

KEY OF DESTINY ERRATA

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CHAPTER ONE

Page 10, Street Entertainers Random Encounters

- Acrobats (EL 1)
- Courtesan (EL 2)

PAGE 13, LEPERS RANDOM ENCOUNTER

The base Encounter Level for this encounter is 4.

PAGE 24, DARK KNIGHT HEADQUARTERS

A. Dark Knight Headquarters (EL 4)

PAGE 25, PROPHECY & IMMOLATION

Encounter Level 1

PAGE 27, THE MISSING SYMBOL

The elf quickly sketches the following symbol into the dirt:



PAGE 33, THE ZHAKAR?

The dark dwarves who built the chamber the elven colony within don't become the Zhakar until following the Cataclysm.

PAGE 36, WHAT'S WRONG WITH THE ELVES? SIDEBAR

Half-elves are also susceptible to the sunblight disease, although their human heritage gives them a +4 racial bonus on all saving throws to resist the disease.

If you wish to make the disease more virulent and threatening, perhaps to encourage the players to seek a way to resolve the situation, you can increase the effects of the disease as follows, although it should be noted that this version of sunblight can be a much more deadly version of the disease:

Sunblight: Contact; DC 18; Incubation 3d4 weeks; Damage 1d3 Con*. Note: If an individual suffers 2 or more points of Constitution drain, they must make another Fortitude save or else be permanently inflicted with light blindness. Once a character suffers a loss of 5 total points of Constitution, they are permanently inflicted with sun sensitivity.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds an individual for 1 round. In addition, he takes a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Sun Sensitivity (Ex): If the infected individual is exposed to bright sunlight, and is not properly covered, then he is in danger of severe sunburn. Every 10 minutes of exposure, the individual must make a Fortitude save (DC 15, +1 for each previous check) or take 1d4 points of damage. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour) and must make another DC 15 Fortitude save or suffer from sun poisoning.

Sun Poisoning (Ex): Contact DC 15, initial and secondary damage 1d3 Con + 1 Cha*. * Permanent drain, not temporary damage.

THE GODS OF KHUR

The sidebar on the Gods of Khur was not included in the adventure due to constraints of size and necessity.

CHAPTER TWO


Page 44, What the Mikku Know Sidebar

Some of the promised sidebars from Chapters One and Two were missing. Here, they are included for reference purposes:

THE GODS OF KHUR

The tribes of Khur are some of the most religious people on all of Ansalon, for they have never lost faith in their gods. When the gods 'disappeared' during the Cataclysm ("the Drowning"), the Khur believed the gods had merely stepped back from the world to test their children's faith. When the gods returned, the Khur celebrated the belief they had passed this great test, but knew that another, greater test was yet to come. This belief would play out, at least in the minds of the Khur, by the events of the Chaos War and the arrival of the Dragon Overlords. When the gods had seemed to walk away from the world, the tribes of the Khur believed that the gods were once more testing them, much as parents would push their children out of the home to seek their own path once the child reaches adulthood. But much like true parents, once they believe the child has learned enough, they are more than glad to welcome the child back with open arms.





The structure of the Khurish pantheon seems strange to outsiders, for they do not quite hold to the same structure upheld by other cultures, as they believe there is good and evil within all their gods, whether to a lesser degree (the gods of “Light”), in equal measure (the gods of “Balance”), or greater measure (the gods of “Darkness”). To fully detail the intricacies of the Khurish religion is a bit beyond this adventure, however, a few of the gods and their aspects are listed below:

Baizia: The Fierce, goddess of storms, bringer of both the cleansing rains and the floods of destruction, this tempestuous goddess is believed to be associated with Zeboim in other cultures.

The Darkmother: Queen of the Night, mother of all dark places within the bower of the earth, she is considered the equal, yet opposite, to the Skyfather in all things. In other cultures, the Darkmother is called the Queen of Darkness, Takhisis.

Elir-Sana: The Daughter is the goddess of healing, water and solace. Many of the most powerful seers of Khur also acknowledge her as the goddess of dreams and portents, though other cultures typically associate her with the goddess Mishakal.

Kargath: The Horse-Warrior, is the god of warfare and horses, a brave and noble fighter who gathers his armies of the brave who have fallen in battle to fight against those who threaten the safety of the world. He is often associated with Kiri-Jolith.

Kensin: The Sly, is a mischievous trickster god, is considered the patron of music, laughter, dancing and wine, although sometimes his pranks can be more malicious, if he feels someone must be taught a lesson. Kensin is typically associated with Branchala.

Rakiris: The Tireless Hunter, is entreated by those who hunt for food and necessity, over hunting for sport. Habbakuk, in other cultures, is considered the closest association.

Skyfather: Also often referred to as the High God, or Great God, the Skyfather is considered the father of all the gods and is the patron of the great sky and the heavens above. He is primarily associated with Paladine.

The Three Sisters: Always associated together, the Three Sisters are Solara, Lura, and Naira, the goddesses of the three moons, patronesses of magic, illusion, and the watchers of the dead. Of course, they are typically associated with Solinari, Lunitari and Nunitari.

Torghhan: The Vengeful, the god of vengeance and revenge, is entreated by those seeking swift and vicious retribution, as well as by those warriors who believe that victory is more important than honor. His is associated with Sargonnas.

THE TRIBES OF KHUR

The seven tribes of Khur were founded when the seven sons of the great Keja divided the people, and the land, amongst themselves as per their father’s final request.

Each tribe has taken its name from its founder, and although they were founded by the seven brothers, they are not always on the friendliest of terms. Indeed, the enmity between some tribes stretches back to the rivalries between the siblings.

Fin-Maskar: The Fin-Maskar are the descendants of those who followed Keja’s seventh son, taking their name from their ancestor. They are renown for their skills at hunting, as well as for their exquisite, and surprisingly delicate, woodwork, skills for which their founder was also noted for.

- Totem: The stag
- Capital: Alan Ak-Khan

Hachakee: The fourth son of Keja was a skilled horseman and an equally skilled warrior, one who was proud of every scar that he earned in battle. The descendants of the tribe that followed him have chosen to honor those characteristics as well. Some of the most skilled horsemen and swordsmen in all of Ansalon can be found amongst the members of this tribe. The Hachakee tribe are fierce enemies of the Khur tribe, based on an ancient insult delivered by the elder brother, Khur, to his younger sibling, Hachakee, over their father’s death bed.

- Totem: The desert fox
- Capital: Ak-Baral

Khur: Although the Khur tribe are descended from Keja’s eldest son, Garmac, they did not take his name, instead he kept the name of his father’s tribe. Because they are primarily city-dwellers, they are scorned by most of the other tribes. One of their greatest warriors, Salah, allied himself with the Dragonarmies during the War of the Lance, adopting the name Salah-Khan as he was elevated to the Dragon Highlord of the Green Dragonarmies, which in turn catapulted his people and tribe into prominence within the region, although this is another mark against the Khur in the eyes of most of the other tribes, who were subjugated during the reign of the Dragonarmies.

The strength of the Khur tribe lies within its sheer numbers. It is larger than any three other tribes combined, and with their connections to outside mercantile and political interests (such as with Sanction and Neraka), it has enabled the Khur to grow strong and wealthy.

