

ADP1-10



AN EVIL MORNING

A One-Round D&D Adaptable LIVING GREYHAWK™ Adventure

version 1

by Michael D. Adamson

Merchants have been coming up missing. Rumors abound of vampires and devils; others say that a murderous minion of Ivid V or Iuz is trying to make a name for itself by squeezing the lifeblood from the city. Will adventures succeed, when city authorities only seem to bumble? The first part of the Legacy of Ill-Drach. An adventure for characters level 3-8.



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This is an RPGA® Network scenario for the DUNGEONS & DRAGONS® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *DUNGEON MASTER's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your

eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

- 1-*No-vote scoring*: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
- 2-*Partial scoring*: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
- 3-*Voting*: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.
 - 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

est level shown for the highest tier cannot be played.

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute	You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
Poor	You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
Common	You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
High	You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury	You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ABOUT ADAPTABLE SCENARIOS

This is an adaptable LIVING GREYHAWK scenario. Contact your Regional Triad (contact information available at www.livinggreyhawk.com) for specific information on how to adapt this adventure to your home region. Your triad will provide you with an Adaptation Sheet, which will dictate needed changes to make this adventure playable in your Home Region.

Some adventures simply are not appropriate for all regions. It's possible that your Regional Triad will not wish to adapt this adventure to your region. In that case, or in case you cannot or do not contact your Regional Triad, you may run this adventure as a "Default Core" adventure set in an unassigned or wild region. In this case, run the adventure essentially "as written." Do not attempt to "change history" in a nation that is not an assigned Triad region.

An Adaptable Scenario played as a "Default Core" scenario costs 2 Time Units. An Adaptable Scenario played as a regional event per the Triad's Adaptation Sheet costs 1 time unit for native characters, and 2 time units for visitors.

ADVENTURE SUMMARY AND BACKGROUND

The event takes place throughout Oerth. A wizard by the name of Isonbin Ill-Drach has taken advantage of old sites used during the Greyhawk Wars when Ivid V and Iuz summoned demons and devils *en masse*. Isonbin's plan was to use these outposts and summon hordes of devils, and then to set the devils lose at an appropriate time. His plan was doing well until several of his minions overestimated their ability to control some of the tougher fiends that they had summoned and lost their lives. In this adventure one of Ill-Drach's minions has just summoned an achaierai, unfortunately he was unable to control the creature. The achaierai then rampaged through the underground outpost until the wizard was able to catch up to it near the entrance. It was there that the wizard lost his life.

Introduction: The characters are shopping in a marketplace filled with over-priced merchandise. Talking to others they find out that merchants have gone missing in the city as of late. Before they can follow up on any leads the marketplace is attacked by a massive beast (achaierai). The characters combat the achaierai and then follow the carnage (or the beast) to an alleyway where they find a huge hole in the ground.

Encounter 1: When the characters enter the underground complex they will come across a strange wall of force-type barricade blocking their way. Touching the wall gets the characters an electric shock. The characters can get through the wall by plac-

ing a signet ring into an indentation outside of the wall. (The signet ring is in the stomach of the achaierai)

Encounter 2 –Around the corner the characters spy a pit. Within the pit are the remains of the previous master of the outpost, his items and a pair of shocker lizards. The characters will either navigate around the pit or go through it.

Beyond the pit the characters find a group of the caged merchants, some alive and some dead. Also in the room are a few lemures guarding the prisoners.

Later the characters find a circular staircase winding down to the lower summoning chambers. The lower level is guarded by the wizard's prize possession, a hellhound given to him personally by Isonbin Ill-Drach.

Once they defeat the hell hound characters find the summoning chamber and the remains of about a dozen lemures, about twenty prisons/holding cells. There are also lemures that are both alive and agitated in this room. Beyond that room lies a summoning room which was obviously the site of a violent encounter. While there is little of interest in the room, the characters may hear a strange tapping on the wall...

Beyond the wall is a trapped osyluth. It starts to scratch the combination for the secret door when it hears combat in the summoning chamber. The devil wants out of its oath-bound confinement on the Material Plane, which is fulfilled only by the death of three characters.

