the onlooker has 10 or fewer HD, it *cowers* for 5d6 rounds instead. A creature that succeeds on the saving throw is immune to that Draz fragment's frightful presence for one day.

Beastlord Spells Prepared (mana cost): *Cancel magic* (5), *frenzy* (4), *healing* (10), *invisibility* (5), *listless power* (15), *Sha's lethargy* (8), *strength of stone* (11), *turtle skin* (8). Save DC 16 + spell level.

Mana Pool: 192.

Immunities (Ex): Draz's fragments are immune to attacks and effects that would hamper or halt their movement or change their physical form to that of another creature.

Possessions: +2 *leather armor*, +1 *clawed handwrap*, +1 *short sword*.

Destroying Draz

Sihmoj tells the characters to take the collected shards of the Draz fragments back to Dumul, who inspects them and then sends them to Arms Researcher Saulgan (see Area 20 in Shar Vahl), who, within a week, turns them into a pair of powerful weapons. Saulgan tells the characters that the weapon is almost complete, but asks that they retrieve several items that he needs.

First, he needs three shrieker corpses from the Deep, which he wishes to use for padding on the weapon's grips. Then, he asks that the characters venture into the Umbral Planes, where they must destroy a stone guardian to retrieve a chunk of perfect acrylia. Finally, the characters must find and destroy two Akheva in the Maiden's Eye, and take

the two black diamonds set into the coronets they wear.

Once all these items are obtained, Saulgan uses them to create the *claws of the savage spirit* (see Chapter 5: Magic Items, "Epic Weapons," in the EQ: *Game Master's Guide* for details). He gives the claws to the PCs and asks them to take them back to Dumul, who agrees that the claws are exquisite and asks that the characters use them against Draz, who has now reformed in an abandoned Tarmok village in the Fungus Grove.

The characters must contact Scout Halimia (*female Vah Shir* (pn), *Rog 9/War 4*, OG; *KhD*), who directs them to Draz in the Fungus Grove. The characters must fight the undying iksar beastlord again, but this time if slain he does not split into lesser images and he stays dead. The characters should then return to Dumul, who bids them keep the claws and also grants them a *dark animist's tunic* as a reward, commanding only that they use both items in the cause of good, but always with a view to preserving the Balance.



book and document in the library, and can find anything instantly. They insist that they alone may remove and reshelve books; woe unto any unfortunate scholar who forgets, for such individuals are usually escorted from the palace compound by the Royal Guards, and are banned from the library for months at least, until they are capable of showing proper deference.

As the written word is not taught in Shar Vahl, the vast majority of Vah Shir don't read, instead learning of their history and culture from Vah Shir Scribes when they are still young cubs. Certain noble Vah Shir scholars, who may be exempted from this prohibition against reading, are expected to read to themselves and keep the knowledge they uncover to themselves (although important findings are usually reported to the king and might be disseminated slowly to Vah Shir citizens through royally sanctioned Lorekeepers.

[27] Elder Historian's Office

The city's Elder Historian Sharar (*male Vah Shir (lp)*, Scr 26, OG; SVN, SVC), and his widely admired aide Almasa (*male Vah Shir (sp)*, Ari 6/Scr 10, OG; DK, SVC) occupy these offices, where the most sensitive of the city's volumes — spell books, as well as manuals on the creation of magic items, demonology, necromancy, and other dangerous topics — are stored. Two experienced Royal Guards are posted outside the doors at all hours, while another two are just inside the door, and access to the books is allowed only with special permission from the king himself.

Both Sharar and Almasa spend their time reading, annotating, summarizing, and cataloging the books; both were chosen for their loyalty and strength of character, and so far the content of these volumes has had no ill effect on them. Several outsiders, notably thieves in the pay of the vampyres, necromancers, and Seru Inquisitor spies, have attempted to steal the secrets in these books, but the Sharar and his guards have frustrated every attempt.

[28] Grand Stairs

Crafted of softly glowing acrylia-veined marble, this soaring stairway rises to the main palace gates. Two Khala Dun Royal Escorts are always on duty here, along with two large guard tigers, Rajyk and Palav.

[29] Military Archives

More books are stored here, under the supervision of Scribe and Arms Historian Hajika (*male Vah Shir (pn)*, Scr 10/War 7, OG; KhD, SVN) and his assistant, Hymnist Gawfed (*male Vah Shir (ti)*, Brd 6/Scr 6, OG; SVN, Jha). These books deal with the military history of the Vah Shir, including stories of great battles and campaigns, stories of famous leaders (including all the guilds' namesake heroes), and arms and armor manuals. Access to the collection here is not as restricted as it is at the other archives — those who wish to learn more of the Vah Shir's many glories and triumphs need only have Hajika put them on a waiting list.

As in the other archives, this place is characteristically frequented by visiting scholars, along with certain royally sanctioned Vah Shir Scribes who quietly read the books that gather dust here, so that they might eventually convey

the knowledge written therein to those Vah Shir who cannot read for themselves.

[30] Trade Archives

The folk of Shadow Haven and Katta Castellum insist on written records and paperwork, much to the frustration of the Vah Shir, who normally shun such things. Trade Historian Hajika (*male Vah Shir (pn)*, Scr 15, OG; SVN) and his assistants Falek (*female Vah Shir (ly)*, Scr 8, OG; SVN) and Raam Rahiir (*male Vah Shir (ml)*, Scr 8, OG; SVN) painstakingly read and memorize all the city's trade records, reciting them to anyone who needs the information. The troublesome receipts and records from the human cities are also kept here, in rigid order, and can be viewed by foreign traders who don't wish to listen to Hajika's droning.

[31] Toxicologist

While the Vah Shir consider the use of poisons to be extremely dishonorable, it is important to them to be aware of toxins' nature and usage, especially since foreigners such as necromancers and agents of the Inquisition have in the past used poisons against them (in fact, many suspect that the great Kejaan Kerrath was poisoned by the Heretic Erudite necromancers). Accordingly, Toxicologist Tariid (*male Vah Shir (ml)*, Exp 17, NG; SVN) and his aide Draonqam Runghi (*male Vah Shir (wt)*, Exp 8, NG; SVN) maintain an extensive archive of information on poisons, both by memory and in written form.

This archive is also heavily guarded, and can be visited only with direct royal permission.

[32] Royal Palace

See the "Shar Vahl Palace" map.

Much of King Rajah Kerrath's palace is below ground, with tunnels connecting it to the research complex under the arena. The palace is well protected by Royal Guards, and contains extensive living and administrative areas.

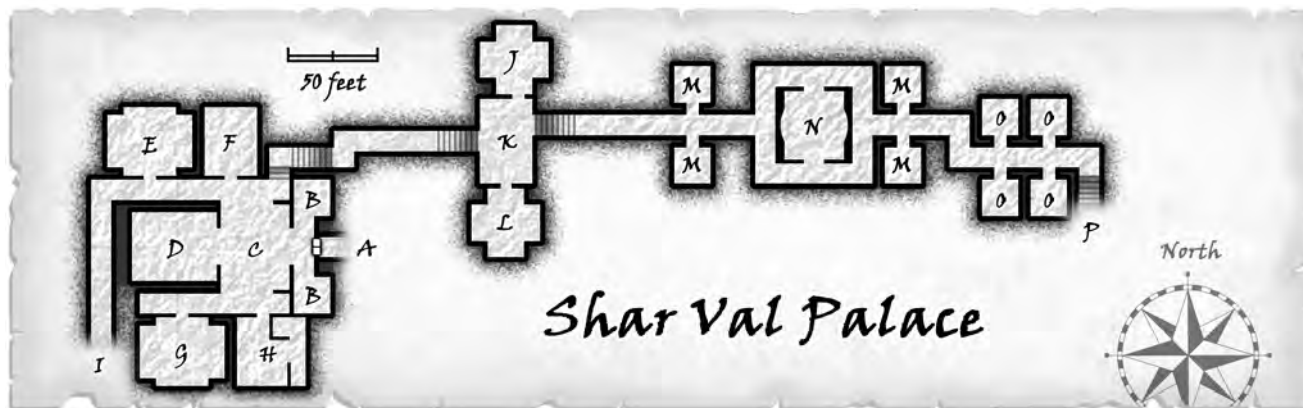
A. Main Doors: These doors are constantly guarded by a squad of Royal Guards and have been heavily reinforced to withstand attack.

B. Sitting Rooms: Visitors awaiting audience with the king or one of his advisors are allowed to wait in one of these luxuriously appointed chambers. These rooms are also used as sleeping chambers for visiting minor dignitaries or other guests of less than noble status.

C. Royal Antechamber: A squad of Royal Guards and Royal Escorts always stands guard in this tiled chamber. Numerous oil lamps provide light, and Royal Scribes speak with those who desire audience, passing information about their requests on to the king or his advisors.

D. Throne Room: King Rajah Kerrath (*male Vah Shir (li)*, Ari 5/War 22, OG; SVN, SVC, KhD) receives visitors here, along with various courtiers and functionaries such as his councilors Jalil Talih (*male Vah Shir (li)*, Ari 20, OG; SVN), Soroush Koroun (*male Vah Shir (pn)*, Ari 16, OG; SVN, SVC), and Soulfinder Ghula (*female Vah Shir (ly)*, Shm 24, OG; SVN, DK).

Queen Liorra Sha Kerrath (*female Vah Shir (ti)*, Ari 10/Brd 11, OG; SVC, SVN, Jha) often attends audiences, watching her husband the king as he speaks with his



Shar Val Palace

subjects. Their daughter, Princess Lakhshmi Kerrath (*female Vah Shir* (pn), Ari 7, OG; SVN) is also in attendance on occasion, learning the skills she will need when she takes the throne. Lakhshmi is an intelligent, inquisitive female with all the abilities necessary to rule, though she remains inexperienced and, in some ways, quite innocent to the violent ways of Luclin.

E. Bedroom: King Kerrath and Queen Liorra share this luxurious bedroom, which is always guarded by two Royal Escorts.

F. Bedroom: This bedchamber, beside the royal bedroom and adjoining the Royal Antechamber, belongs to Princess Lakhshmi.

G. Kitchen: Cooks Mylis (*female Vah Shir* (sp), Com 10, NG; SVC, SVN) and Yalkin (*male Vah Shir* (lp), Com 10, NG; SVC) prepare meals for the royal court in this well-equipped kitchen.

H. Dining Room: The king normally dines here. There are facilities to feed up to a dozen individuals at one time, and King Rajah often entertains nobles, guests, and courtiers here. He is a kerran of simple tastes, but he enjoys large meals. He has also been known to drink to excess, though Liorra usually persuades him to stop before things go too far.

I. To Walls: This passageway leads to the outer walls of the palace, constantly guarded by Royal Guards and members of all of the Shar Vahl guilds.

J. Khati Sha Guildmaster: Guildmaster and Elder Animist Sahdi (*male Vah Shir* (wt), Bst 27, NG; KhS, SVN, NL) and Elder Animist Dumul (*male Vah Shir* (sp), Bst 30, NG; KhS, SVN, NL) work here, consulting with the king, aiding guild members, and overseeing their followers. Dumul has been troubled lately, afraid of the disturbances that have taken place in the spirit realm. He suspects that some alien force is stealing the power of elder spirits for its own malign purposes.

K. Scribes' Chamber: Several Master Scribes work in luxurious cubicles here the palace, memorizing important information and carrying messages all over the palace. Chief Scribe Grawl (*male Vah Shir* (ml), Scr 23, OG; SVN) oversees a courteous and efficient staff that includes Gefna (*male Vah Shir* (ti), Scr 15, NG; SVN), Dav (*female Vah Shir* (wt), Scr 13, NG; SVN), and Shiara (*female Vah Shir* (sp), Scr 16, OG; SVN).

L. Dar Khura Guildmaster: Shaman guildmaster Elder Spiritist Grawleh (*male Vah Shir* (li), Shm 26, DG; DK, NL) and his staff work here, making sure that members of the guild are provided with all needed resources.

M. Guard Posts: A squad of Royal Guards is housed in each of these rooms, which are equipped with bunks, tables, and chests for their personal possessions.

N. Taruun Guildmaster: The city's leading scout, the legendary Taruun Rakutah (see below), and his assistants occupy this large chamber. There is a large conference table here, along with maps and charts of much of Luclin. King Rajah and his advisors often come here to discuss strategy and the activities of the city's foes. Senior Taruun come here for advice from the guildmaster, and also to report on new information about the grimplings, vampyres, Inquisitors, and other enemies.

Still handsome and distinguished despite his years of service to the king, Rakutah has roamed much of the dark side of Luclin, searching out Rajah Kerrath's foes and retrieving lost treasures, uncovering many secrets hidden both above and below the surface of the moon. He is generally quiet and somewhat dark-humored, though he is known to enjoy drinking and celebrating occasionally with his fellow scouts.

Rakutah's travels have exposed him to many different races and cultures, making him a reasonably tolerant individual. He doesn't distinguish between Vah Shir, humans, dwarves, gnomes, elves, or most other intelligent and generally benign races, and he even tolerates the occasional Erudite (at least those native to Luclin), an unusual quality given his race's history. Rakutah is eager for information about events on Luclin as a whole, especially regarding dangerous races such as the grimplings, thought horrors, shissar, and tegi.

Taruun Rakutah, Male Vah Shir (pn), Rog 24: CR 24; Medium-size humanoid (kerran) [5 ft., 9 in.]; HD 24d8+48; hp 154; Init +11 (+7 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 [flat-footed 21, touch 14] (+4 Dex, +7 armor); BAB +19; Grap +23; Atk +30/+28/+26/+24/+22 melee (1d4+7, +3 *kama of speed*) and +24 melee (1d4+4, +2 *kama*), or +26 ranged (1 hp each, 1–3 shuriken); SA backstab +8d6; SQ disciplines (Counterattack, Deadeye), evasion, light fortification (25% ignore crits), low-light vision, rogue abilities (improved evasion, opportunist, poison expert, uncanny dodge), sense traps, Vah Shir traits; Res AR 2, CR 2, DR 2, ER 2, FR 2; AL NG; Fac Tar, SVN; SV Fort +10, Ref +23, Will +9; Str 18 (16), Dex 25 (21), Con 15, Int 16, Wis 13 (11), Cha 12.

Skills: Alcohol Tolerance +6, Appraise +5, Balance +12, Bluff +6, Climb +15, Diplomacy +10, Disable Device +20 [tools], Disguise +7 (+9 acting in character), Escape Artist +28, Gather Information +8, Hide +28 [cloak], Intimidate +8, Jump +11, Knowledge (geography) +10, Knowledge (local lore) +11, Knowledge (street smarts) +9, Listen +17, Pick Lock +22 [tools], Pick Pocket +13, Read Lips +10,

Quest: The Search for Behari**Faction:** Shar Vahl Nobles (+1 rank).**NPC:** Royal Advisor Jalil Talih.**CR:** 5–7.**Reward:** +1 faction rank with the Shar Vahl Nobles; *belt of the Khala Dun*.**Consequence:** None.

Quest Summary: Jalil tells the characters that his daughter Kalila is quite upset, since her betrothed, Behari disappeared recently while on an errand to Katta Castellum. Behari was one of the king's advisors, young but remarkably astute, and since his disappearance Soroush has taken over his duties. If the characters try to speak to Kalila, she is overcome with grief, for there is still no word of her lover. She begs the characters for help, telling them to ask Soroush for help, since she is incapable of thinking about matters for now.

Soroush confides that Behari did indeed depart for Katta, and that his friend had been acting absent-minded and distracted lately — symptoms that Soroush simply attributed to Behari's being in love with Kalila. When he departed for Katta, however, Behari mentioned that he was going to get a "love potion" that he would present to Kalila on their wedding night.

Soroush says that Behari had been talking to Spiritist Ragnar (see Area 23) before departing. Ragnar admits that Behari spoke to him regarding an old tale about a potion that was said to make the love of two people permanent and unbreakable. Ragnar says that one of his recently retired colleagues, an old Vah Shir alchemist named Kanaad, had once learned the ingredients for the potion from a human madman he had found wandering in the Tenebrous Mountains. Kanaad tried to duplicate the potion and share it with his beloved, but the potion drove him mad, so that he attacked and almost killed the woman he loved. After his recovery, Kanaad swore he would never attempt to create the potion again — but it is possible, Ragnar says, that Behari somehow convinced him to divulge the secret.

If the characters visit Kanaad, who now lives in the Lajim Bai (Shar Vahl, Area 47), it is obvious that the story disturbs him deeply. When he first made his love potion, he was young, foolish, and in love, he says — a dangerous combination. When he refused to divulge the secret of the potion to young Behari, the noble grew angry and declared that he would seek out the human madman himself. Though Kanaad tried to stop him, the unfortunate young courtier departed nevertheless.

Kanaad says that the madman — one Hooper the Delirious — may still roam the mountains, and that he now regrets not helping Behari. If Behari did indeed go to find Hooper, then the young Vah Shir may be in grave danger, for the potion-induced madness of the human makes him unstable and violent. If Hooper were to have another dose of the potion, though, Kanaad reasons, he might be rendered rational enough to talk to. If pressed on this idea, Kanaad reluctantly agrees to brew up some of the potion and give it to the characters, but only if they swear they will administer the concoction only to Hooper.

Armed with the potion, the characters can search the Tenebrous Mountains for Hooper. They eventually find him, of course; if approached, he rants madly about monsters and spirits haunting him, and then attacks the party. Hooper's pet must be slain and the magician himself must somehow be incapacitated or subdued in order to force him to take the potion (a difficult prospect — note his immunity to subdual damage and stunning effects), at which point he grows lucid for a few minutes.

Hooper, Male Human Madman*, Exp 2/Mag 6: CR 9; Medium-size humanoid (human) [5 ft., 8 in.]; HD 2d8+8 plus 6d6+24; hp 62; Init +1 (Dex); Spd 30 ft.; AC 17 [flat-footed 16, touch 11] (+1 Dex, +6 natural); BAB +4; Grap +8; Atk 2 claws +8 melee (1d6+4); SA spells; SQ damage reduction 5/—, madness; Res DR 10, FR 10, PR 5; AL DE; Fac None; SV Fort +6, Ref +3, Will +7; Str 18, Dex 12, Con 18, Int 16, Wis 13, Cha 10.

Skills: Alcohol Tolerance +9, Channeling +12, Heal +5, Knowledge (folklore) +7, Knowledge (mysticism) +9, Knowledge (nature) +6, Knowledge (religion) +6, Listen +5, Meditation +14, Profession (merchant) +9, Spot +5, Trade Skill (alchemy) +4.

Feats: Extend Spell, School Specialization (conjuration), Skill Talent (Meditation).

Magician Spells Prepared (mana cost): *Fire flux* (3), *flame bolt* (7), *invisibility* (5), *lesser shielding* (4), *reclaim energy* (1), *sense summoned* (1), *shield of fire* (7), *summon food* (2).

Mana Pool: 36.

Madness (Ex): The madness that consumes madmen is too strong to be quelled even temporarily, making them immune to mind-affecting magics and effects, subdual damage, and stunning effects.

Possessions: Tattered robes.

Hooper (buffed with *lesser shielding* and *shield of fire*): hp 69; AC 20 [flat-footed 19, touch 11] (+1 Dex, +6 natural, +3 armor); SQ damage shield [fire] (2), fire and magic saves +1; Res FR 14, MR 4.

* The madman template can be found in *Realms of Norrath*: Freeport, page 123.

Hooper's Pet, Fire Elemental, Type 2: CR —; Small elemental (fire); HD 4d8+4; hp 22; Init +7 (+3 Dex, +4 Improved Initiative); Spd 50 ft.; AC 17 [flat-footed 14, touch 14] (+1 size, +3 Dex, +3 natural); BAB +3; Grap +0; Atk slam +8 melee (1d4+1 plus 1d6 fire); SA magic attack +1; SQ elemental, fast recovery, fire aura (2), fire subtype; AL N; Fac None; SV Fort +2, Ref +7, Will +1; Str 12, Dex 17, Con 12, Int 4, Wis 11, Cha 11.

Skills: Listen +5, Spot +5, Taunt +6.

Feats: Improved Initiative, Weapon Finesse (slam).

"Yes," the momentarily calm Hooper admits, "this Behari came to me. To my deep regret and sorrow, I killed the lovestruck young Vah Shir, thinking him an illusion-cloaked assassin from Seru." The madman breaks down in tears at this point. He gives the characters a locket as proof that Behari is dead.

Upon their return to Shar Vahl, Jalil acknowledges that the locket belonged to his wife Aisha, who gave it to Kalila, who in turn gave it to Behari. He sadly acknowledges that his prospective son-in-law is dead, and thanks the party. He tells Kalila the sad news. For their trouble, he gives the party a *belt of the Khala Dun* (see Chapter 5: New Magic).





Safe Fall +25, Search +20, Sense Motive +9, Sneak +38 [armor], Spot +20, Swim +8, Trade Skill (poison making) +13, Tumble +19, Use Rope +10, Wilderness Lore +4.

Languages: Vah Shir (4), Modern Combine (4); Common (4), Dwarvish (3), Elvish (3), Grimling (4), Luclin Thieves' Cant (4), Old Erudite (2), Shissar (1), Vampyre (3).

Feats: Dodge, Dual Wield, Double Attack, Improved Dodge, Improved Initiative, Lightning Reflexes, Parry, Power Attack, Weapon Finesse (kama), Weapon Focus (kama).

Quest: Loda'Kai Criminal

Faction: Taruun (+2 rank).

NPC: Taruun Rakutah.

CR: 10–15.

Reward: +1 faction rank with the Taruun; +1 faction rank with the Shar Vahl Nobles; 500 gold pieces; *charred claymore*.

Consequence: –1 faction rank with the Loda'Kai.

Quest Summary: Rakutah asks for the PCs' assistance in apprehending a wanted criminal. The Loda'Kai leader called Osua (see Chapter 3, Area 110) led an ambush that resulted in the death of a half dozen Taruun and that severely damaged Shar Vahl operations in the eastern half of Shadeweaver's Thicket. Rakutah wants the characters to go to the Thicket, capture Osua, and bring her to justice in Shar Vahl. If she does not cooperate, her corpse will be sufficient (and, Rakutah says with a knowing glance, would probably save the king some time and effort).

In addition to a 500-gp bounty and the gratitude of the Taruun and Shar Vahl Nobles, the characters will receive a *charred claymore* (see Chapter 5: New Magic) for a successful effort.

Possessions: *Nathsar armor*, +3 *kama of speed*, +2 *kama*, 18 masterwork shurikens, *dark mail gauntlets*, *black chitin leggings*, *ravenscale cloak*, 4 doses of poison (spirit of sloth), masterwork thieves' tools.

O. Cells: The doors to these chambers are kept locked and guarded. Jailer Hawrik (*male Vah Shir (lp)*, Mil 12, OG; *KhD*) keeps a close watch on the prisoners here. Currently, the cells contain 3 captured grimplings (in bad shape), who are periodically interrogated for information about their people's activities in the Acrylia Caverns and elsewhere. Grimplings are a tough lot, though, and rarely tell the Vah Shir anything useful. These three are due to be executed soon, since they have already told the Vah Shir everything they're likely to tell.

P. To Arena: This passageway leads to the workshop area beneath the arena (see Shar Vahl, Area 20).

[33] Traveling Clothes

Seamstress Tishi Subasha (*female Vah Shir (wt)*, Com 6/Exp 4, NG; SVC) crafts heavy cloaks, leather boots, pants, shirts, and gloves. She has created many garments for the king and his court, and is quite popular with the city's various guilds. As her popularity increases, so do her prices, but having traveling clothes from Tishi has become a symbol of considerable status. Tishi herself has begun to enjoy her newfound notoriety; her presence at state affairs, parties, and celebrations is highly sought, and rumor claims that she has even developed close personal relations with several prominent males throughout the city.

[34] Babagyn's Tavern

Retired Taruun scout Babagyn (*male Vah Shir (lp)*, Rog 14, DG; Tar) purchased this establishment after the former owner's death from a scorpion sting (rivals claim that Babagyn engineered the death, but most believe such rumors to be absurd). Today, it is a popular spot for scouts, explorers, and members of the Taruun guild. Babagyn is always ready to tell a story, and his patrons are excellent sources of information, lore, and history.

[35] Ahahd's Inn

Another popular destination for the Taruun, this inn is owned and run by Ahahd Tolm (*male Vah Shir (sp)*, Exp 6, N; SVC); it is a warm and friendly place, providing food, drink, and shelter to all. Non-kerran adventurers like this place for its atmosphere, leading Ahahd to offer for sale more items than are standard in Shar Vahl: he has contracted the merchant Erat Almar (*male Vah Shir (lp)*, Exp 7, NG; SVC) to sell lanterns, torches, and miscellaneous adventuring supplies from one end of the bar, while bartender Jihli Mahej (*male Vah Shir (ml)*, Com 6, OG; SVC) serves a wide range of drinks, both local and imported, at the other.

Khala Dun Sergeant Abaar (*male Vah Shir (wt)*, War 14, OG; *KhD*) is one of the inn's best-known patrons, and he often sells trinkets (and occasionally even gems and other valuable odds and ends) that he has obtained on his many patrols outside the city walls.

[36] Healer

Nondescript on the outside, this building's interior is pleasant and softly lit, full of lush Norrathian greenery that has been kept thriving since the Shifting. The gentle sound of water issues from several small fountains. Gentle Henaya (*female Vah Shir (lp)*, *Shm 18*, NG; DK) provides healing, rest, and comfort to those in need. She asks only for donations, although wealthy patients who refuse to donate a substantial amount generally find themselves shunned by the honor-bound Vah Shir.

Henaya and her assistants Sitha (*female Vah Shir (mt)*, *Shm 11*, NG, *Dar Khura*) and Sabasha (*female Vah Shir (li)*, *Shm 8*, DG, *Dar Khura*) are gentle and pacifistic, ready to give succor to anyone who asks.

[37] Taruun Barracks

Taruun Arok (*male Vah Shir (pn)*, *Rog 18*, OG; *Tar*) is in immediate command here, seconded by Animist Imotmeh (*male Vah Shir (bl)*, *Shm 8/Rog 7*, NG; *Tar*, DK, GSV). Outsiders usually consider the barracks to be dangerous, due primarily to the Taruun's rowdy, raucous activities. At any time, the barracks are the scene of loud parties, drinking, singing, and even brawling. Injuries such as sprains and broken bones are not uncommon, though the Taruun proudly state that no one has been killed in months. Arok is reasonably tolerant of his scouts' boisterous behavior, since he knows that they have a very dangerous job and must seek what pleasures they can before venturing back into the shadows of Luclin.

[38] Taruun Mess

The Vah Shir scouts' irregular schedule means that they may come here to eat at any hour, so hot food is always made available by mess cooks Pyjik (*male Vah Shir (sp)*, *Rog 5/Exp 4*, NG; *Tar*) and Azur (*male Vah Shir (ti)*, *Rog 3/Exp 5*, NG; *Tar*) and their assistants. Great pots of stew, racks of meat, bins of steaming vegetables, and stocks of other basic but nourishing fare are maintained around the clock. Slack time is rare — the place is almost always occupied by at least one Taruun, and the atmosphere ranges from grim and quiet to loud and chaotic, depending on the number of scouts here and their present mood.

[39] Public Baths

Sokun (*male Vah Shir (bl)*, *Com 8*, OG; SVC) manages this establishment, which includes public chambers for bathing, a steam room, and several professional masseuses, all of whom specialize in easing the daily stresses of life in Shar Vahl. Vah Shir lack the modesty and shyness common in other races, so these baths are fully integrated, with both males and females welcome. Generally, non-kerrans are not allowed, mostly due to the fact that the staff doesn't really know much about their needs, and due to trouble caused by dwarven and human patrons who have in the past mistaken the function of a public bath for that of a tavern or brothel.

[40] Rawlp's Tavern

Yet another tavern, the establishment of Rawlp (*male Vah Shir (pn)*, *Exp 7*, OG; SVC) caters primarily to merchants,

traders, and hunters. Rawlp's roast rock hopper is his specialty, but the difficulty of hunting these dangerous creatures prevents him from serving it very often. Suckling rock hopper (such as those found in the canyon below the city) can be made into a tasty dish, but only full-grown rock hopper has the age and flavor to make Rawlp's personal signature dish.

Quest: Roast Rock Hopper

Faction: Shar Vahl Citizens (+1 rank).

NPC: Rawlp.

CR: 3–6.

Reward: +1 faction rank with the Shar Vahl Citizens (maximum +1 from this quest). 2d8 gold pieces per rock hopper.

Consequence: None.

Quest Summary: Rawlp is running short of full-grown rock hoppers, and offers the party 2d8 gold pieces for every adult rock hopper carcass they bring him. He also offers free meals for as long as the flow of rock hoppers continues.

[41] South Gate

The southern exit is protected by acrylia-bound gates, flanked by defensive towers and guarded by the Khala Dun at all hours. Like the North Gate (see Area 3), the southern portals have never been tested by a foe, but emergency drills, in which the gate's defenders test their skills to repel invaders, occur every month or so.

[42] South Bridge

Identical to the northern span, this bridge arches over the growing community below, and is guarded by two Khala Dun Guards at each end.

[43] Shadeweaver's Tunnel

The southern passage out of the city is also cut through the crater wall, and leads to the dangerous wilderness of Shadeweaver's Thicket. Due to the proximity of Sanctus Seru to the Thicket, this passage is guarded more heavily than the northern one. Given the recent deterioration of relations between the Vah Shir and the Inquisitors, some have suggested further fortifying the passage and even building strongpoints at the other end, in the Thicket.

[44] Plateau

The upper level of Shar Vahl, yet outside the city walls, this region is patrolled by bow-armed Taruun and Khala Dun warriors.

[45] Training Camp

Outside the city walls, on the plateau overlooking the canyon below, new recruits for the various Shar Vahl guilds undergo training under the watchful eyes of Captain Arulk (*male Vah Shir (pn)*, *War 18*, OG; KhD) and Sergeant Hujid (*female Vah Shir (ti)*, *War 13*, OG; KhD).

Instructors Anom (*male Vah Shir (lp)*, *Rog 20*, NG; *Tar*) and Mussin (*male Vah Shir (bl)*, *War 21*, OG; KhD) also put

young Vah Shir recruits through their paces here, often leading expeditions down into the Lajim Bai to hunt grimplings and other prey.

[46] Canyon Stairs

As Shar Vahl grew and prospered after being translocated to Luclin, the city spilled beyond its original borders. Eventually, settlers were forced to begin construction in the wild and rocky canyon below the city, once a haven to rock hoppers, grimplings, and Luclin's giant scorpions. These creatures still lurk here, though in far lesser numbers, and from time to time they cause problems for the canyon's inhabitants; still, the spread of civilization has been inexorable.

These broad stairs were carved into the rock of the Shar Vahl plateau a few decades ago, providing relatively safe access to the canyon floor. They are constantly guarded by squads of Khala Dun, and see considerable traffic as the population below grows.

[47] THE LAJIM BAI

The Lajim Bai ("empty region"), also called simply "the Pit," remains largely untouched by the settlement that has taken place elsewhere in the canyon. Here, the rocky ground still harbors occasional rock hoppers, grimpling

spies, rhinoceros beetles, giant scorpions, and xakra worm larvae, the last often hunted for their silk by young Vah Shir (see the "Xakra Silk" quest, Area 52). While not dangerous to experienced adventurers or most kerran guildsfolk, the empty region is nevertheless avoided. Shar Vahl children are cautioned to steer clear of the place, as are the city's noncombatant inhabitants.

Rumors abound regarding the Lajim Bai, including suggestions that it contains secret tunnels to grimpling territory, and that one of King Vah's crown jewels was lost there. These rumors — as well as the silk, scorpion poison, beetle parts, and the market for grimpling and other carcasses — draw many adventurers into the dark and forbidding canyons.

[48] Fountain

When the canyon was first settled, scouts discovered a freshwater spring on this location. Taking it as a favorable omen, the Vah Shir built a fountain on the spot, depicting King Vah gesturing toward the future with his sword. The water remains fresh, and the fountain is also a source of fresh drinking water for the inhabitants of the lower city.

[49] Amphitheater

A new construction in the lower city, this sunken arena provides a place for speeches, performances, public debate, and meetings. The acoustics here are excellent, such that those in the audience can hear every whisper uttered on the stage below.

[50] Builders' Union

The engineers and builders of Shar Vahl were never organized into an established guild, but were instead recruited individually for work as needed. Recently, under the leadership of well-known engineer Haker Teral (*male Vah Shir (ml)*, *Exp 14*, *OG*; *SVC*), the builders have organized and are beginning to work together to negotiate standard prices, working conditions, and hours. The other guilds have not objected, and King Raja has given the guild his official approval.

This headquarters houses the guild's leaders and is used for meetings and planning sessions. Though the written word is no longer used in Shar Vahl, sketches and architectural designs are commonly drawn, and the guild maintains archives with floorplans and design information on many of the city's major structures, including the palace itself.

[51] The Khati Rasham

The *Khati Rasham* (V.S., "place of spirits") is a popular gathering place for shamans, animists, and other esoteric members of Vah Shir society, and serves as a kind of secondary guildhouse for the Khati Sha. Elder Shaman Rynya (*female Vah Shir (lp)*, *Shm 21*, *NG*; *DK*) oversees this hexagonal marble structure and sees to the many plants and small animals that can be found among the triangular shrines that surround the main building. This is not so much a place of worship as one of tranquility, contemplation, and quiet conversation.

Under the main structure are several small, pleasant chambers in which the Khati Sha can spend a few days to meditate or escape from the tensions of daily existence. Rynya and Animist Kerun (*male Vah Shir (lp)*, *Shm 18*, *NG*; *DK*) also teach classes and train guild members, though these sessions are informal and not all are necessarily sanctioned by the Khati Sha itself.

Quest: Tailfang

Faction: None.

NPC: Pyjek.

CR: 2–3.

Reward: *Scorpialis*.

Consequence: –1 faction rank with the Knights of Truth (maximum –2 from this quest). –1 faction rank with the Priests of Marr if the quest is completed twice (maximum –1 from this quest).

Quest Summary: Pyjek (*male Vah Shir (lp)*, *War 4/ Shm 5*, *OG*; *DK*) is searching for a giant scorpion named Tailfang. If the characters find and kill Tailfang, they can bring his tail to Pyjek, and he will craft it into a dagger called *scorpialis* (see Chapter 5: New Magic), and then gives the dagger to them.

Tailfang: CR 2; Medium-size vermin; HD 4d8+16; hp 37; Init +1 (Dex); Spd 40 ft.; AC 15 [flat-footed 14, touch 11] (+1 Dex, +4 natural); BAB +3; Grap +5; Atk 2 claws +5 melee (1d6+2) and sting +0 melee (1d4+1 plus poison); SA constrict 1d6+2, improved grab, poison; SQ tremorsense 60 ft., ultravision, vermin; AL N; Fac None; SV Fort +8, Ref +2, Will +1; Str 14, Dex 12, Con 18, Int —, Wis 10, Cha 2.

Skills: Climb +6, Hide +6, Jump +12, Spot +8.

Feats: Special Ability Focus (poison).

Constrict (Ex): Tailfang deals claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, Tailfang must hit with a claw attack. If it gets a hold, it can constrict. If Tailfang holds a foe with both claws, it can make a sting attack on that opponent at its full attack bonus (+5 melee) each round.

Poison (Ex): Sting, Fort DC 18; initial 1d4 Con/secondary 1d4 Con.

[52] Clothier

Dainyu Moondancer (*female Vah Shir (pn)*, Brd 7/Exp 4, DG; SVC, Jha) is a famous Shar Vahl dancer and singer who started her own business providing fine clothing to wealthy Vah Shir. Her designs are based on the diaphanous garments that she herself used to wear while performing, and they have become popular with both inhabitants of the city and foreigners, who find that Vah Shir clothing carries considerable status in such distant cities as Katta Castellum and Shadow Haven. A few daring noblewomen from Seru have actually sent their agents to buy some of Dainyu's scandalously brief fashions, but they generally wear these only when the Inquisitor's agents aren't looking.

Quest: Xakra Silk

Faction: Shar Vahl Citizens (+1 rank).

NPC: Dainyu Moondancer.

CR: 1–2.

Reward: +1 faction rank with the Shar Vahl Citizens (maximum +1 from this quest); 1d4 gold pieces per worm.

Consequence: None.

Quest Summary: Dainyu has been using silk from the xakra larvae that are common to the Lajim Bai (Shar Vahl, Area 47) to create some of her more expensive and popular fashions. She offers 1d4 gold pieces for each of the silken casings ejected by the larvae when they are killed.

Xakra Larva: CR 1/4; Tiny vermin; HD 1/2–d8+1; hp 3; Init +0; Spd 20 ft., climb 15 ft.; AC 13 [flat-footed 13, touch 12] (+2 size, +1 natural); BAB +0; Grap –11; Atk bite –3 melee (1d3–3 plus poison); SA poison; SQ blindsight 30 ft., vermin; AL N; Fac None; SV Fort +3, Ref +0, Will +1; Str 4, Dex 11, Con 12, Int —, Wis 12, Cha 3.

Skills: Climb +9, Hide +11, Sneak +3.

Poison (Ex): Bite, Fort DC 11; initial 1d2 Dex/secondary 1 Dex.

[53] Zashu Vai

A private citizen who inherited a small fortune from his wealthy father, Zashu (*male Vah Shir (ti)*, Ari 5/Exp 8, N; SVN) chose to relocate to the lower city, where he could pursue his esoteric hobbies. Inside his enormous manor, Zashu maintains a menagerie of various beasts of Luclin, including rock hoppers, zelniak, and giant insects. Most know about Zashu's pursuits and think him rather odd, but not a matter for concern.

However, Zashu's most prized possessions, a small pack of sonic wolves, are kept strictly secret, lest word of their existence get out and reach the ears of the authorities. Zashu has many foreign contacts among adventurers who explore the world and bring back exotic creatures for his collection.

[54] Khala Dun Barracks

Normally, 20 Khala Dun warriors are stationed here, ready to respond to emergencies and keep the peace. Up to 50 can be stationed here in times of crisis. The barracks is commanded by Sergeant Harais (*male Vah Shir (pn)*, War 14, OG; KhD), a serious and highly professional soldier

who would prefer to be patrolling the wilderness beyond the city, but who is forced to remain here due to a bad limp caused by an old leg injury.

[55] The Tah Rasham

Literally “the outsiders’ place,” the *Tah Rasham* is a sort of ghetto where most foreigners stay during their visits to Shar Vahl. A few Vah Shir live in this district, but these are generally outcasts and misfits who for some reason shun (or have been shunned by) Vah Shir society.

The Tah (as it's usually called by its inhabitants) varies from a pleasant and safe place closest to the bridge to a labyrinthine place of peril in the region known as the Trap in the western portions (see Area 58).

[56] Beldoe's Palace

An extensive, rambling inn build along Combine imperial precedents, with brooding gables and looming spires, the Palace is nonetheless a happy place, where foreigners of all races are welcome. Beldoe (*male human*, Com 3/Mil 3/Rog 11, NE; no faction) is a loud, enthusiastic man with a tendency to get too close to people when he talks; he never seems to notice when he's being annoying. He keeps his inn stocked with delicacies and drink suited to a wide range of guests, and is only too willing to make changes to his rooms to accommodate anyone who stays there. He claims to be a true believer in the teachings of Tsaph Katta, and claims to love all living things and all races equally (some claim he “loves” them a little too much, for it is rumored that he has inamorata of several different races throughout the city, including at least one Vah Shir woman).

The truth about Beldoe is considerably darker, for he is a man utterly without morals or scruples. He has contacts even among the vampyres of the Tenebrous Mountains, and is not above giving caravan masters false directions to send them directly into ambushes; he gladly accepts Inquisitor gold to spy on Loyalist activity in Shar Vahl; he accepts payoffs from smugglers for storing illicit goods at his inn; he sells illegal narcotics; and the list of crimes goes on.

As the closest thing to a crime boss in the Tah Rasham, Beldoe is more than willing to kill to keep his secrets safe, and anyone who stumbles upon the wrong kind of information about Beldoe is likely to find herself slain in any one of a number of gruesome ways — most likely an “unfortunate accident.” Beldoe has a considerable number of dangerous or even monstrous allies including vampyres, Inquisitor agents, and rogue spellcasters.

[57] Communications and Scrying

Axamano Druso (*male Erudite*, Wiz 15, NG; SVC) manages this small shop where unusual crystals of various kinds line the shelves. Using these crystals, Axamano can allow customers to observe locations of other similar scrying crystals and communicate with individuals near them. (Of course, the GM's is advised to consider carefully how scrying might work in her campaign. The new spells in Chapter One of *Al'Kabor's Arcana*, for instance, should offer some insight as to how to incorporate scrying rules, spells, or devices from other systems, if desired.)

Fees range from 1 sp per use for other crystals in Shar Vahl to 1 gp per minute for nearby areas such as Shadeweaver's

Thicket and Hollowshade Moor, up to 10 gp per minute for Shadow Haven or Katta Castellum, and at least 10 pp per minute for other especially distant or dangerous locations (such as Sanctus Seru, where such items are forbidden, yet a few brave individuals keep crystals illegally).

Axamano is a very circumspect and quiet Erudite, generally avoiding the Vah Shir neighborhoods due to common prejudice against members of his race.

[58] The Trap

This maze of old buildings, ramshackle homes and tottering structures houses the lowest classes in the foreign quarter. Usually only criminals on the run, the desperately poor, and the demented call the Trap home. The racial mixture here is quite varied, and a good number of Vah Shir do live here as well, rejected by one and all in the more law-abiding sections of the city. These kerrans are for the most part utterly without the honor and scruples common to their race, and are as a consequence among the most dangerous denizens of Shar Vahl. The slum is full of run-down inns and taverns, squatters' shacks, gambling dens, and brothels, and is suitable only for those who wish to disappear for a time — and some of the Trap's more brutal denizens often make newcomers disappear permanently.

[59] The Tiger's Den

Always crowded with disreputable humans, dwarves, and elves, as well as a small group of disgraced Vah Shir, this is probably the most popular tavern in the Trap. Innkeeper Z'bara (*female Vah Shir (wt)*, *Com 5/Rog 9, DN; no faction*) was forced to flee the upper city several years ago when her wealthy husband died under mysterious circumstances. She lost herself among the foreigners and, at least so far, the king's representatives have not come seeking her. No one knows whether she killed her husband or not, but in any case, as proprietress of the Tiger's Den, she has achieved prosperity and security of a sort.

The Den offers rotgut drinks, bad food, questionable company, and pleasures normally unavailable elsewhere in the city. It is dark, smoky, and smells bad. Z'bara's staff of various races includes several "companions" — females, including Vah Shir, who don't object to the company of humans, elves, Vah Shir, or dwarves, and who reject the common society of Shar Vahl. These companions are managed by G'kara (*female Vah Shir (lp)*, *Com 3/Mil 3/Rog 5, NE; no faction*), another outlaw who fell in with Z'bara and who now serves her loyally — and, rumor has it, thinks of Z'bara as more than just a friend.

Drinks are served by tough bartenders, overseen by Rutash (*male Vah Shir (ti)*, *Mil 3/Rog 8/War 3, DN; no faction*), a tough and violent Vah Shir who is said to have once been a professional killer.

The Den's bouncer, Ixnar (*male troll, War 12, DN; SVC*), hails originally from the dwindling troll population of Katta Castellum, and is the only troll to actually make his home in Shar Vahl.

[60] Ludin

One of the most dangerous denizens of the foreign quarter, although few realize it, is the rather plain-looking Ludin (*male half elf, Rog 26, NE; no faction*), who lives in a

small home that is outwardly battered and run-down. Inside, though, the place is luxurious, its walls hung with tapestries, rooms filled with rich couches and other furniture that provide pleasant rest and relaxation to visitors. Publicly, Ludin is a small businessman, selling rare Shadow Haven mushrooms in Shar Vahl and shipping meats and other foods back in return.

In reality, however, Ludin is a highly skilled assassin, well versed in the arts of stealth and murder. He is a master of poisons, and has claimed to prospective clients that he has killed nearly 50 targets. He charges a great deal and refuses to kill anyone inside Shar Vahl, but once he has given his word, Ludin will not rest until either he or his target is dead — and not only dead, but disposed of in a manner that precludes resurrection of any kind.

So far, the half elf remains alive, a state shared by none of his past targets.

[61] Guardpost

Taruun and Khala Dun fighters garrison this outpost on the edge of the Lajim Bai and use it as headquarters for patrols in the area. Their job is to keep grimplings, rock hoppers, and other unwanted visitors out of the lower city.

Ssraeshza Temple

It is said that the land known as the Grey was once green and fertile. This was before the coming of the shissar, the snake-folk of Norrath, who fled their homeland in the face of a horrifying plague visited upon them by the gods whom they had offended. Fearful of the Greenmist that stole their lives and shattered their empire, shissar necromancers contrived to cast a mighty ritual that drained the very air from the rich land where they arrived on Luclin. Not only did this kill every creature in the surrounding area that might have challenged the shissar, it also kept them (so they believed) safe from the terrible green plague.

Today the Grey is uninhabitable, death to all but the most powerful and well-prepared. The sole settlement there is the mighty Ssraeshza Temple, the center of power for the shissar and their fearsome emperor. Fortunately for the rest of Luclin, the snake-folk seem uninterested in founding a new empire on the moon, for they are reluctant to draw the attention of the gods who once cursed them and cast them down.

This may change in time, however, for the presence of the shissar has attracted the attention of at least one powerful being — the Overfiend, ruler of the thought horrors. Envious of the snake-folks' power and desiring to take it for his own, the Overfiend has dispatched his servitors to assault the shissar on several occasions, and today maintains a secret entrance into the mines beneath the Temple. The thought horrors continue to gather their strength, and may again assault the shissar. If the Overfiend is able to subvert and control the serpent men, their combined power might threaten all of Luclin, and perhaps, in time, all of Norrath as well.

SUB-LEVEL

The lowest level of the Ssraeshza Temple lies belowground and is home to a small army of slaves, both living and dead. Their overseers, the shissar Taskmasters, live here as well.

The entire level is very hot (see “Heat,” *EQ: Game Master’s Guide*, p. 46); the shissar actually prefer this environment, as it reminds them of their hot and humid homeland back on Norrath.

Shissar Stats and Titles

The Ssraeshza Temple contains a number of different types of exceptional shissar that can be described generically for simplicity’s sake. When encountering these shissar, use the statistics from *EQ: Monsters of Luclin*, with the following equipment.

Arcanist: Shissar noble wizard armed with +2 *Huge falchion*.

Arch-Arcanist: Shissar lord wizard armed with +4 *Huge falchion* and wearing *ring of the shissar* (see Chapter 5: New Magic).

Chapel Keeper: Shissar priest armed with +1 *Huge longspear*.

Defiler: Shissar noble necromancer armed with +2 *Gargantuan quarterstaff*.

Rhag Disciple: Shissar noble priest armed with *Mindpuncture* and wearing *ring of the shissar* (see Chapter 5: New Magic for both items).

Skirmisher: Shissar noble armed with masterwork falchion and *corrupted shissar bow* (see Chapter 5: New Magic).

Spirit Destroyer (a.k.a. Arch-Tormentor): Shissar lord necromancer armed with +4 *Gargantuan quarterstaff* and wearing *ring of the shissar* (see Chapter 5: New Magic).

Taskmaster: Shissar noble armed with Large whip and +1 *Gargantuan quarterstaff*.

Temple Guard: Normal shissar wearing masterwork chain shirt and armed with masterwork Huge longspear and *shissar ulak* (but no bow).

Warlock: Shissar noble shaman armed with *Mindpuncture* and wearing *ring of the shissar* (see Chapter 5: New Magic for both items).

Shissar Doors

The doors of the temple are fine examples of shissar technology — made of heavy stone, they do not swing like ordinary doors, but instead slide up almost noiselessly into the ceiling. Forcing these doors is very difficult. A Strength check (DC 30) is required to open a door manually; since this is normally very difficult even for physically powerful characters, several humanoid companions will most likely have to work together to open the door, with weaker characters assisting the stronger (see “Combining Skill Checks” in the *EQ: Player’s Handbook*, p. 107).

Temple Transport Tubes

The great stone tubes that connect the various levels of the temple are far from any ordinary means of transportation. First, they are entirely airless (see rules for airless conditions in the entry for the Grey in Chapter Three of this book). Shissar must wear magical devices or use spells to prevent them from asphyxiating when using these transporters.

Second, objects in the tubes are entirely weightless, but are enchanted to allow creatures to “swim” up or down to reach the next level. (See Swim in the *EQ: Player’s Handbook*, Chapter 4: Skills, for more details on swimming.) The interior of a tube should be treated as “rough water” for the purpose of these Swim checks; note that the shissar themselves, due to their racial swim speed, can always take 10 on Swim checks.

The different levels of the temple are all 60 feet apart.

BASEMENT LEVEL

[1] Passage to the Deep

This twisting passage connects to the thought horrors’ tunnels from the Deep. The horrors sometimes scout this way, and intend to use this route if they attempt to invade the temple in the future.

[2] Illusory Wall

This section of wall is, to all appearances, a normal part of the mine complex. It appears absolutely real when viewed, but physical objects can pass through it without difficulty; any detection abilities that do not require sight work normally to discern the illusory wall. A simple touch or any probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

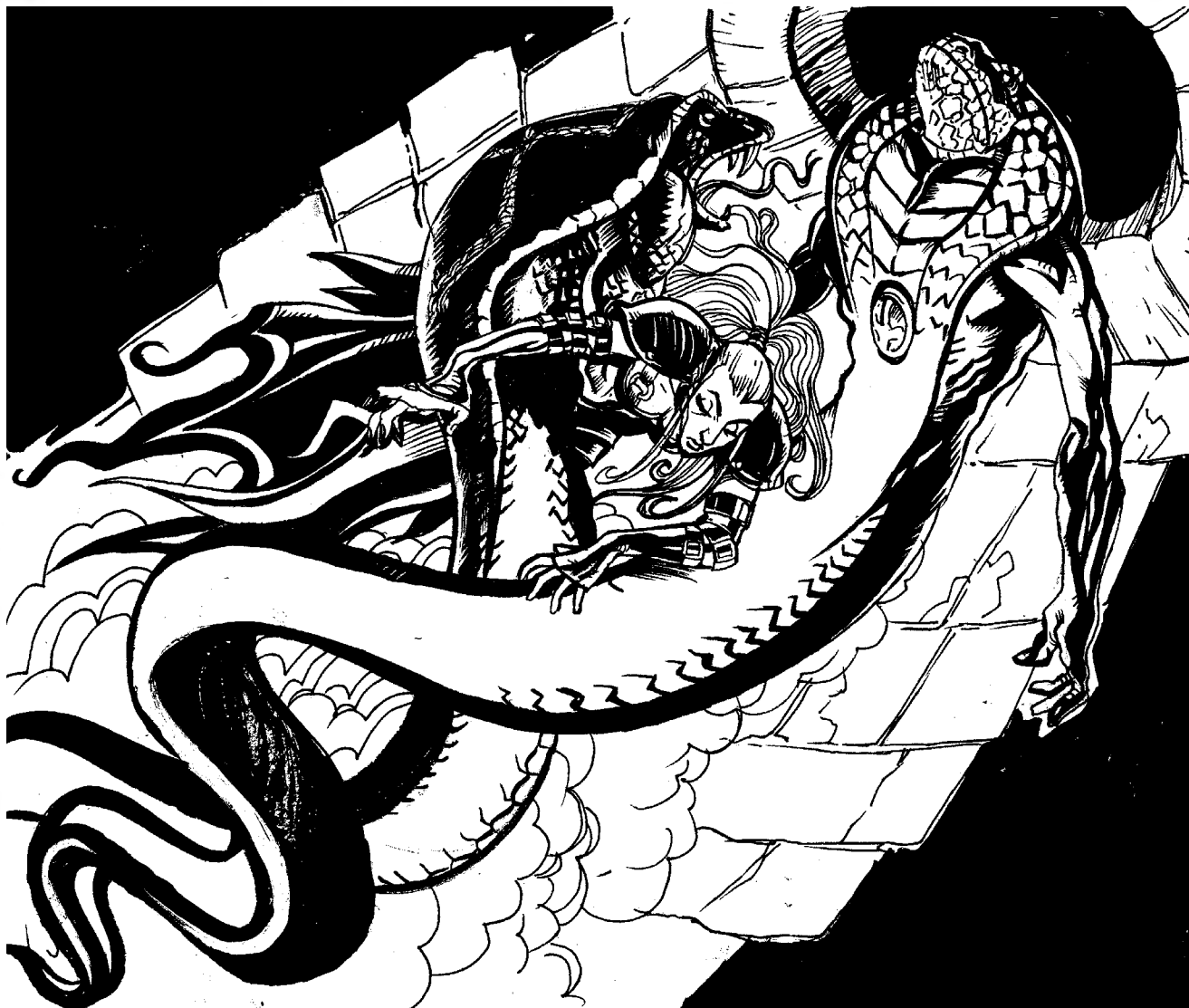
The undead iksar who labor in the mines don’t notice the illusion, and sometimes one or more blunder through and wander along the passage to the Deep. The horrors are quick to destroy such intruders.

[3] The Mines

This pitch-black, suffocatingly hot maze of tunnels is inhabited only by skeletal iksar miners (apply the skeleton template to normal iksar), the shambling remains of slaves who continue to serve their masters even in death. Shissar Taskmasters sometimes enter the caves to make sure that work is progressing normally, but generally leave their lifeless servants to toil in silence. Treat the mines as being extremely hot (see “Heat,” *EQ: Game Master’s Guide*, p. 46).

[4] House of the Disciples—West

This great structure, like that at Area 5, is where shissar Taskmasters and their disciples and acolytes dwell. The



twin structures are imposing stone apartments with large, roomy chambers, kept hot by furnaces tended by iksar slaves. Defiler Juzlix and Taskmasters Kavamezh and Keuzozh occupy this structure, along with 10 normal shissar.

[5] House of the Disciples—East

Taskmasters Zerumaz and Mikazha occupy this residence, along with 2 Chapel Keepers and 6 normal shissar.

[6] Courtyard

A vast, echoing cavern houses the masters of the slave quarter. Magnificent carved granite obelisks line the walls, stretching up toward the distant ceiling.

A squad of 4 normal shissar stands guard here, making sure that no intruder violates the area. Iksar slaves sometimes scurry from place to place, and Taskmasters occasionally move from the House of the Educators (Area 9) to the northern slave quarters (Area 10).

[7] Transporter

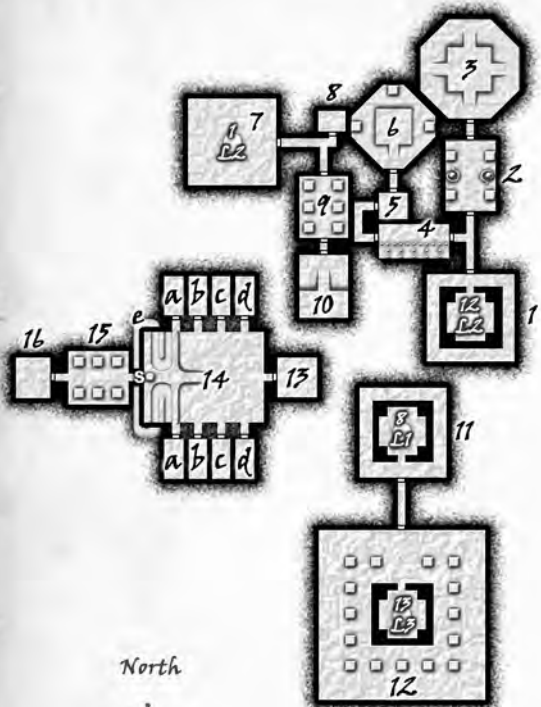
West of the emperor's statue (Area 8) is a shissar transport tube, guarded by 4 normal shissar. The transporter carries traffic between the Basement and Area 14, Level 1.

[8] Emperor's Statue

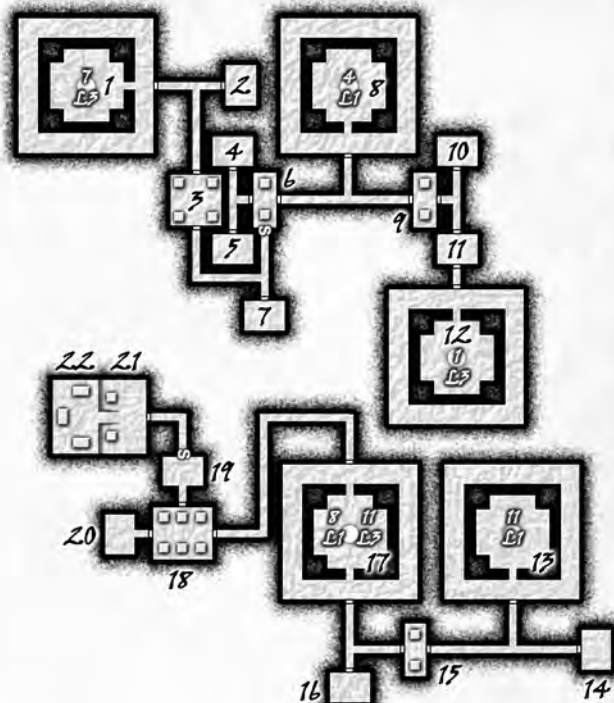
The most amazing feature of the courtyard is this titanic white marble statue of the shissar emperor that rises up from the center of the chamber, dwarfing even the ring of obelisks that surrounds it. The placement of the statue is a typical shissar conceit, intended for no other reason than to remind both the Taskmasters and the slaves who ultimately rules here.

[9] House of the Educators

East of the emperor's statue lies this huge, blocky structure. Here, the shissar train their slaves to serve, ruthlessly punishing those who do not cooperate. The lower level is devoted to education, while the upper level contains living and working quarters for the shissar themselves. The facility is under the command of Prime Educator Ghozik (*male shissar lord*), an especially cruel and devoted official. He is aided by Arch-Tormentor Zhesz and a small army of Taskmasters. The iksar slaves who actually serve here are among the most devoted and fanatical of their kind, for they must regularly stand idly by as their fellows are cruelly tortured and abused.



level 3



level 2

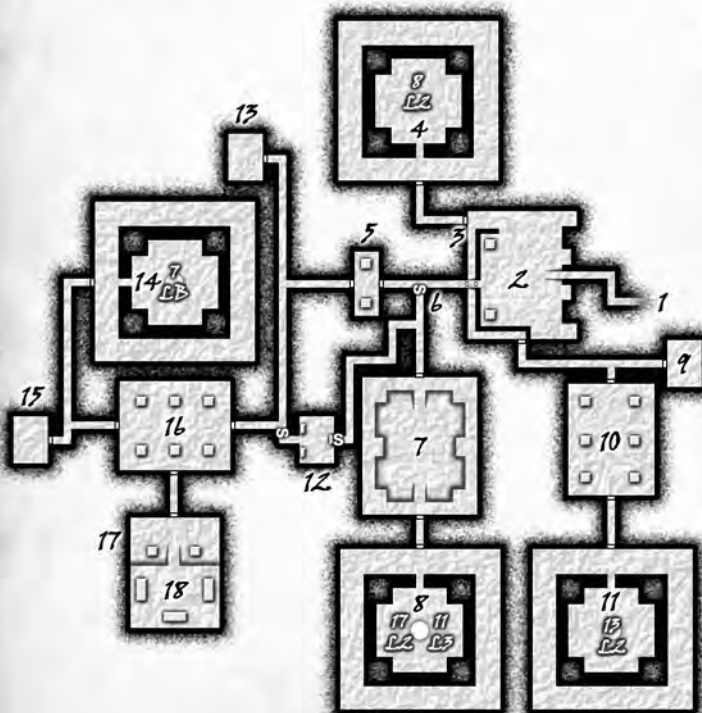
Ssraeshza Temple



100 feet

level 1

basement



transporter key

14 = to area 14
14 = on level 1

A group of 4 Chapel Keepers also stands guard here. Their primary function is to recapture any slaves who attempt to leave the complex, although they also watch for intruders. Recaptured slaves are taken to Zhesz and his torturers to serve as an example to other iksar who might be inclined to flee.

[10] House of the Devoted

This stone structure lies in the center of the main slave quarters. Here, favored iksar who have shown their devotion to the shissar and their emperor can live in relative comfort; they are fed better meals and given more comfortable accommodations than their fellows. For their part, the slave iksar are pathetically grateful, and loudly proclaim their loyalty at the slightest opportunity. In reality, of course, they may not be quite so fond of service to the shissar, but none of them would dare admit it openly.

The 2 normal shissar that stand guard here generally do not have much to worry about from their reasonably contented charges.

[11] Slave Quarters—West

Over 200 iksar slaves live in these small stone cubicles. Their lives are hard, as they receive only minimal food, clothing, and comfort, and are generally worked mercilessly until they die—and often even after that. Taskmaster Revan'kezh oversees this side of the slave quarters, and currently has an informal competition with Zhe'voz (in Area 12) to see whose slaves can do more work. So far, especially after illness broke out in the east quarters, Revan'kezh's slaves are in the lead.

[12] Slave Quarters—East

Taskmaster Zhe'voz rules this side of the slave quarters with an iron fist, tolerating no slacking or laziness. Unfortunately for him, sickness has broken out among the 200 or so iksar in this area, and the Emperor has begun to question why Zhe'voz's labor level has been declining.

Here also dwells Elder Glanoxx (*male iksar, Com 6/Shm 6, ON; Iksar Slaves*), the oldest iksar slave and the unofficial leader of his people. He is a pragmatic being and knows that his people's lot is a poor one, but does his best to negotiate on their behalf and improve conditions. It is a thankless task to be sure, but he continues nonetheless, hoping one day to see his people free from the yoke of the shissar.

LEVEL ONE

The ground level of the Temple contains the main entrance from the Grey, as well as extensive sacred and residential facilities. It is regularly patrolled by Temple Guards.

[1] Entrance

Beyond this airlock tunnel lies the devastated, airless void of the Grey, inhabited only by the dead and other creatures that do not need to breathe.

[2] Entry Chamber

This first chamber is occupied by 2 Temple Guards and 2 normal shissar guards. Twin monoliths inscribed with shissar runes and images of the temple's history flank the west door that leads to Area 5. Ramps rise up from either end of the room, the first leading to the transporter in Area 4, and the second ending in a locked door that leads into the corridor to Areas 9 and 10.

[3] Locked Door

This door is guarded by 2 normal shissar, and can normally only be opened by a being wearing a *ring of the shissar* (see Chapter 5: New Magic); it can be worked open with a successful Pick Lock check (DC 30).

[4] Transporter

Standing watch in this room are 2 Temple Guards. The transporter carries passengers up to Area 8, Level 2.

[5] Guard Post

The corridor widens here, and is flanked by two identical inscribed stone stelae. There are 2 normal shissar on duty here at all times.

[6] Hidden Door

This section of the wall contains a secret door (Search DC 25). The corridor beyond leads to Area 7.

[7] Living Quarters

Numerous shissar guards and various spellcasters normally live in this chamber. There is no fixed roster, as living quarters are often shifted and the shissar have few sentimental attachments to the place where they sleep. The shissar here serve a dual function, acting as guards to Area 8 beyond, which is the only route to the Emperor's throne room.

Most other shissar on this and other levels live in small stone chambers, usually with three to a room. These chambers are kept very hot and are usually used only for sleeping and basking. All are magically lit.

[8] Transporter

This room is guarded at all times by 4 normal shissar and a shissar Warlock. The transporter carries passengers up to Area 17, Level 2.

[9] Living Quarters

This chamber houses living quarters for several shissar. Normally, it is occupied by a shissar Warlock and 2 Temple Guards.

[10] Hall of Monuments

Six gigantic obelisks line the walls of this room. Carved with hundreds of shissar hieroglyphics, primarily devotional inscriptions to the Emperor, some of the characters are also a scornful condemnation of the gods and those petty creatures who worship them. The last obelisk remains uncarven, as the Emperor has decreed that it should only be inscribed when the shissars' vengeance against the gods is

complete. For now, as the snake-folk lurk in their isolated, airless refuge, the last monument remains untouched.

Normally, 6 Temple Guards and at least 2 Warlocks occupy this chamber, use it as a de facto living quarters. They guard the passage to the transporter beyond, in Area 11.

[11] Transporter

Guarding this room are 4 normal shissar. The transporter carries passengers up to Area 13, Level 2.

[12] Living Quarters

A shissar Arcanist and 2 normal shissar occupy this chamber.

[13] Living Quarters

A Chapel Keeper and 2 Temple Guards normally reside in this small stone chamber.

[14] Transporter

This transporter is tended by 4 Temple Guards; it carries traffic to and from Area 7, Basement Level.

[15] Living Quarters

There are normally 3 normal shissar occupying this chamber, as well as an Arcanist and 2 Skirmishers.

[16] Chamber of Devotions

Six granite monoliths line this room. Like those in Area 10 of this level, they are primarily works of propaganda extolling the godlike qualities of the shissar ruler. Normally, 6 Temple Guards and an Arcanist use this room for living quarters. They also defend the passage to the south that leads to Rhag'Zezum's chamber.

[17] Disciples' Chamber

The antechamber to Rhag'Zhezum's quarters is home to his 4 Rhag Disciples, each of whom currently lives only to serve Rhag'Zhezum and hopes to one day win promotion to the prestigious rank of Rhag. Being fanatics (or at least more fanatical than other shissar), they fight fearlessly to defend Rhag'Zhezum.

The chamber also contains two inscribed stelae with carved hieroglyphics that extol the virtues of the Rhag and emphasize the priests' devotion to the blessed Emperor.

[18] Rhag'Zhezum

The highest-ranking shissar on this level is Rhag'Zhezum (*male shissar noble priest*, Clr 8, NE; ESs, DRZ), who is normally found here but can sometimes be encountered wandering the complex. His quarters are comfortable, at least for those of a shissar. The walls are lined with parchment scrolls, and several chests about the room contain a variety of treasures, including a few valuable magic items (GM's choice or design). Rhag'Zhezum spends most of his time studying scrolls or dictating his own reports to the other priests. In such cases, one of the disciples from Area 17 is here inscribing the Rhag's words on parchment.

Rhag'Zhezum is a cunning and intelligent shissar. He speaks several languages, including the Combine and Vah

Shir tongues, and greets intruders with a friendly wave and a spoken greeting. He then engages the strangers in conversation, asking about goings-on in the world beyond the Grey, trying to discern some clue from their behavior as to whether they might make useful captives. Eventually, Temple Guards arrive, and he joins them in attacking the strangers, seeking to kill those who are not useful to him and to capture those who are.

LEVEL TWO

The middle level of the temple is divided into two areas, each entirely separate from the other, each accessible through a separate transporter from the level below. The level is guarded by Temple Guards and spellcasters. The northernmost area is mostly devoted to living quarters, while the southern is primarily a sacred space for the Rhag Disciples and their guardians.

[1] Transporter

This transporter carries traffic between here and Area 7, Level 3. It is guarded at all times by 4 Temple Guards.

[2] Living Quarters

A shissar Arcanist and 2 Skirmishers normally occupy this chamber.

[3] Inscribed Chamber

The walls of this room are covered in carvings, including stylized images of shissar standing above lesser races such as the iksar. It is normally not occupied, but the guards have rigged a trap in the ceiling that will pour broken rock upon intruders who tread on the stones in the center of the room.

Falling Stone Trap: CR 6; 10d6 points of damage, Reflex DC 18 half; Search (DC 22); Disable Device (DC 25). *Note:* Can affect all characters in a 40-foot square in the chamber's center.

[4] Living Quarters

Another cramped and overly hot chamber, this room is reserved for use by shissar Arcanists. At least one of these individuals normally lives here, along with 2 Skirmishers.

[5] Living Quarters

Normally, an Arch-Arcanist and 2 Skirmishers dwell here.

[6] Guard Post

A squad of 4 Skirmishers stands guard at this post, marked by twin carved obelisks that portray iksar laboring on behalf of the shissar.

[7] Living Quarters

This room's outer door is always guarded by 2 Skirmishers. A shissar Spirit Destroyer dwells inside.

[8] Transporter

This transporter carries traffic down to Area 4, Level 1. It is normally guarded by 2 Temple Guards and 2 normal shissar.

[9] Guard Post

Standing watch here are 4 Skirmishers. The two obelisks portray the first shissar emperor creating the iksar specifically to serve the snake-folk.

[10] Living Quarters

An Arch-Arcanist and 2 Skirmishers dwell here.

[11] Living Quarters

A Spirit Destroyer occupies this chamber. The room is guarded by 2 Skirmishers.

[12] Transporter

This transporter carries traffic up to Area 1, Level 3, and is normally guarded by 4 Temple Guards.

[13] Transporter

This transporter carries passengers between this location and Area 11, Level 1. It is guarded by 2 Skirmishers.

[14] Living Quarters

An Arcanist and 2 Chapel Keepers normally live in this chamber.

[15] Guard Post

A Spirit Destroyer and 2 Warlocks guard this position. They use spells immediately upon seeing intruders and, if foes approach from the general direction of Area 13, they fall back to Area 17, gathering assistance if necessary, seeking to protect the sacred rooms beyond.

[16] Living Quarters

A single Warlock lives here, rotating with the guard at Area 15, and 2 Skirmishers guard the door.

[17] Transporter

There are 2 Temple Guards and 2 Skirmishers guarding this chamber. The transporter carries passengers either upward to Area 11, Level 3, or down to Area 8, Level 1.

[18] Chambers of the Unliving Ones

Slender carved columns support the roof of this hot, dimly-lit chamber. Guarding the way to Rhag Mozdezh's chambers beyond are 4 Arcanist revenants (see *Monsters of Luclin* for both shissar stats and the revenant template). These four were once powerful shissar spellcasters who voluntarily chose undead status in order to "live on" after being afflicted by the Greenmist. Today, they still serve their emperor proudly.

[19] Zhe'Khova's Tomb

This tomb contains the apparently dead but remarkably well-preserved body of the mighty shissar Arch-Arcanist Zhe'Khova (*male shissar lord wizard revenant*, OE; ESs). If the revenants in Area 18 come under attack, Zhe'Khova animates and moves to aid his fellows.

Zhe'Khova's burial raiment is crafted of cloth-of-gold and he carries numerous golden decorations, worth several thousand gold pieces. His tomb also contains a number of

art works and magic items (the GM should create or assign these items; however, some of them may be cursed, so adventurers should plunder the tomb with caution).

[20] Xakhosh's Tomb

The ancient Arch-Defiler Xakhosh (*male shissar lord necromancer revenant*, OE; ESs) lies here. Like Zhe'Khova, he seems to be dead, but animates and attacks if his tomb is violated (unlike Zhe'Khova, though, he won't come to the aid of the revenants in the other rooms). His raiment is also valuable, and this chamber also contains several valuable (and possibly cursed) treasures.

[21] Rhag Disciples

This hot and stuffy antechamber contains two monuments similar to those in Area 17, Level 1. A group of 4 Rhag Disciples works here, carrying out the will of Rhag Mozdezh (in Area 22, beyond) and his two subordinates, Rhag Vithil and Rhag Rithal, who sometimes join the Disciples and supervise their efforts.

[22] Rhag Mozdezh

The highest-ranking priest on this level, Rhag Mozdezh (*male shissar noble priest*, Clr 9, OE; DRZ, ESs), is responsible for overseeing the religious orthodoxy and well-being of the Emperor's subjects. Mozdezh is less crafty than the lower-ranking Rhag'Zhezum (Area 17, Level 1), and he generally has no tolerance for outsiders. He isn't fond of close fighting, however, and usually leaves his two disciples, Vithil (*male shissar noble priest*, Clr 4, OE; DRZ, ESs) and Rithal (*female shissar noble priest*, Clr 3, OE; DRZ, ESs), to defend him while he hangs back and casts spells at any foes.

LEVEL THREE

The top level of the shissar pyramid serves a dual function, as both sacred space and the home of the Emperor and his most trusted assistants.

[1] Transporter

Two imperial golems guard this chamber, which contains a transporter down to Area 12, Level 2.

[2] Statuary Chamber

A long gallery set with high alcoves containing white marble statues of ancient shissar heroes. Beside each alcove stands a 30-HD imperial golem that lurches forward to attack anyone who enters the chamber. There are also 2 Chapel Keepers standing by the doors to the Grand Rhag Chamber.

[3] Grand Rhag Chamber

This octagonal chamber is the religious center of the Sraeshza Temple and the focus of shissar faith in their race and their emperor. Three high priests — Zel'Krioz (*male shissar noble priest*, Clr 9, OE; DRZ, ESs), Zel'Zozh (*female shissar noble priest*, Clr 8, OE; DRZ, ESs), and Zel'Redushoz (*male shissar noble priest*, Clr 8, OE; DRZ, ESs) — dwell here, communing with the spirits of departed shissar heroes and following the edicts of the Emperor. They answer only

Imperial Golems

The shissar have created many constructs to aid them in both labor and defense. The imperial golems that guard the upper level of the Ssraeshza Temple are essentially the same as ordinary timeless golems (see *Monsters of Luclin*), save that they all have maximum hit points and a +2 bonus to natural armor; as a result, they are CR +2.

A basic (non-advanced) imperial golem uses the following stats:

Imperial Golem: CR 15; Large construct; HD 24d10; hp 240; Init -1 (Dex); Spd 20 ft. (can't run); AC 28 [flat-footed 28, touch 8] (-1 size, -1 Dex, +20 natural); BAB +18; Grap +32; Atk 2 slams +27 melee (2d10+10); Face 5 ft. by 5 ft.; Reach 10 ft.; SA crush 2d10+10; SQ construct, damage reduction 40/+3, magic immunity, ultravision; AL N; Fac None; SV Fort +8, Ref +7, Will +8; Str 30, Dex 9, Con —, Int —, Wis 11, Cha 1.

Crush (Ex): If an imperial golem hits a single opponent with both slam attacks in the same round, it crushes its target using its stony hands and feet, dealing an additional 2d10+10 points of crushing damage.

Magic Immunity (Ex): An imperial golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows: Any spell of the *tremor* spell line deals 1d10 points of damage for every 2 spell levels to the golem and stuns it for 1 round (no save). Thus, a *tremor* spell cast upon the golem by a cleric deals 4d10 points of damage and stuns the golem for 1 round.

to the highest-ranking priest in the temple, the shissar lich Rhag Zhadun (see Area 10 on this level).

The three high priests here are aided by 4 Rhag Disciples, each of whom represents one of the qualities most valued by the Emperor (they are the Terror Priest, the Blood Priest, the Death Priest, and the Plague Priest), as well as a circle of 8 Chapel Keepers.

[4] Holding Cells

Small alcoves here hold prisoners of the shissar. The alcoves do not have doors, but are instead kept secure by shimmering fields that look like flickering sparks of purple lightning. Anyone merely touching one of the barriers takes 300 points of electricity damage, with a Reflex save (DC 33) allowed for half (treat this effect as the spell *Elnerick's electrical rending*, caster level 29th, for purposes of dispelling or spell resistance); a character actually passing through a barrier is not allowed a save.

The cells currently contain several rebellious iksar slaves who might have information about the interior layout of the temple and who might be grateful enough to share this information if rescued. There is also a single thought horror in one of the cells, captured during a fight in the mines several months ago. The thought horror is not at all grateful to rescuers, and seeks to escape, attacking them at the earliest opportunity if necessary.

[5] Guard Post

Standing watch here are 6 shissar nobles, guarding the chambers of Xerkizh the Creator, just down the corridor.

[6] Xerkizh the Creator

The titanic shissar Xerkizh, a being almost as large as the Emperor himself, engages in diabolical experiments on iksar slaves in this chamber, intent on making them more tractable and cooperative. Several captive iksar are here at any given time, along with 3 shissar experimenters (use shissar noble stats); there are also 2 imperial golems placed here to prevent any of the prisoners from escaping.

In the floor are two pits filled with boiling blood, part of Xerkizh's latest experiment. Several iksar have perished, boiled alive in the blood, but so far the shissars' attempts at forcibly extracting rebelliousness from their slaves have proved fruitless.

Xerkizh the Creator, Shissar Lord, Ari 6: CR 25; Huge monstrous humanoid; HD 24d8+120 plus 6d8+30; hp 359; Init +8 (racial); Spd 30 ft., climb 20 ft., swim 20 ft.; AC 42 [flat-footed 40, touch 12] (-2 size, +20 natural, +7 armor, +3 shield, +1 arcane, +3 divine); BAB +28; Grap +47; Atk +42/+37/+32/+27/+22 melee (2d6+15 plus 2d6 cold, crit 18-20, +4 *Huge falchion of frost*) and bite +32 melee (1d6+5 plus poison) and tail slap +32 melee (1d6+5); Face 10 ft. by 10 ft.; Reach 15 ft.; SA constrict 2d6+11, improved grab, *mesmerization*, poison, poison spray; SQ cold and fire saves +5, all other energy-based saves +2, damage reduction 20/+2, infravision, initiative bonus, regeneration 3, spell resistance 20, ultravision; Res AR 20, CR 30, DR 25, ER 20, FR 30, MR 25, PR 25, SoR 10; AL OE; Fac ESs, Brood of Ssraeshza; SV Fort +18, Ref +18, Will +23; Str 32, Dex 11, Con 22 (20), Int 24 (22), Wis 18 (16), Cha 14.



Skills: Balance +4, Bluff +8, Climb +20, Diplomacy +8, Escape Artist +8, Heal +12, Hide +0, Intimidate +14, Knowledge (monster lore [reptilians]) +19, Knowledge (mysticism) +16, Knowledge (peerage) +13, Listen +21, Profession (chirurgeon) +14, Search +13, Sense Motive +11, Sneak +4, Spot +14, Swim +19, Taunt +6, Trade Skill (blacksmithing) +27, Use Rope +6.

Feats: Alertness, Cleave, Dodge, Finishing Blow, Great Fortitude, Improved Dodge, Lightning Reflexes, Mobility, Parry, Power Attack, Spring Attack, Weapon Focus (falchion), Whirlwind Attack.

Constrict (Ex): Xerkizh deals 2d6+11 points of damage with a successful grapple check against a Large or smaller opponent.

Improved Grab (Ex): To use this ability, Xerkizh must hit an opponent with his tail attack. If he gets a hold, he may constrict.

Mesmerization (Su): 3/day — as the *mesmerization* spell, Will save (DC 24) negates.

Poison (Ex): Bite, Fort DC 28; initial damage 2d6 temp Con/secondary damage 2d6 temp Con.

Poison Spray (Ex): Xerkizh has the unique ability to spit poison, much like a spitting cobra — once every 1d4 rounds, 40-foot line; Fort DC 28; initial 2d6 temp Con/secondary 2d6 temp Con.

Possessions: +3 *Huge chain shirt*, *shield of the Creator* (see Chapter 5: New Magic), +4 *Huge falchion of frost*, *headband of many visions* (see Chapter 5: New Magic), *ring of the shissar* (see Chapter 5: New Magic).

[7] Transporter

This transporter carries passengers down to Area 1, Level 2; it is guarded by 2 imperial golems.

[8] Living Quarters

This small stone chamber is intended for occupation by Xerkizh's experimenters (see Area 6). At least one of them is here at all times, along with 1d3 Rhag Disciples.

[9] Crypt Guardians

At all times, 8 Rhag Disciples stand watch here. They are ordered to remain stiffly at attention at all times unless they are called upon to defend the level, or if the chamber is entered by intruders.

[10] Crypt

Here in this dark, hot tomb dwells one of the most terrible creatures of all those in the Ssraeshza Temple: the great Rhag Zhadun (*male shissar noble priest lich**, Clr 11, OE; DRZ, ESs, BrS), who bears the *Shield of Ssraeshza* (see Chapter 5: New Magic). Once the greatest living priest of the shissar, Rhag Zhadun begged his Emperor for the right to continue to serve after his death. The Emperor granted Zhadun's request and, upon his death, the mighty priest was reborn as an undead monstrosity, and thus continues to act as chief high priest. Today, Zhadun spends most of his time idle in his crypt, but rises if the Emperor summons him, if the other priests need his aid, or if his tomb is violated.

* The lich template appears at the end of Chapter 6 in *Realms of Norrath: Everfrost Peaks*.

[11] Transporter

This transporter carries passengers down to Area 17, Level 2. Non-shissar who enter the room are immediately attacked by the 4 imperial golems and 2 shissar Warlocks who normally occupy the chamber. If battle is begun here, the guards from Area 12 move to assist.

[12] Emperor's Transporter

This chamber provides access to the Emperor's throne room, and is consequently well guarded by 2 shissar lords and 2 Arch-Arcanists, along with 2 imperial golems.

The transport circle in the center of the room is not the usual type of shissar swimming tube transporter, but a teleportation circle that provides access directly to Area 13 of this level; this is normally the only means of reaching the throne room. Only individuals wearing a *ring of the shissar* (see Chapter 5: New Magic) and up to two companions per such individual (one touched by each of the ring wearer's hands) can be so transported; if an individual wearing such a ring steps into the circle, he and up to two companions are immediately transported to Room 13.

There may be other means of activating the Emperor's Transporter; rumors among the snake-folk tell of a number of lost shissar items that might power it, even allowing large numbers of beings to be transported at once, but the only item positively known to work is a *ring of the shissar*.

[13] Emperor's Antechamber

Those arriving in this chamber, which is guarded by 4 Rhag Disciples, have come from Area 12. An archway in the west wall opens on the throne room.

[14] Throne Room

This room is carved from gold-veined black stone. It is stiflingly hot and humid here (treat the Throne Room as being extremely hot; see "Heat," EQ: *Game Master's Guide*, p. 46), for this is where the Emperor holds court. A set of 4 Huge 40-HD imperial golems normally guards the room, but if combat begins here, the doors to the living chambers in the north and south soon open and the shissar lords who occupy them move to slay any intruders.

a. The Tormentors: Griz (*male shissar lord*, War 7, OE; ESs, BrS) and Skzik (*female shissar lord*, War 6, OE; ESs, BrS), known among their fellow shissar as "the Tormen-tors," occupy these chambers; they move to defend the throne room if the golems are attacked. Each wields a +4 *Gargantuan falchion* and a *Ssraeshzian longbow* and wears a *ring of the shissar* (see Chapter 5: New Magic for descriptions of the latter two items).

b. The Slayers: Slayer Klazaz (*male shissar lord*, Rog 6, OE; ESs, BrS) and Slayer Zlakijh (*female shissar lord*, Rog 8, OE; ESs, BrS) occupy these chambers; they move to defend the throne room if the golems are attacked. Each wields a +4 *Huge rapier* and a *Ssraeshzian longbow* and wears a *ring of the shissar* (see Chapter 5: New Magic for descriptions of the latter two items).

c. The Devourers: Nilasz and Yasiz (*female shissar lord necromancers*, OE; ESs, BrS), "the Devourers," normally occupy these rooms, and like the other occupants of the living quarters they defend the throne room if it comes

under attack. Each wields a +4 *Gargantuan quarterstaff* and wears a *ring of the shissar*.

d. The Malignants: Heriz the Malignant and Slakiz the Malignant (*male shissar lord wizards*, OE; ESs, BrS) occupy these rooms. Each wields a +4 *Gargantuan quarterstaff* and wears a *ring of the shissar*.

e. The Blood: The chamber's most notable feature is a deep, wide channel that snakes around the western end of the room, surrounding the Emperor's throne. The channel is filled with dark blood that flows sluggishly, seemingly of its own accord. Noble shissar are expected to contribute a small amount of blood to the contents of the channel each year, and shissar necromancers renew the spells that keep it potent in monthly rituals.

The channel and its strange occupant form perhaps the most potent of the Emperor's defenses. Should any intruder approach within 10 feet of the channel, the blood begins to coalesce, forming a great, towering humanoid shape after 1 round. This construct, known as the Blood of Ssraeshza (see *Monsters of Luclin*), is mystically linked to the Emperor: As long as the Blood of Ssraeshza remains, the Emperor cannot take damage from any source, whether physical, magical, or mental, of less than deific power. Once the Blood of Ssraeshza is destroyed, the Emperor is vulnerable — or at least as vulnerable as a creature of his power can ever be.

A platform extends out over the blood channel. This is where the emperor normally receives visitors and supplicants. If the throne room comes under attack, the emperor normally sits here, unconcerned (knowing his golem's blood link protects him and keeps him from attacking in any case), as his minions and his monstrous blood golem fight on his behalf. Only if the Blood of Ssraeshza falls does the emperor attack. See *Monsters of Luclin* for Emperor Ssraeshza's stats.

[15] Emperor's Chamber

This room is dimly lit, lined with columns supporting a vaulted ceiling. The floor is inlaid with gold geometric patterns, and the walls are lined with low stone couches, which the emperor uses to relax. When not receiving visitors, the emperor passes his time here, conversing with those few nobles whom he numbers his intimates, and planning the shissars' return to power. The blood channel also loops through this chamber, and the emperor can call upon the services of the Blood of Ssraeshza from here if

attackers managed to circumvent the creature on the outside.

[16] Emperor's Vault

This room is locked behind a heavy stone door that requires a key carried by the emperor to open.

Vault Door: Hardness 20, 300 hp, Break DC 45.

The contents of the vault are most certainly worth the effort of breaking down the door, however, for it contains a good portion of all those riches the shissar plundered on two worlds. The precise contents of the chamber are up to the GM, but there should be anywhere from 1 to 2 million gold pieces' worth of coins, gems, and other precious objects at least, as well as several epic-level magic items. Transporting this much loot out of the temple (which may still be infested with snake-folk) and across the Grey might present a problem, however.



Vex Thal

Built in the wake of the destruction of Ka Vethan by the Maiden's Scar, the city *Vex Thal* (Fl. "Heart of Shadow") is home to the victorious Akheva, those who follow the priestess Atenha'Ra. Fanatically loyal to the goddess Luclin, these are purist Akheva who speak only the Fleshless Tongue and destroy anyone who is not fluent in this language, exiling any Akheva who speaks anything else.