- Totem: The dragon
- Capital: Khuri-Khan

Mayakhur: The descendant’s of Keja’s third son, the Mayakhur have a reputation for being treacherous, manipulative and sneaky. It is only their strong ties with the Khur tribe that has prevented the other tribes from openly seeking to wipe the tribe out.

- Totem: The tiger

- Capital: Ak-Tubal

Mikku: Known for their love of dancing, music, and drink, as well as for their habit of ‘liberating’ valuable goods from those who pass through their territory, the Mikku are regarded as little better than thieves and vagabonds, much as their founder, Keja’s fifth son was regarded as a rogue by his brothers. Yet, the Mikku are also known for producing many of the greatest healers and seers in the region, which has afforded them a good deal of begrudging respect from the other tribes. It also is a mark that though the other tribes may sneer at the Mikku as thieves, it doesn’t prevent them from purchasing the ‘liberated’ goods the tribe brings to various fairs.

- Totem: The bear
- Capital: Ak-Khurman

Weya-Lu: The Weya-Lu are the descendants of Keja’s second son, a fierce and honorable warrior who harbored no love for his elder brother. Called by some the “Knights of the Desert,” the Weya-Lu have fought to keep Khur free from outside influences, such as the Dragonarmies and the might of the Dragon Overlords, and take an almost stubborn pride in foiling any nefarious scheme they can place at the foot of the Khur.

- Totem: The hawk
- Capital: Delphon

PAGE 45, SOULBURN?

Okay, mental slip here. The Soulburn mentioned in this particular reference is not to the red dragon found on the Peak of Malystrux (page 130), instead it should refer to the Betrayer (see the Ruins of Hurim).

PAGE 51, RH2B LAND BRIDGE

Increase the EL by +1 if a random encounter is used in this location.

PAGE 54, RH2E SECOND FLOOR

Encounter Level 3

PAGE 54, RH2F THIRD FLOOR

Encounter Level 5 (if the characters fight the Guardian); 5 (for the trap); 7 (Guardian & the trap)

PAGE 55, HANDOUT

There was no handout included for the adventure. If you wish to provide your players with a handout, simply provide a quick sketch of the upper floors of the Ruined Temple, with the secret chambers marked. Much of the material in the journal concerns daily reports of the Watch, the pages weathered by time and the elements.

PAGE 56, RH2H BASEMENT

Encounter Level 4 (1 shadow) or 6 (2 shadows).

PAGE 56, RH3 THE WILD ORCHARD

Encounter Level 3 (Dryad), 4 (Assassin Vines), 6 (Dryad and Assassin Vines together).

CHAPTER THREE

Page 63, ST1B Crystal Springs

Possible EL 9 (players should be encouraged not to fight the naga).

PAGE 66, ST5 HALLWAY

Encounter Level 4

PAGE 68, ST10B STOREROOM B

Encounter Level 4

PAGE 70, ST15 KITCHEN

Encounter Level 5

PAGE 70, ST15 MAIN HALL

Encounter Level 3 creature; 4 trap

PAGE 73, ST20 HIGH MASTER’S CHAMBERS

Encounter Level 6 door; 5 for trap

PAGE 75, ST24A MALE GARDEROBE

Encounter Level 4

PAGE 75, ST25 LIBRARY

Encounter Level 7

PAGE 79, ST27 GRAND HALL

Encounter Level 6

PAGE 82, ST31 THE SHRINE OF THE SUN

There is an incomplete sentence, just prior to the Read-Aloud text for when the characters enter the shrine. The sentence should read, ‘Note that the gust of wind may make locating or using the secret passage down to the Sacred Hall (ST38) difficult.’

PAGE 85-86, ST37 HALL OF THE DEAD

Encounter Level 6 if confronting the shadows, EL 4 for the guards & wards.

PAGE 87, ST38 THE SEPULCHER

Encounter Level 5


PAGE 87, THE LAST FLICKER.

The final flicker the characters witness was accidentally cut very, very short. Here is the flicker, in its entirety:

The Betrayer stands before the large sarcophagus, his hands held high as he gazes up, his voice echoing through the chamber as he offers a prayer to Chemosh.

“Dark God of Immortality, He Who Stops Death, I devote myself to you, in body, in mind, in heart, and in soul...”

As the Betrayer repeats his prayer, he does not notice the door opening or the young acolyte entering with the glowing short sword in his hand. In the same



vein, the young acolyte does not seem to notice the large skeletal creature lurking in the shadows of the crypt.

“Halt, Betrayer!” the acolyte cries out.

Startled out of his prayer, the Betrayer turns around, his eyes gleaming from behind his skull mask as he stares at the young man. Suddenly, the Betrayer begins to laugh, a cruel, mocking sound that causes the acolyte to tremble.

“Ahhhh, so you are the one who would face me, Neran? You have not even put on the white robes of Paladine what makes you think you can stop me from completing my ritual?” The Betrayer shakes his head, clucking his tongue.

“Ye...yes, Betrayer. I shall be the one who will bring you before the gods for Justice,” Neran replies softly, clenching his jaw as he takes a step forward, rising the short blade before him.

The Betrayer’s eyes glitter as he raises a hand to point at the acolyte. He hisses something low under his breath in a strange, disturbing language that causes Neran to flinch back in anticipation of being struck by magic.

Once more, the Betrayer laughs as he shakes his head, “Ahhh, Neran... I shouldn’t waste my power on you, not when I have something else that can do it for me. Krevok! Vagarolinathor!”

From the shadows steps the skeletal figure wreathed in the unholy yellow flames of Chemosh. Clutching a massive glaive in its hands, it stalks toward the boy as the Betrayer once more raises his hands overhead and continues his chant.

“A barbazu!” Neran gasps, clutching his own weapon in white-knuckled hands. Closing his eyes, he whispers a prayer as he holds his blade forward. Once more, the blade erupts in brilliant sunlight, sending it cascading throughout the room.

The fiend roars as the holy light blinds it. Before the fiend, or the Betrayer, can respond, Neran rushes forward at a dead run, the blade held forth as he skirts around the fiend toward the evil priest. Time seems to dilate, the moments stretching out as Neran lunges forward with his sword...

...as the Betrayer yells out a final, desperate phrase...

...as the fiend turns and swings its glaive toward the boy’s unprotected back...

...the Betrayer’s body jerks as the glowing sword pierces his chest with enough force that the blade embeds

itself into the stone sarcophagus beneath him...

...Neran screams in pain as the fiend’s weapon slices through his spine, tossing him to the side where he collapses in a faint...

...the fiend roars in victory as he turns and swings his weapon once more toward the injured boy...

...Neran closes his eyes, clutching his medallion with a bloody fist and whispers something that only his god can hear...

...a brilliant explosion of light explodes out from the acolyte’s body, throwing the fiend across the room as a golden radiance infuses the walls.

As the blinding light fades, the Betrayer lays lifeless upon the sarcophagus, his body pierced by the holy blade. Neran lays on the floor, a peaceful look upon his features, his spirit already carried away to join with his god. And a fiend summoned by the Betrayer howls in rage as it finds itself trapped in a crypt by the last words of a hero who history would remain unknown for many, many centuries...

PAGE 88, A VISION FROM ABOVE

The final paragraph on the page is cut off. It should read as follows:

When the characters rejoin with the Mikku, the nomads will tell the PCs that Ak-Khurman is not only the closest city of any kind, but that it is also held by the Legion of Steel, which may prove friendlier than passing through Khuri-Khan, for it is rumored that the Khan is seeking an alliance with Neraka.