After defeating the devil the characters may find a note in the second summoning chamber. It is signed by Isonbin Ill-Drach and outlines some of the wizard's plans. When the characters leave the outpost the released prisoners greet them, and grant them rewards.

INTRODUCTION

It is morning. For whatever reasons the characters start this adventure by shopping in the town's finer section. The characters can be in the market individually or as a group.

You find yourselves in a large market square this morning. The sun is shining and the morning air is filled with the smell of fresh baking goods. You have heard rumors that someone or something has taken some of the merchants in this market.

The market square is approximately 300 feet square with a fountain in the center if you are running this adventure as a Core LIVING GREYHAWK adventure. If you are adapting this adventure for a region check the adaptation sheet for changes.

The characters can purchase any standard items in the market. Still, they may not want to. As they travel from stall to stall they notice that every item in the market is marked up by at least

50%. Hard haggling (Bluff, DC 20) can bring the price down to standard prices, but the merchants will do this reluctantly and with much complaining.

There are fifteen kiosks throughout the square and twelve store fronts, six of which are closed. The following stores are closed:

Forever-Fine Linens: Run by a human woman who was taken by Ill-Drach's minion three months ago. She and her staff of four apprentices were the first merchants abducted.

The Fine Cut Jewelry: This store is a burned out husk. The jeweler and his employees were attacked about two months ago and taken by the wizard. The same night rogues came and robbed the store, then set it on fire.

Shot in the Dark: This tavern shut down about a month ago. The Ill-Drach's minion used the sewers to smuggle his lemures into the tavern, and against its occupants. There were no witnesses to the assault.

The Crooked Stick Herbs and Components: The minion took the owner and the elf woman who owned this shop and her apprentices two weeks ago.

The Great Gray Dwarf's Fine Armor and Weapons: The dwarven proprietor and three of his workers were taken three nights ago.

Berl-daw's Emporium: This was the minion's store. It did not open this morning. Note that in the Core version of this adventure Ill-Drach's minion is named Berl-daw, the minion and store name may be different in particular regions. See your adaptation sheet. The store is presented in greater detail in Encounter 1 (Areas 1A-1F).

Through shopping and talking with other merchants the characters can here following rumors:

- I'll tell you something. It's demons. It's said that during the Greyhawk Wars there was a summoning chamber under this town.
- The Old Gray Dwarf made a deal with the netherworld. That's why his goods are so fine. He gave up his friend's souls and finally his own.
- A beautiful elf woman had operated the crooked stick for over five decades now. Some say that the ugly Berl-daw couldn't handle the competition, or her the sight of her fey face.
- The folk from the Forever-Fine were the first to

disappear, which was about the same time that the dwarf had opened up his shop.

- The jewelry store? Bah! Good riddance, he was a thief and a scoundrel. Mess with the thieves and you disappear. It is just common sense.
- Some say that the elf who ran the crooked stick went mad and is now slowly killing the rest of the merchants in the square.
- There have been over seven cart merchants in the last couple of months that have gone missing. How am I sure they are missing and have not moved on to golder pastures? They all left their cart and the wares behind.
- The Great Gray Dwarf was an honest and good-natured dwarf. You know he didn't even drink!
- The disappearances are due to a vampire who lives under the market.

If you are running this adventure as Core event, set the adventure in the town of Safeton, one of the settlements within the Domain of Greyhawk.

👑Safeton (small city): Conventional; AL NG; 15,000 gp limit; Assets 457,500 gp; Population 6,100; Mixed (79% human, 9% halfling, 5% elf, 3% dwarf, 2% gnome, 1% half-elf, 1% half-orc).

Authority Figures: Mayor Oldifron Zernzay, male human Exp8; Captain of the Keys, Motto the Sharp Ftr8.

Safeton (originally Safe Town) was one of the more peaceful and stable places of the former Wild Coast, but with the invasion of the armies from the Pomarj having claimed most of the lands to the south, Safeton turned into a rough and paranoid fortified town. In the last year things have quieted much in the town, and things are almost back to normal...but not to the point where a strange occurrence like missing merchants don't drive prices through the roof.