Atenha'Ra lives on, ruling every aspect of her subject's lives. Her sole goal is the eradication of all foreign invaders on Luclin. Combine, shissar, Vah Shir,

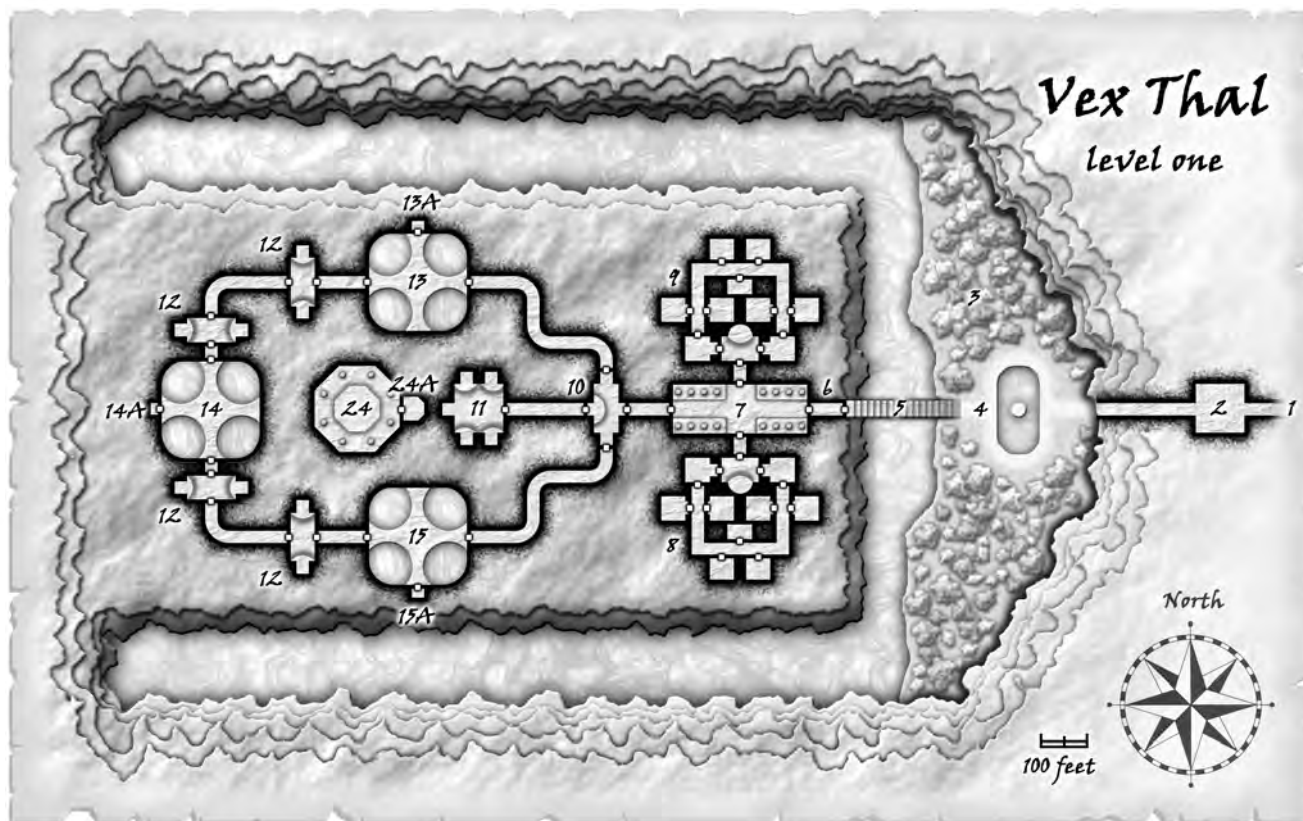
Norrathian, it makes no difference to the malevolent high priestess — all must be driven from the moon. Although the Akheva currently lack the strength to expel these interlopers, their destruction remains Atenha'Ra's overriding ambition.

Vex Thal is possibly the most dangerous place on all of Luclin, for the Akheva are immortal godlings, unwilling to have their privacy violated by lesser beings. Their primary weakness is their arrogance, for every individual Akheva believes itself capable of overcoming almost any mortal. Should the complex be invaded, individual Akheva respond if attacked or if their chosen area is intruded upon, but band together to fight outsiders only if there is a profound and remarkably evident threat to the complex.

[1] Entry Hall

Getting to Vex Thal is no easy feat, lying as it does beyond the deadly reaches of the Umbral Plains and the ruins of the Maiden's Scar. Its main gates are guarded by 4

Vex Thal level one



Pli Va Dyn (the great stone golems of the Akheva; see “Stonegrabber” in *Monsters of Luclin* for stats), and require a magical key to pass. The passage beyond is long and dark, patrolled by more golems.

[2] Guard Post

Once past the main gates, a long dark hallway leads to this square chamber, where another 4 Pli Va Dyn stand watch. These are mindless automatons, incapable of communication and certainly unwilling to negotiate. Those who cannot slip past the golems unseen are sure to have a fight on their hands.

[3] Courtyard

A vast space covered in heavy granite flagstones and open to the starry sky above, the courtyard is the only approach to the Vex Thal complex beyond, and also contains one of the most terrifying of the fortress’s guardians — the titanic stonegrabber, the largest remaining specimen of its kind, called Va Dyn Khar (54-HD Eom Va Dyn). Normally, this awesome creature patrols an established route around the courtyard, endlessly pacing and keeping watch for intruders. Should the sanctity of the courtyard be violated, however, it attacks mercilessly. As with the other golems, Khar cannot be communicated or reasoned with by non-Akheva, as it exists only to defend Vex Thal and to destroy utterly those who would enter uninvited.

The Akheva themselves do not come to the Khar’s aid, however, for their confidence in the enormous guardian is absolute — and not without reason. Even if it is destroyed, the magic that created the Eom Va Dyn causes it to reform

within 1d6 hours, so those who fought it on the way in may well have to fight it again on the way out.

[4] Statue Pond

A shallow, decorative pond lies on the main walkway through the courtyard. In the center is a statue of the goddess Luclin, an image repeated throughout Akhevan culture. She is portrayed here in her four-armed aspect, engaged in her dance of destruction, crushing her foes beneath her feet.

[5] Grand Stair

Carved stone stairs lead up to the main gates of the settlement. Standing guard here are 2 Qua Liako Xakra (Qua Liako Akheva and with the “Shadow” template from *EQ: Monsters of Luclin* for stats). They attack anyone who goes beyond the top step, but do not aid the Va Dyn Khar if it fights intruders.

[6] Entry Hall

Narrow, but beautifully designed, the hallway is floored with intricate marble tiles and lit only dimly, according to Akhevan preference. Patrolling the passage are 2 Qua Liako Xakra shades, 2 Zov Centien Akheva, and a Zov Thall Akheva. The door beyond is locked and is nearly impossible to open, but the Zov Thall normally carries the key.

Door: Hardness 30, 240 hp, Break DC 60, Pick Lock DC 60. The door is immune to magic of any kind.

[7] Main Hallway

Broad, lit with a dim blue light, this hallway gleams with polished marble and is lined by many small statues of the goddess Luclin. The hallway is guarded by 4 Xun Centien Akheva and a Pli Thall Akheva, normally more than a match for any intruders. Exits are placed at each cardinal compass point, and the north, south, and west doors are each guarded by 2 Qua Liako Xakra shades, which do not attack those who enter the room or fight with the Akheva guards, but attempt to stop anyone from leaving the chamber via their door.

The westernmost door is another heavy, magically-reinforced portal, all but impregnable to even the most powerful warrior or spellcaster. The keys to this door are held by the Pli Thall guard, who does not give it up easily, for the door provides access to the inner reaches of the fortress.

Door: Hardness 30, 240 hp, Break DC 60, Pick Lock DC 60. The door is immune to magic of any kind.

[8] Living Quarters

Most of the “lesser” Akheva (even though it is difficult to think of even the lowest-ranking Akheva in the fortress as being “lesser”) live in these chambers, usually two to a room. The corridors are patrolled by Xakra shades of various ranks.

Each room contains oversized furniture appropriate to its occupant: bookcases with piles of scrolls for Zethon wizards, weapon racks for Centien warriors, shrines for Thall clerics or Liako warrior-priests, and so on. Akheva do not sleep, but instead use these chambers for rest, relaxation, and contemplation.

[9] Study Chambers

North of the main hall are small cubicles intended for study and research. Many Akheva have turned these rooms into living quarters, spending most of their time here. As with the actual living quarters (Area 8), each of these chambers has trappings and furnishings appropriate to its intended use – bookshelves, weapon racks, religious items, and so on.

Transparent Doors

The interior doors of Vex Thal from this point forward (starting with those in Area 10) are unique on all of Luclin. They are crafted of transparent, durable crystal, enabling easy viewing from either side. This is for aesthetic as well as security purposes, for it allows the Akheva to observe any potential intruder and to respond quickly in an emergency.

The transparent doors are unlocked except where noted, but nonetheless require a certain knack to open them. When first encountering such a door, and with each door thereafter, an individual must make a Dexterity check or a Disable Device check using Dexterity as the skill modifier (DC 25 in either case). Once the character has succeeded at such a check, she can open any of these transparent doors freely unless they are locked.

Transparent Akhevan Door: Hardness 15, 75 hp, Break DC 30; Pick Lock DC 35, where applicable.

[10] Antechamber

Normally there are 2 Zov Thall Akheva keeping this chamber in order, as well as 2 Pli Thall Xakra (*Pli Thall shadows*) supervising them, and they all attack any intruders.

[11] Chapel

Darkly beautiful, this room is crafted of silver-veined marble and decorated with precious inlays and black statues of famous Akheva. It is normally tended by a Pli Thall Akheva and at least 3 lower-ranking Thalls, as well as 2 Zun Va Liako who will sacrifice themselves to protect the priests. In the shadows lurks the great creature known as Kaas Thox Xi Ans Dyek, or “the Black Blood of the Earth” (see “Kaas Thox” in *EQ: Monsters of Luclin*), which will also defend the chamber.

Should characters be transported here from Area 17C, then 2 additional Zun Va Liako and 4 Pli Akheva are also simultaneously brought here as if by a *monster summoning* spell to attack the teleporting characters.

[12] Guard Posts

At least 2 Zun or Pli Centien Akheva stand guard at each of these chambers, often reinforced by a Pli Zethon. They come to the aid of any Akheva on this level if they are aware of intruders — and, due to the transparent doors, they are allowed Spot checks to see characters approaching along the hallways or activity in Areas 13/15.

[13] Lower Book Chamber

This very hot chamber has a cross-shaped floor, with graceful spans rising above a sea of molten rock, the glowing heart of Luclin’s Moon, roughly 240 feet below (as shown by the four shaded circular areas on the map). There is a 2-foot-high wall along the spans, but this will scarcely help anyone who is flung or knocked toward the side of the span. (See “Lava” in the *EQ: Game Master’s Guide*, p. 49, for details regarding the hazard of falling into lava.)

Patrolling this room at all times are 2 Qua Xakra (*Qua shadow*), and in the center is a raised dais topped by a graceful dark arch set with blue-white crystals. A column of light rises from the dais, and in the center of the light stands a Diabo Xi Va Centien (*Eom Centien*; *Str 40*), “Master Warrior of Shadows,” who remains in a state of suspended animation until it notices any intruder, at which point it attacks without mercy. The Diabo Xi Va Centien wields four +5 *Huge greatswords of speed*.

The Xakra and the Diabo try to prevent outsiders from entering the small chamber beyond (Area 13A). If that chamber is breached, the Akheva forego their usual arrogant apathy, and the Thalls at the nearby guard posts (Area 12) are called to defend it as well.

[13A] Spiral Staircase

A 25-foot square chamber adjoins the large Chamber of Warmth to the south. At the north end of this smaller room is a staircase that spirals up to Area 16A above. A Zun Thall Akheva stands guard on the stairs.

[14] Lower Shield Chamber

This chamber is identical to Area 13, including the 2 Qua Xakra guardians, except that the column of light contains a Diabo Xi Va Zethon (*Eom Zethon*; *Int* 42), or “Wizard Master of Shadows.”

[14A] Spiral Staircase

This chamber is identical to Area 13A, save that it is guarded by a Zov Xakra (*Zov shadow*). The staircase leads to Area 17A above.

[15] Lower Sword Chamber

This chamber is identical to Area 13 in all respects, including its residents.

[15A] Spiral Staircase

This staircase is identical to Area 13A, save that it is guarded by a Zun Zethon Akheva. The staircase leads to Area 17A above.

[16] Book Antechamber

A spiral staircase at the end of a short passage leads down. In the center of the chamber is a raised dais like that in the lower chambers, with a column of light that contains a Diabo Xi Xin Thall (*Eom Thall*; *Wis* 38), “Master of Sacred Shadows,” among the most accomplished of divine spellcasters in Vex Thal. He attacks any outsiders who enter the room, along with the 2 Pli Xakra (*Pli shadows*) who also guard the chamber.

[16A] Book Chamber

Beyond the antechamber lies this square room. In the center is another raised dais from which rises a column of light, in which floats an oversized book: The *Akuel Xi Va Temariel* (see boxed text below).

Anyone attempting to touch or grab the book takes (8d6+3)x8 points of electricity damage, with a Reflex save (DC 31) allowed for half damage. (Treat this as a 15th-level spell, caster level 30th.) The character trying to grab the book must also make a Dexterity check (DC 26); if this check fails, the book has not been successfully seized and the attempt must be made again, likely inflicting more electricity damage. Once seized, the book proves to be written in incomprehensible Akhevan script, but it radiates enormous magical power.

Akuel Xi Va Temariel (Gift of Dark Knowledge)

This massive book weighs almost 280 pounds and measures 26 inches wide by 40 inches tall and 8 inches thick. It is indestructible by normal means, and, being written in the Fleshless Tongue, incomprehensible to non-Akheva. However, any mortal simply holding the book gains a +4 bonus to Intelligence and a corresponding -4 penalty to Wisdom due to the maddening effects of the Akhevan knowledge held therein, both the bonus and the penalty lasting for as long as he continues to touch the enormous tome.

[16B] Library

There are 3 Zun Xakra shades guarding each of these side chambers. Each room contains towering shelves full of books in the Fleshless Tongue, unreadable by non-Akheva.

[17] Shield Antechamber

This chamber is identical to Area 16, including the Pli Xakra guardians, although the column of light found here contains the immensely powerful Diabo Xi Va Temariel (*Eom Thall*; *Wis* 35, *Con* 32), “Master of Shadow Knowledge.”

[17A] Shield Chamber

This room is identical to Area 16A, save that the column of light contains an immense shield, the *Dyn Xi Xiall* (see Chapter 5: New Magic). Seizing the shield follows the same process described under Area 16A.

[17B] Library

This chamber is identical to Area 16B, including its inhabitants.

[17C] Orb Chamber

This chamber resembles Area 17B and the other library chambers on this level, but is guarded by only 2 Pli Xakra shades. In the center of the wall opposite the doorway, however, is a pedestal topped by two hands carved of black stone, holding aloft a gleaming black orb. The orb is a magical device used to draw intruders into a trap.

If the orb is touched, the individual who touched it and all companions within 20 feet are instantly transported to another location (no save, and spell resistance does not apply). If the transported characters have among their possessions the book *Akuel Xi Va Temariel*, the sword *Xundrau Xi Tetoracu*, and the shield *Dyn Xi Xiall* found on this level, they are transported to Area 19 for a personal meeting with Va Xi Atenha’Ra. If these three items are not present, the user and companions are instead transported to Area 11 of the lower level, where they are instantly attacked by any guardians there.

[18] Sword Antechamber

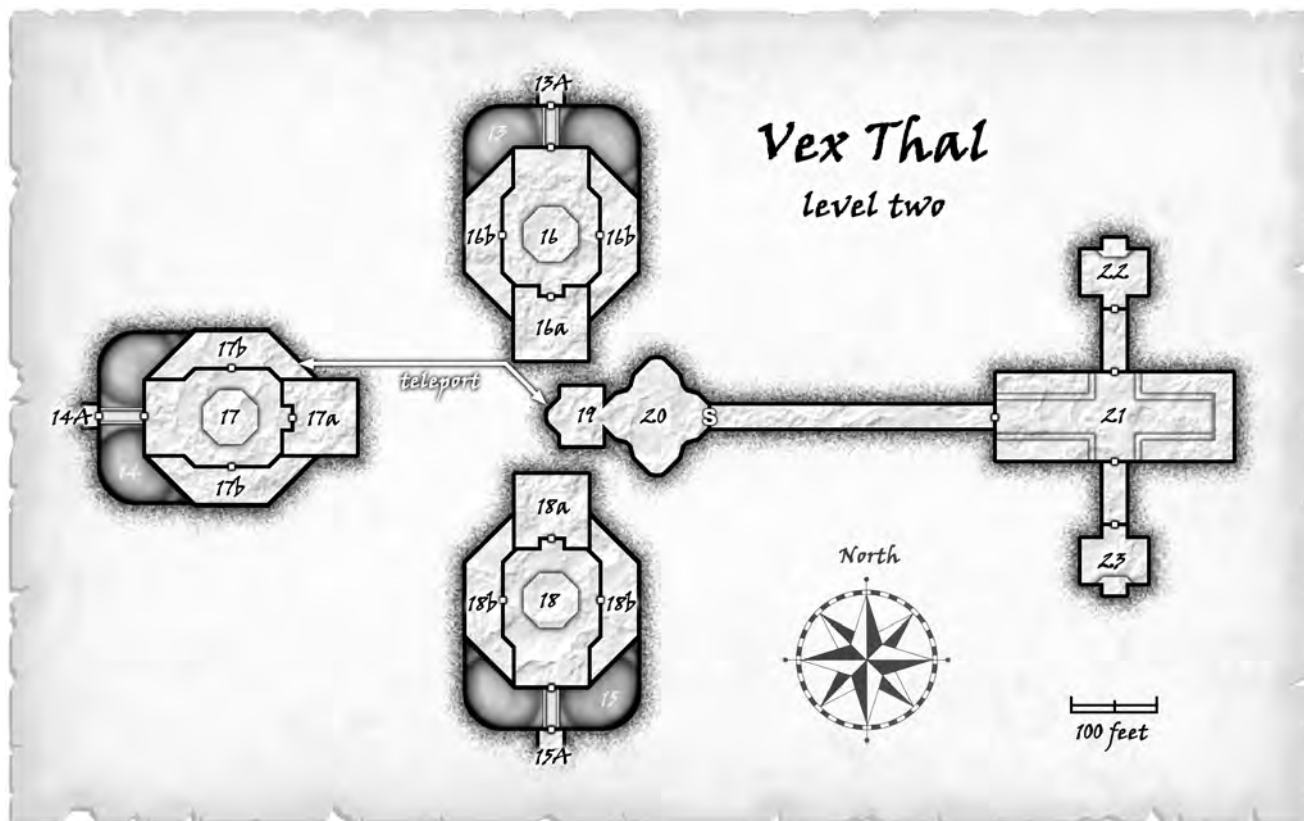
This chamber is identical to Area 16, including the 2 Pli Xakra guards, but the column of light contains Diabo Xi Va Xundraux (*Eom Va Liako*; *Str* 38, *Wis* 33), “Master of Shadow Weapons,” who is armed with four +3 *Huge unholy greatswords*.

[18A] Sword Chamber

This room is identical to Area 16A, save that the column of light contains a huge greatsword inscribed with Akheva runes, called *Xundrau Xi Tetoracu*, the “Weapon of Twilight” (see Chapter 5: New Magic). Seizing the sword follows the same process described under Area 16A.

[18B] Library

This chamber is identical to Area 16B, including its inhabitants.



[19] Antechamber

Intruders who touch the orb in Area 17C while carrying the book *Akuel Xi Va Temariel*, the shield *Dyn Xi Xiall*, and the sword *Xundrau Xi Tetoracu* (from Areas 16, 17, and 18, respectively), are transported here.

This room is normally guarded by 4 Pli Va Liako Akheva. Beyond the door lie Va Xi Atenha'Ra's chambers.

[20] Va Xi Atenha'Ra

Just inside the door of this chamber are 2 Eom Va Liako Akheva, personal guards of the creature called Va Xi Atenha'Ra, or "Shadow of Atenha'Ra." A lesser clone of the great mistress of Vex Thal, Va Xi Atenha'Ra is nevertheless a terrifyingly powerful opponent; naïve adventurers may believe that, when fighting her, they are actually fighting the true Atenha'Ra. (See *Monsters of Luclin* for Va Xi Atenha'Ra's stats.)

Behind Va Xi Atenha'Ra is a pedestal bearing an orb like that in Area 17C. Only by touching this orb after Va Xi Atenha'Ra has been slain, while still carrying the three Akhevan relics from Areas 16, 17, and 18, can the characters (the toucher and all companions within 20 feet of him) be transported to Area 24 — and the final confrontation with the true Mistress of the Shadow Fortress.

[21] Cathedral

This long chamber is generally occupied by various powerful Akheva functionaries in various poses of divine contemplation (meditating); when the PCs enter, there are 8 Pli Va Liako, 4 Pli Centien, and 6 Eom.

[22] Side Chamber

To the north lies the shadow creature known as Kaas Thox Xi Atenha'Ra — "Black Blood of Atenha'Ra" (see "Kaas Thox" in *EQ: Monsters of Luclin*) — which can be called upon to aid either Va Xi Atenha'Ra or the Akheva in Area 21.

[23] Side Chamber

This chamber is identical to Area 22, except that it is home to Kaas Thox Xi Vereor ("Black Blood of Terror").

[24] Chamber of the High Priestess

This large chamber is isolated from the rest of the fortress, reachable only through the magical teleportation orb in Area 20. The most powerful of the Akheva, the priestess Atenha'Ra (see *Monsters of Luclin* for her statistics), twin sister-clone of Luclin's first avatar Akelha'ra, resides here contemplating the fall of her race and plotting vengeance against the outsiders who have violated her goddess's precious realm. Atenha'Ra is a ruthless monarch, determined to return her people once more to dominance on Luclin's Moon. She will not tolerate intrusion, especially by the weak and petty mortals who arrogantly believe that they now rule Luclin.

Atenha'Ra is attended by several high-ranking Akheva, including 8 Eom Va Liako and 8 Eom Centien. Once these attendant creatures are defeated, however, Atenha'Ra herself must still be faced — and on this distant moon she is second in power only to the goddess Luclin herself.

Atenha'Ra and her bodyguards may provide the single greatest challenge to adventurers on the moon of Luclin,

and Akheva can rarely be permanently slain. Even if heroes succeed in slaying Atenha'Ra, her goddess may restore her high priestess to life, or Atenha'Ra might return as a Xakra shade for a time, seeking vengeance against those who killed her.

Alternately, a GM might wish to have Atenha'Ra's destruction simply end any threat by the Akheva on Luclin, or it may lead to the rise of another leader who may continue in the priestess' xenophobic ways (or who may prove more reasonable in dealing with the moon's new inhabitants). The exiled priestess Akelha'ra may even be able to manifest herself again and reassert control of Akhevan society.

Regardless, the destruction of Atenha'Ra is very likely to enrage the goddess Luclin and rouse her to action, though exactly what form this action might take is not certain. The goddess may finally decide to assault outsiders on Luclin directly, or she might create a new race of servitors to scourge the realm clean of outsiders. She may also simply remain in shadow to see how things progress. The goddess' exact conduct is up to the GM.



[24A] Anteroom

Characters transported from Area 20 appear here, where 2 Eom Xakra shades guard the room; they must be defeated before the adventurers can proceed into Area 24 proper.

Chapter Three: The Surface of Luclin

Hear me, young Taruun, as I tell you of this world, the lands of our exile. We Vah Shir are a chosen race, sent here by the will of the spirits. On this forsaken moon, far from the lands of our birth, we have rebuilt our mighty city, explored the lands around us, struggled against treacherous foes, and also found great and noble allies.

This is our world, now, my young cub, and you would do well to learn its secrets. I, Muliek of the Taruun, have traveled the length and breadth of this land, seen its secrets,

and spoken with others who know the world. Today, I will share my knowledge with you, young Taruun, for it is only by knowledge that you — and our entire race — shall survive and prosper.

Hear me, young one. Learn from my words and use that knowledge well in service to the Taruun and to our blessed rulers.

— *Muliek, Taruun of the Vah Shir*

Luclin, Light and Dark

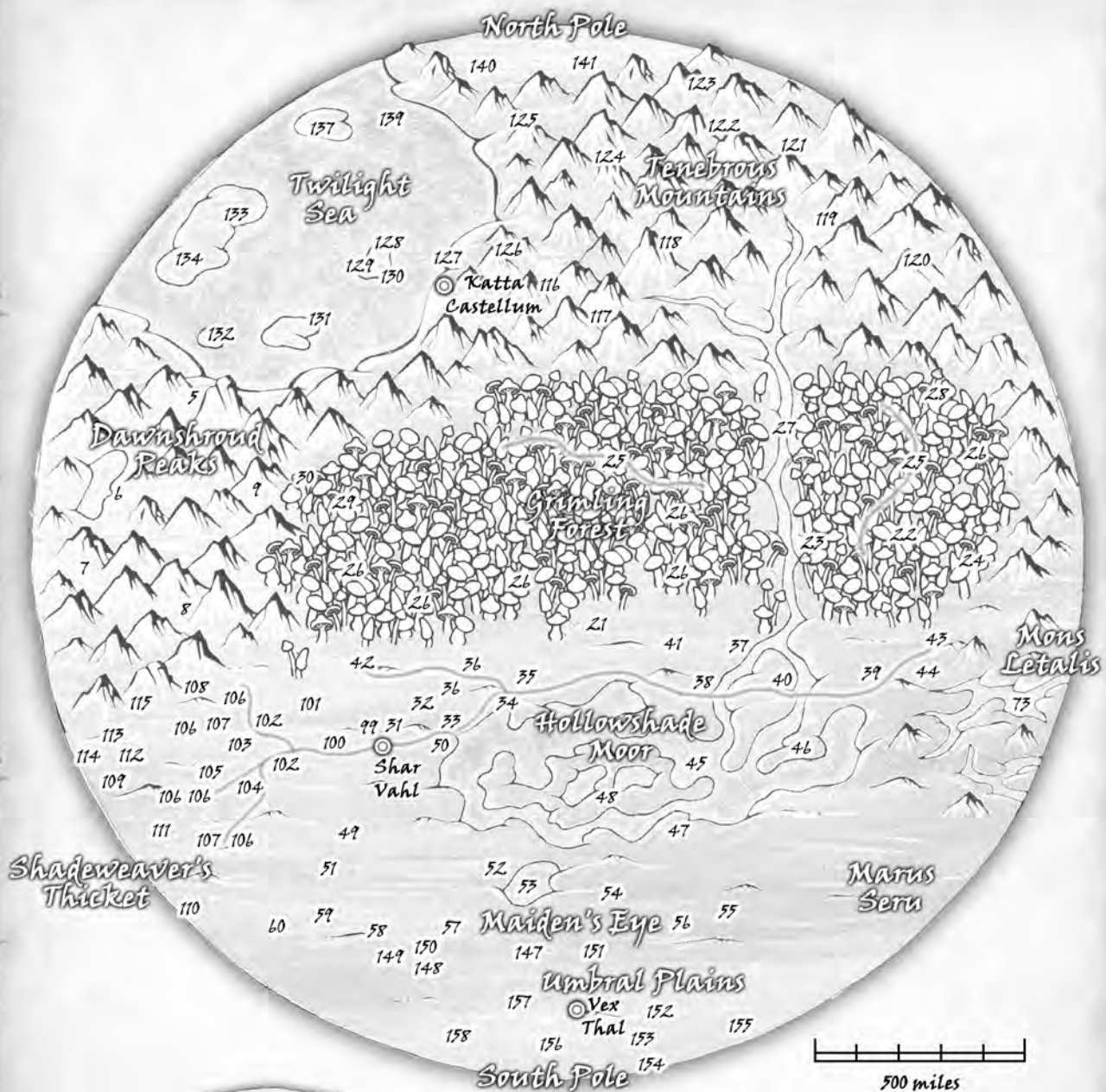
The Moon of Luclin is a very different place from the familiar world of Norrath. One side of the moon constantly faces away from the sun and is sunken in eternal darkness, while the other side swelters under endless daylight. Between the two zones lies a relatively narrow band of twilight. These regions can negatively affect the senses and abilities of those who travel there, especially adventurers from Norrath who are used to the normal cycle of day and night.

Dark Side: The dark side of Luclin is not — as some might expect — pitch black, for there is some illumination provided by the stars and the great orb of Norrath hanging in the sky. Still, those who do not have a light source and do not have infravision or some similar sense cannot make Spot checks to see any creature or object beyond 25 feet. Further, they suffer a 25% chance to miss in combat, lose their Dexterity bonus to AC (if any), move at three-quarters speed, and suffer a –2 penalty on Strength- and Dexterity-based skill or ability checks. Spot checks within 25 feet and other skills that require clear vision (GM's discretion) suffer a –4 penalty. Foes who can see in darkness gain a +1 bonus on all attacks against the nearly blind character. (These rules build on and replace those in *EQ: Player's Handbook*, p. 352, under "How Far Can I See?")

Underground: Those in the subterranean depths of Luclin who are without ultravision or the like or an artificial light source are effectively blind: They suffer a 50% chance to miss in combat, lose their Dexterity bonus to AC (if any), move at half speed, and suffer a –4 penalty on Strength- and Dexterity-based skill or ability checks. Foes who can see in darkness gain a +2 bonus on all attacks against the blind character. Characters in darkness cannot make Spot checks or perform any other activity that requires vision (such as reading).

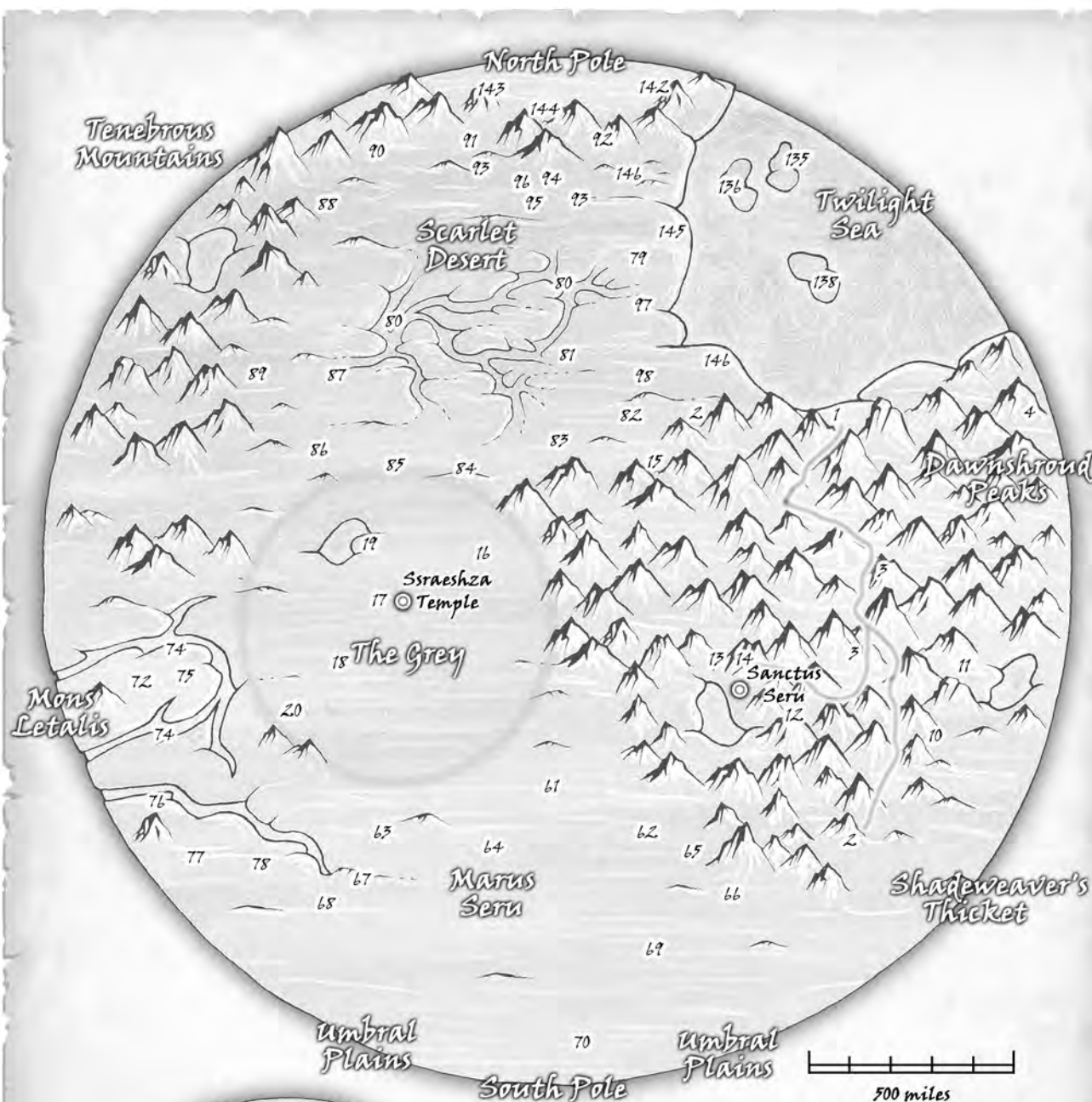
Light Side: On the light side of Luclin, all visual abilities function as normal and there are no penalties or modifications.

Twilight: The zone of twilight extends for 200 miles on either side of the terminator (the line between the light and dark sides of Luclin's Moon). Those without a light source that do not have low-light vision or the like cannot make Spot checks to see any creature or object beyond 100 feet, and suffer a 10% miss chance at ranges beyond 30 feet. Further, they suffer a –1 penalty on all Strength- and Dexterity-based skill or ability checks. Any Spot checks made within 100 feet and all other skills that require clear vision (GM's discretion) suffer a –2 penalty. Foes who can see in darkness gain a +1 bonus on all attacks against the nearly blind character. (These rules arise out of and replace those in *EQ: Player's Handbook*, p. 352, under "How Far Can I See?")



Luclin

Dark Side



Luclin
Light Side

The Polar Regions

The Moon of Luclin is filled with unexplored wilderness, wastelands, mountains, and islands, not to mention the ubiquitous cavern complexes beneath the surface. The most impenetrable of these regions, however, are the two frozen poles at the north and south ends of the globe. Ancient monuments and Akhevan texts claim that the regions were once inhabited, and that the Akheva themselves maintained outposts there, but today they are both forbidding plateaus of ice, rock, and snow. Only rumors exist regarding the poles' true nature and inhabitants, but with the recent advent of Norrathian adventurers, these near-mythical realms may one day soon be explored.

The North Pole: Chief among the rumors regarding Luclin's North Pole is that it is the home of the goddess Luclin herself, who dwells in a palace crafted of ice, carved stone, and solidified shadow. She is said to be guarded by giant black stone constructs and other beasts such as Akheva and thought horrors of enormous power. The fortress of the Goddess of Shadow is said to be impossible to reach by normal means, requiring extensive magical knowledge and several powerful artifacts for mere mortals to even approach it, let alone survive in its vicinity.

Elsewhere, the pole is said to be inhabited by a variety of legendary creatures which may or may not exist. Among these creatures are ice titans, beings made of living ice; snowy rocs, giant white-feathered predators that could snatch up furry mammoths in their deadly claws; and exotic versions of other Luclin creatures adapted to the bleak icy conditions of the pole.

The South Pole: Tales of the South Pole are more recent and somewhat more plausible, for at least one Vah Shir adventurer — the Taruun beastlord Shedanna Nightrunner — was able to scale the treacherous ice cliffs that surround the region and press into the wilderness for a fair distance. She reported tribes of surprisingly advanced wind and ice tegi, galorians, and a hitherto-unknown species of white-furred ape. Sadly, many of her notes perished in a fire a few years after her death.

Other tales of the South Pole center on the legendary city of Vex Thal (see Chapter 2), whose territory borders on the area, and the Akheva who dwell there. Living rock constructs, shades, mad Akheva, and other refugees from the war inhabit the region. Combined with sub-zero temperatures, fierce winds, deadly crevasses, and impassible mountains, these creatures make the south pole of Luclin an especially deadly and inhospitable place.

Faction Abbreviations

As with the cities, there are many factions among the wild regions of Luclin; these are listed below. In order to conserve space and to avoid cluttering up various areas' descriptions with repeated references to the same faction, the abbreviations shown below have been used in NPC and creature stat blocks.

Faction	Abbreviation
Concilium Universus	CU
Coterie of Eternal Night	CEN
Dar Khura	DK
Eye of Seru	EyS
Hand of Seru	HaS
Katta Castellum Citizens	KCC
Katta Castellum Merchants	KCM
Khala Dun	KhD
Khati Sha	KhS
Magus Conlegium	MC
Naturalists of Luclin	NL
Seru Merchants	SMe
Shar Vahl Citizens	SVC
Shar Vahl Nobles	SVN
Taruun	Tar
Validus Custodus	VC

Note that the above list is not comprehensive, but covers those factions that appear most commonly in this chapter. For more on the various factions of Luclin's Moon, see Chapter 6.

Dawnshroud Peaks

Light Side (western); Twilight (central); Dark Side (eastern).

Possibly the most beautiful region on the light side of Luclin, the Dawnshroud Peaks, are regrettably under the control of the intolerant Inquisitors of Sanctus Seru. Outsiders are not entirely unwelcome in this region, but those who are unusual or who seem out of place — which, I am sorry to say, includes our people, who are quite a rare sight in this region — attract attention from the Inquisitor garrisons who occupy the region. Near the walls of Seru itself are several small mercantile settlements, where merchants from the city have set up businesses, hoping to trade with adventurers who don't wish to enter the grim walls of Seru. A few villages are scattered about the landscape; these are home to folks who are generally loyal to the Inquisitor cause, but who prefer the free life of the countryside to the rigid doctrinaire existence in the great city.

Though most of the region is quite pleasant, some parts of the land are wild and dangerous, replete with predatory zelnia, wolves, and rock hoppers. Their prey sometimes includes careless travelers, so caution is always advisable when moving through the Dawnshroud region. Intelligent inhabitants include the Sambata galorian tribe, who were driven from their caves by migrating rock hoppers and hope one day to retake their homeland and so reclaim their tribal name and heritage.

The region also contains some intriguing ruins that have attracted great speculation from scholars and explorers. Though most believe them to be of Akhevan origin, other theories abound. Some believe that they are the remnants of the civilization that thrived here before the disaster caused by the Fallen Orb or Luclin's close approach to the sun, while others believe that the original inhabitants were destroyed by the shissar. Still others claim that the galorians, or even the horrifying fleshless netherbians, are the degenerate descendants of this region's old occupants.

— Muliek

Luclin Encounters

Each entry for the various wild regions of Luclin has a list of creatures likely to be encountered there. Most can be found in the book *EQ: Monsters of Luclin*, while others are equivalent to creatures from *EQ: Monsters of Norrath* (those marked with an asterisk). Where there is an equivalent creature with a different name in either the *Monsters of Norrath* or *Monsters of Luclin* volume, the equivalent creature is listed in square brackets, followed by an asterisk if from the former.

Common Encounters in the Dawnshrouds

Animal, zelnia [use stats for elephant, but with bite instead of gore, and no slam attack]*

Galorian, Sambata tribe

Human†

Myconid/shrieker [reishi]

Rock hopper

Snake, rattlesnake*

Vermin, giant rhino beetle

Vermin, carrion spider*

Vermin, giant wasp*

Wolf, dire or dread*

† Usually a company of Hand of Seru legionnaires. (See "Sanctus Seru" in Chapter 2.)

[1] Entrance to the Netherbian Lair

This small fortress is occupied by a small garrison of Inquisitor troops. The tunnels beyond lead through the Netherbian Lair (see Chapter 4) and form one of the major trade routes from Sanctus Seru to Shadow Haven and the Nexus.

[2] The Dawnshroud Peaks

The Dawnshrouds are more like high rolling hills, with only a few rising high enough to qualify as true mountains. Most of this region is grassy or forested, green and pleasant. The entire region is patrolled by troops from Seru, and though there are wild spots where lone travel is not recommended, for the most part the Dawnshroud is a place of pleasant valleys, blue lakes, small farms, villages and camps.

[3] Combine Road

There are no paved roads in the Dawnshrouds; instead, traffic takes place across several well-established trails of hard-packed earth and gravel. Rain sometimes lashes the region, transforming these roadways into quagmires, but so far the Inquisitors have chosen not to undertake the substantial task of improving them.

[4] Ryann Desgrey's Camp

The region's leading trade camp is under the command of Ryann Desgrey (*male human, Exp 10/Mil 4, N; SMe*), a merchant who found Seru's laws too restrictive. Here, he is still subject to the city's rules, but the camp's single official guard, Flag Officer Lendal Roble (*male human, War 10/Exp 2, ON; HaS*), generally doesn't concern himself with minor infractions — as long as Ryann doesn't sell contraband or associate with undesirables, things remain comfortable for both men. As Flag Officer Lendal is the sole representative of Inquisitor authority (his primary duty being to make sure that the Combine flag remains flying, so that he often calls himself, with surprising derision, the "flag boy"), Ryann chooses to supplement his guards with several veteran mercenaries, including the barbarian Artah Medrino (*male barbarian, War 13, N; LcM*), the gnome Dennis Rootenpaw (*male gnome, War 3/Enc 7, DN; LcM*), and the half elf warrior-maid Serena Togges (*half elf female, War 10/Rng 2, NE; LcM*).

Desgrey's fellow traders include armorers Daved Dexter (*male human, Exp 9, N; SMe*) and Mikhal Young (*male human, Com 6/Mil 3, N; SMe*), and weapons merchant Nashiva Kohl (*female human, Exp 7/War 3, ON; SMe*) who also sells miscellaneous traveling and adventuring supplies.

[5] Sambata Caves

Once occupied by the galorian tribe known as the Sambata, these caves have been overrun by ferocious rock hoppers, who seem to be possessed by a cunning intelligence. The rock hoppers have since defended their conquered territory fiercely, resisting all attempts by the Sambata to retake their caves. This has been a terrible blow to the tribe, for the loss of their spiritual home has also robbed them of their identity, and by tribal law the displaced galorians may no longer take the name "Sambata" until the caves are once more theirs. The rock hoppers continue to attack anyone who approaches too closely. The galorians will of course look favorably upon any who fight the rock hoppers, and afford the status of tribal savior to anyone who actually drives the creatures out, allowing the Sambata to reclaim their heritage.

Quest: Gant's Remains

Faction: Citizens of Seru (+1 rank).

NPC: Bryce McFadden.

CR: 3–6.

Reward: +1 faction rank with the Citizens of Seru; +1 faction rank with the Sambata; *tribal warblade*.

Consequence: –1 faction rank with the Validus Custodus.

Quest Summary: Barbarian warrior Bryce McFadden (*male barbarian*, War 8, ON; CiS, Sambata), who is also an honorary galorian of the former Sambata tribe, is searching the Dawnshroud Peaks for the remains of his friend Gant, also an honorary Sambata. Bryce asks for the PCs' help, offering a "handsome reward" if they find and return Gant's remains; he then describes his companion to them. He asks that the characters enter the Sambata Caves to search for Gant's corpse while he and his friends search the plains. Inside, the characters will have to fight several powerful rock hoppers, but eventually they locate Gant's corpse, partially eaten by hoppers but recognizable from a prominent tattoo. When they bring the corpse back to McFadden, he rewards the party with Gant's *tribal warblade* (see Chapter 5: New Magic) — "Had Gant been carrying it," he intones sadly, "he might be here now. May it bring you better luck than it did him."

Inquisitor authorities can stay in one of Dulena's three small, well-kept rooms. The local "village elder" is Boslo Vorosh (*male human*, Com 9, NG; CiS); he and his extended families raise some of the best dairy cows in the region.

Even in this small and quaint village, though, it's impossible to escape the reach of the Inquisitors, for shopkeeper Khafa Osus (*male dwarf*, Exp 3/Rog 5, LE; EyS) is actually an Eye of Seru agent whose job it is to check the village inhabitants and visitors for signs of disobedience and rebellion. Those who speak openly against Seru or his regime have been known to mysteriously vanish in the night, and most villagers choose not to notice or discuss such events afterwards.

[8] Sambata Territory

The Inquisitors patrol here only irregularly; they generally leave the galorians in peace, for they are a relatively gentle and inoffensive people, save when it comes to taking back their lost home caves. Use the statistics for standard galorians when encountering members of the Sambata people.

Normally, the galorians formerly known as the Sambata spend their time hunting zelnia and small mammals, gathering food, and telling tales of their ancient time, when they occupied the caves that hold their ancestral spirits. A recent expedition north ended in disaster when the rock hoppers ambushed the first galorians to enter the caves. Once again, the galorians — especially their chieftain Jamok (use Tarmok galorian stats) and the two wise-women Bela and Sakulu (use galorian shaman stats) — would hail anyone who helps them retake the caves as heroes and honorary tribal members, sharing many secrets, riches, and even tribal relics with them.

[6] Silver Lake

This shallow lake contains numerous varieties of freshwater fish, and the reeds near the water's edge are alive with frogs and other small creatures. The lake is a popular place for swimming, especially for villagers from the nearby settlement of Green Glade.

[7] Green Glade

Village, Pop. 500

(Barbarian 2%, dwarf 7%, halfling 3%, high elf 1%, gnome 2%, half elf 2%, human 81%, wood elf 2%)

Ruler: None.

Gold Piece Limit: 200 gp.

Assets: 2,500 gp.

Resources: Grain, livestock.

Militia: 20 militiafolk.

The largest village in the eastern portion of the Dawnshroud, Green Glade is home to over 500 souls, serving as a central social area for the farmers and ranchers of the surrounding countryside. The most popular spot is the tiny but always neat and welcoming Cornflower Inn, run by matronly Dulena Rhal (*female human*, Com 3/Exp 4, NG; CiS) and her husband Nas (*male human*, Com 6/Mil 1, NG; CiS). The food here is simple but nourishing, and the ale is filling. Weary travelers who don't want to deal with

Quest: Sambata Birthright

Faction: Sambata (+1 rank).

NPC: Chief Jamok.

CR: 5–9.

Reward: +2 faction rank with the Sambata Tribe; *tribal warblade*; *tribal warhammer*. This quest cannot be repeated.

Consequence: None.

Quest Summary: Former Sambata Chief Jamok appeals to the characters, asking them to help drive the rock hoppers from the Sambata Caves. As the rock hoppers are actually quite resourceful and cunning, this could prove difficult, and will probably take weeks or months — the Sambata themselves have been unable to do so in several years, after all. Once the caves are cleared, however, the characters receive a *tribal warblade*, a *tribal warhammer*, and (in all likelihood) the eternal friendship of the Sambata tribesfolk, who can now reclaim both their sacred caves and their rightful name.

[9] Grimling Forest

The Dawnshroud Mountains descend precipitously into the shadowy reaches of the Grimling Forest. There are several narrow passes, but in general there is little traffic between the two regions.

[10] Gates of Grieg's End

The route to the fortress of the mad arch-mage Grieg is marked by these great gates, built by Grieg's own mysterious minions. They normally lie open and unguarded, an open invitation to adventurers. Even after passing these gates, Grieg's End is still several days' travel distant through the bright, early morning sky, with mischievous spirits and other members of Grieg's extended family growing more and more common as one draws nearer to the madman's palace.

[11] Trade Camp

This small encampment is used by several independent merchants who, like Ryan Desgrey (see Area 4), find Seru too restrictive. The camp consists of semi-permanent dwellings: lean-tos made with "mushroom-wood," oiled canvases tents, and even a few half-stone outbuildings. Prominent merchants live here with their families when trade is good, then move back to live quietly in Seru if trade dies off.

Prominent residents include Merlis Thael (*male human*, Com 8, NG; SMe), who deals in rope, containers, and occasionally horses; Trevah Silverlake (*female high elf*, Mag 10, DN; SMe), a magician who is willing to sell an occasional illegal spell if buyers prove trustworthy and aren't associated with the Eye of Seru; and Markus Breakbottle (*male gnome*, Exp 11, ON; SMe), who considers his name somewhat ironic, since he specializes in fine blown glass bottles, along with some other glassware and potted vessels.

[12] Fallen Temple

Built some time in the distant past, this temple is now empty, avoided by the galorians and inhabited only by reishi fungi-folk, who generally leave travelers in peace unless attacked. The idols inside — vast, egg-shaped stone monoliths inscribed with glowing runes of undetermined origin — remain untouched by the elements even as the rest of the temple collapses around them. Some believe that this was once an Akhevan temple, destroyed or abandoned during the war between Atenha'Ra and Akelha'ra, and they claim that ancient riches, artifacts, or even surviving Akhevans may be found in, around, or beneath the temple. The Inquisitors have given the place a wide berth as well, preferring not to disturb the possible resting place of such powerful beings.

[13] Kanthek OGREBANE's Camp

Kanthek OGREBANE (see below) runs a camp here where he and his fellows craft and repair arms and armor. Kanthek has brought his younger cousin Faber Rugon (*male dwarf*, Exp 6, OG; SMe) into the business and is training him to take over the forge once Kanthek retires. The human brewmasters Yharrv Valorus (*male human*, Com 7, NG; SMe) and Thariza Spiritis (*female human*, Exp 5, NG; SMe)

cater to the dwarves' second love, producing a wide range of ales, pilsners, and stouts. The camp is well defended by Kanthek and his relatives, the Inquisitors visit only rarely, and outsiders are welcome, as long as their gold is plentiful and their manner friendly. Late-night revels in the camp are sometimes heard in far corners of the Dawnshrouds.

Kanthek OGREBANE

The aging but renowned dwarven smith Kanthek OGREBANE has set up a trade camp here, where he produces his wondrous weapons and armors. He is also a great source of information about the Dawnshrouds and surrounding lands, for in his younger days he wandered far and wide in pursuit of adventure. He is not fond of High Inquisitor Seru and his many servants, but wisely tries to stay out of Combine politics as much as possible.

Kanthek OGREBANE, Male Dwarf, War 12/Exp 10: CR 21; Small humanoid (dwarf) [4 ft. tall]; HD 12d12+48 plus 10d6+40+11; hp 213; Init +0; Spd 15 ft. in armor, 20 ft. base; AC 22 [flat-footed 22, touch 11] (+1 size, +6 armor, +5 shield); BAB +19; Grap +21; Atk +30/+26/+22/+18/+14 melee (1d6+11 plus *wounding*, crit 19–20/x3, +3 *handaxe of wounding*), or +28/+24/+20/+16/+12 melee (1d6+11 plus *wounding*, crit 19–20/x3, +3 *handaxe of wounding*) and +24 melee (1d3+3, shield bash), or +22/+18/+14/+10/+6 ranged (1d6+5, crit x4, 80 ft., shortbow); SQ berserking, dwarf traits, fire saves +1, infravision, magic and poison saves +2, Taunt bonus +3; Res CR 4, FR 6, MR 12, PR 5, SoR 3; AL OG; Fac None; SV Fort +15, Ref +7, Will +17; Str 22 (17), Dex 10 (9), Con 18 (14), Int 12, Wis 18, Cha 12.

Skills: Alcohol Tolerance +9, Appraise +6 (+8 blacksmithing or fletching goods), Climb +9, Disable Device +8, Gather Information +9, Handle Animal +4, Intimidate +9, Jump +6, Knowledge (local lore) +16, Knowledge (warcraft) +8, Search +1 (+3 relating to stone) [stein], Sense Heading +10 [stein], Sense Motive +14, Taunt +9, Trade Skill (blacksmithing) +36, Trade Skill (fletching) +16, Wilderness Lore +8.

Languages: Dwarvish (4), Modern Combine (4).

Feats: Bash, Cleave, Double Attack, Improved Critical (handaxe), Iron Will, Parry, Power Attack, Skill Talent



(Trade Skill [blacksmithing]), Sunder, Toughened, Weapon Focus (handaxe), Weapon Specialization (handaxe).

Possessions: Imbued dwarven chainmail of Brell, large acrylia shield, +3 handaxe of wounding, knifed oak single-cam shortbow, quiver, 10 parabolic-fletched ceramic-shaft arrows, 10 arrows of penetration, ear of the blind wolf, spider-fang choker, stein of the Underfoot, workman's tools.

Quest: Lightcrawler Armor

Faction: Seru Merchants (+1 rank).

NPC: Kanthek Ogrebane.

CR: 10–13.

Reward: +1 faction rank with the Seru Merchants (maximum +1 from this quest); *lightcrawler armor*.

Consequence: None.

Quest Summary: Kanthek tells the PCs that his young cousin Faber needs some experience crafting armor from lightcrawler carcasses — if the characters can bring enough lightcrawler carapaces, he will make two suits of armor, so he can show Faber the right method, and then give one set to the characters. The party will need to venture into the Scarlet Desert, where lightcrawlers abound, and harvest about 6 perfect carapaces.

The shells need to be in perfect condition — if the party kills a lightcrawler, divide the amount of damage dealt in the single greatest blow or spell effect used on the creature by its total hit points, then multiply by 500: The result is the percentage chance that the creature's exoskeleton is ruined for Kanthek's purposes. If the resulting chance is 100% or greater, the shell is not at all usable.

Thus, if a lightcrawler originally had 155 hit points and took 19 points of damage from the single deadliest attack before it was killed by accumulated damage, its shell would have a $(19 \div 155 = 0.122) \times 500 = 61\%$ chance to be ruined. If the lightcrawler had taken 32 points of damage from the single deadliest attack made against it, its shell would have a $(32 \div 155 = 0.206) \times 500 = 103\%$ chance to be ruined.

Faber requires 1d3+6 days to make each suit of armor, but when he is totally done he gives the characters a suit of *lightcrawler armor* (see EQ: *Al'Kabor's Arcana*).

Note: Lightcrawlers are large vermin closely resembling colorful, spiny centipedes. They have a highly poisonous bite, and they tend to latch onto prey, drawing blood until they or their prey are dead. They are normally quite aggressive.

In game terms, simply use the stats for a venomwing (from EQ: *Monsters of Norrath*), except that the lightcrawler has a ground speed of 20 feet and, of course, no fly speed.

[14] Sanctus Seru Gates

The mighty walls of the mighty Inquisitor city rise up here. A squad of guards can always be found at the front gate, and while they stop only travelers who are obviously hostile or who break the law, they are known for their brusque, officious manner, and the many questions that they ask of those who seek to enter Sanctus Seru.

[15] Four Oaks

Village, Pop. 400

(Dwarf 4%, gnome 1%, halfling 6%, human 89%)

Ruler: Tristan Valerus.

Gold Piece Limit: 200 gp.

Assets: 2,000 gp.

Resources: Grain, livestock.

Militia: 15 town militia.

Located a fair distance from Seru and its troublesome rulers, Four Oaks is a haven for those who have problems with the Inquisitors' authority but who aren't lawless enough to openly rebel. Though agents of the Eye occasionally pass through to make sure no major heresies are being committed, the villagers of Four Oaks are generally left in peace.

The rigid orthodoxy of Seru, normally oppressive and brutal, has actually helped the villagers here, for all were raised in a law-abiding society where each citizen was expected to pull his own weight, and this has helped in the management of the village. There are no official rulers, and the settlement — consisting of about 100 villagers and 100 farmers and their families from nearby lands — is run by consensus, with each individual overseeing his or her own household and business, working with others as necessary.

The most prominent villager is probably Tristan Valerus (*male human, War 10, OG; CiS*), a former Hand of Seru Centurion who retired after losing an arm in battle against Seru's enemies. He has secretly lost faith in Seru's cause, but keeps it to himself, acting as village elder and chief counselor to those who ask for advice. The village's small tavern, the Hunting Dog, is run by Erun Plogus (*male gnome, Com 6, N; CiS*), and former rancher Porphos Nydrin (*male human, Com 4/Exp 4, NG; SMe*), who now sells and stables horses for local farmers and travelers.

The Grey

Light Side (but see Area 16, below)

Perhaps the most deadly and inhospitable region on all of Luclin, the Grey is a place one should visit only in the direst of necessity. The foul shissar snake-folk fled here from plague on Norrath, casting a great spell that drew away the very air, sealing them safely behind walls of vacuum. Believing themselves safe from all foes, the shissar rebuilt their mighty temple. Soon, however, their realm was rent by civil war as a powerful wizard tried to overthrow their mighty Emperor. Many of the shissar's proud monuments were toppled in the conflict, and today they continue to lurk in their deadly fastness, hiding away from the world outside.

The region is instantly deadly to those not prepared for it. Only magic can sustain the living in this region, for there is no air to breathe. The shissar themselves have items and spells to protect them from this environment when they

venture out of their temple. Other inhabitants of the Grey include the shissar's mighty golems and undead iksar slaves, who wander the realm aimlessly. The golems are also made in the form of iksar, due perhaps to the fact that the snake-folk used iksar as their foremost slaves or servants.

Shissar hunters and scouts occasionally roam the region along with the golems, but there are also even more frightening creatures here — undead shissar, the remains of snake-folk who died in the great civil war between their emperor and the rebel wizard Vyzh'dra. The only other inhabitants of the Grey are the xakra vacuum worms, a species similar to the smaller worms that provide us with silk, found in the canyons beneath our own city.

There are several ruined temples and settlements scattered throughout the region; these are said to contain ancient animate statues and undead, and are avoided even by the shissar. Recently, our bravest scouts report, the monstrous thought horrors have begun to surface in the region — apparently they share the shissar's ability to live in a vacuum, and it is thought that they plan to take the realm as their own. Already the shissar are known to have held off an assault on their precious temple, and more attacks are sure to come.

No, young one... The Grey is not for our kind, for the creatures that dwell there are best left undisturbed. Yet, as with so many other such places, it lures the adventurous and the foolish, who hope to plunder the riches of the shissar temple and grow fat upon the remains of the ancient Shissar Empire. Invariably, these individuals meet with disaster at the hands of their would-be victims, yet still the fools come, and still the shissar remain.

— Muliek

Common Encounters in the Grey

Cold shade*

Fallen/tormented†

Iron guardian*

Rock dervish [whirling dervish]*

Shissar

Shissar revenant

Stone spider*

Stonegrabber

Stone guardian

Skeleton‡

Timeless golem

Vacuum worm [as rock burrower, but immune to sonic]

† Apply the "Fallen" template from *EQ: Monsters of Luclin* to any creature appropriate to the region, such as an iksar slave or an adventurer.

‡ Use a dark-boned, dry-bone, or ice-bone skeleton from *EQ: Monsters of Norrath*, or apply the skeleton template to any other appropriate creature.

Effects of Vacuum

Exposure to the airless void of the Grey without magical protection or artificial breathing apparatus is fatal for most characters. Holding one's breath before entering an airless region is dangerous, for the air in the lungs expands and damages delicate tissues. With no air in his lungs, a character can survive for perhaps 10 seconds before losing consciousness. The following game rules can be used to simulate these effects should characters find themselves in the Grey without protection.

A character who tries to hold his breath must succeed at a Fortitude save (DC 20, +4 per previous check) or take 2d10 points of damage and 1 point of temporary Constitution damage in the first round and in each subsequent round during which he is exposed to the vacuum. Even if he makes this save, he is forced to expel all air held in his lungs after this first round of exposure.

In the second and subsequent rounds of exposure, the character must also make a Constitution check (starting at DC 15, +5 per previous check) each round. Once he fails this Constitution check, he falls unconscious, and suffers 2d4 points of permanent Constitution drain every round thereafter. When he reaches 0 Constitution, the character dies — messily.

Spells of the *enduring breath* line or magic items such as the *fishbone earring*, which are normally used to help air-breathing characters survive underwater, do not help in the Grey; the effects of vacuum are far more extreme than simple lack of air. The shissar use their own magic items, such as *amulets of the Grey Wastes* (see Chapter 5: New Magic), to survive in the Grey, and other such items are known to exist. Certain gnome tinkers claim to be working on sealed suits of armor that enable their wearers to swim in the deep sea or venture into airless realms such as the Grey without magic. So far, experiments with these suits have proven embarrassing (and occasionally fatal), but this has not stopped the plucky gnomes from making modifications and forging ahead.

[16] The Grey

This bleak, stony wasteland was once part of the same region that harbors the Scarlet Desert. Shortly after their arrival, however, the shissar transformed what was once a normal part of Luclin into an entirely lifeless, airless ruin. Today, the place is stalked by the undead, by lumbering constructs composed of rock, and even by the shissar themselves, who seek out and destroy any unwanted intruders. Among the rocks, the only natural movement is the occasional stirring of vacuum worms.

Although this region is on the light side of Luclin, the sky overhead is somewhat darkened by the shissar magics, so that the sun illuminates the landscape in stark light and shadow; treat this region as if it were in the "Twilight" portion of the moon, even though the ambient temperature is still that of the hottest desert.

[17] Ssraeshza Temple

The snake-folk's last stronghold lies in the center of the Grey, where the shissar hoped to be safe from the dreaded Green Mist. Towering above the rocky landscape, this stark white pyramid is surrounded by obelisks and guarded by timeless golems and the shissar themselves. The main entrance yawns open at all times, for the shissar, in their great arrogance, see no need for gates. This may prove their undoing, for the thought horrors of the Deep have taken an interest in the temple, and may attack it again some day.

[18] Chazasska Temple Ruins

The largest of the old Luclin temples, this structure now lies in ruins, its statues and obelisks broken and collapsed. Shissar legend holds that the spirit of the ancient snake-folk mage Zhekaazh — who is reputed to know how to reverse the spell that drained the air from the Grey — dwells in these ruins, and may share his wisdom with those who can defeat his guardian golems and the undead remains of his ancient minions. Considering the place to be cursed, the shissar avoid it, even though they believe that the labyrinthine tunnels beneath Chazasska Temple contain powerful magic items and treasures from their old empire.

[19] Revenant Lake

In the northwest corner of the Grey lies a most unusual formation — a deep blue lake filled with pure water. No one can say how or why the water is here; in all likelihood it is the last remnant of an ancient oasis. The lake is surrounded by dozens of desiccated undead iksar, the ancient remains of powerful warriors and spellcasters who once served the Shissar Empire. These creatures defend the lake and attack anyone who tries to enter it or take water from it, which is attempted more frequently since the spread of a rumor suggesting that a cupful of this water as a spell component allows an *enduring breath* spell to additionally protect the target of the spells from the effects of the Grey's terrible vacuum.

[20] Hissa Tomb Ruins

This complex, originally intended to serve as tombs for the Shissar Emperors, was carved out of the living rock in the easternmost reaches of the Mons Letalis mountain range. Looted and overrun during the shissar civil war, the tomb was abandoned, but explorers later discovered that it concealed a secret — a hidden passage west to the Mons Letalis region. No one knows why the passage exists. Perhaps it was there all along and the shissar did not know it; perhaps grave robbers built it, intending to plunder the tombs. Or perhaps it was built by the thought horrors who intend to invade the area. In any case, the narrow passage south leads back toward air and light, though it is a hard week-long trip that challenges even the most experienced adventurer and explorer.

Grimling Forest

Dark Side

North of Hollowshade Moor and south of the Tenebrous Mountains lies the vast region once called the Mushroom

Forest. Crowded with towering fungi that thrive in the deep gloom, the forest was alive with dangerous creatures such as sonic wolves and owlbeats, but our people, who shipped acrylia from the extensive mines to the west, easily kept these creatures at bay. When the grimlings erupted from the mines, however, the region slid back into chaos, and now our brave warriors retain only a toehold in the region. We will, I hope, one day to return in force to drive the grimlings from the area.

The forest has been renamed in recognition of the grimlings' current occupation, but there is not a kerran on Luclin who does not burn for vengeance against those foul humanoids. Listen well to my words, for the day may come when you are called upon to redeem our race's honor in the shadowy depths of Grimling Forest.

— Muliek

Common Encounters in Grimling Forest

Animal, bat*
Animal, giant bat*
Animal, darkweed snake*
Elemental, slime*
Grimling
Myconid [reishi]
Owlbear
Skeleton†
Sonic bat*
Sonic wolf
Tegi (stone or wind)
Vah Shir
Vampyre
Zombie‡

† Use a dark-boned skeleton from EQ: *Monsters of Norrath*, or apply the skeleton template to any other appropriate creature.

‡ Either a lesser or greater zombie, as found in Appendix One of RoN: *Everfrost Peaks*.

[21] To Hollowshade Moor

Several trails and one major road lead back to Hollowshade Moor. The broadest of these, paved with quarried stone using a mortar that contains powdered acrylia, it glows ever so slightly under the endless night. The road was built by the Vah Shir early in their stay on Luclin, as they anticipated that it would become a major highway between their city and the acrylia mines. To their chagrin, it has since been used by grimling raiders to move into the rich lands of Hollowshade Moor to the south.

[22] Mushroom Forest

This dark realm is crowded with gigantic mushrooms, some of which grow to 30 or more feet in height. Their tough, woody boles can be used for construction if dried and

treated properly — the material is commonly known as “mushroom-wood” — but their stringy flesh is all but inedible.

[23] Nightshade Bridge

The Vah Shir of Shar Makhdi (see Area 24) hold this dark stone bridge, fighting regularly to prevent the grimplings from forcing passage across it. The increasingly more resourceful grimplings generally avoid it, now, and swim the river instead.

[24] Shar Makhdi

Village, Pop. 300
(Vah Shir 100%)

Ruler: General Stagarin.

Gold Piece Limit: 100 gp.

Assets: 1,500 gp.

Resources: Wood, acrylia.

Militia: 100 Khala Dun, 30 Taruun scouts

a. Barracks: A Khala Dun garrison of about 100 warriors stays here. There are two companies of Shar Vahl soldiers, under the command of Captains Necin (*male Vah Shir (bl)*, War 21, OG; KhD) and Darznel (*male Vah Shir (lp)*, War 19, OG; KhD). They are aided by Sergeants Tidwah (*male Vah Shir (pn)*, War 15, NG; KhD) and Randil (*female Vah Shir (ti)*, War 15, NG; KhD). The barracks are a small, easily defensible building with slitted windows and an extensive underground armory, where the settlements inhabitants can take refuge should the main wall fall.

A platoon of Taruun scouts is also based here. They are commanded by Slewfoot Veteran Vadrel (*male Vah Shir (ly)*, Rog 10/War 8, DG; Tar), and are often called upon to lead kerran warriors to raid grimpling settlements throughout the area. Prominent scouts include Danarin (*male Vah Shir (lp)*, Rog 15, NG; Tar), Husman (*male Vah Shir (ml)*, Rog 12/War 2, NG; Tar), and Derrin (*male Vah Shir (pn)*, Rog 9/War 3, DG; Tar).

The fortress' overall commander is General Stagarin, a grizzled veteran warrior.

General Stagarin

Commander of Vah Shir forces in the Mushroom Forest, Stagarin has seen the grimplings' predations firsthand and has come to the inescapable conclusion that the enemy must be utterly exterminated should the kerrans ever hope to live on Luclin in peace. Accordingly, he has instituted an aggressive campaign against the humanoids, launching raids against their settlements and fortresses, and even sending forces into the Acrylia Caverns to scout and harry enemy forces and even to retrieve acrylia for use in Shar Vahl. Stagarin believes that the grimplings are enemies of every living thing on the moon, so he actively tries to recruit members of other races to his cause. Outsiders who

fight the grimplings can ask him for aid and advice, and, if it is at all possible, Stagarin will give it.

General Stagarin is a handsome, muscular black leopard Vah Shir with a direct and uncompromising manner. He has taken several wounds in battle against the grimplings, and boasts a deep scar across his chest, the result of a fight with powerful grimpling chieftain and his bodyguard.

General Stagarin, Male Vah Shir (bl), War 26: CR 26; Medium-size humanoid (kerran) [6 ft., 4 in.]; HD 26d12+104; hp 323; Init +6 (Dex); Spd 20 ft., in armor, 30 ft. base; AC 26 [flat-footed 23, touch 13] (+3 Dex, +13 armor); BAB +26; Grap +34; Atk +41/+38/+35/+32/+29 melee (1d6+16 plus *flame of light* proc, crit 19–20/x3, *glowing mithril ulak*) and +35/+30 melee (1d8+11 plus *siphon life* proc, crit 19–20/x3, *gold-inlaid ulak*), or +33 ranged (1d6+9, 30 ft., *Tarmok hunting spear*); SA area Taunt, disciplines (Furious, Mighty Strike, Warrior's Charge); SQ berserking, disciplines (Defensive, Evasion, Fearless, Resistant), disease save +4, heavy fortification (ignore crits), low-light vision, magic save +3, process defense, Taunt bonus +6, Vah Shir traits; Res AR 5, MR 9, PR 4, SoR 9; AL OG; Fac KhD; SV Fort +19, Ref +16, Will +15; Str 27 (20), Dex 23 (16), Con 18 (15), Int 10, Wis 20 (13), Cha 19 (17).



Skills: Alcohol Tolerance +8, Climb +15, Hide +8, Intimidate +10, Jump +14, Knowledge (warcraft) +16, Listen +10, Safe Fall +10, Sneak +9, Spot +10, Swim +13, Taunt +15, Trade Skill (blacksmithing) +10.

Languages: Vah Shir (4), Modern Combine (4); Grimling (3).

Feats: Alertness, Cleave, Dodge, Double Attack, Dual Wield, Great Cleave, Improved Critical (ulak), Improved Dodge, Improved Parry, Iron Will, Leadership, Lightning Reflexes, Mobility, Improved Two-Weapon Fighting, Parry, Power Attack, Riposte, Weapon Focus (ulak), Weapon Specialization (ulak).

Possessions: Mithril plate armor, glowing mithril ulak, gold-inlaid ulak, Tarmok hunting spear, drake-hide leggings, amulet of deception, platinum topaz bracers.

b. Spirit Shrine: Spiritists Darah (*male Vah Shir (sp)*, Shm 21, NG; DK, KhD) and Roleko (*male Vah Shir (wt)*, Shm 18, NG; DK) see to the well-being of the compound, and also use their considerable spellcasting abilities in its defense. Their shrine is a small stone structure with minimal living quarters, but they don't usually spend much time there, preferring instead to roam the surrounding lands, keeping an eye out for those in need and watching for any sign of grimling activity.

c. Tavern: Shopkeeper Chirrin (*female Vah Shir (li)*, Exp 8, NG; SVM) runs this small establishment that caters to the warriors and other inhabitants of the settlement. She also sells a selection of adventuring supplies such as clothing, torches, rations, and containers.

d. Bank: The surest sign of encroaching civilization, the presence of a bank has reassured the village's inhabitants that they may well be here to stay. Banker Hanarah (*male Vah Shir (wt)*, Exp 11, OG; SVM) runs a tight ship, and the structure is second in security only to the barracks. Standing guard outside at all hours of the day and night are 2 Khala Dun warriors.

e. Prison: The struggle with the grimlings has resulted in many dead on either side, but on occasion the Vah Shir bring in living grimling prisoners. These individuals are held here before transport to Shar Vahl, where they are interrogated (with little success) or handed over to the

crown for incarceration. Presently only one surly and uncommunicative grimling prisoner is held here.

[25] Acrylia Roads

These broad, faintly glowing roads, paved using a mortar that contains powdered acrylia, once carried traffic to and from the mines, but they are now badly deteriorated. Some stretches are actually traversable, but others are overgrown with fungi and hunted by sonic wolves, owlbeats, and other predators.

[26] Grimling Settlements

Thorp to Hamlet, Pop. 50–120
(Grimling 100%)

Ruler: Various.

Gold Piece Limit: 40–300 gp.

Assets: 300–1,500 gp.

Resources: Various.

Militia: 15–45 grimling warriors.

The forest is dotted with grimling settlements that seemingly spring up overnight, then vanish just as quickly. The Vah Shir of Shar Makhdi regularly raid these settlements, driving out the grimlings or killing them outright, but the supply of the creatures seems endless, and when the kerrans kill one, a dozen more seemingly emerge from the Acrylia Caverns to take its place.

These villages consist of skin tents or huts built on platforms of mushroom-wood. They are defended by grimling warriors and spellcasters, and each is under the absolute control of a tribal headman. The grimlings often leave their villages on raids, returning with unfortunate captives, who are then subjected to foul torments before being slain or, worse, transformed into undead by the tribal shamans.

[27] Nightshade River

This cold, dark, fast-flowing river originates in the Tenebrous Mountains to the north before flowing down through the forest, south across Hollowshade Moor, and into Coldspar Lake. Its steep banks and hazardous currents make it an effective barrier, but the fearless grimlings seek to cross it regularly, often with fatal results.

Quest: Grimling Raids

Faction: Khala Dun (+1 rank).

NPC: General Stagar.

CR: 8–15.

Reward: +1 faction rank with the Khala Dun (maximum +3 from this quest); *medallions of the hero of Shar Vahl*.

Consequence: –1 faction rank with the Grimlings of the Forest (maximum –3 from this quest).

Quest Summary: General Stagar asks for the characters' assistance in the Vah Shir's continuing war with the grimlings. If the party accompanies his scouts and warriors on raids against grimling villages, they will earn both rewards from him and the gratitude of the Khala Dun.

The characters must aid the Vah Shir when they assault the grimling settlements in the forest. Each raid should be of increasing difficulty. After at least three successful raids, the Vah Shir will attack the Grimling Fortress (see Area 10). After this battle, General Stagar rewards each character with a *medallion of the hero of Shar Vahl* (see Chapter 5: New Magic), and also has a copy made for them of the key that allows access to the lower Acrylia Caverns (see Acrylia Caverns, Area 15, in Chapter 4).

[28] Gizzgashak

Village, Pop. 500
(Grimling 100%)

Rulers: Gizgaplank and Grikplag.

Gold Piece Limit: 200 gp.

Assets: 5,000 gp.

Resources: Slaves, stone tools, acrylia.

Militia: 100 grimling warriors.

The largest grimling settlement in the forest is well defended by stone walls to the south and the rocky slopes of the lower Tenebrous Mountains to the north and west. The Vah Shir have assaulted this settlement several times without lasting effect, for the wily grimling chieftain, Overseer Gizgaplank, and the high priest Grikplag, who command the villagers, always seem one step ahead of the kerrans.

Overseer Glizkarang, Male Grimling Chieftain, War 8: CR 13; Medium-size humanoid (grimling) [4 ft., 7 in.]; HD 10d8+40 plus 8d12+32; hp 180; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft., climb 20 ft.; AC 27 [flat-footed 23, touch 14] (+4 Dex, +5 natural, +6 armor, +2 shield); BAB +15; Grap +19; Atk +21/+16/+11 melee (1d8+5 plus *wounding*, crit x3, +1 *battleaxe of wounding*); SA berserking, hated races; SQ Taunt bonus +3, ultravision; Res SoR 3; AL NE; Fac Grimlings of the Forest; SV Fort +13, Ref +13, Will +5; Str 19 (18), Dex 19, Con 18, Int 12, Wis 10 (9), Cha 12.

Skills: Climb +14, Hide +6 (+10 underground), Jump +9, Knowledge (warcraft) +12, Listen +6, Sneak +8, Spot +5, Swim +8, Taunt +6, Wilderness Lore +3.

Languages: Grimling (4), Vah Shir (2).

Feats: Alertness, Cleave, Combat Reflexes, Improved Initiative, Parry, Power Attack, Weapon Focus (battleaxe).

Possessions: +3 *Small studded leather armor*, large wooden shield, +1 *battleaxe of wounding*, *totem of the warrior spirit*, *elixir of divine endurance*, *leg of Vah Shir* (3 servings).

Glizkarang (buffed with *elixir of divine endurance* and *leg of Vah Shir*): Init +9 (+5 Dex, +4 Improved Initiative); AC 28 [flat-footed 23, touch 15] (+5 Dex, +5 natural, +6 armor, +2 shield); SV Fort +15, Ref +16, Will +7; Dex 20.

Prophet Grikplag, Male Grimling Priest, Clr 10: CR 15; Small humanoid (grimling) [3 ft., 5 in.]; HD 6d8+18 plus 10d8+30; hp 139; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft., climb 20 ft.; AC 21 [flat-footed 20, touch 12] (+1 size, +1 Dex, +2 natural, +7 armor); BAB +11; Grap +9; Atk +16/+11/+6 melee (1d6+5, +2 *club*); SA berserking, hated races, spells; SQ divine powers (celestial healer, receive divine aura), ultravision; Res CR 2; AL NE; Fac Grimlings of the Forest; SV Fort +10, Ref +9, Will +15; Str 14 (12), Dex 13 (12), Con 16, Int 14, Wis 22 (21), Cha 7 (6).

Skills: Channeling +16, Climb +8, Hide +5 (+9 underground), Knowledge (religion) +8, Listen +11, Meditation +25, Sneak -4 [boots], Spellcraft +11, Spot +10, Swim +4, Wilderness Lore +7.

Languages: Grimling (4), Vah Shir (4).

Feats: Alertness, Combat Casting, Combat Reflexes, Improved Initiative, Mystic Capacity, School Specialization (evocation).

Cleric Spells Prepared (mana costs, modified for celestial healer divine power): *Bravery* (12), *calm* (8), *extinguish fatigue* (6), *greater healing* (23), *holy might* (10), *inspire fear* (13), *reparation* (42), *spirit armor* (12), *word of spirit* (22). Caster level 16th; save DC 16 + spell level.

Mana Pool: 192.

Possessions: *Blind-eye breastplate* (Small wearers only), +2 *club*, *white wolf-hide cloak*, *boots of the sacred dance*, *potion of mystical aptitude*.

[29] Grimling Fortress

Called a fortress by the Vah Shir even though the grimlings seem to have neither the intelligence nor the patience to build large permanent structures, this position is more like a fortified camp. The grimlings have erected crude stone walls, and several raised platforms from which their scouts can observe the approach of foes, and their missile troops can rain arrows, darts and spears down on attackers. Sharpened stakes have been set around the camp to discourage enemies as well.

The fortress defends the entrance to the Acrylia Caverns, and is under the command of the great grimling chieftain Overseer Gizgargank. It normally harbors about 200 grimling warriors, spellcasters, and priests, as well as a few lesser chieftains who serve Gizgargank as generals.

Overseer Gizgargank, Male Grimling Chieftain, Mnk 2/War 12: CR 18; Medium-size humanoid (grimling) [4 ft., 9 in.]; HD 10d8+50 plus 2d8+10 plus 12d12+60; hp 285; Init +5 (Dex); Spd 30 ft., climb 20 ft.; AC 29 [flat-footed 24, touch 17] (+4 Dex, +5 natural, +7 armor, +2 arcane, +1 haste); BAB +21; Grap +26; Atk +29/+26/+23/+20/+17 melee (1d8+9, crit 17-20, +2 *longsword*) and +21 melee (1d4+2, unarmed), or +26/+24/+22/+20/+18 melee (1d4+5, unarmed); SA berserking, hated races; SQ haste (3) [1 extra action/3 rounds, -1 weapon delay], magic saves +1, mend (6 hp), mystic strike, Taunt bonus +3, ultravision; Res CR 4, FR 7, MR 6, PR 5, SoR 6; AL NE; Fac Grimlings of the Forest; SV Fort +18, Ref +19, Will +12; Str 20 (16), Dex 20 (18), Con 20, Int 11, Wis 16 (13), Cha 11.

Skills: Climb +14, Hide +19 (+23 underground) [armor], Intimidate +9, Jump +8, Knowledge (warcraft) +10, Listen +7, Safe Fall +6, Sneak +7, Spot +8, Swim +9, Taunt +13, Tumble +9, Wilderness Lore +4.

Languages: Grimling (4).

Feats: Alertness, Combat Reflexes, Deflect Arrows, Dodge, Dual Wield, Double Attack, Hand to Hand, Improved Critical (longsword), Improved Dodge, Improved Hand to Hand, Parry, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: *Acrylia chain shirt of shadow*, +2 *longsword*, *swordsman's armband* (see Chapter 5: New Magic), *gloves of the lariat*, *choker of the Overseer* (see Chapter 5: New Magic), *elder's earring*.

[30] Acrylia Caverns

The emblem of Shar Vahl has been defaced by the angry grimlings, and today the only Vah Shir to enter here are those who come to kill grimlings and escape with as much acrylia as they can find. The entrance is guarded by several squads of grimling warriors, all under the command of the canny, grizzled veteran Overseer Gnerpokkel.

Overseer Gnerpokkel, Male Grimling Chieftain, War 6: CR 10; Medium-size humanoid (grimling) [4 ft., 11 in.]; HD 10d8+40 plus 6d12+24; hp 136; Init +4 (Dex); Spd 30 ft., climb 20 ft.; AC 23 [flat-footed 19, touch 14] (+4 Dex, +5 natural, +4 armor); BAB +13; Grap +17; Atk +20/+14/+8 melee (2d8+10, crit 19-20, +2 *massive greatsword*); SA berserking, hated races; SQ Taunt bonus +2, ultravision; Res FR 1; AL NE; Fac Grimlings of the Forest; SV Fort +12, Ref +13, Will +4; Str 19 (18), Dex 18, Con 18 (17), Int 17 (16), Wis 9, Cha 8.

Skills: Climb +15, Hide +5 (+9 underground), Jump +7, Knowledge (warcraft) +9, Listen +5, Sneak +6, Spot +5, Swim +8, Taunt +10, Wilderness Lore +0.

Languages: Grimling (4), Vah Shir (3).

Feats: Alertness, Cleave, Combat Reflexes, Double Attack, Parry, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Masterwork chain shirt, +2 massive greatsword, shrunken grimling-skull earring.

Hollowshade Moor

Dark Side

This dim wilderness lies to the east of our city, and you must know it well if you are to make the hazardous passage to the city of Shadow Haven, or to venture into the dangerous Grimling Forest beyond. Hollowshade Moor is a land of rolling hills and mighty trees, of deep cold lakes and forbidding cliffs. It is also inhabited by a number of deadly creatures which — fortunately for our people — fight constantly among each other for control of the region. Listen well, for understanding this bloody conflict, known informally as the Hollowshade War, may be of benefit to you when you travel in this wild, perilous region.

The three combatants are the grimlings — whose strength has been growing since their kind overran our Acrylia Mines in the Tenebrous Mountains — the owlbears, and the sonic wolves, intelligent creatures native to the region. Each of these factions is violently opposed to the others, though for years the sonic wolves and owlbears maintained an uneasy balance of power. The coming of the grimlings set the war off in earnest, though, and now the three sides fight constantly, each one gaining temporary advantage before being pushed back once again. This situation has gone on since the fall of the Acrylia Mines, and shows no sign of changing any time soon.

Smart scouts have evaded pursuers of these factions by leading them into groups of opposing factions, but if you were to attempt this, you would want to take care not to get caught in the middle of a battle. Standing aside while foes fight it out, then dispatching the survivors and looting their corpses, is a popular way to gain riches in the region.

I find such conduct to be somewhat dishonorable, personally, and beneath the dignity of a true Taruun. Such things appear to be acceptable to the humans, dwarves, and elves who travel in the region, but I do not approve of it for our people.

Hollowshade Moor itself is actually a vast valley, crouched below the mighty crater created by the Shifting of Shar Vahl. Cold and foggy, the valley is full of squat scalebark trees and hardy moor grasses, all of which thrive in the region's night-like conditions. Fog and chilling rains are common on the Moor as well, yet, despite the uncomfortable climate, the place remains prime farming and ranching land.

— Muliek

Common Encounters in Hollowshade Moor

Animal, bat*

Animal, giant bat*

Animal, zelnia [use stats for elephant, but with bite instead of gore, and no slam attack]*

Bandit†

Giant scorpion

Grimling

Moor tortoise [as giant sea turtle, but add mildly poisonous bite]

Myconid [reishi]

Owlbear

Sonic bat*

Sonic wolf

Vah Shir†

Vampyre

Vermin, giant beetle**

** Normally giant rhino beetles (see EQ: *Monsters of Luclin*), but the GM may wish to use various giant beetles from EQ: *Monsters of Norrath* for variety.

† Bandits are usually comprised of small bands of disenfranchised folk from Marus Seru (most often militiamen, led by warriors and/or rogues). Vah Shir encounters are with heavily armed patrols from the nearest Vah Shir stronghold, patrolling for signs of grimling activity.

[31] Shar Vahl Crater

The walls of the Shar Vahl crater rise steeply above the valley floor. At this end of the passage through the crater is a large cavernous chamber that can be used as a barracks for Vah Shir troops in time of war. It can house as many as 500 warriors, but it is rare to find more than 20 housed here at most times, under the command of Captain Ravi (*male Vah Shir (lp)*, War 15, OG; KhD). They serve primarily as border guards, keeping watch on the Vah Shir settlements below.

[32] Portal

This great portal bears the royal seal of Shar Vahl; it has no gate. Plans are on the drawing board for more extensive fortifications, but as the grimlings in this region seem to be held in check by the sonic wolves and owlbears, the kerrans have delayed the start of this expensive project.

[33] Shar Kha

Hamlet, Pop. 300

(Vah Shir 100%)

Ruler: Captain Terul.

Gold Piece Limit: 100 gp.

Assets: 1,500 gp.

Resources: Hunting, farming.

Militia: 50 Khala Dun, 10 Taruun.

Shar Kha is the largest Vah Shir settlement in the Moor; originally a small outpost, it has grown into a substantial settlement. Captain Terul (*male Vah Shir (ti)*, Bst 13/War 5, NG; KhD, KhS) commands a small but elite force of Taruun, Khala Dun, and Dar Khura that is responsible for the safety of Vah Shir within the settlement and in outlying farms and ranches. He has become a master of setting the various factions of Hollowshade Moor against one another, and many credit him with preventing the grimlings from spreading further. He is a strong supporter of a campaign to retake the Acrylia Mines, but so far has not been given the resources to do so. Terul's most capable subordinate is Sergeant Tylah (*male Vah Shir (lp)*, War 6/Rog 11, NG; Tar), who can often be found leading scouts through the moors.

Several merchants have set up shop in the village, including Tokk Smippah (*male Vah Shir (sp)*, Com 3/Exp 5, NG; SVM), Rittuh Purrik (*female Vah Shir (ml)*, Exp 8, NG; SVM) and Tolah Rakknak (*male Vah Shir (ti)*, Mil 2/Exp 7, OG; SVM), who sell a variety of food, drink, and adventuring supplies.

[34] East Road

The Vah Shir-made roads of the region are paved with quarried stone using a mortar that contains powdered acrylia, taken from the mines before the grimling invasion; as a result, the roads glow slightly, allowing travelers to find their way in the ever-present gloom of Luclin's dark side. Many of these roads have not been maintained regularly for many years, however, although Captain Terul sends well-guarded work parties out from Shar Kha every few months to repair the roads as much as they are able.

The East Road stretches all the way across the Moor, a trek of many days. Eventually it swings north and leads toward the Grimling Forest. Once, small Vah Shir outposts lay at regular intervals along the road, but these have long since been destroyed or overrun.

[35] North Road

Originally this road stretched to a mining operation in the Skrietat Caves, but grimling pressure forced abandonment of the route, and today the road is patchy and largely overgrown. The mildly luminescent way is still discernible, however, and is used by adventurers who want to explore the caves, braving the owlbeats who have taken over there.

[36] Farm Lands

Several small, fortified Vah Shir farming and ranching settlements are scattered across this area, protected by the Flinty Spur to the east and the soldiers of Shar Kha to the southwest. Farm life is a challenge here, for owlbeats from the Skrietat Caves often raid these lands for food, forcing the settlers to become skilled warriors themselves.

[37] Nightshade River

This great river tumbles down from the Tenebrous Mountain, finally ending at Deepspare Lake to the south. The river is quite cold and fast, cutting a deep ravine and dividing the eastern third of the Moor from the rest. It has the advantage of forming a natural barrier to the encroach-

ing sonic wolves, which prefer not to risk its fast-rushing depths. The grimlings have no such qualms and regularly try to ford the river, but it is treacherous — fortunately for the Vah Shir, at least, the foul little creatures often drown, washing downstream only to surface in Deepspare Lake.