If Shroud escorted the characters through the Shattered Temple, he will depart from the characters here, choosing to remain in the ruined valley for awhile longer. Alternately, if Shroud did not go into the Shattered Temple with the characters, once they emerge outside, he will eagerly approach them, wanting to know everything that happened within. As the characters leave, they will see the kender nightstalker gladly heading into the ruined temple, seeking out some ‘ghosts’ of his own to talk to.

CHAPTER FOUR

General Sidebar on Gathering Information & Pride and Prejudice in Ak-Khurman.

For space reasons, the following information was cut from the final adventure. Use the following guidelines for determining the DCs for Gather Information and other such checks in Ak-Khurman

GATHERING INFORMATION IN AK-KHURMAN

For characters attempting to use their Gather Information skill in Ak-Khurman, below is a basic list of what information can be gained, depending upon the DC of the roll.

DC Information

- 15 There are three ships currently in port with captains brave (or foolish) enough to sail across the Bay of Balifor to reach Port Balifor on the edge of the Desolation: Levinbolt, Nerinchief, and Swift Arrow.
- 20 If you need something, Rand Nolan is perhaps the best person to get it for you. He can typically be found at Ghanima's Inn & Smokehouse (AK4).
- 25 Although the presence of Dark Knights in Ak-Khurman has been outlawed by the Khan, there have been sightings of small cabals of skilled warriors striking against interests of the Legion and the Khan.
- 30+ It's rumored that Chatomi Mikku, the daughter of the Khan of Ak-Khurman, has her own secret police, which she uses to help her father maintain control of the city's underworld.

PRIDE & PREJUDICE IN AK-KHURMAN

The political climate around the world is tumultuous right now, given the events of the last year: the War of Souls, the death of three Overlords, and the Return of the Gods. However, some things never change—prejudice being one of them.

Because of the current populations in Ak-Khurman, there are some prominent prejudices that can be seen throughout the city. In general, keep the following guidelines in mind when playing NPCs. These modifiers apply particularly to Bluff, Diplomacy, Gather Information, Intimidate, and Perform skill checks, unless you feel that the NPC in question has different prejudices (such as an afflicted kender, who may not be so cool towards other kender as she would be towards an ogre or half-ogre).

Humans: Khur is a region dominated by humans, although more than a few non-humans have found their way to the desert. Ak-Khurman, as a bustling port and trading city, particularly has a diverse population.

Ergothian: In Khur, Ergothians are typically greeted warmly, for they are typically merchants bringing strange and exotic goods from the other side of the continent. Ergothians receive a +2 circumstance bonus on all Charisma related checks while dealing with the residents of Ak-Khurman.

Nerakan: The Dark Knights are not particularly welcome in Khur, particularly in Ak-Khurman, where the Legion of Steel is a dominate presence. Nerakan characters receive a -4 circumstance penalty on all Charisma related skill checks when dealing with most residents in Ak-Khurman. This

penalty increases to -8 if the character openly displays some sign of being a Knight of Neraka.

Solamnics: In most places in Khur, the Solamnics are respected for their codes of honor. Ak-Khurman is no exception. Solamnics receive a +2 circumstance bonus on all Charisma related checks when dealing with the residents of Ak-Khurman. This bonus increases to +4 if the character clearly displays some sign of being a Solamnic Knight.

Dwarves: The people of Khur respect the gruff, industrious nature of the dwarves. Dwarven characters receive a +2 circumstance bonus on all Charisma based skill checks dealing with the residents of Ak-Khurman.

Elves: Given the elven population currently residing in Ak-Khurman, elves find themselves more welcome here than in many other human cities. Elven characters receive a +4 circumstance bonus on all Charisma based skill checks when dealing with the residents of Ak-Khurman. Half-elves receive a +2 circumstance bonus.

Kender: There are few places in the world where kender are truly welcomed. Ak-Khurman is one of those few as the port city saw many refugees during the Kender Flight only a few decades ago. Indeed, many kender now reside in the city. Kender receive no bonus or penalty when dealing with the residents of Ak-Khurman.

Minotaur: Before the minotaur occupation of the Silvanesti Forest, minotaurs were a rare sight in Ak-Khurman, except for the occasional merchant or trader. With the increased presence of the Legion of Steel and the elves in Ak-Khurman, however, what little welcome they once had has since faded. Minotaur characters receive a -6 circumstance bonus on all Charisma based skill checks when dealing with the residents of Ak-Khurman.

Ogre: Ogres are generally unwelcomed in Ak-Khurman as they usually bring trouble with them. Ogres receive a -6 circumstance penalty on all Charisma based skill checks when dealing with the residents of Ak-Khurman. Half-ogres receive a -4 penalty.

PAGE 93, ENCOUNTERS IN AK-KHURMAN SIDEBAR

The title "Southern Desert Encounters" should actually read "Random Encounters in Ak-Khurman."

PAGE 94, ELVEN MERCHANTS (EL 2)

See page 166 for stats on the elven merchants.

PAGE 95, LOST CHILD

See page 167 for stats on the House Guard.

PAGE 98, TEST OF HIGH SORCERY

The information regarding personalizing the adventure for both aspiring Wizards of High Sorcery and for aspiring Knights of Solamnia

was accidentally cut from the adventure. The information is included in this erratum, in the Epilogue section.

GATHERING INFORMATION & PRIDE AND PREJUDICE IN PORT BALIFOR.

For space reasons, the following information was cut from the final adventure. Use the following guidelines for determining the DCs for Gather Information and other such checks in Port Balifor.

GATHERING INFORMATION IN PORT BALIFOR

For characters attempting to use their Gather Information skill in Port Balifor, below is a basic list of what information can be gained, depending upon the DC of the roll.

DC Information

- 15 Dark Knight patrols avoid the area of Gloom Town, not only because they wish to avoid kender, but also because the entire area has apparently been booby trapped.
- 20 A strange Kagonesti elf has been seen about town. Rumors say that he's connected somehow to the kender, but he otherwise seems to have no ties to the Dark Knights or to the Legion.
- 25 While Harlowe serves the prefect appointed by the Dark Knights, it's said that he also has connections with Kronn and Blight Thistleknot, the leaders of the afflicted kender of Gloom Town. He can typically be found at "Hope's End" (PB2).
- 30+ There are rumors that an agent of the Clandestine Circle of the Knights of Solamnia is somewhere in Port Balifor, keeping an eye both upon the Legion and Dark Knight activities within the area.

PRIDE & PREJUDICE IN PORT BALIFOR

The political climate around the world is tumultuous right now, given the events of the last year: the War of Souls, the death of three Overlords, and the Return of the Gods. However, some things never change—prejudice being one of them.

Port Balifor has long been considered a hideout for undesirables, where one's background is not as important as one's skill in combat. However, now that the Dark Knights openly control Port Balifor, its already sinister reputation has taken on a new level of meaning.

In Gloom Town, characters will find a very different response to their presence, one based more upon how they act than what allegiance they swear to. However, the kender will not open up before a member of the Dark Knights (reverse the bonus received by a Nerakan or Dark Knight into penalties when dealing with any kender).

Humans: As the dominate race in the region, humans are a common sight on the streets of Port Balifor.