When the role-playing is dying down or when the characters seem eager for action. Read the following:

Suddenly, screams erupt from the southeast corner of the market. The commotion comes from a crowd of people running from a large beast resembling a large quail standing on four storklike legs. You see the beast only for a brief moment, as it releases a pitch-black cloud from its beak, blocking your view of it

APL 4 (EL 5)

➤ **Achaierai** (1): hp 42; see *Monster Manual* page 15.

APL 6 (EL 7)

➤ **Achaierai, Advanced 11 HD (1):** hp 57, see Appendix A.

APL 8 (EL 9)

➤ **Achaierai, Advance Huge 18 HD (1):** hp 158; see Appendix A.

Tactics: See Map 1. When the characters start they are 140 feet away from the achaierai. If the characters are traveling overland to the monster they have to wade through the fleeing throngs of townsfolk, reducing their movement by 10 feet during each of the first two rounds of travel. Each round until the characters approach it, the achaierai attempts to kill as many townsfolk it can. Since the townsfolk are typically 1st-level commoners and aristocrats, and as such the achaierai can kill as many as 11 of these poor souls (8 with the black cloud special ability, and three more with melee attacks) each round. As soon as the characters are within melee contact with the monster it concentrates its attacks on them.

After the achaierai has used its black cloud special attack it the marketplace, it has only one more such attack during the day, as it has already used one while fighting Ill-Drach's minion. It uses that special attack either on innocents or on the characters at the first possible opportunity.

At this time the characters get their first good look at the creature. Anyone who succeeds at a either a Wilderness Lore, or a relevant Knowledge check (DC 15) knows this creature is an outsider. Furthermore, a more successful relevant Knowledge check (DC 25) let the character know that the creature is an achaierai.

Development: The achaierai fights for 5 rounds, or until it reaches 10 or fewer hit points. At that point it attempts to escape back down the alley it came from. However, if it is wounded when it reaches the modified *wall of force* it falls to the electrical damage that wall does. If not, it waits for the fight it knows will come. The trail of the monster's rampage is easy to follow, so no Track or Search check is required to find the newly created pit located in the alleyway behind Berl-daw's Emporium.

If the characters run from the initial fight the creature does not pursue them. There are plenty of townsfolk in the market to feast on.

The left arm of the wizard minion (Berl-daw) is in the stomach of the achaierai. On that hand is the signet ring that is used as the key that opens the modified *wall of force* in Encounter 1.

Treasure: Signet ring of the Ill-Drach: silver, 50 gold pieces.

ENCOUNTER 1: UNDERGROUND COMPLEX, ENTRANCE LEVEL

1. Pit in the Alleyway

The passageway connecting Berl-daw's Emporium to the underground summoning complex was never the most stable of tunnels, and when the achaierai found that it could not fit through the opening leading to the rickety stairs of area 1a, it thrashed around until the passage collapsed. Now, in the middle of this alleyway sits a large fresh whole. This hole is 15 feet deep.

1a. Rickety Stairs

This rickety stairs lead up into a back storage room inside Berl-daw's Emporium. The stairs, already in bad shape, are even worse for wear from the achaierai damage done to the corridor beyond. The first character to reach the top of the stairs must succeed at a Reflex save (DC 12) or fall through a bad stair. It is 10-foot fall, so the character receives 1d6 points of subdual damage. Other characters can easily sidestep the damage and gain access to the storage room (1b) above.

1b. Storage Room

The trap door to this storage room is locked with an *arcane lock* spell.

➤ **Trapdoor barred by *arcane lock*:** 2 in thick; Hardness 5; hp 20; Break DC 35.

Once past the trap door the characters find a storeroom filled with various dry goods, and other supplies.

1c. Workshop and Kitchen

The minion uses this place as a mix of kitchen and arcane workshop. Needless to say the area is disgusting as spell components mix with (sometimes mold-encrusted) food. A family of rats is currently making a feast of some of the more juicy morsels, but scatter when the characters enter the room.