[38] Old Trail Bridge

This span was built before the grimling invasion, but the Vah Shir take pains to maintain it, for it would surely be of great value should the kerrans march on Grimling Forest. Built of dark stone, it remains strong despite the many years since its erection; Captain Terul (see Area 33) sends patrols here regularly to drive off bands of grimlings or sonic wolves who think to use it to gain access to kerran lands.

[39] Little Claw River

This narrow stream branches off from the Nightshade a few miles south of the mountains and rushes eagerly into Deepspare Lake. The river snails and crayfish that flourish here are especially prized by the Vah Shir, and those brave kerrans who come here to gather them are highly respected.

[40] Slanted Bridge

This unusual bridge actually goes uphill, from the lower west bank of the Little Claw to the higher eastern bank. It was a great achievement for its Vah Shir architects, and it grates on Captain Terul that it is no longer firmly in kerran hands.

[41] Flinty Spur

This finger of rock that juts down into the Moor is virtually impassable, much to the relief of Vah Shir farmers, who have enough trouble on their own side of the spur without giving the grimlings free access to their lands.

[42] Skrietat Caves

Originally, these caves were inhabited by fierce owlbeats, who did not share their territory willingly. Driven out by the Vah Shir, the owlbeats retreated to the hills, only to return when the grimling invasion forced the kerrans to abandon the caves. Lucrative silver mining operations were left behind, and today the owlbeats fight against the sonic wolves and grimlings for control of the complex.

Whenever the PCs venture into this area, the GM should roll on the following table to determine which group currently controls the caves.

Die Roll	Controlling Force
0–50	Owlbeats
51–80	Grimlings
81–90	Sonic wolves
91–00	Conflict

When the owlbeats are in control of the caves, they are led by two especially powerful individuals: Skrietat'Cha, the so-called "Owlbear King" (18-HD male owlbear; Int 8) and Skrietat'Chu, the "Owlbear Queen" (16-HD female owlbear; Int 6). Though many people tend to believe that the owlbeats are simple, unreasoning beasts, those who have fought them are convinced that a real intelligence lies behind the owlbeats' actions; the massive creatures have been observed to use rather sophisticated tactics against

the wolves and grimplings, and they fight quite cunningly in defense of their caves.

The owlbears have also been known to store treasure here; Sergeant Tylah (see Area 33) has a fine sword that he obtained in a raid on the Skrietat Caves just a few months ago.

[43] Grimling Forest

The dark Grimling Forest lies to the north. Vah Shir warriors try to keep the northern frontier of the Moor patrolled, but it is a vast area and grimling raiders from the forest, notorious for their stealth, often manage to penetrate to the south.

[44] Ghowlik Caves

Die Roll	Controlling Force
0–50	Sonic wolves
51–80	Grimlings
81–90	Owlbears
91–00	Conflict

Located in the wilder eastern portion of the Moor, these caves were largely ignored by the Vah Shir as long as the creatures that lived there kept to themselves and left the kerrans alone. That was before the fearsome creature known as Ghowlik (17-HD male sonic wolf; Int 7) appeared, a powerful sonic wolf who roamed the moors, carrying off lone travelers and terrifying settlers with its bone-chilling howl. Many Vah Shir hunters and warriors tracked the beast, and only one is known to have actually faced it and lived. Even this great hero was unable to slay the monster, though, and it is said that Ghowlik still stalks the foggy moors.

The sonic wolves most often occupy these caves, and when they do Ghowlik sometimes lairs here, although he is something of a loner that does not like to stay in one place for long. The wolves have lost control of the caves to the grimplings and the owlbears several times over the past few years, but their instinctive territorial nature always forces them to take their territory back. The grimplings have been known to leave treasure behind when pushed out of the caves, and adventurers seeking loot (and possibly seeking to gain fame as slayers of the infamous Ghowlik) come here regularly.

A few other prominent sonic wolves reside in the region (similar to Ghowlik, though less infamous), such as those specimens known as Scarflank and Dirtchomp.

[45] Deepspar Lake

This vast glacial lake covers the entire lower third of the moor. Deep, icy, and a vivid blue in color, the lake harbors some hardy freshwater fish, which some daring Shar Val fisherfolk have been known to seek out despite the hazards from the valley's other inhabitants. The lake is also known to harbor a unique species of fresh-water turtle, the moor tortoise, which has a mildly poisonous bite and is prized by the kerrans as a great delicacy.

The shores of the lake are steep, rocky and treacherous, often slick with ice. Along the western shoreline is a cave mouth that opens onto a passage to the Paludal Caverns.

[46] Wolfskull Village

Village, Pop. 500 (when occupied by grimplings)
(Grimling 100%, when not occupied by other factions)

Ruler: Gurn No Eyes.

Gold Piece Limit: 200 gp.

Assets: 5,000 gp.

Resources: Fishing, hunting.

Militia: 150 grimling warriors.

Die Roll	Controlling Force
0–50	Grimlings
51–80	Owlbears
81–90	Sonic wolves
91–00	Conflict

Named for the many sonic wolf skulls that are mounted on sharpened stakes around the peninsula, this village is the largest grimling settlement in the region, harboring about 500 of the vicious little humanoids. On occasion, however, the grimplings have been pushed out of their village, leaving the owlbears or sonic wolves to wander its narrow streets and explore the grimplings' huts.

The village is accessible only by a narrow spit of land, and is thus quite easily defended. The village has spilled over its boundaries, however, and the grimplings have built some huts on the shore and on neighboring islands; these are normally abandoned if the village is attacked. The tribal hunter Gleeknot Gnitrat (*male grimling warrior*, Rog 7/Rng 6, NE; *Grimlings of the Moor*) is probably the village's best-known warrior, but he is often away hunting owlbears; he is known to possess a *feathered owlbear mantle* and a *grimling bone bow* (see Chapter 5: New Magic), as well as an enchanted spear of some kind.

[47] Chieftain's Compound

On the south shore of the lake lies the personal compound of grimling Chief Gurn No Eyes (*male grimling chieftain*, War 9, NE, blind; *Grimlings of the Moor*). The compound is well defended by elite tribal warriors and Gurn's personal bodyguards. The chieftain's personal hut is quite palatial for that of a grimling, consisting of several buildings connected together by wooden platforms, all together housing his three wives and many children, as well as several trained rock hoppers. Gurn is so-named because his eyes were ripped out by an owlbear several years ago, but he remains in control of the settlement with the assistance of his loyal retainers.

Gurn amuses himself by pitting prisoners or unruly subjects against his rock hopper pack, an event greeted with great delight by the other grimplings, who have taken to betting on the outcome. Though he cannot see the contests, Gurn enjoys the screams of agony and torment that accompany them nonetheless.

[48] Turtle Island

Die Roll	Controlling Force
0–30	Grimlings
31–60	Owlbears
61–90	Sonic wolves
91–00	Conflict

This low, marshy island is fiercely disputed by the owlbears, grimplings, and sonic wolves, and it changes hands on a regular basis. The moor tortoises come here each spring to lay eggs, providing the Vah Shir and the three local factions with rich hunting grounds. The Vah Shir themselves are careful not to overhunt, or take too many of the turtles'

eggs, lest they wipe out the species, but the others have no such concerns, and hunt the turtles freely.

[49] Paludal Passage

This tunnel leads to the Paludal Caves, and thence to such locations as Shadow Haven and Shar Vahl.

[50] Runkaj

Hamlet, Pop. 100

(Vah Shir 100%)

Ruler: Sergeant Khalima.

Gold Piece Limit: 100 gp.

Assets: 500 gp.

Resources: Farming, livestock.

Militia: 5 Khala Dun, 10 Vah Shir militia

This small settlement serves as a community center for the Vah Shir farms of the region. Officially a military outpost, Runkaj has grown into a real village, with a wooden wall, a watch tower, and even a small tavern. The Grimling's Head is run by farmer-turned-innkeeper Rawska (*male Vah Shir (ly)*, *Com 5/Exp 5*, NG; SVC), who has become a great source of news about the Moor and its inhabitants. Other locals include the hulking blacksmith Ghura (*male Vah Shir (ti)*, *Exp 12*, NG; SVC, SVG) and the banker Ahisa (*female Vah Shir (lp)*, *Exp 11*, OG; SVM).

Maiden's Eye

Dark Side (northern); Twilight (southern)

Once, long before our people journeyed to this new land, the terrible Akheva, near-immortal servants of the goddess Luclin, built a great city called Ka Vethan in this lush realm of beautiful darkness. In time, the Akheva fought, and one of their most powerful summoned a great storm to destroy her enemies. The Maiden's Scar this tempest was called, and it descended upon this place, blasting all before it, scouring the land of life, utterly shattering the city of Ka Vethan.

Today, the region has been called the Maiden's Eye, for the great Scar remains, poised in the sky overhead, swirling clouds of black and purple threatening to once more unleash their fury. This is a place of ruins, fierce predators, and the last remnants of the Akhevan civilization that once dwelt here. Aided by the shades of departed Akheva, the four-armed ones stand guard over their old city, as if frozen in time, going through the motions of their old lives, and mindlessly defending the shattered homes and barracks and temples from all who approach.

With a single exception — the lush green remnant of what once was called Shadeling Meadow — the Maiden's Eye is covered with rubble, dust, and only the hardiest of plants. The thick-boled trees remain, however, their stout roots resistant to the fury of the Maiden's Scar. A few of their number have fallen, and these are occupied by the galorians and tegi, or by the burrowing worms that also inhabit the region.

The Maiden's Eye is not a place to be visited casually. Only the strongest and most experienced travelers should go there. For those who are mighty in arms, the hunting and exploration in the area is good, for there are many lost Akhevan relics here, as well as treasures lost in the disaster

that shattered their civilization. Still, the risks are great, and I recommend the place only if you are truly confident and know your own strengths and weaknesses.

Our people are familiar with the place primarily because it lies on the route to the Umbral Plains, where the remains of our great king Vah Kerrath are said to lie. The perils of the Maiden's Eye are only a foretaste of the challenges one might face in the neighboring plains, or in the Akheva city of Vex Thal beyond.

—Muliek

Common Encounters in Maiden's Eye

Akheva

Animal, giant bat*

Animal, darkweed snake*

Animal, rattlesnake*

Animal, zelniak [use stats for elephant, but with bite instead of gore, and no slam attack]*

Galorian (Goranga tribe)

Gust of wind*

Owlbear

Shadow†

Sonic wolf

Tegi (shadow)

Vampyre

Vortex weaver*

** Normally giant rhino beetles (see EQ: *Monsters of Luclin*), but the GM may wish to use various giant beetles from EQ: *Monsters of Norrath* for variety.

† Apply the "Shadow" template from EQ: *Monsters of Luclin* to any creature appropriate to the region, such as an Akheva or an adventurer.

[51] Ruins of Ka Vethan

The once-mighty walls of the Akhevan city are fallen now, although some high sections stand between piles of rubble; the gates are rent and shattered, and towers totter drunkenly or have completely collapsed. The entire place is built to Akhevan scale — that is, twice the height of a barbarian. A few Akhevans and shades still patrol the outer walls, calling out challenges in the Fleshless Tongue.

Within the walls of Ka Vethan, some buildings stand mostly intact, while others have been totally reduced to piles of broken stone. No one knows what purpose the structures originally served, save perhaps the Akheva and their shades that still walk the ancient streets, defending their city to the death, mindless of the eons that have passed. The city's original contents have been jumbled together, so that detritus and rubble are mixed with priceless treasures, magic items, gold, artworks, and other items dating back to the height of Akhevan civilization.

A statue of the goddess Luclin once stood in the center of the city, surrounded by graceful columns inscribed with

Akheva characters. It is said that at the height of the storm, as if to show the goddess' own displeasure, the statue came to life and smashed those buildings that remained unharmed by the Maiden's Scar. The statue itself is now in fragments, but pieces of it are sometimes found, said to bear great magical power and to provide mana to aid in the casting of spells.

For more on Ka Vethan, see "Akheva Ruins" in Chapter 4.

[52] Firegard Lake

The eastern portions of the Eye were not damaged as severely as the rest of the region, and this shallow lake is the last of many such bodies that once dotted the region. The Shak Dathor shadow tegi who serve the Akheva maintain camps around the lake, and guard it against all intruders. The depths of the lake are said to hold riches beyond imagination, for the storm reputedly deposited many Akhevan treasures and artifacts here. So far, no one has been able to dredge up these valuables, as the Akheva on the island jealously guard the lake's contents.

[53] Akheva Villa

This small cluster of buildings might once have been a home or public building. Like other buildings in the area, it now contains Akheva, their shades, and Shak Dathor tegi.

[54] Goranga Plains

The Goranga galorians hold these rolling, dark lands between the Everburning Shrine and Ka Vethan. These galorians are among the most powerful and capable of their kind, as they must be in order to survive here. Their elite fighters, despite primitive weapons and clothing, are the equal of many of the Combine's finest, and their shamans know many high-level spells that are not found elsewhere. The galorians' camps are temporary settlements of hide and timber tents, and they have few real possessions. Nonetheless, the Goranga defend these lands ferociously, against tegi, Akheva, and vampyres alike.

The Goranga's chieftain is Hetutha (*male Goranga galorian, War 18/Rng 3, N; Goranga Tribe*), an ancient and very experienced warrior who has traveled and adventured both in the Maiden's Scar and beyond. He claims to know the secrets of both the Akheva Ruins and Vex Thal, but he only shares this information with those he trusts — a small number of people indeed.

[55] Shadeling Meadow

This grassy vale retains some semblance to the whole of the region before the terrible events of the civil war, as it was largely unaffected by the Maiden's Scar. A place of soft, waving grasses and gentle hills, the meadow is truly beautiful in the starlight — but it is not at all safe, for it harbors wandering shades, vampyre thralls, undead, and, at times, demented Akheva who do not take well to outsiders violating their territory.

[56] Everburning Shrine

Untouched by the Maiden's Scar, this great shrine to Luclin burns eternally, surrounded by soaring columns and

constantly guarded by Akheva and Akhevan shades and their dark-skinned Shak Dathor shadow tegi servitors. The Akheva believe that the shrine's survival is due to the will of the goddess Luclin herself, so they keep it constantly occupied, and have commanded the tegi to make certain that the flame never burns low. It is believed that Luclin sometimes appears in these flames, passing on obscure and often entirely cryptic wisdom to her followers.

[57] Akheva Ruins

The ruins of a titanic Akhevan statue lies tumbled down here amid the ruins of a sprawling complex; the only section that remains standing is a vast, high-ceilinged chamber now largely choked with rubble.

[58] Coterie Outpost

The vampyres of the Coterie of Eternal Night, based in the depths of the Tenebrous Mountains, have begun to spread into this region. This small fortress is commanded by the Coterie Centurion Valdan Therekov (*male vampyre officer, War 4, OE; CEN*), and contains a squad of Coterie legionnaires. They have begun to scout toward the entrance to the Akheva Ruins, and have fought several engagements with the Goranga.

[59] Field of Bones

In the past, the Akheva once interred their mortal servants in this vast field, discarding their corpses like broken tools. Since the Akhevan civil war, however, the four-armed ones have abandoned the cemetery. Recently, the Coterie vampyres have taken the field and the dark stone mausoleum as their base in the Maiden's Eye. Under the command of Vaniska Tamakov (*male vampyre lord necromancer, NE; CEN*), these creatures have grown stronger recently, as the lure of powerful Akhevan artifacts draws them closer. As their numbers increase, the vampyres have considered the possibility of advancing on the ruins of Ka Vethan, driving out the Akheva and shades there, and sacking the place for its treasures. They intend to do this with a horde of undead raised from the cemetery, but so far the vampyres and their fell master lack the spellcasting ability to call up so many walking corpses.

Normally, Vaniska and roughly 20 weaker vampyres occupy this fortress, along with retinues of lesser undead servants.

[60] Coterie Fortress

This structure supports about a dozen vampyres, along with a number of enthralled Goranga, whom the blood-suckers have taken as slaves. Their success with the Goranga has been limited, however, as most of the proud galorians would rather die than serve the vampyres. The Coterie has begun to consider raising undead instead.

Marus Seru

Light Side (eastern); Twilight (south and central); Dark Side (western)

South of the Mons Letalis mountain range lies a barren desert, uncomfortably hot in the northernmost reaches, yet

cold at night, and changing to a frigid wasteland as one moves further south. The region is occupied by exiles and fugitives from the city-state of Sanctus Seru. This harsh land is also home to bizarre creatures unlike any found on our own dark side of Luclin. Giant beetles, lightcrawlers (like large, brilliantly colored centipedes), rock hoppers, zelnia, and animated rock creatures called stonegrabbers all roam the area, and all are a hazard to travelers.

Some believe that Marus Seru was rendered into its current state by the arrival of the Fallen Orb, while others suggest that it was seared when Luclin's moon wandered too close to the sun. Certainly there is evidence of this, for some of the rock here looks as if it was melted some time in the past, and the living rock creatures may well be of alien origin.

The human exiles who call this place home are known as the "Recuso," due to the fact that they refused the Inquisitors' Question and were banished from Seru. The Recusos are not always hostile, but they attack without hesitation if they are short on food or water and they think they can obtain it from travelers. It is best to treat the Recuso with respect and keep one's distance, though they can be valuable allies to those who win their trust.

The Recusos do not have permanent settlements, preferring instead to live in mobile tent towns, moving to new hunting grounds occasionally or relocating if springs or wells dry up. Each camp normally contains 50 to 100 Recusos, who are organized under a single boss. Criminals and other fugitives occasionally make their way here to join the Recuso in their hard, unforgiving wilderness existence.

The Inquisitors maintain several garrisons in the region to prevent Recusos from sneaking back into the city, and to hold the hostile creatures of the region at bay. They treat most travelers with typical Inquisitor disdain, asking them about their reasons for being in the area, their destination, religious affiliation, whether they are Loyalist spies, and so on. The guards do not necessarily prevent entry into Seru, but they always make sure that the authorities in the city know of any strangers' arrival.

The region is fairly well traveled, for it is one of the main routes between the underground city of Shadow Haven and Sanctus Seru. Trade caravans between these two cities pass through Marus Seru regularly, usually in such numbers that the Recusos leave them in peace, though Recuso footpads have been known to steal away with small items.

—Muliek

[61] The Sea of Seru

Grey, barren, and only marginally capable of supporting life, the Sea of Seru is not really a "sea" at all, but a vast, chilly expanse of grey dust and rock. The Recusos occupy the few areas with natural springs, and food is obtainable only by hunting indigenous creatures.

As might be expected, the cold, bleak climate of this region forces the Recusos to live on the brink of starvation almost all the time, making them somewhat self-interested and ruthless when it comes to their own survival.

Common Encounters in Marus Seru

Animal, furred watersnake [as cistern asp, but adapted to cold climate]*

Animal, zelnia [use stats for elephant, but with bite instead of gore, and no slam attack]*

Cht'thk, swarmer (usually only in the northeast portions)

Giant scorpion

Human**

Lightcrawler [use venomwing stats, but with ground speed 20 ft. and no fly speed]

Netherbian

Rock burrower

Shadow†

Stonegrabber

Tegi (fire or stone)

Vermin, giant rhino beetle

** Usually 1–3 squads of Hand of Seru legionnaires (see "Sanctus Seru" in Chapter 2), or 1–20 Recuso bandits.

† Apply the "Shadow" template from EQ: *Monsters of Luclin* to any creature appropriate to the region, such as a Netherbian or an adventurer.

[62] Recuso Camp

Thorp, Pop. 75

(Dwarf 4%, elf 3%, half elf 4%, halfling 9%, human 80%)

Ruler: Chieftess Kaeta.

Gold Piece Limit: 40 gp.

Assets: 150 gp.

Resources: Water, hunting.

Militia: 20 Recuso militia.

This particular Recuso camp-town has been in place for nearly two years, as its well continues to supply water with fair reliability. The hunting has been good lately, as well, so these Recusos tolerate visitors and even go so far as to offer minimal hospitality. "Chieftess" Kaeta (*female human, Rng 15/Exp 3, NE; Recuso*), the closest thing to a local authority, is a great source of information about the region and about Inquisitor activities.

[63] Inquisitor Camp

The inquisitors have set up a small fortified encampment here in order to better observe Recuso activity. There are about 50 Hand of Seru legionnaires here, as well as the usual support staff and camp followers, all under the command of Centurion Taxani (*male human, War 14, ON; HaS*). These Inquisitor forces regularly patrol the surrounding desert, interrogating Recusos and travelers when they encounter them and hunting zelnia for meat, which they then transport back to the main fortress. As those encountered elsewhere, these legionnaires here are brusque, officious,

and arrogant to those they do not know, and won't hesitate to arrest and detain anyone they consider suspicious.

[64] Recuso Camp

Thorp, Pop. 50

(Dwarf 8%, halfling 10%, human 82%)

Ruler: Chief Reothe.

Gold Piece Limit: 40 gp.

Assets: 100 gp.

Resources: Water, hunting.

Militia: 12 Recuso militia.

This camp is led by a tough, grizzled, bearded Recuso named Reothe (*male human, Rog 10/War 11, N; Recuso*). Life here has been rough of late, as the well has turned brackish and the zelniak have moved away in the face of overhunting by the nearby Inquisitor garrison. Though he is a basically decent man and doesn't approve of larceny and violence, Reothe usually turns a blind eye when his people rob travelers or steal from the Inquisitors.

[65] Netherbian Spur

This finger of rock shelters the northern end of the desert and hides the passage to the Netherbian Lair.

[66] Netherbian Passage

This ancient portal was originally hewn from the rock of the Mons Letalis by an unknown civilization, possibly before the Fallen Orb struck the region. It has been expanded by the Shadow Haveners and Inquisitors, in order to facilitate travel between Shadow Haven and Seru. The entrance is well guarded, and squads of elite legionnaires from the fortress to the south (Area 69) patrol here regularly, keeping the Lair's denizens away from major caravan routes.

[67] Western Spur

This rocky outcropping divides the southwestern corner of the desert from the rest of the area. To the south, the climate is slightly milder since the spur blocks the howling desert winds, and the Recusos of the area find game much more readily. The Inquisitors have yet to move south of the spur, but if they do the Recusos may resist.

[68] Hunter Camp

Thorp, Pop. 60

(Gnome 5%, halfling 8%, human 87%)

Ruler: Master Hunter Gerak Jelin.

Gold Piece Limit: 40 gp.

Assets: 120 gp.

Resources: Water, hunting.

Militia: 10 Recuso militia.

The master hunter Gerak Jelin (*male human, War 8/Rng 8, DN; Recuso*) selected this camp site over a year ago, and so far it has proven a good choice. A natural well to the south yields water, and the zelniak herds, pushed south by Inquisitor hunters, have been plentiful. Though occasionally a hunter will fall to an especially aggressive zelniak, the hunters remain successful, eating better than any other group Marus Seru. Despite this, Gerak and his people are

touchy about outsiders, and usually send visitors away at arrowpoint. Those who bring game are welcomed, however, and Gerak has much information about the Netherbian Lair (which he has explored) and Sanctus Seru, where his father served as a Praetor.

[69] Inquisitor Fortress

This small stone fort houses a full century of hardened Hand of Seru legionnaires, commanded by Centurion Merava (*female human, War 18, ON; HaS*). Their primary function is to safeguard caravans traveling between Seru and the Netherbian Passage, and to make sure that neither the Recusos nor any other enemy manages to gain enough strength to attack Sanctus Seru; so far, however, there have been few challenges, and duty at this fortress has turned into drudgery. Merava and her warriors crave action, but for the most part caravans are strong enough to be safe from the Recusos. Merava occasionally sends squads to clear the Netherbian Lair, keeping the main passages free of netherbians and other hostile creatures, but most of the time the garrison is stuck here, going stir crazy from boredom.

[70] South Pole

The frozen wasteland of the South Pole is accessible from Marus Seru, though neither the Recusos nor the Inquisitors ever venture there.

Mons Letalis

Dark Side (western); Twilight (central); Light Side (eastern)

The inhospitable slopes of the Mons Letalis — the "Deadly Mountains" in the tongue of the Combine Empire — lie largely west of the airless wastelands of the Grey. These steep-sided mountains are constantly shrouded in clouds and fog, and harbor no real civilization or succor for the weary traveler. Shik'nar insectoids, predatory rock hoppers, and small, vicious reptiles are among the few life forms that dwell on the harsh surface, while the mysterious structure known as the Spire harbors restless undead spirits, and the monstrous thought horrors lurk in the caves below.

There is little here to draw adventurers and explorers save adventure and exploration themselves, for the region is singularly barren of riches or civilization. The mystery of the Spire and its inhabitants has brought a handful of expeditions to the region, both from our city and from Sanctus Seru. Few have gotten close enough to perform any thorough study, and most have returned with numerous casualties — if they return at all.

The ancient moon called the Fallen Orb is another lure to the curious and scholarly. Apparently fallen from the sky countless eons in the past, the Orb may be what transformed the entire region into an arid wasteland.

Beyond these things, young one, I foresee little reason for you to venture to this place. All the same, it is best that you learn Mons Letalis' secrets, for, despite my predictions, you may end up paying the realm a visit nonetheless. Life can be strange that way, after all.

—Muliek

Common Encounters in Mons Letalis

Animal, zelnia [use stats for elephant, but with bite instead of gore, and no slam attack]*

Giant scorpion

Human**

Netherbian

Rock hopper

Shade†

Shik'nar

Stonegrabber

Tegi (fire or stone)

Thought horror

Vermin, giant beetle‡

** Most likely 3d6 desperate or foolhardy Recuso bandits hiding or fleeing from Inquisitor forces, or a company of Hand of Seru legionnaires (pursuing the Recusos).

† Near the Spire, this refers to spire spirits (see EQ: *Monsters of Luclin*). Elsewhere, apply the "Shadow" template from EQ: *Monsters of Luclin* to any creature appropriate to the region, such as a thought horror or an adventurer.

‡ Normally giant rhino beetles (see EQ: *Monsters of Luclin*), but the GM may wish to use various giant beetles from EQ: *Monsters of Norrath* for variety.

[71] To the Grey

The airless wastes of the Grey lie beyond Mons Letalis. The air grows thinner the farther one goes from the mountains, and the routes to the Grey are rough and plagued with dangers such as landslides, dead-end canyons, and remarkably deep fissures.

[72] The Mons Letalis

Besides the Grey, this may be the most inhospitable area in all of Luclin. Arid, waterless and inhabited only by tough predatory creatures, the mountains are steep and dangerous. In addition to other natural hazards of the region, as determined by the GM, each character traveling in the Mons Letalis must make a Climb check (DC 15) every hour or risk a potentially deadly fall. Anyone who fails this check must succeed at a Reflex save (DC 15, +1 for each point by which he failed the Climb check) or plummet (8d10)x2 feet (see the EQ: *Game Master's Guide* for details on damage from falling). The falling character can use Tumble and Safe Fall skills, as usual, to reduce the resulting damage.

[73] The Spire

This odd formation resembles the wizard spires of Norrath and the transfer points in Shadow Haven and the Nexus. Four graceful columns bend inward toward the towering central spire, around which the entire structure is built. A

winding spiral staircase runs up the center of the Spire, accessible through a small entrance in the ravine below. The staircase ends at a massive platform, hundreds of feet above the ground, where the four columns rise further into the hazy distance.

The Spire has no living inhabitants. It is infested with creatures called spire spirits, however — cloaked, shadowy entities that float silently up and down its stairs and wander across the platform above. Their exact nature and origin is not known, for few explorers have even seen the Spire up close, let alone survived the experience.

The greatest of these spire spirits is the fearsome Spire Lord, a powerful creature with an insatiable enmity toward the living. The Spire Lord carries three potent magic items: the *blade of loathing*, the *cloak of torment*, and the *crown of torment* (all new items; see Chapter 5: New Magic), and from time to time veteran adventurers have come here to try and wrest the items from him. All have failed, for the Spire Lord appears to have a special connection to this place, and legend holds that he can never be defeated as long as this connection remains.

Statistics for the spire spirits and their Spire Lord appear in EQ: *Monsters of Luclin*.

[74] The Ravine

Apparently a dry riverbed, much like the Ripflow Canyons in the Scarlet Desert, this winding gorge twists idly along under the shadow of the Mons Letalis. Deep, treacherous, and rocky, the Ravine makes a poor highway across the region, but at least there is less danger of deadly falls than in the mountains themselves.

[75] Galic's Mine

Here on the treacherous slopes of Mount Forlorn, grizzled and implacable mining engineer Galic Ferosh (*male dwarf*, Exp 9/Mil 6, ON; SMe) and his stalwart crew of 90 or so miners have built a small operation bringing iron, copper, and silver ore to Sanctus Seru. Being located on an almost vertical mountainside has advantages, as it keeps most of the region's predators at bay, but the rude structures where Galic and his miners live are precariously perched, and some have been known to give way unexpectedly and plunge down the mountain, carrying their occupants to almost certain death. This has fostered a somewhat fatalistic and carefree attitude on the part of the miners, who toil all day and spend much of their free time engaged in drinking, carousing, and fighting. This small settlement is a rough place, but adventurers with a taste for excitement will probably find it to their liking.

A wooden shelf extends from the opening of the mine, and stretches around to the strange shanty-town that the miners have built. Galic and his engineers have constructed a massive winch-operated elevator to bring miners up to the mine and to carry ore down to caravans at the mountain's base.

Normally, this operation would probably be an exercise in madness, but due to Seru's lack of natural resources, it instead represents one of the city's major sources of valuable ore. Galic has become quite a wealthy dwarf, but prefers the rugged frontier life to existence in the colorless city of Seru, and has so far chosen to remain here.

[76] Brokentop Spire

This peak resembles the spire around which the platform to the north was built, but it looks as if it was shattered by titanic force some time in the distant past. Observers theorize that the spire was broken when the Fallen Orb smashed into the surface of Luclin. Today, the spire is notable because the opening to the thought horror caves lies on its northern slopes.

[77] Horror Caves

A complex of volcanic tubes runs under the mountains, and much of it has been occupied by thought horrors, hostile monstrosities that attack with the force of their minds and enslave other races to their will. It is known that the thought horrors are engaged in a vicious conflict with the shissar, and they may be using this region as a staging area. Regardless of their motivations, thought horrors are hostile to all other known life forms that they do not control, and attack anyone who approaches them.

[78] The Fallen Orb

Even before the coming of the shissar to Luclin, this region had been the victim of a cosmic disaster. Previously a lush wilderness that stretched from Marus Seru to the Scarlet Desert, the land was shattered when it was struck by a great celestial body — the great rocky sphere that today lies embedded in the Mons Letalis. Some claim that the sphere's fall is associated with the coming of the Maiden's Scar, the terrible storm that devastated nearby regions, but no convincing evidence of this has yet been uncovered.

The Orb is enormous, and still retains its spherical shape even after its fearsome impact into the mountain range. Scholars from Seru are said to have examined the Orb on several occasions, attempting to confirm a legend stating that the Orb is hollow and full of hidden tunnels, where ancient treasures and artifacts can be found. Some wild theories hold that one or more of the monstrous races of Luclin — the most common candidates are the netherbians and the thought horrors — actually arrived with the Fallen Orb, and have since spread throughout Luclin.

Scarlet Desert

Light Side

Far from our shadowed city, on the opposite side of this strange world, an enormous desert bakes under eternal daylight atop a vast plateau west of the Twilight Sea. This region is a brutal furnace, where only the hardiest of species can survive. The sun shines constantly there, and there is little plant life, making the creatures that live in the Scarlet Desert both fierce and fearless. Our own Taruun have explored the region, and report that while there are riches to be had in the desert, the risks of venturing there are considerable, both due to the desert's hostile natives and the merciless climate.

Our scholars have theorized that the Scarlet Desert was once a paradise, a lush valley fed by a mighty river called the Ripflow. Today, that river is a dry streambed, which forms the most common route across the desert and divides the region in half. Some have speculated — though it has never been conclusively proven — that the desert itself was

formed when the shissar arrived and transformed the neighboring realm into the airless void now known as the Grey. In this fashion, so the theory goes, the life force was leeched from the valley and the Scarlet Desert formed. It is known that some cave complexes in the western portion of the desert are without air, proof that the atmosphere is slowly being leeched away by the dreadful neighboring realm of the shissar. If this is true, the Grey and the snake-folk who live there could one day pose a serious threat to all life on Luclin.

The inhabitants of the Scarlet Desert are a hardy and hostile lot. The Blood-tribe galorians are probably the least dangerous, for they are sometimes willing to trade with outsiders, and they allow travelers safe passage so long as they keep their distance. Tegi occupy the desert as well — the Tro Jeg, the Grol Baku, and the Vas Ren tribes — and they fiercely defend their respective territories. Their settlements are usually near major elemental nexi, where tribal shamans can summon the elementals that serve them.

Most dangerous and mysterious of all the desert's inhabitants, though, are the red-eyed creatures called sun revenants. No one knows where these fierce beings came from, or what their purpose in the desert might be. The most common theory is that they are the remnants of an ancient civilization that once thrived here before the arrival of the shissar. It is known that the sun revenants occupy several ruins throughout the desert, and have so far prevented any further investigation.

Other non-humanoid inhabitants of the desert are similarly tough and hardy. The desert cheetah and the fearsome rock hopper are the region's top predators. Lightcrawlers are common here, as well. Near the Blue Pool in the south, a unique plant species known as the sunflower can be found. These carnivorous plants, resembling red and green cacti with large mouths at the top, can move on their agile shoots to pursue smaller prey.

—Muliek

Common Encounters in the Scarlet Desert

- Animal, crocodile (only near oases)*
- Animal, scarlet asp [cistern asp]*
- Animal, rattlesnake*
- Animal, scarlet cheetah [use lion stats, but speed 60 ft. plus Swift and Run feats]*
- Galorian, Bloodtribe (as Goranga galorians)
- Lightcrawler [use venomwing stats, but with ground speed 20 ft. and no fly speed]
- Rock hopper
- Skeleton‡
- Sun revenant
- Sunflower [Erollisi bloodthorn]*
- Tegi (fire, stone, or wind)
- ‡ Use a dry-bone skeleton from *EQ: Monsters of Norrath*, or apply the skeleton template to any other appropriate creature.



[79] Ripflood Pass

The dry bed of the Ripflood River plunges down through the red rock of the Scarlet Plateau, emerging on the shores of the Twilight Sea. This is the most common route to and from the desert.

[80] The Ripflood

This dry stream bed traces a route through the middle of the desert, a deep, branching canyon of sand that offers shelter from the heat and wind, and a reliable road from one end of the desert to the other. Normally, the temperature here is ten to twenty degrees cooler than on the desert floor. Scarlet cheetahs, rock hoppers, and galorian hunters are often encountered taking shelter here during the hottest part of the day.

[81] Blue Pool

Hamlet, Pop. 350
(Water tegi 100%)

Ruler: Watermaster Hul Tak.

Gold Piece Limit: 200 gp.

Assets: 3,500 gp.

Resources: Water, fishing, hunting.

Militia: 40 Vas Ren warriors.

The largest oasis in the desert — the last remnants of the lakes and rivers that once occupied this region — is held by the Vas Ren water tegi. Normally the Vas Ren are an

inoffensive and non-violent people, but in the harsh conditions of the Scarlet Desert, they have grown more wary and defensive, constantly struggling against sun revenants and rival tegi tribes. Their camps line the shores of this deep lake, their hunters swim the depths to spear fish and gather crustaceans, and their warriors patrol the region around the pool, attacking and driving off intruders, raiders, and predators. Watermaster Hul Tak (*male water tegi chieftain, Exp 6, ON; Vas Ren*) rules the Vas Ren here; his hut is located along the Blue Pool's southern shore, and he is defended at all times by a group of fanatically loyal Vas Ren warriors.

[82] Ruins

These strange stone ruins have proven a puzzle to every scholar who has seen them; few have gotten a close look at them in any event, as the sun revenants have periodically occupied the ruins as well, using them as a base for attacks on nearby travelers and tegi tribesmen. Captives are sometimes taken to the Sun Plateau, where the elder revenants are said to perform horrific rites on them, but for the most part the revenants seem most interested in simply slaying intruders.

[83] Grol Baku Camp

Hamlet, Pop. 200
(Stone tegi 100%)

Ruler: Warlord Yugh Hab.

Gold Piece Limit: 100 gp.

Assets: 1,000 gp.

Resources: Hunting, gathering.

Militia: 24 Grol Baku warriors.

Several small settlements of the militant Grol Baku stone tegi are scattered around this portion of the desert. This is the largest of its kind, and houses the tribe's eldest leader, the venerable Warlord Yugh Hab (*male stone tegi chieftain, War 10, NE; Grol Baku*), his personal bodyguards, and Chief Runemaster Guk Mal (*male stone tegi high shaman, N; Grol Baku*). The Grol Baku are a very violent tribe and they regularly practice cannibalism, attacking outsiders on sight and taking bodies back to their camps for food.

[84] Sacred Water Cave

The Bloodtribe galorians of this area live primarily in cave complexes in the cliff walls of the region. This deep complex has at its heart a shallow freshwater lake, left over from the region's old river network. The galorians consider this to be sacred ground, for the water helps keep their tribe alive, and is shared with other Bloodtribe clans who need it.

This cave complex is under the leadership of Waterkeeper Ugana (as *female Gantru galorian shaman, Shm 7, NG; Bloodtribe*), an ancient shamaness who claims to remember what the realm was like before it became a desert. This would make her very old indeed, but she may actually be remembering the events of past lives, blurred together in her mind until they are indistinguishable from memories of her current incarnation. Bloodtribe warriors defend this cave to the death, for its loss would mean the extinction of their kind in any case.

[85] Revenant Fort

Bands of sun revenants occupy these ruins, which appear to once have been a military outpost or fortress of some kind. The revenants defend it tenaciously, and also sometimes attack galorian hunting parties that stray too close, but their purpose in the ruins remains unknown. A Kattan document tells of an expedition to these ruins, in which explorers found buried tablets describing the civilization that once thrived here, but so far no one has been able to duplicate this achievement due to the revenants' vigilance.

[86] Sandstone Caves

A band of over 100 Bloodtribe galorians lives here, under the watchful rulership of the shamaness known as Prophet Adonaja (as *female Gantru galorian shaman, N; Bloodtribe*). Her folk have often run afoul of the sun revenants, and hunting has been poor of late. Like all of her people, Adonaja is reluctant to treat with outsiders, but she would be grateful for any assistance in driving the sun revenants from the area so that her band can hunt in peace. She bears a *fist of iron* (see EQ: *Al'Kabor's Arcana*), which she will give to anyone who so aids the tribe.

[87] Ruins

The aboveground portion of these ruins might once have been a large mansion or warehouse, but observers note that numerous sun revenants occupy the ruins, moving in and out of openings in the ruins. This suggests that the ruins are actually much more extensive than they seem, and may

contain extensive underground passages. No one has yet gotten close enough to confirm these tales, and rumors have grown more and more fanciful, including tales of buried treasure, lost temples, magical artifacts, horrific monsters, and more. Actually investigating the ruins may require a full-scale military expedition, for the sun revenants would have to be dislodged by force before exploration could proceed.

[88] Scarlet Hills

Rough, weathered hills surround the desert. Beyond them to the south lies the Grey, easily the most inhospitable region on the Moon of Luclin. Several tunnels pass through the hills, and some overland routes are also known, but these are rarely used due to the steady decrease in air that occurs as one approaches the Grey. The galorians avoid this area, believing it to be cursed, and there are no tegi settlements for miles around. Shissar and constructs from the Grey are sometimes sighted in the hills, it is said, but they have never been seen save from a great distance.

[89] Ripflow Caverns

The great river Ripflow once originated in these caves, carved out by its eagerly rushing waters. Today the caves are nearly completely dry, although a small spring still supplies the Bloodtribe galorians with a small amount of fresh water (most of the tribe's drinking supplies originate in Sacred Water Cave, far to the south, however).

Living here is the largest group of galorians in the desert, numbered at over 500, led by the supreme tribal chieftain, Ancient Nadruu (as *male Gantru galorian, War 14, N; Bloodtribe*). He and his tribal shamans, known as firetalkers, keep these caves safe from intruders, and also store food and water that the tribe might need in times of crisis.

[90] Blackvein Cave

About 300 Bloodtribe galorians live here under the beneficent rule of their wise chieftain, Waterkeeper Jamboka (as *male Gantru galorian shaman, Shm 5, N; Bloodtribe*). The cave is named for the dark striations that are found in the sandstone, some of which are said to contain diamonds, a gemstone that holds little interest to the galorians but remains a considerable enticement to adventurers who come to the desert seeking riches. Despite their brutish appearance, the galorians are not stupid, and the interest that outsiders have in these "worthless" rocks has not escaped their attention. Jamboka and his chief shamaness, Firetalker Itona (as *female Gantru galorian shaman, N; Bloodtribe*), are willing to trade them for tools, food, or even assistance against the sun revenants and hostile tegi.

[91] Grieg's Pass

It is said that by the time the alchemist Grieg reached the Scarlet Desert he was already four-fifths mad, and that the tribal galorians treated him as a wandering prophet who spoke the words of their ancestors. In time, after crossing the desert several times, Grieg stumbled upon this pass, which he followed to the place where he built his fortress, which still stands, several days hard march to the north.

[92] Spireshadow Cave

This sizeable cave complex was once home to a thriving community of Bloodtribe galorians, but today only 100 or so live here, their numbers reduced by pressure from the Tro Jeg fire tegi and the murderous sun revenants. The surviving galorians are led by their young shamaness, Chanter Shaskata (as *female Tarmok galorian shaman, N; Bloodtribe*), and are contemplating abandoning the caves altogether to move to a safer part of the desert.

[93] Sunspires

Sun Plateau is surrounded by a number of tall basalt spires, which thrust several hundred feet up from the desert floor. Tegi and sun revenants lurk beneath the spires, always on the lookout for unwanted visitors — including each other.

[94] Sun Plateau

This vast formation rises abruptly from the desert, and may be the core of an ancient volcano. Its flat summit harbors both the tegi Fire Temple and a ruined fortress that may be the center of sun revenant activity in the area. The top is accessible by a hard climb up rough volcanic stone, or by a sandy ramp that circles around the outside, and the area is constantly patrolled by the fire tegi, who seem to be agreeable both with and to the sun revenants, though no one has been able to discover why.

[95] Fire Temple

Hamlet, Pop. 250

(*Fire tegi 100%*)

Ruler: Flameweaver Kraen.

Gold Piece Limit: 100 gp.

Assets: 1,250 gp.

Resources: Hunting, gathering.

Militia: 10 Tro Jeg temple guards, 20 Tro Jeg warriors

The Tro Jeg fire tegi appear to have made peace with the sun revenants, for they share the plateau with them, engaging in worship and making sacrifice to the fire spirits of the desert. They perform these rites in a formation of ancient columns called the Fire Circle, and are usually led by the tribe's leader, Flameweaver Kraen (see below), a simple fire tegi who has risen to considerable power among his people.

Kraen is unique in several ways, not the least of which is the fact that he can summon especially powerful fire elementals, which he does should the tribe be threatened or a major task be required.

Flameweaver Kraen, Male Fire Tegi Shaman, Mag 22 (always buffed with *spirit of bear* [totem spirit]): CR 24; Small humanoid (tegi) [fire]; HD 5d8+5 plus 22d4+22; hp 152; Init +1 (Dex), Spd 20 ft.; AC 13 [flat-footed 12, touch 12] (+1 size, +1 Dex, +1 natural); BAB +14; Grap +8; Atk +17/+12/+7 melee (1d6+2 plus 2d6 fire, +4 *flaming light mace*) or +16 ranged; SA spells; SQ infravision, group mind, fire aura (6), fire mage, fire subtype, greater magics (elemental pact [fire], instant elemental), Greater Specialization (conjunction), spirit mastery (totem spirit); Res CR 12, FR —, PR 6; AL DN; Fac Tro Jeg; SV Fort +11, Ref +14, Will +17; Str 6, Dex 12, Con 16 (12), Int 23, Wis 16, Cha 14.

Skills: Channeling +33, Climb +1, Heal +17, Hide +18, Jump +0, Knowledge (folklore) +16, Knowledge (local lore) +16, Knowledge (mysticism) +22, Knowledge (nature) +13, Knowledge (planar travel) +11, Listen +14,



Meditation +40, Sneak +14, Spellcraft +28, Spot +14, Trade Skill (alchemy) +19, Wilderness Lore +6.

Feats: Extend Spell, Lightning Reflexes, Mental Clarity, Mystic Capacity (x3), Mystic Focus (fire)*, Quicken Spell, Second Elemental*, School Specialization (conjunction), Spell Focus (evocation).

* These feats can be found in *Realms of Norrath: Freeport*.

Shaman Spells Prepared (mana cost, modified for Greater Specialization): *Gate* (12), *light healing* (5). Caster level 5th. Save DC 13 + spell level. Mana pool 30.

Magician Spells Prepared (mana cost, modified for Greater Specialization and fire mage ability): *Arch-shielding* (33), *blaze* (20), *flame arc* (25), *elemental maelstrom* (30), *greater conjunction: fire* (22), *lesser summoning: fire* (22), *phantom plate* (33), *reclaim energy* (1), *shock of swords* (38). Save DC 16 + spell level, DC 18 + spell level for evocation or fire spells, or DC 20 + spell level for evocation (fire) spells. Mana pool 264.

Fire Aura (Ex): Due to the protection of the fire spirits he worships and his own fiery nature, Kraen constantly emits a fiery nimbus that acts as a [fire] damage shield (6).

Fire Mage (Ex): Kraen pays only 75% of the usual mana cost for any spell with the fire descriptor; this benefit stacks with mana cost reductions from any other sources, such as Greater Specialization. Furthermore, he may cast spells of the *elementaling: fire* line as if he had 2 additional magician levels.

Possessions: +4 *flaming light mace*, *potion of drake's breath* (type 6), 2 *potions of mystical infusion*.

Flameweaver Kraen (buffed with *arch-shielding* and *phantom plate*): hp 188; Init +1 (Dex), Spd 20 ft.; AC 20 [flat-footed 19, touch 12] (+1 size, +1 Dex, +1 natural, +7 armor); SQ damage reduction 9/—, fast healing 1 hp/5 rounds, magic save +2; Res MR 8.

Kraen's 1st Pet, Fire Elemental, Type 11: CR —; Huge elemental [fire]; HD 21d8+84; hp 178; Init +13 (+9 Dex, +4 Improved Initiative), Spd 50 ft.; AC 24 [flat-footed 15, touch 17] (—2 size, +9 Dex, +7 natural); BAB +15; Grap +28; Atk slam +22/+18/+14/+10 melee (2d8+7 plus 3d8 fire); Face 10 ft. by 10 ft.; Reach 15 ft.; SA magic attack +4; SQ damage reduction 10/+4, elemental, fast recovery, fire aura (7), fire subtype; AL N; Fac None; SV Fort +11, Ref +21, Will +7; Str 20, Dex 29, Con 18, Int 7, Wis 11, Cha 14.

Skills: Listen +14, Spot +14, Taunt +16.

Feats: Dodge, Double Attack, Improved Dodge, Improved Initiative, Mobility, Riposte, Weapon Finesse (slam).

Kraen's 2nd Pet, Fire Elemental, Type 5: CR —; Medium-size elemental [fire]; HD 9d8+18; hp 58; Init +10 (+6 Dex, +4 Improved Initiative), Spd 50 ft.; AC 20 [flat-footed 14, touch 16] (+6 Dex, +4 natural); BAB +6; Grap +9; Atk slam +12/+7 melee (1d10+4 plus 2d6 fire); SA magic attack +2; SQ damage reduction 5/+2, elemental, fast recovery, fire aura (4), fire subtype; AL N; Fac None; SV Fort +4, Ref +13, Will +2; Str 16, Dex 23, Con 14, Int 5, Wis 11, Cha 11.

Skills: Listen +8, Spot +8, Taunt +10.

Feats: Dodge, Improved Initiative, Weapon Finesse (slam).

[96] Ruined Castle

At least 100 sun revenants are known to inhabit these ruins and the surrounding lands. Their normal hostility seems to be suspended when it comes to the Tro Jeg tegi who live nearby, though no direct communication between the two groups has ever been observed. The revenants go about their business, hunting, raiding, and gathering needed supplies (often from other tegi or unlucky desert travelers). Very little is known about the sun revenants' culture or lives on the plateau, for their hostility is immense, and anyone who comes near risks swift and bloody death.

Few individual sun revenants are known, but the most prominent is called Sunlord Wedazi by the few tegi who have communicated with outsiders. Wedazi remains a mysterious individual, said to wander the desert widely, returning to the plateau occasionally for important events, rituals, and sacrifices, or to defend it against foes.

Sunlord Wedazi, Male Sun Revenant, Mnk 8/War 7: CR 23; Medium-size humanoid (sun revenant); HD 16d8+128 plus 8d8+64 plus 7d12+56; hp 386; Init +1 (Dex), Spd 20 ft.; AC 29 [flat-footed 20, touch 19] (+8 Dex, +5 natural, +5 armor, +1 haste); BAB +27; Grap +34; Atk +38/+36/+34/+32/+30 melee (1d8+11, +4 *unholy heavy mace of great speed*) and +29 melee (1d6+3, unarmed strike) or +36/+34/+32/+30/+28 melee (1d8+11, +4 *unholy heavy mace of great speed*) and +27 melee (1d6+3, unarmed strike) and +32 melee (1d8+7, round kick), or +38/+35/+33/+30/+27 ranged (1d3+7 plus poison, 40 ft., +3 *darts of distance*); SA mystic strike +2, poison, round kick, tiger claw; SQ berserking, evasion, feign death, haste (3) [1 extra action/3 rounds, -1 weapon delay], infravision, martial defense +2, mend (32 hp), poison use, poison save +2, sonic save +1, spell resistance 26, Taunt bonus +2; Res DR 4, FR 23, MR 10, PR 15, SoR 4; AL NE; Fac Sun Revenants; SV Fort +24, Ref +26, Will +17; Str 24 (18), Dex 26 (20), Con 26 (20), Int 17, Wis 19 (17), Cha 10.

Skills: Balance +12, Climb +20 [armor], Heal +12 [kit], Hide +18 (+28 outdoors) [shawl], Jump +15, Knowledge (local lore) +10, Listen +18, Safe Fall +18 [armor], Sense Motive +11, Sneak +22 [armor], Spot +19, Trade Skill (poison making) +18, Tumble +15, Wilderness Lore +8.

Languages: Sun Revenant (4), Tegi (4), Galorian (4).

Feats: Alertness, Cleave, Dodge [can be applied twice due to armor], Dual Wield, Great Fortitude, Hand to Hand, Improved Disarm, Improved Dodge, Improved Hand to Hand, Improved Trip, Iron Will, Parry, Power Attack, Quick Draw.

Poison (Ex): Dart, visceral rot—injury, Fort DC 30; initial 1d6 poison damage per round for 10 rounds/secondary 1d6 permanent Dex drain.

Possessions: Scarlet cheetah-skin armor (as black pantherskin armor), +4 *unholy heavy mace of great speed*, quiver of 5 +3



darts of distance, sun leggings, sleeves of power, shawl of the hidden, rumed bolster belt, 5 doses poison (visceral rot), healer's kit.

[97] Ruins

This small cluster of weathered stone contains the deteriorated remains of humanoid statues, but their features are completely destroyed by the elements. A small clan of sun revenants occupied this place until recently, when they were attacked and driven out by a particularly powerful Bloodtribe galorian warband. Galorians and some Tro Jeg are sometimes encountered here now, but there is a strong possibility that the revenants will soon return.

[98] Ruins

The desert winds have recently uncovered a cluster of standing stones and the remnants of several square buildings at this location. Vas Ren tegi (see Area 81) have been seen exploring the ruins and digging up a number of small objects, but there have been sun revenant patrols sighted in the area as well, and the revenants are expected to move into the area in strength soon. So far, the Vas Ren have avoided direct conflict with the revenants, but this may change if the revenants occupy the ruins.

Shadeweaver's Thicket

Dark Side (east and central); Twilight (western)

Hear now, young one, of the lands that border our beloved city. Beyond the western slopes of the great crater of Shar Vahl lies a vast wilderness that we call Shadeweaver's Thicket. This is a testing place for our people, where young kerrans such as yourself come to train and hone the skills that will someday be used in defense of our homeland.

The Thicket is divided by the flinty slopes of the Shadeweaver Hills. Even in the east, the area is lush and well lit by phosphorescent bacteria, airborne glowing fungal spores, and the eternal predawn purple-red of the sky to

the west. Our sentries patrol these lands constantly, keeping them clear of the most dangerous creatures. Small shik'nar, saurek hoppers, and the occasional Loda'Kai poacher can be found here, all hunted by the young kerrans who train in the nearby Shadeweaver Camp.

The Loda'Kai are human outcasts who now prey upon the animals and other innocents of Shadeweaver's Thicket. We Vah Shir are hunters ourselves, it is true, but we hunt only when we need to and we always honor the spirits of our prey. These Loda'Kai are different, and dangerous — they hunt for profit, killing the sacred tigers of the Thicket, and they would even attack our kind, exchanging the furred skins of our people for filthy coins. They are a cunning breed, and so far we have been unable to exterminate them.

The western half of the Thicket, beyond the hills, is a rock-strewn wilderness, and a much more hazardous place. Here, the Loda'Kai dwell in greater numbers, and the dead are known to walk freely. Some of these are the reanimated remains of our own people, inhabited by wicked spirits and denied the peace of death. Brave Vah Shir can gain great honor and prestige by stalking the inhabitants of this region.

It is in the caves beneath the Shadeweaver Hills that one of the greatest threats to our realm lies. Once home to the relatively insignificant and friendly Gor Taku tegi, the caverns have been conquered by the more aggressive and dangerous Shak Dratha fire tribe, under their fierce warlord, Gok Thok. With the Gor Taku enslaved or driven from their caves, the Shak Dratha have grown stronger and more daring, raiding across the Shadeweaver Hills, attacking our young ones, and even carrying the fight to the outer gates of our city.

As a young kerran, you would do well to visit the nearest protions of Shadeweaver's Thicket and learn its ways, for the eastern half of the region is well patrolled by Taruun and Khala Dun from our fair city. Young Vah Shir are common here in training groups, working with older and more experienced kerrans.

Beyond the Shadeweaver Hills, however, the danger grows greater, and you should go there only in the company of several of your fellows, or when you have gained enough experience to survive alone in the wilderness.

—Muliek

[99] Shar Vahl Crater

Flanked by the towering slopes of the crater that surrounds the Vah Shir city, this broad opening leads to the passage back to Shar Vahl. It is protected by the kerrans of Shadeweaver Camp. The portal has no gates, but with the growing audacity of the Shak Dratha tegi and the deterioration of relations between Shar Vahl and Sanctus Seru, some members of King Raja's court have begun to investigate the building of gates like those that protect the city walls here. The expense of such a project would be enormous, and so far no one has been able to figure out how to pay for it, now that acrylia production is at a virtual standstill.

[100] Shadeweaver Camp

This small settlement consists of numerous large tents and a few small permanent buildings. It is the first stop for

Common Encounters in Shadeweaver's Thicket

Animal, Shadeweaver tiger [tiger]*

Animal, zelniak [use stats for elephant, but with bite instead of gore, and no slam attack]*

Cht'thk (any)

Human**

Myconid [reishi]

Owlbear

Rock hopper

Saurek hopper

Shik'nar

Skeleton†

Sonic wolf

Stoneclaw burrower [underbulk, lesser]

Tegi (fire or stone)

Vah Shir

Vermin, giant beetle‡

** Most likely 2d10+5 Loda'Kai bandits (leader types are most commonly magicians, rangers, rogues, warriors, and/or wizards).

† Use a dark-boned skeleton from EQ: *Monsters of Norrath*, or apply the skeleton template to any other appropriate creature.

‡ Normally giant rhino beetles (see EQ: *Monsters of Luclin*), but the GM may wish to use various giant beetles from EQ: *Monsters of Norrath* for variety.

young kerrans on training expeditions, where they meet with the senior officers who teach and guide them.

a. Firedancers' Tent: To the steady beat of music provided by Hymnist Omiyad (*male Vah Shir (ti)*, *Brd 10/Shm 11*, NG; DK), the kerran firedancers cast the remains of their foes — most often Loda'Kai poachers and Shak Dratha tegi — into a great bonfire. They then perform ritual dances intended to sever the ties of their enemies' spirits to Luclin, preventing their foes from returning as troublesome undead. The firedancers themselves are all lithe, athletic female kerrans, skilled in spirit magic. The senior dancers are Nikka (*female Vah Shir (bl)*, *Shm 10/Exp 4*, DG; DK), Savra (*female Vah Shir (ly)*, *Shm 11/Exp 4*, DG; DK), and Kiara (*female Vah Shir (wt)*, *Shm 12/Exp 4*, NG; DK).

b. Payala Treats: Saren Kaja (*female Vah Shir (lp)*, *Com 8*, NG; SVM) bakes many confections made from payala sap, taken from the succulent blue-leaved tree of the same name that grows throughout the Thicket and elsewhere. Tarts, dried chips, pies, and syrups are among Saren's wares, and she is always willing to barter as well. As a result, she usually has a good selection of adventuring gear, including cloaks, boots, belts, and even weapons. The wonders of payala are almost a religion for Saren, whose motto is "The



quickest way to someone's heart is a freshly baked payala tart!"

Poetry is not Saren's strong suit.

c. Dar Khura Trainer: Spiritist Karina (*female Vah Shir (wt)*, *Shm 14*, NG; DK, SVC) teaches young kerrans here, and passes on her wisdom and knowledge regarding the hazards of Shadeweaver Thicket. She is a friendly and considerate teacher, and enjoys talking with anyone, including foreigners passing through the area. She and her students spend their evenings feasting, singing, dancing, and exchanging tales of high adventure (whether their own or other people's).

d. Depository: Karra Kai (*female Vah Shir (ti)*, *Scr* 8/Mil 2*, ON; SVM) manages this small structure, in which — for a small fee — she guards the valuables of traveling Vah Shir (and those of other races, though this happens only rarely) while they are out in the Thicket. Karra and her royally sanctioned enterprise are guarded by a pair of highly experienced Khala Dun warriors.

* See the "Vah Shir Scribes" sidebar in Chapter 2.

e. Taruun Trainer: Young initiates into the society of Shar Vahl scouts come here to train in wilderness lore under the guidance of Captain Tarief (*male Vah Shir (bl)*, *Rog 11/Exp 4/Bst 3*, NG; Tar, KhS). These eager recruits serve a dual purpose, keeping the region free of enemies while hunting for some of the food that goes to feed the city.

f. Khala Dun Trainer: Aspiring warriors seek out the massive Captain Koldar (*male Vah Shir (sa)*, *War 13/Exp 5*, OG; KhD), who is known as a tough but fair commander, determined to root out the invading Shak Dratha and taking back Shar Vahl's lost territory. He offers a bounty of 100 gp each for Shak Dratha hearts, and can provide weapons and armor to those who have proven themselves.

g. Khati Sha Trainer: The camp's leading beastlord is Captain Alim (*male Vah Shir (ti)*, *Bst 15/War 2*, NG; KhS, NL), a knowledgeable and talkative Vah Shir. Over the years he has gained much wisdom about the Thicket and its creatures, wisdom that he passes on to his many students. Alim has recently been working on transforming the claws and teeth of the saurek that inhabit the thicket into

weapons. He is always accompanied by his pet tiger, Sherendhi.

Alim currently hosts the visiting beastmaster Groo McMannus (*male barbarian*, *Bst 22*, DG; NL), originally from Shadow Haven, a surprisingly peaceful soul who wishes to learn more of the Vah Shir's ways.

h. Priestess Bast: Sometimes quiet and contemplative, Priestess Bast (*female Vah Shir (lp)*, *Bst 7/Shm 13*, NG; NL, DK, KhS) nonetheless spends much of her time wandering the Thicket, rescuing animals who are threatened by Loda'Kai poachers. Much of the rest of her time is spent in meditation, and when addressed she often responds to speakers as if she sees them even though she keeps her eyes closed at all times while meditating.

Quest: Champion of the Vah Shir

Faction: Guardians of Shar Vahl (+1 rank).

NPC: Priestess Bast.

CR: 8–14.

Reward: +1 faction rank with the Guardians of Shar Vahl (+2 maximum from this quest); +1 faction rank with the Naturalists of Luclin (+2 maximum from this quest); *blessed champion's cape*.

Consequence: –1 faction rank with the Loda'Kai (–2 maximum from this quest).

Quest Summary: Priestess Bast tells the characters that she has spent her entire life defending the animals of Shadeweaver's Thicket. Now, Loda'Kai poachers have overrun the region and regularly hunt the great cats of the region, whom the Vah Shir consider spiritual brethren. Bast asks that the characters hunt down the Loda'Kai and bring her the pelts that they have stolen.

Once the characters have found and (re)claimed three poached tiger skins (she will know intuitively whether they are indeed poached by the Loda'Kai), Bast sends them to talk to Taruun scout Kojinn Kaa (*male Vah Shir (pn)*, *Rog 8/War 2*, NG; Tar), who asks that the characters attack the nearest Loda'Kai camp (see Area 103). The Loda'Kai there have stored numerous pelts and also keep several great cats alive for later sale to collectors. Kaa bids the PCs save a vial of heart's-blood from a slain Loda'Kai and bring it to Priestess Bast, who uses the blood, along with the recovered pelts, to create a *blessed champion's cape* (see Chapter 5: New Magic) for the heroes.

[101] Western Forest

To the west of the Shadeweaver Hills, the Thicket becomes a forested plain, faintly luminescent with glowing flowers and the thick-trunked, blue-leaved payala tree. Animals here can be aggressive, but most are not a serious threat to the well-prepared adventurer.

[102] Roads

These rough gravel trails lead north and west, ending at the entrances to the tegi caves. The roads are regularly patrolled by Taruun scouts and Khala Dun warriors.

[103] Loda'Kai Camp

The human poachers are not present in strength on this side of the hills, and their main camp's location changes regularly to keep the Vah Shir from discovering it (which has happened on a couple of occasions, resulting in deadly skirmishes). Currently, the camp is located in a rocky area at the base of the Shadeweaver Hills, and consists of a five or six skin tents. The poachers know that their position here is precarious, and they operate with great caution, taking hoppers and other food animals for the bandits on the other side of the hills, and attacking lone travelers or Vah Shir scouting parties.

The camp's leader is Cardos (*male human, War 4/Rog 7, NE; Loda'Kai*), a grim and violent man who despises kerrans and their allies. He is currently nursing a badly injured leg, the result of a skirmish with the Shak Dratha. He knows that the tegi are becoming a greater threat with each passing day, but Cardos refuses to even consider trying to make peace with the kerrans — a gesture that would likely be refused in any case.

[104] Gor Taku Camp

Most of the Gor Taku stone tegi have been driven from their homes in the caves under Shadeweaver Hills. This is probably the largest free settlement remaining, a collection of Gor Taku refugees forced to camp on the open plains, where they feel profoundly uncomfortable. The Gor Taku's chief Kuk was killed by Shak Dratha Warlord Gok Thok several months ago, so leadership of the shattered tribe has passed to his nephew, Chief Maag (*male stone tegi warrior, Ari 2, NG; Gor Taku*). The Gor Taku are relatively friendly, or at least not openly hostile, for they know that the Vah Shir could exterminate them if they chose to. They sometimes trade with passersby and might even be able to provide information about the Shak Dratha.

[105] Shadeweaver Hills

Tall and forbidding, these hills divide Shadeweaver's Thicket almost perfectly in half. Most of the hills are impassable, which has led the Vah Shir to dig tunnels under them for passage. Unfortunately for the kerrans, the Shak Dratha tegi moved into the area and forced the cat-folk to retreat, and today hostile fire tegi are the most commonly encountered creature in the hills.

[106] Cave Entrances

These openings were originally natural cave mouths, but were expanded and finished by the Vah Shir. The seal of

the great city of Shar Vahl is carved into the outside of the cave entrances, but today few if any kerrans venture within.

[107] Tegi Caverns

Originally, these caves were home to the Gor Taku, a relatively peaceful stone tegi tribe. In recent years, however, the warlike Shak Dratha occupied the caves, driving the Gor Taku out or taking them as slaves. Today, the caves are full of Shak Dratha fire tegi, plus a few defeated and pathetic stone tegi laborers. The southernmost chamber in the cave complex is the throne room of the Warlord Gok Thok (*male fire tegi chieftain, War 9, OE; Shak Dratha*), where he is always surrounded by his elite guards.

[108] Paludal Passage

This twisting passage leads to the Paludal Caverns, and beyond them to the city of Shadow Haven. Traders once traveled this route regularly, but the coming of the Shak Dratha and the increase in Paludal bandit activity has reduced trade traffic to a mere trickle.

[109] Eastern Wasteland

The Vah Shir once occupied this half of the Thicket in force, operating from what is now the Loda'Kai fortress (see Area 111). When the fortress fell to human bandits and the Shak Dratha began to raid out of their cavern complexes, the kerrans were forced to abandon the eastern wasteland, however, and today the region is mostly wilderness. Vah Shir hunters still come here regularly, but only in numbers and only when well supplied. The conflict between the kerrans and the poachers has grown less intense of late, as the warlike Shak Dratha have begun hostilities toward both Loda'Kai and Vah Shir. Some Vah Shir suggest that a truce between Shar Vahl and the humans would be wise, at least until the tegi are defeated, but the idea has found little support among the Vah Shir.

[110] Loda'Kai South Camp

About 100 Loda'Kai warriors occupy this camp, guarding the Loda'Kai fortress to the south. Food and supplies stolen or poached from the eastern half of the Thicket pass through here before distribution to other Loda'Kai settlements. The commander is Osua (*female human, War 8/Rng 5, OE; Loda'Kai*).

[111] Loda'Kai Fortress

This small outpost is obviously of Vah Shir design, crafted of acrylia-veined marble, sporting gold domes and elegant staircases in the kerran style. The fortress was taken nearly a decade ago, however, when a strong force of human raiders — generally thought to be outcasts from Sanctus Seru — stormed the place and forced the kerrans to flee. Today it serves as the Loda'Kai poachers' headquarters, and the personal residence of their leader, Master Henshon (see below), along with about 200 of his followers, some with families. The Loda'Kai defend this place ferociously, and they seek to capture any strangers found in the vicinity, bringing them here for interrogation. Recently, the poachers held off an attack by a strong force of Shak Dratha, leading some of the Loda'Kai to suggest

sending emissaries to Shar Vahl, offering a truce in the face of tegi aggression.

Master Henshon

Grey-eyed and hairless, Henshon bears the scars of a dozen different encounters with the Vah Shir and other foes. He is crafty but not mindlessly cruel, and does appear to have a genuine concern for his people. Although he and his followers will fight tenaciously, Henshon knows the value of caution, and will retreat if a battle is going against him.

Master Henshon, Male Human Rng 14/Rog 3: CR 17; Medium-size humanoid (human) [5 ft., 10 in.]; HD 14d10+28 plus 3d8+6; hp 130; Init +4 (Dex); Spd 30 ft.; AC 21 [flat-footed 17, touch 14] (+4 Dex, +7 armor); BAB+16; Grap+19; Atk+24/+22/+20/+18/+16 ranged (1d8+6, crit x4, 170 ft., *silk-strung double-cam planed shadewood longbow* and +1 arrows) or +20/+16/+12/+8 melee (1d8+4, crit x3, masterwork silver spear) or +20/+16/+12/+8 melee (1d8+4, crit x3, reach, masterwork longspear) or +20/+16/+12/+8 melee (2d4+5, crit 19–20, +1 *falchion*); SA backstab +1d6, spells; SQ fletcher, sense traps, wilds masteries (archer, favored terrain [forest], improved track); Res CR 5, DR 4, FR 4, MR 3, SoR 3; AL OE; Fac Loda’Kai; SV Fort +10, Ref +16, Will +8; Str 17 (14), Dex 18, Con 15 (12), Int 11, Wis 17 (15), Cha 12.

Skills: Alcohol Tolerance +6, Animal Empathy +11, Channel +8, Climb +7, Handle Animal +9, Hide +6, Jump +8, Knowledge (local lore) +11, Knowledge (monster lore [humanoids]) +9, Knowledge (nature) +8, Listen +9, Ride +5, Sense Heading +12, Sneak +10, Spot +8, Swim +8, Taunt +8, Trade Skill (fletching) +10, Use Rope +7, Wilderness Lore +11.

Languages: Modern Combine (4), Vah Shir (3), Tegi (2).

Feats: Alertness, Double Attack, Parry, Point Blank Shot, Precise Shot, Weapon Focus (longbow), Weapon Specialization (longbow).



Ranger Spells Prepared (mana cost): *Bramblecoat* (12), *eyes of the cat* (6), *harmony* (4), *invigor* (3), *light healing* (5), *nature’s precision* (8), *shield of thistles* (7), *spirit of wolf* (7). Caster level 10th; save DC 13 + spell level.

Mana Pool: 60.

Possessions: *Reinforced acrylia armor*, *silk-strung double-cam planed shadewood longbow*, 30 +1 arrows, 10 condensed cold ultimate arrows, 10 condensed fire ultimate arrows, 10 condensed shadow ultimate arrows, *fletcher’s girdle*, 20 masterwork arrows, masterwork silver spear, masterwork longspear, +1 *falchion*, *snakeskin cord*, *mind worm steaks* (2 servings).

Master Henshon (buffed with *bramblecoat*, *shield of thistles*, and *spirit of wolf*): Spd 45 ft.; AC 24 [flat-footed 20, touch 14] (+4 Dex, +7 armor, +3 natural); SQ damage shield (3).

[112] Vash Khalda Cemetery

Vah Shir dead were formerly interred here, buried with great ceremony and respect. Since the kerrans’ retreat from the western Thicket, evil spirits have become more common in this area, infecting the corpses of the Vah Shir’s honored dead and transforming them into shambling undead monsters (apply the skeleton template to a Vah Shir of any allowable class and race, as desired). The cemetery has become a place of horror, for even if the undead kerrans are destroyed, they seemingly reform within a matter of days.

[113] Khal Ridge

This rocky ridge protects the North Camp, and is usually occupied by Loda’Kai scouts, who keep a constant watch for approaching foes.

[114] Loda’Kai North Camp

This is the largest Loda’Kai settlement, harboring over 300 of the human poachers, along with families and hangers-on. It is well protected by Khal Ridge and the rocky terrain, and experienced Loda’Kai warriors make any attack on the camp a costly affair. The camp is commanded by Julius Khaz (*male human*, War 9/Rog 4, OE; Loda’Kai), a lame, aging man who is nevertheless one of the most experienced and deadly fighters among the poachers.

[115] Jynhdar’s Caverns

Among the valleys of the eastern portion of the Thicket lies a narrow pass that leads to a twisting series of caverns. A great free-willed fire elemental called Jynhdar is said to control this passage, which supposedly leads through the mountains and into neighboring regions. Several powerful fire tegi aid Jynhdar, and legend holds that this cavern is where the fire tegi first emerged onto the surface of Luclin’s Moon. Much of the passage is filled with lava, however, and few have been able to make the treacherous journey, so there are no reliable reports on the actual destination of the passage. Jynhdar himself is not friendly, and warns travelers to avoid the passage, but will not stop those who attempt to brave it. He will only fight if attacked, and is said to be a powerful foe.

Jynhdar, Fire Elemental: CR 14; Huge elemental [fire]; HD 29d8+174; hp 297; Init +17 (+13 Dex, +4 Improved Initiative), Spd 50 ft.; AC 31 [flat-footed 18, touch 21] (–2 size, +13 Dex, +10 natural); BAB +21; Grap +37; Atk slam +33/+29/+25/+21/+17 melee (2d8+12 plus 5d6

fire); Face 10 ft. by 10 ft.; Reach 15 ft.; SA inferno, magic attack +5; SQ damage reduction 15/+4, elemental, fast recovery, fire aura (8), fire subtype; AL N; Fac None; SV Fort +15, Ref +29, Will +9; Str 26, Dex 36, Con 22, Int 12, Wis 11, Cha 12.

Skills: Knowledge (local) +7, Knowledge (planar travel) +7, Listen +20, Spot +20, Taunt +21.

Feats: Alertness, Cleave, Dodge, Double Attack, Improved Dodge, Improved Initiative, Improved Slam, Mobility, Power Attack, Riposte, Spring Attack, Weapon Finesse (slam), Weapon Focus (slam).

Inferno (Su): As an attack action, Jynhdar can blaze into an inferno that deals 10d6 points of fire damage in a 15-foot burst centered on itself. A Reflex save (DC 30) halves this damage.

Tenebrous Mountains

Dark Side (west and central); Twilight (eastern)

Now you will learn of the rugged mountains that lie beyond the Grimling Forest. These peaks, called Tenebrous Mountain for the eternal shadow that envelops them, are home to many dangers, but they are also the only route from our city to that of our allies, the humans of Katta Castellum. In the depths of the Tenebrous Range, foul creatures lurk, including the fearsome band of vampyres known as the Coterie of Eternal Night. Brutal, intelligent, and thoroughly evil, these creatures would see Katta Castellum wiped forever from the face of Luclin. The vampyres' hatred extends to our own people as well, and the city of Shar Vahl has sometimes been troubled by them, even though their territory is far away.

The vampyres represent perhaps the most immediate threat to civilization on Luclin, and their numbers in the region have been growing rapidly. Most appear to be descended from humans from Katta Castellum, transformed into bloodsucking undead by contact with other vampyres, or through some other dread process that is presently unknown. The vampyres have taken over several Loyalist fortresses throughout the mountains and grow stronger and more common the farther one goes from the gates of Katta Castellum. These fortresses might contain anywhere from 10 to 50 vampyres, it is reported, along with various slaves and servitor creatures such as undead, turncoat humans, and enslaved tegi from any one of the Grol Baku, Cral Ligi, or Meeda Hune tribes.

Grimlings have also infiltrated this region, particularly in the south. We suspect that they have always been there, but that since the foul beasts' conquest of the Acrylia Caverns they have grown bolder, and may even be contemplating war with the vampyres. Some have suggested that the grimlings and their mysterious leader actually seek alliance with the bloodsuckers, but most feel that the grunts are far too xenophobic and hostile to ever consider common cause with any other species. If the prevailing wisdom is wrong and the grimlings are, indeed, seeking alliance with the Coterie, then this is dire news indeed, and may herald events that could shake both Katta Castellum and Shar Vahl.

Other perils of the region include sonic wolves, which have grown especially aggressive due to competition from the vampyres, large carnivorous bats, and smaller predators such as normal wolves and carnivorous insects.

I have saved the most fearful news for last, young one, for it is dire indeed. In the shadows of the Tenebrous Mountains, yet

another abomination walks on fleshless feet. These are the tormented bodies of slain Vah Shir, possessed by dark spirits and forced to wander, serving wicked and unknown masters. Some claim that they were animated by our own folk — kerrans who communed with dark spirits and were driven mad. You may have heard of them yourself, young one, when your mother scolded you, for most believe that these evil Vah Shir are mere legends used to frighten children. Rakshasa, they are called, and though I have never seen one, I have seen enough other horrors to believe that these too do exist, created from the spent bodies and tormented souls of our people.

—Muliek

Common Encounters in the Tenebrous Mountains

Animal, bat*

Animal, black wolf (Luclin) [as war wolf with undead type]*

Animal, giant bat*

Animal, darkwing [as giant bat, but double HD without changing size]*

Animal, zelniak [use stats for elephant, but with bite instead of gore, and no slam attack]*

Human**

Myconid [reishi]

Netherbian

Owlbear

Rakshasa†

Shik'nar

Skeleton/tormented‡

Sonic wolf

Tegi (fire, stone, or wind)

Vah Shir

Vampyre

Vermin, giant beetle°

** Usually a company or more of Validus Custodus legionnaires. (See "Katta Castellum" in Chapter 2.)

† Use a Vah Shir shaman of any level desired, but with the undead type and incorporeal subtype, and having the "ghost touch" weapon quality as a supernatural ability. Rakshasa are immune to acid, poison, and sonic attacks, and to spells of the *root* or *snare* spell lines. A rakshasa may also have one or more spell-like abilities that emulate necromancer spells, at the GM's discretion, and any other special attacks or qualities that the GM thinks appropriate. See Rakshasa Karwoaro in the "Rakshasa Skulls" quest (Chapter 2) for an example of a powerful rakshasa.

‡ Use a dark-boned, dry-bone, or ice-bone skeleton from EQ: *Monsters of Norrath*, or else apply the "Skeleton" template (from *Monsters of Norrath*) or the "Fallen" template (from *Monsters of Luclin*) to any creature appropriate to the region, such as a Vah Shir or an adventurer. to any other appropriate creature.

° Normally giant rhino beetles (see EQ: *Monsters of Luclin*), but the GM may wish to use various giant beetles from *Monsters of Norrath* for variety.

[116] Grimling Caves

This cave complex has been expanded and finished by the grimlings over the past several years. It harbors hundreds of common grimlings who mine acrylia and other precious substances, and is also used as a base for foraging and scouting expeditions into the Tenebrous Mountains. The grimlings have recently begun to attack caravans from Katta Castellum, making the journey southward even more perilous, and captives are said to be taken back to these caves to be tortured and eaten. Only a handful have ever escaped from the grimlings' clutches; these few report that the cave complex has been further expanded and now has a direct route to the Acrylia Caverns, several days' travel to the south.

[117] Deathmistress Plizkalk

Apart from the Grimling Caves, this series of caverns and tunnels is home to the ranking grimling of the region, Deathmistress Plizkalk, a terribly wizened and cruel old grimling crone. Served by a loyal band of elite warriors, she appears to be here to prepare the region for a larger grimling presence. Especially important prisoners are brought before Plizkalk for interrogation, an event which is invariably fatal. The Deathmistress always demands information about Katta Castellum's defenses, the strength of vampyre forces in the region, schedules of Vah Shir patrols from the Grimling Forest, and any plans that the cat-folk might have to retake the Acrylia Caverns.

Deathmistress Plizkalk, Female Grimling Necromancer, Nec 5: CR 13; Small humanoid (grimling) [3 ft.]; HD 8d8+16 plus 5d4+10; hp 77; Init +1 (Dex); Spd 30 ft., climb 20 ft.; AC 17 [flat-footed 16, touch 12] (+1 size, +1 Dex, +2 natural, +3 armor); BAB +8; Grap +3; Atk +9/+4 melee (1d4, crit x3, *horns of the beast*) or +10 ranged; SA berserking, hated races, spells; SQ affliction haste II, death mastery (fear storm), extended affliction II, ultravision; Res MR 8, PR 6, SoR 3; Fac Grimlings of the Forest; SV Fort +7, Ref +8, Will +10; Str 8 (4), Dex 12 (8), Con 14 (12), Int 24 (23), Wis 18 (17), Cha 7.

Skills: Channeling +15, Climb +7, Hide +9 (+13 underground), Knowledge (mysticism) +18, Knowledge (religion) +13, Listen +19, Meditation +23, Sneak +5, Spellcraft +21, Spot +19, Swim +2, Trade Skill (tailoring) +19, Wilderness Lore +7.

Feats: Alertness, Embed Augmentation, Embed Enhancement, Iron Will, Mystic Capacity, School Specialization (alteration).

Necromancer Spells Prepared (mana cost): *Animate dead* (33), *engulfing darkness* (10), *gather shadows* (6), *leatherskin* (14), *major shielding* (13), *scent of dusk* (8), *shock of poison* (17), *siphon life* (12), *wave of enfeeblement* (7). Caster level 13th; save DC 17 + spell level.

Mana Pool: 193.

Possessions: Gossamer robes, *horns of the beast*, chieftain's headdress, *squallsurge shawl*, *silken cat-fur girdle* (made with Vah Shir skin).

Plizkalk (buffed with *leatherskin* and *major shielding*): hp 95 + 7d10 = ave. 133; AC 19 [flat-footed 18, touch 12] (+1 size, +1 Dex, +2 natural, +5 armor); SQ magic save +2; Res MR 14.

[118] Grol Baku Village

Hamlet, Pop. 200
(Stone tegi 100%)

Ruler: Warlord Gah Chuk.

Gold Piece Limit: 100 gp.

Assets: 1,000 gp.

Resources: Hunting, farming.

Militia: 26 Grol Baku warriors.

Three major tegi tribes inhabit this region. All cling to a very precarious existence, and there is evidence that others were here before the coming of the vampyres. The most numerous and powerful of these tribes are the Grol Baku stone tegi, who also have a large presence in the Twilight Sea and Scarlet Desert regions. So far the Grol Baku have managed to avoid total conquest and enslavement by the vampyres, but their struggle is ultimately likely to be a futile one.

This settlement is the largest of several Grol Baku villages throughout the region, and is the closest thing to a permanent village that they have; other Grol Baku eke out a nomadic existence in the mountains, fleeing if vampyres or other tegi move against them. This village can be torn down and moved on less than an hour's notice, but so far the tegi have been able to defend it successfully. The vampyres have yet to attack in strength, however, and if they do, the Grol Baku may be doomed.

The Grol Baku are a harsh and violent tribe, and in this region they need to be. They are ruled by the strongest of their number, in this case Warlord Gah Chuk (*male stone tegi chieftain*, War 9, N; Grol Baku), who lives in a large tent built of bone and sonic wolf hides. He is distrustful of strangers, but might be inclined to cooperate with outsiders who have done a service to his tribe, such as liberating prisoners from the vampyres or bringing him evidence of a prominent vampyre's destruction.

[119] Cral Ligi Village

Hamlet, Pop. 100

(Fire tegi 100%)

Ruler: Torchmaster Ak Keku.

Gold Piece Limit: 100 gp.

Assets: 1,000 gp.

Resources: Hunting, farming.

Militia: 11 Cral Ligi warriors.

The Cral Ligi fire tegi have been almost completely conquered by the vampyres, and this small village is used by the Coterie as a source of slaves and food. The Cral Ligi scrape by as best they can, trying to maintain some semblance of a normal life — hunting and farming when they can, defending themselves against monsters and rival tribes, and engaging in the normal activities of a tegi village. Unfortunately, when the vampyres arrive, there is little that the normally peaceful Cral Ligi can do, and most simply cower in their tents hoping that the Combine forces will leave them in peace. Elsewhere in the mountains, a handful of Cral Ligi survive, moving surreptitiously from place to place, surviving as nomadic hunters.

The chief tegi in this village is Torchmaster Ak Keku (*male fire tegi chieftain*, Exp 10, NG; Cral Ligi), chosen primarily because he is the oldest and, in the tegi's view, wisest of the tribe. He is indeed an intelligent and enlightened tegi, very much unlike the violent Gah Chuk who leads the neighboring Grol Baku. Unfortunately, Ak Keku's

peaceful ways, normally admirable and constructive, don't help much in the face of vampyre aggression. Knowing that his people don't have the strength to throw off the Coterie's yoke, Ak Keku has begun to believe that the only solution is escape, and he might be favorably inclined toward any outsiders who are willing to lead his people through the perilous Tenebrous passes to the relative safety of the Twilight Sea, or even to the Scarlet Desert beyond.

[120] Vampyre Fortress

This fortress contains up to 30 vampyres, sometimes reinforced by a squad of vampyres volatilis. Vampyre Lord Kristov Otto commands this fortress on behalf of his liege, Valdanov Zevfeer. Kristov is aided by Coterie officer Tymoz, and together they watch over the route that wends its way from the Grimling Forest. Lord Kristov also maintains about 100 tegi slaves which he uses as low-grade troops and food for his fellow bloodsuckers.

[121] Meeda Hune Village

Hamlet, Pop. 200

(Wind tegi 100%)

Ruler: Runemaster Ruh Vakh.

Gold Piece Limit: 100 gp.

Assets: 5,000 gp.

Resources: Hunting, farming.

Militia: 22 Meeda Hune warriors.

The Meeda Hune, the third largest group of tegi in the region, are totally under the vampyres' control, to the extent that the Coterie grants their chief, Runemaster Ruh Vakh (*male wind tegi, Wiz 11, NE; Meeda Hune, CEN*), a fair amount of autonomy and freedom, as long as he provides his masters with slaves and victims on a regular basis. To keep his people relatively free from Coterie interference, Ruh Vakh often directs his warriors and spellcasters to raid other tegi settlements or to attack travelers, bringing any prisoners to the Coterie Keep. So far the Runemaster has been well rewarded for his service, and the Meeda Hune have prospered. Eventually, Ruh Vakh hopes to be made a vampyre himself, for he covets the power of the Coterie.

When prisoners are scarce, Ruh Vakh is not above sending his own people to take their place, however. A number of Meeda Hune have rejected Ruh Vakh's leadership and wander as nomads, but they are few and elusive.

[122] Eternal Night Keep

The center of vampyre power in this region is a grim, grey fortress built in the old imperial style (a fact that leads many to believe that the vampyres themselves are descended from corrupt humans of Katta Castellum). No one knows how many vampyres live here, but the number must be substantial — perhaps 100 or more ordinary vampyres, and at least 20 of the more powerful vampyres volatilis. The keep is surrounded by several small forts, each commanded by a Coterie officer and containing a number of tegi slaves or undead auxiliaries. These nearby forts, combined with the keep's naturally strong defenses, make it a very difficult position to assault, and so far neither the Loyalists nor the Vah Shir have made any such attempt.

The fortress is home to a number of high-ranking vampyres, including the Coterie's core leadership: military strategist and Commander-General Gorelaz Verilaz and his adjutant, Lord Renaldok Masric; the necromancer Xenithen Sterbla; and Valdanov Zevfeer, possibly the most powerful vampyre on Luclin.

Valdanov Zevfeer

The most infamous and dangerous of the fortress' inhabitants is the vampyre lord Valdanov Zevfeer, Master of the Coterie of Eternal Night and reputed creator of the vampyres volatilis. Researchers have discovered that Valdanov was once a Loyalist alchemist and close associate of Nathyn Illuminous (see Katta Castellum in Chapter 2). How and why he became a vampyre is not known, but reliable rumor claims that he continues to experiment and has attempted to transform Vah Shir into vampyres as well.

Valdanov Zevfeer, Male Vampyre Volatilis Necromancer Lord, War 18/Nec 6 (always buffed with *manaskin*): CR 34; Medium-size undead [6 ft., 3 in.]; HD 24d12 plus 18d12 plus 6d12; hp 342 + (2d10+3)x10 = ave. 482; Init +19 (+10 Dex, +4 Improved Initiative, +5 racial); Spd 50 ft., fly 80 ft. (good); AC 38 [flat-footed 28, touch 21] (+10 Dex, +9 natural, +8 armor, +1 arcane); BAB +33; Grap +40; Atk +46/+41/+36/+31/+26 melee (2d6+17 plus *alacrity* proc, crit 17–20, *mithril two-handed sword*) and bite +41 melee (1d8+5 plus paralysis), or bite +43 melee (1d8+10 plus paralysis) and 2 claws +38 melee (1d6+5), or +43 ranged; SA create spawn, drain blood, mesmerization, paralysis, spells; SQ berserking, damage reduction 15/+3, daylight vulnerability, death masteries (fear storm [Will DC 22], rebuke undead 9/day, restore undead [264 hp]), fire and magic saves +1, flowing thoughts I, Greater Specialization (alteration), infravision, lightning reactions, mist form, reanimation haste III, Taunt bonus +5, ultravision, undead; Res AR 10, CR 30, DR —, ER 20, FR 23, MR 18, PR —, SoR 11; AL OE; Fac CET; SV Fort +22, Ref +28, Will +29; Str 25 (24), Dex 31 (25), Con —, Int 32 (26), Wis 18 (16), Cha 27 (25).