Ergothian: Ergothians are a fairly common sight in Port Balifor, given the number of Ergothian merchants and pirates. They receive a +2 circumstance bonus on Charisma related skill checks when dealing with the residents of Port Balifor.

Nerakan: As a Dark Knight controlled town, Port Balifor is particularly welcoming to Nerakans. Nerakans receive a +2 circumstance bonus on all Charisma related skill checks when dealing with the residents of Port Balifor. This bonus increases to +6 if the character is clearly aligned with the Dark Knights (such as wearing Dark Knight armor).

Solamnics: As Nerakans are welcomed in Port Balifor, Solamnics are not as well received. Solamnics receive a -2 circumstance penalty on all Charisma related skill checks when dealing with the residents of Port Balifor. This penalty increases to -6 if the character is clearly aligned with the Solamnics Knights.

Dwarves: Given all the damage that Port Balifor has taken, and the fact that it was the efforts of numerous dwarves to construct the city in the cliffs, dwarves are treated fairly well in Port Balifor.

Elves: Elves are a rare sight in Port Balifor and not particularly a welcomed one. Elves receive a -4 circumstance bonus on all Charisma related skill checks when dealing with the residents of Port Balifor. Half-elves receive a -2 penalty.

Kender: Kender have become a very common sight in Port Balifor. Kender receive no bonuses, or penalties, when dealing with the residents of Port Balifor.

Minotaur: Given the relatively recent attack of the minotaurs against their former allies the Dark Knights, minotaurs are not particularly welcomed in Port Balifor. Minotaurs receive a -4 circumstance penalty on all Charisma related skill checks when dealing with residents of Port Balifor.

Ogre: Ogres are not a common sight in Port Balifor, but neither are they uncommon, for they are known to be allies of the Dark Knights as well as having served Malystrixx. Ogres receive a +2 circumstance bonus on all Charisma related skill checks when dealing with residents of Port Balifor. Half-ogres receive neither a bonus or penalty.

Other considerations to take into account are a character's allegiances. Knights of Solamnia, clerics wearing the vestments of the Gods of Light, Wizards of High Sorcery (including Black Robes), and Legionnaires are not particularly welcomed in Port Balifor. Characters visibly a member of one of these organizations receive a -4 circumstance penalty on all Charisma related skill checks when dealing with residents of Port Balifor (the penalty for Solamnics Knights is already indicated above). This penalty is cumulative with racial penalties or bonuses.

PAGE 104, WHAT KRONN KNOWS...

The following sidebar was cut for space purposes:

What Kronn Knows...

What Kronn knows and what Kronn is willing to tell the characters is two different things entirely. Kronn's initial reaction towards the characters is Indifferent. Characters may attempt Diplomacy to get information out of the grizzled kender veteran.

Indifferent (DC 1)

"The Desolation is dangerous, plain and simple. I'd almost say it's as bad as that gap-toothed, Takhisis's uglier twin sister that called herself Malystryx. Ya better be sure to take plenty of water with ya, otherwise y'all will dry up like a raisin in no time flat. Don't worry too much, Elijayess will watch yer back, just make sure ya don't lose him, eh?"

Friendly (DC 15)

"A'ight, I'll be level with ya... as bad as ya think the Desolation is, all the things ya might've heard...it's a thousand times worse. If the dragons don't get ya, the other monsters will. If those don't get ya, the weather will...or the heat, or the acid rain, or the earthquakes, or the volcanic explosions. The entire land is an abomination as is almost everything that lives within it. I dunno what Malys did, but it sure seems to have been done better than the other Overlords did it, 'cuz their realms are slowly changing back...and ours isn't!"

Helpful (DC 30)

"Look, I'm gonna tell ya somethin' that few others 'sides Blight and Elijayess knows. We've sent a few others into the Desolation to check out Kendermore... see if just maybe it was safe to go back, ya know? Well, we ain't heard word one from any of 'em. Now, we all know that the Desolation's pretty dangerous, so it ain't like we didn't expect some of 'em to disappear. Acceptable risks and all that. But, some of those were veterans of Kendermore...ain't nobody alive that knows the Desolation as well as those of us who survived and stayed behind. I think there's something goin' on in Kendermore, something bad...and I'm hopin' that you'll be able to find out what. I gotta good feelin' 'bout y'all."

If the characters ask for a map of the Desolation, Kronn will refuse...but he will point out that as long as the characters stay with Elijayess, they'll get where they're going and get back safely. Unfortunately, accurate maps of the Desolation are too valuable to put into anyone's hands outside the immediate circle of Kronn and his allies.

THE CLANDESTINE KNIGHT (EL 6+ SPECIAL, SEE BELOW)

This encounter is an optional encounter that introduces characters to an undercover agent of the Solamnic Knights, making it an ideal way to introduce players wanting to join the knighthood to a Solamnic Knight. Operating covertly in Port Balifor, Sir Aldreth Auchuran goes by the identity of Daven Coldblade, a mercenary originally hailing from Solace. Clean-shaven and bearing none of the outward characteristics of a Solamnic Knight, he has managed to integrate himself into Port Balifor's seedy underworld.

If you wish to use the optional encounter, read the following to the characters as they are passing through Gloom Town (if they are without the escort of Blight and his gang of kender) or passing through an alley leading from the docks to Hope's End (PB2).

As you pass through the confusing Amaze of dark alleyways and back streets, you suddenly hear a commotion ahead. The sound seems to be approaching you at an alarming rate.

Suddenly, an armored figure carrying a glowing blue long sword stumbles backwards into the alley, driven back by the relentless attack from a silver scaled dragon-man. A sivak! Darting in from either side of the sivak are two kapaks, their wickedly curved blades oozing with greenish ichor, seeking to find some opening in the armored man's defenses.

"Give up, Solamnic scum," the sivak hisses out, its dark eyes flaring as its greatsword swings a deadly arch towards the human's head, only to be blocked at the last moment by the human's gleaming shield. Unfortunately, this leaves the figure open to the poisoned blade of one of the kapaks, the green-tinted point of its sword finding an opening and returning stained with the human's blood.

"Never," the human grits out as he brings his shield downwards, knocking the kapak's blade aside as the human swings his glowing sword in a brilliant semi-circle before him. "Est Sularus oth Mithas!" the human cries out in a voice that resounds oddly in the cramped alleyway.

If the sivak's curse hadn't given away the identity of the human, the human's oath would clearly identify him as a Knight of Solamnia; a knight far from friendly territory.

Suddenly, one of the kapaks cries out, pointing a clawed fingertip in your direction as it shouts, "The knight has friends! Get them!"

Nothing the characters say will deter the draconians from believing they are allied with the Solamnic Knight (unless the characters attack the wounded knight). The characters can clearly see that Aldreth is wounded (DC 12 Spot check) and in trouble, but the knight is refusing to run, knowing that he could not escape the draconians or the Dark Knights surely awaiting him back at his room at Hope's End (PB2).

Creatures: Sir Aldreth's identity was accidentally uncovered by a group of draconian agents that had been hunting for him for weeks. They ambushed him as he was returning from a meeting with Kronn Thistleknot. He has already managed to take out 3 kapaks on his own, but there is still the sivak and 2 more kapaks to deal with.

If the characters act to help the pressed undercover knight, ensure that Aldreth continues pressing the Sivak and strikes the fatal blow.

[D] Sir Aldreth Auchuran: hp 25*; see below.