A careful Search of the room (DC 15) will uncover the only real thing of value in this chamber: *Ill-Drach's Book of the Planes* a leather-bound book that bears an embossed picture of a burial mound topped by a black obelisk on the front cover. It contains close to fifty pages with drawings and information about various creatures that can be found on the Outer Planes. Also, on the inside cover, hastily drawn, is a pentagram. At each point of the pentagram there is a single numeral written in Infernal. The top point has the number five. The top two points each have the number three, and the bottom two points each has the number two.

This is the combination for the secret door that leads to the

inner summoning chamber located in the lower works of the complex.

1d. Hallway and Stairs

This simple hallway connects the kitchen and workshop to the stair that lead upstairs to sparsely furnished living rooms, and then on to the door leading to the shop front.

1e. Shop front

This is the shop front of the Emporium. There are a couple of shelves that line the wall, each crammed full of what appears to be interesting, sometimes magically glowing, knickknacks. All this arcane stuff is fake—glue and glass beads enhanced by continual flame spells and minor glamers—nailed down to the shelves. This faux emporium is actually where Berl-daw transacts with select customers looking for rare magics.

1f. Corridor into the Darkness

When the characters enter this 10-foot wide passageway they will see a faint aura of light emanate into the corridor, so even without illumination or the benefit of special vision characters can see 50 feet down the corridor, where it turns left. If the achaierai ran back here and electrocuted itself on the force wall, the characters will smell the burn feathers (which smells much like burnt hair) before they see the outsider or its remains. When the characters can see a little around the corner read the following.

You see a faint but shimmering light play up and down the air some 60 hands or so beyond the corner.

If the characters drove off the achaierai (beating it down to 10 or fewer hit points) continue with the following:

Ahead of you see the remains of the beast that attacked market square, its great head burnt and smoking.

Instead, if it is only wounded the monster is waiting for the impending second round of the fight. If the characters Listen, allow them a check (DC 15) to hear the beast's ragged breathing. If not, the achaierai benefits from a surprise round as the First character comes into its area.

In any case continue reading:

Light flickers here and there on the corridor's, walls as if many alchemists' pyramids hung about, casting their light on the flagstones. Yet you don't see any carved glass hanging. About 90 hands ahead at the turning point of the hallway you see the remains of a battle. The most notable remains are a pair of humanlike legs. Beyond those remains is a large gaping pit.

The strange modified wall of force that guards the corridors beyond creates the light that flickers down the hallway. The characters do have a chance to detect the almost invisible wall before walking into it. Those with Spellcraft are allowed a check (DC 27) in order to recognize that it the strange dancing lights are indicative to a version of the *wall of force* spell that is usually trapped in some way or the other. A successful Search check (DC 20) will also warn of the wall, but only an extremely careful Search (DC 25) avoids a quick shot of electrical energy (1d6 points) during such a search. If the characters do not detect the wall they make walk into it, as the wall itself is invisible. The character(s) in the lead hit a *wall of force* and take electrical damage.

✦ **Electrically trapped wall of force:** CR 1-5, no attack roll necessary (1d6 per APL, max 8d6); Reflex (DC 17) for half; Search (DC 20 or 25); Disable Device (as the *wall of force* spell).

✦ **Hewed stone walls, floor and ceiling:** at least 80 feet thick on each side; Hardness 8; hp 540 per every 3 ft.; break DC impossible.