Skills: Appraise +14, Balance +16, Bluff +22, Channeling +44, Climb +17, Diplomacy +17, Disguise +13 (+15 acting), Escape Artist +16, Gather Information +10, Hide +23, Intimidate +35, Jump +34, Knowledge (folklore) +12, Knowledge (geography) +12, Knowledge (history) +16, Knowledge (local lore) +17, Knowledge (monster lore)



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[undead]) +38, Knowledge (mysticism) +29, Knowledge (peerage) +16, Knowledge (warcraft) +29, Listen +26, Meditation +63, Sense Motive +21, Search +18, Sneak +22, Spellcraft +31, Spot +26, Taunt +40, Trade Skill (blacksmithing) +35, Tumble +15, Undead Empathy +17.

Languages: Modern Combine (5), Combine (5); Dragon (4), Dwarvish (4), Elder Dragon (4), Elvish (4), Old Erudian (4), Vampyre (4).

Feats: Cleave, Dodge, Double Attack, Finishing Blow, Improved Critical (greatsword), Lightning Reflexes, Mental Clarity, Mobility, Multiattack, Mystic Capacity (x2), Parry, Power Attack, Quicken Spell, Riposte, School Specialization (alteration), Silent Spell, Spring Attack, Still Spell, Weapon Finesse (bite), Weapon Focus (greatsword), Weapon Specialization (greatsword), Whirlwind Attack.

Necromancer Spells Prepared (mana cost, modified for Greater Specialization): *Archlich* (0), *conjure corpse* (117), *devouring darkness* (67), *enslave death* (75), *funeral pyre of Kelador* (68), *gangrenous touch of Zum'uul* (63), *gate* (11), *levant* (75), *trucidation* (57), *Zevfeer's theft of vitae* (83). Caster level 30th; save DC 21 + spell level.

Mana Pool: 683.

Possessions: *Loam-encrusted robe, mithril two-handed sword, death mask of the Elysians, fetid flesh belt, fetish of the nimble, follower's sleeves, saprophyte eye, shawl of the blood shadows* (see Chapter 5: New Magic), *spade of digging, scroll of cackling bones, Word of Psyche.*

Quest: Coterie Mask of the Dead

Faction: Coterie of the Eternal Night (+0 rank).

NPC: Renaldok Masric.

CR: 15+.

Reward: +1 faction rank with the Coterie of the Eternal Night; *Coterie mask of the dead.*

Consequence: -1 faction rank with the Validus Custodus.

Quest Summary: If the PCs encounter Renaldok Masric (*male vampyre officer*) and do not immediately attack, he considers them for a few moments and then speaks, saying that it is only because of the aura of death that surrounds them that he and his fellow vampyres have not destroyed them. He asks if they have come as a sacrifice or to offer their service.

Should the characters reply that they are offering services, Renaldok will command the party to go to into the Umbral Plains, Akheva Ruins, or Vex Thal. There, he bids them fill a wineskin with the blood of a slain Akheva.

Upon the party's return, Renaldok seems pleased and takes the blood, using part of it to create a *Coterie mask of the dead* (see Chapter 5: New Magic), which he gives the party as a reward.

[123] Vampyre Fortress

The Coterie general Yarioslav Verilak and his adjutant officer Veynar Aeridia command this small fortress, which normally houses about 20 vampyres, as well as dozens of tegi and undead servants.

[124] Vampyre Fortress

The Loyalists of Katta Castellum, under Krolard Strongarm, recently raided this fortress and set free a number of human and tegi prisoners. After the raid, its original commander, General Martinov Darkun, was summoned to Eternal Night Keep. Needless to say, Martinov was never seen again, and the vampyre lord Galinous Drovalak was dispatched to replace him. Since that time, the fortress has been extensively reinforced with tegi and undead troops, as well as a squad of vampyre volatilis flying troops who act as scouts and raiders.

[125] Vampyre Fortress

The newest vampyre fort in the mountains, this brooding black structure houses about a dozen Coterie vampyres and a hundred or so slave troops. It is under the command of Lord Ivanov Sasakov, a young and promising vampyre lord believed to have been kidnapped from Katta Castellum a decade or so ago and transformed by Valdanov Zevfeer personally. An escaped prisoner claims that this fortress is being used for experiments, and that Valdanov himself has come here several times, working with various races to see which ones are most prone to conversion into vampyres. An elven female is said to have been so converted, and now serves as Ivanov's consort, but the truth of this rumor has not been determined.

[126] Gates of Katta Castellum

The gates of the great Loyalist city are well defended. Flanked by tall towers, and guarded by numerous veteran members of the Validus Custodus, the gates are unlikely to fall to direct assault, even by the Coterie itself. Valdanov and his minions have attempted to take the gates by stealth and guile, but so far have been unsuccessful. Well-armed bands of Loyalist warriors patrol in this region, wary for hostile tegi and vampyre infiltrators alike.

Quest: The Stake of Slaying

Faction: Validus Custodus (+1 rank).

NPC: Johanius Barleou.

CR: 10-14.

Reward: +1 faction rank with the Validus Custodus, *stake of slaying.*

Consequence: -1 faction rank with the Coterie of the Eternal Night

Quest Summary: Validus Custodus Sergeant Johanius Barleou (*male human, Mil 12, OG; VC*) is a career soldier whose squad normally patrols this region. He approaches the characters, asking for assistance. His sister Aaellana and her best friend (and Johanius' lover) Lyrta Rutledge were recently kidnapped by the vampyres, but the Validus Custodus cannot spare enough troops to rescue them.

If the characters agree to help, he leads them into the mountains to one of the vampyre fortresses (with or without his squad of legionnaires, at the GM's discretion) where the two women are held captive. Johanius assists the characters to the best of his ability, but they must kill or rout all the vampyres in the fortress in order to save the women, and then escort them back to Katta Castellum. As a reward, the Validus Custodus gives the characters a *stake of slaying* (see Chapter 5: New Magic).

Twilight Sea

Light Side (western); Twilight (central); Dark Side (eastern)

Our folk were never seafarers at heart — we have always left such things to the humans and elves, preferring to keep our feet on dry land, building our cities on the plains and in the mountains. Nevertheless, we kerrans were careful to learn the ways of the sea should we ever need them. Today, on this distant realm where our mighty city now stands, open bodies of water are rare. The largest of these is the Twilight Sea, a calm, shadowed ocean that lies between the dark, flinty shores of the Tenebrous Mountains and the sun-soaked vastness of the Scarlet Desert.

The Twilight Sea is relatively peaceful, thanks to the efforts of Katta Castellum's navy, but many of the islands of the region are dangerous, harboring savage tegi tribes, unquiet spirits, and various wild animals. There are some predatory creatures lurking in the deep sea, but these are usually content to dwell in the icy depths, rarely swimming to the surface.

A few islands, particularly those closest to the brighter western shore, harbor farms that ship their food to Katta Castellum and beyond. Most who dwell on and around the sea are fisherfolk, however. The most exquisite and unusual seafood on Luclin is harvested from the depths of the Twilight sea, and the many delicious dishes prepared from these products are quickly becoming famous even on Norrath. Loving fish as our people do, our own merchants sometimes venture to this place to deal directly with the fisherfolk there.

—Muliek

[127] Katta Castellum Sea Gates

The great Combine Loyalist city lies along the dark eastern shores of the sea, and its great sea wall is lined with docks where the naval and fishing vessels of Katta Castellum normally lie at anchor, unload cargo, take on passengers, and so on. The great Sea Gates of Katta Castellum can be opened to allow ships into the inner harbor as well. Several Loyalist legionnaires patrol the shore.

Quest: Traitor to the Validus Custodus

Faction: Validus Custodus (+1 rank).

NPC: Legionnaire Halle.

CR: 7–10.

Reward: +1 faction rank with the Validus Custodus; +1 faction rank with Katta Castellum Citizens; +1 faction rank with the Concilium Universus; *mask of espionage*. This quest can be completed only once.

Consequence: –1 faction rank with the Hand of Seru; –1 faction rank with the Eye of Seru; –1 faction rank with the Coterie of the Eternal Night.

Quest Summary: The PCs spot a wounded legionnaire bobbing weakly in the shallows near the Katta Castellum docks. She gasps out her name, Legionnaire Halle, and just before she dies asks the characters to carry a wet and bloodied vellum scrap to Magistrate Phenic Dionicas (see Chapter 2, “Katta Castellum,” Area 1) in the city. The message is scratched onto the vellum's surface, so it remains visible, but it is in a coded cipher that only Phenic can translate.

When the party takes the note to Phenic, he looks troubled. Legionnaire Halle was trying to get close to a traitor in the Validus Custodus, but appears to have been murdered for her trouble. He writes another coded note and asks that the characters take it to Tilbok Furranner (see Chapter 2, “Katta Castellum,” Area 10). Tilbok is interested in the note, and asks the characters several questions to test their loyalty. If they are interested in helping, he says that a Legionnaire Claudius might be the traitor, and that if Claudius meets with a halfling merchant named Vahn it will be proof positive of his complicity, for Vahn is a known agent of Seru.

As Claudius does not know the characters, they can follow him without arousing suspicion. Tilbok explains that if they see Claudius meet with Vahn, they are to step forward and shout “Traitor to the Validus Custodus!” as the signal for Tilbok's nearby agents to attack.

Tilbok tells the characters where to find Claudius (*male human*, War 5/Rog 7, NE; HaS, EyS). They follow him, and he indeed meets with a halfling who fits Vahn's description behind the Nectar of Unity Tavern (see Katta Castellum, Area 13). There, the characters can shout the attack signal; after 2d4 rounds (roll separately for each agent), 6 Validus Custodus agents (*male or female human*, War 10, OG; VC) emerge from hiding in and attack the villains. Vahn (*male halfling*, Rog 16, NE; EyS) does not allow himself to be captured alive, and fights fiercely to escape. Once the characters have helped the guards slay Vahn and capture or kill Claudius, Tilbok Furranner thanks them, suggesting the possibility of working together in the future and rewarding the party with a *mask of espionage* (see Al'Kabor's Arcana).

Common Encounters in the Twilight Sea

Note that those creatures listed below having neither a swim speed nor some other means of traveling by water can be encountered only on the shore of the Twilight Sea, or upon one of the many small islands scattered across it.

Animal, sea snake [use stats for cistern asp, darkweed snake, or dawnbane serpent]*

Animal, caiman/deepwater caiman*

Animal, scythe fish [use deepwater barracuda stats]*

Animal, Twilight Sea wetfang [as 10-HD razorgill]*

Animal, zelnia [use stats for elephant, but with bite instead of gore, and no slam attack]*

Elemental*

Elemental lord (see Area 133 below) [use stats for type 12 or 13 elemental]*

Giant sea turtle

Human**

Myconid/shrieker [reishi]

Owlbear

Sea drake [use stats for onyx drake, but swim speed 60 ft. and no fly speed]*

Shade†

Tegi (fire, stone, wind, or water)

** Usually one or more fishing or merchant vessels; if the latter, the ship(s) are sometimes escorted by Validus Custodus navy. On land, this encounter is most likely with a company of Validus Custodus.

† Apply the “Shadow” template from EQ: *Monsters of Luclin* to any creature appropriate to the region, such as a tegi or an adventurer.

[128] Jern's Isle

This small forested island lies several days west of Katta. Here resides the famous inn called Jern's Rest, which caters primarily to Kattan aristocrats who want to "just get away for a few days." The island is quite pleasant, kept safe by the small garrison of Custodus troops maintained on the island. Several small settlements are clustered along the shore, bringing in the fish and seafood that help to supplement the isle's income.

[129] Jern's Rest

Jern Aleson, one of the first settlers of Katta Castellum, founded this inn on a wild, forested island. His early adventures are the stuff of legend, and the great stone inn that he built remains a popular stopover for those who sail the Twilight Sea. Here, Jern's descendant Alton (*male human*, Exp 11, NG; KCM, KCC) continues to offer food, drink, and lodging in a friendly, warm, and companionable, if somewhat upscale atmosphere. The inn is quite large and has many legends associated with it. Alton employs dozens of islanders to work at the inn, and the gold that travelers bring to their shores helps to keep the locals prosperous and happy.

Though the island has no real government and has no official connection to Katta Castellum, Alton is nevertheless its de facto ruler, and his wife Ellen (*female human*, Com 2/Exp 8, NG; KCM) oversees the island's trade and makes sure that its docks and port facilities remain in good condition.

[130] Chelsin

Hamlet, Pop. 100
(Dwarf 6%, elf 11%, gnome 3%, halfling 12%, human 68%)

Ruler: Elder Mezwin.

Gold Piece Limit: 100 gp.

Assets: 800 gp.

Resources: Fishing.

Militia: 8 Validus Custodus, 12 town militia.

Chelsin is typical of the fishing villages of Jern's Island, although a number of its inhabitants work at Jern's Rest. Prominent fisherfolk include Rilla Quickeyes (*female wood elf*, Com 6/Rng 3, NG; KCC), a skilled fisher who is nonetheless growing bored and dreams of adventure; Edgar Lemoof (*male wood elf*, Com 7, N; KCC), a taciturn and unfriendly type who thinks only of his daily catch; and Liteema Agner (*female halfling*, Exp 8, NG; KCC), who is said to know every recipe for Twilight Sea fish available on Luclin. The community's "ruler" is the agreeable and entirely ineffectual Elder Mezwin (*male human*, Com 8, NG; KCC).

[131] Shade Isle

Generally avoided by mariners and fisherfolk, Shade Isle is known to be inhabited by free-roaming spirits and other undead spirits. The shades appear to either guard or to be under the control of a black spherical formation called the Shadow Stone, which juts from a rocky crag in the center of the island.

[132] Gazoon Noihzog's Island

Gazoon (*male gnome*, Mag 6/Wiz 15, DG; CU) made quite a name for himself in Katta Castellum a number of years ago. Unfortunately, that name was less than flattering, since the gnome's alchemical experiments were all in the area of explosives. After accidentally demolishing several buildings, Gazoon was called into a private meeting with the Concilium Universus, who politely but firmly asked him to leave the city, offering him a small stipend if he would continue his experiments elsewhere. Gazoon agreed gladly, and chose this island, conveniently close to both Jern's Rest and Vornol's Tower.

The gnomish inventor has since blown up his home no fewer than three times, and has rebuilt it (with the help of summoned elementals) each time. He has grown somewhat insular and unfriendly, and doesn't welcome visitors. Those who persist in exploring the island may find themselves subjected to some of Gazoon's experiments, but such attacks are intended to drive unwanted visitors away, not to kill them. Anyone killing Gazoon himself would earn the enmity of the council, for they are all fond of the eccentric little gnome, and hope that his experiments will some day bear fruit.

[133] Elemental Isle

The largest island on the Twilight Sea is lushly forested, containing several fresh-water springs, and is literally teeming with elementals. No one is sure why the elementals abound so thickly here, but that fact is one reason that Master Summoner Vornol Transon chose to build his keep here. He believes that there is a direct connection to other planes, whence these creatures originate, somewhere on or about the island; further, the large number of elementals keeps him constantly supplied with subjects for his various experiments. These elementals vary greatly in mood: Some are indifferent to visitors, others are hostile, and a few are quite friendly.

Despite his connection to the elementals, Vornol rewards adventurers who bring him the remains of slain elementals, and he doesn't ask too many questions about how they got the materials. He and his apprentices frown on "big game hunters" who come here specifically to kill elementals, however, and prefer that any remains come from hostile or dangerous elementals who attack first.

The island also harbors numerous small mammals and birds, none of which are especially dangerous. Members of the island's Validus Custodus garrison patrol the island regularly, but rarely run into anything save the odd hostile elemental.

An exception to the elementals' usual behavior occurs whenever one of the Twilight Sea's elemental lords — Aero, Terra, Inferno, and Aqua — happens to venture onto the island. These mighty creatures gather the isle's various elementals to them, and then depart to some unknown destination. The elemental lords have been sighted all over the sea, but it is here on this island that their presence is most strongly felt. Vornol has tried to communicate with them on many occasions, but so far has had little success.

[134] Vornol's Tower

Master Summoner Vornol Transon is among the most powerful of spellcasters on Luclin today. As he grew in power throughout his career, his experiments with elemental magic and summoning proved more and more difficult within the confines of Katta Castellum, so Vornol eventually approached the Magus Conlegium and the Concilium Universus asking permission to move his base of operations to the Twilight Sea, where many elementals were known to exist. The city rulers agreed readily, for Vornol's presence would help keep the sea secure as well as helping to expand the city's influence beyond its walls.

Construction began on Vornol's Tower, and within a few years the great fortress was complete. A garrison of elite warriors from the Validus Custodus joined Vornol, under command of famous Captain Derron Gramjon (*male human*, War 23, OG; VC), along with the magician's four senior apprentices — Trizpo Tobbnokcog (*male gnome*, Mag 16, NG; MC), who specializes in earth magic; Sarah Jelenen (*female human*, Mag 19, NG; MC), a water elemental; Galdara Swiftwind (*female half elf*, Mag 15, DG; MC), an air specialist; and Sarah's younger brother Hafron (*male human*, Mag 16, NG; MC), whose specialty is fire magic.

Other residents at the castle include Master Scribe Jalor Housip (*male human*, Exp 11, NG; MC), who organizes and categorizes the many spells and research documents that Vornol and his apprentices produce. Vornol's lover Valana (*female human*, Mnk 11/Exp 9, OG; KCC) moved to the fortress nearly a decade ago, serving the great summoner as a companion, confidante, and skilled research assistant. A host of servants and laborers also call Vornol's Tower home, although most dwell in a small hamlet that has grown up in the tower's shadow.

Vornol Transon

A handsome and distinguished-looking Erudite, Vornol typically dresses in elemental colors — red, brown, orange, or blue — depending on his mood. As one of the most powerful and influential spellcasters on two worlds, Vornol has authored numerous elemental spells in addition to the three most widely known spells that bear his name. Though he is relatively polite to visitors, Vornol does not suffer fools gladly, and is quick to order anyone who abuses his hospitality off the island. His apprentices and his lover Valana all adore him and will not hear anything negative about him.

Vornol Transon, male Erudite, Mag 31 (always buffed with *Transon's phantasmal protection*): CR 31; Medium-size humanoid (human) [6 ft., 2 in.]; HD 31d4+186; hp 332; Init +3 (Dex); Spd 30 ft.; AC 21 [flat-footed 18, touch 15] (+3 Dex, +6 armor, +2 arcane); BAB +15; Grap +15; Atk +20/+16/+12/+8 melee (1d3+5, +5 *lawful dagger*) or +18 ranged; SA spells; SQ affliction efficiency III, damage reduction 12/— and 6/+3, Erudite traits, fast healing I, flowing thoughts V, greater magics (elemental pact [air, earth, water], instant elemental, turn summoned 3/day), Greater Specialization (conjuration), save bonuses (cold, fire, poison, sonic +1; disease +2; magic +3), spell haste II, summoning haste I; Res AR 6, CR 9, DR 9, ER 5, FR 11, MR 15, PR 5, SoR 7; AL ON; Fac MC, KCC; SV Fort +21, Ref +18, Will +26; Str 10 (8), Dex 16 (14), Con 22 (12), Int 35 (30), Wis 19 (16), Cha 15 (12).

Skills: Appraise +21, Channeling +47 [platinum sapphire bracer], Diplomacy +14, Gather Information +8, Heal +24, Knowledge (mysticism) +47, Knowledge (planar travel)



+37, Listen +19, Meditation +51, Search +25, Sense Motive +19, Spellcraft +49, Spot +38 [+36 in low-light conditions], Swim +18 [*velium imbued black pearl earring*], Trade Skill (jewelcraft) +38, Trade Skill (tailoring) +45.

Languages: Old Erudian (5), Modern Combine (4), Gnomish (4), Dwarvish (4).

Feats: Embed Augmentation, Embed Enhancement, Enlarge Spell, Extend Spell, Imbue Focus Effect, Imbue Power, Leadership, Mental Clarity, Mystic Capacity (x4), Quicken Spell, School Specialization (conjuration), Scribe Scroll, Skill Talent (Channeling), Spell Focus (conjuration), Still Spell.

Magician Spells Prepared (mana cost, modified for Greater Specialization): *Aegis of Ro* (75), *banishment* (83), *burnout IV* (25), *greater vocation*—[any two elements] (61), *mala* (58), *manastorm* (71), *maelstrom of electricity** (80), *monster summoning III* (120; quickened), *shock of fiery blades* (51), *Transon's elemental renewal* (67), *Transon's phantasmal protection* (54). Caster level 31st; save DC 24 + spell level, or DC 26 + spell level for conjuration.

* See Chapter 5: New Magic.

Magician Spells Prepared [in *Spell Robe*] (mana cost, modified for Greater Specialization): *Gate* (11), *invisibility* (5), *reclaim energy* (1), *see invisible* (4), *summon food* (2).

Mana Pool: 757.

Possessions: *Transon's robe* (as type VIII spell robe and hardened robe), +5 *lawful dagger*, mithril boots, gauntlets of far strength, earring of essence, *velium imbued black pearl earring*, sphinx-hair cord, Djarn's amethyst ring, regal band of Bathezid (2 charges), *talisman of evasion*, *Cazicite blue diamond coronet*, *platinum star rose quartz bracer*, *platinum sapphire bracer*.

Vornol (buffed with *aegis of Ro* and *shield of the magi*): hp 392; AC 23 [flat-footed 20, touch 15] (+3 Dex, +8 armor, +2 arcane); SQ damage shield [fire] (8), fire save +4, magic save +6; Res FR 25, MR 25.

[135] Grol Baku Isle

On this island, the militaristic Grol Baku stone tegi tribe holds sway, defending its island against any outsiders. About 500 tegi live here, under the rulership of Warlord Gul Sha.

[136] Vas Ren Isle

The relatively peaceful Vas Ren water tegi tribe inhabits this rocky and inhospitable island. The Vas Ren are shy, preferring to hide from outsiders rather than fight, but they defend themselves fiercely if they must. There are about 300 Vas Ren here, who survive by fishing or by swimming to the mainland to hunt. They also trade with their fellow Vas Ren in the nearby tegi valley. The island appears to have no real ruler, but there are several especially old and accomplished tegi among them known as Holymasters, who appear to be the spiritual leaders of the tribe.

[137] Fox Island

This small, forested island is home to many small mammal species and is named for the creatures that are its top predator. A single cabin on the island's eastern shore contains the family of Reltos Salshin (*male half elf, Dru 14, N; NL*), a druid who takes what he needs from the island and otherwise protects it from exploitation and overhunting. Reltos' wife Kamanda (*female half elf, Dru 8/Rng 3, N; NL*), and their children Polos (*male half elf, Dru 4, N; NL*), Madya (*female half elf, Dru 3, N; NL*), and Darian (*male half elf, Dru 2, N; NL*) dwell here as well, and are being taught to help keep the island safe.

Polos is the oldest of the three children, and he has begun to wonder what the world is like beyond the Twilight Sea. He has asked his father to allow him to venture to the Scarlet Desert or to visit the mainland for further training, but so far Reltos has refused, claiming that the outside world is a place of violence, evil, and corruption.

[138] Wheat Isle

Located in the brighter western portion of the sea, this island is the breadbasket of the region, producing a fair amount of wheat and corn, which is shipped to Katta Castellum and Vornol's Tower in exchange for fabric, tools, and finished trade goods. The farmers of the island are a tough and resourceful lot, who developed the unique strain of wheat that thrives in the dim light of the western sea (being so near the Twilight region that stretches around the moon). About 300 Loyalist farmers and their families live here. Their informal leader is the priestess Nadia Catarus (*female human, Ari 4/Clr 8, NG; KCC*), who hears farmers' disputes and deals with officials from Katta Castellum.

[139] Rocky Point

This finger of land juts out into the Twilight Sea, and is a popular hunting destination for both humans and tegi tribesmen. Unbeknownst to most, beneath the waters just

south of the point is a narrow undersea tunnel that rises gradually up out of the sea and leads eventually to the hidden Tegi Valley to the north. The tegi themselves use this route to travel to and from the valley, for their magic enables them to swim underwater for long periods without the need to breathe. Adventurers who wish to venture into the valley are advised to prepare *enduring breath* or similar spells, lest they perish in the deep darkness of the underwater passage.

[140] Tegi Valley

At the end of a long submerged tunnel that runs under the impassible slopes of the northern Tenebrous Mountains lies this hidden, surprisingly temperate valley, where three tribes of tegi — the Vas Ren water tribe, the Grol Baku stone tribe, and the Cral Ligi fire tribe — all live in relative peace and harmony, due to the region's plentiful game and comfortable climate. The light here is always like that of early dawn, and a number of volcanic vents keep the temperature warm and pleasant, despite the northern latitude. Outsiders are generally tolerated unless they cause trouble or disrupt the peace of the valley, in which case the tegi unite to drive them out.

The River Khas flows through the middle of the valley, providing the tegi with food, fresh water, and spiritual renewal from its source in the Hidden Glade (see Area 18). The valley contains no real predators, although the burrowing underbulks (which provide food to the hunting tribes) can be dangerous if approached too closely.

[141] Vas Ren Territory

The Vas Ren are a relatively peaceful tribe of water tegi, and their territory is among the most pleasant and restful in the valley. Their elderly Holymaster Chu Kra is the tribe's de facto leader, though the Vas Ren are not as rigidly organized or hierarchal as the more violent Grol Baku. This region is full of small settlements, temporary camps, and small roving bands of Vas Ren.

[142] Grol Baku Territory

The Grol Baku stone tegi are led by Warlord Baku Na, who has grown wise, peaceful, and contemplative with age, despite his title. His people continue to serve the valley as warriors and defenders, but the lack of conflict has made the normally bellicose Grol Baku considerably less dangerous to travelers. The southern bank of the river Khas is lined with Grol Baku dwellings, and hunting parties range across the entire valley. Tribal warriors, especially the younger ones, might attack invaders out of sheer boredom, and they remain in fighting trim by engaging in athletic contests and mock battles with each other and with representatives from other tribes.

[143] Cral Ligi Territory

The Cral Ligi fire tegi are normally fairly militaristic, but those who live in Tegi Valley are less so, and are likely to parlay with visitors if they are approached with caution. The Cral Ligi of the valley are vegetarians, gathering fruits and edible plants, refusing to hunt or kill unless it is to defend themselves. The Cral Ligi are led by Runemaster Rocklord Mak Tul, who escaped from the vampyres of the

Tenebrous Mountains when he was young and somehow found his way to the Valley, where he has attained spiritual enlightenment in the Hidden Glade.

[144] Hidden Glade

At the northern end of the Tegi Valley is a great waterfall, the source of the River Khas. Hidden behind the waterfall is a short passage that leads to a high-walled canyon. In this deep, peaceful gorge, where the sound of the waterfall is strangely muted, shamans from the Cral Ligi, Grol Baku, and Vas Ren gather to study, exchange ideas, and nurture wisdom. They are not overtly hostile, although outsiders are not generally welcome; for some unknown reason, non-tegi tend to experience memory loss when trying to recall the exact location of Hidden Glade. Whether this is because of tegi magic or some inherent magic of the location itself is not known.

[145] Desert Shore

The western shore of the Twilight Sea is arid and rocky, with a few small plants clinging to the stony beach and the sheer rock walls of the Scarlet Cliffs. Life on the shore is harsh, and only a few hardy hunters venture there. Most of this territory is controlled by the Tro Jeg fire tegi. Several small Tro Jeg settlements dot the shoreline, and small bands of Tro Jeg hunters roam the region. The Tro Jeg here are not at all as peaceful as the tegi of the Twilight Sea and the Hidden Glade, and either attack or threaten outsiders who get too close. The warlord Firemaster Yag Phen is the leader and battle commander of the Tro Jeg. He is highly distrustful of outsiders, although he is more likely to threaten and bluster to drive off intruders before risking his warriors in an all-out attack.

[146] The Scarlet Hills

The so-called Scarlet Hills form a ring around the blasted sands of the Scarlet Desert. There are few passes through the hills, and the slopes that face the Twilight Sea are sheer and treacherous. Of those few passes that do cross the hills, the largest is the opening where the mighty river Ripflow once cascaded. Today it is a dry riverbed and the main route to the sun-scorched eternal day of the Scarlet Desert.

Umbral Plains

Dark Side/Twilight

I now pass on to you one of the saddest and most tragic of our tales, young one — tragic because it ends in the loss of our greatest hero, and sad because the tale has not yet ended.

It is said that the legendary Dar Khura told king Vah Kerrath that the reincarnation of the fearsome Akheva was robbing the spirit world of its vitality, for each time a slain Akheva returned to life, a spirit was utterly destroyed. Dar Khura led his forces into the realm of the Akheva, hoping to find some answer to the dilemma on the distant Umbral Plains or in the city of Vex Thal beyond. When he did not return, the king himself set forth, along with his most trusted and loyal warriors, shamans, and beastlords. He too never returned.

Since that day, we Vah Shir have mourned. Our sorrow was redoubled when our shamans felt the anguish of Vah

Kerrath's spirit, still held captive somewhere in the Umbral Plains. His companions dwell there with him, also in torment.

Our shamans did their best to help the king, sending guardian spirits in the form of mighty wolves to seek out and defend Vah Kerrath's remains, but such was the distance and the power of the Akheva's mighty magics that the Vah Shir shamans could not determine where the great king's remains were located. So it was that warriors and adventurers of Shar Vahl began to journey periodically to the Umbral Plains, searching for the remains of our king, in the hope that they could send him to his final rest. To this day, none have succeeded, but perhaps one of your generation can triumph where others have failed.

Not even the bravest and most experienced adventurer should visit this dark and fearful realm lightly. Here, the Akheva themselves stand guard at the gates of their night-black fortress, and here too dwell tribesfolk of great power and ferocity. Do not judge the galorians and tegi of the Umbral Plains by their weaker brethren elsewhere on Luclin. Only the strongest and most capable can survive in this region, and those who dwell in the caves and open spaces of the Umbrals are skilled enough to challenge the greatest warriors and spellcasters. Just as threatening and even more hideous are the fleshless netherbians, who infest this region in great numbers. Even the ordinary animals — the zelnia and wolves — which inhabit the region are dangerous opponents, as some unwary Vah Shir adventurers have discovered to their sorrow.

Beyond the Umbral Plains lies perhaps the most dread place in all of Luclin — the Akheva fortress of Vex Thal. Few of our folk have ventured toward it, and fewer still have returned. None who have been there are ever the same afterwards. Tread carefully in this dark land, for only great skill, bravery, and honor — and that of your trusted companions — will bring you home safely.

—Muliek

Quest: The Imprisoned Shade

Faction: None.

NPC: A Shade.

CR: 13–15.

Reward: +1 faction rank with the Followers of Atenha'ra; *darkblood sword*; *crown of the hive*; *belt of scintillation*.

Consequence: –1 faction rank with the Followers of Akelha'Ra.

Quest Summary: An imprisoned shade (it is a Zov Akheva shadow, but this cannot be discerned merely by looking at it), encountered on the ice of the Umbral Plains, appeals to the characters to be set free from the curse that binds it to this place. To this end, it asks that they retrieve the items that were most important to it in life: Its *darkblood sword*, which is currently held by Gantru tribesmen; its *crown of the hive*, now held by the netherbian hive tyrant (see Area 150); and its *belt of scintillation* (which can be found in ruins at Area 158). Once these items are restored to the shade, it is freed, but it proves to be less than grateful, and tries to kill its benefactors. Once the shade is slain, the party can take the items.

Common Encounters in the Umbral Plains

Akheva

Animal, polar wolf (Luclin) [as dread wolf with undead type]*

Animal, darkwing [as giant bat, but double HD without changing size]*

Animal, polar zelnia [use stats for wooly mammoth, but with bite instead of gore]*

Cold shade*

Elysian

Fallen/skeleton‡

Galorian (Gantru)

Netherbian

Owlbear

Rock burrower

Shade†

Sonic wolf

Tegi (fire, ice, or shadow)

Vampyre

** Usually one or more fishing or merchant vessels; if the latter, the ship(s) are sometimes escorted by Validus Custodus navy. On land, this encounter is most likely with a company of Validus Custodus.

† Apply the "Shadow" template from *EQ: Monsters of Luclin* to any creature appropriate to the region, such as an Akheva or an adventurer.

‡ Use an ice-bone skeleton from *EQ: Monsters of Norrath*, or apply either the "Skeleton" template (from *Monsters of Norrath*) or the "Fallen" template (from *Monsters of Luclin*) to any creature appropriate to the region, such as a Vah Shir or an adventurer.

[147] Gantru Territory

Gantru galorians are among the most advanced and sophisticated of their kind. Their culture is complex and subtle, their art and music exquisite. Nevertheless, they remain primitive in many other ways, living in simple tents or caves, crafting weapons and tools out of flint or other stone, and living by simple hunting and gathering.

The Gantru are not usually hostile, and don't as a rule bother travelers, so long as they pass through Gantru territory and don't take anything. Hunting in Gantru territory is a sure way to provoke them to attack, however. The Gantru loathe the netherbians, and would be favorably inclined toward anyone who bears evidence of having slain one of those monsters.

[148] Caves

This vast cave complex is occupied by both netherbians and ice tegi. The two keep to their own territory and rarely come into conflict, though the foul netherbians have no qualms about adding an occasional tegi to their foul diet.

[149] Syl Ren Territory

The westernmost tunnels are primarily occupied by the Syl Ren, a tribe of ice tegi led by their powerful Runemaster Tawro Icequake. Tawro is known for his great skill at summoning, and if attacked he usually allows his summoned creatures to do his work for him.

Though they maintain a relatively peaceful relationship with the neighboring netherbians, these tegi are a hostile race, and don't hesitate to attack any trespassers. Fortunately, they prefer the cold and tend to stick to their icy caves, where they have hoarded massive quantities of frozen meat — and gold recovered from ancient ruins in the region.

[150] Netherbian Tunnels

These flesh-eating creatures swarm through their tunnels, emerging at night to prey on the animals of the plains. Travelers who happen to be near the tunnels when night falls don't usually live to regret it — at least not for very long, anyway, for any who fall into the netherbians' clutches are carried off to the caves and devoured.

While the netherbians seem relatively unintelligent, a few individuals among the fleshless horde have made themselves noteworthy among other inhabitants of the Plains; most prominent among these are the pair nicknamed Fleshrot and Festersore. There is rumored to be a netherbian hive tyrant in these caves.

[151] Vah Kerrath's Resting Place

No one knows for sure where the mighty Vah Shir king's remains lie, but a few dim legends report that the king's animated skeleton sits in the center of a circle of magical toadstools, surrounded by wolf-like guardian spirits. Some adventurers have claimed to have actually spoken to the king's skeleton, and to have learned many secrets of the Umbral Plains, the Akheva, and the fortress of Vex Thal. None have so far managed to send the king to his rest, for his soul is irrevocably bound to the Umbral Plains, twisted by Akhevan magic to dwell in constant agony. Freeing him may require a visit to the Akhevan city of Vex Thal, and possibly beyond.

In addition to the remains of the cursed King Vah Kerrath, this area is also full of other lesser Vah Shir undead, likely the tortured remains of King Vah's followers or those of other kerran adventurers.

[152] Shak Dathor Territory

The Shak Dathor shadow tegi occupy the northern end of the valley that bears their name. They are allies of the Akheva, and scout the region on behalf of the four-armed ones, reporting the movements of any strangers. Here, they maintain several camps, and prevent outsiders from entering the valley. The Shak Dathor are often engaged in a struggle with the Fyr Jen fire tegi, who hold the caves in the valley wall and who oppose the Akheva.

[153] Dathor Valley

Deep, steep-sided, and forested, the Dathor Valley is a truly beautiful place, virtually untouched by the horrors of the Akhevan civil war and other conflicts. The Shak

Dathor try to keep outsiders away from their valley, and are often found patrolling here. Battles between the Shak Dathor and the Fyr Jen are common, and the tegis' elemental magic can easily injure or kill unwary bystanders. When not rocked by this conflict, the valley is full of small mammals such as squirrels and badgers, with occasional herds of black deer wandering to nibble on the tender grasses.

[154] Fyr Jen Territory

This cave complex is home to the fire tegi tribe of Fyr Jen. Sworn enemies of the Shak Dathor, the Fyr Jen, led by their Warlord Radir Fireshower, fight against Akhevan occupation and influence whenever possible. This does not make them especially friendly, however, and they are likely to attack any outsider who approaches their cave complex.

[155] Ruins

The remains of an ancient Akhevan barracks or temple complex lie here. They are haunted by shades and occasionally occupied by Shak Dathor.

[156] Vex Thal

These stairs, carved from the living rock of the mountains, lead up to the antechambers of likely the most

dangerous place on all of Luclin — the great Akhevan city of Vex Thal. Akheva are sometimes seen here, but for the most part the four-armed ones leave security to their mightiest servitors, the stone guardians, deadly constructs that tirelessly defend the entrance.

See Chapter 2 for more on Vex Thal.

[157] Fallen Temple Stones

The remains of yet another Akhevan temple lie here. The great, rounded stones from which such temples were created — normally difficult or impossible to damage or destroy — here lie shattered, their glowing runes extinguished for all time. Gantru galorians or netherbians sometimes lurk in the ruins now, warring with one another on a regular basis.

[158] Ruins

Another mass of ruins, this desolate place is haunted by Akhevan shades and other servitor undead. The Akheva themselves avoid the place, as it is said to contain the remains of a powerful demigod summoned by Akelha'Ra to aid in her ancient battles, when she was at her strongest. Akheva legend claims that a footstep on the wrong stone might awaken and recall this wild outsider, which would then emerge to ravage all of Luclin, beyond even the power of Akelha'Ra to stop.

Chapter Four: Ruins and Caverns

Beneath the surface of our world lies another world — one even darker than the sky above Shar Vahl, one more mysterious and rife with even more deadly dangers. Only the most accomplished of our scouts should go there unescorted. Though the Shadow Haveners and other folk call the caves and ruins of Luclin home, we Vah Shir are creatures of open sky, boundless plains, and endless forest, and we feel a sense of dread and confinement when we venture beneath the ground. All the same, it is important that we overcome our fears of the subterranean world, for there dwell creatures that threaten our lives and freedom, and that of the entire moon of Luclin. Study well these places, young one, for one day you may be called upon to use your knowledge to aid your city and people in the darkness that lies beneath Luclin.

—Muliek, *Taruun of the Vah Shir*

Under Luclin

The cave complexes described in this volume represent only a fraction of the vast labyrinth of tunnels and chambers that lie beneath Luclin's surface. The areas described are simply the best-known and most-traveled — or the most infamous — of these subterranean regions. Hundreds of other complexes exist, most of them unexplored, extending for literally thousands of miles, many plunging far below ground.

Travel time between the major cave complexes of Luclin is considerable, and is suggested in the descriptions of individual areas. Game Masters are encouraged to develop these regions on their own, for they represent an almost limitless source of adventure locations and ideas.

Faction Abbreviations

There are many factions on Luclin; some of these are listed below. In order to conserve space and to avoid cluttering up various areas' descriptions with repeated references to the same faction, the abbreviations shown below are used in NPC and creature stat blocks.

Faction	Abbreviation
Grimlings of the Forest	GoF
House of Stout	HsS
Kingdom of Above and Below	KAB
Outcasts and Mutants	OM
Shadow Haven Citizens	SHC
Shadow Haven Rogues	SHR
Traders of the Haven	TrH

Note that the above list is not comprehensive, but covers those factions that appear most commonly in this chapter. For more on the various factions of Luclin's Moon, see Chapter 6.

Luclin Encounters

Each entry for the various wild regions of Luclin has a list of creatures likely to be encountered there. Most can be found in the *Monsters of Luclin* book, while others are equivalent to creatures from *Monsters of Norrath* (those marked with an asterisk). Where there is an equivalent creature with a different name in either the *Monsters of Norrath* or *Monsters of Luclin* volume, the equivalent creature is listed in square brackets, followed by an asterisk if from the former.

Acrylia Caverns

In the north of the Grimling Forest lie our lost Acrylia Mines. Here, our ancestors procured the metals used to help rebuild the city of Shar Vahl after our arrival on the moon. Acrylia enhances our weapons and tools and at one time even helped pave our roads; veins of this wondrous sub-

stance are often found running through marble, providing the stone with that faint luminescence that even today illuminates our city.

Let me tell you now of the hated grimlings, our curse and our sorrow. An evil and superstitious folk, the grimlings appeared suddenly from the dark depths and drove us from the mines, then spread out across the forest and beyond, pushing deep into Hollowshade Moor, almost to the gates of our beloved city. Today, we gather our strength to retake the mines and finish the grimlings once and for all. Our elders reward any adventurers who bring back the heads of slain grimlings.

I must warn you, however, that the grimlings' high priest is said to practice unspeakable rites in the deep caverns, and he and his followers are known to raise the bodies of their slain enemies to serve them as undead. Any of our people who go missing in this region may be presumed dead or worse.

The true nature of the grimlings is not certain. Beyond the crude caves and shafts of the acrylia mines lie cunningly designed and surprisingly well-crafted corridors, vaulted chambers, intricate sculptures, temple spaces, and similar fixtures. The grimlings (though not, it is thought, as they exist today) created these chambers. Our scholars believe that the grimlings are the remnants of an older race that has since descended into savagery; possibly they were servitors of some other unknown group, even more ancient. They are said to be led by a creature of great power, but no one has ever confirmed this creature's existence, save for reports of its whispered name — *Tashakhi*.

—Muliek

Common Encounters in the Acrylia Caverns

- Animal, bat*
- Animal, giant rat*
- Animal, rat*
- Animal, wetfang [use razorgill stats]*
- Fallen/tormented†
- Grimling
- Rock burrower
- Skeleton‡
- Vermin, giant beetle**
- Vermin, carrion spider*
- Vermin, giant scorpion
- Vermin, spiderling*

** Normally giant rhino beetles (see *Monsters of Luclin*), but the GM may wish to use various giant beetles from *Monsters of Norrath* for variety.

† Apply the "Fallen" template from MoL to any creature appropriate to the region, such as a Vah Shir or human adventurer.

‡ Use a dark-boned, dry-bone, or ice-bone skeleton from MoN, or apply the skeleton template to any other appropriate creature.

1. Entrance

Guarded by grimling troops (see Chapter 3, Area 29), this tunnel leads out to the Grimling Forest.

2. Deathbringer's Chamber (EL16)

A high stone shelf stands above a deep, cold underground lake that connects to a nearby subterranean river. A grimling deathbringer (*male grimling necromancer*, Nec 8, NE; GoF) maintains a camp here, along with several veteran warriors and priests. He and his crew are responsible for maintaining control of the burrower in Area 4, which is trying to tunnel out of the caverns.

3. Lake

This deep, cold lake has an underwater passage that leads down a short tunnel to Area 4.

4. Burrower (EL14)

This underwater chamber contains numerous small fish and a large core burrower that was lured here by the deathbringer in Area 2. Currently the creature is burrowing slowly through the stone, and though the grimlings cannot direct its movement very well, they hope that it will tunnel out into the Grimling Forest and provide them with another secret passage to use against the Vah Shir.

5. Corpseraiser Gilgaplank (EL24)

This cave is littered with bones and detritus. Smoky torches gutter on the walls, and various small butchered animals litter the floor. Corpseraiser Gilgaplank is responsible for this chamber, where he trains other grimling necromancers. Currently, there are 6 grimling priests and 3 deathbringers here, and the room is guarded by 2 fallen Vah Shir.

Corpseraiser Gilgaplank, Male Grimling Necromancer, Nec 16: CR 24; Small humanoid (grimling); HD 8d8+32 plus 16d4+64; hp 186; Init +4 (Improved Initiative); Spd 30 ft., climb 20 ft.; AC 19 [flat-footed 17, touch 13] (+1 size, +2 natural, +4 armor, +2 arcane); BAB +14; Grap +11; Atk +17/+12/+7 melee (1d4+3 plus 2d6 disease, crit x4, *soul reaper*) or +15 ranged; SA berserking, hated races, spells; SQ death masteries (fear storm, invisibility to undead, restore undead [154 hp]), disease save +1, Greater Specialization (alteration), reanimation efficiency 1, ultravision; Res CR 4, DR 6, MR 5, PR 4, SoR 4; AL DE; Fac GoF; SV Fort +13, Ref +11, Will +14; Str 12 (9), Dex 11, Con 18 (14), Int 24 (21), Wis 14 (13), Cha 10.

Skills: Channeling +28, Climb +12, Hide +13 (+17 underground), Knowledge (monster lore [undead]) +21, Knowledge (mysticism) +23, Listen +14, Meditation +40 [*bone ring of the corpsemaster*], Sneak +10, Spellcraft +28, Spot +14, Swim +3, Trade Skill (tailoring) +31, Undead Empathy +16, Wilderness Lore +3.

Feats: Alertness, Combat Casting, Embed Enhancement, Extend Spell, Improved Initiative, Iron Will, Mental Clarity, Mystic Capacity, School Specialization (alteration), Silent Spell.

Necromancer Spells Prepared (mana cost, modified for Greater Specialization): *Arch-shielding* (33), *bond of death* (54), *cajole undead* (37), *cascading darkness* (50), *dead man floating* (25), *diamondskin* (39), *incinerate bones* (32), *insidious retrogression* (35), *invoke death* (82). Caster level 24th; save DC 17 + spell level.

Mana Pool: 345.



Possessions: Flowing black robe (Small size), soul reaper (see Chapter 5: New Magic), gold bloodstone ring, bone ring of the corpsemaster (see Chapter 5: New Magic), cape of the corpsemaster (see Chapter 5: New Magic).

Gilgaplank (buffed with *arch-shielding* and *diamondskin*): hp 222 + (8d10+2)x2 = ave. 314; AC 22 [flat-footed 20, touch 13] (+1 size, +2 natural, +7 armor, +2 arcane); SQ magic save +2; Res MR 13.

Gilgaplank's Skeletal Companion, Type 12: CR —; Large undead; HD 22d12; hp 143; Init +0; Spd 30 ft.; AC 23 [flat-footed 23, touch 9] (–1 size, +14 natural); BAB +11; Grap +24; Atk +19/+13 melee (2d6+9 plus lifedrain proc, crit 19–20, greatsword), or +17/+11 melee (2d6+9 plus lifedrain proc, crit 19–20, greatsword) and slam +17 melee (2d6+9, plus lifedrain proc and daze); Reach 10 ft.; SA magic attack +4, lifedrain; SQ damage reduction 15/+2, immunities, infravision, see invisible, spell resistance 20, undead; AL N; Fac None; SV Fort +7, Ref +7, Will +12; Str 28, Dex 11, Con —, Int 6, Wis 9, Cha 1.

Skills: Jump +10, Listen +14, Spot +14, Taunt +15.

Feats: Improved Slam, Power Attack, Slam.

Lifedrain (Su): Proc DC 18—1d6 temp Con (Fort half, DC 21).

6. Possessor Gooplart (EL 24)

This chamber is full of rotting body parts and smells horrifically (or at least more so than the rest of the mines). Possessor Gooplart is in charge here, training cadaverists and manacrafters how to raise the slain bodies of the grimlings' enemies. Corpses are regularly brought here, where Gooplart sometimes engages in impromptu dissections to demonstrate anatomical matters, or experiments with new substances and rituals to improve her control over the lifeless bodies.

When she is teaching, Gooplart has her students test their own abilities — sometimes they successfully create a fully functional possessed corpse, while at other times they

reduce the subject bodies to vile masses of melted waste. On one occasion, several corpses were imbued with violently psychotic spirits and ran rampant throughout the mines, killing several grimlings before being destroyed. The unfortunate acolyte who miscast the spell ended up as one of Gooplart's own undead servitors.

Possessor Gooplart, Female Grimling Priest, Nec 20: CR 24; Small humanoid (grimling); HD 8d8+16 plus 20d4+40; hp 143; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., climb 20 ft.; AC 19 [flat-footed 17, touch 13] (+1 size, +2 Dex, +2 natural, +4 armor); BAB +16; Grap +12; Atk +18/+14/+10/+6 melee (1d4, masterwork kama) or +19 ranged; SA berserking, hated races, spells; SQ death masteries (invisibility to undead, restore undead [120 hp]), divine power (celestial warrior), Greater Specialization (alteration), ultravision; Res CR 3, DR 7, FR 4, MR 4, PR 6, SoR 2; AL NE; Fac GoF; SV Fort +13, Ref +14, Will +18; Str 11 (8), Dex 14 (11), Con 15 (13), Int 22 (16), Wis 18 (16), Cha 11 (8).

Skills: Channeling +30, Climb +10, Hide +6 (+10 underground), Knowledge (monster lore [undead]) +21, Knowledge (mysticism) +26, Knowledge (religion) +16, Listen +8, Meditation +40 [robes], Search +10 [skull charm], Sneak +4, Spellcraft +30, Spot +8, Swim +2, Undead Empathy +16, Wilderness Lore +6.

Feats: Alertness, Combat Casting, Embed Augmentation, Extend Spell, Improved Initiative, Mystic Capacity (x2), Quicken Spell, School Specialization (alteration), Silent Spell.

Cleric Spells Prepared (mana cost, modified for Greater Specialization): *Endure disease* (3), *light healing* (5), *sense the dead* (4; quickened). Caster level 8th; save DC 14 + spell level. Mana Pool: 64.

Necromancer Spells Prepared (mana cost, modified for Greater Specialization): *Drain spirit* (29), *greater shielding* (20), *harmshield* (28; double-extended), *malignant dead* (65),

nullify magic (8), Torba's acid blast (21), word of souls (28). Caster level 20th; save DC 15 + spell level. Mana Pool: 249.

Possessions: *Eternal robes* (see Chapter 5: New Magic), masterwork kama, *gloves of altered reality* (see Chapter 5: New Magic), *skull charm of the oracle*.

Gilgaplank (buffed with *greater shielding*): hp 168; AC 21 [flat-footed 19, touch 13] (+1 size, +2 Dex, +2 natural, +6 armor); SQ magic save +2; Res MR 10.

Gilgaplank's Skeletal Companion, Type 10: CR —; Large undead; HD 18d12; hp 117; Init +0; Spd 30 ft.; AC 19 [flat-footed 19, touch 9] (–1 size, +10 natural); BAB +9; Grap +20; Atk 2 claws +15 melee (1d10+7); Reach 10 ft.; SA magic attack +4, lifedrain; SQ damage reduction 10/+2, immunities, infravision, see invisible, spell resistance 18, undead; AL N; Fac None; SV Fort +6, Ref +6, Will +10; Str 24, Dex 10, Con —, Int 6, Wis 9, Cha 1.

Skills: Listen +12, Spot +12, Taunt +15.

Feats: Improved Slam, Slam.

7. Cadaverists' Quarters (EL 10-16)

The chambers adjoining Goopart's cave are occupied by necromancers-in-training, and each contains 1–6 individuals at any given time. When not engaged in studies or in obtaining more corpses for experimentation, the grimling cadaverists sleep, eat, and rest here. The caves are filthy, littered with bones, scraps of food, and rude beds made from the hides of animals. Most of the cadaverists sleep with their heads on the skulls of slain foes of the grimlings, the better to absorb the fallen enemies' spirits (or so the grimlings believe).

8. The Ring of Fire

This cavern is littered with charred bones and is usually occupied by several grimling guards and spellcasters. It is

one of several horrifying places of sacrifice throughout the complex. Bound captives are brought here, placed in the center of a circle of torches. The captives are then freed from their bonds, but grimling guards prevent them from leaving (especially troublesome captives are held by magic until the ritual is completed). Then the high priest (see Area 15) and several lesser priests invoke the spirits of the dead, summoning successive waves of undead that assault the prisoners.

The undead sent against the captives start off as low-end skeletal companions and the like, but grow more powerful with each wave. Numbers and type of undead are up to the GM, but they continue to appear until either the victims are slain or they have defeated ten times their own HD in undead. If the prisoners survive, they are taken back into captivity and restored to health, then sent to the Ring of Fire again the next day (the notion of mercy to an honorable enemy is completely alien to the cruel grimlings). Of course, this gives the victims another chance at escape or rescue, but generally, without some intervention, the captives' fates are sealed.

9. Chamber of the Possessed (EL 16-18)

A long, high-ceilinged chamber containing a number of large carved stone monuments, this room is guarded by 12 fallen Vah Shir. The grimlings on the stairs watch any combat that takes place, calling for assistance only if intruders overcome the undead.

10. Stairs and False Door (EL 11)

A sweeping flight of black stone stairs rises up almost 20 feet from the floor here, leading up to a narrow platform and an elaborately carved and magically reinforced stone and metal door. The door is not real, though, simply being



mounted upon a bricked-in section of wall, and is intended only to lure the unwary into the attending trap.

To further add to the illusion that the false door leads to an important location, 4 grimling marauders and 2 priests have been expressly ordered to guard the stairs against any who try to climb them (even other grimlings).

False Door (and Brick Wall): Hardness 14; hp 225; Break DC 40.

Anyone stepping onto the platform immediately in front of the portal triggers a hidden pit trap.

Pit Trap (5 ft. by 5 ft.; 30 feet deep): CR 4; no attack roll necessary (3d6); Reflex DC 20 avoids; Search (DC 20); Disable Device (DC 22). At the bottom of the pit, 2 grimling warrior skeletons attack anyone who falls.

Once the grimling skeletons are defeated, victims of the trap can get back to Area 9 through a short, sharply rising tunnel that comes up to a small secret door (Search DC 35) in the SW corner of the room. The real route to the lower caverns is through the grimling high priest's chambers (see Area 15 below), even though the overhead view of the Caverns map makes it appear as if these stairs lead directly to Area 18. In fact, when the Vah Shir controlled the mines, the door was functional; hence, old maps of the area will surely mislead contemporary intruders.

11. Stairs (EL 14)

These polished granite stairs are guarded by 4 fallen Vah Shir and lead down to the chamber of sacrifice and the lava pit below.

12. Gemstone Chamber (EL 15)

This room is floored with brightly polished tiles, all set with gemstones that glitter in the reflected orange light from the lava pool nearby. The air here is stiflingly hot, and a single fallen Vah Shir stands at each corner. These guardians attack intruders, but always try to grapple and subdue foes if possible. Those that they capture will be brought to the grimlings at the Place of Sacrifice (Area 13) for immersion in the lava and transformation into undead.

13. Place of Sacrifice (EL 20-29)

This vast chamber is dimly lit by the ruddy glow of the lava pit to the south; it is also extremely hot. The chamber is normally occupied by a number of grimling priests, deathbringers, and senior warriors.

High Priest Gakkernog (see Area 15) officiates over all ceremonies that take place in this chamber, and they are most horrific to behold: Bound victims are levitated across the lava pool to the ledge in the center, where their throats are cut; they are then flung into the magma while the grimlings chant and gesticulate wildly. Victims climb out of the lava a moment or two later as skeletal undead, and are set to serve the grimlings in the caves or in the forest beyond.

14. Lava Pool

Victims are flung into this burning pool of lava from the platform against the south wall. They emerge a few minutes later as skeletal undead under the control of the high priest. High Priest Gakkernog always attends these ceremonies,

although he sometimes does so as an honored spectator, watching the event from his personal balcony (Area 16).

15. High Priest's Quarters (EL 0 or 28)

High Priest Gakkernog normally makes his home in this small suite of rooms. The chamber contains furniture, religious paraphernalia, and the semi-animate skulls of a number of especially hated enemies that have been ensorcelled to speak when Gakkernog tells them to (they babble madly for the most part, and can provide little if any useful information).

A statue of Tashakhi stands along the western wall of the room. There is a hidden door behind the statue that opens to a small cupboard, within which is suspended a faintly glowing jade statue of a grimling. Anyone who touches this idol, even by means of a tool, such a sword or glove, disappears instantly, teleported to Area 18 in the lower mine area. The cupboard can be opened only with a key that is held by the high priest. The Vah Shir General Stagarin (see "Grimling Forest" in Chapter 3) holds his own copy of the key, taken from a grimling commander after he slew it in battle, and Stagarin may give this key to anyone he deems worthy. Though he does not know the precise use of the key, Stagarin knows it does unlock an important door hidden somewhere within the mines.

High Priest Gakkernog, Male Grimling Priest, Clr 20 (always buffed with *aegis*): CR 28; Small humanoid (grimling); HD 8d8+24 plus 20d8+60; hp 254; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft. in armor (30 ft. base), climb 15 ft. in armor (20 ft. base); AC 23 [flat-footed 21, touch 13] (+1 size, +2 Dex, +2 natural, +8 armor); BAB +21; Grap +20; Atk +31/+25/+19/+13 melee (1d8+8 plus *unholy* proc [DC 19], *sacred grimling mace*) or +24 ranged; SA berserking, hated races, spells; SQ damage reduction 17/—, divine powers (celestial regeneration*, celestial warrior, divine blessing*, receive divine aura), extended affliction III, Greater Specialization (alteration), magic save +1, ultravision; Res AR 3, CR 5, DR 5, ER 3, FR 11, MR 12, PR 5, SoR 4; AL DE; Fac GoF; SV Fort +14, Ref +14, Will +24; Str 16 (11), Dex 14 (9), Con 16 (13), Int 19 (14), Wis 31 (24), Cha 18.

* See *Heroes of Norrath: Casters and Priests*.

Skills: Channeling +27, Climb +10, Hide +7 (+11 underground), Knowledge (monster lore [undead]) +10, Knowledge (mysticism) +14, Knowledge (religion) +9, Listen +15, Meditation +45, Sneak +1, Spellcraft +20, Spot +14, Swim +4, Undead Empathy +19, Wilderness Lore +11.

Feats: Alertness, Combat Casting, Embed Divine, Extend Spell, Mystic Capacity (x2), Quicken Spell, School Specialization (alteration), Silent Spell, Skill Talent (Undead Empathy), Weapon Focus (heavy mace).

Cleric Spells Prepared (mana cost, modified for Greater Specialization): *Annul magic* (13), *death pact* (17), *earthquake* (62), *paralyzing earth* (16), *remedy* (27), *sound of force* (30; silent), *trepidation* (28; quickened), *word divine* (50), *word of vigor* (113), *yaalp IV* (2; extended). Caster level 28th; save DC 20 + spell level.

Mana Pool: 584.

Possessions: +3 *Small breastplate* (made of bone), *sacred grimling mace* (see Chapter 5: New Magic), *bone-clasped girdle* (wearer must be grimling, rather than worshipper of Cazic-Thule), *sunlord's leggings*, *head of the valiant*, *gold jasper earring*, *spider-fang choker*.

Gakkernog (buffed with *death pact*, *heroism*, and *yaup IV*): hp 354; AC 29 [flat-footed 27, touch 19] (+1 size, +2 Dex, +2 natural, +8 armor, +2 deflection, +4 divine); Grap +24; Atk +35/+29/+23/+17 melee (1d8+11 plus *unholyproc* [DC 19], *sacred grimling mace*); SQ *death pact* (Cha DC 20; total +8 bonus), fast healing 1; Str 21.

16. Platform

This narrow platform extends outward from Gakkernog's chamber (Area 15) to its position nearly 25 feet above the lava pool. Gakkernog sometimes amuses himself by having victims flung into the lava as he dines while seated on this ledge.

Anyone standing on this ledge other than a grimling cleric is affected as if by an *immobilize* spell (caster level 28th; Reflex DC 32 negates); creatures must save each round they remain on the ledge, so it is possible that one might find oneself held for hours, perhaps until the high priest returns.

17. Holding Cells (EL4)

Prisoners are held here prior to sacrifice. Most prisoners are either Kattans or Vah Shir. A squad of 3 grimling warriors guards the cells.

18. Lower Corridors

This area can be reached only via the teleport device in the high priest's chambers (Area 15). The deepest sections of the Acrylia Caverns are magnificently designed and built, covered in intricate tiles and fitted stonework; they are only dimly lit (a single torch burns in a bracket placed every 60 feet or so along the halls) and well-patrolled by the grimlings.

19. Archmage Ring (EL23)

The self-titled grimling archmage Glimkragg (*male grimling necromancer*, Nec 13, OE; GoF) and a circle of subordinate cadaverists and deathbringers perform ceremonies of sacrifice and summoning in this chamber and the next. There are usually at least 10 subordinates here with Glimkragg at any given time.

20. Ring of Slaughter

This smaller chamber is used by Glimkragg and his disciples for ritualistic sacrifices. The walls are cleaned regularly, yet they are still stained dark red with the blood of Glimkragg's victims. The rituals performed here by the grimlings are the most painful and horrific imaginable, and are used when the archmage and his assistants need to create especially powerful undead, divine future events, or turn potent necromantic energies against their foes.

21. Captive Pens (EL11)

Those prisoners chosen for the terrifying rituals that take place in Areas 19 and 20 are kept here before their deaths. A squad of 4 grimling skullcrackers and 2 necromancers normally guards the room.

22. Central Gallery (EL15-19)

Foreman Gworknop (*male grimling chieftain*, Mil 5/Exp 6, OE; GoF) is in charge of patrols and labor in the lower caverns, and he takes his job very seriously. He is a very old

and powerful grimling who towers over his lesser minions. Gworknop can normally be found here along with a dozen or so ordinary grimling laborers, several warriors, and a handful of elite skullsplitters.

23. Living Quarters (EL6-12)

A total of 34 normal grimlings and warriors stay here, sleeping on the hard stone floor. Their living conditions are somewhat cleaner than those in the nearby mine complex, and each keeps a small personal area with a fur blanket and tiny collection of personal items.

24. Undead Guardians (EL22)

A squad of 6 fallen Vah Shir stands guard here, holding the narrow passages to the north and south, fighting any non-grimlings who attempt to force their way into the throne room. If engaged in combat, they are aided by the grimlings in Area 25.

25. Throne of Bone (EL25)

The aging yet remarkably hale grimling general Gruj Warfist is in charge of defending the inner caverns, and also uses this chamber to plan strategies for use against the Vah Shir and other foes. He is normally here, sitting upon his bone throne in the niche on the western end of the room, leading some to conclude that he is actually the grimlings' ruler. He is aided and advised by a number of seasoned grimling spellcasters and lesser chieftains, and guarded by an elite troop of grimling skullsplitters.

The passage to the last chambers in the caverns is beneath the floor of this chamber, accessible through a secret trapdoor. Gruj holds the only key to the door, and does not give it up easily. The trapdoor leads directly to Area 26.

General Gruj Warfist, Male Grimling Chieftain, War 17: CR 22; Medium-size humanoid (grimling) [5 ft., 1 in.]; HD 10d8+80 plus 17d12+136; hp 394; Init +9 (+5 Dex, +4 Improved Initiative); Spd 20 ft. in armor (30 ft. base), climb 15 ft. in armor (20 ft. base); AC 33 [flat-footed 29, touch 14] (+2 Dex, +5 natural, +9 armor, +5 shield, +2 dodge); BAB +24; Grap +30; Atk +35/+32/+29/+26/+23 melee (1d8+12, crit 19–20/x3, +4 *great-cleaving battleaxe of speed*), or +33/+30/+27/+24/+21 melee (1d8+12, crit 19–20/x3, +4 *great-cleaving battleaxe of speed*) and +28 melee (1d6+3 plus *daze*, shield bash); SA berserking, hated races; SQ blindsight 30 ft., Taunt bonus +4, ultravision; Res DR 1, MR 3; AL NE; Fac GoF; SV Fort +20, Ref +17, Will +10; Str 22 (16), Dex 20 (17), Con 26 (17), Int 17 (14), Wis 17 (12), Cha 9.

Skills: Climb +18, Hide +14 (+18 underground) [mask], Intimidate +11, Jump +10, Knowledge (warcraft) +20, Listen +17 [mask], Sneak +4, Spot +7, Swim +12, Taunt +20, Wilderness Lore +4.

Languages: Grimling (4), Vah Shir (4).

Feats: Alertness, Bash, Cleave, Combat Reflexes, Double Attack, Finishing Blow, Hand to Hand, Improved Bash, Improved Critical (battleaxe), Improved Initiative, Parry, Power Attack, Riposte, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: Brown chitin armor, large acrylia shield, +4 *great-cleaving battleaxe of speed*, boots of the dead dream, withered leather cloak, elder's earring, Myotis mask, Ward Chamber key (see Area 26).

26. Chamber of the Wards (EL 29)

This room is locked behind a heavily enchanted door that bears the lion-head seal of Shar Vahl. The chamber once stored ingots of acrylia and other precious metals mined and smelted by the Vah Shir. Now it contains only the Wards, undead spirits raised by Master Tashakhi to help defend his inner sanctum. The door can be opened only with one of the matching keys carried only by Gruj Warfist (Area 25) or Master Tashakhi himself (Area 29).

Sealed Door: Hardness 15; hp 350; Break DC 50; Pick Lock 50.

Inside, 5 undead wardens (*grimling necromancer ghouls**, Nec 13, OE; GoF) stand frozen in place, commanded by High Priest Gatturg Deadface (see below). Once the room is entered, these 6 guardians attack immediately. In the center of the room is a large iron cauldron, and the moment the PCs enter 2 shades emerge from it, called respectively the Ward of Life and the Ward of Death (*grimling chieftain shadows*, War 15, OE; GoF); they attack any living non-grimling in the room. Once these two shades are destroyed, a greater shade called the Ward of Spirits (*grimling chieftain shadow*, War 20, OE; GoF) comes forth and attacks. The undead wardens (or any other grimling necromancers present) use their various spells and death masteries to assist the shades to the best of their ability, since the Wards guard the way to Master Tashakhi.

The cauldron from which the shades arise has a special property: Any grimling necromancer within 5 feet of the cauldron can cast any spell that normally affects only the necromancer's skeletal pet through the device to affect one of the shades as a full-round action. (Thus, a necromancer standing by the cauldron can cast *renew bones* or *augment death* on any one of the Wards, even though the Ward is not technically the caster's pet.)

Once the Ward of Spirits is slain, a faintly shimmering incorporeal form — the Final Ward — rises up from the cauldron and drifts out of the room, across the chasm above the lava in Area 27, and through the door to Area 28. It then hovers beside the door to Area 29, where it remains until characters approach the door. This form cannot be harmed, as it has no substance, and its only ability to interact with the material world is to cause the door to Master Tashakhi's chamber to open (see Area 29).

Once all of the chamber's guardians are defeated (i.e., the undead wardens, Gatturg Deadface, and all three Wards), the platform submerged in the lava rises (see Area 27) for 1 minute before descending into the magma below, allowing characters who are suitably protected from the heat ample time to jump across.

* Use the froglok ghoul template in *Monsters of Norrath*.

Gatturg Deadface

Gatturg still remembers when Master Tashakhi first granted sentience and power to his kind, when he was blessed by Tashakhi to become the grimlings' first priest. Now, in death, Gatturg is blessed to be able to continue his service, and he remains utterly loyal, willing to fight even unto oblivion on his great master's behalf. He is an especially brutal and merciless creature who enjoys inflicting pain of any kind.

Gatturg Deadface, Male Grimling Chieftain (Ghoul), Clr 27 (always buffed with *blessed armor of the risen*): CR 28; Medium-size undead

[4 ft., 10 in.]; HD 10d12 plus 27d12; hp 319; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft. in armor (30 ft. base), climb 15 ft. in armor (20 ft. base); AC 29 [flat-footed 29, touch 15] (+4 natural, +10 armor, +5 deflection); BAB +27; Grap +35; Atk +41/+35/+29/+23/+17 melee (2d6+12 plus *unholy* proc [DC 19], crit 19–20, *sacred grimling mace*) and claw +34 melee (1d3+4 plus disease), or 2 claws +36 melee (1d3+8 plus disease); SA berserking, disease, hated races; SQ divine powers (improved invisibility to undead*, invisibility to undead, receive divine aura [x2]), extended range II, fast healing 5, flowing thought X (1 mana/minute), Greater Specialization (evocation), magic save +1, sluggish, ultravision, undead, +2 turn resistance; Res AR 3, CR 13, DR —, ER 3, FR 23, MR 17, PR —, SoR 8; AL DE; Fac GoF; SV Fort +14, Ref +18, Will +23; Str 26 (17), Dex 14 (10), Con —, Int 13, Wis 23 (20), Cha 11.

* See *Heroes of Norrath: Casters and Priests*.

Skills: Channeling +27, Climb +12, Hide –2 (+2 in rocky or subterranean terrain, +4 in shadows or darkness) [cloak], Intimidate +16, Knowledge (folklore) +7, Knowledge (monster lore [undead]) +6, Knowledge (mysticism) +14, Knowledge (religion) +8, Listen +11, Meditation +36, Search +5, Sense Motive +15, Sneak –2, Spellcraft +19, Spot +11, Swim +10, Undead Empathy +8, Wilderness Lore +8.

Languages: Grimling (4), Vah Shir (4).

Feats: Alertness, Brutish, Combat Casting, Double Attack, Improved Critical (heavy mace), Improved Initiative, Multiattack, Mystic Capacity, Parry, Power Attack, Quicken Spell, School Specialization (evocation), Weapon Focus (claw), Weapon Focus (heavy mace).

Disease (Ex): Ghoul Rot—claws; Fort DC 28; incubation 1 day; damage 1d6 temp Con. Each time the infected creature takes damage from the disease, it must succeed at a second Fortitude save (DC 28), or 1 point of the Constitution damage is permanent instead. Grimlings or frogloks (and other races, at the GM's discretion) who die from the disease become ghouls themselves.

Cleric Spells Prepared (mana cost, modified for Greater Specialization): *Blessed armor of the risen* (46), *heroic bond* (70), *invoke fear* (20), *pacify* (17), *retribution* (36), *shield of words* (50), *stun command* (23), *word of souls* (26), *yaulp III* (4). Caster level 27th; save DC 16 + spell level.

Mana Pool: 339.

Possessions: Acrylia plate, *sacred grimling mace* (as heavy mace; see Chapter 5: New Magic), *cloak of shadows*, *moonstone ring*, *boots of brawn*.

Gatturg Deadface (buffed with *heroic bond*, *shield of words*, and *yaulp III*): hp 344; Grap +38; Atk +44/+38/+32/+26/+20 melee (2d6+15 plus *unholy* proc [DC 19], crit 19–20, *sacred grimling mace*) and claw +37 melee (1d3+5 plus disease), or 2 claws +39 melee (1d3+11 plus disease); SQ damage reduction 16/–; Str 32.

27. Lava Room (EL 23)

Those entering this room emerge on a large platform at the eastern end of the room. The platform extends out over a deep chasm filled with lava up to a point about 80 feet below. A smaller platform extends from the western end of the room with a yawning gulf between them. On each platform stand 2 grimling Deathguards (*fallen grimling chieftain*, War 12, OE; GoF), each armed with a +3 *light pick* and a masterwork shortbow with a quiver of 12 *condensed shadow ultimate arrows*. They attack intruders immediately.

On the ledges in this room, it is considered "extremely hot." Immediately above the lava pit (such as when stand-

ing on the platform described below), even at ceiling height in the room, it is “abysmally hot.” (See the EQ: *Game Master’s Guide* for more information on extremely hot environments and lava hazards, and on falling damage.)

There is also a submerged platform that normally rests about 5 feet beneath the lava. If a character stands motionless on the platform for 1 full round (requiring him or her to be immune or at least highly resistant to fire, of course), it rises up out of the lava at a rate of 20 feet per round until, after 4 rounds, it is level with the two platforms above, forming a bridge of sorts over the lava; gaps of 12 feet remain between the platform and the ledges on either side of it, however. The platform remains in place for 3 full rounds before beginning its descent, also at 20 feet per round. (See “Jump” in Chapter 4 of the EQ: *Player’s Handbook* for more on adjudicating the success of leaps across the 12-foot spans.)

Note that immediately after all of the Area 26 guardians are defeated — i.e., the undead wardens, Gatturg Deadface, and all three Wards — the platform also rises (at its normal rate), but in this instance it remains in place for 1 full minute before descending again, allowing characters who are suitably protected from the heat ample time to jump across.

The western platform leads to the door to Area 28.

28. Freezing Pond (EL 27)

There are 4 Sanctum Deathpriests (*grimling priest ghoul*, Clr 14, OE; GoF) and 6 Sanctum Bloodguards (*grimling chieftain ghoul*, War 15, OE; GoF) occupying this room; they attack intruders on sight. In the center of the chamber is a broad pool of crystal-blue water, which is well below the freezing point in temperature but is magically prevented from ever freezing over. (See the EQ: *Game Master’s Guide* for more information on extremely cold environments and water hazards.)

29. Tashakhi’s Chambers (EL 35)

A Shar Vahl lion-head seal graces the doors to this chamber. Normally, this door can be opened only from the inside by Master Tashakhi himself, when he wishes to consult with grimling leaders. If the Ward of Spirit was defeated in Area 26, though, then the Final Ward hovers here beside the door, and if anyone approaches to within 10 feet of the door, it intones, “Who would enter the chamber of the master?”

If any PC answers truthfully, the Ward opens the door and allows the outsiders to enter the room beyond. There are no other means of entry, for the door is indestructible to any mortal means of harm.

Inside, the lighting is dim. At each of the four corners of the room stands a shade (*grimling chieftain shadow*, War 18, OE; GoF), which attacks if commanded to do so by Tashakhi. The skeletal grimling Warlord Gurmarl is also in the room, consulting with his master; he has recently been blessed with undeath so that he might offer Tashakhi continued service.

Warlord Gurmarl

The most accomplished grimling leader to date, Gurmarl was the architect of the surprise attack that drove the Vah

Shir from the mines and the Grimling Forest. Since those days, he has continued to mastermind the campaign against the kerrans, and today, recently “elevated” to undead status, he is formulating plans with Tashakhi to push the cat-folk out of Hollowshade Moor. He is very cunning and knowledgeable in the arts of war, and is a fearsome warrior in his own right.

Warlord Gurmarl, Fallen Male Grimling Chieftain, War 21: CR 28; Medium-size undead; HD 10d12 plus 21d12+14; hp 250; Init +8 (+2 Dex, +4 Improved Initiative, +2 haste); Spd 30 ft. in armor (40 ft. base) [Swift], climb 15 ft. in armor (20 ft. base); AC 30 [flat-footed 28, touch 15] (+2 Dex, +6 natural, +9 armor, +2 enhancement, +1 augmentation); BAB +28; Grap +38; Atk +44/+40/+36/+32/+28 melee (1d8+22, crit 18–20/x4, +5 keen heavy pick), or +41/+39/+37/+35/+33 melee (1d3+13, *twisted steel gauntlets*); SA area Taunt, berserking, harm touch, hated races; SQ damage reduction 15/+3, disciplines (Fearless, Resistant), haste (1) [–1 weapon delay], infravision, magic save +1, see invisible, Taunt bonus +5, ultravision, undead, wound resistance, +2 turn resistance; Res AR 7, CR 30, DR —, ER 6, FR 33, MR 9, PR —, SoR 6; AL NE; Fac GoF; SV Fort +14, Ref +16, Will +10; Str 31 (23), Dex 15, Con —, Int 19 (18), Wis 12 (11), Cha 20 (18).

Skills: Climb +22, Hide +0, Intimidate +20, Jump +21, Knowledge (warcraft) +31, Listen +11, Search +9, Sneak –1, Spot +11, Swim +20, Taunt +31, Wilderness Lore +3.

Languages: Grimling (4), Vah Shir (4), Modern Combine (3), Vampyre (2).

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Double Attack, Finishing Blow, Great Cleave, Improved Critical (heavy pick), Improved Dodge, Improved Initiative, Leadership, Parry, Power Attack, Riposte, Run, Sunder, Swift, Toughened, Weapon Focus (heavy pick), Weapon Specialization (heavy pick).

Harm Touch (Su): 6/day — 93 points; Fort DC 29 half.

Wound Resistance (Ex): Gurmarl takes only half damage from slashing and piercing attacks.

Possessions: +4 acrylia chainmail, +5 keen heavy pick, *twisted steel gauntlets*, Jilleo’s bracelet, *saprophyte eye*, carved ivory mask, *spore-covered boots*.

Master Tashakhi

Once, ages ago, a mighty kerran beastlord named Khati Sha served his King Vah Kerrath faithfully. When the city of Shar Vahl was transported to the Moon of Luclin, Khati Sha immediately set out to explore this new world. As always, he served with honor and distinction, expanding his people’s knowledge of the moon and its strange inhabitants. After a time, Khati Sha heard tales of a strange place on the light side of Luclin where the evil shissar snake-folk purportedly held sway.

Fearful of the threat that the shissar represented, and perhaps just slightly too curious for his own good, Khati Sha ventured into the blazing eternal day of the light side and sought out the region known as the Grey. He never returned, and soon the Vah Shir mourned the loss of their greatest beastlord. Today, the Shar Vahl guild of beastlords bears the name of their greatest hero. Most believe that the legendary Khati Sha perished, while others believe that he lives on still, watching over his people from the wilds of Luclin.

The Shar Vahl and their king would be horrified if they knew the truth.

In the Grey, Khati Sha was captured by the shissar and taken to their temple, where he was subjected to unbeliev-

able torments. Curious about the world's newest inhabitants, the snake-folk twisted Khati Sha's body and mind, transforming him into a cruel and terribly powerful creature of evil. Infected by the shissars' xenophobia and lust for further power, Khati Sha escaped from the Grey and wandered Luclin's moon for a time, a twisted parody of the noble creature he had once been.

At length, he found his way back to the Mushroom Forest, where his people managed the thriving Acrylia Mines. In the depths of the mines, Khati Sha encountered a primitive race of bestial humanoids, which he dubbed grimlings. Handling the grimlings as cruelly as he himself had been manipulated by the shissar, Khati Sha transformed them into a cruel, sadistic race bent on spreading death and suffering. By the thousands, the grimlings burst from the Acrylia Mines, slaying countless Vah Shir and driving the kerrans from the forest. Renamed the Grimling Forest, this realm is today a bloody battleground.

For their part, the grimlings worshipped their new leader as a god, who now called himself "Tashakhi," a twisted version of his old name. Few if any have realized the similarities, though some newer grimling architecture is said to mirror the Vah Shir style of design — a fading remnant of Khati Sha's old existence.

Today, Tashakhi is a brooding, skeletal being who dwells in the depths of the Acrylia Caverns, with the terrible powers of a malevolent godling, plotting with his grimling followers the ultimate conquest and destruction of his own people. Once the Vah Shir are utterly destroyed, Tashakhi intends to turn his insane wrath against the tegi and then the Combine refugees (in Katta Castellum, Sanctus Seru, and Shadow Haven alike). Only then will he crush the shissar, in a final and self-destructive act of vengeance against the race that turned him from hero into monster.

Tashakhi normally fights with his two great, curved blades. Once he himself decides to attack, he first uses his crown's power and his various protective and buff spells upon himself, and then attacks spellcasters (especially healers) before all others. However, he prefers not to fight directly until he must, leaving combat to his defiled minions and grimling followers. He uses his oddly small yet fully functional metallic wings to stay out of opponents' reach, while using his items to monitor the thoughts of foes and the condition of allies. His defiled minions (see below) can be affected by any of his spells that would normally affect his beastlord's warder. As long as four or more of his minions and servants are still fighting, he hovers in the background casts spells to assist them and frustrate his foes.

Master Tashakhi [Formerly Male Vah Shir (sa), Bst 30]: CR 34; Large outsider (evil); HD 10d8+100 plus 30d8+300; hp 629; Init +11 (+7 Dex, +4 Improved Initiative); Spd 20 ft. in armor (30 ft. base), fly 50 ft. (good); AC 45 [flat-footed 42, touch 17] (–1 size, +3 Dex, +19 natural, +9 armor, +5 deflection); BAB +40; Grap +47; Atk +54/+50/+46/+42/+38 melee (2d6+13, crit 15–20, +6 massive falchion of speed) and +49/+44 melee (2d6+9, crit 15–20, off-hand +6 massive falchion of speed) and gore +42 melee (1d6+3); Reach 10 ft.; SA *call minions*, spells; SQ beastlord abilities, damage reduction 20/+4, flowing thoughts III, regeneration 10, see in darkness, spell resistance 37, wound resistance; Res AR 60, CR 60, DR —, ER 60, FR 60, MR 60, PR —, SoR —; AL DE; Fac Tashakhi, GoF; SV Fort +30, Ref +31, Will +33; Str 25, Dex 25 (19), Con 30 (26), Int 22 (19), Wis 36 (27), Cha 24 (18).

Skills: Animal Empathy +29, Balance +11, Channeling +40, Climb +13, Handle Animal +32, Heal +29, Hide +14,

Intimidate +27, Jump +13, Knowledge (nature) +16, Knowledge (religion) +16, Knowledge (warcraft) +19, Listen +45, Meditation +49, Ride +19, Sense Heading +18, Sense Motive +33, Sneak +18, Spot +45, Swim +11, Taunt +26, Undead Empathy +20, Wilderness Lore +28.

Languages: Vah Shir (4), Combine (4), Shissar (4), Grimling (4), Tegi (4), Galorian (3).

Feats: Alertness, Cleave, Combat Casting, Combat Reflexes, Dodge, Double Attack, Dual Wield, Hand to Hand, Improved Critical (falchion), Improved Hand to Hand, Improved Initiative, Improved Two-Weapon Fighting, Parry, Power Attack, Riposte, Track.

Call Minions (Sp): As an full-round action, Tashakhi can conjure up a defiled minion (see sidebar) that remains for up to 1 hour. However, conjuring each minion costs Tashakhi 63 hit points, so he usually calls them only when he has enough mana or time to heal himself or when he is not presently threatened (note Tashakhi's regeneration). A conjured minion appears anywhere that Tashakhi wishes within 20 feet of himself; once conjured, a minion may move any distance from its master. If Tashakhi himself is slain, all minions collapse in to piles of bones and the enslaved Vah Shir spirits that occupied them are freed. Tashakhi may use this ability up to 8 times per day; he may have any number of minions (up to the maximum of 8 per day) active at one time.

Beastlord Spells Prepared (mana cost): *Alacrity* (19), *greater healing* (25), *nullify magic* (8), *Sha's advantage* (21), *Sha's ferocity* (58), *Sha's restoration* (50), *spiritual strength* (71), *talisman of Altuna* (42). Caster level 36th; save DC 23 + spell level.

Mana Pool: 692.

Beastlord Abilities: Tashakhi has all the abilities and powers of a 30th-level beastlord, including animal speech (beasts, magical beasts), animal aura (8/day), spellcasting, and disciplines (Bestial Rage, Fearless, Protective Spirit, Resistant). Rather than having a warder, Tashakhi can call forth a number of "defiled minions" each day; see his "Call Minions" ability for more details.

Immunities (Ex): Tashakhi is immune to disease, poison, and sonic damage.

Regeneration (Ex): Holy and lawful attacks deal normal damage to Tashakhi. He may regrow severed limbs in 2d6 minutes. If he holds the severed limb against the stump, he may reattach it instantly.

Wound Resistance (Ex): Due to his skeletal composition, Tashakhi takes only half damage from slashing and piercing attacks.

Possessions: *Shissar scaled armor*, twin +6 massive falchions of speed, *Tashakhi's cloak* (as sheer black crusader's cloak), *shadow crown*, *deathmask*, *ring of thoughts*, *ring of lords*, *burning gauntlets* (type IV).

Tashakhi (buffed with *alacrity*, *health*, *shadow*, and *spiritual strength*): HD 10d8+130 plus 30d8+390; hp 812; Init +15 (+11 Dex, +4 Improved Initiative); AC 47 [flat-footed 42, touch 19] (–1 size, +3 Dex, +19 natural, +9 armor, +5 deflection, +2 haste); Grap +52; Atk +59/+55/+51/+47/+43 melee (2d6+18, crit 15–20, +6 massive falchion of speed) and +54/+49 melee (2d6+12, crit 15–20, off-hand +6 massive falchion of speed) and gore +47 melee (1d6+6); SQ damage reduction 20/+4 and 10/–, haste (5) [1 extra action/round]; SV Fort +33, Ref +35; Str 35, Dex 33, Con 36.

Defiled Minions

Tashakhi created these minions from the corpses of slain Vah Shir heroes; for game purposes, use the stats below for each. (The stats are those of a corrupted, fallen 15th-level Vah Shir warrior.)

Defiled Minion: CR 18; Medium-size undead; HD 15d12; hp 97; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 23 [flat-footed 20, touch 13] (+3 Dex, +10 natural); BAB +15; Grap +21; Atk 2 claws +22 melee (1d6+6) and bite +19 melee (1d4+3); SA harm touch, rage; SQ berserking, damage reduction 15/+3, infravision, minion of Tashakhi, see invisible, immunities, spell resistance 18, Taunt bonus +4, undead, wound resistance, +2 turn resistance; Res CR 30, DR —, FR 30, PR —; AL DE; Fac Tashakhi; SV Fort +7, Ref +8, Will +4; Str 22, Dex 16, Con —, Int 10, Wis 8, Cha 10.

Skills: Climb +14, Jump +14, Intimidate +8, Listen +3, Safe Fall +13, Sneak +13, Spot +3, Taunt +14.

Feats: Alertness, Combat Reflexes, Improved Initiative, Multiattack, Parry, Power Attack, Riposte, Weapon Focus (claw), Weapon Specialization (claw).

Harm Touch (Su): 1/day — 45 points, Fort DC 17 half.

Rage (Ex): Defiled minions go into a spectacular rage the instant they are damaged in combat, thereafter granting them a +4 bonus to Strength until either they or their foe is dead.

Immunities (Ex): A defiled minion is immune to mind-affecting spells and effects.

Minion of Tashakhi (Ex): Whenever Tashakhi conjures a defiled minion, that minion appears with two of the following special abilities. (Roll twice on the table below, and apply the resulting bonuses or abilities to the minion.)

d12 Roll	Result
1	+4 natural armor
2	+4 Strength
3	+4 Dexterity
4	+4 Intelligence (increases harm touch DC by +2)
5	+4 Charisma (harm touch may be used 2 extra times per day)
6	Damage reduction 15/+4 [DR 20/+4 if rolled a second time]
7	Spell resistance 23 [SR 28 if rolled a second time]
8	Sonic resistance (60) [sonic immunity if rolled a second time]
9	Acid resistance (25) [AR (50) if rolled a second time]
10	Electricity resistance (25) [ER (50) if rolled a second time]
11	Magic resistance (25) [MR (50) if rolled a second time]
12	Regeneration 5 [regeneration 10 if rolled a second time]

See Invisible (Su): A defiled minion can continuously see invisible as the spell.

Wound Resistance (Ex): A defiled minion takes only half damage from slashing and piercing attacks.

Akheva Ruins

Once stood the mighty city of Ka Vethan, home to the beloved servants of Luclin, her first-born worshippers, the Akheva. Let it be a lesson to you, young one, that this fine city now lies in ruins, shattered by the violence of the Akheva themselves, destroyed by the overweening pride and jealousy of those for whom even the greatest of power was not enough.