* Normally has 78 hp but has been wounded in his fight.

[D] Sivak Hunter: 57; see below.

[D] Kapak Draconians (2): 18, 15; see the DLCS, page 219.

Treasure: The draconians are carrying standard equipment. When the kapaks die and enter their death throes, their equipment will be ruined. However, the equipment carried by the sivak will remain unharmed by the sivak's death.

XP Award: The EL above reflects the characters fighting the two kapaks, while Aldreth deals with the sivak. If Aldreth kills the sivak before the characters have dealt with the kapaks, he will use that time to cast healing spells and defensive magic.

Development: Once the characters have killed the kapaks and Aldreth has struck the fatal blow against the sivak, read the characters the following:

As the knight's blue-frosted blade bites into the sivak's body, the silver draconian's body jerks and shudders as the light fades from its dark eyes. Its body slumps lifeless to the ground as the knight steps back, pulling his blade free.

Glancing over, seeing the scorched remains of the kapaks, the knight's handsome face creases into a frown as he heaves a heavy sigh, "It seems that my activities here have been uncovered."

Looking up at you, his pale blue eyes sharpen as he draws himself upright, "I thank you for your assistance. Know that I am Sir Aldreth Auchuran, Knight of the Rose and agent for the Solamnic

Knights. I am in your debt for your assistance. Although I must leave Port Balifor swiftly, if there is aught that I can do for you, please do not hesitate to ask."

Aldreth is an excellent way to allow any character wishing to become a Solamnic Knight to begin upon the path to knighthood. While speaking with the characters, he will note any who seem worthy of the honor of becoming a knight. If one of those characters approaches Aldreth with questions about the knighthood, Aldreth will warmly tell the character that the knighthood would be honored to have such a brave soul in their ranks. He will tell any character seeking to enter the knighthood to either look for him in Flotsam or to seek out the ship the Golden Helm. Aldreth will give the characters a golden ring, fashioned with a howling wolf's head inset with small sapphire eyes (worth 250 stl), his family signet ring. If the characters present the ring to the captain of the Golden Helm, Captain Thael, he will know that they have been sent by Aldreth.

Although characters may not realize it, Aldreth is a ranking member of the Knighthood, one who has just set them upon a path that could enable them to become Knights of Solamnia.

If the characters ask for a material reward for helping, Aldreth will be disappointed (and any character asking for a reward will not be considered worthy of entering the knighthood). He will point out that the sivak no longer requires its equipment as well as offer the character(s) his potions of cure serious wounds and either his amulet of natural armor +1 or his cloak of resistance +2, both of which are part of his identity as Daven Coldblade.

As Aldreth leaves, he will tell the characters that they should leave quickly, as he is sure that the Dark Knights will be hunting him soon and it will not take long for them to uncover the evidence left by the sivak's body and the smoldering pits left by the kapaks.

CHAPTER FIVE

Page 110, Desolation & Mountain Encounters Sidebar

The ELs are missing from all of the encounters in the chart. They are included here for reference:

DAY

d%	Encounter	EL
01-04	Acid Rain Storm/Silt Storm	+2
05-15	Phaethon Scouts*	7
16-25	Dire Boars (2, see Monster Manual)	6
26-35	Nomad Hunting Party*	5
36-45	Flamestone Panther	4
46-55	Monstrous Trapdoor Spiders	5
56-65	Dark Knight Patrol*	4
66-75	Desolation Giant	7
76-85	Earthquake	3
86-95	Slig Scouts	5
96-100	No encounter	

* Unique encounter. Do not use the same encounter again, either roll again or treat as no encounter.

NIGHT

d%	Encounter	EL
01-04	Acid Rain Storm/Electrical Storm	+2
05-15	Kender Bandits*	6
16-25	Dire Boars (2, see Monster Manual)	6
26-35	Gnoll Hunting Party	5
36-45	Flamestone Panther	4
46-55	Monstrous Trapdoor Spiders	5
56-65	Phaethon Scouts*	7
66-75	Desolation Giant	7
76-85	Earthquake	3
86-95	Slig Scouts	5
96-100	No encounter	

* Unique encounter. Do not use the same encounter again, either roll again or treat as no encounter.

PAGE 118, FORLORN KENDER?

The forlorn kender are a new undead creature that was originally planned to be included with the adventure, but were later cut during the writing process as they did not truly play a “pivotal” part, and were instead replaced by kender wraiths. However, as a little added bonus for those patient enough in waiting for this adventure, and its errata, the forlorn kender are included at the end of this errata as a new monster, along with the fearbringers.

PAGE 121, KI WATER TOWER

Encounter Level 4

PAGE 121, K2 LIBRARY

Encounter Level 5 for 2 cockatrices, 7 for 4.

PAGE 123, FORLORN KENDER?

Yep, here they are again. Either replace with kender wights, or use the forlorn kender new monster found at the end of this erratum.

PAGE 124, THE SLAVERS

Encounter Level 7

PAGE 125, KARAK

Karak: 57 hp, see page 173.

CHAPTER SIX

Page 129, Outside the Peak Encounters

The ELs for the various encounters disappeared. Use the following chart as a guide:

d%	Encounter	EL
01-09	Flamestone Panthers (2, see Appendix)	6
10-19	Magma Wraiths (2, see Appendix)	7
20-29	Fire elementals, medium (3, see Monster Manual)	5
30-45	Magmin (2, see Monster Manual)	5
46-59	Phalanx Ants (2 soldiers, see Appendix)	5
60-69	Dragonspawn Patrol (2)	6
70-79	Lava Explosion	3
80-89	Young Red Dragon (1)*	7
90-100	No encounter	

* Unique encounter. Do not use the same encounter again, either roll again or treat as no encounter.

PAGE 132, P113 OGRE ENTRANCE

Encounter Level 7+

PAGE 132, INSIDE THE PEAK ENCOUNTERS

The ELs for the various encounters disappeared. Use the following chart as a guide:

d%	Encounter	EL
01-09	Flamestone Panthers (2, see Appendix)	6
10-19	Magma Wraiths (2, see Appendix)	7
20-29	Earthquake	4
30-39	Magma Mephits (3, see Monster Manual)	6
40-49	Dragonspawn, Abomination (Ogre)	6
41-59	Phalanx Ants (3 soldiers, see Appendix)	6
60-69	Dragonspawn Patrol (2)	6
70-79	Black Pudding (1, see Monster Manual)	7
80-89	Salamander (see Monster Manual)	6
90-100	No encounter	

PAGE 146-147, SHOWDOWN

Although the encounter with Sindra is the climax of the adventure, depending on the level and skill of the party, they may find the encounter either too difficult, or too simple.

If it is too difficult, remove the hellfire lash from Sindra's arsenal, just having her use either a normal +1 whip or her claws.

If the encounter is going too easily, have other red dragonspawn erupt into the room at Sindra's call. Each additional dragonspawn (using the basic statistics for the dragonspawn patrol found on page 173) will increase the encounter level by (roughly) 1.

DRAGONSPAWN AND THE DEATH OF AN OVERLORD

Dragonspawn are creatures created through magic, forged from the essence of one of the Dragon Overlords and merging the spirit of a draconian with the body of a human, through the magical focus of a skull totem. As their existence is intimately tied to that of the Dragon Overlord that created them, it was unsure what would happen to the dragonspawn if an Overlord was killed. Then three of the Overlords were killed during the War of Souls, proving beyond a shadow of a doubt that the alien dragons were powerful, but not immortal.