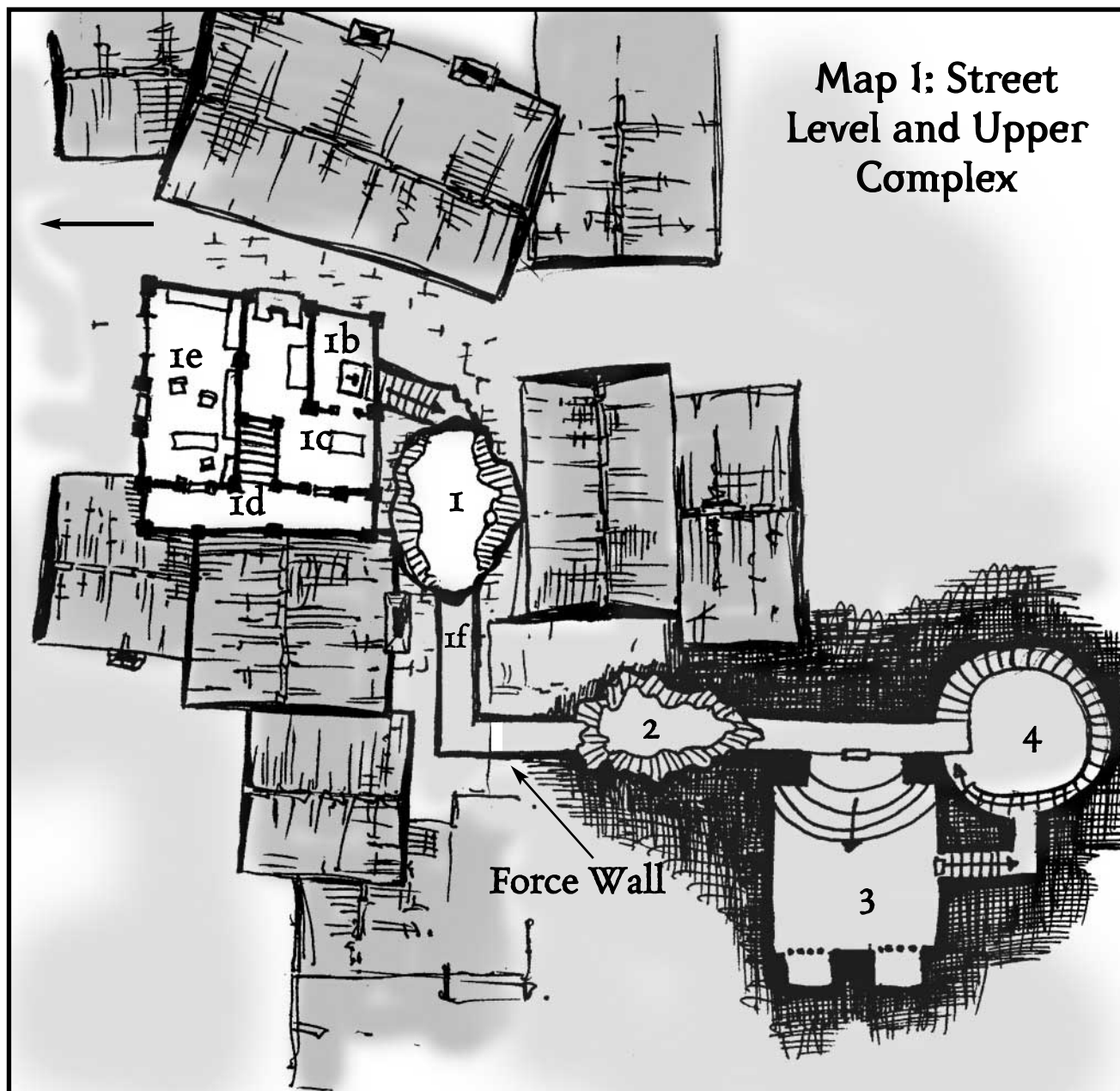
The wall of force extends 25 feet into the left and right side of the wall both and 10 feet into both the ceiling and the floor. Only days of excavation or going around the *wall of force* via a spell like *ethereal jaunt* will get the characters past the wall without the aid of the signet ring. If the characters search the wall they may find (Search, DC 16) a small circular indentation on the wall next to the *wall of force*. Within the indentation is a small carving of some type of arcane mark. A successful Knowledge (arcana) check (DC 20) clues a character that the mark is the ancient magical glyph for the word "key" (see illustration). If the signet ring found in the achaierai's belly is placed in this indentation, the wall of force is deactivated for a single minute (no matter how long the ring is pushed into the impression). There is another identical indentation on the other side of the *wall of force*.

Development: Once the characters move beyond the modified *wall of force*, they can investigate the legs and the large pit beyond. See area 2, below.