In days long past, it is said, the Akheva dwelt in harmony with their goddess, doing her will and ruling over the realm. Although they were devoid of anything we might call mercy or compassion, the Akheva were nevertheless wise and learned, and their rule was at least never needlessly cruel.

This all ended when the Akheva descended into civil war, some siding with the priestess Atenha'Ra and others with her rival Akelha'ra. Great and terrible were the battles between these two factions, and the war at last came to a bloody conclusion when Atenha'Ra summoned the Maiden's Scar, a storm of almost unimaginable force, to scatter her rivals and shatter this once-beautiful city.

Today, only ruins lie in the place of Ka Vethan, amid debris and impenetrable shadow. The surviving Akheva of the dead sister's faction remain there, along with the shades of their perished fellows. They are served by the Centi, a race of dangerous shadow tegi, and by the mind burrowers and "shaded stones," ponderous constructs crafted from the rubble of the lost city.

This benighted and accursed place can be approached only through the wilderness of the Maiden's Eye. Some of our people — especially those who have sought the remains of King Kerrath — have visited these ruins, and they say that there is little there save vast, lonely corridors and vengeful ghosts. Still, rumors of great riches and ancient artifacts continue to draw adventurers of all races here, and enough wealth returns from the ruins with every generation to keep adventurers coming.

—Muliek

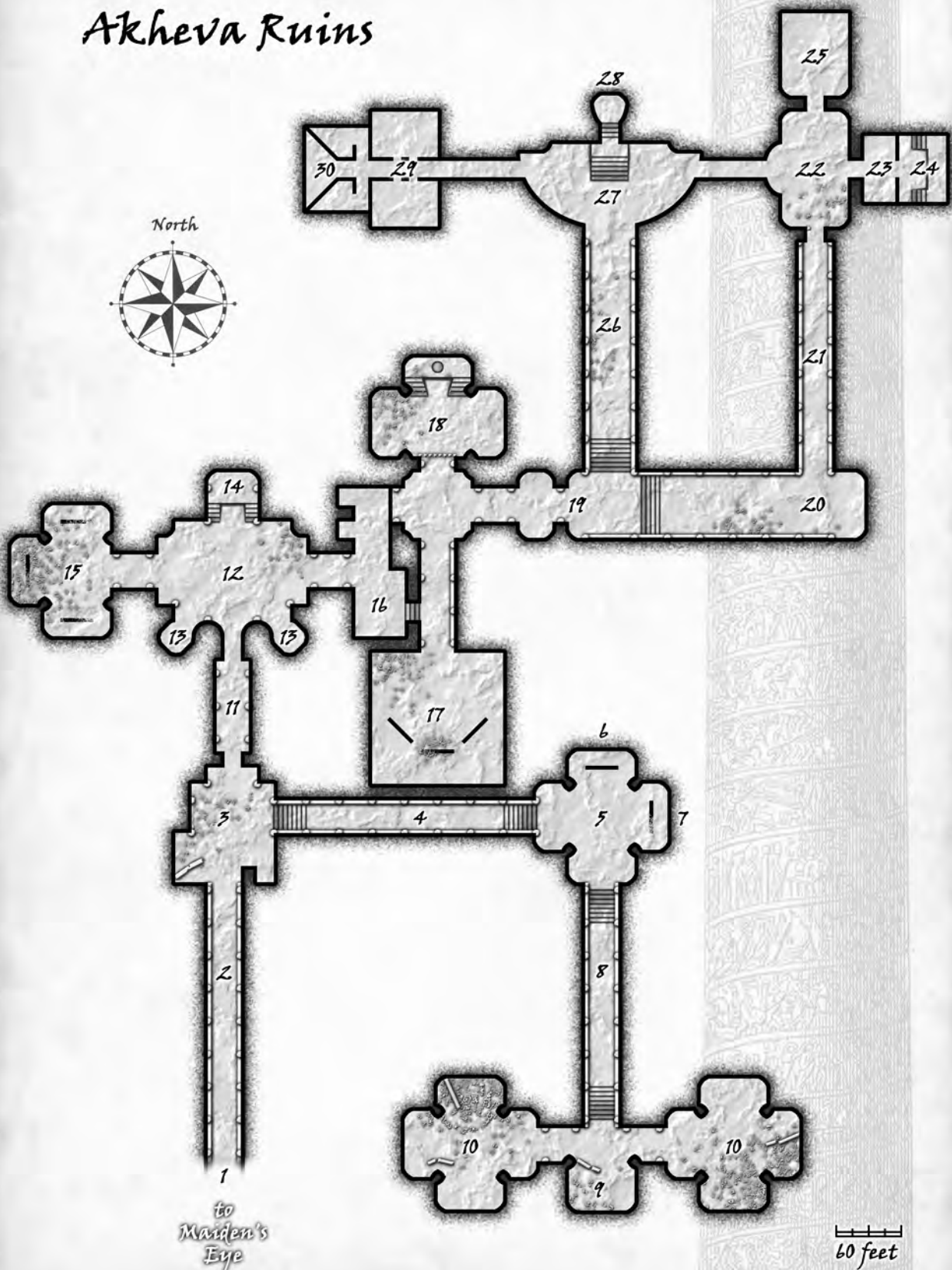
Common Encounters in the Akheva Ruins

Akheva
Animal, rattlesnake*
Giant scorpion
Mind burrower†
Rock burrower
Tegi, shadow (Centi)
Vermin, giant beetle‡
Vermin, grey spider [carrion spider]*
Vermin, giant wasp*

† Use stats for variously sized rock burrowers (from *Monsters of Norrath*), but instead of an acid attack, the mind burrower can process a supernatural mana drain attack with each bite (Proc DC 16) that drains 4d10+4 mana from the target.

‡ Normally giant rhino beetles (see *Monsters of Luclin*), but the GM may wish to use various giant beetles from *Monsters of Norrath* for variety.

Akheva Ruins



Chapter Four:
Ruins & Caverns

1. Entrance

The state of the ancient city is apparent even as one enters, for the once fine marble corridor is choked with rubble and the remains of fine statuary and carvings.

2. Corridor of Fallen Columns

The devastation grows worse as one moves along the main corridor. Littered with debris, the corridor is choked by fallen fluted columns. Several Centi (shadow tegi) lurk in the shadows here, but they are not likely to attack, preferring to fall back and warn their masters that unwelcome guests approach.

3. Antechamber (EL 0 or 16)

An enormous marble column has fallen diagonally across this room, forming a barrier between the corridor to the south and the chambers to the north. The walls were once covered with carved marble and granite panels, but most have been demolished, leaving only a few remains behind bearing images of Akheva and various mythological monsters.

The Centi defend this chamber in strength if ordered to do so by the Akheva, but otherwise they hide and give ground before intruders.

4. Corridor

This rubble-filled corridor is dark and empty, though intruders may occasionally catch a glimpse of a furtive shadow—a tegi or an Akhevan shade lurking in the gloom, keeping a close watch on outsiders.

5. Chamber of Tablets (EL 0 or 18)

This high-ceilinged chamber once housed several sacred inscriptions and holy relics. The devastation of the Maiden's Scar broke most of these tablets, but a number of Centi and 2 Akhevan shades (*Zov Akheva with the shadow template*) maintain their vigil here, overseeing the remains of their once-valued treasures. They attack only if the relics are harmed or moved; otherwise, they remain hidden in the deep shadows of the chamber.

6. Ruined Monolith

This alcove once contained a single marble monolith, covered by carved inscriptions in Akhevan hieroglyphics. Only about a third of it now remains, and its base is covered in broken stone and gravel. The monolith itself contains the remains of information on several powerful Akheva spells, which might be decipherable with time and effort. The glyphs are not carved in the Fleshless Tongue, but rather in a sort of patois that combines elements of the timeless Akhevan language with those of several of the lost tongues of the era in which they were carved.

Deciphering the script requires a successful Intelligence check (DC 27); however, such a check requires two months, minus 1 week for every 2 points by which the Intelligence check exceeds DC 27 (minimum 1 week). A character with at least 5 ranks in Knowledge (monster lore [outsiders]) or Knowledge (arcana) or who has translated another such Akhevan tablet gains a +2 synergy bonus on this check (these synergy bonuses stack). The spells available from this monolith are up to the GM.

7. Tablets of the Law

These shattered tablets once contained a code of laws handed down to the Akheva by Luclin herself. Only a few pieces remain, and they are carved in the same modified script as those at Area 6.

Deciphering this script requires a successful Intelligence check (DC 24); this check requires 6 weeks, minus 1 week for every 2 points by which the Intelligence check exceeds DC 24 (minimum 1 week). A character with at least 5 ranks in Knowledge (monster lore [outsiders]) or Knowledge (arcana) or who has translated another such Akhevan tablet gains a +2 synergy bonus on this check (these synergy bonuses stack). A character who translates these tablets successfully gains a permanent +4 bonus on all Knowledge (monster lore [outsiders]) checks that involve Akheva or their culture.

8. Corridor

This corridor is even more choked with rubble than others in the complex, slowing ground speed by half. Characters cannot run or charge in the corridor due to the debris.

9. Chamber of Stars (EL 0 or 14-16)

Most of the roof of this chamber has fallen; what remains seems to show painted constellations, although they are in a formation that doesn't resemble the present night sky of Luclin. Mind burrowers (also called mind worms) sometimes crawl into this chamber and hide among the broken pieces of ceiling on the floor. (See "Common Encounters in the Akheva Ruins" for details on mind burrower stats.)

10. Mind Burrower Chambers (EL 17-21)

Numerous mind burrowers lurk here (there are always at least 4 here, and sometimes as many as a dozen), and they can be summoned to aid any Akheva or Akhevan shade in the ruins with a *monster summoning* spell. See "Common Encounters in the Akheva Ruins" for details on mind burrower stats.

11. Tiled Corridor

This corridor is largely intact, its floor covered by intricately-designed tiles. Some are broken or displaced, but the appearance of the corridor is more one of neglect than of disaster. Faint lights can be seen at the end of the corridor, and ghostly shapes move in the chamber beyond.

12. Shade Chamber (EL 21)

A group of 3 Akhevan shades (*Zun Akheva shadows*) occupy this room, along with the 3 "shaded stones" (*Zun Va Dyn stonegrabbers*) that serve them. The shades attack only those who approach the stairs leading to the statue (at Area 14), while the shaded stones simply try to bull rush all intruders out of the room by brute force; the constructs defend themselves with deadly force if attacked.

13. Alcoves

These alcoves contain glowing acrylia-veined monoliths that provide dim illumination (as candle-light).

14. Statue of Luclin

The shadow-goddess, in her four-armed aspect, dances gracefully in an alcove set 30 feet above the floor of the chamber, accessible by twin staircases. The statue is in perfect condition, untouched by the ravages of time or by the devastation of the Maiden's Scar. Both Akheva and shades (see Area 12) defend this sacred image of their goddess from defilement by the touch or proximity of outsiders.

15. Chamber of the Monoliths (EL19)

This chamber contains a number of fallen monoliths, all of which were once covered by Akhevan hieroglyphics. Nothing useful can be discerned from them, for all are far too badly damaged. Moving about the chamber are 6 shaded stones (*Zun Va Dyn stonegrabbers*), emptily going through the motions of cleaning and tidying up even though the room is utterly devastated. The constructs attack if the debris is disturbed in any way.

The northern alcove contains what appears to be a pile of rubble, but if intruders approach or try to search the room, the rubble transforms into a terrifying stonegrabber, the *Va'Dyn (40-HD Eom Va Dyn)*. This creature defends the room at all costs, attempting to destroy anyone who disturbs it, pursuing them as far as Area 11 or Area 16 if they retreat. The *Va'Dyn* wields a powerful weapon known as *Skybreaker* (see Chapter 5: New Magic).

16. Chamber of Inscriptions

This chamber once contained hieroglyphic inscriptions describing the exploits of the Akheva and their relationship with the goddess Luclin. Deciphering this script requires a successful Intelligence check (DC 25); this check requires 6 weeks, minus 1 week for every 2 points by which the Intelligence check exceeds DC 25 (minimum 1 week). A character with at least 5 ranks in Knowledge (monster lore [outsiders]) or Knowledge (arcana) or who has translated another such Akhevan tablet gains a +2 synergy bonus on this check (these synergy bonuses stack). A character who translates these tablets successfully gains a permanent +4 bonus on all Knowledge (religion) checks that involve Akheva or their religion.

17. The Pit of Sacrifice (EL 31 or 34)

Intended for worship, arcane ceremonies, and the sacrifice of the Akheva's enemies, this chamber is usually occupied by several shades, still engaging in the strange rites that they performed centuries ago. A *Zun* shade maintains watch at each of the four corners of the chamber, while 4 *Zov Zethon* shades stand in a circle in the middle, calling up arcane forces.

If the Akheva have word of intruders (most likely from their *Centi* servants), then 4 elite guards known as *Lifetakers (Pli Va Liako)* also occupy the chamber, protecting the south end of the chamber, where stands the Akhevan master wizard known as the *Itraer Vius (Eom Zethon; Int 35)*, who sometimes observes and at other times participates in the shades' ceremonies. Neither he nor the other occupants will take kindly to the ceremonies being interrupted.

Once the *Itraer Vius* is slain and all of the other the shades and Akheva in the chamber are either slain or driven off, the "Key to Vex Thal" quest begins (see sidebar).

18. Atulinae Vius' Chamber (EL28)

This chamber is accessible only through a great iron grid, whose broad openings are sufficient to admit any creature of size Large or smaller (it appears to be decorative rather than defensive). The chamber contains two relatively undamaged tablets that bear carven images of the Akheva doing Luclin's bidding when the goddess first arrived on the moon. It also contains 5 guardian shades (*Zun shadows*), and is normally the dwelling place of one of the ruins' few living residents, the Akhevan lord *Atulinae Vius (Pli Thall)*. He is assisted by 2 *Zov* acolytes and a number of *Centi*, which scurry about the chamber doing his bidding.

19. Silver Gallery (EL19-22)

Once lined with elegant marble columns, this gallery is now littered with more rubble, and is infested with mind burrowers (6-15 are present at any given time) and *Centi* shadow *tegi*, whom the mind worms ignore at the Akheva's command. (See "Common Encounters in the Akheva Ruins" for details on mind burrower stats.)

20. Shades (EL23)

At the far end of the Silver Gallery stand 4 greater shades (*Pli shadows*). They normally remain motionless in a circle, their dark robes moving slightly as if in a constant breeze. A number of *Centi* also lurk in the corridor, but they fearfully avoid the shades, which attack any non-Akheva trying to go up the northward passage that they guard.

21. Sky Corridor

Much of this section of the city is relatively intact, and the Sky Corridor in particular is almost totally undamaged. The floor is inlaid with silver and gold knotwork, the walls are crafted from acrylia-veined white marble, and the ceiling is cunningly vaulted and decorated to resemble an open sky on the light side of Luclin. The *Centi* in Area 19 try to prevent outsiders from entering the corridor, but never actually enter it themselves, under any circumstances, fearful of retribution by the Akheva.

22. Centi Chamber (EL16-20)

This plain marble chamber is also intact, and normally contains a dozen or more *Centi* who act as guards for the sacred chambers beyond. Shades sometimes supplement the *tegi* when defending or guarding the chamber.

23. Twilight Antechamber

The ceiling of this chamber resembles the sky at dusk, along the frontier between the light and dark sides of Luclin. The walls are carved with intricate abstract decorations, as well as dozens of different hieroglyphics, each of which is a different sacred name for the goddess Luclin. The antechamber is normally not occupied.

24. Sky Chamber (EL31)

The most powerful remaining Akheva live and work in this area. *Shei Vinitras (Eom Zethon; Int 36)* and her aide *Sheleric Vis (Eom Thall)* sometimes set tasks to shades and

Quest: The Key to Vex Thal

Faction: Followers of Akelha'ra (+1 rank).

NPC: Spirit of Akelha'ra.

CR: 26+.

Reward: +2 faction ranks with the Followers of Akelha'ra; *scepter of Akelha'Ra*. This quest cannot be repeated.

Consequence: -2 faction ranks with the Followers of Atenha'Ra.

Quest Summary: Once the Itraer Vius is slain, a shimmering humanoid form appears on the platform where he was standing. The faintly luminescent form speaks in a plaintive, echoing voice. "Shadows cannot exist without light. Bring me a wisp stone so that my balance can be righted by its soft glow."

The *wisp stone* can be created by using the 2nd-level magician spell *summon wisp*. If there are no magicians in the party or if the spell is not available, the GM may have the figure ask for any kind of light-emitting stone, power, or item. Once the light is shone on the humanoid, it transforms into the image of a tall, beautiful, four-armed creature, apparently female, identical in appearance to the Akheva creature Atenha'Ra.

"I am the spirit of Akelha'Ra," says the figure, "and you have freed me from my prison."

The spirit explains that she was once the high priestess of Luclin and leader of the Akheva. Akelha'ra created her sister-priestess Atenha'Ra from her own essence to aid in the worship and glory of the goddess Luclin. After a time the two quarreled, and Atenha'Ra summoned the fearsome Maiden's Scar that devastated Ka Vethan and destroyed Akelha'ra. Now, the ancient priestess is a helpless spirit and Atenha'Ra has taken over leadership of the surviving Akheva.

Akelha'ra cannot return to physical form or attempt to reclaim her rightful place as leader of the Akheva unless her scepter is first restored to her. The scepter was shattered by the Maiden's Scar and its ten fragments strewn across the moon. She asks that the characters find these shards and restore her scepter.

If the characters agree to the quest, Akelha'ra explains that each shard has a different name and is in a different location. She describes the locations, and gives the characters some clue as to where each might be found.

- *Dat*: Held by the shik'nar in Fungus Grove.
- *Dax*: Held by a shade somewhere on the Akheva Island in Firegard Lake (Area 52, Chapter 3).
- *Kel*: Held by a timeless golem in the Grey.
- *Kelera*: Held by a Seru legionnaire in Sanctus Seru.
- *Lor*: Held by the Sambata tribesmen in the Dawnshroud Peaks.
- *Raf*: Held by a thought horror in the Deep.
- *Set*: Held by the sun revenants on the plateau in the Scarlet Desert.
- *Tak*: Held by the Goranga tribesmen in the Maiden's Eye.
- *Ved*: Held by grimling warriors in the Acrylia Caverns.
- *Vin*: Held by a skeleton in the mines beneath the Sraeshza Temple.

Once the ten shards are combined, Akelha'ra is able to return to something resembling her original physical form, but she claims that she yet lacks the strength to confront Atenha'Ra. She offers the newly reformed *scepter of Akelha'Ra* to the characters, telling them that it will allow them to enter Vex Thal (any other powers it has are left up to the GM to decide), and asks that they destroy Atenha'Ra for her.

The consequences of this quest are best left to the GM's discretion. Obviously, entering Vex Thal and destroying Atenha'Ra is a daunting task for even the most advanced and accomplished adventurers. If Atenha'Ra is indeed eliminated, Akelha'Ra may once again take her place as leader of the Akheva, and things may go along as before. Or the PCs' acts may simply trigger yet another Akhevan civil war, which could have disastrous consequences for the entire Moon of Luclin.

Of course, the characters may not want to get involved in the Akhevan conflict at all. They may be persuaded if Akelha'Ra promises to change her people's ways, or if she tells them that Atenha'Ra is planning a war against the other inhabitants of Luclin. Whatever the outcome, this quest will intimately involve the characters in the fate and history of the entire world, and may draw the attention of the goddess Luclin herself.

Centi here, but normally they are here alone (they normally do not need assistance to defend themselves). Both will speak to outsiders unless the interlopers have engaged in acts of gross violence against other Akheva or their shades. (Attacking Centi, rock or mind burrowers, and shaded stones is allowable, since such things are nothing more than simple beasts or useful tools, rather than vital beings.) Shei Vinitras might actually be willing to trade

goods (Akhevan books, weapons, tools, and the like) for products that help her learn more about the outside world.

Neither Akheva is what one would call *friendly* — the most any non-Akheva can expect from them is icy indifference; if either of them (or worse, the goddess Luclin) is insulted, both immediately attempt to dispose of the intruders as efficiently as possible.

25. Sun Chamber

The ceiling here is decorated to resemble a daytime sky. Normally, this chamber lies empty, though Sheleric Vis (see Area 24) sometimes uses it as a study and meditation room.

26. Grand Hallway

Broad, intricately tiled, lined with magnificent columns and statuary, the Grand Hallway is intact save for some rubble at its southern end. The Centi in Area 19 try to prevent outsiders from entering the corridor.

27. Chamber of the Keepers (EL 21-25)

Much ancient and valuable lore was stored here in the form of sacred tablets and carvings, but most were removed in order to avoid damage at the coming of the Maiden's Scar. The chamber is mostly empty now, though several shades (*Zun shadows*) stay on guard, protecting the small chamber to the north.

28. Tablet of the Blessed Mother (EL 30)

The last of the sacred Akhevan tablets was carved from the living rock beneath the city of Ka Vethan, and so could not be evacuated with the other relics. Today, the *Tablet of the Blessed Mother* — which contains the actual words of the goddess Luclin in the Fleshless Tongue, inscribed by her own hand — is still here, under the constant guard of a single Akhevan knight (*Eom Liako*) who has sworn never to abandon his post.

Only the Akhevans themselves can read the words inscribed on the tablet. It is said that the geomancer Grieg was allowed to view a part of the inscriptions and was driven mad as a consequence. Those who do not know the Fleshless Tongue cannot read the tablets and are safe from their effects. Anyone who wishes to read the inscriptions may make a Wisdom check (DC 15) to realize that reading them is a bad idea. Anyone who tries to read the tablets anyway must make a Will save (DC 25, +1 per previous check) each round or suffer 1 point of temporary Intelligence and Wisdom damage. Worse, if the save fails, the reader has no choice but to study the tablets for another round, and therefore must make another Will save; this continues until he stops reading voluntarily, makes a successful save, or is reduced to 0 in either Intelligence and/or Wisdom. Regardless, once the character stops reading (whether voluntarily or by making a Will save), he must then make Fortitude save (DC 15, +1 per Will save attempted), or all Intelligence and Wisdom damage becomes permanent drain, and can only be restored magically.

In any event, if anyone does manage to read the tablet — which requires a Language (Fleshless Tongue) check (DC 20) and at least 20 rounds — and manages to do so with her faculties intact, then the results are up to the GM. Perhaps the character learns the secret of immortality, like an Akheva; perhaps she learns some potent eldritch magics (such as the "ancient" spells in *Heroes of Norrath: Casters & Priests*); or perhaps she just incurs Luclin's wrath.

29. Shade Chamber (EL 32)

These last two chambers once housed important Akhevan artifacts and treasures. Most were evacuated before the Maiden's Scar struck, but some remained behind, and were scattered about these two chambers. The Akheva have not wished to go through them, for the very presence of these treasures is a painful reminder of past glories.

It is up to the GM what these chambers contain, but regardless of contents, both rooms are guarded by 4 shades (*Pli Centien shadows*) who do not allow their treasures to be carried off.

30. Chamber of the Antiquities (EL 33)

More treasures were stored here; the room's interior walls are intact, partially blocking the room. A single shade called the Defender (*Eom Centien shadow*) stands in the gap, aided by 3 lesser shades (*Pli Centien shadows*) and various Centi who have been commanded to fight intruders and defend the Akheva's lost treasures.

The Deep

Beyond Echo Caverns lies a dark realm where only the brave dare venture. The humans call it simply "the Deep," and it is a twisting labyrinth of tunnels, featureless and seemingly endless. Here dwell many creatures: lost humans, fungal fiends, underbunks. Yet these inhabitants are not what they seem, for almost all of them are under the control of an intelligence alien and malign — a nation of hostile creatures that claims this realm and all within it as their own.

These monsters, known as thought horrors, are foes of all life on Luclin. Even though we Vah Shir pride ourselves on tolerance and believe that all things have a right to life, it has become our practice to always kill any creatures, bestial or humanoid, that we find in the Deep. Terrible as it seems, this practice is necessary, for the thought horrors — as their name suggests — command the powers of the mind, and they can easily dominate those of lesser intellect. The tunnels of the Deep are filled with those they have dominated and drained of their will, who work toward the horrors' fell purposes.

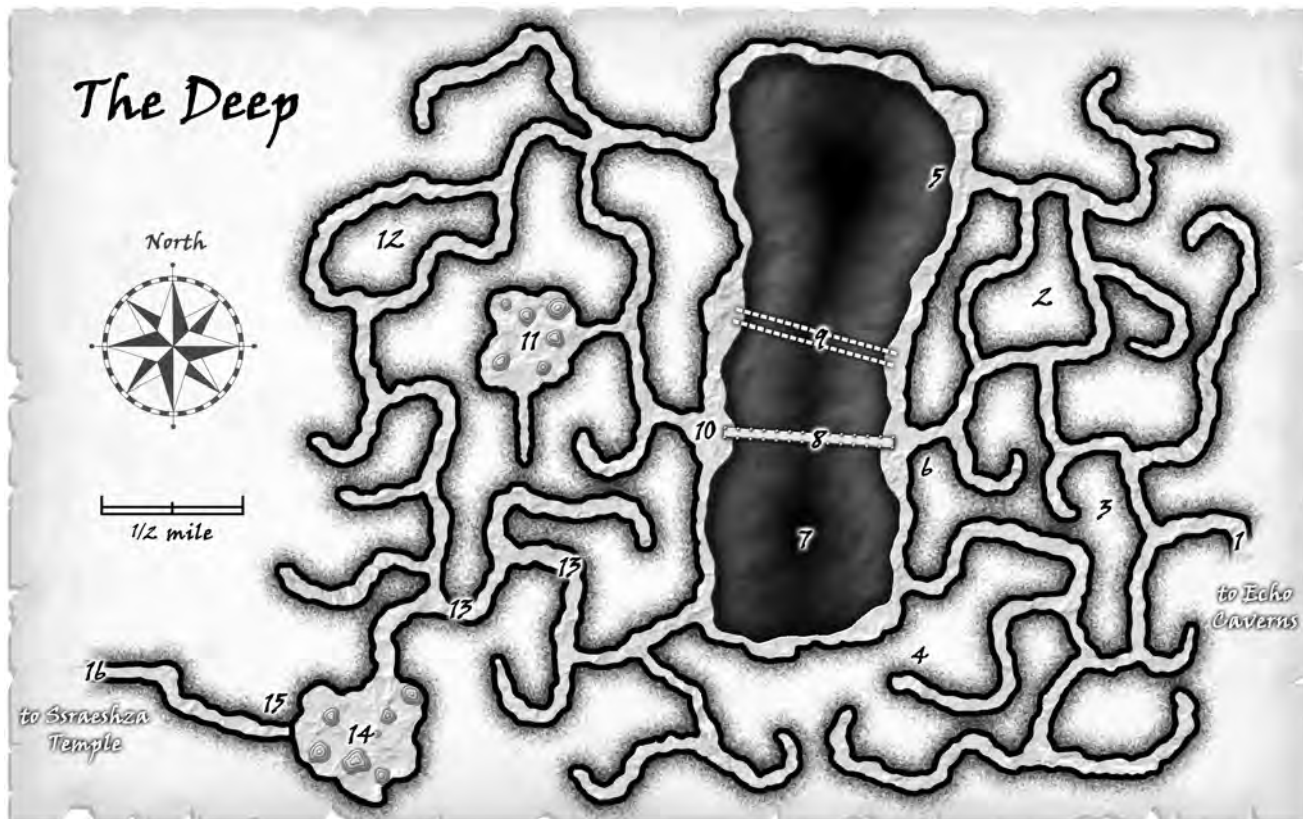
Luckily for the free folk of Luclin, the thought horrors' attentions have not been focused on the outside world for many years. The presence of the shissar in the Grey has enraged the horrors' master, the frightful thing known as the Overfiend, and on several occasions the horrors have attacked the serpent people through hidden passages built between the Deep and the mines below the Sraeshza Temple. So far their attacks have failed, but woe unto all of Luclin should the thought horrors seize control of the Shissar Empire, turning the full might of two powerful races against the free peoples.

—Muliek

Common Encounters in the Deep

- Animal, bat*
- Animal, rat*
- Animal, giant rat†*
- Fungus fiend†
- Myconid/shrieker [reishi]
- Netherbian†
- Rock burrower†
- Shik'nar†
- Thought horror
- Underbulk†
- Vermin, death beetle†*

† These creatures are generally under the mental control of the thought horrors.



1. Echo Caverns Passage

This long passage leads to the Echo Caverns. Branching corridors also lead to other unexplored tunnel complexes. Shadow Haveners avoid moving any further down this passage because of the fearsome creatures that dwell here, but sometimes patrol this far in order to make sure that the thought horrors aren't expanding their influence too far. They must do so with great care (and only when accompanied by competent House of Midst or House of Nota'Dal spellcasters with dispelling magic prepared), lest they themselves end up dominated and under the control of the Overfiend.

2. Shrieker Caves (EL 12+)

The caves of the Deep are round and smooth, twisting about in a serpentine fashion (which is unsurprising, since most were made by the Burrower Beast). Here and there are outcroppings of blue crystal that glow faintly, providing what little illumination there is in the depths. These crystals can be harvested, and a clump the size of a human's fist sheds light similar to that of a *wisp stone* (as created by the spell *summon wisp*); the illumination lasts for about a month once the crystals are harvested, gradually dimming over that time.

In addition to the enthralled creatures that often lurk in these tunnels, this section is infested with shriekers (equivalent to 5-HD *reishi sporelings*) that set up a loud wailing if disturbed or approached too closely. If any shrieker begins to wail, all of the shriekers of the entire area begin screaming in a chain reaction, drawing enthralled creatures from all nearby tunnels, intent on attacking or capturing the intruders.

3. Caverns of the Enthralled (EL 12-15)

These caves are alive with human outcasts, underbunks, and fungus fiends, all controlled by the Overfiend and its minions. These unfortunate creatures are entirely enslaved to the will of the thought horrors, and act quickly to attack anyone they encounter. Especially troublesome foes are slain out of hand, while visitors who might be of interest or useful to the horrors are captured, bound, and taken before the Overfiend. Of these, some have their thoughts brutally stripped from them and are later slain and fed to the thought horrors; others are turned into puppets of the Overfiend. Thought horrors themselves sometimes roam these tunnels as well.

4. Ambush (EL 15+)

This tunnel leads to a dead end, where a dozen enthralled creatures lie in wait. If intruders pass by, the human outcasts will release a deadfall, blocking the tunnel, while the fungus fiends and underbunks attack directly. As noted above, intruders are either killed or captured, according to the wishes of the thought horrors.

5. North Ledge

This tunnel ends at a narrow, precarious ledge above the Abyss below. Walking along the ledge in this area at anything greater than half speed requires a Balance check (DC 13) each round. A failed check indicates that the character has fallen, and must make a successful Reflex save (DC 15) in order to avoid plummeting into the yawning darkness below.

6. South Ledge (EL 12-16+)

Wider and less precarious, the South Ledge is no less dangerous, for it is regularly patrolled by thought horrors. As many as a dozen normal thought horrors may be here at

any one time, ready to attack or enthrall any outsiders who come near. If attacked, they may call for reinforcements.

7. The Abyss

This vast chasm cuts across the middle of the Deep. Great stony formations rise from the bottom, like the ribs of an ancient fossilized being. The bottom is dark and lifeless, save for a few clusters of fungi that grow among the bones of the many creatures who have fallen over the years. The chasm is well over 1,000 feet deep, and anyone who falls here takes damage as described in Chapter 2 of the *EQ: Game Master's Guide*.

Most disturbingly, the Abyss itself radiates a unique null-magic property, preventing any kind of flying or levitation (such as that provided by the spell *spirit of eagle*) to function. No known magical device or spell can prevent victims from falling into the chasm.

8. Illusory Bridge (EL10)

The thought horrors are a cruel and capricious race, and they seem totally unaware of the notion of humor; this "bridge" surely cannot, then, as some have suggested, be intended as even a mean-spirited practical joke, but rather as a malicious death trap. Seemingly a vast and magnificent span carved of pure pink marble and spanning the deep chasm below, most of the bridge is actually an illusion. The first 50 feet of the bridge do, indeed, support anyone who walks along it, but after that its true nature becomes apparent, and luckless victims plummet to their deaths. A victim might spot something out of the ordinary (Spot DC 40), but otherwise is completely unprepared and steps forward along the bridge as if it was real; in this case, a Reflex save (DC 25) is required to keep from falling.

Due to the Abyss's magic-absorbing qualities, the Illusory Bridge cannot be dispelled. It is thought (by the thought horrors themselves, for only they know of the illusory bridge) that the strange pink stone of the bridge's foundations somehow allows the illusion itself to function despite the Abyss's anti-magic properties.

9. Invisible Bridge (EL12+)

The real route across the Abyss is this narrow, entirely invisible span that cannot be detected by any means, magical or otherwise. The only landmark indicating the bridge's location is two large stone ribs projecting up from the Abyss. Between these ribs the route is safe, but any character trying to cross must make a Reflex save (DC 18) each round to avoid a misstep, which results in losing any further movement that round. If this save fails by 5 or more, the creature plummets from the bridge.

Some enterprising adventurers have succeeded in spanning the invisible walkway, or at least in determining its location by moving carefully forward a few steps, dropping small rocks, then moving along. Those approaching the other side risk attack by the thought horrors, however, so such mapping techniques are not always practical.

10. Far Ledge (EL12-16)

Like the South Ledge on the other side, this ledge is occupied by thought horrors who defend it fiercely. The area is also dotted with deceptively small but powerful myconids, which also fight if attacked. Elder thought

horrors (16+ HD) can also be encountered here, depending upon the strength of their opposition.

11. Chamber of the Burrower Beast (EL25+)

The tunnel coming from Area 10 leads into this vast, vaulted chamber, the floor of which rests nearly 90 feet below the tunnel entrance, accessible only by climbing or tumbling down a nearly vertical incline. The lower room contains one of the most awesome creatures on Luclin, the mighty Burrower Beast — a titanic stone-devouring worm that carved many of the tunnels that lie beneath Luclin's surface. After a cave-in, the beast fell into this chamber, where it was trapped, unable to digest the nearly indestructible enchanted rock that surrounds it and assailed by the power of the thought horrors. So far, however, the Overfiend has yet to actually control the creature. Should the Burrower Beast ever come under the horrors' control (and should they find some means to levitate it up out of the chamber), it would become a potent new weapon that could tilt the balance of power and allow the Overfiend to finally conquer the shissar.

The worm is huge and ill-tempered, and attacks any who approach. If attacked, it summons various lesser burrower worms and fights ferociously. No one is known to have returned alive from an encounter with this powerful creature.

12. Thought Horror Caves (EL16+)

The center of thought horror power, these caves are infested with the creatures. Any intruder who has gotten this far will find himself beset on all sides by the things, which attack physically as well as mentally.

13. Guardians (EL18+)

The passage to the Overfiend's Chambers is well guarded by both normal and elder thought horrors, which defend it with all available resources. If the fight is going against them, the elder horrors retreat to the main chambers, where the Overfiend itself joins the fray.

14. Chamber of the Overfiend (EL28+)

The master of all the thought horrors lurks here, an obscenely huge creature that is surrounded by a nearly-tangible nimbus of fear and evil. It is guarded at all times by at least 8 elder thought horrors and a dozen lesser thought horrors of various types; if needed, it can call upon countless enthralled creatures and a horde of lesser thought horrors as well.

Here, the Overfiend plans its campaigns against the rest of the world, especially attacks on the shissar though the nearby hidden tunnels.

The Overfiend: CR 27; Huge aberration; HD 30d8+330+10; hp 475; Init +7 (+3 Dex, +4 Improved Initiative); Spd fly 60 ft. (good); AC 38 [flat-footed 35, touch 19] (−2 size, +3 Dex, +19 natural, +8 deflection); BAB +22; Grap +40; Atk 2 claws +30 melee (2d8+10) and bite +25 melee (2d4+5); Face 10 ft. by 10 ft.; Reach 15 ft.; SA *domination*, mind attack, *permanent domination*; SQ damage reduction 25/+5, flight, immunities, partial insubstantiality, spell resistance 36, telepathy, ultravision; Res AR 40, CR 40, DR —, ER 15, FR 15, MR 15, PR —, SoR 40; AL OE; Fac Thought Horrors; SV Fort +23, Ref +13, Will +28; Str 30, Dex 16, Con 33, Int 25, Wis 29, Cha 26.

Skills: Animal Empathy +20, Bluff +26, Diplomacy +16, Escape Artist +12, Hide +4, Intimidate +28, Knowledge (mysticism) +17, Listen +21, Search +17, Sense Motive +26, Spot +21, Taunt +26.

Feats: Alertness, Cleave, Endurance, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Leadership, Parry, Power Attack, Quicken Spell-Like Ability, Sunder, Toughened.

Domination (Sp): As an attack action, the Overfiend can dominate any single foe within 125 feet. The victim must make a Will save (DC 33) or be affected as if by the spell *charm* (including the effect's duration). By using its Quicken Spell-Like Ability feat, the Overfiend can use both *domination* and its mind attack ability in the same round. This ability otherwise functions as a 15th-level spell, with a caster level of 30th.

Once per day, the Overfiend can use its *domination* ability on all foes within 50 feet as an attack action. It cannot use this *mass domination* and its mass mind attack ability in the same round.

Mind Attack (Ex): As an attack action, the Overfiend can make a nonmagical mental attack against any single foe within 125 feet. The victim must make a Will save (DC 33) or take (2d4)x10 points of damage and be *paralyzed* for 1d2 rounds.

Three times per day, the Overfiend can use its mind attack ability on all foes within 50 feet as an attack action. It cannot use mass mind attack and *mass domination* in the same round.

Permanent Domination (Sp): When not engaged in any other activity, the Overfiend can attempt to permanently dominate a single target within 15 feet. When using this ability, the Overfiend's target must be immobile (e.g. *held* or *paralyzed*) for 2d4 minutes. At the end of this time, the target must make a Will save (DC 33) or be permanently under the effects of the Overfiend's *domination* ability. Every 1d4 weeks thereafter, the subject can make another Will save (DC 33) to shake off the effects of this ability.

Once per day, the Overfiend can attempt a *permanent domination* attempt on any number of targets within 25 feet. When using this ability, all of the targets must be immobile for (1d4)x10 minutes. At the end of this time, each target must make a Will save (DC 28) or be affected as per *permanent domination*.

Flight (Ex): The Overfiend can dismiss or resume flight as a standard action.

Immunities (Ex): The Overfiend is immune to all mind-affecting spells and abilities.

Partial Insubstantiality (Ex): Immune to disease and poison; not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Telepathy (Ex): The Overfiend can communicate telepathically with any creature within 300 feet as long as the creature speaks a language.

15. Illusory Wall

The back of the cavern is an illusion, actually leading to tunnels that the Overfiend has had dug beneath the Grey and into the lower depths of the Ssraeshza Temple.

16. To Ssraeshza Temple

This passageway goes on for several miles and ends in the mines beneath the shissar temple in the Grey. From time to time, undead iksar slaves wander down this tunnel, but these are always destroyed by the horrors and their servants.

Echo Caverns

Beyond Shadow Haven lie these caves, sometimes used by merchant caravans as a route to the Fungus Caves and the shores of the Twilight Sea beyond; those same merchants would most likely be grateful to anyone who might aid in mapping the circuitous caverns or keeping them free of threats. Some of our people have visited there on trade and diplomatic missions, and others have served the Haveners as guards or freelance mercenaries.

The caves are divided into two levels, one of which is accessible from western Shadow Haven, the other from the Short and Stout Quarter of that city. The upper caves are also accessible through secret passages in Shadow Haven, which lead to the hidden settlement of the Shadow Haven smugglers, desperate and violent outcasts who, it is said, would not hesitate to kill to protect their secret routes.

Shadow Haven influence elsewhere in the Echo Caverns is limited. In the upper portion, the Haveners patrol only as far as a set of heavy metal doors intended to keep the tegi and needlites out of Shadow Haven. They also keep an eye on the mutant outcasts who live in the southern caves.

The lower caverns are the location of a mining operation that brings iron, silver, and copper into Shadow Haven. Mining is periodically interrupted by incursions of underbulks, but the Haveners are a persistent lot, and mining continues slowly. Elsewhere in the lower caverns is the Kingdom of Above and Below, a small gnomish state allied to Shadow Haven. Beyond the Kingdom the caverns grow even more dangerous, with murderous fungus fiends and rumors of undead, giant snake-men, and other frightening creatures.

—Muliek

Common Encounters in Echo Caverns

Animal, bat*
 Animal, giant bat*
 Animal, giant rat*
 Animal, rat*
 Bogling [stone tegi]
 Gnome¹
 Fungus fiend
 Human²
 Mutant**
 Myconid/saprophyte [reishi]
 Needlite [venomwing]*
 Skeleton†
 Underbulk
 Zombie‡

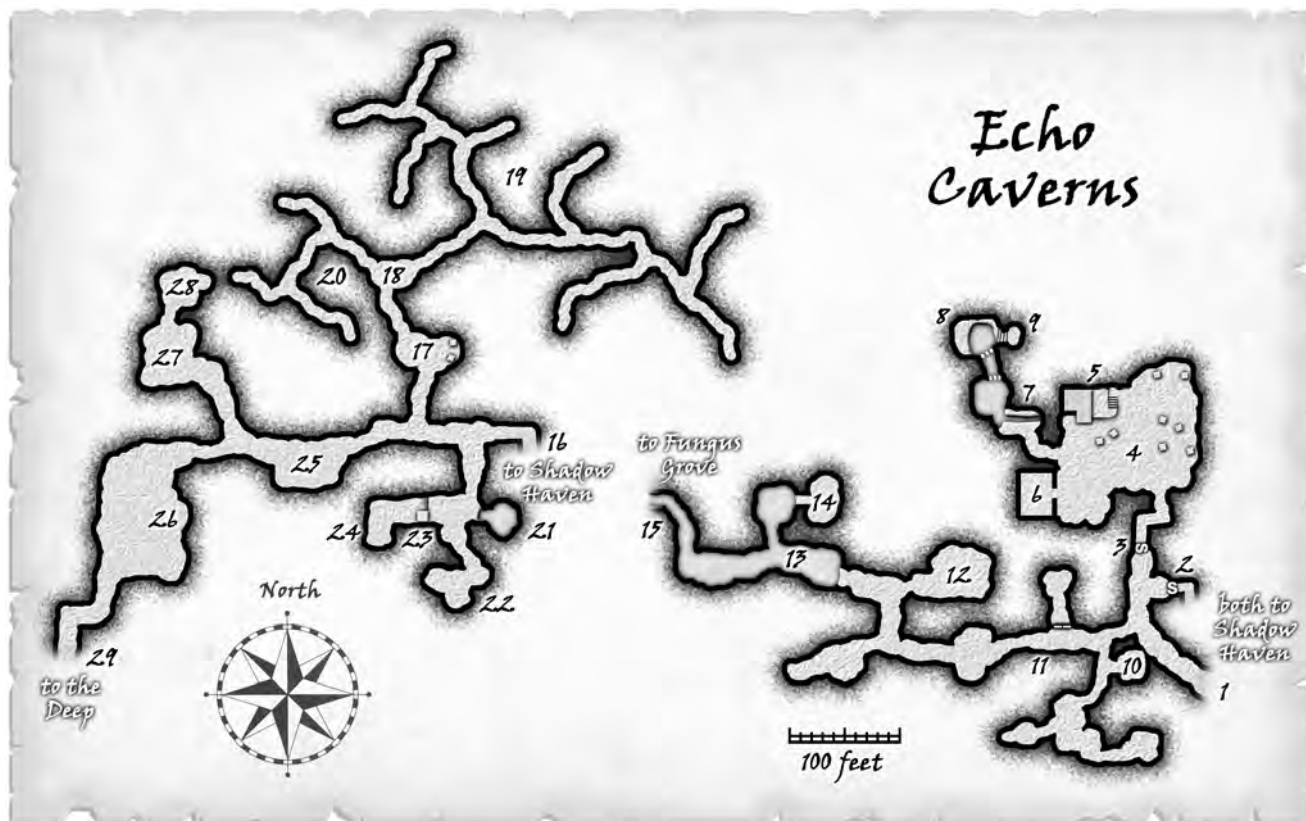
¹ Usually a gang of Shadow Haven smugglers (see Areas 4–9 below).

² Usually a patrol from the Kingdom of Above and Below (see Area 17 below).

** Usually a band of Outcast hunter/gatherers (see Area 10 below).

† Use a dark-boned or dry-bone skeleton from *Monsters of Norrath*, or apply the skeleton template to any other appropriate creature.

‡ Either a lesser or greater zombie, as found in Appendix One of RoN: *Everfrost Peaks*.



1. Passage to Shadow Haven

This is the main tunnel to the upper caverns from the city of Shadow Haven. It originates in the western portion of the city, in the Commons Quarter, and it is well patrolled by the Shadow Haven Defenders. It takes nearly a full day to travel from the city to the Echo Caverns, but there are few if any dangerous predators in these tunnels. The smugglers prefer to use their secret passage.

2. Secret Passage

This narrow tunnel was discovered and then quickly expanded and concealed by the smugglers. It leads to Frinzel's Esoterica in the Common Quarter of Shadow Haven (see Shadow Haven, Area C6).

3. Hidden Door (EL 10-13)

A false wall (Search DC 25) opens onto the passage to the Smugglers' Caves. This passage is usually guarded by several rogues, spellcasters, and/or warriors, hidden in secret alcoves, ready to pepper any intruders with arrows or spells.

4. Smugglers' Caves (EL 17-21)

The Shadow Haven smugglers are a vicious band of outcasts who specialize in shipping goods in and out of the city to avoid the Trade Families' fees and duties. They also specialize in illegal items such as intoxicants, drugs, necromantic supplies, poisons, and the like. They are a violent and lawless bunch, ruthlessly forcing minor merchants to cooperate, blackmailing city officials, and killing those who get in their way or refuse to go along with their schemes. The generally law-abiding Haveners have tried to root out the smugglers, but so far have had little success.

These caves are crowded with huts where the smugglers sort out their goods, buy and sell, make deals, and plan future operations. So far, the Shadow Haven Defenders have not discovered the smugglers' caves, but their patrols continue to scour the area. If attacked, the smugglers have numerous bolt holes and escape routes, allowing them to flee quickly if it looks as if a foe is going to conquer the caves.

The settlement's guards are chosen for their brutality and ruthlessness, and are commonly referred to as "scounds" — derived from scoundrels. Most are warriors, rogues, or warrior/rogues, with some NPC class levels thrown in, most ranging from 5th to 12th level.

5. General Blaystich's Headquarters (EL 25-26)

The brutal Jared Blaystich dwells and does business here, always flanked by one or both of his two bodyguard/assassins (*male or female human, War 12/Rog 12, NE; SHR*), each chosen for their loyalty and skill (and their willingness to kill on command with little or no provocation). He is assisted by his aides, Master Yurian (*male gnome, Mil 9/Exp 5, NE; SHR*) and Master Nochtat (*male human, Exp 3/Nec 13, DE; SHR*).

Jared Blaystich

Blaystich is a former Inquisitor Centurion who was banished for crimes against Seru. Arriving in the caverns, he welded the various loose bands of criminals into a single alliance of smugglers, and is now their undisputed leader. He is a truly merciless man, willing to kill anyone who gets in his way or who threatens to reveal the smugglers' secrets. Blaystich insists on being called "General," and has been



known to have people whipped (or worse) for not observing this practice. He is a very distinguished-looking man with slight graying around the temples and an immaculately trimmed salt-and-pepper beard.

“General” Jared Blaystich, male human, War 22: CR 22; Medium-size humanoid (human) [6 ft., 3 in.]; HD 22d12+44; hp 199; Init +2 (Dex); Spd 40 ft. [boots]; AC 28 [flat-footed 28, touch 14] (+2 Dex, +9 armor, +5 shield, +2 deflection); BAB +22; Grap +28; Atk +32/+28/+24/+20/+16 melee (1d10+11, crit 17–20, *ornate sword of the General*), or +30/+26/+22/+18/+14 melee (1d10+11, crit 17–20, *ornate sword of the General*) and +26 melee (1d4+3, *scutum veritas*), or +24 ranged; SA area Taunt; SQ berserking, disciplines (Evasive, Fearless, Resistant), Taunt bonus +4; Res AR 1, CR 5, DR 3, ER 1, FR 1, MR 5, PR 6, SoR 2; AL OE; Fac SHR; SV Fort +15, Ref +9, Will +11; Str 22 (18), Dex 14, Con 15 (13), Int 15 (14), Wis 14 (12), Cha 19 (17).

Skills: Alcohol Tolerance +10, Bluff +8, Climb +15, Handle Animal +9, Intimidate +24, Jump +16 [boots], Knowledge (warcraft) +17, Listen +8, Ride +8, Search +6, Sense Motive +12, Spot +8, Swim +15, Taunt +23, Trade Skill (blacksmithing) +16.

Languages: Modern Combine (4), Gnomish (4).

Feats: Blind-Fight, Cleave, Dodge, Double Attack, Improved Critical (bastard sword), Improved Parry, Iron Will, Leadership (x2), Mobility, Parry, Power Attack, Riposte, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +4 ornate electrum chain shirt, *scutum veritas* (see Chapter 5: New Magic), *ornate sword of the General*, gold amber earring, brooch of wariness, loam-encrusted amice, traveler’s boots.

6. Barracks (EL 22+)

The “sounds” (guards) of the settlement are housed here, under the supervision of General Blaystich’s military adjutant, Marshall Galeron (*male barbarian*, Mil 6/War 15, NE; SHR). About 75 sounds normally occupy this structure, training regularly under Archer Staniel (*male half elf*, War 13/Rog 5, NE; SHR) and Blademaster Kelsitch (*male dark elf*, War 12/Rog 7, NE; SHR). If a crisis ever arises, the

Quest: Reward for the General

Faction: Defenders of the Haven (+2 rank).

NPC: General Dalinastalavix IV.

CR: 17–20.

Reward: +2 faction rank with the Defenders of the Haven; +1 faction rank with the Hand of Seru; +1 faction rank with the Eye of Seru.

Consequence: –2 faction rank with the Shadow Haven Rogues.

Quest Summary: General Dalinastalavix of the Shadow Haven Defenders contacts the characters, as they have served the city well in the past. The Shadow Haven smugglers’ depredations have gone too far, and now at last the time has come for General Blaystich (see Echo Caverns, Area 5) to be removed. The Inquisitors of Seru are also interested in seeing their renegade Centurion brought to Seru’s justice (i.e., handed over to them).

The PCs may approach this task any way they choose — direct assault, infiltration, magic, or any other means at their disposal. If Blaystich is captured alive (or killed and then resurrected) and sent to Seru for trial, the characters gain faction with both the Hand of Seru and the Eye of Seru, as well as the Defenders of the Haven. If Blaystich is killed and not resurrected or made available for resurrection, they do not gain faction rank with the Hand or Eye of Seru, but they still gain faction with the Defenders.

sounds are not the only defensive force for the settlement; every smuggler in the caves can take up a weapon and fight invaders, but the sounds remain the core of its military forces.

7. Stream

This underground stream flows through a small side-cave. It is fed by the large pool above, and contains a passage that eventually leads to the caves of Nightmaster Kelador (see Area 9) and his undead arisen soldiers.

8. Underwater Tunnel

Those who wish to enter Kelador’s sanctum must swim against the current (treat this as “rough waters” for the purpose of Swim checks) — subtract the water’s speed of 15 feet per round from any headway made by successful Swim checks — and then enter this deep chamber. The tunnel that leads to the necromancer’s lair is about 30 feet below the surface, and slants sharply upward, emerging in Area 9.

9. Nightmaster Kelador (EL 27+)

A black, icy pool rests in the center of this chamber, and a ramp of shattered stone leads up from it and into a small cave. Numerous undead (both skeletons and zombies of various kinds and strengths) lurk in the cave, carrying out tasks for their master. Some are occasionally ordered to swim down the underwater tunnel and fetch supplies from the Smugglers’ Caves — and the smugglers know well enough to give them what they want and leave them alone.

Nightmaster Kelador is a high-ranking necromancer allied with General Blaystich and the smugglers. His home is dark and shadowy but comfortably furnished, its stone walls lined with numerous books on the black arts, particularly the reanimation of the dead. He is a thoroughly evil man, but has been known to take on apprentices from time to time, if applicants can prove their worth and sincerity.

Nightmaster Kelador, male human, Mag 3/Nec 23 (always buffed with *dead man floating*): CR 26; Medium-size humanoid (human) [6 ft.]; HD 3d4+6 plus 23d4+46; hp 136; Init +6 (Dex); Spd 30 ft.; AC 24 [flat-footed 18, touch 17] (+6 Dex, +4 armor, +3 natural, +1 arcane); BAB +11; Grap +12; Atk +14/+10/+6 melee (1d3+3, crit 19–20, +2 *chaotic unholy dagger*) or +17 ranged; SA spells; SQ affliction haste II, death masteries (fear storm [DC 21], rebuke undead 3/day, restore undead [207 hp]), enduring breath, extended affliction II, fear save +6, Greater Specialization (conjuration), levitate, poison save +8, see invisible; Res AR 3, CR 7, DR 4, PR 34; AL DE; Fac SHR; SV Fort +13, Ref +14, Will +20; Str 13 (10), Dex 23 (16), Con 14 (12), Int 29 (24), Wis 14 (13), Cha 15 (14).

Skills: Channeling +31, Gather Information +6, Heal +19, Hide +11, Knowledge (monster lore [undead]) +27, Knowledge (mysticism) +38, Knowledge (planar travel) +15, Knowledge (religion) +18, Listen +3, Meditation +42, Sense Motive +8, Spellcraft +37, Spot +8, Swim +10, Trade Skill (jewelcraft) +27, Trade Skill (poison making) +28, Undead Empathy +27.

Feats: Enlarge Spell, Extend Spell, Iron Will, Mental Clarity, Mystic Capacity (x2), Quicken Spell, School Specialization (conjuration), Silent Spell, Spell Focus (conjuration), Still Spell.

Necromancer Spells Prepared (mana cost, modified for Greater Specialization): *Bond of death* (60), *cascading darkness* (45), *coldlight* (8; quickened), *gather shadows* (12; silent, still), *harmshield* (14), *incinerate bones* (35), *insidious retrogression* (32), *lich* (5; silent, still, quickened), *nullify magic* (32; quickened), *summon companion* (8). Caster level 23rd; save DC 19 + spell level, or DC 21 + spell level for conjuration.

Mana Pool: 492.

Possessions: *Green silken drape*, +2 *chaotic unholy dagger*, *choker of pestilence*, *saprophyte eye*, *serpentine bracer*, *velium imbued amber bracelet*, *velium fire opal circlet*, *golden idol of Cazic-Thule*.

Kelador (buffed with *arch-shielding* and *diamondskin*): hp 172 + (8d10+2)x2 = ave. 264; AC 27 [flat-footed 21, touch 17] (+6 Dex, +7 armor, +3 natural, +1 arcane); SQ magic save +2; Res MR 8.

Kelador's Skeletal Companion, Type 12: CR —; Large undead; HD 22d12; hp 143; Init +0; Spd 30 ft.; AC 23 [flat-footed 23, touch 9] (–1 size, +14 natural); BAB +11; Grap +24; Atk 2 claws +19 melee (1d10+9 plus lifedrain proc), or 2 claws +17 melee (1d10+9 plus lifedrain proc) and slam +17 melee (2d6+9, plus lifedrain proc and daze); Reach 10 ft.; SA magic attack +4, lifedrain; SQ damage reduction 15/+2, immunities, infravision, see invisible, spell resistance 20, undead; AL N; Fac None; SV Fort +7, Ref +7, Will +12; Str 28, Dex 11, Con —, Int 6, Wis 9, Cha 1.

Skills: Jump +10, Listen +14, Spot +14, Taunt +15.

Feats: Improved Slam, Power Attack, Slam.

Lifedrain (Su): Proc DC 18—1d6 temp Con (Fort half, DC 21).

10. Outcast Caves

As admirable as the Shadow Haveners are in some ways, they nonetheless have their faults. Several incurable illnesses affect those in the caverns — scholars believe that they are related to the fungal spores that fill the air — and those who contract such diseases are banished to the Outcast Caves, along with those cast out for any number of other reasons, where they have formed a rough, rugged culture that sticks to itself and is highly hostile to outsiders. The Shadow Haven Defenders patrol this region regularly, primarily to make sure that the outcasts (commonly called “mutants” in Shadow Haven) don’t try to sneak back into the city.

The inhabitants of the Outcast Caves are a mixed lot, ranging from badly malformed individuals to the nearly normal, as well as a handful of noble or exiled souls who work among the mutants voluntarily. The settlement’s informal leader is a slightly mad human known as Darian the Preacher (*male human*, Exp 4/Clr 9, N; OM). He is aided by the elf Adelin Crow (*male high elf*, War 5/Exp 5/Clr 3, DN; OM) and the human bard Torin Truestring (*male human*, Brd 12, N; OM). These three leaders are all relatively normal-looking, but the less fortunate inhabitants of the cave don’t hold it against them. Other notable inhabitants include an entirely mad human named Crazy Pete (*male human*, Com 8, DN; OM), who claims that he talks to mushrooms and that they have told him how to cure the maladies that afflict the outcasts (as some mushrooms in the depths are indeed intelligent, his ravings may not be as mad as they sound).

Of note here is Priestess Tarafol (*female high elf*, Clr 15, NG; *Priests of Life*, *Guards of Qeynos*), unusual among her people in that she is a worshipper of Rodcet Nife and not Tunare. Originally from Qeynos, Tarafol journeyed to the moon just a few short years ago and soon found her way to Shadow Haven. She has since dedicated herself to helping the poor and disenfranchised outcasts; she continues to search for a cure to the mutant disease and might be favorably inclined to those who aid her in her quest.



Quest: Helping the Forsaken**Faction:** Outcasts of the Haven (+1 rank).**NPC:** Priestess Tarafol.**CR:** 12–15.**Reward:** +1 faction rank with the Outcasts and Mutants (maximum +1 from this quest); *Tarafol's pendant*.**Consequence:** –1 faction rank with the Shadow Haven Citizens.**Quest Summary:** Priestess Tarafol is seeking a cure to the illness that afflicts the mutant outcasts. She asks the characters to help her gather some items from the nearby caverns that she can use in her experiments, possibly formulating a potion to aid her charges. She asks the characters to bring her bile from a slain underbulk, the ankle spines from an elder fungus fiend, and spores from the Great Saprophyte (see Area 14, below). If the PCs bring her these items, she gratefully rewards them with one of the enchanted pendants she has crafted to aid her and the other outcast healers in their work.**11. Doors**

These two thick, heavy, magically treated iron doors are normally kept closed and closely guarded by squads of Shadow Haven Defenders and House Earthcrafter guards. The guards open the doors if travelers request it, and caravans who identify themselves are granted access to the patrolled tunnels. Normally, however, the Defenders simply keep the portals locked against the boglings and needlites.

Enchanted Iron Doors: Hardness 15; hp 300; Break DC 33.**12. Needlite Hive (EL 9–20)**

This section of the caves is infested with the giant mosquito-like beasts called needlites (use venomwing stats). These creatures, which seem to thrive in the dim light from the luminous wall fungi and the dangling, faintly luminescent plants, have a regular population cycle. The fearsome needlite hive queen lays her eggs in the shallow, stagnant water of the caves, and a huge swarm of blood-hungry insects emerges, descending on boglings, caravans, and anything else they can sink their proboscises into. Eventually, as prey flees or is driven off, the needlite population collapses, leaving only the queen and a handful of fertile drones.

When the needlite population is high, these corridors can be very dangerous, although to experienced adventurers, the creatures are little more than a nuisance. When the needlites get too thick, the Shadow Haven Defenders launch an offensive, sending heavily armored warriors into the tunnels to thin the herd and kill as many as they can.

The area is littered with the bones of the needlites' victims, and forgotten treasures can sometimes be found among them.

13. Bogling Caves (EL 9–14)

Once servants of the Tarmok galorians, the stone tegi now known as the "boglings" were liberated by a giant saprophyte (reishi) that called itself the Great Saprophyte. Proclaiming their fungoid savior as a god, the boglings fled to the Echo Caverns, where they laid claim to the damp and often flooded western tunnels of the region. Some boglings do occasionally wonder whether trading the dry and warm security of Fungus Grove for the moist uncertainty of Echo Caverns was a good idea, but most serve the Great Saprophyte fondly, capturing passing travelers for sacrifice and setting traps throughout the area.

The boglings are led by Chief Groplin, one of the Great Saprophyte's most loyal and dangerous of followers.

14. The Great Saprophyte (EL 17–19)

The boglings' inner sanctum, this domed chamber contains a shallow lake full of something akin to lily pads, with a small island in the center from which rises the massive shaft and shady cap of the Great Saprophyte (28-HD *reishi elder*, Wix 11, NE; *Great Saprophyte*). The boglings guard this chamber with their very lives, and often bring prisoners to sacrifice and nourish the Saprophyte, in exchange for being able to partake of the fungal flesh of its spawn. The Great Saprophyte itself hasn't moved in several years, though it fights if attacked and has impressive magical powers. Some believe that the body of the Great Saprophyte might hold the key to a cure for the mutants of the Outcast Caves.

15. Fungus Grove Passage

This narrow passage is usually filled with water to a depth of 2 or 3 feet, and leads to the Fungus Grove. It's the only subterranean thoroughfare homeward for the Shadow Haven colonists who live in the Grove, so those who travel here do so heavily armed and in numbers, lest the boglings attack and drag them off. The Shadow Haveners sometimes send Defender or Earthcrafter patrols down the corridor to clear it of hostile creatures (needlites sometimes infest the passage as well), but this is generally considered filthy and undesirable duty.

16. Passage to Short and Stout Quarter

This broad and relatively secure passage connects the lower Echo Caverns to the Short and Stout Quarter of Shadow Haven. It is constantly patrolled by heavily-armed dwarves, gnomes, and halflings.

17. Kingdom of Above and Below*Small Town*, Pop. 1,800*(Dwarf 4%, gnome 94%, halfling 2%)***Ruler:** King Gtery of Above and King Gomklin of Below.**Gold Piece Limit:** 800 gp.**Assets:** 7,200 gp.**Resources:** Gold, silver, iron.**Militia:** 18 High Guard, 18 Low Guard, 10 Shadow Haven Defenders, 60 Kingdom Militia.

Near to Shadow Haven is this odd settlement, an independent, bipartite gnomish state collectively called the

Kingsdom of Above and Below. This fiefdom's unusual dual sovereignty arose when a delegation of gnomes was forced to flee to Luclin along with the Loyalist refugees. The two chief ambassadors, twin brothers who always spoke as if of one mind, were struck by a religious revelation — that their arrival on Luclin was a truly sacred event, and that the Moon of Luclin was actually the lost Holy Land spoken of in gnomish legend. When this land was found, so legend went, gnomes would rise to their natural role as rulers of the universe.

Once they had agreed that Luclin was the Promised Land, however, the brothers fell to arguing for the first time in their lives: The elder claimed that this new realm should be the Kingdom of Below, from which they would rule all the surface world; the younger, however, claimed that — as the prophecy claimed that gnomes would rule “over” all the universe, and because Luclin was above Norrath — their new home should be called the Kingdom of Above. The argument degenerated into a brawl, with each ruler's supporters battling on his behalf. After several days, the gnomes finally settled on a compromise, creating a “kingsdom” with the brothers as joint rulers. Today, the gnomes are reasonably settled and prosperous, ruled by the still-disagreeing descendants of those first two kings, Their Highnesses Gomklin and Grery, who are no closer to ruling the universe than their honored predecessors. Arguments between the two factions continue unabated.

This cave complex houses the gnomes (along with a few dwarves and halflings who have made their homes here), whose population has grown over the years to nearly 2,000. Mining operations continue, bringing the kingsdom great riches from trade with Shadow Haven. The Kingdom remains well guarded both by its own troops and by the Shadow Haven Defenders, who see the little state as a valuable trading partner and ally.

In these entrance chambers, counselors and other nobles study, consult with one another, and meet with outside visitors. Amscray the Historian (*male gnome, Ari 4/Exp 8/Wiz 8, OG; KAB*) and Crates the Philosopher (*male gnome, Ari 5/Exp 5/Mag 5, OG; KAB*) maintain the documents and tales of the Kingdom, as well as extensive information on the gnomes' own history on Norrath before the Exodus. Nearby, Trace the Tinker (*female gnome, Exp 13, NG; KAB*) sells tools, cogs, wheels, springs, and other machine parts, and Crinos Blackfinger (*male gnome, Wiz 10, NG; KAB*) sells scrolls and research materials for all spellcasting classes available to gnomes and dispenses advice to those he likes.

18. Throne Room

Unlike many kingdoms, the throne room is the first place most visitors see in this strange topsy-turvy gnomish realm. Here, fanatically loyal armored gnome guards keep a close watch on all visitors — the High Guard protecting King Grery, the Low Guard King Gomklin — while co-kings Grery (*male gnome, Ari 11/War 11, DG; KAB*) and Gomklin (*male gnome, Ari 11/War 11, DG; KAB*) pointedly ignore one another, dealing with visitors independently.

Visitors are announced by the aptly-named Harold the Herald (*male gnome, Ari 5/Exp 8, NG; KAB*) who asks visitors about their business and announces them (al-

though he must make a full announcement to both the King of Above and the King of Below, and must alternate which one is announced first). Court sages and jesters are also on hand in the throne room, to provide the monarchs with information and amusement as needed.

19. Gnome Residences

The gnomes of the Kingdom of Above and Below live in these comfortably appointed caves, which are patrolled by gnomish militia and feature common dining areas, storage chambers, and a large natural amphitheater where gnomish musicians and singers perform.

20. Mines

These extensive mines lead to rich veins of gold, silver, and iron, and are the lifeline of the Kingdom of Above and Below. Well-guarded, painstakingly dug and reinforced, these are among the most prosperous mines on all of Luclin, providing gnomish miners with a steady stream of metal ore; they include smelting chambers where ore is transformed into metal ingots, which are shipped to Shadow Haven and abroad.

21. Water Passage to Shadow Haven

The underwater passage under the Paludal Caverns Bridge in Shadow Haven (see Shadow Haven, Area F24) emerges here. The passage is not often used by legitimate travelers, but is sometimes used as an escape route by desperate criminals or smugglers.

22. Shadow Haven Mines

The Shadow Haveners have not been quite as lucky as the gnomes, but have found fairly good veins of ore nonetheless. These shafts lead to gold, iron, and copper deposits, and are constantly crowded with dwarf and gnome miners. Engineer Palin (*male dwarf, Exp 15, OG; HsS*) oversees the operation, and is served by crew chiefs Tarin (*male dwarf, Exp 12, OG; HsS*), Grinn (*male dwarf, Exp 11, NG; HsS*), and Doyle (*male barbarian, Exp 8/War 3, NG; House of Fordel*). All of the miners are frustrated by the rash of underbulk attacks which has shut down Shaft Number Two. The troublesome arthropods have also begun to turn up in other shafts as well, leading Palin to place a bounty on underbulk carcasses.

23. Elevator

This device is run by two sturdy gnomes, who turn a windlass to raise and lower the large wooden platform that is designed to carry miners, carts, and ore. However, the elevator remains idle since the underbulk infestation began.

24. Shaft No. 2

Shaft Number Two, which originally led to a very promising vein of iron, has been shut down since being overrun by hundreds, perhaps even thousands of underbulks. After losing several miners to the ravenous creatures, Engineer Palin reluctantly shut the shaft down and pulled out his personnel. Since then, he has sought heroes who could enter the shaft and rid it of the infestation — several have tried, but none have yet succeeded.

Quest: Underbulk Exterminators**Faction:** House of Stout (+1 rank).**NPC:** Engineer Palin.**CR:** 5–12.**Reward:** +1 faction rank with the House of Stout (maximum +1 for this quest); 2d4 gold pieces per underbulk; +3 *heavy pick* (for every 10 underbulks killed).**Consequence:** –1 faction rank with the Shadow Haven Rogues (maximum –1 for this quest).**Quest Summary:** Palin needs assistance ridding the lower shafts of the teeming kins of underbulks; he offers a bounty of 2d4 gold pieces per slain underbulk (with proof of the kills, such as bringing back pairs of claws). If the characters kill at least 10 of the vicious creatures, they gain +1 faction rank with the House of Stout (and –1 rank with the Shadow Haven Rogues), and Palin rewards them with a +3 *heavy pick*.**25. Guard Post**

This chamber represents the edge of Shadow Haven and gnomish influence. A squad of Elite Shadow Haven Defenders and veteran Kingdom Militia normally stands watch here, keeping an eye out for overly bold fungus fiends, undead, and even occasional thought horrors from the nearby Deep.

26. Fungus Fiend Caves

The Shadow Haveners generally leave the fungus fiends that lurk among the stalactites and talus piles in this cave alone, as they form a useful buffer between the mines and the horrors of the Deep. For their part, the fiends stay here, preying on small cave animals, underbulks, and each other. If they get especially hungry, the fiends may move into the Shadow Haven Mines, an event that triggers an instant response in the form of dozens of heavily armed Shadow Haven Defenders, usually assisted by House Earthcrafter forces.

27. Stonegrabbers (EL 16+)

The Shadow Haveners know something strange is going on down here, given the occasional undead creature that shambles out of the darkness toward the mines, but none has even ventured to guess the terrible reality. The shissar want to keep it that way, and their local representative has commissioned 6 powerful Zun Va Dyn stonegrabbers to protect his mining operation.

28. Taskmaster Torkazh

Here, in a hidden cave, the reclusive shissar Taskmaster Torkazh (*shissar lord necromancer*) has set up a mining operation with dozens of animated skeletons of many different races (including iksar, a species not normally found on Luclin, but which the shissar brought to Luclin as their slaves). Day after day the skeletons toil, and though they have found several deposits of gemstones (which

Torkazh has sent back to the Ssraeshza Temple), his feverish search of the area continues. Obviously, Torkazh is looking for something more than mere gems — for the shissar surely would not risk discovery for so cheap a prize — but so far there is no indication what his objective might be.

Torkazh and his undead defend the operation ferociously, and allow no one to escape who knows of its existence. Several unfortunate adventurers who stumbled upon Torkazh's mine have joined his workforce as undead.

29. Exit Passages

This system of tunnels leads ever deeper downward beneath the surface of Luclin, to yet unexplored regions — and in many cases certain death. One set of tunnels leads to the dangerous caverns of the Deep, several days distant.

Fungus Grove

The Fungus Grove is an eerie wonderland of strange subterranean growths, lurking creatures, and intricate stone formations. The Shadow Haveners maintain a small colony at one end of the caverns, and this provides travelers and merchants with a jumping off place and a source of supply. Caravans pass through the Grove, bound for the Twilight Sea and points beyond, and must brave a gauntlet of challenges, including the sometimes-hostile Tarmok galorians, the fierce Shadel bandits, territorial shik'nar, and marauding mutant dregs. Nevertheless, the Trade Families are determined to keep Fungus Grove free for travel, for it forms a vital link between Shadow Haven and the outside world.

—Muliek

Common Encounters in Fungus Grove

Animal, bat*

Animal, giant bat*

Animal, giant rat*

Animal, rat*

Fungus fiend

Galorian (Tarmok)

Mutant (see Area 18, below)

Myconid [reishi]

Needlite [venomwing]*

Shadel bandit (see Areas 14 and 16, below)

Shik'nar

Skeleton†

Underbulk

Zombie, lesser‡

† Use a dark-boned skeleton from *Monsters of Norrath*, or apply the skeleton template to any other appropriate creature.

‡ As found in RoN: *Freeport* or RoN: *Everfrost Peaks*.



1. Passage to Echo Caverns

This narrow passage leads back to the Echo Caverns. Those who travel here are usually heavily armed and alert, as the boglings of the area are hostile and known to attack stragglers.

2. Fungus Grove Settlement

A welcome sight to dirty, cold, and wet travelers bound from the Echo Caverns, the Fungus Grove village occupies the narrow end of the Fungus Grove. It is walled and well-defended, occupied by a strong garrison of Elite Shadow Haven Defenders. A squad of armored soldiers is always on duty here, ready to help any travelers who need assistance. The village's defenses are not just for show — on occasion in the past, the settlement has come under ferocious attack by the Shadel bandits, Tarmok tribesmen, shik'nar, and even a small army of mutants under a charismatic leader known as the Lame One.

The village doesn't lend itself to long stays, as it is dark, gloomy, and quite damp. Its people seem to have adapted to this rather depressing state, though, and are usually rather upbeat and pleasant, even if some are given to long bouts of melancholy. Fungus Grove is generally considered a good place for those who are not mutants or outcasts but who don't fit in with other Shadow Haveners, or for those with a taste for frontier life.

3. Ebben's Tavern

Ebben Quickblade (*male half elf*, Rog 12, DN; TrH) runs a rough and occasionally dangerous tavern here, where the less conservative members of the settlement go to drink away their cares and troubles. Regulars include Rolktim Cogtop (*male gnome*, Rog 10, DN; SHC), a knockabout

freelance thief and scout, and Missy McElle (*female barbarian*, Rog 10, N; SHC, SHR), a large, lovely barbarian woman who has wandered from job to job and home to home, leaving a string of broken heads and broken hearts behind her.

4. Samfort Ruggen

The canny merchant Samfort Ruggen (*male high elf*, Wiz 8, ON; TrH, SHC) has set up a small shop here, selling adventuring and spelunking supplies.

5. Esti's Gemstones

The lovely Esti Elvenblood (*female half elf [high elf stock]*, Exp 11, NG; TrH) heard of the gemstones that could be found in the depths, and determined to set herself up as the exclusive purveyor of gems in the Fungus Grove settlement. Accordingly, she buys and sells gems, offering rich commissions to those who can obtain them from the Tarmok tribesmen. The Tarmok themselves have little interest in gems, but have learned that outsiders do, and usually ask for expensive items in trade.

6. Cabbageleaf Inn

Plump, friendly, and matronly, Mistress Rebecca Cabbageleaf (*female halfling*, Com 9, NG; SHC) provides nourishing food and comfortable lodgings to weary travelers.

7. Thar's Supplies

Thar Anton (*male human*, Mil 5/Exp 5, OG; TrH, SHD) runs a well-stocked equipment and supply concern, selling traveling clothes, rations, backpacks, rope, torches, lanterns, and similar items, as well as a fine selection of

(perfectly legal) intoxicants for those who wish interesting ways to pass the time in this normally rather dull settlement.

8. Brewery

Batin Sweery (*male human, Exp 8, NG; TrH, SHC*) and Cen Snoworb (*male human, Com 9, NG; TrH, SHC*) brew a number of tasty beverages here, and have begun to experiment with the alcoholic possibilities of Fungus Grove's mushrooms. Their first mushroom beer, a porter combined with imported wheat, is now all the rage back in Shadow Haven.

9. Jolly Arvalk's Public House

The social impresario of the settlement, Jolly Arvalk (*female dwarf, Com 5/Exp 8, OG; TrH*) owns this tavern, one of the few entirely pleasant and joyful places to be found in this part of Luclin. Jolly is careful to keep the place warmly lit, with a roaring fire always burning in the common room. Her honeyberry pie is famous even in Shadow Haven, and rumor has it that some are willing to make the hazardous trek through Echo Caverns simply to taste her mudcomb muffins and mistmyre pudding.

Quest: Green Mushrooms

Faction: Shadow Haven Citizens (+1 rank).

NPC: Jolly Arvalk.

CR: 3–10.

Reward: +1 faction rank with the Shadow Haven Citizens (maximum +1 from this quest); 1d4 gold pieces per basket of mushrooms.

Consequence: –1 faction rank with the Shadel Bandits (maximum –1 from this quest).

Quest Summary: Jolly Arvalk knows that her dishes are famed far and wide, but her delicious stews have a special ingredient — a rare species of green mushroom that grows only in the Fungus Grove — without which even her culinary mastery would be at a loss. She is currently running short, so she turns to the characters out of desperation, offering them 1d4 gp for every basket of mushrooms they harvest.

Unfortunately for the adventurers, the Shadel bandits have set up a small camp near Jolly's favorite mushroom field (which is why no locals want to risk collecting the mushrooms), forcing them to find another source of mushrooms, or else to somehow lure the bandits from their camp so that they can harvest the fungi. If the characters do return with mushrooms, they earn the gratitude of the locals (and, as soon as word spreads, of the Shadow Haven Citizens) as well as the monetary reward from Jolly.

10. Bank

Banker Narvak Smugreed (*male Erudite, Exp 12, OG; TrH*) maintains a thick-walled fortress of a bank here, with heavy iron doors and narrow, barred windows. This level of security has proven necessary, since Narvak bought the property sight unseen, not knowing that it stood by the main northern wall of the settlement. Once he saw the property,

Narvak was overcome with visions of Shadel bandits overrunning the place and making off with his customers' riches. Sparing no expense, he built this virtually impregnable citadel; so far the wall defenses have held and he has had no reason to bar the gates or to call upon his squad of mercenary guards to hold the place against attackers. Needless to say, Narvak's focus on security has earned him many customers; numerous merchants and adventurers rely on him to keep their valuables safe while they travel.

11. Shadel Cave

This narrow opening leads to the vast and strange depths of the Grove caverns, to the vast chamber where the Tarmok tribesmen and the Shadel bandits vie regularly for control. Constantly guarded, the opening is easily defended by the Haveners from the Fungus Grove settlement to the south; foes must come through determinedly and in large numbers to force passage.

Still, all of the cave's inhabitants — bandits, galorians, mutants, and shik'nar — have managed to overwhelm the Shadow Haven Defenders who hold the passage at one time or another, but so far all have failed to breach the settlement's walls nearly two miles away.

12. Groo's Village

Hamlet, Pop. 350

(Galorian 100%)

Ruler: Caller Groo.

Gold Piece Limit: 100 gp.

Assets: 1,750 gp.

Resources: Fungus, underbulks.

Militia: 50 Tarmok warriors.

This settlement is located a few hours' march from the Fungus Grove settlement. Its inhabitants have been peaceful of late, as their current chief, Caller Groo (*male galorian, Tarmok caller, Shm 3, N; Tarmok Tribesmen*), has pursued a policy of coexistence with the Shadow Haveners. His predecessor, Caller Magu, died assaulting the settlement along with dozens of his warriors.

Despite Groo's open-arms policy, the Tarmok of the village are not terribly friendly unless outsiders win their trust, such as by helping them fight the Shadel bandits who have been preying on them more and more of late.

When it's not being attacked, the village is a reasonably pastoral place, home to galorian craftsfolk, tribal shamans, and herdsman, who tend the domesticated underbulks that (along with the flesh of fungus fiends) form a large portion of the galorian diet. Outsiders find these oversized arthropods somewhat distasteful, as the galorians tend to eat them raw, but a few enterprising merchants have begun to trade for them, having discovered that when boiled they actually taste not unlike lobster.

13. Torgal's Village

Hamlet, Pop. 400

(Galorian 100%)

Ruler: Caller Torgal.

Gold Piece Limit: 100 gp.

Assets: 2,000 gp.

Resources: Fungus, underbulks.

Militia: 50 Tarmok warriors.

Caller Torgal (*male galorian, Tarmok caller, War 4, N; Tarmok Tribesmen*) maintains cordial relations with Caller Groo to the south, but he is nevertheless more militant and opposes expansion of Shadow Haven settlements in the area. He secretly wishes to lead another crusade against the Fungus Grove settlement, believing that if the Shadow Haveners are driven off, they will never return. In reality, of course, Torgal's dream would bring victory only for the short term, and then terrible devastation, for the Haveners cannot allow the Grove to fall since it forms a vital link to the outside world. Should Torgal succeed in overrunning the Shadow Haven outpost, the Trade Families would react with decisive force, intent on driving out or exterminating the luckless galorians altogether — all of them.

This village is similar in appearance and population to Groo's hamlet, with galorians going about their daily routines and herding domesticated underbuls. They are reluctant to trade with outsiders, and Torgal has forbidden interaction with folk from Shadow Haven, lest his people be corrupted by the luxuries of civilization.

14. Shadel Bandit Camp

The Shadel bandits plague both the Shadow Haveners and the Tarmok Tribesmen. No one is certain who they are or where they come from; physically, they resemble the sun revenants of the Scarlet Desert, and many speculate that they are exiles or a splinter group from that faction, although it is equally likely that they merely wear this guise to frighten and bewilder their enemies. Whatever their origin, the bandits remain a violent, xenophobic group, unwilling even to talk, let alone negotiate with outsiders. They raid caravans, attack Tarmok villages for captives, deal in contraband and slaves, and never reveal their true appearance or identity.

The bandit camps move on an irregular basis; currently, there are about 200 bandits in this camp (in general, treat them as rogues or warriors ranging in level from 9th to 15th). Recently, they have been attacking Torgal's village for food, supplies, and captives. They are known to sell slaves to the grimplings and the vampires, and individuals from those factions have been seen in the grove recently. Punitive expeditions from Shadow Haven have invariably found the camps empty or moved, so the caravans can only respond to bandit activity by going well-armed and in force.

The camp is led by a bandit known only as the Black Lotus.

Black Lotus

A mysterious figure, the Lotus is actually a female dark elf shadow knight, a cunning and ruthless woman who rules the bandit camp with an iron hand and leads her raiders against galorians and Shadow Haveners alike. She may be the leader of all the Shadel bandits, or she may answer to an even higher-ranking superior. No one aside from herself and perhaps the folk of her faction can even say for certain who Black Lotus is, or what her true intentions are.

Black Lotus, female dark elf, Shd 20: CR 20; Medium-size humanoid (dark elf) [5 ft., 1 in.]; HD 20d10+40; hp 172; Init +3 (Dex); Spd 30 ft.; AC 22 [flat-footed 20, touch 12] (+2 Dex, +8 armor, +2 shield); BAB +20; Grap +23; Atk +26/+22/+18/+14 melee (1d8+6, crit x3, +3 *chaotic warhammer*), or +25/+21/+17/+13 or +23/+23/+19/+15/+11 ranged (1d8+6 plus *wounding* and *pain*, crit x4, 150 ft., *knifed light-*

mithril-strung shadewood single-cam longbow and *arrows of pain*); SA leech touch (60 points; Fort DC 24); SQ armored casting, dark elf traits, poison save +3, ultravision; Res CR 2, DR 7; AL DE; Fac Shadel Bandits; SV Fort +14, Ref +9, Will +10; Str 16 (15), Dex 16 (14), Con 14 (13), Int 22 (21), Wis 12, Cha 12.

Skills: Bluff +12, Channeling +17, Climb +0 [boots], Diplomacy +3, Disguise +11 (+13 acting), Hide +26 [armor, cloak], Intimidate +7, Knowledge (monster lore [humanoids]) +11, Knowledge (monster lore [undead]) +11, Knowledge (mysticism) +11, Knowledge (warcraft) +11, Listen +6, Meditation +17, Search +9, Sneak +16 [armor, boots], Spellcraft +22, Spot +3, Trade Skill (fletching) +20, Undead Empathy +5.

Languages: Dark Speech (5), Shadeli (5), Modern Combine (5), Galorian (4).

Feats: Combat Reflexes, Deflect Arrows [gloves], Double Attack, Finishing Blow, Leadership, Mystic Capacity, Parry, Point Blank Shot, Power Attack, Rapid Shot, Riposte, Silent Spell.

Shadow Knight Spells Prepared (mana cost): *Abduction of strength* (1), *cancel magic* (8; silent), *dooming darkness* (20), *grim aura* (4), *invoke fear* (20), *life leech* (53), *shroud of pain* (17), *siphon life* (18; silent), *summon companion* (12; silent). Caster level 16th; save DC 16 + spell level.

Mana Pool: 201.

Possessions: +3 *chainmail of shadow* and *silent moves*, *imbued Teir'Dal dragoon shield*, +3 *chaotic warhammer*, *knifed light-mithril-strung shadewood single-cam longbow*, 2 quiver and 40 *arrows of pain*, *hooded black cloak*, *Shadel bandit ring*, *assassin's ring* (contains 1 dose of *magician's bane*), *archer's gloves*, *goo boots*, *scrollcase of sending*, 3 doses of *poison* (thoughtweave suspension).



Black Lotus's Skeletal Companion, Type 9: CR —; Large undead; HD 16d12; hp 104; Init +0; Spd 30 ft.; AC 17 [flat-footed 17, touch 9] (–1 size, +8 natural); BAB +8; Grap +18; Atk 2 claws +13 melee (1d10+6), or 2 claws +11 melee (1d10+6) and slam +11 melee (1d8+6); Reach 10 ft.; SA magic attack +4; SQ damage reduction 10/+1, immunities, infravision, see invisible, spell resistance 17, undead; AL N; Fac None; SV Fort +5, Ref +4, Will +11; Str 22, Dex 10, Con —, Int 6, Wis 9, Cha 1.

Skills: Listen +12, Spot +12, Taunt +14.

Feats: Improved Slam, Slam.

15. Mushroom Cave

Beyond Torgal's village lies this large chamber. Filled with luminescent fungi, the place is quite beautiful, but it is also used as a sacred hunting ground by the galorians, whose callers venture here to summon fungus fiends so that tribal warriors can slay them and thus feed their tribes. The callers use a substance called blargrot (found in the caverns or sometimes available from merchants) to attract the creatures.

Quest: Summoning Fiends

Faction: Tarmok Tribesmen (+1 rank).

NPC: Caller Groo or Caller Torgal.

CR: 4–7.

Reward: +1 faction rank with the Tarmok Tribesmen (maximum +2 from this quest); various items.

Consequence: –1 faction rank with the Shadel Bandits (maximum –2 from this quest).

Quest Summary: If the characters are on good terms with the Tarmok, one of the two tribal callers will approach them, offering to include the party in a summoning ceremony that calls up fungus fiends for tribal hunters. The caller asks that the characters gather or purchase some blargrot for the ceremony. A single blargrot pod costs 5 gp, and is sometimes available in the Fungus Grove settlement, but it can also be gathered in the caves. Finding a blargrot pod requires a successful Wilderness Lore check (DC 16) and 8 hours of effort; for every 2 points by which the check exceeds DC 16, the searcher finds an additional pod within the same period. (Note that the GM should roll for or assign random encounters during this period, as normal.)

Once the blargrot is acquired, the caller leads the characters into Mushroom Cave, where he calls up 1d4 fungus fiends for each pod that the characters gave him. These summoned fungus fiends may have the usual treasure for their kind, at the GM's discretion.

16. Shadel Bandit Camp

The second major bandit camp contains about 150 individuals. Located on a rocky outcropping that overlooks the cave floor below, this is an ideal spot for raids on passing caravans. The Shadow Haven Defenders have begun to plan yet another attack on the camp — even though previous raids have been wholly unsuccessful — hoping for once to catch the bandits unawares and learn more about their true nature.

17. Shadel Lake

This cold, shallow pond stretches across the western end of Shadel Cave, providing some shelter for the pathetic mutants that live along its shores.