When a Dragon Overlord is killed and their skull totem destroyed (as what happened to Malystryx, Beryllintranox, and Khellendros), it sends a backlash of magical energy throughout everything they manipulated. The magical web that shaped the land to their whim begins to unravel (although scholars are unsure why the Desolation has not been affected by Malystryx's death when both the realms of Khellendros and Beryllintranox have already begun to slowly shift back toward the balance established by Nature). The magic that is used to create the dragonspawn also begins to unravel, striking every dragonspawn the Overlord created.

Upon the death of an Overlord, all dragonspawn are forced to make two saving throws. The first is a DC 25 Fortitude save. Those who fail this first saving throw die instantly, consumed by their death throes. Those who survive must then make a DC 20 Will save. Those who fail the second saving throw suffer a permanent 3d6 Intelligence drain (those reduced to 0 Intelligence instantly die as well). Any dragonspawn whose Intelligence falls below 7 are treated as insane (they are little better than wild beasts at this point, unable to use any spell or spell-like abilities). Success on the Will save means that the dragonspawn has survived and gained free will, although they have no memory of their life before the transformation.

If a dragonspawn makes the second saving throw by 10 or more, then all memories of her prior existence immediately flood back into the creature's mind. This has allowed a few dragonspawn to attempt to return to their former lives, using their innate sorcery to try and disguise their true natures.

Abominations are allowed the same saving throws, although their Fortitude save is DC 30 and their Will save is DC 25. The magic imbuing an abomination is more tenuous, thus fewer survive the backlash.

EPILOGUE—SHADOWS OF THE FUTURE

Key of Destiny, the first of the Dragonlance Campaign Adventure, is but the stepping-stone to a larger, far more intricate plot that the characters have already found themselves tangled in.

Up until this point, the Player Characters have been mere pawns, manipulated by shadowy players whose true ambitions have yet to be fully revealed. More will be revealed in the second part of the adventure trilogy, *Spectre of Sorrow*, but you and your players might not want to wait that long to continue your campaign, or you may want at least a hint of things to come so that you can plan for them.

One of the pivotal characters of the trilogy has just been 'formally' introduced to the characters, the mysterious spirit known as Kayleigh. Although the characters first see her in the Peak of Malystryx, hovering beneficently before the Dragonlance of Huma Dragonbane, Kayleigh has been with the characters all along, subtly guiding them on their path. Is she friend or foe? Or is she also a pawn caught up in the same game that players are in?

The characters have also witnessed the atrocity of one of the villains who they will have to confront some day, a priest who sold his soul for immortality and received a gift of darkness and an empty heart to fill with hatred. But are not priests but the mouthpieces for their gods? If the Betrayer is involved somehow, does that not mean that Chemosh also has his unblinking eye upon the events unfolding around the characters?

Besides the forces that are known, what about the forces that are unknown to the characters? What other individuals have been placed into play, moving at angles from the PCs, perhaps performing other services, other deeds for yet other individuals interested in the secret of the key of Quinari...and in the other secrets that the characters may not yet realize the hold in their hands.

There are lots of questions and few answers immediately forthcoming...but for those who do not wish to wait for the official word, held within these pages there should be more than enough subplots and intrigue to keep a campaign running for a good, long time.

THINGS TO COME

In *Spectre of Sorrows*, the characters will discover that as they are leaving the Peak of Malystryx that the spirit they unwittingly released in the Shattered Temple wants to destroy the shard of light, and the

characters who carry it with them. But that is just the beginning, for the Dark Knights have already learned of the treasure that the characters possess—the legendary Dragonlance of Huma Dragonbane. If the Dark Knights can gain control over that symbol of the Solamnic Knights, it would give them an edge in dealing with the suddenly inscrutable eastern kingdom. Caught between the Dark Knights on the west and the howling remnants of Sindra's dragonspawn, the characters find an unexpected refuge.

Reaching relative safety in Flotsam, the characters uncover an important piece of information about the key of Quinari, which sends them on a journey that will take them across the north, to a place only spoken about in ancient legend... a place where no mortal has ever stepped foot... where the characters will finally come face to face with their destiny and make the decision to either take control of their fates or to be victims of whim.

PERSONALIZING THE CAMPAIGN

Although this campaign was designed for the “stereotypical” adventuring party of one Fighter, one Wizard, one Rogue, and one Cleric, there are many chances scattered throughout the adventure trilogy for you to alter things, to add your own distinct touch to the game.

As the adventure progresses, the players may decide that they want to take their characters in different directions than what they had originally imagined. The bumbling Rogue discovers a natural gift for magic that leads him to study wizardry, or a grizzled fighter who's had enough of bloodshed and wishes to pursue the Blue Path of Mishakal. Keep track of what your players are interested in, in how their characters are developing. Although this book provides a backdrop and storyline, it is the characters and their players that truly make the campaign interesting and unique.

Below are two examples of how to personalize the adventure around specific player characters, using the Wizard of High Sorcery and the Knight of Solamnia prestige class requirements as examples.

PERSONALIZING A TEST OF HIGH SORCERY

The Test of High Sorcery is an integral initiation into the Orders of High Sorcery, an initiation that weeds out those only dabbling in the magic, or those unwilling to apply themselves properly, for failing the Test often means death for the young wizard attempting to prove worthy of donning the colored Robes of the Orders—the White Robe of Solinari, the Red Robe of Lunitari, or the Black Robe of Nunitari.

Just as no two wizards are alike, nor are any two Tests alike, which can make it difficult to try and include one as part of the adventure. However, here are a few ideas to help you run a Test for your PCs,

although you will have to design the encounters yourself (see *Towers of High Sorcery*).

Every Test of High Sorcery includes at least three problems that can only be solved by the character's knowledge of magic and its usage, requiring Spellcraft and Knowledge (Arcana) checks as well as the application of known spells. The character must solve problems and defeat foes, including one foe at least as powerful (if not more so) magically than the character, and by the end of the Test, the wizard should have cast every spell that they know at least once.

Sometimes, the Test can seem like a single long trial, while at other times the Test can comprise of three completely separate ‘realities,’ each shaped to explore different aspects of the wizard's psyche and dedication.

When the Tests were held in the Towers of High Sorcery, great magic was often used to create the Tests, ranging from making friends seem like foes or foes seem like allies, to intricate illusions, mental journeys, or even in one instance of traveling to the past and experiencing someone else's life. Now that the Towers are abandoned or inaccessible (at least during this part of the adventure), a potential wizard character's Test could actually be tied into their every day life and an apprentice could be Tested without ever knowing what was going on.

For example, Zoe decides that a fiery tempered young wizard's apprentice needs to gain better control over his temper if he is to be a truly great wizard, so she arranges things so that his journey to Pashin involves a trip through the Burning Lands where he must deal with the fiery Azer, all without his ever knowing that she's watching him from afar to see how he deals with the volatile “fire dwarves.”

PERSONALIZING A KNIGHTLY QUEST

It is possible for characters to petition to join the ranks of the noble Knights of Solamnia, although becoming a member of that august body is not always easy.