18. Mutant Dregs

A small band of about 75 mutants, considered unfit even by the outcasts of the Echo Caverns, lives here in utter squalor and misery. They dwell in crude stone shelters and skin tents if they have any shelter at all, and eat the blind fish and crustaceans that live in Shadel Lake. The mutants are mostly humans, elves, dwarves, gnomes, and halflings with the mutant template (see *Monsters of Luclin*).

Once, years ago, their numbers swollen to nearly 300, the mutants staged an attack on the Fungus Grove settlement. Led by a mysterious messiah known only as the Lame One, the mutants managed to push past the Shadow Haven Defenders and assault the gates of the settlement, but they were soon pushed back with horrifying losses. The Lame One himself escaped, vowing to return and deliver vengeance upon the Shadow Haveners. It is only the belief that their beloved leader will one day make good on his promise that keeps many of these pathetic individuals alive.

19. Entrance to Shik'nar Caves

Caravans and travelers must negotiate this narrow, hazardous passage in order to reach the Twilight Sea; most do so only if well-guarded and in great numbers, however. Shik'nar sentries often guard the way as well, and skirmishes with the cunning insectoids are common.

20. Shik'nar Hive

This large outcropping harbors a sizeable shik'nar presence and is riddled with tunnels. Shik'nar warriors guard passages into the hive, while workers toil in the surrounding areas, harvesting fungus and other foodstuffs (sometimes including hapless travelers). Inside, shik'nar nurses tend to hatchlings, while a council of ancient insectoids oversees the entire hive, displaying an agile but wholly alien intelligence. The mightiest shik'nar in the hive is the fearsome Warlord Tk'kik'tthik (37-HD *shik'nar warlord*). This creature is assisted by the great Priest Kak'thak (see below) and a variety of other high-ranking, ancient shik'nar.

The insectoids' intentions are not known, and their behavior appears to change almost at random. On one day they will ignore passers-by, allowing free access to and from the Twilight Bridge and the passages beyond, while fiercely resisting intruders the next. Though many believe the shik'nar to be mindless, there is strong evidence of a malign intelligence behind their actions, and when they are on the aggressive, the larger among them, in particular, use sophisticated tactics of ambush and assault.

Warlord Tk'kik'tthik is believed to have territorial ambitions, wishing to drive all non-insects from the caves. On at least one occasion, these schemes almost succeeded, as hundreds of shik'nar warriors flooded into Shadel Caves. In the end, the bandits, tribesmen, and Shadow Haveners were forced to fight together, and only after several fierce battles did they collectively push the insectoids back into their caves. The allies immediately returned to their original bellicose stance toward one another, and have never been able to rid the region of the shik'nar altogether.

Some believe that Tk'kik'tthik plans another such organized assault on the outside world, for more warriors have been sighted recently than are usual, and incidents of aggressive shik'nar behavior have also been growing more commonplace.

Priest Kak'thak, Male Shik'nar Noble, Clr 15: CR 17; Huge magical beast; HD 17d10+85 plus 15d8+75; hp 324; Init +1 (Dex); Spd 40 ft., climb 30 ft.; AC 21 [flat-footed, touch] (–2 size, +1 Dex, +12 natural); BAB +18; Grap +35; Atk 2 claws +26 melee (1d10+7) and bite +23 melee (1d10+4); Face 10 ft. by 20 ft.; Reach 10 ft.; SA crush, improved grab, rear up, spells; SQ divine powers (celestial healer, purify soul), tremorsense 30 ft., ultravision, vermin traits; AL N; Fac Shik'nar; SV Fort +20, Ref +17, Will +20; Str 28, Dex 12, Con 20, Int 13, Wis 22, Cha 14.

Skills: Channeling +20, Climb +21, Hide +5, Listen +22, Meditation +21, Spellcraft +16, Spot +22.

Feats: Alertness, Multiattack, Mystic Capacity, School Specialization (alteration), Weapon Focus (claws).

Crush (Ex): A shik'nar that has gotten a hold on a foe smaller than itself can lurch forward upon its enemy, dealing an additional 2d8+6 points of crushing damage.

Improved Grab (Ex): A shik'nar must hit with both claw attacks to use this ability. If it gets a hold, it can crush.

Rear Up (Ex): A shik'nar can raise the forward part of its body, gaining a +3 bonus on attack rolls with its claw attacks. This is not without risks, for in doing so the shik'nar exposes its vulnerable underside and thus suffers a –2 penalty to AC for 1 full round.

Cleric Spells Prepared (mana cost, modified for celestial healer divine power): *Blinding luminance* (8), *cancel magic* (5), *divine barrier* (17), *enstill* (10), *greater healing* (23), *healing* (9), *inspire fear* (13), *spirit armor* (12), *word of shadow* (14).

Mana Pool: 180.

Vermin Traits: Even though they are technically magical beasts, shik'nar share many traits with vermin. They are not affected by attacks or spells of a mind-affecting nature.

21. Twilight Bridge

This narrow formation rises from the floor of the Shik'nar Hive cave and leads up to a great passage that leads eventually to the Twilight Sea. It is clearly no natural bridge, and may have been created in the distant past by individuals with great natural magical abilities (some suggest a lost race of stone tegi, but none can say for certain). Normally, caravans and travelers can move along this bridge unmolested, but recently the shik'nar have grown increasingly territorial, and fights on the bridge are more frequent than they once were.

22. Passage to the Twilight Sea

Once out of Fungus Grove, a long and somewhat meandering passageway leads travelers out of the underground and into the outdoors along the shores of the Twilight Sea.



2003

Grieg's End

Grieg's End, it is told, is the home of the great, insane Combine geomancer Grieg. Originally a wizard in service to the Tsaph Katta, Grieg activated the ancient wizard spires on Norrath for his liege and was thus responsible for bringing the Combine people to Luclin. He did not stay long after the Loyalists' arrival, for it was discovered that his calculations had been in error, and that the refugees could not return to Norrath. When the Loyalists departed, Grieg remained behind in Shadow Haven to study the forces contained in the Nexus, but he was driven out after his failed attempts at geomancy caused several costly disasters.

Needless to say, the Loyalists who now lived in Katta Castellum did not want Grieg back, so the geomancer wandered the moon of Luclin, finally settling in the mountains north of the Scarlet Desert. Here, anxious to find a way back to Norrath, he built a great fortress he called Grieg's End, where he settled in to continue his studies. Years passed, and Grieg's research began to show promise, drawing the attention of the goddess Luclin.

Luclin wanted no more travel between her domain and Norrath. She saw Grieg drawing closer to a solution, and decided to take steps. She sent him visions and dreams, even granting him a glimpse of the stones of wisdom in Vex Thal, where her own words were carved.

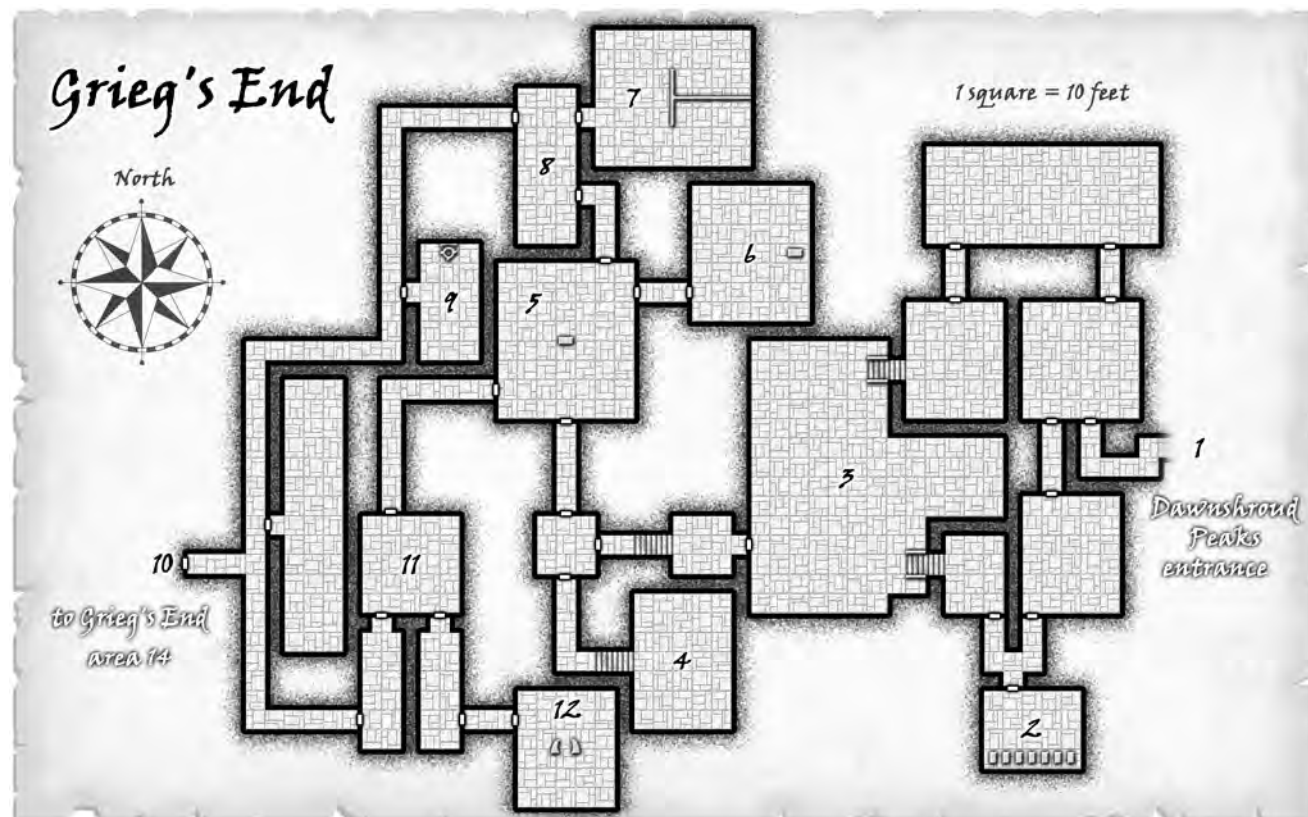
Thus, Grieg gained the knowledge he desired, but in the end it was all for naught — even a brief glimpse at the mind of a goddess was enough to drive an ordinary mortal mad, and Grieg was no exception. To this day he dwells in his castle, unnaturally preserved by the goddess's whim, surrounded by demons and specters sent by Luclin to contain him. It is said his madness is so all-encompassing and his

power so raw that together they affect the world around him. Strange apparitions and monsters from the tormented geomancer's imagination are found throughout Grieg's End, and adventurers are warned not to believe everything they see. The fortress, like its prisoner, remains untouched by time, almost as it was when Grieg's servants first fled in the face of his madness. Some of those servants remained behind, though, and were transformed into undying servants. The rest of the complex is inhabited by spirit creatures that resemble beings from the outside world.

—Muliek

Random Appearance

Those who enter Grieg's End are said to change in appearance. The GM should be creative in using this effect. Perhaps visitors can trade appearances — the female dark elf necromancer can take on the appearance of the male barbarian warrior, the Erudite may look like the Vah Shir, and so on. Alternately, visitors may take on the appearance of random creatures from Luclin or elsewhere (thought horrors, grimplings, myconids, and the like). To make matters even more difficult (and entertaining!), the GM might decide that characters' appearance change with every room, at regular or irregular intervals, or maybe even in the midst of fights, which will certainly make it difficult to distinguish between friend and foe — especially if the foe suddenly changes appearance as well.



Encounters in Grieg's End

Grieg's End is a vast, sprawling space, yet it is easily filled by semi-material or even fully solid manifestations of the geomancer's madness. Many of the rooms appear empty on the map, but when entered they prove to contain occupants, trigger sounds or strange events, and the like — usually never the same occupant or event twice. It is up to the GM whether that occupant or condition remains the next time the room is entered, whether by the same individual or another person. (The GM is encouraged to produce a list of results from the following tables before the game session, to avoid bogging down play.)

Whenever a character enters a room that is not numbered, the GM should roll 1d10 and consult the following table.

d10 Result	Occurrence
1–3	Phenomenon
4–6	Sending
7–8	Inhabitant
9	Empty
10	Roll again (reroll another result of 10)

If the result is “roll again,” then the chamber may contain both a prevailing phenomena and an inhabitant, for instance, or perhaps two distinct phenomena or two inhabitants. The GM should use even results that would normally contradict one another; for example, one or more characters may feel extremely cold while in the room, while others are sweating profusely from the heat. Similarly, the characters might encounter an ice-bone skeleton in an otherwise idyllic springtime forest glen.

In general, any effect or creature encountered in Grieg's End is potentially real enough to cause physical harm — for while it is but a figment of Grieg's imagination given form, it is also given substance by the power of Luclin herself, channeled through him). Thus, a sending deals real damage if the PCs engage it in combat, and a pool of water found in a room that only moments before had been bare stone can nevertheless be swum across (and a character might even drown in it).

Objects or substances resulting from phenomena in Grieg's End can be taken from any room or otherwise brought into a character's possession, but they disappear after 24 hours as if summoned by a spell of the *summon dagger* spell line (although they otherwise look and behave as normal items or materials of their kind). The objects and materials cannot be dispelled and do not disappear even in null-magic areas (they are temporarily “real”).

Phenomenon: Roll 1d20 on the following table to find the local condition or experience prevailing in the room.

d20 Roll	Result
1	Some loud sound (e.g. a single shriek, a bestial roar) occurs as the door is opened. The sound may or may not have an apparent source.
2	A low sound (moaning, droning, tapping, etc.) constantly fills the air for as long as the character(s) remain in the room. The sound may or may not have an apparent source.
3	Some sound (laughter, heavy breathing, sobbing, children singing) can be heard intermittently for as long as the character(s) remain in the room. The sound may or may not have an apparent source.

4	Roll 1d3. Use the similarly numbered result from this table, above, except that only one character can hear the sound(s).
5	Roll 1d3. The air in the room is (1) cool enough to raise gooseflesh; (2) uncomfortably cold; (3) freezing cold.
6	Roll 1d3. The air in the room is (1) warm enough to induce sweating; (2) uncomfortably hot; (3) abysmally hot.
7	As either number 5 or 6, above, except that only one character feels the difference in temperature.
8	Everyone in the room should make a Spot check (DC 20). Those who succeed feel as if they are being watched. (And, at the GM's discretion, perhaps they <i>are</i> being watched.)
9	Everyone in the room feels an uncomfortable sensation (i.e., itching, wetness, stomach distress); this sensation may or may not have game effects, as the GM wishes.
10	Everyone in the room feels a pleasant sensation (the sun's warmth, a gentle caress); this sensation may or may not have game effects, as the GM wishes.
11	Everyone in the room smells something unpleasant (mold, grave soil, etc.).
12	Everyone in the room smells something pleasant (e.g. roses, apple pie).
13	As any one of 8–12, above, except that only one character feels the sensation or smells the odor.
14	The room is transformed into an outdoor setting (which may or may not be larger than the dimensions of the room should allow), such as a forest glade, a stream-bed, etc.
15	The room is transformed into some subterranean setting (which may or may not be larger than the dimensions of the room should allow), such as a dark, damp cavern, a warm, torch-lit dwarven hall, etc.
16	The room is transformed into some interesting indoor setting (which may or may not be larger than the dimensions of the room should allow), such as a well-appointed sitting room with a tinkling fountain, a dusty, abandoned dining room full of cobwebs, etc.
17	One or more characters see constant flickers of motion out of the corners of their eyes — but when they look, there is nothing there.
18	There are strange markings or stains on the walls, ceiling, and/or floors (soot, blood, foot prints, etc.).
19	The walls, ceiling, and/or floors have some odd property (e.g. glowing, transparent, spongy and wet, etc.).
20	The very space-time fabric of the room is twisted in some way — perhaps time passes more slowly or quickly therein, or perhaps there is no gravity (or lighter or heavier gravity), etc.

GMs are encouraged to come up with their own effects and mysterious sights or sounds throughout Grieg's End.

Sendings: Sendings resemble ordinary creatures, but are actually physical manifestations of Grieg's tormented mind. If a sending is encountered or described, select a random creature from *Monsters of Luclin* or *Monsters of Norrath*. The

sending has that creature's statistics and abilities, but is perhaps surrounded by an odd luminescence (or has some other unusual traits, as the GM wishes), and disappears when slain.

Inhabitants: Specific creatures that actually dwell in Grieg's End include the wizard's former servants, now all

undead, known in Grieg's old Combine tongue as *singultus proeliator*. These are equivalent to Medium-size dark-boned skeletons (see *Monsters of Norrath*) with 12 to 24 Hit Dice.

Sent by Luclin to torment Grieg, *Akhevan shadows* (see *Monsters of Luclin*), called *occisor primoris* (*Xov shadows*) or *occisor acerbus* (*Pli shadows*), are common in Grieg's End.

1. Entrance

A short tunnel leads out to the Dawnshroud Peaks. Like most of this portion of the fortress, the entrance passage is normally unoccupied, save for mysterious sounds and occasional flickers in the shadows, as if something dark and fast is moving there. Of course, when an observer looks into the shadows, there's nothing to be seen.

2. Barracks (EL 9-12)

This chamber once housed Grieg's mercenary guards, but they fled when madness took him. The room is lined with cots and chests, but there is nothing of value in them. Several *singultus proeliator* stand watch in the room, but they do not fight unless attacked.

3. Courtyard (EL 0+)

This broad court is open to the dim sky overhead. It's normally empty, but sendings and *singultus proeliator* sometimes wander the space, intent on their own unknown errands. Sometimes they ignore intruders, other times they attack.

4. Shrine (EL 12+)

Several sendings in the form of fire and earth elementals occupy this room, which was originally devoted to the worship of the gods of Norrath. After Grieg began to receive visions from Luclin, he changed it to a shrine devoted to the Goddess of the Moon. It contains a statue of the dancing Luclin, a smaller version of the giant statues commonly found in Akhevan cities. It also contains an altar and several small stelae inscribed with Akhevan hieroglyphics. These stones appeared one day after Grieg had had an especially vivid dream of the goddess, and he was only half way through translating them when the madness overcame him.

Anyone who can read the Fleshless Tongue of the Akheva can attempt to read the tablets, but they are in a very obscure dialect and require a Language (Fleshless Tongue) check (DC 20) and 2 to 3 hours to decipher. If successful, the reader finds 1d4 spells of the GM's choice on the tablets.

5. Tomb

A single granite sepulcher occupies the center of the room. It is not a real tomb, but a solid chunk of granite. Grieg had it constructed after he went mad, and no one can say why. The "tomb" is inscribed with Akheva-style hieroglyphics, but they are meaningless gibberish.

6. Tomb (EL 13)

The false tomb in Area 5 might have been built to distract intruders from the "real" tomb located here. The room is occupied by 2 sendings of type 5 spirit wolves that lurk in the shadows unless the tomb is disturbed. The tomb does not contain any kind of remains. Moving the lid requires a

Strength check (DC 25), but the tomb actually hides a quantity of alchemical ingredients and herbs worth about 250 gp. The tomb has a false bottom, however (Search DC 20), which contains 2d8 randomly-determined potions.

7. Fence Chamber (EL 20)

A lone Vah Shir beastlord named Gesha Mraal (*male Vah Shir* (ti), Bst 20, CN; *Khati Sha*, *Naturalists of Luclin*) and his tiger Kirah (a type 7 warder) occupy this room, the tiger pacing protectively about her bewildered master. Gesha seems in a daze and does not respond coherently to any inquiries; he became lost in the complex and now suffers from amnesia and disorientation. He fights competently enough if attacked, though, aided by an enraged Kirah. Gesha is armed with a *high master's eitchatka* (see Chapter 5: New Magic) and a +2 *punching dagger* that, due to its acrylia-alloy construction, gives off illumination as a candle.

8. Mushrooms (EL 10+)

Occupying this room are 2 malevolent sendings in the form of a thought horror and a shik'nar. The floor is covered with pulpy detritus, from which several huge mushrooms grow. The mushrooms were part of Grieg's experiments, but most of his servants suspected that madness was overcoming him, for the mushrooms seemed quite unrelated to the problem of escaping Luclin and returning to Norrath. The mushrooms are edible but have no other remarkable qualities.

9. Pump Room

This room contains intricate mechanical pumps built to carry water throughout the complex. The water has long since gone, but the pumps remain, and the fortress's other inhabitants sometimes wander through here.

10. To Upper End

This door opens to Area 14 in the upper end of the complex.

11. Kitchen (EL 9+)

Food was once prepared in this stone chamber; Grieg's oven still occupies the south wall of the room. The rest of the room's fixtures were carried off by fleeing servants, and today a pair of sendings in the form of remarkably tough (Medium-size, but 20+ HD) rock hoppers remain here.

12. Wizard Spire

Originally, Grieg built a small circle of wizard spires here, much like the miniature spires at the gates in the Nexus that lead back to Norrath. On the verge of discovering a way of activating the spires and opening a route back home, however, Grieg was seized by Luclin's madness and he soon disassembled the small spires — all save one that sits alone in the middle of this room.

Quest: Quest for the Spire

Faction: Nexus Scions (+1 rank).

NPC: Natana Sharif.

CR: 13+.

Reward: +1 faction rank with the Nexus Scions (and see below); 1,000 gp; *attuned spire shard*.

Consequence: None.

Quest Summary: The opening of the gates to Norrath has spurred even greater interest in the old spells and devices used for the first Exodus. Lady Natana Sharif (*female Erudite, Ari 4/Wiz 19, OG; NSc*), Mistress of the Guild of Nexus Scions in Shadow Haven, has heard rumors that fragments of Grieg's miniature spires may still contain useful energies. She asks the characters to journey to Grieg's End and bring back as many fragments of the geomancer's spires as possible.

If the characters bring an entire intact spire back, they receive +2 faction rank (as opposed to the +1 for merely bringing back pieces of spires). Once her researches are completed, about one week later, Natana Sharif gives the heroes an *attuned spire shard* (see below) and 1,000 gold pieces as a reward.

Attuned Spire Shard

Description: Fragments of wizard spires can be crafted into transportation devices with the correct spells and magical treatment. The spires created by Grieg were attuned to the world of Norrath, and the lands of the Combine in particular. If properly prepared, fragments of Grieg's spires can be used to carry users back to the old Combine lands on Norrath.

Powers: The bearer of this item receives a +5 bonus on Sense Heading checks. Once per day, a spellcaster holding the shard can invoke a power identical to the spell *Combine gate*. Once per week, a spellcaster holding the shard can invoke a power identical to the spell *Combine portal*; however, after using this latter power, the spire shard's *Combine gate* power cannot be used again for one full week either.

Con +3, Wis +3, Int +3, hp +12, mana +16, all resistances (3).

Bonus types: Ability scores = enhancement. Hit points = arcane. Mana = arcane. Resistance = enhancement.

Activation: Spell Trigger [spellcaster] (*Combine gate, Combine portal*); Use Activated (all other powers).

Caster Level: 17th.

Market Price: 914,350 gp.

Slot: Miscellaneous.

Weight: 0.1 lbs.–3 lbs.

By itself, the lone spire has no magical properties, but it might possibly be made to function if combined with fragments from the other fallen or destroyed spires that lie around Grieg's End. Enough fragments to make an entire

spire must be collected before users can begin to experiment with the spire. Once the fragments have been obtained, a Knowledge (mysticism) check (DC 33) followed by a Knowledge (planar travel) check (DC 38) and 2d4 days of study are required to get the spire functioning again. If either check fails, the study process must start again and the two checks must once more be attempted. If either roll is a natural "1", then the spire is permanently damaged and will not function again.

13. Storage

There are still a few boxes and barrels here. Most were looted by servants before they left, but some dry goods and preserved food can be found in this chamber, somehow still fresh and edible as the day it was left.

14. Open Courtyards

This chamber, like those around it, was originally a room intended for habitation by Grieg's servants. Early on, when Grieg was relatively sane and still prosperous, there were many servants, all sharing these rooms dormitory-style. As Grieg's fortunes declined, however, so did the numbers of servants, and toward the end each individual had two or three entire rooms to herself. After madness completely consumed Grieg and the last of the servants fled, he inexplicably transformed these rooms into largely-empty courtyards open to the eternally morning-lit sky above.

15. Courtyard (ELO+)

High columns rise up toward the almost-daylight sky. The wind constantly sighs among them and, as in the rest of the complex, strange sounds echo constantly. Among the shadows sometimes flit the shades that wander Grieg's End, the occisor primoris and the more powerful occisor acerbus.

16. Discarded Spires

A dozen or so miniature wizard spires lie here in various stages of construction — or deconstruction. These were unsuccessful or partially-completed spires which Grieg abandoned when his sanity finally fled. As with the spire in Area 12, these could be valuable to the researchers in Shadow Haven, but they present the same difficulties to anyone who removes them.

17. Grieg's Bedroom

The geomancer himself once slept in this relatively small but comfortable chamber. His bed, chests, table, and chairs remain intact and untouched, but Grieg is nowhere to be found.

18. Sitting Room (ELO+)

A pleasant stone chamber, this sitting room contains several low tables and comfortable chairs. Shades sometimes wander through this room, but as in the bedroom there is no evidence of its original owner, Grieg.

19. Pillar Chamber (EL11+)

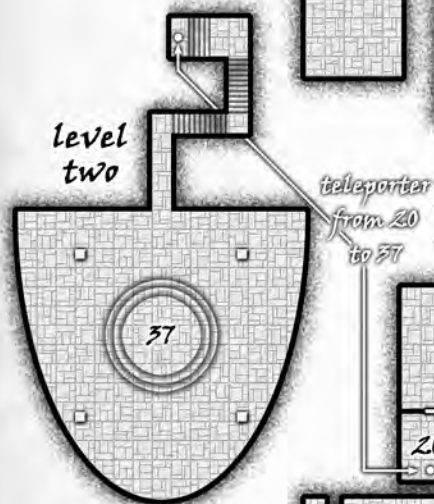
Solid granite pillars fill this room; it's not certain whether these pillars were placed here for structural stability or for decoration, as aids in Grieg's experiments, or simply as a manifestation of his oncoming madness. Several guardians

Grieg's End



North

1 square = 10 feet



— mostly singultus proeliator, but occasionally occisor primoris as well — lurk in the shelter of the columns, observing intruders. They might merely harass outsiders, throwing rocks or simply showing themselves and then fleeing. On other occasions, they attack fiercely.

20. Spire Chamber

This room is empty save for a few plants, both lunar and Norrathian, growing here and there. However, the atmosphere almost literally crackles with magical energy. A low humming emanates from the southern end of the room where a miniature wizard spire rises. The spire radiates tangible magical force.

The spire is indeed functional, but very limited in use. A Spellcraft check (DC 35) is required to figure out how it functions. Once an individual figures out how to work the spire, another Spellcraft check (DC 28) is required to activate it (taking 10 or 20 is not allowed on this second check). If the spire is successfully activated, the user and all creatures within 30 feet are immediately transported to Area 37, where Grieg Veneficus himself lurks, lost in madness.

21. Barracks

These well-appointed barracks, intended for Grieg's mercenaries, are almost entirely intact. The room contains a dozen comfortable beds, each with its own chest, bedside table, and armor rack. Some of these racks contain armor (the GM should determine how many suits of armor and what type are available), and some chests contain clothing and weapons.

22. Commander's Bedroom (EL 22)

There are 4 occisor primoris shades standing guard in this room; they attack anyone trying to pass by them, but do not pursue foes who flee back out of the room. Grieg's guard commander once occupied this bedroom, but the chamber's location on the way to the library caused a great deal of traffic to pass through here, much to the commander's chagrin (Grieg's irrational placement of the bedroom may be evidence of his oncoming dementia, but there is no way of knowing for sure).

The room contains a fine hardwood bed, two chests containing high-quality clothing, and an armor rack with a suit of masterwork full plate armor. There is also a weapons rack that still holds a longsword, a battleaxe, and a mighty (+3) composite shortbow, all masterwork.

23. The Servitor of Luclin (EL 31)

This chamber has but a single door, locked and magically sealed by Grieg in one of his last rational acts, which would present a considerable challenge to batter down. Any character making a Spellcraft check (DC 30) can discern that the portal is heavily warded against passage. Normally, it can be opened only with a special golden key originally carried by Grieg, but now in the possession of Prast lantor in Area 25.

Magically Sealed Door: Hardness 25; 500 hp; Break DC — (can't be burst).

The room beyond the door was once a library. The walls are lined with bookshelves, though only a few volumes remain. The GM may determine whether the books con-

tain spells, information about Grieg, or just mindless gibberish.

More worthy of immediate note than the books is the room's sole occupant — a creature known only as the Servitor of Luclin, the personal emissary of the dark god-
dess who brought the very knowledge that drove Grieg mad.

Years ago, the goddess Luclin dispatched one of her trusted servants to Grieg's End — a great dark being similar in appearance to an Akhevan shadow but having a physical form, bringing with it the knowledge of planar travel that Grieg desired. Unfortunately for the geomancer, the wisdom that the Servitor bore was not intended for mortal minds, and it proved too much for him to handle, driving him irrevocably over the edge into hopeless insanity. As madness took hold, however, Grieg sought vengeance on the goddess and her servant, sealing the creature in this chamber behind a nearly impenetrable magical barrier.

The Servitor remains in the room, and has grown somewhat mad itself, desperate to escape. Though it can be reasoned with (Diplomacy DC 30 persuades it to stop and listen), the Servitor is mostly consumed with rage and fear, attacking anyone who enters the room as allies of Grieg who are therefore at least indirectly responsible for its imprisonment.

Servitor of Luclin: CR 33; Huge outsider; HD 35d8+315; hp 489; Init +8 (+4 Dex, +4 Improved Initiative); Spd 40 ft.; AC 38 [flat-footed 33, touch 13] (–2 size, +5 Dex, +25 natural); BAB +35; Grap +54; Atk +47/+43/+39/+35/+31 melee (4d6+14, crit 19–20, *sombrous claidmore*) and +39 melee (1d8+5, *wand of musing*); Face 10 ft. by 10 ft.; Reach 15 ft.; SA spells; SQ damage reduction 40/+5, divine powers (celestial healer, invisibility to undead, purify soul, receive divine aura), fast healing 20, flowing thought I, Greater Specialization (abjuration), immunities, see in darkness, spell resistance 35, telepathy; Res AR 50, CR 50, DR —, ER 25, FR 50, MR 51, PR —, SoR 25; AL NE; Fac Luclin; SV Fort +28, Ref +24, Will +30; Str 33 (30), Dex 21 (18), Con 28 (25), Int 33 (28), Wis 33, Cha 21.

Skills: Bluff +40, Channeling +44, Diplomacy +28, Escape Artist +25, Gather Information +20, Hide +32, Intimidate +42, Knowledge (geography) +29, Knowledge (history) +30, Knowledge (mysticism) +46, Knowledge (planar travel) +46, Knowledge (religion) +30, Listen +46, Meditation +46, Search +46, Sense Heading +31, Sense Motive +46, Sneak +23, Spellcraft +48, Spot +46, Taunt +40.

Feats: Cleave, Combat Reflexes, Double Attack, Dual Wield, Improved Initiative, Parry, Power Attack, Riposte, School Specialization (abjuration).

Cleric Spells Prepared (mana cost, modified for Greater Specialization): *Aegolism* (135), *banish summoned* (37), *bulwark of faith* (53), *enforced reverence* (33), *paralyzing earth* (17), *trepidation* (7), *the unspoken word* (71), *wake of tranquility* (50). Caster level 30th; save DC 21 + spell level.

Mana Pool: 786.

Immunities (Ex): Immune to disease and poison, subdual damage, energy drain, ability score damage or drain, stunning, and paralysis.

Possessions: *Sombrous claidmore* (see Chapter 5: New Magic), *wand of musing* (see Chapter 5: New Magic).

Servitor of Luclin (buffed with *aegolism* and *bulwark of faith*): hp 694; AC 46 [flat-footed 42, touch 21] (–2 size, +4 Dex, +25 natural, +9 divine); SQ damage reduction 40/+5 and 19/–.

24. Barracks

A unit of elite guards once stayed here on six comfortable beds, each with its own armor tree and footlocker. Only one of these beds is used now, by the nearly mad warrior Prast Iantor (see Area 25).

25. Storage (EL 28)

This room contains boxes of decayed food supplies and mildewed cloth. The disheveled figure that lurks here is actually legendary Combine hero Prast Iantor (*male undead [human], War 28, DE; no faction*), who spends much of his time here inventorying items that will never be used. Like Grieg himself, Prast is kept “alive” by the will of Luclin, but is quite mad, and still believes that Grieg’s End is functioning in its normal fashion. He is a tough fighter, but he simply orders intruders to leave, threatening to summon the guards if they do not. If the guards don’t arrive, he accuses the intruders of having killed them all, and attacks. Prast wears *Combine chainmail* (see Chapter 5: New Magic), a *Tobrin’s mystical eyepatch*, and a +5 *Combine claymore*, and he bears a golden key that opens the door to Area 23.

26. Courtyard (EL 20)

An occisor acerbus shade guards the door to this open courtyard. The area contains chairs and tables, and was once used for casual outdoor dining by Grieg and his visitors. A single stove at the eastern end of the courtyard provided heat.

27. Guest Chamber

Grieg himself lived in reasonable luxury, but his work always took priority and he reserved the truly posh accommodations for distinguished visitors. This room contains a huge, comfortable, canopied bed, upholstered chairs, and a hardwood dining table, all in perfect condition.

28. Conference Courtyard

Another open space, this courtyard was intended for conferences or meals when the weather was good. It contains a long table with comfortable chairs.

29. Storage (EL 20)

An occisor acerbus shade stands guard outside this chamber. The interior is piled with boxes and great stacks of hay, probably intended to feed horses and livestock associated with the fortress. The hay is fresh and unspoiled despite the passage of years.

30. Twin Spires (EL 21)

Two nonfunctional wizard spires flank a white marble casket. If the casket is opened, 2 occisor acerbus emerge and attack. The casket contains various potions and minor magic items (determined by the GM), but no corpse.

31. Pump Room

Water in the eastern portion of the complex was moved by the mechanical pumps in this room. The room also contains beds, a large table, and furniture for the pump-tenders. While there is no water, the pumps themselves are in perfect condition.

32. Courtyard (EL 22+)

Several occisor acerbus shades drift across this courtyard. The passing of the years has made itself known here more than elsewhere in the complex (perhaps the magic that has protected Grieg’s End from aging is beginning to wear off, or does not extend as fully to this area). Weeds and grass sprout between paving stones, and the furniture that once stood here has fallen into piles of rotting wood.

33. Tomb

Grieg had another tomb constructed here, although only he knows (perhaps!) who he intended to lay to rest. The tomb is empty and unguarded, as if it was never used for its intended purpose.

34. Entrance Chamber

This room appears to have been ransacked. Its door lies fallen on the floor, and some boxes that once contained supplies are broken and looted. A constant hot breeze from the corridor beyond blows through the chamber.

35. Bedchamber

Once quarters for servants who tended this portion of the complex, this room contains two large beds and chests.

36. Passage to Scarlet Desert

This portal opens in the rugged cliffs surrounding the Scarlet Desert (see Scarlet Desert, Area 91).

37. Grieg’s Chambers (EL 34)

Characters transported from Area 20 arrive at the end of the passageway to this chamber, where 2 occisor acerbus stand guard. Up a flight of stairs is an open courtyard, where what is left of Grieg Veneficus wanders aimlessly, muttering incomprehensibly to himself. He sees all outsiders as servitors of Luclin, come to torment him further, and reacts accordingly. He has 6 occisor acerbus companions who aid him if he is attacked.

Grieg Veneficus

This terrifying, vaguely wraith-like being is all that remains of the powerful geomancer Grieg. After helping the Combine Loyalists escape to Luclin, he was distraught to discover that he could not find a way to return. Forced to leave both Shadow Haven and Katta Castellum, Grieg wandered for a time before finally settling in the northern wastes of Luclin’s moon, where he built his home, Grieg’s End.

Here, safe from outsiders, Grieg continued his researches, hoping to find a way to escape from Luclin and undo the harms he had caused. In the end, his research was his undoing, for when he called upon the goddess Luclin for guidance, she sent him more knowledge than even his substantial intellect could contain. Driven to madness, Grieg allowed his home to fall into disrepair; today he lingers on in a vague semblance of life, surrounded by Luclin’s shades and the shambling undead remains of his servants.

Grieg’s madness has made him an even more fearsome opponent. When approached by foes, he usually allows his shade companions or summoned creatures to take the

initial attack, then once the enemy is fully engaged uses his Grieg's vengeance power to draw individual close to him where he can attack them in melee. If engaged in melee by multiple foes, he will teleport away and cast an area effect spell upon his opponents.

Grieg Veneficus, Male Revenant [Human], Wiz 30/War 9 (always buffed with *manaskin*): CR 33; Medium-size undead; HD 30d12 plus 9d12; hp 370 [plus (2d10+2)x10 = ave. 130 vs. spells/spell-like abilities only]; Init +8 (Dex); Spd 30 ft.; AC 34 [flat-footed 25, touch 22] (+5 Dex, +3 natural, +9 armor, +3 deflection, +2 haste, +2 dodge); BAB +24; Grap +30; Atk +36/+34/+32/+30/+28 melee (1d3+9 plus *ignite bones* proc [Proc DC 21; Fort DC 33], crit 19–20, *Bonecurse*) and touch +25 melee (Grieg's vengeance); SA Grieg's vengeance, spells; SQ berserking, cold, fire, and magic saves +1, damage reduction 2/—, flowing thought IV, Greater Specialization (alteration), greater wizardries (mana burn, rapid casting x2), haste (5) [one extra action/round], immunities, quicken mastery, spell resistance 29, Taunt bonus +3, teleportation mastery, ultravision, undead, +4 turn resistance; Res AR 15, CR —, DR —, ER —, FR 20, MR 30, PR —, SoR 10; AL DN; Fac Grieg, Luclin; SV Fort +16, Ref +21, Will +21; Str 22 (17), Dex 26 (16), Con —, Int 43 (32), Wis 12 (6), Cha 17 (15).

Skills: Bluff +11, Channeling +45, Diplomacy +13, Escape Artist +16, Gather Information +9, Handle Animal +10, Hide +19, Intimidate +17, Knowledge (geography) +58, Knowledge (history) +36, Knowledge (mysticism) +49, Knowledge (planar travel) +58, Knowledge (religion) +36, Listen +11, Meditation +62, Ride +17, Search +26, Sense Heading +11, Sense Motive +17, Sneak +15, Spellcraft +51, Spot +11, Taunt +11, Trade Skill (blacksmithing) +32, Trade Skill (jewelcraft) +27, Trade Skill (pottery) +27, Undead Empathy +11.

Feats: Combat Casting, Combat Reflexes, Dodge, Double Attack, Dual Wield, Enlarge Spell, Extend Spell, Hand to Hand, Mental Clarity, Mobility, Mystic Capacity (x4), Parry, School Specialization (alteration), Spell Focus (evocation), Toughened.

Grieg's Vengeance (Su): Rather than the frightful presence ability typical to revenants, Grieg has the ability to disorient his foes with a mere touch. If his touch attack succeeds, the target must make a Will save (DC 32) or be subject to one of the following randomly determined effects:

d4 Result	Effect
1	Target is effectively <i>paralyzed</i> for 1d4 rounds.
2	Target is <i>blinded</i> and <i>deafened</i> for 1d4 rounds.
3	Target is <i>confused</i> for 1d4 rounds.
4	Target is immobilized as if by a <i>root</i> spell for 1d4 rounds.

Wizard Spells Prepared (mana cost, modified for Greater Specialization): *Annul magic* (13), *decession* (8), *evacuate* (8), *flaming sword of Xuzl* (117), *Garrison's superior sundering* (90), *ice spear of Solist* (50), *levitation* (9), *lure of lightning* (53), *manaskin* (55), *Nexus portal** (23), *tears of Solusek* (68), *thunderbolt* (50). Save DC 26 + spell level, or DC 28 + spell level for evocation.

* See Chapter 5: New Magic.

Mana Pool: 948.

Immunities (Ex): Grieg is immune to cold and electricity, and to attacks and effects that would hamper or halt his movement or change his physical form to that of another creature.

Teleportation Mastery (Su): Grieg need pay only 50% of the usual mana cost for any spell with the [teleportation] descriptor. In fact, so great is his mastery of geomancy and teleportation magic that Grieg can teleport himself at will to any location within 300 feet

as a move action (no mana cost). Moreover, he may summon any creature within 100 feet to any location within 10 feet of himself as if by the wizard spell *decession* (mana cost 8; no save, though SR applies). He need not be able to see his target to use this ability.

Possessions: *Jennly's two-tone cuirass* (see Chapter 5: New Magic), *Bonecurse* (see Chapter 5: New Magic), *belt of virility* (see Chapter 5: New Magic), *geomantic fingers of focus* (see Chapter 5: New Magic).



Netherbian Lair

The main route between Shadow Haven, Marus Seru, and the city of Sanctus Seru beyond, the Netherbian Lair is named for the blind, skinless creatures that once abounded here. The netherbians and the lair's other inhabitants — Trog galorians (also known as troglodytes) and fungoids (or fungus fiends) — have been pushed back by the Inquisitors, who have expanded the cavern and built extensive architectural decorations along its length. The caves' original builders are not known, but this architecture is said to have been here before either the Combine Exodus or the Shifting. Some of our scholars suggest they may have been galorian or even Akhevan, but no real study has been done of the passages or their history.

—Muliek

Common Encounters in the Netherbian Lair

Animal, bat*
 Animal, giant rat*
 Animal, rat*
 Fungus fiend
 Galorian (Trog)
 Human†
 Netherbian

† Usually either a squad or company of Hand of Seru legionnaires, or else a patrol of Shadow Haven Defenders.

1. Entrance

This broad passage leads sharply downward, and is regularly patrolled by legionnaires from Sanctus Seru.

2. Transept

This great crossing place of the two corridors is marked by a massive column. The column has been extensively reworked by Inquisitor stonemasons, but was originally created by whichever race first dug these passages.

A squad of Hand of Seru warriors is normally stationed here, patrolling the corridors in pairs.

Quest: Escorts

Faction: Seru Merchants (+1 rank).

NPC: Lerin Sardor.

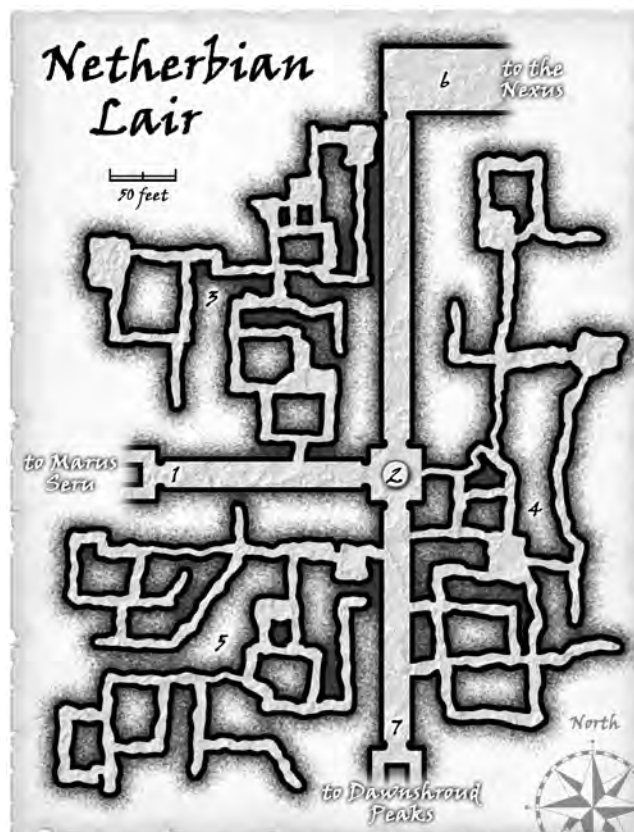
CR: 5–8.

Reward: +1 faction rank with the Seru Merchants (maximum +1 from this quest); 3d10 gp (each); *jasper kundan earring*.

Consequence: –1 faction rank with the Validus Custodus (maximum –1 from this quest).

Quest Summary: Merchant Lerin Sador (*male human*, Exp 12, ON; *Seru Merchants*) stands near the guards at the Transept (Netherbian Lair, Area 2) when the PCs arrive, looking unhappy and frustrated. Several porters stand aimlessly beside carts loaded with crates and sacks. Lerin's guards refused to escort him through the Netherbian Lair and promptly abandoned him, and he asks for help from the characters. If pressed, Lerin grudgingly admits that his mercenary guards left because they hadn't been paid, but he swears that there is money in Shadow Haven, and that he will reward the party when they get him there.

While traveling to Shadow Haven with Lerin — assuming they agree to do so — the party is attacked by a number of fungus fiends and netherbians, but once they arrive, Lerin proves true to his word, giving each character 3d10 gold pieces and rewarding the entire party with a single *jasper kundan earring* (see Chapter 5: New Magic), which he took from a fallen Trog killed by one of his guards before he met the PCs.



3. Netherbian Caves (EL 8-15)

Though held at bay by the Shadow Haven and Seru patrols, netherbians continue to infest portions of the complex, especially these rocky passages that were hacked from the rock countless eons ago. The netherbians sometimes emerge to attack passersby, but for the most part they lurk in the darkness and avoid attention. Those who enter these caves take their lives in their hands, however, for the netherbians are violent, merciless, and cannibalistic, feeding on each other if no tasty outsiders are available.

4. Troglodyte Caves (EL 8-15)

The cave-dwelling galorians known as troglodytes, or "trogs," occupy this portion of the caves, though they sometimes squabble for control with the netherbians and fungoids, who sometimes attempt to expand their territory or are forced out of a corridor by the Inquisitor forces. The troglodytes are a bit less xenophobic and violent than the netherbians, and sometimes allow outsiders to pass through their territory, as long as the outsiders are respectful and make no suspicious moves. If hungry, however, the trogs leave their caves to raid caravans or, in extremity, drag off luckless travelers to be killed and consumed.

5. Fungoid Caves (EL 8-15)

Completely alien and inimical to other life-forms, fungoids — local slang for the more commonly known fungus fiends — resemble upright, needle-toothed lizards. They swarm in this portion of the Lair caverns, and of the three major races of inhabitants are easily the most aggressive when it comes to raiding into the main corridors. Inquisitor patrols are often beset by enraged fungoids, and caravans have been known to come under heavy attack near this

area. When the fungoids get too numerous, the Inquisitors send a cohort or two into the caves to clean them out, but the creatures have never been wiped out completely.

6. Passage to Nexus

The corridor widens here and eventually leads to the Nexus chamber near Shadow Haven, several miles distant. The Haveners patrol the tunnels actively, keeping them clear of marauding creatures, and none of the denizens of the Lair have ever attempted to approach the Nexus. The tunnel is also magically lit, and is relatively warm due to its closeness to the volcanic heart of the moon. This portion of the trip to the Nexus and Shadow Haven beyond is considered relatively pleasant.

7. Dawnshroud Passage

These tunnels emerge near the Inquisitor fortress in the Dawnshroud Peaks, near the city of Seru. The tunnel is often plagued by fungoids, though Hand of Seru patrols do their best to cull the marauding beasts' numbers regularly.

Paludal Caverns

I spoke to a trader from the city of Shadow Haven who told me about the twisting complex of tunnels called the Paludal Caverns. It was through these labyrinthine caves that the Combine refugees made their way before founding the great city of Katta Castellum, and it was through these caves that trade caravans from Shadow Haven traveled — until the rise of the Recondite bandits.

Heed well this human's words, for he knows these caverns well.

Believe me, the Paludal Caverns are a maze, and don't let anyone tell you different. Always bring an accurate chart, and make sure you've got a couple of decent navigators or spellcasters who can pinpoint your location correctly. You don't want to get lost in the Paludal Caverns. No, indeed.

The tunnels are narrow, often choked with rubble. In a lot of places they're flooded with ice-cold water, and there are a good number of permanent lakes. The biggest of these is Lake Recondite, where those damnable bandits have made their home, using it as a base to raid our caravans. I've accompanied a couple of expeditions from Shadow Haven, sent to flush out the bandits, but they're always gone by the time we get there.

The caves are full of crawling things. Mud burrowers and grime tunnelers are big, nasty crustaceans, but they'll usually leave you alone if you don't annoy them. I'd heard that they make pretty good eating, but I never liked the idea of eating bugs. Let alone bugs that big.

Besides the bandits, the most dangerous thing in the caverns is probably the fungus fiends. These are particularly aggressive examples of the species, most common along the shores of the cavern lakes. They have learned to avoid the Recondites, and serve as a sort of surrogate defense force for the bandits, 'cause they usually cut foes up pretty bad before they even reach the bandit camps.

Oh, and stay out of the northern caves, by the way. They're off the main track, and we always avoided them when we were on caravan. They're mostly flooded, anyway, waist-deep in freezing cold water, and thick with shik'nar — outcasts from the Fungus Grove, and even bigger and nastier than the grime tunnelers. I'd heard a rumor that the shik'nar serve a giant reishi

fungus-beast called the Reishicyben. It's said to be intelligent and wise, able to see another's soul and utter prophecies.

Personally, I don't believe it. I can't imagine anything in those caves is even vaguely benevolent.

The Paludal Caverns are a confusing labyrinth, dark, damp, and thoroughly unpleasant. The plerg phelarg fiends have been growing more numerous since the rise of the Recondites, and caravans to and from Shadow Haven have to be large and well-armed.

Light below ground is occasionally provided by clumps of phosphorescent mushrooms and shelf-fungi. These items fade if picked and some are known to be poisonous to the touch, so they should be left alone by travelers. In addition, some mushrooms are more than they seem, for the tiny sensate reishi are also found here in substantial numbers.

Common Encounters in the Paludal Caverns

Animal, bat*

Animal, giant bat*

Fungus fiend

Myconid

Owlbear

Human†

Reishi (sensate)

Shik'nar

Underbulk

† Usually a group of Recondite bandits (whose leaders are most often beastlords, rogues, shamans, or warriors).

1. Shadeweaver Passage (EL 6-9)

This tunnel leads out into the cave complex that runs underneath the Shadeweaver Hills. Shak Dratha (fire tegi) scouts are often encountered here, and have been growing more aggressive of late as their power in Shadeweaver's Thicket grows. The passage is quite long, but not as labyrinthine as the Paludal Caves, and usually takes experienced travelers only a day or so to traverse.

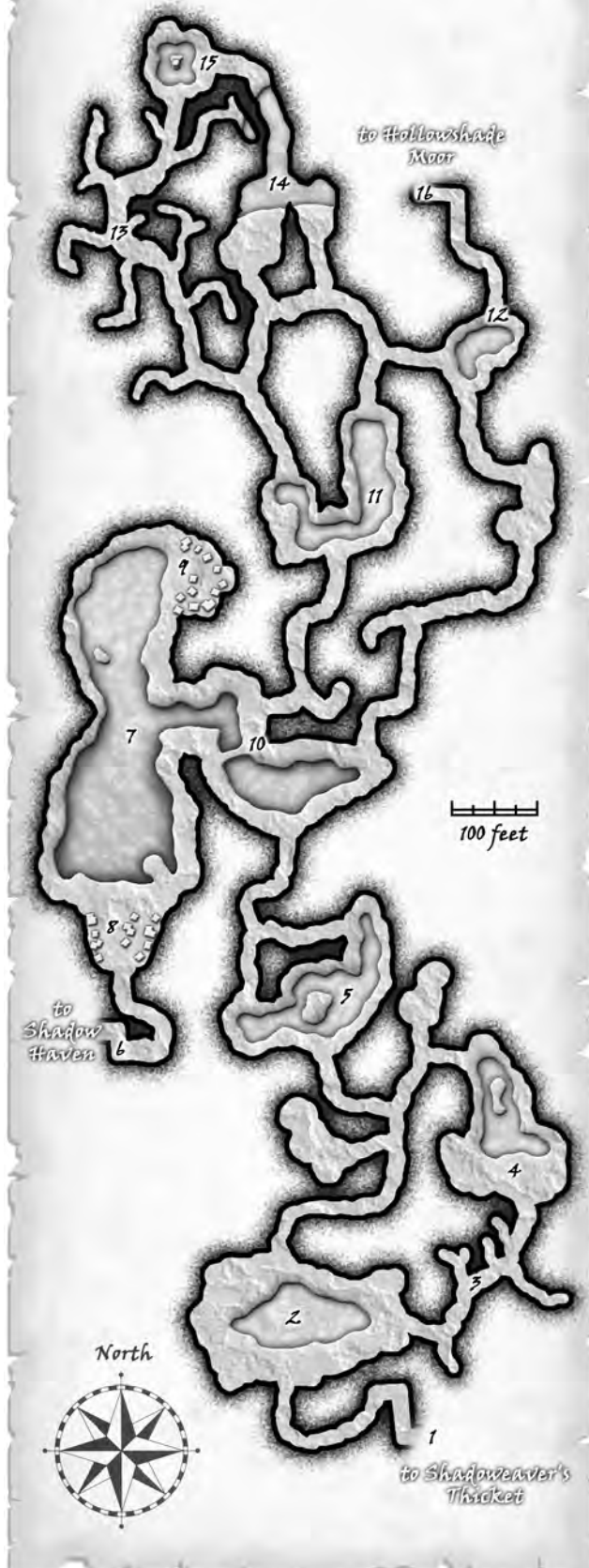
2. Grey-Eye Lake (EL 5-8)

Named for its eye-like shape, this lake is quite shallow, and its rocky, slime-covered shore usually teems with mud burrowers (see "Underbulk" in *Monsters of Luclin*). Incautious travelers have been known to slip and fall into the icy water, but this usually results only in embarrassment rather than any real harm.

3. Muck Caves (EL 3-7)

These southern reaches of the Paludals flood frequently, usually leaving behind a thick coat of mud and slime. These tunnels are often full of mud burrowers and grime tunnelers (lesser underbulks) — creatures that are more nuisance than danger, but can sometimes cause problems if they attack from surprise or in numbers.

Paludal Caverns



4. Cold Lake (EL 5-8)

Caravans usually avoid this chamber, unless they make a wrong turn somewhere. The route around the lake is narrow and treacherous, and the water is deep enough to drown a human or a pack-beast. Some blind minnows are known to inhabit the depths of this lake, and clusters of mud burrowers feed on their rotting corpses as they are washed up on shore.

5. Fishscale Lake (EL 5-10)

This chamber houses the largest and deepest of the southern Paludal lakes. It also houses a large number of fungus fiends, which feed on lake fish, mud burrowers, each other, and also on unwary travelers. They are not intelligent and usually flee if confronted by large parties, but sometimes hunger drives them to attack even well-armed foes.

6. Passage to Shadow Haven (EL 7-10)

This narrow passage leads to the House Fordel living quarters just outside Shadow Haven (see Shadow Haven, Area 25). Shadow Haven Defenders sometimes patrol the passage, even though trade caravans rarely if ever move through this dangerous area any longer, being too fearful of the depredations of the Recondite bandits.

7. Lake Recondite (EL 7-12)

Once, the shore of this vast, deep subterranean lake was a stopover point for Shadow Haven caravans. Its chill waters harbor blind fish and crustaceans, and the high cliff walls are easily defended. Today, the place has been taken over by the Recondite Bandits, a violent group of renegades led by the Seruvian outcast Maricella Slithra. The bandits constantly patrol the lake, and also rely upon the numerous fungus fiends that occupy the chamber to protect them from hostile attack.

The lake itself is gently illuminated by the eerie glow of phosphorescent fungi, and sometimes from below by the eerie glow of the strange predatory fish that hunt the blind creatures that dwell in the depths.

8. Recondite Camp (EL 13-16)

The southernmost of two bandit camps located in this huge cavern, this camp usually holds at least 50 or more Recondites. Their leader is the wily Shahun (*male Vah Shir, Rog 13, NE; Recondite Bandits*), an exile from Shar Vahl who joined the bandits when they rescued him from a horde of shik'nar. The bandits have made a fairly good life for themselves here, living off the bounty provided by the lake and from goods stolen from passing caravans. They are ready to fight at a moment's notice, but fall back to the main camp in the north of the cavern if faced by a strong foe.

9. Maricella's Camp

The Recondites' "capital" is a cluster of tents and semi-permanent shelters (mostly mud-and-stone dwellings) that normally holds 60 to 80 people. Accessible only by a narrow stone ledge from the south and a perilous, rocky route along the shoreline from the west, the camp is protected by a low stone wall, and is constantly patrolled by the Recondites. Stolen goods are piled in the alcoves and shallow caves

along the eastern wall, and the Recondites maintain several hidden caches of weapons for use in emergency.

The Recondites' leader, the exile Maricella Slithra (see below), lives by herself in the largest of the stone houses. She is constantly defended by 2 Recondite warriors chosen for their skill and loyalty (*War* 6–10/*Rog* 4–6, *ave. character level* 10th).

Caught with her hand in the till at House Fordel, young Maricella was forced to flee Shadow Haven, eventually finding herself among a band of cutthroats in the depths of the Paludal Caverns. When the band's leader was killed by a large fungus fiend, Maricella led the survivors to Recondite Lake, where she established her camp and the headquarters of the Recondite bandits. Since then she has led a ruthless campaign against the Shadow Haveners and other merchants unlucky enough to pass near the bandits' stronghold.

Maricella Slithra, Female Human, Rog 12: CR 12; Medium-size humanoid (human) [5 ft., 2 in.]; HD 12d8+24; hp 79; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 [flat-footed 19, touch 14] (+4 Dex, +5 armor); BAB +9; Grap +10; Atk +11/+8/+5 melee (1d4+2, crit 18–20, +1 *kukri of great speed*) and +9 melee (1d3+1 plus 2d6 poison, crit 19–20, +1 *poisoned dagger*); SA backstab +4d6; SQ evasion, rogue abilities (improved evasion, uncanny dodge), sense traps; AL NE; Fac Recondite Bandits; SV Fort +6, Ref +12, Will +3; Str 12, Dex 18, Con 14, Int 14, Wis 8, Cha 10.

Skills: Alcohol Tolerance +4, Appraise +3, Balance +11, Bluff +5, Climb +12, Diplomacy +6, Disguise +3 (+5 acting), Escape Artist +16, Gather Information +5, Hide +12, Intimidate +8, Jump +8, Knowledge (local lore) +7, Knowledge (street smarts) +5, Listen +11, Pick Pocket +12, Safe Fall +12, Search +7, Sense Motive +4, Sneak +13, Spot +6, Tumble +15, Use Rope +7 (+9 tying bonds).

Feats: Dodge, Dual Wield, Improved Dodge, Improved Initiative, Parry, Weapon Finesse (dagger).

Possessions: +2 studded leather armor, +1 kukri of great speed, +1 poisoned dagger, potion of fleeting languor, 5 fish rolls.

10. Stone Bridge (EL 5–7)

This natural bridge rises 30 to 40 feet above the cold waters of Lake Recondite. The Recondites have learned to leave food near here to draw fungus fiends, and the bridge is usually occupied by several of the creatures.

11. Bent Lake (EL 7–11)

Named for its shape, this lake is usually avoided by caravans due to being off the main route. Shik'nar outcasts — dangerous creatures cut off from their normal hive structure — are another reason to stay clear of this cave, but rumors talk of treasure to be found at the bottom of the lake (in some tales, it is the result of a lost caravan that blundered into the water a decade ago) sometimes brings adventurers into this area.

12. Shallow Lake (EL 0–7)

This lake is usually clean and clear, and is often used to replenish caravans' water supplies during the long journey to and from Shadow Haven.

13. Shik'Nar Caves (EL 7–13)

These tunnels at the northern end of the Paludals are full of outcast shik'nar, which appear to serve the creature known as the Reishicyben. They are hostile to outsiders.

14. Flooded Passage

Travelers who swim through the ice-cold waters that flood this passage emerge in Minnowgulper Lake (see Area 15). The passage is dark and difficult to negotiate.

15. Minnowgulper Lake (EL 13–14)

Named for a huge owlbear said to sometimes make her lair here, this cavern is also occupied by numerous shik'nar outcasts, as well as the mysterious Reishicyben. The cave's inhabitants keep no treasure for themselves, but the bodies of several ill-fated trespassers litter the cave, and some carry valuables that are of no interest to either the shik'nar, Minnowgulper (16-HD female owlbear), or the Reishicyben itself.

Reishicyben, Reishi Elder, Shm 5: CR 13; Huge plant [19 ft.]; HD 20d8+120 plus 5d8+30; hp 252; Init –1 (Dex); Spd 30 ft.; AC 19 [flat-footed 19, touch 7] (–2 size, –1 Dex, +12 natural); BAB +18; Grap +36; Atk 2 slams +27 melee (2d8+15); Face 10 ft. by 10 ft.; Reach 15 ft.; SA powerful blows, rain of spores, sneak attack, spells; SQ disease immunity, heat generation (6), plant, resistance to blunt, sentient, ultravision; AL N; Fac Reishicyben; SV Fort +23, Ref +6, Will +15; Str 30, Dex 8, Con 23, Int 14, Wis 21, Cha 16.

Skills: Channeling +21, Hide +0 (+8 among natural fungal growth), Knowledge (nature) +10, Listen +13, Meditation +15, Profession (herbalist) +12, Sense Motive +10, Sneak +1, Spellcraft +12, Spot +15, Trade Skill (alchemy) +20, Wilderness Lore +12.

Feats: Alertness, Great Fortitude, Power Attack, Skill Talent (Trade Skill [alchemy]), Weapon Focus (slam).

Powerful Blows (Ex): If the Reishicyben hits a Large or smaller creature, he may initiate a bull rush as a free action without provoking attacks of opportunity. The bull rush is



treated as if the Reishicyben had traveled with the target, but he need not actually do so; that is, the Reishicyben may knock foes back farther than 5 feet without moving.

Rain of Spores (Ex): 3/day, 20-foot radius. Any living non-plant creature in the area must make a Fortitude save (DC 27) or take 1d4+22 points of damage and suffer a –2 penalty on all attack and damage rolls, saving throws, and skill or ability checks for the next 1d6 minutes. Creatures immune to natural poisons are unaffected by the rain of spores.

Sneak Attack (Ex): The Reishicyben deals an additional +5d4 points of damage with his slam attacks against foes denied their Dexterity modifier or those he flanks.

Shaman Spells Prepared (mana cost): *Cure poison* (3), *drowsy* (3), *endure disease* (3), *flash of light* (2), *lifeforce* (12), *light healing* (5), *spirit sight* (4), *talisman of the beast* (4). Save DC 15 + spell level.

Mana Pool: 50.

Heat Generation (Ex): The Reishicyben's odd metabolism allows him to channel thermal energy from his environment, releasing it as blasts of heat that harm attackers. Treat this ability as a [fire] damage shield (6).

Resistance to Blunt (Ex): The Reishicyben takes only half damage from blunt attacks.

Sentient (Ex): Despite being plants, reishi gain skills and feats as monstrous humanoids.

16. Hollowshade Moor Passage

Once past the Paludal Caverns, the journey to Hollowshade Moor takes two or three more days, but the caves are relatively straight and free of dangerous creatures. Many branching caverns along the way lead deeper into the subterranean world, however.

Chapter Five: Magic of Luclin

Much to the delight of Norrathian scholars and explorers, spells and items of power hinted at in ancient tomes and long thought lost have been rediscovered on Luclin. These are described in this chapter.

Spell Lists

For each spell listed below, the spell's mana cost appears in parentheses beside the spell's name.

Beastlord Spells

4th-Level

Tiny Companion (8). Reduces pet's size.

9th-Level

Ice Spear (8). Ice missile deals 8d10 points of cold damage.

11th-Level

Frost Shard (16). Ice missile deals (7d10)x2 points of cold damage.

12th-Level

Ice Shard (24). Ice missile deals (2d10)x10 points of cold damage.

Cleric Spells

13th-Level

Hammer of Judgment (60). Creates a magic warhammer.

14th-Level

Hammer of Divinity (42). Creates a magic warhammer.

15th-Level

Hammer of Souls (42). Creates a magic warhammer.

Druid Spells

5th-Level

Lesser Succor (25). Transports up to three targets to nearby landmark.

Ring of Grimling (50). Transports caster to the Grimling Forest.

Ring of Nexus (25). Transports caster to the Nexus.

Ring of Twilight (50). Transports caster to the Twilight Sea.

Tiny Companion (8). Reduces pet's size.

7th-Level

Ring of Dawnshroud (50). Transports caster to the Dawnshroud Peaks.

8th-Level

Circle of Grimling (100). Transports up to six targets to the Grimling Forest.

Circle of Nexus (50). Transports up to six targets to the Nexus.

9th-Level

Circle of Dawnshroud (100). Transports up to six targets to the Dawnshroud Peaks.

Circle of Twilight (100). Transports up to six targets to the Twilight Sea.

14th-Level

Protection of the Cabbage (80). Grants target +5 AC, +100 hit points, and faster mana recovery.

Tunare's Renewal (75). Heals all but 20% of target's hit points.

Enchanter Spells

4th-Level

Illusion—Tegi (5). Caster transforms into a tegi.

5th-Level

Illusion—Grimling (8). Caster transforms into a grimling.

Tiny Companion (8). Reduces pet's size.

6th-Level

Illusion—Galorian (9). Caster transforms into a galorian.

12th-Level

Illusion—Shissar (13). Caster transforms into a shissar.

15th-Level

Illusion—Akheva (20). Caster transforms into an Akheva.

Magician Spells**2nd-Level**

Summon Brass Choker (2). Summons necklace with *reagent conservation I* focus effect.

3rd-Level

Summon Linen Mantle (8). Summons mantle with *extended enhancement I* focus effect.

4th-Level

Summon Tarnished Bauble (4). Summons earring with *mana preservation I* focus effect.

5th-Level

Summon Tiny Ring (4). Summons ring with *spell haste I* focus effect.

Tiny Companion (8). Reduces pet's size.

6th-Level

Summon Jade Bracelet (8). Summons bracelet with *improved damage I* focus effect.

7th-Level

Summon Silver Choker (8). Summons necklace with *reagent conservation II* focus effect.

8th-Level

Summon Leather Mantle (13). Summons mantle with *extended enhancement II* focus effect.

9th-Level

Summon Shiny Bauble (12). Summons earring with *mana preservation II* focus effect.

10th-Level

Summon Twisted Ring (12). Summons ring with *spell haste II* focus effect.

11th-Level

Summon Opal Bracelet (16). Summons bracelet with *improved damage II* focus effect.

12th-Level

Summon Golden Choker (18). Summons necklace with *reagent conservation III* focus effect.

Summon Silken Mantle (27). Summons mantle with *extended enhancement III* focus effect.

13th-Level

Summon Brilliant Bauble (24). Summons earring with *mana preservation III* focus effect.

Summon Ruby Bracelet (32). Summons bracelet with *improved damage III* focus effect.

Summon Studded Ring (24). Summons ring with *spell haste III* focus effect.

15th-Level

Maelstrom of Electricity (80). Rain of (4d6+1)x10 electricity damage each round for 3 rounds.

Necromancer Spells**5th-Level**

Tiny Companion (8). Reduces pet's size.

Shadow Knight Spells**4th-Level**

Tiny Companion (8). Reduces pet's size.

6th-Level

Terror of Darkness (4). Opponents must make Will save or attack target.

Voice of Darkness (8). Opponents must make Will save in order to attack target.

8th-Level

Terror of Shadows (8). Opponents must make Will save or attack target.

Voice of Shadows (17). Opponents must make Will save in order to attack target.

10th-Level

Terror of Death (10). Opponents must make Will save or attack target.

Voice of Death (25). Opponents must make Will save in order to attack target.

11th-Level

Terror of Terris (12). Opponents must make Will save or attack target.

Voice of Terris (12). Opponents must make Will save in order to attack target.

12th-Level

Terror of Thule (15). Opponents must make Will save or attack target.

Voice of Thule (42). Opponents must make Will save in order to attack target.

Shaman Spells**5th-Level**

Tiny Companion (8). Reduces pet's size.

9th-Level

Form of the Owlbear (18). Caster becomes an owlbear, gaining +2 to Wisdom and regeneration.

Form of the Sonic Wolf (18). Caster becomes a sonic wolf, gaining +1 to Wisdom and regeneration.

14th-Level

Kragg's Mending (75). Heals all but 25% of target's hit points.

Wizard Spells

5th-Level

Lesser Evacuate (10). Transports up to three targets to nearby landmark.

6th-Level

Grimling Gate (50). Transports caster to the Grimling Forest.
Nexus Gate (25). Transports caster to the Nexus.

7th-Level

Twilight Gate (50). Transports caster to the Twilight Sea.

8th-Level

Dawnshroud Gate (50). Transports caster to the Dawnshroud Peaks.
Tiny Companion (8). Reduces pet's size.

9th-Level

Grimling Portal (100). Transports up to six targets to the Grimling Forest.
Nexus Portal (50). Transports up to six targets to the Nexus.

10th-Level

Dawnshroud Portal (100). Transports up to six targets to the Dawnshroud Peaks.
Twilight Portal (100). Transports up to six targets to the Twilight Sea.

Spell Descriptions

Circle of Dawnshroud

Alteration [Teleportation]

Level: Dru 9
Spell Line: Gate
Mana: 100
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart.
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No

The caster teleports up to six targets of his choice within range to the shores of Silver Lake in the Dawnshroud Peaks.

Circle of Grimling

Alteration [Teleportation]

Level: Dru 8
Spell Line: Gate
Mana: 100
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart.
Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: No

The caster teleports up to six targets of his choice within range to the outskirts of Shar Makhdi in the Grimling Forest.

Circle of Nexus

Alteration [Teleportation]

Level: Dru 8
Spell Line: Gate
Mana: 50
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart.
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No

The caster teleports up to six targets of his choice within range to the center of the Nexus in Shadow Haven.

Circle of Twilight

Alteration [Teleportation]

Level: Dru 9
Spell Line: Gate
Mana: 100
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart.
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No

The caster teleports up to six targets of his choice within range to the Elemental Island in the Twilight Sea.

Dawnshroud Gate

Alteration [Teleportation]

Level: Wiz 8
Spell Line: Gate
Mana: 50
Components: V, S
Casting Time: 2 full rounds
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The spell transports the caster to the shores of Silver Lake in the Dawnshroud Peaks.

Dawnshroud Portal

Alteration [Teleportation]

Level: Wiz 10
Spell Line: Gate
Mana: 100

Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart.
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No

The caster teleports up to six targets of his choice within range to the shores of Silver Lake in the Dawnshroud Peaks.

Form of the Owlbear

Alteration
Level: Shm 9
Spell Line: *Form of the bear*
Mana: 18
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: 1 day (D)
Saving Throw: None
Spell Resistance: No

As *form of the bear*, except this spell transforms the caster into an owlbear, and grants her a +2 bonus to Wisdom and the ability to heal 1 hit point every 5 rounds.

Form of the Sonic Wolf

Alteration
Level: Shm 9
Spell Line: *Form of the bear*
Mana: 18
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: 1 day (D)
Saving Throw: None
Spell Resistance: No

As *form of the bear*, except this spell transforms the caster into a sonic wolf, and grants her a +1 bonus to Wisdom and the ability to heal 1 hit point every 3 rounds.

Frost Shard

Evocation [Cold]
Level: Bst 11
Spell Line: *Ice spear*
Mana: 16
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
 As *ice spear*, except this spell deals (7d10)x2 points of damage.

Grimling Gate

Alteration [Teleportation]
Level: Wiz 6
Spell Line: *Gate*

Mana: 50
Components: V, S
Casting Time: 2 full rounds
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The spell transports the caster to the outskirts of Shar Makhdi in the Grimling Forest.

Grimling Portal

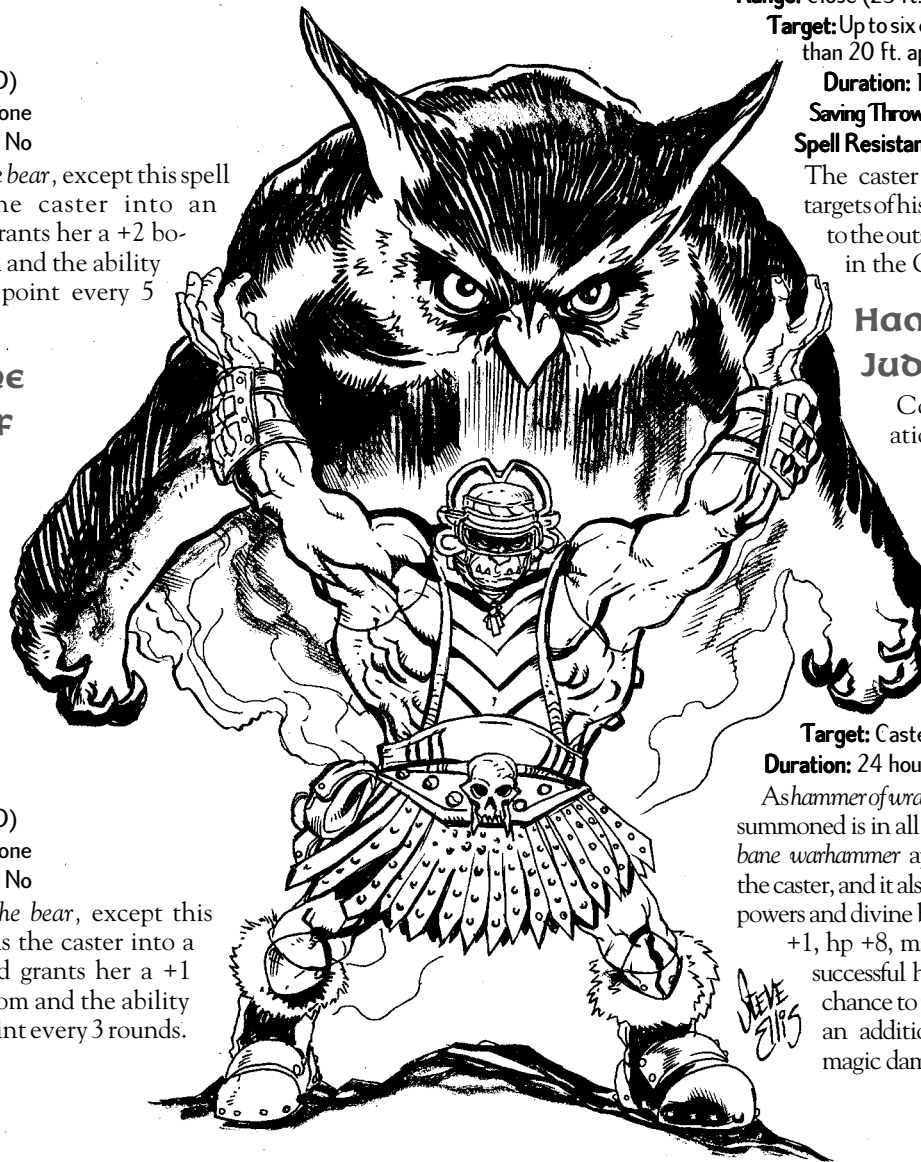
Alteration [Teleportation]
Level: Wiz 9
Spell Line: *Gate*
Mana: 100
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart.
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No
 The caster teleports up to six targets of his choice within range to the outskirts of Shar Makhdi in the Grimling Forest.

Hammer of Judgment

Conjuration (Creation)
Level: Clr 13
Spell Line: *Hammer of wrath*
Mana: 60
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Personal

Target: Caster
Duration: 24 hours

As *hammer of wrath*, except the weapon summoned is in all respects a +2 *undead-bane warhammer* appropriately sized for the caster, and it also grants the following powers and divine bonuses: Dex +3, Wis +1, hp +8, mana +5. Finally, on a successful hit the hammer has a chance to process (Proc DC 22) an additional 8d10 points of magic damage.



Hammer of Divinity

Conjuration (Creation)

Level: Clr 14

Spell Line: *Hammer of wrath*

Mana: 42

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Personal

Target: Caster

Duration: 24 hours

As *hammer of wrath*, except the weapon summoned is in all respects a +3 *undead-bane warhammer* appropriately sized for the caster, and it also grants the following powers and divine bonuses: Dex +4, Wis +2, hp +9, mana +6. Finally, on a successful hit the hammer has a chance to process (Proc DC 21) an additional 8d10 points of magic damage.

Hammer of Souls

Conjuration (Creation)

Level: Clr 15

Spell Line: *Hammer of wrath*

Mana: 42

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Personal

Target: Caster

Duration: 24 hours

As *hammer of wrath*, except the weapon summoned is in all respects a +4 *undead-bane warhammer* appropriately sized for the caster, and it also grants the following powers and divine bonuses: Dex +5, Wis +2, hp +11, mana +7. Finally, on a successful hit the hammer has a chance to process (Proc DC 20) an additional 8d10 points of magic damage.

Ice Shard

Evocation [Cold]

Level: Bst 12

Spell Line: *Ice spear*

Mana: 24

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As *ice spear*, except this spell deals (2d10)x10 points of cold damage.

Ice Spear

Evocation [Cold]

Level: Bst 9

Spell Line: *Ice spear*

Mana: 8

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates a blast of freezing air resembling a misty spike or spear that flies toward one target within range. A ranged touch attack is required for the spear to hit. On a successful attack, it deals 8d10 points of cold damage.

Illusion—Akheva

Divination

Level: Enc 15

Spell Line: *Minor illusion*

Mana: 20

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Target: Caster

Duration: 1 hour/level (D)

Saving Throw: None (harmless)

Spell Resistance: Yes

As *illusion—air elemental*, except the caster for all intents and purposes becomes a typical Qua Akheva.

Illusion—Galorian

Divination

Level: Enc 6

Spell Line: *Minor illusion*

Mana: 9

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Target: Caster

Duration: 1 hour/level (D)

Saving Throw: None (harmless)

Spell Resistance: Yes

As *illusion—air elemental*, except the caster for all intents and purposes becomes a typical galorian.

Illusion—Grimling

Divination

Level: Enc 5

Spell Line: *Minor illusion*

Mana: 8

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Target: Caster

Duration: 1 hour/level (D)

Saving Throw: None (harmless)

Spell Resistance: Yes

As *illusion—air elemental*, except the caster for all intents and purposes becomes a typical grimling.

Illusion—Shissar

Divination

Level: Enc 12

Spell Line: *Minor illusion*

Mana: 13

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Target: Caster

Duration: 1 hour/level (D)

Saving Throw: None (harmless)

Spell Resistance: Yes

As *illusion—air elemental*, except the caster for all intents and purposes becomes a typical shissar.

Illusion—Tegi

Divination

Level: Enc 4

Spell Line: *Minor illusion*

Mana: 5

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Target: Caster

Duration: 1 hour/level (D)

Saving Throw: None (harmless)

Spell Resistance: Yes

As *illusion—air elemental*, except the caster for all intents and purposes becomes a typical tegi (caster's choice as to which racial subtype).

Kragg's Mending

Alteration (Healing)

Level: Shm 14

Spell Line: *Minor healing*

Mana: 75

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *complete healing*, except this spell heals all but 25% of the target's hit points.

Lesser Evacuate

Alteration [Teleportation]

Level: Wiz 5

Spell Line: *Egress*

Mana: 10

Components: V, S

Casting Time: 2 full rounds

Recast: 1 round

Range: Close (25 ft. + 5 ft./ 2 levels)

Target: Up to three creatures, no two more than 20 ft. apart

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: No

As *evacuate*, except this spell transports up to three targets of the caster's choice.

Lesser Succor

Alteration [Teleportation]

Level: Dru 5

Spell Line: *Egress*

Mana: 25

Components: V, S

Casting Time: 2 full rounds

Recast: 1 round

Range: Close (25 ft. + 5 ft./ 2 levels)

Target: Up to three creatures, no two more than 20 ft. apart

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: No

As *egress*, except this spell transports up to three targets.

Maelstrom of Electricity

Evocation [Electricity]

Level: Mag 15

Spell Line: *Shock of lightning*

Mana: 80

Components: V, S

Casting Time: 1 action

Recast: None

Range: Medium (100 ft. + 10 ft./ level)

Area: Rain (20 ft. radius)

Duration: 3 rounds

Saving Throw: Reflex half

Spell Resistance: Yes

A wave of lightning bolts rains down on the affected area each round for 3 rounds, each wave dealing (4d8)x10 points of damage.

Nexus Gate

Alteration [Teleportation]

Level: Wiz 6

Spell Line: *Gate*

Mana: 25

Components: V, S

Casting Time: 1 full round

Recast: 2 rounds

Range: Personal

Target: Caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell transports the caster to the center of the Nexus in Shadow Haven.

Nexus Portal

Alteration [Teleportation]

Level: Wiz 9

Spell Line: *Gate*

Mana: 50

Components: V, S

Casting Time: 3 full rounds

Recast: 2 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart.

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: No

The caster teleports up to six targets of his choice to the center of the Nexus in Shadow Haven.

Protection of the Cabbage

Abjuration

Level: Dru 14

Spell Line: *Skin like wood*

Mana: 80

Components: V, S

Casting Time: 1 full round

Recast: 2 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 30 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *skin like wood*, except this spell grants a +5 divine bonus to AC and a divine bonus of +100 hit points. In addition, the target regains mana at the rate of 3 mana every 2 minutes in addition to any gained from meditation or other sources.

Ring of Dawnshroud

Alteration [Teleportation]

Level: Dru 7

Spell Line: *Gate*

Mana: 50

Components: V, S

Casting Time: 2 full rounds

Recast: 2 rounds

Range: Personal

Target: Caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell transports the caster to the shores of Silver Lake in the Dawnshroud Peaks.

Ring of Grimling

Alteration [Teleportation]

Level: Dru 5

Spell Line: *Gate*

Mana: 50

Components: V, S

Casting Time: 2 full rounds

Recast: 2 rounds

Range: Personal

Target: Caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell transports the caster to the outskirts of Shar Makhdi in the Grimling Forest.

Ring of Nexus

Alteration [Teleportation]

Level: Dru 5

Spell Line: *Gate*

Mana: 25

Components: V, S

Casting Time: 1 full round

Recast: 2 rounds

Range: Personal

Target: Caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell transports the caster to the center of the Nexus in Shadow Haven.

Ring of Twilight

Alteration [Teleportation]

Level: Dru 6

Spell Line: *Gate*

Mana: 50

Components: V, S

Casting Time: 2 rounds

Recast: 2 rounds

Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The spell transports the caster to Elemental Island in the Twilight Sea.

Summon Brilliant Bauble

Conjuration (Creation)

Level: Mag 13
Spell Line: *Summon tarnished bauble*
Mana: 24
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Effect: 1 earring
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

This spell creates a magical earring with the *mana preservation III* focus effect. The earring vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Brass Choker

Conjuration (Creation)

Level: Mag 2
Spell Line: *Summon brass choker*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Effect: 1 choker
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

This spell creates a magical brass necklace with the *reagent conservation I* focus effect. The choker vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Golden Choker

Conjuration (Creation)

Level: Mag 12
Spell Line: *Summon brass choker*
Mana: 18
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Effect: 1 choker
Duration: 24 hours

Saving Throw: None
Spell Resistance: No

This spell creates a magical golden necklace with the *reagent conservation III* focus effect. The choker vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Jade Bracelet

Conjuration (Creation)

Level: Mag 6
Spell Line: *Summon jade bracelet*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Effect: 1 bracelet
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

This spell creates a jade bracelet with the *improved damage I* focus effect. The bracelet vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Leather Mantle

Conjuration (Creation)

Level: Mag 8
Spell Line: *Summon linen mantle*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Effect: 1 mantle
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

This spell creates a magical mantle with the *extended enhancement II* focus effect. The mantle vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Linen Mantle

Conjuration (Creation)

Level: Mag 3
Spell Line: *Summon linen mantle*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Effect: 1 mantle
Duration: 24 hours
Saving Throw: None

Spell Resistance: No

This spell creates a magical mantle with the *extended enhancement I* focus effect. The mantle vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Opal Bracelet

Conjuration (Creation)

Level: Mag 11
Spell Line: *Summon jade bracelet*
Mana: 16
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Effect: 1 bracelet
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

This spell creates an opal bracelet with the *improved damage II* focus effect. The bracelet vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Ruby Bracelet

Conjuration (Creation)

Level: Mag 13
Spell Line: *Summon jade bracelet*
Mana: 32
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Effect: 1 bracelet
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

This spell creates a ruby bracelet with the *improved damage III* focus effect. The bracelet vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Silken Mantle

Conjuration (Creation)

Level: Mag 12
Spell Line: *Summon linen mantle*
Mana: 27
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Effect: 1 mantle
Duration: 24 hours
Saving Throw: None
Spell Resistance: No



This spell creates a magical mantle with the *extended enhancement III* focus effect. The mantle vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Silver Choker

Conjuration (Creation)

Level: Mag 7

Spell Line: *Summon brass choker*

Mana: 8

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Effect: 1 choker

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

This spell creates a magical silver necklace with the *reagent conservation II* focus effect. The choker vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Shiny Bauble

Conjuration (Creation)

Level: Mag 9

Spell Line: *Summon tarnished bauble*

Mana: 12

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Effect: 1 earring

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

This spell creates a shiny stone earring with the *mana preservation II* focus effect. The earring vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Studded Ring

Conjuration (Creation)

Level: Mag 13

Spell Line: *Summon tiny ring*

Mana: 24

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Effect: 1 ring

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

This spell creates a magical ring with the *spell haste III* focus effect. The ring vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Tarnished Bauble

Conjuration (Creation)

Level: Mag 4

Spell Line: *Summon tarnished bauble*

Mana: 4

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Effect: 1 earring

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

This spell creates a magical earring with the *mana preservation I* focus effect. The earring vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Tiny Ring

Conjuration (Creation)

Level: Mag 5

Spell Line: *Summon tiny ring*

Mana: 4

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Effect: 1 ring

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

This spell creates a magical ring with the *spell haste I* focus effect. The ring vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Summon Twisted Ring

Conjuration (Creation)

Level: Mag 10

Spell Line: *Summon twisted ring*

Mana: 12

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Effect: 1 ring

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

This spell creates a magical ring with the *spell haste II* focus effect. The ring vanishes after 24 hours. Its temporary nature is obvious to anyone who looks at it.

Terror of Darkness

Alteration

Level: Shd 6

Spell Line: *Terror of darkness*

Mana: 4

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell temporarily makes the target seem much more threatening in appearance. For the duration of the spell, all opponents within range must succeed at a Will save (DC 16 + the caster's Intelligence modifier + the caster's Charisma modifier) each round or be forced to attack the tar-

get, even if a more powerful or dangerous opponent is available. During any round in which a creature makes its Will save, it may act in whatever way it wishes.

Terror of Death

Alteration

Level: Shd 10

Spell Line: *Terror of darkness*

Mana: 10

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

As *terror of darkness*, but the Will save DC is 20 + the caster's Intelligence modifier + the caster's Charisma modifier.

Terror of Shadows

Alteration

Level: Shd 8

Spell Line: *Terror of darkness*

Mana: 8

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

As *terror of darkness*, but the Will save DC is 18 + the caster's Intelligence modifier + the caster's Charisma modifier.

Terror of Terris

Alteration

Level: Shd 11

Spell Line: *Terror of darkness*

Mana: 12

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

As *terror of darkness*, but the Will save DC is 21 + the caster's Intelligence modifier + the caster's Charisma modifier.

Terror of Thule

Alteration

Level: Shd 12

Spell Line: *Terror of darkness*

Mana: 15

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

As *terror of darkness*, but the Will save DC is 22 + the caster's Intelligence modifier + the caster's Charisma modifier.

Tiny Companion

Alteration

Level: Bst 4, Dru 5, Enc 5, Mag 5, Nec 5, Shd 4, Shm 5, Wiz 8

Spell Line: *Shrink*

Mana: 8

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Touch

Target: One creature

Duration: 30 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell can only be cast upon the caster's pet or warder. The pet is instantly reduced by one size category—a Huge companion becomes Large, a Small companion becomes Tiny, and so forth. All the usual modifiers for changing a creature's size apply (attack bonus, AC bonus, ability score changes, etc.; see the Introduction to *Monsters of Norrath* for more on the effects of changing a creature's size).

Saves against this spell may be treated as (harmless) for willing subjects.

Tunare's Renewal

Alteration (Healing)

Level: Dru 14

Spell Line: *Minor healing*

Mana: 75

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *complete healing*, except this spell heals all but 20% of the target's hit points.

Twilight Gate

Alteration [Teleportation]

Level: Wiz 7
Spell Line: *Gate*
Mana: 50
Components: V, S
Casting Time: 2 full rounds
Recast: 2 rounds
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The spell transports the caster to Elemental Island in the Twilight Sea.

Twilight Portal

Alteration [Teleportation]

Level: Wiz 10
Spell Line: *Gate*
Mana: 100
Components: V, S
Casting Time: 3 full rounds
Recast: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to six creatures, no two more than 20 ft. apart.
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: No

The caster teleports up to six targets of his choice to the Elemental Island in the Twilight Sea.

Voice of Darkness

Alteration

Level: Shd 6
Spell Line: *Voice of darkness*
Mana: 8
Components: V, S

Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (see text)
Spell Resistance: Yes

This spell temporarily makes the target seem much less threatening in appearance. For the duration of the spell, all opponents within range must succeed at a Will save (DC 16 + the caster's Intelligence modifier + the caster's Charisma modifier) each round or be unable to attack the target in any way. During any round in which a creature makes its Will save, it may act in whatever way it wishes.

Voice of Death

Alteration

Level: Shd 10
Spell Line: *Voice of darkness*
Mana: 25
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (see text)
Spell Resistance: Yes

As *voice of darkness*, except the Will save DC is 20 + the caster's Intelligence modifier + the caster's Charisma modifier.

Voice of Shadows

Alteration

Level: Shd 8
Spell Line: *Voice of darkness*
Mana: 17
Components: V, S
Casting Time: 1 action
Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (see text)
Spell Resistance: Yes

As *voice of darkness*, except the Will save DC is 18 + the caster's Intelligence modifier + the caster's Charisma modifier.

Voice of Terris

Alteration

Level: Shd 11
Spell Line: *Voice of darkness*
Mana: 12
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (see text)
Spell Resistance: Yes

As *voice of darkness*, except the Will save DC is 21 + the caster's Intelligence modifier + the caster's Charisma modifier.

Voice of Thule

Alteration

Level: Shd 12
Spell Line: *Voice of darkness*
Mana: 42
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (see text)
Spell Resistance: Yes

As *voice of darkness*, except the Will save DC is 22 + the caster's Intelligence modifier + the caster's Charisma modifier.

Luclin Magic Items

Given the relatively few magic items in this chapter relative to those found in Table 2–2 to Table 2–24 in *Al’Kabor’s Arcana*, the GM should use the tables from this chapter only about 5% of the time (or less) when deciding random treasure rolls. (Of course, if the GM instead chooses the contents of her game’s treasure hoards or logically assigns possessions to her NPCs — usually the best method — she should feel free to take items from whichever book she wishes.)

Back Items

Blessed Champion’s Cape

Description: Vah Shir who have proven their bravery and loyalty can be rewarded by this warm fur cloak, crafted by royal weavers and enchanted by King Rajah Kerrath’s own spellcasters. As with other items that symbolize the honor of the city, the cape is most often given to kerrans, but can sometimes be found in the keeping of a human, elf, dwarf, or halfling who has done a great service to Shar Vahl. Those who wear such a cape without authorization, however, face harsh punishment at the hands of any loyal Vah Shir who become aware of them.

Powers: AC +2, Str +1, Wis +1, Cha +1, cold resistance (4), cold save +1.

Bonus types: Ability scores = enhancement. AC = arcane. Resistance = enhancement. Save = enhancement.

Caster Level: 6th.

Market Price: 21,500 gp.

Slot: Back.

Weight: 5 lbs.

Champion’s Cape

Description: The “ordinary” champion’s cape granted to heroes of Shar Vahl is nevertheless a potent magical item, and considerable influence is conferred upon its wearer. Granted only to (or by) Vah Shir nobles and officers, it is given as a reward or symbol of status to those who have honorably served the kerran cause. Like the *blessed champion’s cloak*, it is sometimes granted to non-kerrans, but this is rare.

Powers: AC +1, Str +1, cold resistance (4), cold save +1.

Bonus types: Ability scores = enhancement. AC = arcane. Resistance = enhancement. Save = enhancement.

Caster Level: 4th.

Market Price: 6,500 gp.

Slot: Back.

Weight: 5 lbs.

Cloak of Destruction

Description: This dark, durable cloak is of Akhevan manufacture. Such cloaks are often worn in battle by their spellcasters, although they are said to adjust to fit wearers of any size and having any number of arms. Many were destroyed in the Akhevan civil war, but a few survive today, found among the rubble of the Umbral Plains, the Maiden’s Eye, and various Akheva ruins, as well as on those Akheva still dwelling on Luclin.

Powers: AC +3, Dex +4, Con +4, Int +4, Wis +2, hp +15, mana +6, all resistances (2).

Bonus types: Ability scores = enhancement. AC = deflection. Hit points = enhancement. Mana = enhancement. Resistance = enhancement.

Caster Level: 15th.

Market Price: 808,800 gp.

Slot: Back.

Weight: 1.5 lbs.

Cloak of Torment

Description: Made of some unknown shimmering black fabric, each of these great cloaks was once worn by a powerful shade such as the deadly spire spirits of Luclin. It is said that the cloaks are created by the energies surrounding the shade’s immaterial form, and that these forces somehow and for some reason coalesce and gain physical substance. Whatever the reason, once the shade is put to rest, the cloak often remains, still imbued with the spiritual essence of the departed creature.

Powers: AC +2, Str +2, Int +2, Wis +2.

Bonus types: Ability scores = enhancement.

AC = enhancement.

Caster Level: 6th.

Market Price: 26,250 gp.

Slot: Back.

Weight: 1 lb.



Table 5–1: Back Items

Minor	Medium	Major	Epic	Item Name	Market Price
—	01–80	—	—	Champion’s Cape	6,500 gp
—	91–100	01–15	—	Blessed Champion’s Cloak	21,500 gp
—	—	16–30	—	Woodman’s Cape	23,650 gp
—	—	31–45	—	Cloak of Torment	26,250 gp
—	—	46–99	—	Cloak of Truth	60,305 gp
—	—	100	01–100	Cloak of Destruction	808,800 gp

Cloak of Truth

Description: These items were common in the Old Combine Empire, often worn by the paladin guards of Emperor Tsaph Katta. A few survived the flight to Luclin, and today they are made by both the Inquisitors of Seru and the Loyalists of Katta, both of whom claim to have inherited the “true” rulership of the Old Empire.

A *cloak of truth* is a heavy, rich garment trimmed with fine furs, emblazoned with the sigil of the Combine Empire in lustrous silks.

Powers: Although technically a back item, this cloak protects as if it were +2 *cloth armor*. The armor bonus granted does not stack with similar bonuses from other armor worn.

Cloak of Truth (AC +3, max Dex +8, check +0; hardness 3, 6 hp, Break DC 23)

Str +3, Dex +2, Wis +3, Cha +2.

Focus Effect: Flowing Thought I.

Bonus types: Ability scores = enhancement. AC = armor.

Caster Level: 9th.

Market Price: 60,305 gp.

Slot: Back.

Weight: 13 lbs.

Woodsman's Cape

Description: These forest-green cloaks are commonly worn by the druids and rangers of the Twilight Sea, but are often found beyond the sea's borders as well. Some have even made their way to Norrath, where they are popular with those who wield the power of nature.

Powers: AC +1, Str +2, Dex +1, Wis +1, hp +1, mana +1, cold resistance (1), fire resistance (1).

Bonus types: Ability scores = enhancement. AC = arcane. Hit points = enhancement. Mana = enhancement. Resistance = enhancement.

Caster Level: 6th.

Market Price: 23,650 gp.

Slot: Back.

Weight: 2 lbs.

Blunt Weapons

Akheva Focus Staff

Description: It is said that the Akheva fashioned many powerful magic items, including this item, now sometimes found on surviving Akheva leaders in the ruins of Ka Vethan and elsewhere. The term “staff” is something of a misnomer, for such an object is little more than a wand or switch in the hands of an Akheva. These items are crafted from very old dark wood from a species that some scholars believe is now extinct on Luclin.

Powers: This item is crafted of antique hardwood and functions (for a Medium-size creature) as a +3 *club*.

Akheva Focus Staff (1d6+3, delay 5; AC 7, hardness 9, 12 hp, Break DC 22)

Int +3, cold resistance (2), disease resistance (2), electricity resistance (2), fire resistance (2), magic resistance (2).

Bonus types: Ability score = enhancement. Attack = enhancement. Damage = enhancement. Resistance = enhancement.

Caster Level: 9th.

Market Price: 31,300 gp.

Slot: Blunt.

Weight: 5 lbs.

Astral Mace

Description: This mace is crafted from a surprisingly light alloy of iron and acrylia, and shimmers with arcane energies. Originally created by the Akheva, most likely for the leaders of their loyal shadow tegi servants, these items are now found scattered about the Umbral Plains, the Maiden's Eye, and the remains of ancient Akheva cities.

Powers: This weapon functions as a heavy mace with a +3 bonus to attacks and a +4 bonus to damage.

Astral Mace (1d8+4, delay 5; AC 7, hardness 15, 28 hp, Break DC 30)

Str +2, Dex +3, Con +3, Cha +2, hp +15, mana +4, cold resistance (6), cold save +2.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = enhancement. Save = enhancement.

Table 5-2: Blunt Weapons

Minor	Medium	Major	Epic	Item Name	Market Price
—	01–50	—	—	Flint Hammer	13,112 gp
—	51–90	—	—	Tribal Warhammer	19,820 gp
—	91–100	01–10	—	Akheva Focus Staff	31,300 gp
—	—	11–35	—	Shimmering Mace	57,724 gp
—	—	36–60	—	Skybreaker	61,205 gp
—	—	61–85	—	Warhammer of Ethereal Energy	107,312 gp
—	—	86–100	01–20	Staff of Ethereal Energy	217,305 gp
—	—	—	21–40	Wand of Musing	545,300 gp
—	—	—	41–60	Sacred Grimling Mace	566,215 gp
—	—	—	61–80	Astral Mace	725,012 gp
—	—	—	81–100	Katta Staff of Peace	1,070,600 gp

Caster Level: 10th.

Market Price: 725,012 gp.

Slot: Blunt.

Weight: 3.5 lbs.

Flint Hammer

Description: This variety of enchanted flint warhammer is sometimes wielded by chieftains among the galorian tribesmen of Luclin. The trogs of the Netherbian Lair are the best-known wielders of these weapons.

Powers: This stone and bone weapon functions as a +2 warhammer.

Flint Hammer (1d8+2, delay 5; AC 7, hardness 10, 12 hp, Break DC 25)

Wis +1, mana +2.

Bonus types: Ability score = enhancement. Attack = enhancement. Damage = enhancement. Mana = enhancement.

Caster Level: 6th.

Market Price: 13,112 gp.

Slot: Blunt.

Weight: 8 lbs.

Katta Staff of Peace

Description: Master spellcasters of the ancient Combine Empire often carried items such as these beautifully-crafted white staves that seem to emanate a sense of peace and well-being. Today, a few of these staves are still carried by the diplomats and arcanists of Katta Castellum, who use them to aid their endeavors, keeping their city at peace and attracting new allies.

Powers: This bronze-shod birch-wood staff functions as a +2 quarterstaff with the *defending* and *hardness* qualities. Foes who face the bearer feel an overwhelming sense of despair and sadness, suffering a -2 penalty on all melee attack rolls against the wielder.

Katta Staff of Peace (1d6+2/1d6+2, delay 5; AC 6, hardness 7, 13 hp, Break DC 22)

Str +5, Dex +3, Int +7, Cha +7.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement.

Caster Level: 21st.

Market Price: 1,070,600 gp.

Slot: Blunt.

Weight: 5 lbs.

Sacred Grimling Mace

Description: The grimlings of Luclin craft many different weapons from the native stone of the mountains. This item is made from solid granite and the bones of grimling sacrificial victims, and it is said that those who are struck by a *sacred grimling mace* feel some of the pain that the bones' owners felt in their final moments.

Powers: This stone and bone weapon functions as a light mace with a +5 bonus to attacks and a +4 bonus to damage, as well as the *massive* quality. It may also process (Proc DC 19) the *unholy* quality once per round on a successful strike; the mace is considered an unholy weapon at all times for the purpose of bestowing a negative level upon a good wielder.

Sacred Grimling Mace (1d8+4 plus *unholy* proc, delay 6; AC 9, hardness 13, 25 hp, Break DC 30)

Str +3, Wis +3, hp +15, mana +10, all resistances (3).

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Hit points = enhancement. Mana = divine. Resistance = divine. Save = divine.

Caster Level: 15th.

Market Price: 566,215 gp.

Slot: Blunt.

Weight: 8 lbs.

Shimmering Mace

Description: These weapons are obviously of great antiquity, and are thought to have been made by the Akheva for use in the Akhevan civil war. Today, they are occasionally found in the Akhevan regions of Luclin.

Powers: This acrylia, shadewood, and Luclinite weapon functions as a +4 *Large heavy mace* with the *bane (outsider)* quality.

Shimmering Mace (2d6+4, delay 5; AC 6, hardness 12, 55 hp, Break DC 32)

Wis +2, fire resistance (2), magic resistance (2).

Bonus types: Ability score = augmentation. Attack = enhancement. Damage = enhancement. Resistance = augmentation.

Caster Level: 12th.

Market Price: 57,724 gp.

Slot: Blunt.

Weight: 9 lbs.

Skybreaker

Description: These mighty weapons are sometimes carried by the smaller stone golems created by the Akheva, those known as "stonegrabbers," making them much more effective guardians. Though the weapons are clumsy and crude-looking, they are very deadly — and thus highly sought-after by adventurers.

Powers: This stone weapon functions as a +1 *greatclub* with the *ponderous* quality. Once per round it can process (Proc DC 19) a *lightning bolt* spell (Reflex half, DC 19) on its target.

Skybreaker (1d12+1 plus *lightning bolt* proc, delay 7; AC 5, hardness 10, 111 hp, Break DC 33)

Str +1, Con +1, hp +6, mana +4, acid resistance (4), cold resistance (4), electricity resistance (4), fire resistance (4), magic resistance (4), acid save +1, cold save +1, electricity save +1, fire save +1, magic save +1.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 9th.

Market Price: 61,205 gp.

Slot: Blunt.

Weight: 24 lbs.

Staff of Ethereal Energy

Description: Like other items of ethereal energy, this staff glimmers with barely contained arcane energy; it enhances its wielder's intellect and resistance to magic at the expense of strength and stamina. Such weapons are normally carried by Combine spellcasters who don't put a high premium on great strength, preferring instead to use the staff's powers to improve their arcane abilities.

Powers: This item functions as a +2 *quarterstaff* with the *brilliant energy* quality.

Staff of Ethereal Energy (1d6+2/1d6+2, delay 5; AC 6, hardness 10, 6 hp, Break DC 22)

Str -2, Con -2, Int +4, magic resistance (4), magic save +1.

Bonus types: Ability scores = augmentation. Attack = augmentation. Damage = augmentation. Resistance = arcane. Save = arcane.

Caster Level: 10th.

Market Price: 217,305 gp.

Slot: Blunt.

Weight: 2 lbs.

Tribal Warhammer

Description: The galorians of Luclin are warrior peoples as often out of necessity as desire, for the moon is a harsh and violent place. Tribal warriors who have proven their strength and bravery are sometimes rewarded with weapons created especially for them by high-ranking shamans, such as this stone-headed warhammer. The galorians sometimes give these weapons to true friends of the tribe, but those who wield one of these weapons without permission within sight of the galorians invariably find themselves under attack by angry tribesmen.

Powers: This stone weapon functions as a +3 *two-handed hammer* with the *massive* quality.

Tribal Warhammer (2d8+3, delay 6; AC 5, hardness 11, 23 hp, Break DC 26)

Bonus types: Attack = augmentation. Damage = augmentation.

Caster Level: 9th.

Market Price: 19,820 gp.

Slot: Blunt.

Weight: 13 lbs.

Wand of Musing

Description: These items are carried by those Akheva who have personally served the goddess Luclin, or in the hands of the shadowy creatures known as the Servitors of Luclin. Looking rather like short black wands in the hands of the massive Akheva, they are covered in silvery Akhevan runes. These items are quite rare, found only in the hands of powerful Akheva.

Powers: This item functions as a heavy mace with no attack or damage bonuses. For the purposes of penetrating damage reduction, however, it is treated as a +6 weapon. The wand also grants its wielder the benefit of *flowing thought I*.

Wand of Musing (1d8, delay 5; AC 7, hardness 12, 25 hp; Break DC 26)

Int +5, mana +16.

Bonus types: Ability scores = enhancement. Mana = enhancement.

Caster Level: 16th.

Market Price: 545,300 gp.

Slot: Blunt.

Weight: 1 lb.

Warhammer of Ethereal Energy

Description: These items are often carried by clerics and other individuals who must balance divine magic with combat abilities. Drawing from the wielder's strength and stamina, the weapon converts this essence into spiritual power, shimmering with faint arcane energies and enhancing its wielder's wisdom and perceptiveness. These weapons are commonly carried by ranking paladins and warrior-priests from Katta Castellum.

Powers: This weapon, crafted from an alloy of iron and acrylia, functions as a +3 *warhammer* with the *brilliant energy* quality.

Warhammer of Ethereal Energy (1d8+3, delay 5; AC 7, hardness 14, 24 hp; Break DC 26).

Str -2, Con -2, Wis +4.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 10th.

Market Price: 107,312 gp.

Slot: Blunt.

Weight: 4 lbs.

Body Items

Acrylia-Studded Armor

Description: The metal called acrylia has many different uses. Small studs of acrylia can be attached to ordinary cloth armor to provide considerable reinforcement, if the whole is handled properly. Though understandably expensive, this armor is found in all the cities of Luclin, and is most often worn by high-ranking scouts, merchants, archers, and the like from Katta Castellum, Shar Vahl, and Sanctus Seru.

Powers: This item functions as +5 *cloth armor*.

Acrylia-Studded Armor (AC +6, max Dex +8, check +0; hardness 6, 9 hp, Break DC 23)

Str +5, Dex +4, Con +4, Wis +3, Cha +2.

Bonus types: None.

Caster Level: 15th.

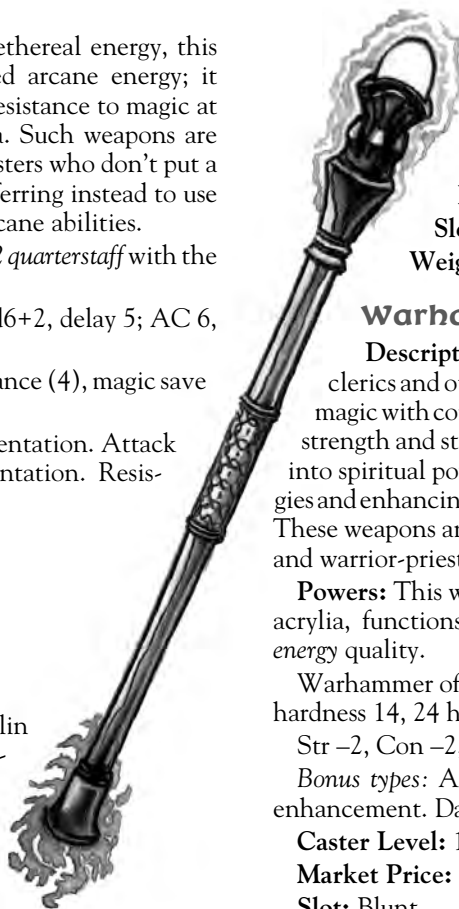
Market Price: 110,155 gp.

Slot: Body.

Weight: 2.5 lbs.

Bloodling Plate

Description: This armor is made from the carapaces of the cht'thk that dwell mostly in and around Shadeweaver's Thicket. It is a great example of Vah Shir inventiveness in the face of Luclin's deprivation, and is used by many of the more successful warriors of the Khala Dun



Powers: This armor functions as +1 *full plate* with the *invulnerability* quality.

Bloodling Plate (AC +9, max Dex +1, check -6; hardness 9, 16 hp, Break DC 26)

Disease resistance (4).

Bonus types: None.

Caster Level: 9th.

Market Price: 17,800 gp.

Slot: Body.

Weight: 31 lbs.

Combine Chainmail

Description: The fine steel mail worn by the warriors of the Combine Empire was among the finest in all of Norrath — each link was individually-crafted, then riveted and stamped with the seal of the Combine. Today's *Combine chainmail* is not quite so elaborate, but it is regularly manufactured in both Katta and Seru, where it serves the scouts and warriors who maintain the fight for their own respective view of the Combine Empire and its principles.

Powers: This armor functions as +2 *chainmail* with the *process defense* quality.

Combine Chainmail (AC +7, max Dex +2, check -4; hardness 14, 17 hp, Break DC 26)

Cold resistance (1), disease resistance (1), magic resistance (1), poison resistance (1), sonic resistance (1).

Bonus types: None.

Caster Level: 6th.

Market Price: 7,800 gp.

Slot: Body.

Weight: 35 lbs.

Combine Plate Armor

Description: The fine steel plate of the Old Combine Empire remains a proud symbol of the ancient empire's legacy in the cities of Seru and Katta Castellum. Many of the elite warriors who defend these two city-states still wear this skillfully crafted and intricately decorated armor, each suit emblazoned with the sigil

of the Combine Empire. It is exceptionally light and does not hinder movement as much as normal plate.

Powers: This fine suit of armor is equivalent to +3 *full plate* with the *process defense* quality.

Combine Plate Armor (AC +11, max Dex +2, check -6; hardness 15, 23 hp, Break DC 27)

All resistances (1).

Bonus types: None.

Caster Level: 9th.

Market Price: 14,450 gp.

Slot: Body.

Weight: 36 lbs.

Dark Animist's Tunic

Description: This deep red and black garment is traditionally worn by evil-aligned beastlords, druids, and others who wield the powers of nature for wicked purposes.

Powers: This quilted tunic is equivalent to +3 *cloth armor* with the *process immunity* quality.

Dark Animist's Tunic (AC +4, max Dex +8, check +0; hardness 4, 7 hp, Break DC 23)

Str +3, Dex +2, Wis +3, hp +7, mana +5.

Bonus types: None.

Caster Level: 24th.

Market Price: 111,110 gp.

Slot: Body.

Weight: 0.5 lbs.

Eternal Robes

Description: Seemingly crude and tattered, such robes are actually potent items. Crafted and worn by high-ranking grimling spellcasters, they are highly prized, often worn by adventurers who have... *persuaded* their grimling owners to relinquish them.

Powers: These robes act as +2 *raw silk armor*. The wearer also receives a +3 bonus on all Meditation checks.

Eternal Robes (AC +4, max Dex +9, check +0; hardness 3, 6 hp, Break DC 22)

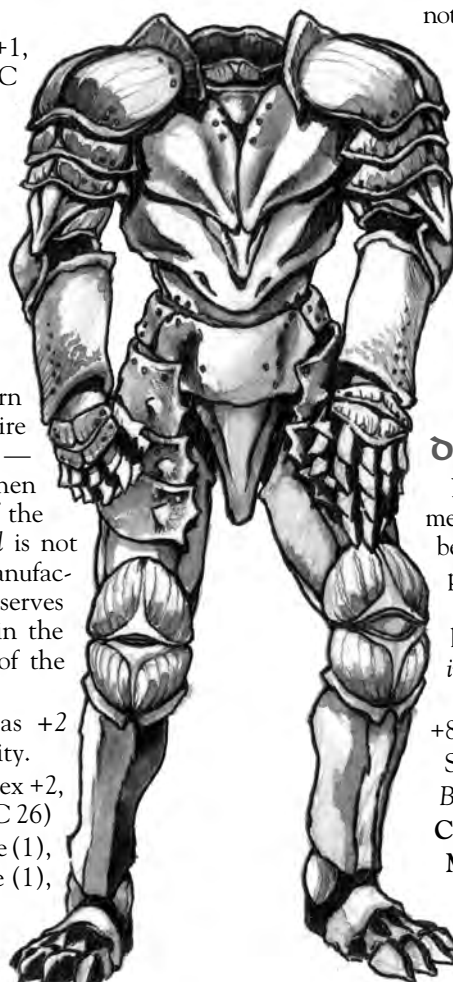


Table 5-3: Body Items

Minor	Medium	Major	Epic	Item Name	Market Price
01-100	01-20	—	—	Combine Chainmail	7,800 gp
—	21-40	—	—	Combine Plate	14,450 gp
—	41-60	—	—	Reinforced Hopperhide Armor	16,200 gp
—	61-80	—	—	Grimling Breastplate	17,550 gp
—	81-100	—	—	Bloodling Plate	17,800 gp
—	—	01-25	—	Eternal Robes	42,300 gp
—	—	26-50	—	Frizznik's Robe of Tinkering	51,050 gp
—	—	51-75	—	Acrylia-Studded Armor	110,155 gp
—	—	76-100	—	Dark Animist's Tunic	111,110 gp
—	—	—	01-30	Jennly's Two-Tone Cuirass	416,650 gp
—	—	—	31-65	Heavy Yttrium Chestplate	841,550 gp
—	—	—	66-100	Robe of Dark Beguilement	861,650 gp

Str +1, Dex +1, Int +2, Cha +3, mana +6.

Bonus types: None.

Caster Level: 9th.

Market Price: 42,300 gp.

Slot: Body.

Weight: 0.5 lbs.

Frizznik's Robe of Tinkering

Description: The gnomes of the vanished Combine Empire were renowned for their mechanical and tinkering skills. The master crafter Frizznik was one of the greatest of the combine's gnomish artisans, and many of his devices continue to serve the Loyalist cause in the city of Katta Castellum. His original robe was created to aid his apprentices in their duties, and was partially responsible for much of the quality and workmanship of the devices built in Frizznik's workshop. Though the original robe has long-since been lost, many similar garments can be found in both Katta and Seru, where they are worn today by Frizznik's successors.

Powers: This appears to be an unremarkable robe, but it acts as +2 *raw silk armor*. The wearer also receives a +4 bonus on all Trade Skill (tinkering) checks. Further, a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below.

A newly created *robe of tinkering* always has two each of the following patches:

- Dagger
- Bull's-eye lantern (filled and lit)
- Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- 10 gems (100-gp each)
- Hemp rope (50-foot coil)
- Sack

In addition, the robe has several other patches. Roll 6d4 for the number of other patches and then roll for each patch on the table below to determine its nature.

d% Result	Item
01–05	Aqualung
06–10	Bottle
11–15	Cogs
16–20	Cork
21–25	Cured leather tubing
26–30	Fine coral mesh
31–35	Firewater (flask)
36–40	Gears
41–45	Gnomish bolts
46–50	Mana battery (Class I)
51–55	Metal fastening
56–60	Metal rod
61–65	Metal shaft
66–70	Metal twine
71–75	Reflective shard
76–80	Sharkskin tubing
81–85	Spricket
86–90	Sprockets
91–95	Static orb
96–100	Tool box (full)

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

Frizznik's Robe of Tinkering (AC +4, max Dex +9, check +0; hardness 3, 6 hp, Break DC 22)

Int +4, Cha +4.

Bonus types: None.

Caster Level: 12th.

Market Price: 51,050 gp.

Slot: Body.

Weight: 1.5 lbs.

Grimling Breastplate

Description: Grimlings are not known for their artistry, preferring instead to create items that are functional rather than aesthetic. This breastplate is actually a rather ugly item, crafted of steel and refined acrylia, but it provides considerable protection to its wearers, also enhancing their ability to withstand damage. They are sometimes worn by those who plunder them from slain grimlings, and are sometimes found for sale in Katta Castellum or at the Bazaar in Shadow Haven.

Powers: This light steel-and-acrylia armor functions as a +2 *Small breastplate* with the *light fortification* quality. (Medium-size versions can be found on chieftains among the grimlings, as well; these weigh 8 pounds rather than 4 pounds. Small *grimling breastplates* are normally worn by high-ranking grimling priests.)

Grimling Breastplate (AC +7, max Dex +2, check –3; hardness 13, 13 hp, Break DC 26)

Hp +6.

Bonus types: None.

Caster Level: 6th.

Market Price: 17,550 gp.

Slot: Body.

Weight: 4 lbs.

Heavy Yttrium Chestplate

Description: When the Inquisitors of Seru arrived on Luclin, they immediately began to mine and explore. The magical metal yttrium was one of their first discoveries, and soon it was being used to create many different items. These breastplates are dark green and shiny, decorated with elaborate filigree and etchings, and are normally worn only by high-ranking Inquisitors (the only people in the city who can afford them).

Powers: This armor functions as a +5 *breastplate* with the *slick* quality. The wearer also gains the benefit of *fast healing* 2.

Heavy Yttrium Chestplate (AC +10, max Dex +3, check –3; hardness 18, 35 hp, Break DC 28)

Str +5, Con +5, Wis +5, Int +5, cold resistance (6), disease resistance (6), fire resistance (6), poison resistance (6), sonic resistance (6), cold save +2, disease save +2, fire save +2, poison save +2, sonic save +2.

Focus effect: Extended Range III.

Bonus types: None.

Caster Level: 23rd.

Market Price: 841,550 gp.

Slot: Body.

Weight: 10 lbs.

Jennly's Two-Tone Cuirass

Description: This armor was crafted by a skilled follower of the geomancer Grieg who perished over a millennium ago. It is formed of some unknown kind of leather hardened over a frame of bone ribbing, and has a strange purple-brown hue. The cuirass is surprisingly comfortable to wear, however, and is most remarkable in that it doesn't interfere with the arcane gestures of spellcasting.

Powers: This armor encumbers as studded leather, but protects as a +4 *breastplate* with the *arcane harmony* and *process defense* qualities.

Jennly's Two-Tone Cuirass (AC +9, max Dex +5, check -1; hardness 12, 19 hp, Break DC 26)

Str +3, Dex +2, Con +3, Int +3, Wis +6, Cha +2, mana +8, all resistances (2).

Bonus types: None.

Caster Level: 18th.

Market Price: 416,650 gp.

Slot: Body.

Weight: 20 lbs.

Reinforced Hopperhide Armor

Description: The galorian tribes of Luclin, the Recusos of Marus Seru, and other groups with limited resources must make do with the items that they have to hand. Fortunately, the saurian rock hoppers of Luclin have tough and durable hides that can be transformed into sturdy armor. When properly treated and reinforced with steel rings or studs, this armor is actually very effective, and it is sometimes worn by adventurers, mercenaries, and other freebooters of Luclin's Moon.

Powers: This armor functions as +3 *studded leather* with the *light fortification* quality.

Reinforced Hopperhide Armor (AC +6, max Dex +4, check +0; hardness 6, 12 hp, Break DC 24)

Bonus types: None.

Caster Level: 9th.

Market Price: 16,200 gp.

Slot: Body.

Weight: 12 lbs.

Robe of Dark Beguilement

Description: Skillfully tailored in deep violet and black fabrics and imbued with magic that enhances its wearer's intellect and persuasiveness, this kind of robe is commonly worn only by the wealthiest of nobles, politicians, merchants, and others who have an interest in the persuasion of others. Originally used by the diplomats of the Combine

Empire, these garments proved especially helpful during negotiations and while forming alliances with the other states and peoples of Norrath. The best-known surviving example of the robe is in the hands of Nathyn Illuminous, a Kattan Magistrate.

Powers: This robe acts as +4 *raw silk armor*.

Robe of Dark Beguilement (AC +6, max Dex +9, check +0; hardness 5, 8 hp, Break DC 23)

Str +4, Int +4, Cha +9.

Bonus types: None.

Caster Level: 18th.

Market Price: 861,650 gp.

Slot: Body.

Weight: 1.5 lbs.

Ear Items

Claw of the Sonic Howler

Description: The claws of especially old sonic wolves can be transformed into earrings that enhance the attributes of wearers. These items are most often created by the grimlings of Hollowshade and the Grimling Forest, but the Vah Shir sometimes make them from the carcasses of sonic wolves slain while hunting or in self-defense.

Powers: Str +1, Int +1, Wis +1, Cha +1, poison resistance (1).

Bonus types: Ability scores = augmentation. Resistance = augmentation.

Caster Level: 3rd.

Market Price: 10,150 gp.

Slot: Ear.

Weight: 0.1 lbs.



Earring of Fond Memories

Description: Created by a Vah Shir arcanist to help remind him of his family and loved ones while traveling, this earring helps its wearer relax, clear his mind, and recover mana. Interestingly, the serenity thus provided also enhances strength, intellect, and other vital qualities.

Powers: The wearer of this earring receives a +2 bonus on Meditation checks, as well as the benefit of *flowing thought I*.

AC +1, Str +1, Int +1, Wis +1, Cha +1.

Bonus types: Ability scores = enhancement. AC = arcane. Skill = enhancement.

Caster Level: 3rd.

Market Price: 17,250 gp.

Slot: Ear.

Weight: 0.1 lbs.

Table 5-4: Ear Items

Minor	Medium	Major	Epic	Item Name	Market Price
01-30	—	—	—	Wolf-Fang Earring	3,020 gp
31-60	01-20	—	—	Jasper Kundan Earring	6,150 gp
61-90	21-40	—	—	Shrunken Grimling Skull Earring	6,150 gp
91-100	41-70	—	—	Claw of the Sonic Howler	10,150 gp
—	71-100	01-95	—	Earring of Fond Memories	17,250 gp
—	—	96-100	01-40	Imperial Symbol of the Shissar	517,600 gp
—	—	—	41-100	Lightbringer's Earring	1,512,250 gp

Imperial Symbol of the Shissar

Description: Made of platinum, gold, and various precious gemstones, these objects were brought to Luclin from Norrath as the snake-folk fled. Crafted to attach to the side of the shissars' serpentine heads, it can be worn as a heavy ear clip or decoration by smaller creatures, and provides the same enhancements that it gives to its reptilian masters. When worn by a shissar, it is a sure sign of nobility or high rank.

Powers: AC +3, Int +3, Wis +3, hp +15, mana +10, all resistances (2).

Bonus types: Ability scores = augmentation. AC = arcane. Hit points = enhancement. Mana = enhancement. Resistance = arcane.

Caster Level: 15th.

Market Price: 517,600 gp.

Slot: Ear.

Weight: 0.4 lbs.

Jasper Kundan Earring

Description: This earring is a silver hoop with a single black bead. Such an item is usually found in the depths of the Netherbian Lair, often among the troglodytes that dwell there. The baubles may originally have been created by the lair's ancient inhabitants, and some even claim that they are of Akhevan manufacture, but now they are primarily used as decoration by the trogs, who have little or no appreciation for their antiquity.

Powers: Str +1, Dex +1, Wis +1.

Bonus types: Ability scores = enhancement.

Caster Level: 3rd.

Market Price: 6,150 gp.

Slot: Ear

Weight: 0.1 lbs.

Lightbringer's Earring

Description: A few of these brightly-polished silver earrings have been found across Luclin. They are of Akhevan design, believed to have once been worn by elder Akheva priests.

Powers: These hoop earrings are intended to fit the ears of Large or Huge creatures; a Medium-size character can wear one as a wrist item (a bracelet), while a Small creature can wear one as a head item (a circlet).

AC +2, Con +4, hp +18, mana +16, all resistances (2).

Focus Effect: Spell Haste III.

Bonus types: Ability scores = divine. AC = divine. Hit points = divine. Mana = divine. Resistance = divine.

Caster Level: 18th.

Market Price: 1,512,250 gp.

Slot: Ear.

Weight: 1 lb.

Shrunken Grimling-Skull Earring

Description: While most civilized species would be horrified at the notion of using body parts from slain members of their own race for decoration and magic enhancement, it causes few qualms to the grimlings. These items are crafted by grimling priests; the severed heads are

dried and magically treated in the heat of the magma flows in the Acrylia Caverns, then distributed to honored grimling warriors.

Loyalists and Vah Shir who slay the grimlings in turn take the earrings, seeking to use their powers against their creators.

Powers: Str +1, Con +1, Int +1, fire resistance (1).

Bonus types: Ability scores = enhancement. Resistance = enhancement.

Caster Level: 3rd.

Market Price: 6,150 gp.

Slot: Ear.

Weight: 0.2 lbs.

Wolf-Fang Earring

Description: The Sambata tribesmen of the Dawnshroud Peaks hunt the deadly and cunning wolves of the region, and bear these earrings as a symbol of a successful hunt. They also use the earrings as trade goods, so merchants and adventurers who frequent the Dawnshrouds often wear these to show that they have been active in the region.

Powers: Str +1, Con +1.

Bonus types: Ability scores = enhancement.

Caster Level: 3rd.

Market Price: 3,020 gp.

Slot: Ear

Weight: 0.3 lbs.

Face Items

Beer Goggles

Description: These odd items resemble a normal pair of goggles, such as those worn in the desert or by gnomish explorers. They are crafted of leather and metal, with clear crystal lenses. When worn, however, the goggles provide a number of interesting effects, depriving the wearer of common sense and intellect while at the same time convincing him that he is incredibly attractive (in fact, the false confidence created by the goggles does indeed make the wearer more glib and believable. He can drink copious quantities of alcohol without ill effect, and can summon limitless quantities of ale by will alone. It has been said that wearers of these goggles also find all members of their preferred sex to be unbelievably attractive regardless of their actual appearance, and some even see approaching monsters as potential romantic partners.

Unsurprisingly, *beer goggles* appear to have originated in the depths of Grieg's End, where the geomancer's madness has taken a substantial turn toward the absurd.

Powers: The wearer of these goggles receives a +5 bonus on all Alcohol Tolerance checks, but also suffers a -2 on Will saves against mind-affecting spells or powers. At will, as an attack action, the wearer can invoke an effect similar to the spell *summon drink*, except that he summons ale instead of water.

Int -2, Wis -2, Cha +3.

Bonus types: Ability scores = enhancement. Skill = enhancement. Save = enhancement.

Caster Level: 5th.

Activation: Use Activated.

Table 5-5: Face Items

Minor	Medium	Major	Epic	Item Name	Market Price
—	01–35	—	—	Unholy Visage	9,000 gp
—	36–70	—	—	Beer Goggles	11,125 gp
—	71–100	—	—	Coterie Mask of the Dead	12,200 gp
—	—	01–100	—	Mask of Pulchritude	539,000 gp
—	—	—	01–100	Warmaster's Mask of Battle	1,324,000 gp

Market Price: 11,125 gp.

Slot: Face.

Weight: 0.2 lbs.

Coterie Mask of the Dead

Description: The vampires of the Coterie of the Eternal Night have created many frightening items, and this is but one. Normally granted to valued mortal followers, this mask grants protection against the poisons and diseases associated with vampyrism, and also gives its wearer the ability to appear dead for a limited time. This feature can sometimes allow the Coterie's minions to avoid detection by pretending to be slain while waiting for a chance to escape. The mask itself is a horrifying object, resembling the flayed and preserved flesh of a human face — which in fact it may be.

Powers: The wearer may invoke an effect identical to the *feign death* spell at will, as an attack action. This power has only 5 charges.

Cha –2, mana +4, disease resistance (4), poison resistance (4), disease save +1, poison save +1.

Bonus types: Ability score = augmentation. Mana = augmentation. Resistance = enhancement. Save = enhancement.

Caster Level: 7th.

Activation: Use Activated.

Market Price: 12,200 gp.

Slot: Face.

Weight: 0.2 lbs.

Mask of Pulchritude

Description: Ages ago, before their civil war, the Akheva did not necessarily rule the Moon of Luclin by the sword or the iron fist. In fact, many Akheva presented a kindly and merciful image to the races under their control in the belief that happy subjects made better servants. This item was created to — quite literally — put a kindlier and more loving face on Va Liako (shadow knight) Akheva enforcers, and was usually worn when negotiating surrenders or discussing grievances.

And if the mask failed in its intended purpose, its defensive properties and *reanimation efficiency* effect made it all the easier for its wearer

to summon undead servants and engage in a rather more direct style of “negotiation.”

Powers: This item changes its size to fit any wearer of vaguely humanoid build.

AC +3, Int +4, Cha +7, mana +4.

Focus effect: Reanimation Efficiency III.

Bonus types: Ability scores = enhancement. AC = arcane. Mana = augmentation.

Caster Level: 21st.

Market Price: 539,000 gp.

Slot: Face.

Weight: 0.2 lbs.

Unholy Visage

Description: The grimlings are generally fond of masks, possibly due to their spiritual and fetishistic qualities, for tribal lore contends that one who wears a mask invariably takes on the traits of the creature it portrays. This particular mask lives up to its name, for it is made in the form of an alien, frightening face. Crafted of boiled leather made from the skins of the grimlings' foes, it is typically worn by grimling priests in battle and during their foul sacrificial ceremonies.

Powers: Str +1, Con +1, Int +1, Wis +1, acid resistance (1), cold resistance (1), fire resistance (1), magic resistance (1), poison resistance (1).

Bonus types: Ability scores = augmentation. Resistance = augmentation.

Caster Level: 3rd.

Market Price: 9,000 gp.

Slot: Face.

Weight: 10 lbs.

Warmaster's Mask of Battle

Description: Carved from the woody boles of rare giant mushrooms found throughout the Grimling Forest, these potent items are enchanted by grimling corpseraisers to grant increased strength, mental acuity, and personal magnetism, as well as providing considerable physical protection. Though they are certainly useful to warriors, such masks are most often worn by senior grimlingspellcasters or particularly noteworthy chieftains. Painted with demonic visages and decorated with small stone fetishes or charms carved from the bones of the grimlings' victims, they are nonetheless some-



times worn by outsiders who have slain the original owners, for they are powerful items indeed. However, Vah Shir consider using these items to be in rather poor taste due to their savage origins.

Powers: The wearer of this mask gains the benefit of *flowing thought III*.

AC +2, Str +4, Int +4, Wis +4, Cha +4, hp +15, mana +16, cold resistance (2), disease resistance (2), electricity resistance (2), fire resistance (2), poison resistance (2).

Bonus types: Ability scores = enhancement. AC = augmentation. Hit points = enhancement. Mana = enhancement. Resistance = augmentation.

Caster Level: 16th.

Market Price: 1,324,000 gp.

Slot: Face.

Weight: 3 lbs.

Feet Items

Acrylia-Studded Boots

Description: Acrylia can be used to enhance a number of leather items. A few skilled cobblers and tailors in Katta, Shadow Haven, and Seru can all make these boots, which are traditionally worn by scouts, explorers, and warriors. However, the recent tapering off of the supply of acrylia due to the grimling scourge has made the making of items that require that metal all too rare.

Powers: Str +2, Dex +2, Con +3.

Bonus types: Ability scores = enhancement.

Caster Level: 9th.

Market Price: 20,020 gp.

Slot: Feet.

Weight: 0.7 lbs.

Bloodweave-Lined Shoes

Description: The vampires of the Tenebrous Mountains sometimes create magic items such as these boots using the blood of their victims, and occasionally grant such items to favored mortals; however, dealing with the vampires is almost always unwise, for the mortal's blood is eventually taken for the debt, whether to simply feed the bloodsuckers or to help create the next bloodweave item.

Powers: Str +2, Dex +3, Int +2, Wis +1, disease resistance (1), fire resistance (-1), poison resistance (1).

Bonus types: Ability scores = enhancement. Resistance = enhancement.

Caster Level: 8th.

Market Price: 21,600 gp.

Slot: Feet.

Weight: 0.7 lbs.

Boots of Shadow Walking

Description: These large yet graceful boots were first created early in Luclin's history, crafted and worn by the Akheva. They can still sometimes be found in Akhevan ruins and the territories they once occupied in the southern hemisphere of Luclin, but are often guarded by shades or maddened Akheva. Fortunately for treasure-hunters, the magic of the boots makes them adjust to fit any wearer.

Powers: The wearer of these boots can invoke an effect identical to the spell *shadow step* three times per day as an attack action.

Dex +4.

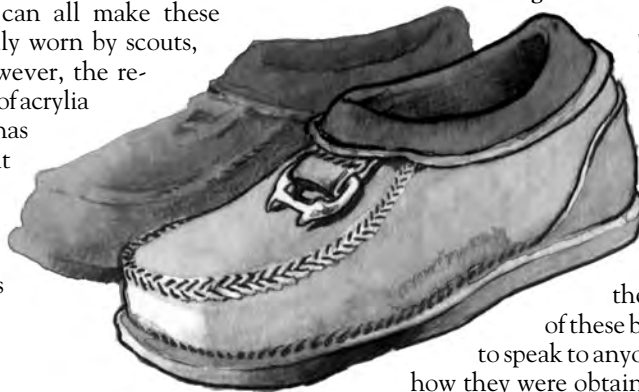
Bonus types: Ability score = enhancement.

Caster Level: 12th.

Market Price: 60,210 gp.

Slot: Feet.

Weight: 3 lbs.



Hunting Leather Boots

Description: The Loda'Kai poachers of Shadeweaver's Thicket craft these fine leather boots from the hides of the great tigers that roam the region. The Vah Shir, who are horrified at the poachers' conduct, shun the use of these boots, and often ostracize or refuse to speak to anyone who wears them, regardless of how they were obtained.

Powers: Str +1, magic resistance (1).

Bonus types: Ability score = enhancement. Resistance = arcane.

Caster Level: 3rd.

Market Price: 1,600 gp.

Slot: Feet.

Weight: 5 lbs.

Sandals of Pestilence

Description: Though their name is somewhat disturbing, these sandals are neither cursed nor disease-ridden. Their moniker comes from the fact that they are often worn by necromancers from the Moon of Luclin, and as these items began to make their way into marketplaces in Shadow Haven and thence to Norrath, the name has stuck. They

Table 5-6: Feet Items

Minor	Medium	Major	Epic	Item Name	Market Price
01-70	—	—	—	Hunting Leather Boots	1,600 gp
71-100	01-40	—	—	Sandals of the Skeptic	5,400 gp
—	41-90	—	—	Sandals of Pestilence	13,000 gp
—	91-100	01-30	—	Acrylia-Studded Boots	20,020 gp
—	—	31-65	—	Bloodweave-Lined Shoes	21,600 gp
—	—	66-100	—	Boots of Shadow Walking	60,210 gp

are dark leather items, usually decorated with skulls or other morbid images.

Powers: Str +1, Dex +1, Int +1, hp +1, mana +1, cold resistance (1).

Bonus types: Ability scores = enhancement. Hit Points = enhancement. Mana = enhancement. Resistance = enhancement.

Caster Level: 3rd.

Market Price: 13,000 gp.

Slot: Feet.

Weight: 1 lb.

Sandals of the Skeptic

Description: These items are found on the feet of tegi, galorians, and sun revenants in the Scarlet Desert. Most scholars believe that they were created by the civilization that once occupied the region, of whom the sun revenants are but a pitiful remnant.

Powers: Wis +1, Int +1, mana +2.

Bonus types: Ability scores = augmentation. Mana = enhancement.

Caster Level: 3rd.

Market Price: 5,400 gp.

Slot: Feet.

Weight: 0.5 lbs.

Finger

Bone Ring of the Corpsemaster

Description: This ring is worn by grimling necromancers and is made from carved and polished bone. The Vah Shir of Luclin offer a bounty of 100 gold pieces for one of these rings, with an additional 500 gp if it comes with the grimling's finger still in it.

Powers: The wearer of this ring receives a +2 bonus on Meditation checks.

Str +1, Int +1, Wis +1, hp +6, mana +2, disease resistance (1), poison resistance (1).

Bonus types: Ability scores = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = augmentation.

Caster Level: 3rd.

Market Price: 22,400 gp.

Slot: Finger.

Weight: 0.1 lbs.

Iced Ring

Description: Worn by the ice tegi of the Umbral Plains, this ring resembles a circlet of pure pale ice. It is cold to the

touch, although it does not harm its wearer or melt when worn. Ice tegi shamans, who are normally resistant to cold, do not wear it for its protective qualities, but instead to enhance their spellcasting capabilities.

Powers: Str +1, Int +1, Wis +1, hp +6, mana +2, cold resistance (4), disease resistance (1), cold save +1.

Bonus types: Ability scores = enhancement. Hit points = arcane. Mana = arcane. Resistance = arcane. Save = arcane.

Caster Level: 6th.

Market Price: 19,100 gp.

Slot: Finger.

Weight: 0.2 lbs.

Ring of Capture

Description: This ring is made from some unusual polished greenish stone; crafted by spellcasters among the Tro Jeg fire tegi of the Scarlet Desert, it is typically given to gifted tribal warriors. Although it is intended to aid in the capture of the Tro Jeg's foes and also in the hunting of prey, the wearing of such a ring is of course beneficial under most any circumstances.

Powers: Str +1, Dex +1, Con +1, Int +1, Wis +1, Cha +1, cold resistance (1), disease resistance (1), electricity resistance (1), magic resistance (1), poison resistance (1), sonic resistance (1).

Bonus types: Ability scores = augmentation. Resistance = enhancement.

Caster Level: 3rd.

Market Price: 27,600 gp.

Slot: Finger.

Weight: 0.1 lbs.

Ring of Living Ore

Description: These powerful items are rumored to be made from the corpses of particularly large burrowers, those worm-like creatures that tunnel through the rock of Luclin. Several manuals in archives across Luclin describe how to transform segments of the stony burrower hide into such rings.

Powers: The wearer of this ring receives the benefit of *flowing thought II*, in addition to the following benefits:

AC +2, Str +3, Int +3, hp +9, mana +6, all resistances (1).

Bonus types: Ability scores = arcane. AC = arcane. Hit points = enhancement. Mana = enhancement. Resistance = augmentation.

Caster Level: 10th.

Market Price: 264,200 gp.

Slot: Finger.

Weight: 0.1 lbs.

Table 5-7: Finger Items

Minor	Medium	Major	Epic	Item Name	Market Price
—	—	01–30	—	Iced Ring	19,100 gp
—	—	31–70	—	Bone Ring of the Corpsemaster	22,400 gp
—	—	71–100	—	Ring of Capture	27,600 gp
—	—	—	01–40	Ring of Living Ore	264,200 gp
—	—	—	41–60	Ring of the Shissar	703,500 gp
—	—	—	61–100	Starred Yttrium Ring	2,022,000 gp

Ring of the Shissar

Description: Heavy bluish steel rings in the shape of a scaled serpent with tiny ruby or emerald eyes, these rings are commonly worn by nobles and ranking spellcasters among the shissar snake-folk, who use the rings' power to enhance their magical abilities. Such a ring also marks the wearer as favored among shissar, for it allows its wearer access to the Shissar Emperor's inner sanctum. The size of the ring makes it difficult for smaller folk to wear, and in any event, the shissar themselves react with fury at the sight of a lesser being wearing this item, relentlessly attacking anyone who does so.

Powers: These rings are intended to fit the fingers of Huge creatures; a Large character can wear one as a wrist item (a bracelet), while a Medium-size creature can wear one as a head item (a circlet). At the GM's discretion, a Small creature might don one as a waist item.

AC +1, Con +2, Int +2, Wis +2, hp +15, mana +10.

Focus effect: Enhancement Haste III.

Bonus types: Ability scores = enhancement. AC = luck. Hit points = enhancement. Mana = enhancement.

Caster Level: 15th.

Market Price: 703,500 gp.

Slot: Finger.

Weight: 0.4 lbs.



Powers: Str +2, Dex +2.

Bonus types: Ability scores = enhancement.

Caster Level: 6th.

Market Price: 9,000 gp.

Slot: Hands.

Weight: 0.4 lbs.

Dream-Caller Gloves

Description: These gloves were reputedly worn by ancient Akheva spiritualists who summoned the spirits of their departed fellows back into material bodies. Today these gloves are found in Akhevan ruins and cities, and can easily be used by any race, for they change size depending upon who uses them. They are soft, supple black gloves seemingly crafted of fine leather, but out of a single piece, without seams or stitches.

Powers: AC +1, Str +2, Int +1, Dex +3, mana +3, poison resistance (2).

Bonus types: Ability scores = augmentation. AC = enhancement. Mana = augmentation. Resistance = augmentation.

Caster Level: 9th.

Market Price: 29,200 gp.

Slot: Hands.

Weight: 0.4 lbs.

Gauntlets of Dark Embers

Description: Heavy gauntlets crafted of dull black metal, these items are always warm to the touch. There is evidence that they were originally crafted of bright and shining metal, but were damaged and transformed in the chaos of the Akhevan civil war. Many were destroyed by the Maiden's Scar, and the few that survive are only charred shadows of their former power. Nevertheless, these gauntlets remain potent items and are highly sought-after; when found, they are sized for the hands of a huge creature, but wearers find that they quickly adjust themselves to fit any hand.

Powers: While worn, these gauntlets provide their wearer with the benefit of a [magic] damage shield (3).

AC +4, Int +2, Wis +2, hp +12, mana +8, fire resistance (6), all other resistances (2), fire save +1.

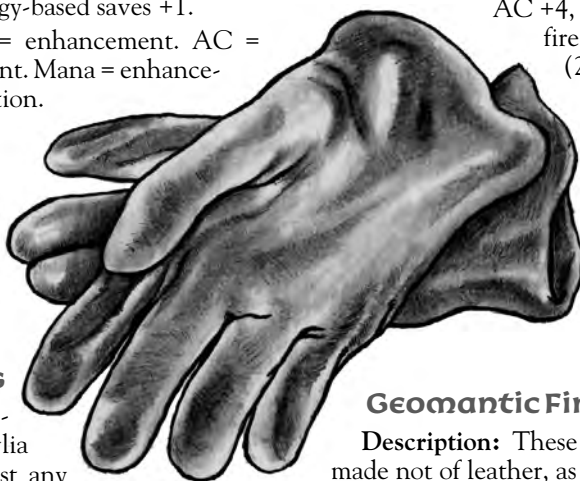
Bonus types: Ability scores = enhancement. AC = divine. Hit points = enhancement. Mana = enhancement. Resistance = divine. Save = divine.

Caster Level: 12th.

Market Price: 332,225 gp.

Slot: Hands.

Weight: 3.5 lbs.



Starred Yttrium Ring

Description: The magical metal yttrium has been fashioned into in a number of different powerful magic items by the Inquisitors of Seru. This ring's design is thought only to be known among senior spellcasters of the Heart of Seru, and such rings are awarded by the High Inquisitor himself to those who have done special service to him. He himself wears such a ring.

Powers: The wearer of this ring receives the benefit of *flowing thought* V, in addition to the following benefits:

AC +1, Dex +3, Wis +3, Int +3, Cha +3, hp +24, mana +16, all resistances (4), all energy-based saves +1.

Bonus types: Ability scores = enhancement. AC = arcane. Hit points = enhancement. Mana = enhancement. Resistance = augmentation. Saves = augmentation.

Caster Level: 24th.

Market Price: 2,022,000 gp.

Slot: Finger.

Weight: 0.1 lbs.

Hand Items

Acrylia-Studded Gloves

Description: The many properties of the magical metal acrylia have enhancing effects on most any item. *Acrylia-studded gloves* are crafted in such diverse places as Katta Castellum, Sanctus Seru, and Shadow Haven, and are often available for purchase in bazaars and marketplaces.

Geomantic Fingers of Focus

Description: These lightweight brownish gloves are made not of leather, as they first appear, but of elemental essences of earth compressed into a leather-like substance and bound together with marvelously delicate golden stitching. They draw on the magic of the land around the wearer.

Table 5-8: Hand Items

Minor	Medium	Major	Epic	Item Name	Market Price
01-100	—	—	—	Gloves of Fungal Flesh	3,900 gp
—	01-35	—	—	Acrylia-Studded Gloves	9,000 gp
—	36-65	—	—	Gloves of Altered Reality	9,200 gp
—	66-100	—	—	Shojen Gauntlets	11,000 gp
—	—	01-35	—	Gloves of the Grimling Sorceress	22,000 gp
—	—	36-70	—	Dream-Caller Gloves	29,200 gp
—	—	71-99	—	Geomantic Fingers of Focus	65,400 gp
—	—	100	01-100	Gauntlets of Dark Embers	332,225 gp

to strengthen both his physical form and his connection to magic itself.

Powers: The bearer of this item receives the benefit of *flowing thought III*.

AC +3, Str +2, hp +5, mana +8, all resistances (2).

Bonus types: Ability score = enhancement. AC = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = enhancement.

Caster Level: 15th.

Market Price: 65,400 gp.

Slot: Hand.

Weight: 0.1 lbs.

Gloves of Altered Reality

Description: These gloves are made from a variety of treated hides, and are worn by grimling spellcasters during sacrificial rituals.

Powers: Int +2, mana +3, acid resistance (1), cold resistance (1), fire resistance (1), magic resistance (1), sonic resistance (1).

Bonus types: Ability scores = augmentation. Mana = augmentation. Resistance = augmentation.

Caster Level: 6th.

Market Price: 9,200 gp.

Slot: Hands.

Weight: 3 lbs.

Gloves of Fungal Flesh

Description: Crafted by the Tarmok galorian shamans of the Fungus Caves from the skins of slain fungus fiends, these gloves are popular trade items, and are sometimes given to friends of the tribe.

Powers: AC +1, disease resistance (10), disease save +2.

Bonus types: AC = enhancement. Resistance = arcane. Save = arcane.

Caster Level: 10th.

Market Price: 3,900 gp.

Slot: Hands.

Weight: 1 lb.

Gloves of the Grimling Sorceress

Description: Crafted from the hides of the grimlings' enemies, these gloves are apparently reserved for use by female spellcasters, for male grimlings have never been encountered wearing them. Obviously non-grimlings have no such restrictions. The gloves range in color and appear-

ance, from off-white to black, and from finely-tailored to rough and ugly. The powers of these items are the same regardless of their appearance, though, and some tailors in Katta Castellum and Shar Vahl have been known to take advantage of their powers to help create fine garments.

Powers: Wearers of these gloves receive a +2 bonus on all Trade Skill (tailoring) rolls.

Cha +1, hp +7, mana +5.

Bonus types: Ability scores = enhancement. Hit points = augmentation. Mana = augmentation. Skill = competence.

Caster Level: 7th.

Market Price: 22,000 gp.

Slot: Hands.

Weight: 1 lb.

Shojen Gauntlets

Description: Heavy gauntlets crafted from the cured hides of wild polar zelniahs, these items are made by shamans among the Gantru galorians of the Umbral Plains. They are worn in a variety of tasks, from hunting to spellcasting.

Powers: Str +1, Dex +1, Wis +1, mana +2, magic resistance (2).

Bonus types: Ability scores = enhancement. Mana = arcane. Resistance = enhancement.

Caster Level: 3rd.

Market Price: 11,000 gp.

Slot: Hands.

Weight: 3.5 lbs.

Hand-to-Hand Weapons

Claw of the Royal Owlbear

Description: The grimlings of Shadeweaver's Thicket are engaged in a continuous struggle with the sonic wolves and owlbeats of the region, and actively hunt both. Especially powerful owlbeats are highly prized for their hides and other body parts, for grimling priests create grisly trophies and weapons from the creatures' carcasses. These weapons are the best-known use of such body parts, and are usually granted to the hunter who felled the "royal" owlbear.

Powers: This item functions as a +3 *punching dagger* with the *bane (magical beast)* and *massive* qualities.

Claw of the Royal Owlbear (1d4+3, delay 5; AC 11, hardness 9, 11 hp, Break DC 24)

Str +1, Wis +1, hp +2, mana +1.

Table 5-9: Hand-to-Hand Weapons

Minor	Medium	Major	Epic	Item Name	Market Price
01–100	—	—	—	High Apprentice's Pitchatka	4,112 gp
—	01–100	—	—	Journeyman's Pitchatka	24,912 gp
—	—	01–50	—	Claw of the Royal Owlbear	40,000 gp
—	—	51–100	—	High Master's Eitchatka	88,312 gp
—	—	—	01–40	Lunar Claws	446,912 gp
—	—	—	41–100	Corrupted Shissar Ulak	496,820 gp

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = enhancement. Mana = enhancement.

Caster Level: 9th.

Market Price: 40,000 gp.

Slot: Hand-to-Hand.

Weight: 5 lbs.

Corrupted Shissar Ulak

Description: This black-bladed ulak glimmers with greenish light when wielded, and tends to make those non-shissar who observe it feel vaguely uneasy. These weapons are commonly made by shissar arcanists and defilers to be wielded by their undead guards and slaves.

Powers: This weapon functions as a ulak (see the sidebar in *EQ: Game Master's Guide*, p. 142) with a +3 bonus to attacks and a +4 bonus to damage, as well as the *speed* quality. The ulak gives off light equal to that of a candle when held.

Corrupted Shissar Ulak (1d6+4, delay 3; AC 6, hardness 13, 13 hp, Break DC 28)

Str +4, Dex +3, Con +3, Wis +3, hp +12, mana +7, all resistances (3).

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation. Mana = augmentation. Resistance = augmentation.

Caster Level: 12th.

Market Price: 496,820 gp.

Slot: Hand-to-hand.

Weight: 1 lb.

High Apprentice's Pitchatka

Description: The pitchatka is a variety of clawed handwrap used by the Vah Shir, especially beastlords of the Khati Sha. Ordinary pitchatka signify a recruit or apprentice, but once an apprentice has proven his worth, he is sometimes granted a set of pitchatka such as this — mildly enchanted fine steel weapons that also enhance the wearer's mana reserves.

Powers: This weapon functions as a +1 clawed handwrap.

High Apprentice's Pitchatka (1d4+1, delay 4; AC 8, hardness 13, 4 hp, Break DC 24)

Mana +2.

Bonus types: Attack = augmentation. Damage = augmentation. Mana = augmentation.

Caster Level: 3rd.

Market Price: 4,112 gp.

Slot: Hand-to-hand.

Weight: 1.4 lbs.

High Master's Eitchatka

Description: The eitchatka is another variety of clawed handwrap used by the Khati Sha (beastlords) of the Vah Shir. Only the most accomplished are given these particularly deadly versions, however.

Powers: This weapon functions as a +4 clawed handwrap with the *bane* (undead) and *keen* qualities.

High Master's Eitchatka (1d4+4, crit 19–20, delay 4; AC 7, hardness 15, 6 hp, Break DC 24)

Wis +2, mana +6, electricity resistance (1), fire resistance (1), magic resistance (1).

Bonus types: Ability score = augmentation. Attack = augmentation. Damage = augmentation. Mana = augmentation. Resistance = augmentation.

Caster Level: 12th.

Market Price: 88,312 gp.

Slot: Hand-to-hand.

Weight: 1 lb.

Journeyman's Pitchatka

Description: Once an apprentice in the Vah Shir guilds has proven himself and gained the status of journeyman, he may be granted a set of these steel claws. They are highly prized and usually kept even if their owner has gained better weapons.

Powers: This weapon functions as a +2 clawed handwrap with the *keen* quality.

Journeyman's Pitchatka (1d4+2, crit 19–20, delay 4; AC 8, hardness 14, 5 hp, Break DC 24)

Wis +1, mana +2, cold resistance (1), fire resistance (1), sonic resistance (1).

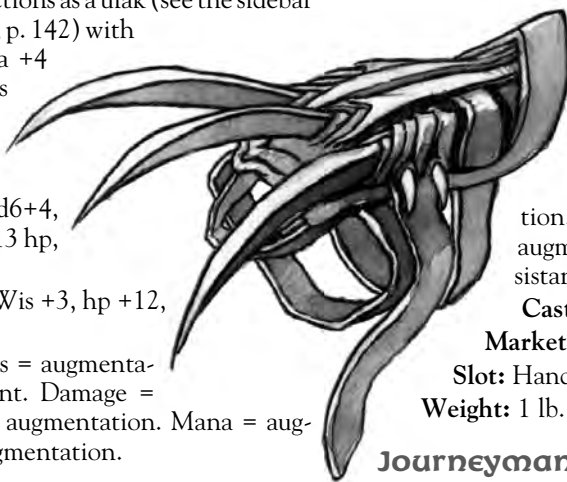
Bonus types: Ability score = augmentation. Attack = augmentation. Damage = augmentation. Mana = augmentation. Resistance = augmentation.

Caster Level: 6th.

Market Price: 24,912 gp.

Slot: Hand-to-hand.

Weight: 1.3 lbs.



Lunar Claw

Description: Originally of Akhevan manufacture, these silver-hued weapons were common upon Luclin long before the coming of the shissar, and were frightfully effective when wielded four at a time by Akheva warriors. The claws were turned against each other when conflict erupted between the followers of Akelha'Ra and Atenha'Ra, and as a result of that struggle they were scattered all across the moon. Today they are most commonly found in the Umbral Plains and the Akheva Ruins, guarded by shades and shadow tegi.

Powers: Each of these items functions as a +3 *Medium-size clawed handwrap* with the *massive* and *speed* qualities.

Lunar Claw (1d8+3, delay 4; AC 7, hardness 14, 13 hp, Break DC 24)

Str +2, Dex +3, Con +2, Wis +2, Cha +1, hp +12, mana +2, cold resistance (4), electricity resistance (4), sonic resistance (4), cold save +1, electricity save +1, sonic save +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Resistance = arcane. Save = arcane.

Caster Level: 12th.

Market Price: 446,912 gp.

Slot: Hand-to-hand.

Weight: 2.5 lbs.

Head Items

Crown of Above

Description: Although the original *Crown of Above* is now worn by King Grery, several duplicates have been made with the same powers, and the item's name has stuck. The gnomes of the Kingdom of Above and Below consider this fact to be both shocking and intolerable, openly and rudely snubbing anyone they see wearing a "fake" crown. So far, though, their pointed behavior has not prevented more *crowns of above* from being made.

Powers: Wis +2, cold resistance (2), disease resistance (2), electricity resistance (2), fire resistance (2).

Bonus types: Ability score = enhancement. Resistance = enhancement.

Caster Level: 6th.

Market Price: 5,800 gp.

Slot: Head.

Weight: 0.8 lbs.

Crown of Below

Description: The original *Crown of Below*, like its counterpart, is still worn by a gnomish sovereign — in this case King Gromklin of Below. Similarly, this crown has been copied by various crafters throughout Luclin, and some of these duplicates are indistinguishable from the original. The gnomes continue to complain bitterly about such "knock-offs," but the crowns continue to be made and worn throughout the moon and even beyond.

Powers: Cha +2, acid resistance (2), disease resistance (2), magic resistance (2), poison resistance (2).

Bonus types: Ability score = enhancement. Resistance = enhancement.

Caster Level: 6th.

Market Price: 5,800 gp.

Slot: Head.

Weight: 0.8 lbs.

Crown of the Hive

Description: This corroded metal circlet is sometimes found upon netherbian hive tyrants, who use its qualities to battle magic-wielding foes. Tyrants do not give up their treasures easily, and anyone who wishes to take such a prize must fight the entire surrounding netherbian community to get it.

No one is certain where these items originated — perhaps the legend that netherbians were once ordinary mortal creatures is true, and these battered circlets are all that remains of their rulers' crowns. Only Luclin and perhaps the Akheva know the truth, and for the time being they are not telling.

Powers: AC +2, Dex +3, cold resistance (6), fire resistance (6), sonic resistance (6), cold save +1, fire save +1, sonic save +1.

Bonus types: Ability score = enhancement. AC = arcane. Resistance = augmentation. Save = augmentation.

Caster Level: 9th.

Market Price: 22,100 gp.

Slot: Head.

Weight: 1 lb.

Crown of Torment

Description: One of these plain steel circlets is worn by the powerful wraith-like being called the Spire Lord, who rules over a realm of the dead in the Mons Letalis region of Luclin. This item may originally have been of Akhevan manufacture, but today only the Spire Lord and certain other ancient shades wear them.

Table 5-10: Head Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–80	—	—	—	Validus Custodus Plate Helm	4,380 gp
81–90	01–45	—	—	Crown of Above	5,800 gp
91–100	46–90	—	—	Crown of Below	5,800 gp
—	91–100	01–30	—	Crown of the Hive	22,100 gp
—	—	31–65	—	Crown of Torment	31,500 gp
—	—	66–100	—	Shaderock Crown	70,600 gp
—	—	—	01–100	Headband of Many Visions	1,830,000 gp

Powers: AC +3, Str +1, Con +1, Cha +1.

Bonus types: Ability scores = augmentation. AC = luck.

Caster Level: 9th.

Market Price: 31,500 gp.

Slot: Head.

Weight: 1 lb.

Headband of Many Visions

Description: Items such as this cold iron circlet have long been crafted and used by the most powerful of shissar spellcasters, although non-spellcasting shissar lords of high standing may wear them as well. Such headbands grant their wearers the ability to see into the spirit world, as well as offering a considerable degree of protection from most material sources of harm.

Powers: The wearer of this item is constantly under the effects of the spell *deadeye*. In addition, he gains the following benefits:

AC +3, hp +25, all resistances (10), all energy-based saves +2.

Bonus types: AC = divine. Hit points = divine. Resistance = divine. Save = divine.

Caster Level: 25th.

Market Price: 1,830,000 gp.

Slot: Head.

Weight: 0.1 lbs.

Shaderock Crown

Description: The Akheva sometimes equip their animated stone guardians with these devices, stone crowns intended to improve resistance to a wide range of magical and physical threats. Some scholars believe that all such Va Dyn—commonly known as stonegrabbers—once had the abilities provided by these crowns, but most of the crowns have been lost. *Shaderock crowns* are usually made from the essences of destroyed Va Dyn, but they can also be made artificially, and some Kattan and Inquisitor researchers have successfully duplicated such items; experimentation proved that these items are at least as useful to living wearers as to constructs.

Powers: AC +3, Int +1, Cha -2, hp +12, mana +8, all resistances (4), all energy-based saves +1.

Bonus types: Ability scores = augmentation. AC = arcane. Hit points = augmentation. Mana = augmentation. Resistance = arcane. Save = arcane.

Caster Level: 11th.

Market Price: 70,600 gp.

Slot: Head.

Weight: 1 lb.



Validus Custodus Plate Helm

Description: These heavy, visored helms are often worn by many veteran members of the Validus Custodus in Katta Castellum. They enhance the wearer's raw physical strength at the cost of reducing his agility slightly. Just the same, the helm provides augmentation that might turn the tide of battle in difficult circumstances.

Powers: Str +2, Dex -1, hp +2.

Bonus types: Ability scores = augmentation. Hit points = augmentation.

Caster Level: 4th.

Market Price: 4,380 gp.

Slot: Head.

Weight: 5 lbs.

Leg Items

Grey Flesh Trousers

Description: These trousers are made by shissar spellcasters from the flayed skin of dead iksar slaves, and are then given to favored slaves to wear. The shissar are loathe to kill slaves merely to create such items, and prefer to use the flesh of those that have died of natural causes or executed for disobedience. These trousers have a faintly scaled sheen and are very durable.

Powers: Hp +9, mana +6, cold resistance (2).

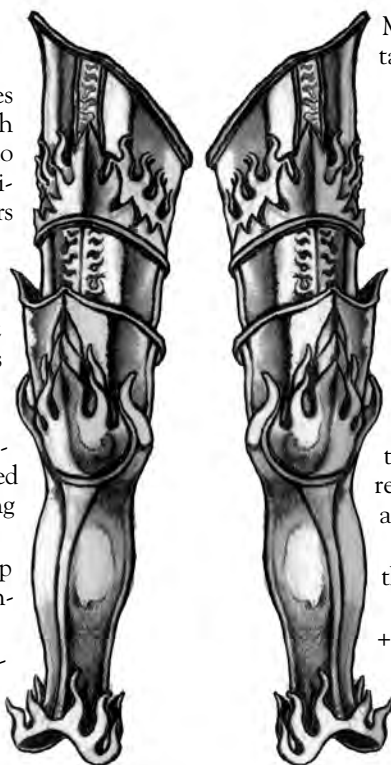
Bonus types: Hit points = enhancement. Mana = enhancement. Resistance = augmentation.

Caster Level: 9th.

Market Price: 24,850 gp.

Slot: Legs.

Weight: 1 lb.



Leggings of Fiery Might

Description: Ancient Akheva priests wore many different items that protected them in various ways. These leggings were once worn by the highest warrior-priests of Luclin, but over the centuries—like many other items of Akhevan manufacture—they have been scattered and lost. Those few recovered from Akhevan ruins have proven to adjust to fit even the smallest wearer.

Powers: These greaves grant their wearer the benefit of a [fire] damage shield (5).

AC +5, Str +3, Dex +3, Int +3, Wis +3, hp +30, cold resistance (2), disease resistance (2), electricity resistance (2), magic resistance (2), poison resistance (2), sonic resistance (2).

Bonus types: Ability scores = augmentation. AC = enhancement. Hit points = buff. Resistance = enhancement.

Caster Level: 30th.

Table 5-11: Leg Items

Minor	Medium	Major	Epic	Item Name	Market Price
—	—	01–35	—	Grey Flesh Trousers	24,850 gp
—	—	36–60	—	Rotting Flesh Trousers	31,700 gp
—	—	61–95	—	Radulkan Greaves	70,565 gp
—	—	96–100	01–35	Shojen Greaves	985,175 gp
—	—	—	36–100	Leggings of Fiery Might	2,587,200 gp

Market Price: 2,587,200 gp.

Slot: Legs.

Weight: 1 lb.

Radulkan Greaves

Description: Gantru galorian shamans of the Umbral Plains create a wide range of protective items for their warriors and hunters. These greaves are given only to the most accomplished tribesmen, usually as a reward for great accomplishments in stalking prey or defending the tribe.

Powers: Although technically a leg item, these greaves protect as armor (base +1 bonus) with a +3 bonus due to their magical material and construction. The armor bonus and armor check penalties granted do not stack with similar bonuses from other armor worn.

Radulkan Greaves (AC +4, check –2; hardness 15, 18 hp, Break DC 25)

Str +4, Con +4, Wis +2, hp +4, mana +2, cold resistance (2), fire resistance (2).

Bonus types: Ability scores = enhancement. AC = armor. Hit points = enhancement. Mana = enhancement. Resistance = augmentation.

Caster Level: 12th.

Market Price: 70,565 gp.

Slot: Legs.

Weight: 5.6 lbs.

Rotting Flesh Trousers

Description: These items are made from the disgusting flesh of the hairless, skinless netherbians. *Rotting flesh trousers* are sometimes found in the treasure hordes of tegi in the Umbral Plains and nearby areas, and adventurers who don't mind horrified stares from passers-by often wear them as well.

Powers: Dex +3, Int +1, Con +3, Cha –1, hp +4, fire resistance (4), fire save +1.

Bonus types: Ability scores = enhancement. Hit points = enhancement. Resistance = resistance.

Caster Level: 8th.

Market Price: 31,700 gp.

Slot: Legs.

Weight: 0.7 lbs.

Shojen Greaves

Description: Like *Radulkan greaves*, these items are created by the shamans of the Gantru galorians, although these are made of dark leather and sinew from the polar zelniak of the Umbral Plains. They are worn by tribal warriors, hunters, and guardians.

Powers: Although technically a leg item, these greaves protect as armor (base +1 bonus) with a +1 bonus due to their magical material and construction. The armor bonus and armor check penalties granted do not stack with similar bonuses from other armor worn.

Shojen Greaves (AC +2, check –1; hardness 7, 10 hp, Break DC 23)

Con +7, hp +1, cold resistance (2), electricity resistance (2).

Bonus types: Ability score = enhancement. AC = armor. Hit points = enhancement. Resistance = augmentation.

Caster Level: 7th.

Market Price: 985,175 gp.

Slot: Legs.

Weight: 5 lbs.

Neck Items

Amulet of the Grey Wastes

Description: The harsh conditions in the airless void of the Gray require special protection, both from the vacuum and the only partially diluted rays of the burning sun. The shissar have created a number of items to allow them and their minions to move freely in the Grey, but due to their great fear and apprehension of the outside world, the snake-folk do not share these items willingly.

The *amulet of the Grey Wastes* is normally used only by shissar nobles who wish to venture beyond the safety of the Ssraeshza Temple for some reason, and then only with the explicit permission of the Emperor himself. A very few of these items have found their way into Luclin, where they are most often used to facilitate underwater travel, their possessors largely ignorant of the amulets' origin. Some have tried to use the amulets to enter the Ssraeshza Temple and attempt to plunder its riches, but this course of action simply results in the shissars' lost item being returned to their keeping, along with the user's lifeless corpse.

Such an amulet is sized for the great, broad neck of the huge, serpent-like shissar, but it can be worn by smaller beings simply by wrapping the chain several times about the neck.

Powers: This item provides its wearer with the effects of the spell *enduring breath*. In addition, unlike items such as the *fishbone earring*, this item also allows the wearer to survive in a total vacuum.

Con +3, cold resistance (1), magic resistance (1).

Bonus types: Ability scores = enhancement. Resistance = arcane.

Caster Level: 11th.

Market Price: 144,250 gp.

Slot: Neck.

Weight: 0.5 lbs.

Table 5-12: Neck Items

Minor	Medium	Major	Epic	Item Name	Market Price
—	01–100	—	—	Choker of the Overseer	11,000 gp
—	—	01–25	—	Feral Talisman	17,500 gp
—	—	26–45	—	Tarafol's Pendant	25,125 gp
—	—	46–55	—	Amulet of the Grey Wastes	144,250 gp
—	—	56–90	01–10	Amulet of the Pure Heart	162,250 gp
—	—	91–100	11–40	Medallion of the Hero of Shar Vahl	355,500 gp
—	—	—	41–70	Necklace of Endless Concepts	430,000 gp
—	—	—	71–100	Seru's Torque	2,066,000 gp

Amulet of the Pure Heart

Description: Providing protection against poison, this kind of amulet was an unfortunate necessity for members of the Combine emperor's family. The vicious politics of the day often invited the use of foul poisons, and Tsaph Katta did not wish to take any chances with the lives of his loved ones. Ironically, it was poison that laid Tsaph himself low, and today his wife Lcea, who leads the Old Empire's survivors in her husband's name, never fails to wear such an amulet at all times. Many copies of the amulet were made by or for other Combine aristocrats, as well, and today they are highly sought after by merchants, nobles, and other folk in important positions.

Powers: Any time the wearer is exposed to a poison or magical poison effect, the amulet automatically and instantaneously subjects him or her to an effect identical to the spell *counteract poison*, with a dispel roll of 1d20+16. This effect works quickly enough to affect even instantaneous poison effects, unlike normal spells of the *cure poison* line.

Poison resistance (8), poison save +2.

Bonus types: Resistance = augmentation. Saves = augmentation.

Caster Level: 16th.

Market Price: 162,250 gp.

Slot: Neck.

Weight: 0.1 lbs.

Choker of the Overseer

Description: Made from strips the tanned and treated flesh of tortured slaves and captives, then interwoven into heavy hide loops and enchanted by the corpseraisers, these items are worn by grimling overseers while they supervise laborers in the Acrylia Caverns. Though they sometimes fall into the hands of the grimlings' many foes, most Vah Shir destroy them out of hand rather than dishonor themselves by using items created through cruelty and suffering.

Powers: Dex +2, hp +4, acid resistance (2), fire resistance (2), poison resistance (2), sonic resistance (2).

Bonus types: Ability score = augmentation. Hit points = augmentation. Resistance = augmentation.

Caster Level: 6th.

Market Price: 11,000 gp.

Slot: Neck.

Weight: 3 lbs.

Feral Talisman

Description: The Naturalists of Luclin — a loose organization of peers that includes barbarians, humans, and Vah Shir alike — wear a variety of items that symbolize their connection to the natural creatures of the wild. The *feral talisman* can vary greatly in appearance, but is usually a piece of stone carved to resemble a snarling bestial face.

Powers: AC +1, Str +1, Dex +1, Wis +1, hp +1, mana +1, poison resistance (1).

Bonus types: Ability scores = augmentation. AC = natural. Hit points = enhancement. Mana = enhancement.

Resistance = resistance.

Caster Level: 3rd.

Market Price: 17,500 gp.

Slot: Neck.

Weight: 0.7 lbs.

Medallion of the Hero of Shar Vahl

Description: This item is crafted in the form of the leonine sigil of the city of Shar Vahl. It is granted only by the highest ranking Vah Shir officers and nobles, given to individuals who have rendered invaluable service to the city and served its king with distinction. While it is usually only given to other Vah Shir, it can be granted to non-kerrans who have shown their worth and loyalty to Shar Vahl.

Powers: Str +2, Dex +2, Int +2, Wis +2, Cha +2, hp +12, mana +8, cold resistance (2), electricity resistance (2), fire resistance (2), magic resistance (2), poison resistance (2).

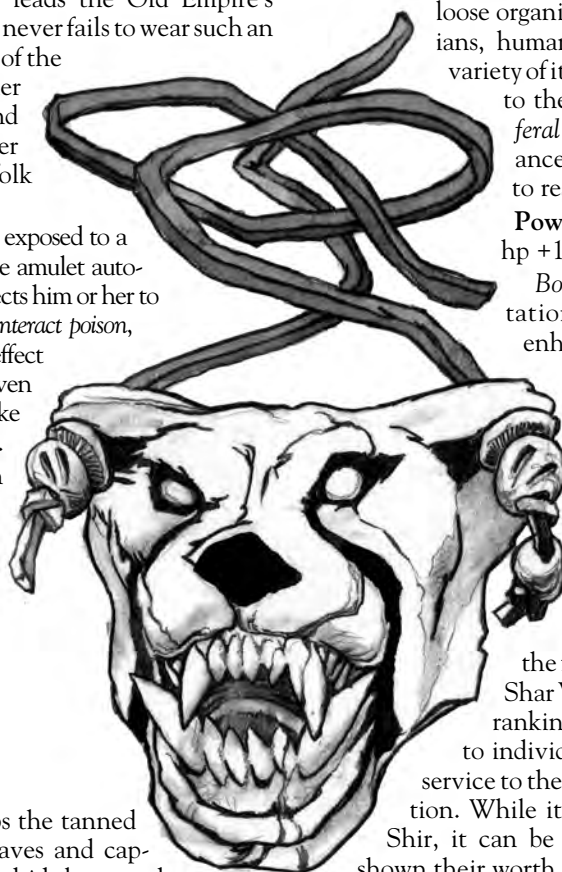
Bonus types: Ability scores = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = enhancement.

Caster Level: 12th.

Market Price: 355,500 gp.

Slot: Neck.

Weight: 0.5 lbs.



Necklace of Endless Concepts

Description: Another wondrous object crafted by the Akheva for their highest nobles, this necklace provides a wide range of gifts. Made of dark metal and stone, surrounded by a barely visible aura of yellowish magical energy, these items are still sometimes found in ancient ruins, guarded by shades. The Akheva of Vex Thal are believed to still manufacture these necklaces, but intend them to be used only in service to the goddess, in order to help in the crusade to drive lesser races from the Moon of Luclin.

Powers: The wearer of this necklace receives the benefit of *flowing thought* V.

AC +2, Con +4, Int +3, Wis +3, hp +14, mana +14, all resistances (4), all energy-based saves +1.

Bonus types: Ability scores = enhancement. AC = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 25th.

Market Price: 430,000 gp.

Slot: Neck.

Weight: 0.7 lbs.

Seru's Torque

Description: A heavy black iron band that hangs rigid about the neck, the first item known as *Seru's torque* was originally worn by its namesake, the Lord High Inquisitor Seru. In some ways, this torque came to symbolize his ruthless defense of the New Combine Empire against all its foes — for, like the torque, Seru was dark, harsh, and unyielding. Today, he still wears that first torque, but he is now known as the man who destroyed the Combine Empire, rather than its defender. A few other versions of the item exist as well, but all bear the name of its first and most infamous wearer.

Powers: AC +4, Str +3, Con +2, Wis +2, Int +2, hp +24, mana +16, all resistances (8), all energy-based saves +2.

Bonus types: Ability scores = enhancement. AC = arcane. Hit points = augmentation. Mana = enhancement. Resistance = augmentation. Saves = augmentation.

Caster Level: 24th.

Market Price: 2,066,000 gp.

Slot: Neck.

Weight: 6 lbs.

Tarafol's Pendant

Description: The Norrathian priestess Tarafol brought one of these disease-curing pendant with her when she journeyed to Luclin, and today uses its powers to help the pitiful outcasts of the Echo Caverns near Shadow Haven. She has made several duplicates of the item, as well, and gives them to individuals who have proven their worth and willingness to help the outcasts.

Powers: Three times per day, the wearer of this pendant may invoke an effect identical to the spell *cure disease* (dispel check 1d20+10).

Disease resistance (6), poison resistance (2), disease save +1.

Bonus types: Resistance = divine. Saves = divine.

Caster Level: 10th.

Market Price: 25,125 gp.

Slot: Neck.

Weight: —.

Piercing Weapons

Bogling Chief's Spear

Description: The stone tegi of the Echo Caverns are a quarrelsome and violent people, and those who have tried to negotiate with or otherwise approach them with peaceful intentions have met with only grief and tragedy. Doing the bidding of the giant fungoid creature known as the Great Saprophyte, these tegi — locally known as the “boglins” — are a constant nuisance and threat to those who travel the caverns. These enchanted spears with stout, polished wooden shaft and chipped flint head are carried by chieftains and war leaders among them, and grant their wielders resistance to poison and disease.

Powers: This weapon functions as a +2 *shortspear*.

Bogling Chief's Spear (1d6+2, delay 5; AC 7, hardness 7, 9 hp, Break DC 22)

Disease resistance (2), poison resistance (2).

Bonus types: Attack = enhancement. Damage = enhancement. Resistance = arcane.

Caster Level: 6th.

Market Price: 9,702 gp.

Slot: Piercing.

Weight: 5 lbs.