Every petitioner must first become a Squire of the Crown, as detailed in the *Dragonlance Campaign Setting*. If a character can find a Solamnic Knight in good standing to sponsor her, she will be taken before a Knightly Council where she will formally present her petition, swear an oath to honor the knighthood, the causes of the order, allegiance to the order, and must vow to live by the Oath and the Measure.

If there is no dissent from the gathered knights, and no question of honor regarding the candidate brought forth, she is accepted into the knighthood as a squire. Once the character advances one character level (in any class), and meets the basic requirements for the Knight of the Crown prestige class, she may petition at the next Knightly Council to be accepted as a full Knight of Solamnia.



The adventure that the characters are undertaking, particularly the reclamation of the legendary Dragonlance of Huma Dragonbane, is more than a suitable undertaking to fulfill the requirements of Knightly Virtue for petitioning to become either a Knight of the Sword or a Knight of the Rose. Note, however, that if a Solamnic Knight recovered Huma's Dragonlance and either didn't return it to its resting place in the Dragon Monument of Southern Ergoth, or place it into the safe-keeping of the Solamnic Knighthood may find her virtue in question if it is ever discovered...

APPENDIX

Page 136, New Spells

DIVINE LOCK

Abjuration

Level: Clr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: The door, chest, or portal touched, up to 30 sq.ft./level in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A divine lock spell cast upon a door, chest, or portal magically locks it. You, and followers of your same deity, can freely pass through your own divine lock without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful dispel magic or knock spell. Add 10 to the normal DC to break open a door or portal affected by this spell. (A knock spell does not remove a divine lock; it only suppresses the effect for 10 minutes.)

THE FORLORN KENDER

Forlorn kender are corporeal undead creatures fueled by despair and hatred, born of afflicted kender who have died within the Desolation and twisted by the malice imbuing the realm of Malystriyx. During the reign of the Dragon Overlord, these twisted and pathetic undead kender roamed in small packs throughout the ruined realm, but following her death they seem to have suddenly increased in number, as if gathering together, fueled by some even darker menace.

Most of the Forlorn possess only a feral cunning, a hatred of all living things that drives them to destroy anything they come across. Some rare Forlorn, however, seem to possess some of the drive they once possessed in life and through force of will, can control their lesser brethren and can invoke fear in even the normally fearless (true) kender; these Forlorn have become known as the Fearbringers.

FORLORN KENDER

Small Undead

Hit Dice: 3d12 (19 hp)

Initiative: +5 (Dex)

Speed: 30 ft. (6 squares)

Armor Class: 18 (+1 size, +5 Dex, +2 natural), touch 16, flat-footed 13

Base Attack/Grapple: +1/-2

Attack: Bite +3 melee (1d4+1 plus cackling madness)

Full Attack: Bite +3 melee (1d4+1 and cackling madness) and 2 claws +1 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Cackling madness, improved grab, pounce, shriek

Special Qualities: Darkvision 60 ft., undead traits, +2 turn resistance

Saves: Fort +1, Ref +6, Will +3

Abilities: Str 13, Dex 20, Con —,

Int 9, Wis 10, Cha 15

Skills: Balance +7, Climb +3, Hide +10, Jump +3, Move Silently +7

Feats: Multiattack

Environment: Any magical (Desolation)

Organization: Solitary, Pack (2-6), Swarm (7-12)

Challenge Rating: 2

Treasure: Half standard

Alignment: Always chaotic and evil

Advancement: 4-5 HD (Small)

Level Adjustment: —

Small and gaunt, this undead creature seems to have been a kender in life. Its topknot hangs in wild tangles about a face twisted into a grimace of hatred and pain; its unblinking eyes stare hungrily, as an eerie scream — part cry of pain, part shriek of anguish — is torn from the depths of its hollowed body.

Although a Forlorn resembles the kender it was in life, in undeath there is little remaining of the original personality save for a dim, bestial cunning. They move with uncanny quickness, hunting in packs like scavengers, filling the air with their unnatural screams of pain and hatred.

The Forlorn lurk around the ruined settlements, villages, and towns of the kender that were destroyed by Malystriyx. Despite the fact they were born of Malystriyx's magic, they were not under her control, and attacked her minions as often as they attacked any other living creature that crosses their path. Perhaps unsurprisingly, however, is that kender, both true and afflicted, are their preferred prey. Indeed, a pack of hunting Forlorn will break off an attack against any other foe in order to concentrate upon kender in the vicinity.

Forlorn can be found in the typical array of heights and builds for a kender, being Small creatures.

They cannot speak, except to shriek, and if they understand Common, they show little willingness to listen to anything except the screams of their prey.

COMBAT

Forlorn kender attack with surprising viciousness, with claws and fangs, seeking to rend and devour any living creature they can; preferably while their prey is still alive.

Cackling Madness (Su): Disease – bite, Fortitude DC 13 (kender do not receive their +1 racial bonus to all saving throws against this disease), incubation period 1 day, damage 1d3 Wis and 1d3 Cha. The save DC is Charisma-based.

Any kender (true or afflicted) who dies due to the cackling madness becomes a forlorn kender at the next sunset, unless its body is purified (consecrate, cure disease, gentle repose, or some similar magic is cast upon the body). Forlorn are not under the command of their creator, nor do they possess any of the abilities they possessed in life.

An afflicted kender of 6 Hit Dice or more rises as a fearbringer, not a forlorn kender.

Improved Grab (Ex): To use this ability, a forlorn kender must hit with its bite attack. It can then attempt to start a grapple as a free action, without provoking an attack of opportunity. If it wins the grapple check, it can automatically strike with both claws.

Pounce (Ex): If a forlorn kender charges a foe, it can make a full attack.

Shriek (Su): The uncanny screams of the forlorn are enough to send chills down even the stoutest of spines. As a free action, the forlorn kender can unleash a supernatural shriek. All those within a 30-foot spread must make a DC 13 Will save or be panicked for 1d4 rounds. Whether or not the save is successful, an affected creature is immune to the same forlorn kender's shriek for 24 hours. This is a sonic, mind-affecting fear attack.

FEARBRINGER

When an afflicted kender of strong personality falls prey to the forlorn kender, they rise as one of the fearbringers – undead kender of great personal power and an undying hatred for the living, although they seem to bear a particularly strong hatred for any other living kender. They gather armies of forlorn to their side, seeking to scour the countryside bare of all living things.

Fearbringers appear as they did in life, although their skin is drawn tautly over their skulls, their lips twisted into a permanent rictus grin, and their eyes burning with a hungry crimson flame.

Fearbringers speak any languages they knew in life.

SAMPLE FEARBRINGER

It is often difficult to think of a kender as being intimidating, but there is something unnatural about the small, slender being in front of you. His eyes burning with bright crimson flame, his skin stretched taut over his skull, and his lips twisted into a sinister smirk that reveals jagged, broken teeth.

This example uses a 6th-level kender (afflicted) rogue as the base creature.

Skandal was born an afflicted kender, not long after the Kender Flight from the Desolation in the early years of the Fifth Age. Growing up on the tales of the former glories of Kendermore, he vowed to himself that he would return some day and regain the family “heirlooms” that had been left behind. Twenty years later, he left home and disappeared into the Desolation.

Somehow, Skandal managed to reach Kendermore relatively unscathed, but he was unprepared for the horrors he would find in his own family's home. In the ruins of his family's house, he came upon a small group of forlorn kender, who set upon him savagely. When he arose the next night, he arose as a fearbringer, and asserting his control over his lesser “brethren,” he has been using them to scour Kendermore searching for his family's most precious “heirloom,” a kender spoon of undead turning, although he fully realizes the irony of the situation, he still burns to regain some hint of his family's lost past.

SKANDAL

Fearbringer, 6th-Level Kender (Afflicted) Rogue
Small Undead (Augmented Humanoid)

Hit Dice: 6d12 (39 hit points)

Initiative: +10 (+6 Dex, +4 Improved Initiative)

Speed: 30 ft. (6 squares)

Armor Class: 27 (+1 size, +6 Dex, +4 natural, +4 +1 studded leather, +2 masterwork buckler), touch 17, flat-footed 21

Base Attack/Grapple: +4/+3

Attack: Claw +7 melee (1d6+3 plus chilling touch) or +1 shortsword +11 melee (1d6+4 melee) or +1 shortbow +11 ranged (1d6+1/x3).

Full Attack: Claw +7 melee (1d6+3 plus chilling touch) or +1 shortsword +11 melee (1d6+4 melee) or +1 shortbow +11 ranged (1d6+1/x3).

Space/Reach: 5 ft./5 ft.

Special Attacks: Children of the night, chilling touch, create spawn, fear aura, sneak attack +3d6,

Special Qualities: Damage reduction 10/iron and magic, evasion, fast healing 5, resistances, shadow blend, trap sense +2, trapfinding, turn resistance, uncanny dodge, undead qualities

Saves: Fort +3, Ref +6, Will +4

Abilities: Str 17, Dex 22, Con –,

Int 14, Wis 13, Cha 12.

Skills: Appraise +8, Balance +12, Bluff +7, Climb +9, Disable Device +8, Hide +22, Intimidate +7, Jump +9, Listen +13, Move Silently +20, Open Lock +12, Search +16, Sleight of Hand +14, Spot +17, Tumble +10, Use Magic Device +7.

Feats: Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Weapon Finesse (shortsword)

Environment: Any (Desolation)

Organization: Solitary or troupe (1 plus 2-3 forlorn kender)

Challenge Rating: 8

Treasure: Double standard

Alignment: Always evil (any)

Advancement: By character class

Level Adjustment: +5

The fearbringer's slam attack is treated as a magic weapon for the purpose of overcoming damage reduction.

The DC is 14 against the fearbringer's fear aura and for the Fortitude save against the fearbringer's chilling touch.

Possessions: +1 studded leather, masterwork buckler, masterwork shortsword, +1 shortbow, 10 normal arrows, 5 cold iron arrows, 5 silvered arrows, 2 oils of fiery burning, masterwork thieves tools.

CREATING A FEARBRINGER

"Fearbringer" is an acquired template that can be added to any afflicted kender (referred to hereafter as the base creature).

A fearbringer uses all the base creature's statistics and special abilities, except as noted here.

Size and Type: The creature's type changes to undead (augmented humanoid). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Same as the base creature; if the base creature's speed is less than 30 ft. (6 squares), it is increased to 30 ft.

Armor Class: The base creature's natural armor bonus improves by +4.

Attack: A fearbringer retains all the attacks of the base creature and also gains a claw attack if it didn't already have one. If the base creature can use weapons, the fearbringer retains those natural weapons. A fearbringer fighting without weapons uses either its claw attack or its primary natural weapon (if it has any). A fearbringer armed with a weapon uses its claw or a weapon, as it desires.

Full Attack: A fearbringer fighting without weapons uses its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Fearbringers have slam attacks. If the base creature does not have this attack form, it gains a slam attack of 1d6 damage. If it already possessed a slam attack, it retains the old damage value or uses the 1d6 value, whichever is better.

Special Attacks: A fearbringer retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 fearbringer's HD + fearbringer's Cha modifier unless otherwise noted.

Children of the Night (Su): Fearbringers can command the lesser creatures of the world and once per day can call forth 1d6 rat swarms, 1d4 bat swarms, or 2d4+1 spider swarms as a standard action. These creatures arrive in 2d4 rounds and serve the fearbringer for up to 1 hour.

Chilling Touch (Su): The spiritually cold touch of a fearbringer drains its victim of their personality and willpower. Any living creature struck by the fearbringer's chilling touch must succeed at a Fortitude save or take 1d3 points of Wisdom and Charisma damage. A creature reduced to Wisdom 0 or Charisma 0 by a fearbringer dies. This is a negative energy effect.

Create Spawn (Su): Any kender reduced to either Wisdom or Charisma of 0 by a fearbringer becomes a forlorn kender under the control of its killer within 2d4 rounds. Any afflicted kender, of 6 Hit Dice or greater, brought to 0 rises as a fearbringer, under the control of its creator. Any other humanoid brought to 0 Wisdom or Charisma rises as a wight, although it is not under the control of its killer.

Fear Aura (Su): Fearbringers, as their name suggests, constantly generate a bone-chilling supernatural aura. Creatures within 30 feet of the fearbringer must succeed on a Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected by the same fearbringer's aura for 24 hours. The save is Charisma-based.

Of special interest, however, is the fact that even the normally fearless (true) kender are susceptible to the fearbringer's chilling aura, although to a lesser extent. A (true) kender is entitled to the same saving throw to resist, but instead of being paralyzed, they are shaken for 1d4 rounds.

Special Qualities: A fearbringer retains all the special qualities of the base creature and gains those described below.

Damage Reduction (Su): A fearbringer has damage reduction 10/iron and magic. A fearbringer's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A fearbringer heals 5 points of damage each round, so long as it has at least 1 hit point.

Resistances (Ex): A fearbringer has resistance to cold 10 and fire 10.

Shadow Blend (Su): In any condition of illumination other than full daylight, a fearbringer can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell (or similar type of magic), however, will.

Turn Resistance (Ex): A fearbringer has +4 turn resistance.

Abilities: Increase from the base creature as follows: Str +4, Dex +6, Int +2, Wis +2, Cha +4. As an undead creature, a fearbringer has no Constitution score.

Skills: Fearbringers have a +10 racial bonus on Hide, a +8 racial bonus to Move Silently and Spot checks, and a +4 racial bonus on Listen and Search checks. Otherwise, same as the base creature (+2 racial bonus to Climb, Jump, Open Locks, and Sleight of Hand).

Feats: Fearbringers gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Any, usually same as base creature (primarily found around the Desolation).

Organization: Solitary, pair, troupe (1-2 plus 2-6 forlorn kender).

Challenge Rating: Same as the base creature +2.

Treasure: Double standard

Alignment: Always evil (any)

Level Adjustment: Same as the base creature +5.

FEARBRINGER CHARACTERS

Fearbringers are always evil, which causes characters of certain alignments to lose some class abilities. In addition, certain classes are affected other ways.

Clerics: Fearbringer clerics become clerics of Chemosh. They select two domains from the following to replace those they had previously: Death, Evil, or Trickery. Fearbringer clerics lose their ability to turn undead, instead gaining the ability to rebuke undead.

Sorcerers and Wizards: Fearbringer sorcerer and wizards retain their class abilities. Wizard and sorcerer familiars do not acquire the fearbringer template, but the special attacks of their master may be delivered by the familiar if the master's caster level is at least 3rd. Wizards of High Sorcery will suffer the consequences of changing alignments described in Chapter Two of the *Dragonlance Campaign Setting*.