Table 5-13: Piercing Weapons

Minor	Medium	Major	Epic	Item Name	Market Price
—	01–50	—	—	Scorpialis	9,302 gp
—	51–100	—	—	Bogling Chief's Spear	9,702 gp
—	—	01–40	—	Spiritward's Spear	36,904 gp
—	—	41–70	—	Soul Reaper	58,204 gp
—	—	71–100	—	Stake of Slaying	72,300 gp
—	—	—	01–50	Trident of Slaughter	597,515 gp
—	—	—	51–75	Mindpuncture	1,706,340 gp
—	—	—	76–100	Bonecurse	2,188,452 gp

Bonecurse

Description: The mad wizard Grieg is said to have engaged in a wild variety of experiments as delirium overtook him. For a time he was fascinated with the undead and the processes by which they came into existence. He crafted several kinds of weapons from the bones of undead creature and treated them with enchantments that stunned and damaged the life essence of their victims. Several of these fell weapons are known to exist, and dark rumor claims that Grieg himself still roams the corridors of his old fortress, fearfully changed and armed with *Bonecurse*.

Powers: This bone-and-Luclinite weapon functions as a dagger with a +6 bonus to attacks and a +3 bonus to damage, as well as the *speed* quality. Once per round on a successful hit, the weapon can process (Proc DC 21) the *ignite bones* spell (Fort DC 33).

Bonecurse (1d3+3 plus *ignite bones* proc, delay 3; AC 11, hardness 12, 8 hp, Break DC 23)

Dex +3, Int +3, hp +12, mana +8, cold resistance (4), fire resistance (4), magic resistance (4), cold save +1, fire save +1, magic save +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 21st.

Market Price: 2,188,452 gp.

Slot: Piercing.

Weight: 1 lb.

Mindpuncture

Description: The shissar have created many foul spells and cruel weapons, including this lance, which appears to be a single spike of shimmering, silvery metal. Highly effective against spellcasting opponents in particular, copies of *Mindpuncture* became popular throughout the Shissar Empire; when the snake-folk fled the Greenmist, their weapons and magic came with them to Luclin. Today, these copies are all referred to as *Mindpunctures*, in honor of that first weapon o fits kind, and they are still found in the hands of a number of high-ranking shissar.

Powers: This solid steel spear functions a +3 *Huge longspear* with the *sonic* quality. Once per round, the spear can process (Proc DC 20) a mana drain effect that saps 2d10 mana (Will half, DC 31) from the target struck.

Mindpuncture (2d6+3 plus 2d6 sonic and mana drain proc, reach, delay 5; AC 15, hardness 14, 64 hp, Break DC 26)

Str +4, Dex +3, Con +4, Int +5, hp +21, mana +15.

Bonus types: Ability scores = enhancement. Attack = augmentation. Damage = augmentation. Hit points = augmentation. Mana = enhancement.

Caster Level: 21st.

Market Price: 1,706,340 gp.

Slot: Piercing.

Weight: 28 lbs.

Scorpialis

Description: The Vah Shir are known for their innovation when it comes to weapon design, and these daggers are

a good example of this ingenuity. Crafted from the stinger of a giant scorpion, a *Scorpialis* inflicts poison damage on foes, in addition to its normal damage.

Powers: This weapon functions as a +1 *punching dagger*. Once per round, it may process (Proc DC 20) the *poisoned* quality on the target struck.

Scorpialis (1d3+1 plus *poisoned* proc, delay 4; AC 12, hardness 8, 2 hp, Break DC 22)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 3rd.

Market Price: 8,302 gp.

Slot: Piercing.

Weight: 1 lb.

Soul Reaper

Description: Another infamous grimling weapon, the *soul reaper* is typically carried by corpseraisers and other high ranking tribe members. It is said that the *soul reaper* is given its substantial powers by being crafted using the magically charged lava of the Acrylia Caverns and tempered in the fouled blood of the grimlings' sacrificial victims.

Powers: This stone-and-acrylia item functions as a light pick with a +1 bonus to hit and a +2 bonus to damage, as well as the *hardness* and *diseased* qualities.

Soul Reaper (1d4+2 plus 2d6 disease, delay 5; AC 9, hardness 11, 17 hp, Break DC 27)

Str +2, Int +2, hp +6, mana +4, disease resistance (4), disease save +1.

Bonus types: Attack = enhancement. Damage = enhancement. Hit points = enhancement. Mana = augmentation. Resistance = augmentation. Saves = augmentation.

Caster Level: 6th.

Market Price: 58,204 gp.

Slot: Piercing.

Weight: 8 lbs.

Spiritward's Spear

Description: These spears are made from the light wood of the tree-like fungi that grow on the islands of the Twilight Sea, and is carried by the druids and rangers who live in that region.

Powers: This weapon acts as a +3 *spear*.

Spiritward's Spear (1d8+3, delay 5; AC 6, hardness 8, 11 hp, Break DC 25)

Str +2, Wis +2, mana +3, all resistances (1).

Bonus types: Attack = enhancement. Damage = enhancement. Resistance = arcane.

Caster Level: 9th.

Market Price: 36,904 gp.

Slot: Piercing.

Weight: 3.5 lbs.

Stake of Slaying

Description: The war between the vampyres of the Tenebrous Mountains and the Loyalists of Katta Castellum has led to the creation of various weapons and items by both sides. This weapon is a recent innovation on the part of the

Kattans; so far only a handful of these items have been created, but they have quickly proven their worth. Spellcasters of the Concilium Universus plan to create many more in an attempt to end the vampyres' threat once and for all.

Powers: This wooden item functions as a +2 *punching dagger* with the *bane (undead)*, *disruption*, and *speed* qualities.

Stake of Slaying (1d3+2 plus *disruption*, delay 3; AC 13, hardness 7, 3 hp, Break DC 21).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 6th.

Market Price: 72,300 gp.

Slot: Piercing.

Weight: 0.2 lbs.

Trident of Slaughter

Description: The *trident of slaughter* is crafted entirely of an unnaturally light-weight, blue-green metal, thought to be an alloy of Luclinite, acrylia, and some other unknown substance(s). The few to have been discovered have come from Akhevan ruins in southern Luclin, although they are almost certainly not of Akhevan manufacture.

Powers: This weapon functions as a +3 *trident* with the *bane (outsider)*, *ghost touch*, and *returning* qualities.

Trident of Slaughter (1d10+3, delay 6; AC 7, hardness 16, 18 hp, Break DC 28).

Str +5, Con +5, hp +15, all resistances (10), all energy-based saves +3.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = arcane. Resistance = augmentation. Save = augmentation.

Caster Level: 15th.

Market Price: 597,515 gp.

Slot: Piercing/slashing (throwing).

Weight: 1 lb.

Ranged Weapons

Bow of Flames

Description: Originally intended for use against those who would resist Akhevan rule, the *bow of flames*, like so many other weapons, saw more use in the Akhevas' own internal conflict than in pacifying their territory. Crafted from shadewood and the ectoplasmic sinew of fire elementals, this weapon inflicts flaming damage on foes. It

is also especially effective against the Akheva themselves, for by its creation the weapon was attuned to the very essence of Luclin's favored servants.

Powers: This weapon is equivalent to a +3 *Huge knifed mighty* (+5) *composite longbow* with the *bane (outsider)* and *flaming* qualities.

Bow of Flames (2d6+3 plus 2d6 fire, delay 5; AC 5, hardness 9, 7 hp, Break DC 28)

Dex +5, mana +15.

Bonus types: Ability scores = enhancement.

Attack = enhancement. Damage = enhancement.

Mana = augmentation.

Caster Level: 15th.

Market Price: 572,465 gp.

Slot: Ranged (archery).

Weight: 2 lbs.

Bow of Storms

Description: Once the Combine Empire fielded entire units armed with weapons such as this mighty bow, and in this way created a mighty state that seemed destined to last for ages. Rebellion and treachery tore the empire apart, however, and today the best-known wielder of a *bow of storms* is High Inquisitor Seru, who dwells in his fastness at the center of the city that bears his name. Though few have actually seen the great general himself, tales of his cruelty abound; in one such story, he sharpens his already impressive archery skills by engaging in target practice on captured foes with this bow.

Powers: This item functions as a +5 *knifed mighty* (+5) *longbow* with the *shock* quality. Once per round on a successful attack, it can process (Proc DC 20) a *lightning bolt* spell (Ref half, DC 25) upon its target.

Bow of Storms (1d8+5 plus 2d6 electricity and *lightning bolt* proc, delay 5; AC 8, hardness 10, 7 hp, Break DC 30)

Str +4, Dex +4, Con +3, all resistances (4), all energy-based saves +1.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 15th.

Market Price: 255,450 gp.

Slot: Ranged (archery).

Weight: 3 lbs.

Corrupted Shissar Bow

Description: These miraculously light bows are used by elite shissar guards and patrollers in the heart of the Grey. They are made of ancient hardwood from Norrath, so while

Table 5-14: Ranged Weapons

Minor	Medium	Major	Epic	Item Name	Market Price
—	—	01–40	—	Corrupted Shissar Bow	30,965 gp
—	—	41–80	—	Grimling Bone Bow	37,965 gp
—	—	81–100	01–10	Bow of Storms	255,450 gp
—	—	—	11–55	Bow of Flames	572,465 gp
—	—	—	56–100	Ssraeshzian Longbow	781,215 gp

there are few left, it is conceivable that the shissar could make more now that the passage from Norrath to Luclin is once again open — assuming the shissar could somehow send agents to acquire the proper materials.

Powers: This weapon acts as a +2 *knifed mighty* (+3) *composite longbow*.

Corrupted Shissar Bow (1d8+2, delay 5; AC 6, hardness 8, 4 hp, Break DC 25)

Dex +1, Con +1, hp +3, mana +4, cold resistance (2), magic resistance (2), sonic resistance (2).

Bonus types: Ability scores = arcane. Attack = enhancement. Damage = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = augmentation.

Caster Level: 6th.

Market Price: 30,965 gp.

Slot: Ranged (archery).

Weight: 0.1 lbs.

Grimling Bone Bow

Description: The grimlings have explored a wide range of options for creating new weapons, transforming various materials into items of destruction. The *bone bow* is made from the bones and sinew of subterranean creatures, and is commonly carried by some of the more successful grimling warriors in the Grimling Forest, Hollowshade Moor, and Shadeweaver's Thicket.

Powers: This bulky weapon functions as a +1 *knifed shortbow* with the *great speed* quality.

Grimling Bone Bow (1d6+1, delay 3; AC 7, hardness 7, 3 hp, Break DC 21)

Str +1, Con +1, acid resistance (1), disease resistance (1), poison resistance (1).

Bonus types: Ability scores = arcane. Attack = enhancement. Damage = enhancement. Resistance = arcane.

Caster Level: 9th.

Market Price: 37,965 gp.

Slot: Ranged (archery).

Weight: 8.5 lbs.

Ssraeshzian Longbow

Description: Some lords and high-ranking warriors among the shissar carry these bows, arcane weapons of great power that enhance their users' abilities and resistance. A few have found their way out of the Grey and into the hands of outsiders, but these are rare and highly prized.

Powers: This weapon acts as a +3 *Huge knifed mighty* (+4) *longbow*.

Ssraeshzian Longbow (2d6+3, delay 5; AC 5, hardness 8, 8 hp, Break DC 27).

Dex +3, Con +3, Int +2, Wis +2, hp +15, mana +5, cold resistance (2), disease resistance (4), poison resistance (4), sonic resistance (2), disease save +1, poison save +1.

Bonus types: Ability scores = arcane. Attack = enhancement. Damage = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 15th.

Market Price: 781,215 gp.

Slot: Ranged (archery).

Weight: 2 lbs.

Shields

Bloodling Shield

Description: This shield is crafted by Vah Shir from the chitinous exoskeleton of cht'thk bloodlings, most commonly found in Shadeweaver's Thicket but occasionally also found in "the Pit," the crater surrounding the city of Shar Vahl.

Powers: This device acts as a +1 *small shield*.

Bloodling Shield (AC +2, arcane 5%, check +0; hardness 7, 11 hp, Break DC 22)

Disease resistance (1), electricity resistance (1).

Bonus types: AC = armor. Resistance = augmentation.

Caster Level: 3rd.

Market Price: 1,853 gp.

Slot: Shield.

Weight: 6 lbs.

Buckler of the Beetle

Description: Another Vah Shir invention, this item is made from the wing cases of giant beetles. It is popular with the Taruun scouts of Shar Vahl, and is often given to seasoned recruits as a symbol of their status.

Powers: This item acts as a +1 *small shield* with the *bashing* quality.

Buckler of the Beetle (AC +2, arcane 5%, check +0; hardness 6, 11 hp, Break DC 23)

Bonus types: AC = armor.

Caster Level: 3rd.

Market Price: 4,153 gp.

Slot: Shield.

Weight: 5 lbs.

Dyn Xi Xiall

Description: Akelha'ra created the legendary *Dyn Xi Xiall* (Fl. "Stone of Justice") for her own use. After she was deposed and slain by Atenha'Ra, the shield was located and taken, and is now one of three powerful artifacts guarded in the city of Vex Thal.

Powers: This enormous round shield is equivalent to a +5 *large steel shield* with the *bashing* and *lawful* qualities (the latter is normally reserved for weapons, but this shield may be used as a weapon due to the *bashing* quality), but sized for a Gargantuan creature.

Dyn Xi Xiall (AC +7, arcane 15%, check -1; hardness 25, 85 hp, Break DC 43)

Con +3, Wis +5, hp +31, mana +21, cold resistance (7), disease resistance (7), electricity resistance (7), magic resistance (7), poison resistance (7), cold save +2, disease save +2, electricity save +2, magic save +2, poison save +2.

Bonus types: Ability scores = divine. AC = armor. Hit points = divine. Mana = divine. Resistance = divine. Save = divine.



Table 5-15: Shields

Minor	Medium	Major	Epic	Item Name	Market Price
01-60	—	—	—	Bloodling Shield	1,853 gp
61-100	—	—	—	Buckler of the Beetle	4,153 gp
—	01-100	—	—	Scutum Veritas	16,170 gp
—	—	01-90	—	Loyalist Shield of Honor	86,370 gp
—	—	91-100	—	Shield of the Creator	109,486 gp
—	—	—	01-60	Shield of Ssraeshza	2,032,930 gp
—	—	—	61-100	Dyn Xi Xiall	3,764,600 gp

Caster Level: 31st.

Market Price: 3,764,600 gp.

Slot: Shield.

Weight: 60 lbs.

Loyalist Shield of Honor

Description: The Loyalists of Katta Castellum consider themselves the true inheritors of Combine enlightenment, and continue to fight for Tsaph Katta's vision of peace and racial harmony. Kattan warriors, clerics, and paladins are among the most dedicated and skilled on both worlds, and those who have shown their faith and value to the city and the principles it upholds might be rewarded with one of these magical shields, bearing the emblem of Katta. The considerable enchantments of a *Loyalist shield of honor* are expected to act as a constant reminder to its bearer of the wisdom of Tsaph Katta and the enduring glory of his vision.

Powers: This item acts as a +3 *large steel shield*.

Loyalist Shield of Honor (AC +5, arcane 15%, check -1; hardness 14, 23 hp, Break DC 25)

Str +4, Wis +4, hp +14.

Bonus types: Ability scores = enhancement. AC = armor. Hit points = enhancement.

Caster Level: 14th.

Market Price: 86,370 gp.

Slot: Shield.

Weight: 4 lbs.

Scutum Veritas

Description: Originally carried by many warriors of the Combine Empire, the *scutum veritas* (C. "shield of truth") is still occasionally found among officers of the cities of Katta, Shadow Haven, and Seru.

Powers: This shield acts as a +3 *large steel shield* with the *bashing* quality.

Scutum Veritas (AC +5, arcane 15%, check -1; hardness 14, 23 hp, Break DC 25)

Bonus types: AC = armor.

Caster Level: 9th.

Market Price: 16,170 gp.

Slot: Shield.

Weight: 6 lbs.

Shield of the Creator

Description: This potent shield was crafted for the shissar lord Xerkizh the Creator by shissar high priest Rhag Zhadun. Made with many of the same enchantments that created the mighty golems that defend the Ssraeshza Temple, the massive shield is made of stone but is as strong and durable as fine steel and virtually weightless.

Powers: This item acts as a +4 *small shield*, but one sized for a Huge creature. (It could be used as a large shield by a Large creature, or perhaps as a tower shield by a Medium-size wielder.) It also grants its user the benefit of *flowing thought VI*.

Shield of the Creator (AC +5, arcane 5%, check +0; hardness 15, 84 hp, Break DC 39).

Hp +12, mana +8, cold resistance (10), fire resistance (10), electricity resistance (10), cold save +3, fire save +3, electricity save +3.

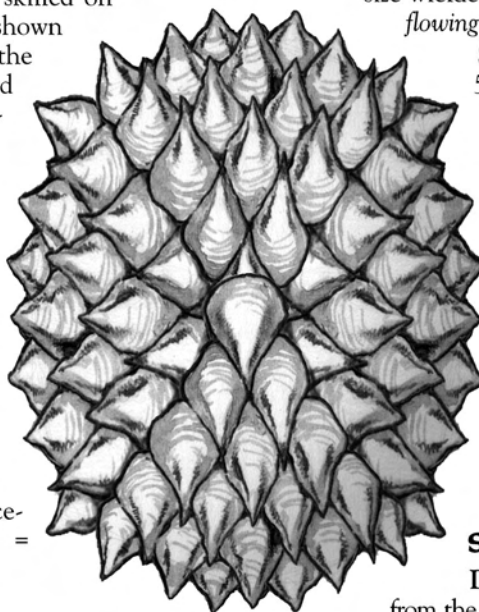
Bonus types: AC = armor. Hit points = augmentation. Mana = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 30th.

Market Price: 109,486 gp.

Slot: Shield.

Weight: 0.1 lbs.



Shield of Ssraeshza

Description: This potent shield was made from the shed scales of Emperor Ssraeshza himself, crafted by shissar high priest Rhag Zhadun. It is amazingly light, yet strong and durable, providing its bearer — Zhadun himself — with even more than his already considerable power.

Powers: This item acts as a +4 *large shield*, but one sized for a Huge creature. (It could be used as a tower shield by a Large creature.) It also grants its user the benefit of *flowing thought VI*.

Shield of Ssraeshza (AC +6, arcane 15%, check -1; hardness 14, 64 hp, Break DC 28).

Str +3, Con +3, Wis +4, hp +24, mana +16, acid resistance (2), cold resistance (2), fire resistance (2), magic resistance (2), poison resistance (10), poison save +3.

Bonus types: Ability scores = augmentation. AC = armor. Hit points = augmentation. Mana = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 30th.

Market Price: 2,032,930 gp.

Slot: Shield.

Weight: 0.1 lbs.

Shirt

Armguard of Piety

Description: These ancient and powerful vambraces are said to have been granted by Luclin herself to her most favored servants. A few survive today in the city of Vex Thal. Only a few “lesser” beings can claim to have even seen such items — one is known to be in the possession of House Midst in Shadow Haven, while another is rumored to be in the horde of the arch-traitor Seru.

Powers: Although classified as a shirt, these vambraces protect as armor (base +1 bonus) with a +2 bonus due to their magical material and construction. The armor bonus and armor check penalties granted do not stack with similar bonuses from other armor worn, although the arcane spell failure chance does stack. The vambraces automatically readjust their size to fit any wearer.

Once per day as an attack action, the wearer may invoke an effect identical to the spell *abolish poison* (dispel check 1d20+23).

Armguard of Piety (AC +3, arcane 5%; hardness 14, 8 hp, Break DC 26)

Dex +5, Wis +4, Con +5, hp +21, mana +21, cold resistance (4), disease resistance (4), electricity resistance (4), magic resistance (4), poison resistance (4), cold save +1, disease save +1, electricity save +1, magic save +1, poison save +1.

Bonus types: Ability scores = augmentation. AC = armor. Hit points = enhancement. Mana = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 23rd.

Market Price: 2,227,075 gp.

Slot: Shirt.

Weight: 1 lb.

Armband of Serenity

Description: Originally designed by Norrathian kerrans, this item is said to create a sense of calm and to help focus the wearer's attentions, thus increasing his strength, stamina, and ability to withstand damage. The fine silver armbands are still made today in the city of Shar Vahl, and are sometimes worn by wealthy Vah Shir nobles, though they are especially popular with highly successful warriors.

Powers: AC +3, Str +3, Con +1, hp +15.

Bonus types: Ability scores = enhancement. AC = natural. Hit points = enhancement.

Caster Level: 15th.

Market Price: 484,000 gp.

Slot: Shirt.

Weight: 2 lbs.

Bloodweave Sleeves

Description: These sleeves, the color and texture of dried blood, are worn by vampyres in the Tenebrous Mountains. As such, they are often part of the loot brought back by vampyre hunters, Kattan warriors, and mercenaries, and are sometimes found for sale in the marketplaces of Katta and Shadow Haven.

Powers: Str +1, Dex +1, Int +2, Wis +2, disease resistance (2), fire resistance (–2), poison resistance (2).

Bonus types: Ability scores = enhancement. Resistance = enhancement.

Caster Level: 6th.

Market Price: 17,225 gp.

Slot: Shirt.

Weight: 0.4 lbs.

Dreamweaver Sleeves

Description: These armbands were originally created by a class of kerran spellcaster known as the dreamweavers; such items are still sometimes found in the possession of Vah Shir warriors and beastlords. Regrettably, many *dreamweaver sleeves* were worn by individuals in the retinue of King Vah Kerrath, and they vanished along with that great monarch. From time to time, these sleeves are found on the reanimated corpses of kerrans in the Umbral Plains — more evidence of the tragic end to King Kerrath's mission.

Powers: Str +2, Con +2, Int +1, mana +1.

Bonus types: Ability scores = enhancement. Mana = divine.

Caster Level: 6th.

Market Price: 11,225 gp.

Slot: Shirt.

Weight: 0.4 lbs.

Glowing Amber Band

Description: These potent items were created by artificers of the Combine Empire, and many were lost in the empire's fall. They were granted to those who served the emperor most faithfully, and today one of the few known surviving *glowing amber bands* graces the arm of the evil Seru, traitor to the empire and master of the Inquisitors.

Powers: Str +2, Wis +3, Int +3, hp +12, mana +10, all resistances (6), all energy-based saves +2.

Focus effect: Extended Range III.

Table 5-16: Shirts

Minor	Medium	Major	Epic	Item Name	Market Price
—	01–50	—	—	Dreamweaver Sleeves	11,225 gp
—	51–100	01–20	—	Grimling Armband of Servitude	15,500 gp
—	—	21–50	—	Bloodweave Sleeves	17,225 gp
—	—	51–80	—	Sleeves of Pestilence	21,600 gp
—	—	81–95	—	Swordsman's Armband	96,800 gp
—	—	96–100	01–20	Glowing Amber Band	296,200 gp
—	—	—	21–60	Armband of Serenity	484,000 gp
—	—	—	61–100	Armguard of Piety	2,227,075 gp

Bonus types: Ability scores = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = enhancement. Saves = enhancement.

Caster Level: 15th.

Market Price: 296,200 gp.

Slot: Shirt.

Weight: 1 lb.

Grimling Armband of Servitude

Description: These items are given to promising grimling warriors or to grimling priests who have yet to form any political allegiance as a symbol of their loyalty to a particular chieftain. Their designs thus vary, although they are usually made of a soft silver-acrylia alloy, but the powers associated with such an armband are uniform.

Powers: Str +1, Dex +1, Int +1, Wis +1, hp +1, mana +1, magic resistance (1).

Bonus types: Ability scores = augmentation. Hit points = enhancement. Mana = enhancement. Resistance = augmentation.

Caster Level: 3rd.

Market Price: 15,500 gp.

Slot: Shirt.

Weight: 3 lbs.

Sleeves of Pestilence

Description: Black padded sleeves decorated with small skulls and other macabre decorations, these items are worn by a few secretive cabals of Luclin necromancers, though their powers are applicable to a wide range of classes and individuals. Some unscrupulous warriors and rogues, in fact, purposely seek out necromancers in order to relieve them of these items.

Powers: Str +1, Dex +2, Int +2, hp +1, mana +1, fire resistance (1)

Bonus types: Ability scores = enhancement. Hit points = arcane. Mana = enhancement. Resistance = arcane.

Caster Level: 6th.

Market Price: 21,600 gp.

Slot: Shirt.

Weight: 1 lb.

Swordsman's Armband

Description: Originally crafted centuries ago by Vah Shir shamans, the secret of these items' making has long been thought lost. Recently, however, a few of these items have been found on grimling warriors and chieftains, and after examining them, the Dar Khura of Shar Vahl have learned once again how to craft them. Such armbands are now occasionally seen upon the Vah Shir and

on human soldiers who have fought the grimlings and keep these items as trophies.

A swordsman's armband is made of a platinum-acrylia alloy and is usually decorated with black, cabochon-cut gemstones.

Powers: The wearer of this item is under a constant *haste* (3) effect. (This grants a +1 haste bonus to AC, one additional action every third round, and -1 weapon delay.)

AC +2, Str +2, hp +7.

Bonus types: Ability score = enhancement. AC = dodge. Hit points = enhancement.

Caster Level: 9th.

Market Price: 96,800 gp.

Slot: Shirt.

Weight: 2.5 lbs.



Shoulder Items

Cape of the Corpsemaster

Description: Made from the stitched-together skins of various reanimated corpses that have lost their usefulness to the grimlings, this grisly item is worn by high-ranking necromancers and death priests; they tend to be amused by the cape's occasional twitching and pulsing. Due to its repulsive appearance, such a garment is rarely worn in civilized lands, even by famous grimling-slayers.

Powers: AC +2, Str +1, hp +7, mana +5.

Bonus types: Ability score = augmentation. AC = arcane. Hit points = augmentation. Mana = augmentation.

Caster Level: 7th.

Market Price: 29,800 gp.

Slot: Shoulders.

Weight: 0.3 lbs.

Feathered Owlbear Mantle

Description: Grimling warriors gain great status for slaying the owlbears and sonic wolves with whom they continually fight for control of the Hollowshade Moor. When an especially old or powerful owlbear is slain, grimling shamans can transform its hide into this type of fur-and-feather cloak, which passes some of the owlbear's qualities on to its wearer.

Powers: AC +1, Int +2, Wis +2, cold resistance (1), fire resistance (1), poison resistance (1), sonic resistance (1).

Bonus types: Ability scores = augmentation. AC = natural. Resistance = enhancement.

Caster Level: 4th.

Market Price: 14,900 gp.

Slot: Shoulders.

Weight: 2.5 lbs.

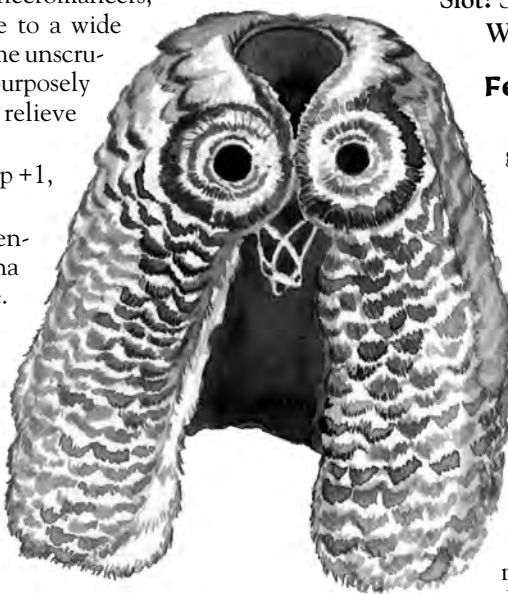


Table 5-17: Shoulder Items

Minor	Medium	Major	Epic	Item Name	Market Price
—	01–40	—	—	Theurgic Shawl	12,800 gp
—	41–70	—	—	Shawl of Blood Shadows	13,800 gp
—	71–100	01–20	—	Feathered Owlbear Mantle	14,900 gp
—	—	21–95	—	Cape of the Corpsemaster	29,800 gp
—	—	96–100	01–100	Twilight Shroud	376,200 gp

Shawl of the Blood Shadows

Description: These dark red shawls are worn by high-ranking vampires in the Tenebrous Mountains, and sometimes given to valued servants of the Coterie of the Eternal Night. As such, even those who come by the shawls legitimately — by slaying the vampires who carried them — tend to be treated with suspicion in the shops and inns of Katta Castellum.

Powers: AC +1, Dex +1, Int +1, mana +2, acid resistance (1), disease resistance (2), poison resistance (2).

Bonus types: Ability scores = enhancement. AC = dodge. Mana = augmentation. Resistance = enhancement.

Caster Level: 3rd.

Market Price: 13,800 gp.

Slot: Shoulders.

Weight: 0.3 lbs.

Theurgic Shawl

Description: These tattered items are sometimes found on sun revenant spellcasters in the Scarlet Desert. No one is sure exactly how they were created; they are apparently of considerable antiquity and may date back to the original sun revenant civilization that is thought be responsible for many of the ruins throughout the desert.

Powers: Int +1, hp +5, mana +3, cold resistance (2), fire resistance (2).

Bonus types: Ability scores = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = enhancement.

Caster Level: 5th.

Market Price: 12,800 gp.

Slot: Shoulders.

Weight: 2 lbs.

Twilight Shroud

Description: Many items worn by the Akheva were legendary for their various enchantments. The *twilight shrouds* were worn by several well-known Diabos (Fl. “masters”) during the early history of the Moon of Luclin, and some have survived to the present day. Though potent, these items do not possess even a fraction of the powers ascribed to them in legend — either the old tales are exaggerations or the shawls have lost much of their force, a strong possibility given the sheer mass of arcane force released by the Maiden’s Scar.

Powers: The wearer of this voluminous shawl gains the benefit of *flowing thought* V.

AC +4, Int +5, Wis +5, hp +12, mana +12, all resistances (2).

Bonus types: Ability scores = arcane. AC = deflection. Hit points = enhancement. Mana = enhancement. Resistance = enhancement.

Caster Level: 10th.

Market Price: 376,200 gp.

Slot: Shoulders.

Weight: 0.7 lbs.

Slashing Weapons

Ashbringer

Description: Created by the finest smiths of the Validus Custodus in coordination with the spellcasters of the Magus Conlegium, *Ashbringer* swords are intended for use in the continuing war against the Coterie of the Eternal Night. The swords are rare, as the process for creating them is very difficult and involves the use of vampire blood and ash, but in combat they are highly effective against vampires — and, incidentally, other undead as well. The Custodus intends to field an entire regiment of warriors armed with such weapons, but so far the expense and difficulty of creating them have prevented this.

Powers: This ash-black weapon acts as a greatsword with a +2 bonus to attacks and a +3 bonus to damage, as well as the *bane* (*undead*) quality. Once per round, it can process (Proc DC 20) the spell *flame shock* (Reflex half, DC 19) upon its target.

Ashbringer (2d6+3 plus *flame shock* proc, delay 6; AC 6, hardness 14, 13 hp, Break DC 28).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 9th.

Market Price: 84,850 gp.

Slot: Slashing.

Weight: 10 lbs.

Axe of the Warmaster

Description: Grimling warmasters are ferocious fighters, and they often wield these huge blades crafted from the razor-sharp obsidian of the mountains and enhanced by tribal spellcasters until they are harder than steel.

Powers: This black-bladed stone weapon acts as a +4 *battleaxe* with the *hardness* and *massive* qualities.

Axe of the Warmaster (2d6+4, delay 5; AC 6, hardness 15, 21 hp, Break DC 29)

Str +3, Dex +3, Con +3, Int +3, Wis +3, Cha +3, hp +14, mana +16, magic resistance (4), magic save +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = en-

Table 5-18: Slashing Weapons

Minor	Medium	Major	Epic	Item Name	Market Price
—	01–60	—	—	Charred Claymore	9,450 gp
—	61–100	—	—	Tribal Warblade	19,820 gp
—	—	01–16	—	Reflective Combine Claymore	32,850 gp
—	—	17–26	—	Blade of Loathing	36,350 gp
—	—	27–35	—	Darkblood Sword	61,313 gp
—	—	36–42	—	Ornate Sword of the General	66,660 gp
—	—	43–54	—	Greatsword of Grimling Slaying	68,850 gp
—	—	55–65	—	Ashbringer	84,850 gp
—	—	66–71	—	Sombrous Claidmore	108,400 gp
—	—	72–83	—	Scimitar of Ethereal Energy	115,315 gp
—	—	84–92	—	Ichorflow	181,135 gp
—	—	93–100	01–35	Axe of the Warmaster	1,041,010 gp
—	—	—	36–85	Sword of Truth	2,547,515 gp
—	—	—	86–99	Sword of Ssraeshza	5,273,160 gp
—	—	—	100	Xundrau Xi Tetoracu	14,309,500 gp

hancement. Mana = enhancement. Resistance = resistance.

Caster Level: 16th.

Market Price: 1,041,010 gp.

Slot: Slashing.

Weight: 7.5 lbs.

Blade of Loathing

Description: The shades of Mons Letalis are known to carry weapons of this nature, black blades that seem imbued with the pain and sorrow of the creatures' existence.

Powers: This glossy black metal blade acts as a +2 *greatsword* with the *ghost touch* quality.

Blade of Loathing (2d6+2, delay 6; AC 6, hardness 13, 12 hp, break DC 27)

Str +2, Int +2, Wis +2.

Bonus types: Ability scores = arcane. Attack = enhancement. Damage = enhancement.

Caster Level: 6th.

Market Price: 36,350 gp.

Slot: Slashing.

Weight: 7 lbs.

Charred Claymore

Description: The undead that lurk in Shadeweaver's Thicket near the Vash Khalda cemetery sometimes carry the weapons that they bore in life, and sometimes the weapons have also been transformed by the fell energies that created the undead in the first place. One such weapon is the *charred claymore*, a blackened, pitted, and seemingly worthless weapon that nevertheless bears powerful enchantments.

Powers: This smoky black iron claymore acts as a +2 *greatsword*.

Charred Claymore (2d6+2, delay 6; AC 6, hardness 11, 9 hp, Break DC 25)

Acid resistance (4), fire resistance (1), acid save +1.

Bonus types: Attack = enhancement. Damage = enhancement. Resistance = none. Save = none.

Caster Level: 6th.

Market Price: 9,450 gp.

Slot: Slashing.

Weight: 11 lbs.

Darkblood Sword

Description: These weapons are thought to have been made by Akheva for their tegi servants, who would typically have had to use them as two-handed swords. The blades of these swords appear reddish in any light, as if already stained with the blood of enemies. Most of these weapons are guarded by shades who dwell in the Umbral Plains and the Maiden's Eye, and one is known to be in the hoard of the Fir Jen tegi chieftain Radir Fireshower.

Powers: This reddish metal weapon acts as a +4 *broad sword*.

Darkblood Sword (1d10+4, delay 6; AC 7, hardness 14, 14 hp, Break DC 29)

Str +4, Con +1, Int +1, Wis +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement.

Caster Level: 12th.

Market Price: 61,313 gp.

Slot: Slashing.

Weight: 5.6 lbs.

Greatsword of Grimling Slaying

Description: The Vah Shir have been working for many years to create weapons that might counteract the savage grimlings' numeric superiority. This sword is one such weapon, imbued with the essences of slain grimlings and the spirits of vengeful creatures who suffered at their hands. The swords are rare and generally given only to influential Vah Shir officers or those who have proven their loyalty and value to the city of Shar Vahl.

Powers: This dark steel sword functions as a *greatsword* with a +2 bonus to attacks and the *bane (grimling)* and *frost* qualities. It can also process (Proc DC 18) a *frost rift* spell (Reflex half, DC 16) upon its target.

Greatsword of Grimling Slaying (2d6 plus 2d6 cold and frost rift proc, delay 6; AC 6, hardness 14, 6 hp, Break DC 26)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 6th.

Market Price: 68,850 gp.

Slot: Slashing.

Weight: 7.5 lbs.

Ichorflow

Description: The geomancer Grieg's descent into insanity was accompanied by frantic experimentation and magical castings, some of which resulted in the creation of magic items or even new spells. The blade called *ichorflow* is one result of Grieg's madness, a marvelously light-weight and repulsive-looking weapon — it resembles an ordinary broad sword, but drips constantly with greenish slime and ichor that can inflict horrific pestilence upon its victims. Some of Grieg's minions in his abandoned fortress are known to carry these foul weapons.

Powers: This weapon acts as a +1 *bastard sword* with the *diseased* and *poisoned* qualities. Once per round, it can process (Proc DC 20) the *affliction* spell (Fort half, DC 22) upon its target.

Ichorflow (1d10+1 plus 2d6 disease and 2d6 poison and *affliction* proc, delay 5; AC 6, hardness 11, 11 hp, Break DC 26)

Str +1, Con +3, hp +12.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Hit points = augmentation.

Caster Level: 12th.

Market Price: 181,135 gp.

Slot: Slashing.

Weight: 1 lb.

Ornate Sword of the General

Description: This finely crafted, perfectly balanced weapon is decorated from pommel to tip of blade with gold and silver scrollwork. Such beautiful blades are reserved for use by generals of the Combine — or, today, by those who command the armies of Katta or Seru. The weapons are a symbol of honor, loyalty, and bravery, and are not granted lightly. Yet the best known of these blades is carried by the traitorous General Blaystich, leader of the criminals who hides in the Echo Caverns near Shadow Haven. Both the Haveners and the Inquisitors have offered a substantial reward for Blaystich's death or capture.

Powers: This remarkably light steel weapon acts as a bastard sword with a +3 bonus to attacks and a +4 bonus to damage.

Ornate Sword of the General (1d10+3, delay 5; AC 6, hardness 14, 13 hp, Break DC 29)

Str +2, Con +2, Wis +2, hp +9.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Hit points = enhancement.

Caster Level: 10th.

Market Price: 66,660 gp.

Slot: Slashing.

Weight: 3 lbs.

Reflective Combine Claymore

Description: The Old Combine Empire made many powerful magic items, among them these gleaming swords, imbued with the essence of Norrath's sun and capable of blinding foes in battle. Some of these survive yet on the Moon of Luclin, and are highly sought-after by both Loy-alists and Inquisitors.

Powers: This fine steel weapon acts as a *greatsword* with a +2 bonus to attacks and the *enhanced process* quality. Once per round, it can process (Proc DC 18) the *flash of light* spell (Fort negates, DC 15) upon its target.

Reflective Combine Claymore (2d6 plus *flash of light* proc, delay 6; AC 6, hardness 12, 12 hp, Break DC 27)

Caster Level: 5th.

Market Price: 32,850 gp.

Slot: Slashing.

Weight: 10 lbs.

Scimitar of Ethereal Energy

Description: These fine steel weapons contain essences of the spiritual energy that courses through the very substance of Luclin itself. Potent items in battle, these weapons glitter and flash with magic energies when wielded; however, they come with a heavy price, for some of their wielder's own life force is tapped to provide resistance to magic and enhanced agility.

Powers: This steel weapon acts as a +3 *scimitar* with the *brilliant energy* quality.

Scimitar of Ethereal Energy (1d4+3, delay 6; AC 7, hardness 13, 8 hp, Break DC 27)

Str -1, Dex +4, Con -1, magic resistance (4), magic save +1.

Bonus types: Ability scores = enhancement. Resistance = resistance. Saves = resistance.

Caster Level: 11th.

Market Price: 115,315 gp.

Slot: Slashing.

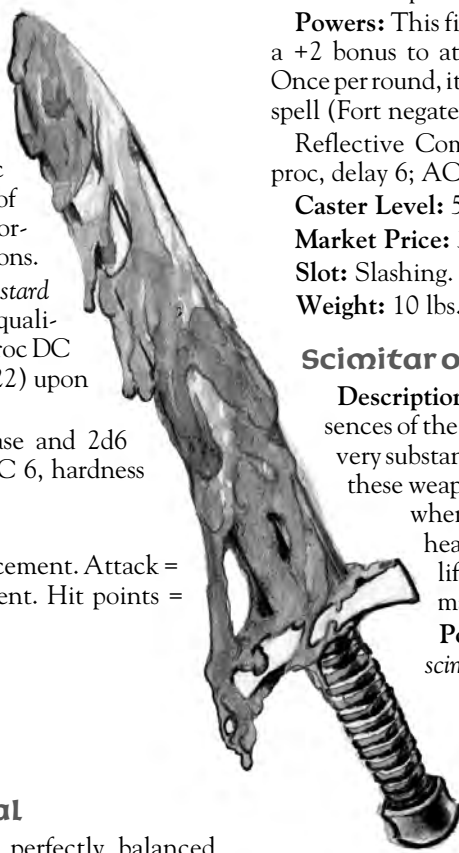
Weight: 2 lbs.

Sombrous Claidmore

Description: These mighty weapons were once wielded by the greatest of Akheva warriors. Today, in the wake of the Akhevas' collapse and retreat from their Luclin strongholds, the great black-hued weapons are sometimes found in ruins guarded by Akhevan shades.

Powers: This weapon functions as a +3 *Huge greatsword* with the *hardness*, *massive*, and *great speed* qualities.

Sombrous Claidmore (4d6+3, delay 5; AC 4, hardness 17, 20 hp, Break DC 30)



Str +3, Dex +3, Con +3.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement.

Caster Level: 9th.

Market Price: 108,400 gp.

Slot: Slashing.

Weight: 24 lbs.

Sword of Ssraeshza

Description: This great blade is carried by the shissar emperor himself, and grants him even greater power. The blade is an enormous two-handed weapon of some blue-grey metal, harder than the finest steel, the whole engraved with sinuous runes and set with gems the size of a man's fist.

Powers: This Colossal greatsword has a +5 bonus to attacks and a +7 bonus to damage, as well as the *defending*, *ghost touch*, and *unholy* qualities. Once per round, it can process (Proc DC 22) the *serpent's bite* power on a successful attack: This power is for all intents and purposes identical to the spell *spirit tap* (save DC 31).

However, the sword functions fully only when wielded by a shissar; otherwise, it acts as a +3 *Colossal greatsword*, but retains none of its special qualities and offers none of the other benefits listed below.

Sword of Ssraeshza (4d8+7 plus *serpent's bite* proc, delay 6; AC 3, hardness 20, 65 hp, Break DC 39)

Str +5, Dex +5, Con +5, Int +5, Wis +5, hp +31, mana +20, all resistances (4), all energy-based saves +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit point = augmentation. Mana = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 21st.

Market Price: 5,273,160 gp.

Slot: Slashing.

Weight: 120 lbs.

Sword of Truth

Description: Originally carried by the personal champion of the Combine emperor, this weapon was highly prized and very powerful. Several other copies were made before the Combine Exodus, though, so while there may be other examples of this weapon to be found on Luclin, they may also appear on Norrath. The best known (and reputedly the original) *Sword of Truth* is today carried by the Lord High Inquisitor Seru, who once defended Emperor Tsaph Katta against his enemies. The Loyalists of Katta consider Seru's use of this weapon to be nothing short of blasphemous, as it perverts a symbol of truth, justice, and freedom into one of violence, death, oppression, and treachery.

A *sword of truth* bears elaborate scrollwork and etching across the length of its blade, and its hilt is set with precious gems. It thrums with barely contained power.

Powers: This steel blade functions as a +6 *longsword* with the *keen* and *speed* qualities.

Str +8, Con +8, Dex +8, Int +8, Wis +8, Cha +8, mana +16, all resistances (10), all energy-based saves +2.

Sword of Truth (1d8+6, crit 17–20, delay 4; AC 7, hardness 18, 16 hp, Break DC 32)

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Mana = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 24th.

Market Price: 2,547,515 gp.

Slot: Slashing.

Weight: 0.1 lbs.

Tribal Warblade

Description: The galorian tribes of Luclin craft a variety of weapons, some of which are quite potent in combat despite their primitive appearance. The *tribal warblade* is commonly carried by warriors of the Sambata and Tarmok tribes, though it is known to be used by others. On occasion an outsider who has rendered a valuable service to the tribe can be granted one of these blades as a reward.

Powers: This obsidian-edged weapon acts as a +2 *greataxe*.

Tribal Warblade (2d6+3, delay 6; AC 6, hardness 7, 8 hp, Break DC 25)

Str +2, Wis +2, disease resistance (1).

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Resistance = augmentation.

Caster Level: 6th.

Market Price: 19,820 gp.

Slot: Slashing.

Weight: 7.5 lbs.

Xundrau Xi Tetoracu

Description: The *Xundrau Xi Tetoracu* (Fl. "Weapon of Twilight") was given to Akelha'ra by Luclin herself, yet the high priestess never wielded the weapon in combat. After Atenha'Ra called up the Maiden's Scar to destroy Ka Vethan, this revered weapon was taken to her city of Vex Thal, where it has sat, well-guarded and still unblooded, for countless centuries.

Powers: For an Akheva wielder, this weapon functions as a +7 *Colossal greatsword* with the *dancing*, *great speed*, and *keen* qualities. Once per round, it can process (Proc DC 25) the *cascading darkness* spell (Will half, DC 46) on its target.

In the hands of a non-Akheva, this weapon functions as a +5 *Colossal greatsword* with no additional qualities, and grants its wielder only half of the bonuses listed below.

Xundrau Xi Tetoracu (4d8+7, delay 4; AC 3, hardness 22, 52 hp, Break DC 45)

All ability scores +6, hp +38, mana +27, all resistances (12), all energy-based saves +3.

Bonus types: Ability scores = divine. Attack = enhancement. Damage = enhancement. Hit points = divine. Mana = divine. Resistance = divine. Save = divine.

Caster Level: 36th.

Market Price: 14,309,500 gp.

Slot: Slashing.

Weight: 92 lbs.

Waist Items

Belt of Galin

Description: Named for its original creator, the barbarian shaman Galin, there are several examples of this belt on Luclin. It is made from zelnia leather and often decorated with whorls and complex designs.

Powers: AC +1, Str +2, Dex +2, cold resistance (2), electricity resistance (2), fire resistance (2), magic resistance (2).

Bonus types: Ability scores = enhancement. AC = arcane. Resistance = divine.

Caster Level: 6th.

Market Price: 16,000 gp.

Slot: Waist.

Weight: 3 lbs.

Belt of Scintillation

Description: These belts at first seem to be made from plain black leather, but upon closer inspection they shimmer and change oddly as light hits them. They were crafted in the halcyon days of Akhevan civilization and, like many similar items, survived the Akhevan civil war with their powers grossly reduced.

Powers: AC +2, Str +2, Dex +2, Con +2, Int +3, Wis +3, Cha +4, hp +6, mana +8.

Bonus types: Ability scores = enhancement. AC = augmentation. Hit points = augmentation. Mana = enhancement.

Caster Level: 12th.

Market Price: 434,000 gp.

Slot: Waist.

Weight: 0.3 lbs.

Belt of the Khala Dun

Description: Those members of the Khala Dun (warrior faction in Shar Vahl who have done special service to the city, the king, or their own leaders are often rewarded with this item, a fine leather belt enhanced with resistant and protective magic.

Powers: AC +1, Str +1, Wis +2, disease resistance (1), poison resistance (1).

Bonus types: Ability scores = enhancement. AC = enhancement. Resistance = enhancement.

Caster Level: 6th.

Market Price: 8,450 gp.

Slot: Waist.

Weight: 3 lbs.

Belt of Virility

Description: Belts of this nature were once not uncommon among certain powerful spellcasters of the Combine Empire, though few of their descendants today remember the manner of their making. There are a handful of senior arcanists among the Magus Conlegium in Katta Castellum who still have the art, however, and perhaps a few others across Luclin who have retained the old ways as well.

Powers: The wearer of this item is under a constant *haste* (5) effect. (This grants a +2 haste bonus to AC and one additional action every round.)

AC +2, Dex +5, Con +5, Int +5, hp +18, mana +12.

Bonus types: Ability scores = enhancement. AC = dodge. Hit points = enhancement. Mana = enhancement.

Caster Level: 18th.

Market Price: 1,223,800 gp.

Slot: Waist.

Weight: 0.1 lbs.



Chromatic Girdle

Description: Vornol Transon, the most celebrated spellcaster of Katta Castellum's Magus Conlegium, maintains a residence in the Twilight Sea of Luclin. There, he and his assistants further investigate the mysteries of elemental magic and both theoretical and practical advancements in spellcasting. As a result of his researches, Vornol has created several items that utilize the raw magical energies of the wild elementals that roam the Twilight Sea region. This broad, heavy metal belt is created from the remains of slain earth elementals, faintly shining with all the colors of the rainbow. Free-willed elementals, particularly powerful ones such as the ancient elemental Terra, dislike this practice, and are often hostile toward anyone wearing such a belt or other items made from destroyed elementals.

Powers: AC +2, Str +1, Dex +1, Wis +1, acid resistance (10), cold resistance (2), electricity resistance (4), fire resistance (2), magic resistance (2), acid save +2, electricity save +1.

Bonus types: Ability scores = augmentation. AC = natural. Resistance = augmentation. Save = augmentation.

Caster Level: 10th.

Market Price: 23,500 gp.

Slot: Waist.

Weight: 2 lbs.

Table 5-19: Waist Items

Minor	Medium	Major	Epic	Item Name	Market Price
—	01–50	—	—	Belt of the Khala Dun	8,450 gp
—	51–90	—	—	Stone Belt	10,000 gp
—	91–100	01–40	—	Belt of Galin	16,000 gp
—	—	41–96	—	Chromatic Girdle	23,500 gp
—	—	100	01–30	Girdle of Magnificence	420,600 gp
—	—	—	31–65	Belt of Scintillation	434,000 gp
—	—	—	66–100	Belt of Virility	1,223,800 gp

Girdle of Magnificence

Description: The rulers of the Combine Empire commanded vast powers and arrayed themselves in numerous wondrous magical garments. In the terrible conflict that tore the empire asunder, many of these legendary items were lost, while others were seized by one faction or another. In the flight to Luclin, only a few of the Combine's greatest treasures accompanied the Loyalists, but among them were the *girdles of magnificence*, such as that once worn by the Emperor Tsaph Katta himself.

Today, that girdle is worn by Katta's wife Lcea, who acts as a Magistrate for the city of Katta Castellum and the Emperor's representative, advocating policies and laws that preserve the tolerant spirit of the Old Empire. At least one other example of this girdle is known to exist in Katta, and at least one is known to be in the possession of the Inquisitors of Seru, Tsaph Katta's most detested foes.

Powers: AC +5, Str +4, Int +4, Wis +4, hp +12, mana +4, all resistances (2).

Focus effect: Affliction Haste III.

Bonus types: Ability scores = enhancement. AC = deflection. Hit points = enhancement. Mana = enhancement. Resistance = enhancement.

Caster Level: 15th.

Market Price: 420,600 gp.

Slot: Waist.

Weight: 3 lbs.

Stone Belt

Description: The Sambata galorians of the Dawnshroud Peaks make a number of items for decoration and apparel, many from naturally occurring substances in the region. The *stone belt* is actually crafted from the rocks of the Dawnshrouds, sculpted and polished, then linked together with coppery chain links. Some of these belts are imbued with the strength of the mountains, enhancing the strength and agility of those who wear them. The Sambata do not give these belts up willingly, but sometimes can be persuaded to trade them for metal weapons or tools, or else offer them to those who perform great services for the galorians.

Powers: Str +1, Dex +1, hp +5.

Bonus types: Ability scores = enhancement. Hit points = enhancement.

Caster Level: 5th.

Market Price: 10,000 gp.

Slot: Waist.

Weight: 1.5 lbs.

Wrist Items

Adamantite Wristguard

Description: Adamantite does not occur naturally on the Moon of Luclin, so it is thought that these impressive items were all crafted by the shissar before they fled Norrath. The magical rigors caused by the snake-folk's flight to Luclin, combined with the draining effect of the mighty ritual that created the Grey, robbed many such items of their power, and those defunct versions are worn simply as decoration by lower-ranking shissar. The fully functional versions are reserved for use by especially influential shissar.

Powers: AC +5, Str +4, Dex +3, Con +3, hp +14, mana +15, acid resistance (4), disease resistance (4), fire resistance (4), magic resistance (4), sonic resistance (4), acid save +1, disease save +1, fire save +1, magic save +1, sonic save +1.

Bonus types: Ability scores = enhancement. AC = augmentation. Hit points = enhancement. Mana = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 15th.

Market Price: 785,700 gp.

Slot: Wrist.

Weight: 1.5 lbs.

Bracer of Black Blood

Description: The Akheva used eldritch magical rituals and offerings of their own blood to create the great black amoeba-like creatures known as the Kaas Thox. Some Akhevan spellcasters then experimented with the use of similar blood magic to create a number of powerful magic items. The surviving Akheva who dwell in Vex Thal retain a number of these items, and among them are several copies of the *bracer of black blood*, an oversized but surprisingly light item that changes its size and shape to suit any wearer.

Powers: The wearer of this item receives a +3 bonus on all melee attack rolls.

AC +2, Str +3, Dex +3, Wis +3, hp +12, mana +12, acid resistance (6), disease resistance (6), fire resistance (4), magic resistance (4), acid save +1, disease save +1, fire save +1, magic save +1.

Bonus types: Ability scores = enhancement. AC = natural. Attack = arcane. Hit points = enhancement. Mana = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 12th.

Market Price: 397,500 gp.

Slot: Wrist.

Weight: 0.8 lbs.

Table 5-20: Wrist Items

Minor	Medium	Major	Epic	Item Name	Market Price
01-80	—	—	—	Desecrator's Bracer	2,750 gp
81-100	01-40	—	—	Tegi Warmaster's Wristguard	15,000 gp
—	41-100	01-99	—	Threaded Platinum Bracelet	64,200 gp
—	—	100	01-30	Bracer of Black Blood	397,500 gp
—	—	—	31-65	Umbracite Bracer	760,750 gp
—	—	—	66-100	Adamantite Wristguard	785,700 gp

Desecrator's Bracer

Description: Many of the sun revenants of Luclin's Scarlet Desert wear these bracers, which apparently date back to the days of their early civilization. Some have speculated that the revenants' ancestors originally worked with pestilential magic, inflicting horrific diseases on their foes, and used these bracers to stay safe from their own plagues.

Powers: AC +1, disease resistance (4), disease save +1.

Bonus types: AC = arcane. Resistance = augmentation. Save = augmentation.

Caster Level: 4th.

Market Price: 2,750 gp.

Slot: Wrist.

Weight: 1 lb.

Tegi Warmaster's Wristguard

Description: These crude stone, leather, or metal bracers are reserved for use by accomplished tegi warriors; usually they are granted only by the tribal warleader or chief shaman, hence their popular name. Each bears fetishes and charms that are unique to the tribe who created it — igneous rock for fire tegi, transparent gems for wind tegi, and so forth.

Powers: AC +1, Str +2, Con +2, hp +2.

Bonus types: Ability scores = enhancement. AC = arcane. Hit points = enhancement.

Caster Level: 6th.

Market Price: 15,000 gp.

Slot: Wrist.

Weight: 1 lb.

Threaded Platinum Bracelet

Description: A stunning example of Akheva artistry, this bracelet is as much a work of art as a useful piece of magical equipment.

Powers: Int +4, Wis +4, hp +9, mana +6, all resistances (1).

Bonus types: Ability scores = enhancement. Hit points = augmentation. Mana = enhancement. Resistance = enhancement.

Caster Level: 12th.

Market Price: 64,200 gp.

Slot: Wrist.

Weight: 0.7 lbs.

Umbracite Bracer

Description: Forged out of dull black metal of a hue that resembles the blackness of Luclin's night sky, these devices can be found in ruins throughout Luclin's southern hemisphere, near areas that were at one time directly under Akhevan influence.

Powers: The wearer of this bracer receives a +1 on all attack rolls.

AC +5, Str +3, Dex +3, hp +15, mana +12, fire resistance (6), poison resistance (6), fire save +1, poison save +1.

Bonus types: Ability scores = enhancement. AC = augmentation. Hit points = enhancement. Mana = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 15th.

Market Price: 760,750 gp.

Slot: Wrist.

Weight: 3.5 lbs.



Chapter Six: Factions of Luclin

Luclin's factions are every bit as chaotic and violent as its history and its ecology. The following factions are the major movers and shakers of the world, and are most likely to be encountered by player characters.

Brood of Ssraeshza

Alignment: NE. **Location:** The Grey, Ssraeshza Temple. **Description:** The majority of shissar in the Ssraeshza Temple revere the Emperor Ssraeshza. These are collectively called the Brood of Ssraeshza, since the great emperor is considered the parent of the entire shissar race. **Guild Leader:** Emperor Ssraeshza. **Allies:** Emperor of Ssraeshza. **Enemies:** Thought horrors, most intelligent species on Luclin.

Citizens of Seru

Alignment: ON. **Location:** Sanctus Seru. **Description:** The commoners of Seru — those who don't fit clearly into any other faction — are considered ordinary citizens. This is not a terribly enviable position to be in, however, for the Citizens of Seru have all the responsibilities of the other factions and none of the privileges. However, they persevere, and each day most of them thank Seru for their safety and prosperity. **Guild Leader:** None. **Allies:** Merchants of Seru, Shoulders of Seru. **Enemies:** Katta Castellum Citizens.

Concilium Universus

Alignment: NG. **Location:** Katta Castellum. **Description:** Katta Castellum's governing body is made up of many of the city's wisest and most accomplished citizens, including several individuals who arrived with the Loyalists in the first Exodus. Almost all members of the Concilium are dedicated patriots, utterly devoted to the teachings of Tsaph Katta, and are thus determined to frustrate the plans of Seru, the vampyres, and other enemies of Katta Castellum. **Guild Leader:** Lcea Katta (unofficial). **Allies:** Katta Castellum Citizens, Katta Castellum Merchants, Magus Conlegium, Validus Custodus. **Enemies:** Coterie of the Eternal Night, Eye of Seru, Hand of Seru, Heart of Seru, Seru.

Coterie of Eternal Night

Alignment: NE. **Location:** Tenebrous Mountains, Umbral Plains. **Description:** The vampyres of Luclin discovered themselves around the same time as the Combine refugees'

arrival. Rumor has it that vampyres are created by an infusion of Akheva blood with normal mortals, but research has proved inconclusive. The Coterie of the Eternal Night is a powerful alliance of vampyres that inhabits the Tenebrous Mountains and parts of the Umbral Plains. **Guild Leader:** Valdanov Zevfeer. **Allies:** Not known. **Enemies:** Concilium Universus, Magus Conlegium, Katta Castellum Merchants, Validus Custodus.

Dar Khura

See the EQ: *Game Master's Guide*.

Disciples of Rhag Zhadun

Alignment: OE. **Location:** Ssraeshza Temple. **Description:** The priestly caste of the shissar also serve the emperor, but they follow their own agenda, improving their spellcasting abilities and learning as much as they can about the creatures of Luclin, in the hope that one day they might spread the cult of the shissar emperor throughout the world. Their leader is the shissar lich Rhag Zhadun. **Guild Leader:** Rhag Zhadun. **Allies:** Brood of Ssraeshza, Emperor of Ssraeshza. **Enemies:** Thought horrors, most intelligent species on Luclin.

Emperor of Ssraeshza

Alignment: OE. **Location:** Ssraeshza Temple. **Description:** The shissar emperor is one of the most powerful and evil beings on Luclin, and he rules with limitless arrogance the temple that bears his name. He is slavishly served by his brood, and — perhaps with slightly less enthusiasm — by the priestly Disciples of Rhag Zhadun. **Guild Leader:** Emperor Ssraeshza. **Allies:** Brood of Ssraeshza, Disciples of Rhag Zhadun. **Enemies:** Thought horrors, most intelligent species on Luclin.

Eye of Seru

Alignment: OE. **Location:** Sanctus Seru. **Description:** The Eye, or *Oculus Seru*, is a highly secretive and dangerous organization responsible for espionage, intrigue, assassination, and other unpleasant duties, all in the name of the High Inquisitor. Its members are utterly fearless and dedicated; most are rogues, but some are spellcasters and warriors as well. **Guild Leader:** Praesertum Rhugol. **Allies:** Citizens

of Seru, Hand of Seru, Heart of Seru, Seru, Seru Merchants, Shoulders of Seru. **Enemies:** Concilium Universus, Magus Conlegium, Validus Custodus, Katta Castellum Citizens.

Followers of Akelha'ra

Alignment: OE. **Location:** Akheva Ruins, Maiden's Eye, Umbral Plain. **Description:** The defeated faction in the Akhevan civil war survives, but only in greatly reduced numbers. They are less hostile than their opposite number, the Followers of Atenha'Ra, but are still not terribly friendly toward non-Akheva. Their leader, Akelha'ra, survives trapped in a weakened spiritual form, and sometimes is able to communicate with her fellows through dreams and visions. **Guild Leader:** Akelha'ra. **Allies:** None. **Enemies:** Followers of Atenha'Ra.

Followers of Atenha'Ra

Alignment: OE. **Location:** Maiden's Eye, Umbral Plains, Vex Thal. **Description:** Those Akheva who sided with the rebellious Atenha'Ra during the civil war still belong to this faction and serve their high priestess. They are highly xenophobic and hate all those who do not speak the Fleshless Tongue. **Guild Leader:** Atenha'Ra. **Allies:** None. **Enemies:** Followers of Akelha'ra.

Grimlings of the Forest

Alignment: NE. **Location:** Hollowshade Moor, Tenebrous Mountains. **Description:** Just when the Vah Shir thought they were secure in the underground complex of the Acrylia Caverns, the grimlings emerged in force and drove the kerrans out of the mines and into the Mushroom Forest — now called the Grimling Forest. Today, the grimlings remain in the region, locked in a death struggle with the Vah Shir. They are led by a mysterious being known only as Tashakhi. **Guild Leader:** Tashakhi. **Allies:** Grimlings of the Moor. **Enemies:** Guardians of Shar Vahl, Khala Dun, Shar Vahl Citizens, Shar Vahl Nobles, Taruun.

Grimlings of the Moor

Alignment: NE. **Location:** Hollowshade Moor. **Description:** The grimlings of Hollowshade Moor have grown into a separate but allied faction from their fellows in the Grimling Forest. They are obsessed with their struggle against the sonic wolves and the owlbeats, though should they ever triumph over their foes, the walls of Shar Vahl may yet find themselves besieged. **Guild Leader:** Grun No eyes. **Allies:** Grimlings of the Forest. **Enemies:** Guardians of Shar Vahl, Khala Dun, Shar Vahl Citizens, Shar Vahl Nobles, Taruun.

Guardians of Shar Vahl

Alignment: OG. **Location:** Shar Vahl. **Description:** Those folk of Shar Vahl who don't belong to any other of the city's guilds can be called upon to defend the city should it ever be threatened. This also includes other agents, warriors, and spellcasters who are interested in keeping Shar Vahl safe. **Guild Leader:** None. **Allies:** Khala Dun, Shar Vahl Citizens, Shar Vahl Merchants, Shar Vahl Nobles. **Enemies:** None.

Hand of Seru

Alignment: ON. **Location:** Sanctus Seru. **Description:** The Inquisitor's military wing is slightly more tolerant than

the other three praeserta. Since the city's survival depends upon its army, the warriors and others who belong to the Hand are given some latitude to act as they choose, so long as they do not violate the laws of the city. All are loyal to the High Inquisitor, however, and fight furiously on his behalf should he command it. **Guild Leader:** Praesertum Vantorus. **Allies:** Citizens of Seru, Eye of Seru, Heart of Seru, Merchants of Seru, Seru, Shoulders of Seru. **Enemies:** Concilium Universus, Magus Conlegium, Validus Custodus.

Heart of Seru

Alignment: OE. **Location:** Sanctus Seru. **Description:** The spellcasters of Seru are bound together in this guild under the watchful control of the Lord High Inquisitor and his chosen representatives. Both arcane and divine spellcasters are expected to join (or at least register with) the Heart of Seru before being allowed to practice their arts in the city. **Guild Leader:** Praesertum Matpa. **Allies:** Citizens of Seru, Eye of Seru, Hand of Seru, Merchants of Seru, Seru, Shoulders of Seru. **Enemies:** Concilium Universus, Magus Conlegium, Validus Custodus.

House of Stout

Alignment: OG. **Location:** Shadow Haven (Short and Stout Quarter). **Description:** This faction, also known as House Earthcrafter, is divided into two groups: the first (the "Shorts") consists primarily of halflings and gnomes, while gnomes and dwarves make up the other (the "Stouts"). There is a fair amount of good-natured competition between the two branches of the faction, but in important matters they work well together — the dwarves provide arms, armor, and military might to Shadow Haven, the halflings provide produce and clothing, and the gnomes create intricate machines, tools, and mechanical devices. Like the other trade families, the Earthcrafters are wily merchants in addition to their other skills. They worship Mithaniel Marr and Brell Serilis, even though the neutral God of the Underworld has little influence in this distant realm. **Guild Leader:** Lardalon. **Allies:** House of Fordel, House of Midst, Shadow Haven Citizens, Shadow Haven Defenders, Traders of the Haven. **Enemies:** Recondite Bandits, Shadel Bandits, Shadow Haven Rogues.

House of Fordel

Alignment: OG. **Location:** Shadow Haven (Fordel Quarter). **Description:** The wealthiest and most populous of Shadow Haven's trade families, House Fordel is primarily human, with a few dwarves, elves, and halflings among them. The Fordels specialize in trade, and are careful to maintain strict neutrality in the conflict between Seru and Katta. Fordel is the most lawful of the trade families; many members are paladins, and most worship Mithaniel Marr. Healers and merchants of the house also revere Erollisi Marr. **Guild Leader:** Ilisial Fordel. **Allies:** House of Midst, House of Nota'Dal, House of Stout, Shadow Haven Citizens, Shadow Haven Defenders, Traders of the Haven. **Enemies:** Recondite Bandits, Shadel Bandits, Shadow Haven Rogues.

House of Midst

Alignment: NG. **Location:** Shadow Haven (Midst Quarter). **Description:** Descended from the Erudites of the Old Combine Empire, House Midst specializes in learning,

research, magic, and other esoteric pursuits. They are primarily Erudites, but a few humans and elves belong to the family. Many members of House Midst are also priests of Marr and Tunare. **Guild Leader:** Mistress Eeolissa. **Allies:** House of Fordel, House of Nota'Dal, House of Stout Shadow Haven Citizens, Shadow Haven Defenders, Traders of the Haven. **Enemies:** Recondite Bandits, Shadel Bandits, Shadow Haven Rogues.

House of Nota'Dal

Alignment: ON. **Location:** Shadow Haven (Nota'Dal Quarter). **Description:** The haughtiest and most arrogant of the Shadow Haven families, the Nota'Dal are almost exclusively elvish. A few half elves belong to the faction, but they are generally shunned and looked down upon by the other Nota'Dal. They specialize in magic and faith — many are priests of Erollisi Marr, Rodcet Nife, or Tunare. House Nota'Dal also provides most of the judges who hear criminal cases in Shadow Haven, as their magical abilities are useful in determining the truth. Though distant and rather unpleasant to deal with, the Nota'Dal remain loyal to the city, and never deny aid to a citizen or ally. **Guild Leader:** Grand Dame Sh'kael Nota'Dal. **Allies:** House of Fordel, House of Midst, House of Stout, Shadow Haven Citizens, Shadow Haven Defenders, Traders of the Haven. **Enemies:** Recondite Bandits, Shadel Bandits, Shadow Haven Rogues.

Iksar Slaves

Alignment: N. **Location:** Sraeshza Temple. **Description:** The descendants of the unfortunate iksar who were brought by the shissar on the snake-folks' escape to the Moon of Luclin continue to serve their serpentine masters. Today, they have even less hope of escape than their ancestors, for they are utterly cut off from the outside world, both by the distant location of Luclin and by the airless void of the Grey that surrounds them. They are a dispirited lot, and most believe that their species was created by the shissar as a race of slaves. **Guild Leader:** Elder Glanox. **Allies:** None. **Enemies:** None.

Jharin

See the *EQ: Game Master's Guide*.

Katta Castellum Citizens

Alignment: N. **Location:** Katta Castellum. **Description:** The common folk of Katta Castellum belong to this large faction. **Guild Leader:** None. **Allies:** Concilium Universus, Katta Castellum Merchants, Validus Custodus. **Enemies:** None.

Katta Castellum Merchants

Alignment: ON. **Location:** Katta Castellum. **Description:** Katta's tradesfolk and merchants are a canny and surprisingly aggressive lot, organized into a faction for mutual benefit and defense. **Guild Leader:** None. **Allies:** Concilium Universus, Katta Castellum Citizens. **Enemies:** Coterie of the Eternal Night, Eye of Seru.

Khala Dun

See the *EQ: Game Master's Guide*.

Khati Sha

See the *EQ: Game Master's Guide*.

Kingsdom of Above and Below

Alignment: OG. **Location:** Echo Caverns. **Description:** When they arrived on Luclin, many gnomes of the Combine Empire founded a series of caves near Shadow Haven. However, their two leaders, twin brothers, soon became hostile toward one another — for one believed that the new kingdom should be the Kingdom of Above, as it was located *above* the old world of Norrath, while his brother argued that they were located *below* the surface of Luclin, and so should rule the Kingdom of Below. Today, most gnomes there serve the "kingsdom" itself, and consider Above and Below to be one and the same. In fact, and the royal descendants of the two first kings still refuse to speak to one another because of the "rift" between Above and Below. **Guild Leader:** King Grery of Above and King Gomklin of Below. **Allies:** Defenders of the Haven, Shadow Haven Citizens. **Enemies:** None.

Loda'Kai

Alignment: NE. **Location:** Shadeweaver's Thicket. **Description:** Human outcasts and criminals, the Loda'Kai dwell in Shadeweaver's Thicket, preying upon the game animals and great cats of the region, much to the chagrin of the Vah Shir. The poachers have driven the kerrans out of several fortresses and taken them over, and continue to plague the cat-folk, robbing and killing them when they can. **Guild Leader:** Master Henshon. **Allies:** None. **Enemies:** Dar Khura, Khala Dun, Taruun.

Luclin Mercenaries

Alignment: N. **Location:** Moon of Luclin. **Description:** The mercenaries who serve across Luclin's Moon operate as a rough-and-ready fraternity, and work in each other's best interests. Those who are members of the faction know that what benefits one benefits all, and behave accordingly. **Guild Leader:** None. **Allies:** None. **Enemies:** None.

Magus Conlegium

Alignment: ON. **Location:** Katta Castellum. **Description:** The spellcasters of Katta Castellum are somewhat less dedicated to the teachings of Tsaph Katta and more interested in expanding their own powers and investigating the magic of the new world. All the same, they know that Katta Castellum is probably the best place to do such things, and are therefore highly motivated in the defense of the city. **Guild Leaders:** Kellari Autumnfall, Avir Sterbla, Lathin Firetree. **Allies:** Concilium Universus, Katta Castellum Citizens, Katta Castellum Merchants, Validus Custodus. **Enemies:** Coterie of the Eternal Night, Eye of Seru, Hand of Seru, Heart of Seru, Seru.

Nexus Scions

Alignment: ON. **Location:** The Nexus. **Description:** This group of researchers, spellcasters, and scholars are largely the descendants of the Loyalists who remained behind to study the Nexus. They were later joined by scholars from the Inquisitors of Seru, who chose to forsake their old allegiance in favor of investigating the mysteries of the Nexus. Though there are a wide range of religious views among the faction, most worship Rodcet Nife and the Marr twins. Most also revere the goddess Luclin, though more out of fear for what she might do if ignored than out of any real affection for her. **Guild Leader:** Natana

Sharif. Allies: House of Fordel, House of Midst, House of Nota'Dal, House of Stout, Shadow Haven Defenders. **Enemies:** None.

Naturalists of Luclin

Alignment: N. **Location:** Moon of Luclin. **Description:** A loose fellowship of many races, including human, barbarian, elf, half elf, and Vah Shir, this faction includes primarily beastlords, druids, and shamans. Though many are also loyal to their home cities, the Naturalists tend to work for the greater good of the moon and the physical and spiritual wellbeing of its living creatures. **Guild Leader:** None. **Allies:** None. **Enemies:** None.

Outcasts and Mutants

Alignment: DN. **Location:** Echo Caverns, Fungus Grove. **Description:** Though the Shadow Haveners have many admirable qualities, they are intolerant of those who contract diseases from the fungal spores or are born with deformities and mutations. Such individuals are exiled — or, if children, taken forcibly from their parents and given to the outcasts who dwell in the Echo Caverns. Another group of outcasts, generally those too antisocial to fit in even with the Echo Caverns society, dwells in the darkness of the Fungus Grove. **Guild Leader:** None. **Allies:** None. **Enemies:** None.

Recondite Bandits

Alignment: DE. **Location:** Paludal Caves. **Description:** The caves around Shadow Haven have always harbored bandits — food is plentiful and it's easy to hide, though the fungus fiends and other predators tend to make life more “exciting.” The Recondites are one of the more successful bandit groups, and are today under the leadership of former Fordel house member Maricella Slithra. They camp along the shores of Lake Recondite, and prey on passing caravan traffic, relying upon the wild fungus fiends to keep them safe from attack. **Guild Leader:** Maricella Slithra. **Allies:** Shadow Haven Rogues. **Enemies:** Defenders of the Haven, House of Fordel, Traders of the Haven.

Recusos

Alignment: DN. **Location:** Marus Seru. **Description:** If an inhabitant of Seru refuses to submit to the Question, or if he is accused of crimes deemed too minor to merit death, he is exiled rather than imprisoned or killed. The so-called Recusos have formed a rugged and violent society in the wilds of Marus Seru. Under the informal leadership of Chieftess Kaetha, the Recusos are highly suspicious of outsiders, whom they see as competition for the region's limited resources. **Guild Leader:** Chieftess Kaetha. **Allies:** None. **Enemies:** Eye of Seru, Hand of Seru, Seru.

Seru

Alignment: OE. **Location:** Sanctus Seru. **Description:** The Lord Inquisitor Seru himself maintains his own interests, over and above those of his Praeserta. Those who aid or offend Seru directly earn his gratitude or his ire, as appropriate. Those who have earned Seru's gratitude are often called upon to perform difficult or suicidal tasks on his behalf (and risk his wrath for refusing), so some wonder whether it might be better simply to make him angry and be done with it. **Guild Leader:** Lord High Inquisitor Seru.

Allies: Citizens of Seru, Eye of Seru, Hand of Seru, Heart of Seru, Merchants of Seru, Shoulders of Seru. **Enemies:** Concilium Universus, Katta Castellum Citizens, Katta Castellum Merchants, Magus Conlegium, Validus Custodus.

Seru Merchants

Alignment: ON. **Location:** Sanctus Seru. **Description:** The official trade guild of the city of Sanctus Seru is made up of merchants who have paid for all the proper licenses and permits, and have thus been officially recognized by the officers of the Lord High Inquisitor. They are sworn to follow and uphold the laws of Seru, although most are not above bending a rule or two on occasion in the interest of profit. Otherwise, the Seru Merchants are model citizens, and take great pride in their official status. Though officially members of the Shoulders of Seru, the merchants' goals are sufficiently independent as to earn their own faction. **Guild Leader:** None. **Allies:** Citizens of Seru, Shoulders of Seru. **Enemies:** None.

Shadel Bandits

Alignment: DE. **Location:** Fungus Grove. **Description:** These fearsome bandits are the scourge of the Fungus Grove, where they prey upon caravans from Shadow Haven and Tarmok galorians alike, as well as ordinary travelers who are unfortunate enough to enter their territories. **Guild Leader:** Black Lotus. **Allies:** None (perhaps the sun revenants). **Enemies:** Defenders of the Haven, House of Fordel, House of Stout, Traders of the Haven.

Shadow Haven Citizens

Alignment: ON. **Location:** Shadow Haven. **Description:** Those inhabitants of Shadow Haven who don't owe direct allegiance to any of the Trade Families or other factions are part of this group. **Guild Leader:** Mistala Glimmerblade. **Allies:** House of Midst, House of Nota'Dal, House of Stout, Shadow Haven Citizens, Shadow Haven Defenders. **Enemies:** Recondite Bandits, Shadel Bandits, Shadow Haven Rogues.

Shadow Haven Defenders

Alignment: ON. **Location:** Shadow Haven. **Description:** Though they may have certain ties to the various Trade Families, the guards who protect Shadow Haven serve the higher cause of defending their city from outsiders. The Defenders consider it their duty to enforce the law in a fair and even-handed manner, and not to be influenced by the faction or influence of those whom they otherwise serve. **Guild Leader:** General Dalinastalavix IV. **Allies:** House of Midst, House of Nota'Dal, House of Stout, Shadow Haven Citizens, Traders of the Haven. **Enemies:** Recondite Bandits, Shadel Bandits, Shadow Haven Rogues.

Shadow Haven Rogues

Alignment: NE. **Location:** Echo Caverns. **Description:** Though many are based in the nearby Echo Caverns, the majority of these rogues (sometimes called the “smugglers of the Haven”) do most of their illegitimate business within the city. The Trade Families would do virtually anything to rid Shadow Haven of these criminals, and their attempts to root the smugglers out have caused the faction to become secretive, violent, and ruthless. They do not hesitate to kill to protect such secrets as the identity of their members and

the locations of hidden passages in and out of Shadow Haven. **Guild Leader:** General Jared Blaystich. **Allies:** Recondite Bandits. **Enemies:** Defenders of the Haven, House of Fordel, House of Stout, Traders of the Haven.

Shar Vahl Citizens

Alignment: NN. **Location:** Shar Vahl. **Description:** Not all Vah Shir belong to the various recognized guilds of Shar Vahl—ordinary inhabitants of the city belong to this faction. **Guild Leader:** None. **Allies:** Guardians of Shar Vahl, Shar Vahl Merchants, Shar Vahl Nobles. **Enemies:** None.

Shar Vahl Merchants

Alignment: NG. **Location:** Shar Vahl. **Description:** The traders of the Vah Shir are every bit as canny as their human counterparts in Shadow Haven and Katta, however their practices may seem different. They manage and oversee trade with other cities on Luclin (and today, with the opening of the gates to Norrath, on other worlds as well). **Guild Leader:** None. **Allies:** Guardians of Shar Vahl, Shar Vahl Citizens, Shar Vahl Nobles. **Enemies:** None.

Shar Vahl Nobles

Alignment: OG. **Location:** Shar Vahl. **Description:** The kerran aristocrats who rule the city of Shar Vahl serve

their king directly and operate independently of the city's guilds. Most feel a genuine sense of concern and warmth for the commoners over whom they rule. **Guild Leader:** King Rajah Kerrath. **Allies:** Guardians of Shar Vahl, Shar Vahl Citizens, Shar Vahl Merchants. **Enemies:** None.

Shoulders of Seru

Alignment: ON. **Location:** Sanctus Seru. **Description:** The working and mercantile folk of Seru are organized into this large faction and are expected to labor for the greater good of the community. **Guild Leader:** Praesertum Bikun. **Allies:** Citizens of Seru, Eye of Seru, Hand of Seru, Heart of Seru, Merchants of Seru, Seru. **Enemies:** Concilium Universus, Magus Conlegium, Validus Custodus.

Taruun

See the *EQ: Game Master's Guide*.

The Truth

Alignment: DN. **Location:** Katta Castellum. **Description:** One of the most bizarre factions in Katta Castellum, the Truth teaches many strange things, among them the belief that Norrath is a myth, that Tsaph Katta is actually a vampyre (and currently lives under the name Nathyn Illuminus), and that Luclin is doomed to destruction by



a great icy comet — disguised by magic in the night sky as “Norrath.” Most members of this faction are harmless eccentrics, but a few such as Arbogast, one of its leaders, are potentially dangerous. **Guild Leader:** Arbogast. **Allies:** None. **Enemies:** Validus Custodus.

Thieves of Katta

Alignment: DE. **Location:** Katta Castellum. **Description:** The criminals of Katta Castellum are organized into this violent faction, under the leadership of the mysterious Arquen. **Guild Leader:** Arquen. **Allies:** Coterie of the Eternal Night, Shadow Haven Rogues. **Enemies:** Concilium Universus, Katta Castellum Citizens, Katta Castellum Merchants, Validus Custodus.

Traders of the Haven

Alignment: ON. **Location:** Shadow Haven. **Description:** Shadow Haven’s merchants are loosely organized into a large faction, dedicated to keeping trade routes safe and prices as high as the market will bear. Though loyal to their city and generally orderly, the Traders do not necessarily trust the Shadow Haven Defenders to safeguard the region around the city. Accordingly, they commonly hire

mercenaries and guards to protect their precious shipments from harm. **Guild Leader:** None. **Allies:** House of Midst, House of Nota’Dal, House of Stout, Shadow Haven Citizens, Shadow Haven Defenders. **Enemies:** Recondite Bandits, Shadel Bandits, Shadow Haven Rogues.

Validus Custodus

Alignment: OG. **Location:** Katta Castellum. **Description:** The Validus Custodus is the army of Katta Castellum, and its members are all sworn to the defense of the city against all foes. Its membership is well trained and well disciplined, and each legionnaire is held to high standards of excellence and common decency. **Guild Leader:** Kroltar Strongarm. **Allies:** Concilium Universus, Katta Castellum Citizens, Katta Castellum Merchants, Magus Conlegium. **Enemies:** Coterie of the Eternal Night, Eye of Seru, Hand of Seru, Heart of Seru, Seru.

Other Factions

Many other creatures on Luclin have their own factions and their own agendas. These include each individual tribe of tegi and galorian, the thought horrors, the owlbears, and sonic wolves of Hollowshade Moor, and others.

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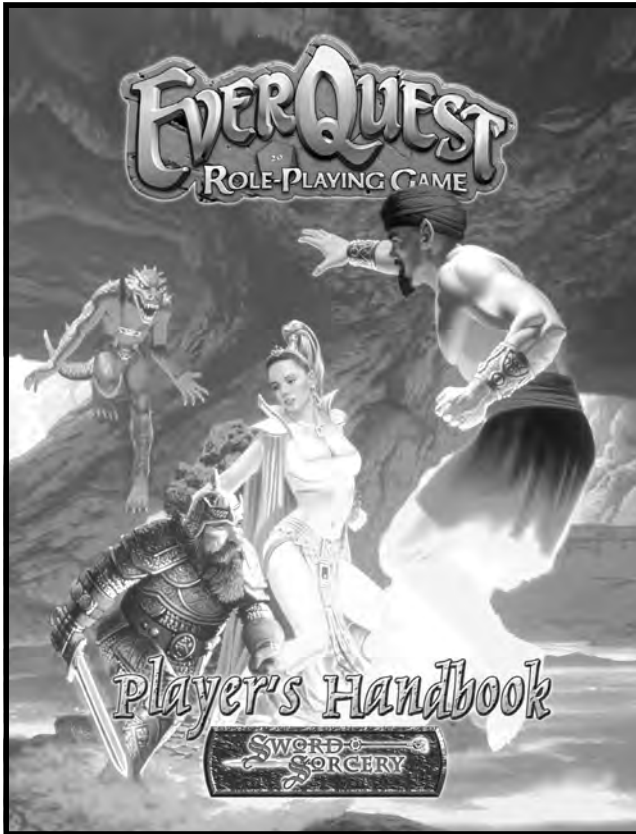
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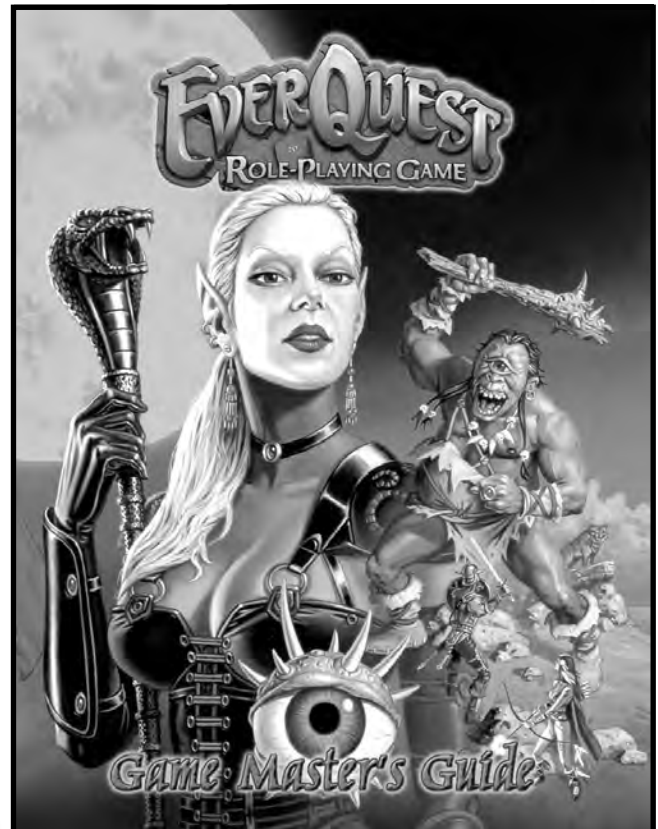
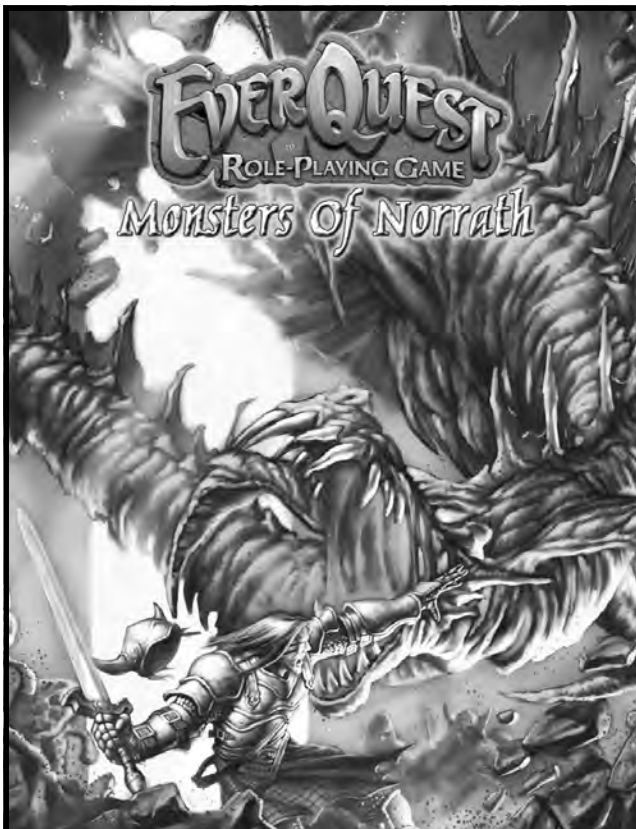
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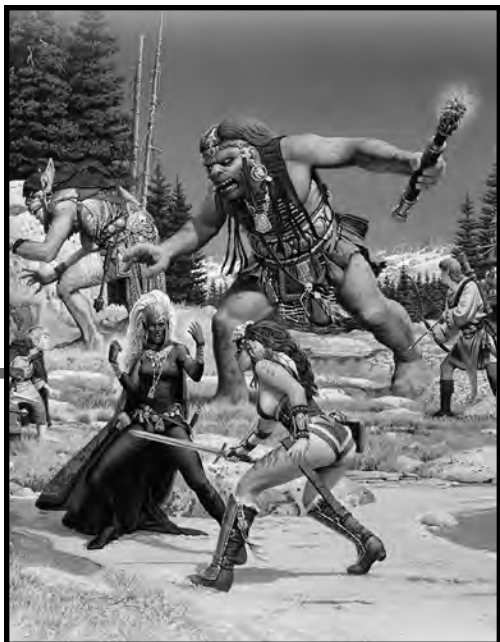
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