2. Large Pit

This area is immediately beyond the modified *wall of force*. Once the characters pass beyond it (which, admittedly, may take a long time) read or paraphrase the following:

As you turn the corner you spy a macabre scene of blood. The walls, ceiling and floor are splattered with blood and gore. The creature you fought in the marketplace undoubtedly mangled whatever was here. The only recognizable bits of what was killed are a pair of humanoid legs flung to the side of the corridor, their joints twisted in debilitating angles.



Beyond the carnage is a large gaping pit, about 60 hands wide gobbling up a large portion of the hallway, which continues on beyond the cavity. From the pit you hear eerie clicking sounds and see occasional flashes of light.

The gore and legs are from the remains of the Ill-Drach's minion, who was torn to bits by the rampaging achaierai just as he opened the force wall to escape the complex. The rest of his body can be found where it landed—at the bottom of the pit. Shocker lizards have made their home at the bottom of the pit. The minion would throw food into the pit from time to time to feed them,

considering them a useful back-up guard in the rare instance that the force wall was compromised. The achaierai unwittingly feed them when dispatched Ill-Drach's minion.

The pit is somewhere between 90 or 120 hands deep. There is water, debris and the remains of a body on the bottom of the pit. As you approach the pit the sounds and flashes of light both stop.

The characters will have to find some way to move beyond the pit. For many, that will mean climbing down into the pit. The walls of the pit are unworked stone (Climb DC 20). There is any-

where between as single to six inches of standing water anywhere on the bottom of the pit. Once on the bottom the characters will see about a half dozen lifeless tiny blue lizards, a silver-tipped quarterstaff and the head and torso of a person (the remains of Ill-Drach's minion). When the characters approach the remains, the remaining shocker lizards attack. Unless the characters succeed at a Spot check (opposed to their Hide), the shocker lizards gain a surprise round.

APL 4 (EL 4)

➤ **Shocker Lizard** (2): hp 16, 14; see *Monster Manual* page 164.

APL 6(EL 6)

➤ **Shocker Lizard** (4): hp 18, 16, 14, 13; see *Monster Manual* page 164.

APL 8(EL8)

➤ **Shocker Lizard** (8): hp 20, 18, 16 (x2), 14 (x2), 13, 11; see *Monster Manual* page 164.

Tactics: The shocker lizards begin their attack with their lethal shock ability, and continue with this kind of attack whenever possible. As well, the lizards hide among the debris gaining cover (quarter cover, AC bonus +2, Reflex save bonus +1) whenever possible. There is only a scattering of debris in the area that a shocker lizard can use for cover, so use one of two methods to determine when a shocker lizard can benefit from cover: The first method is to randomly (or at least haphazardly) distribute five 5-foot squares on the battle map. If a shocker lizard is in one of these areas it gains cover. The other method is to roll a 1d20 each time a character attempts to attack a shocker lizards on a roll of 13 or more, the shocker lizard is hiding behind cover, and may gain benefit of it. Remember that shocker lizards are Small creatures, as will be some characters. No matter which method you use, Small character can also gain cover benefits if they wish.

Treasure: In the minion's hand is clenched a masterwork silver-tipped quarterstaff (350 gp).

3. Prisoner Chamber

After the characters navigate the pit, they can continue down the long corridor that slopes slightly downward (Spot DC 15, Stonecunning bonuses apply) to a shattered door on the left wall.

The door looks like it was shattered out into the hallway. Beyond the doorway emanates multiple horrid groans, and the foul stench of death and decay.

Beyond the doorway and down a set of steep steps is a chamber littered with bloody remains. In that chamber there are two barred alcoves—small prisons on the far wall, and a giant hanging cage. The cage is suspended from the chamber's domed ceiling by a huge rusted iron chain. There is no mechanism to lower the cage. A sobbing gnome is inside the cage. Upon noticing the characters he screams:

"You! You! Please get me down and out of here. Any more of this and I will become as insane as Zagyg."

Unfortunately, the characters are too late, he is already insane, and his screaming informs the lemures resting under the remains littering the room (Hide +0, with a +2 circumstance bonus due to the sloppy abundance of material they are hiding under) that fresh meat has entered.

APL 4 (EL 4)

➤ **Lemure (baatezu)** (4): hp 14, 10, 9 (x2); see *Monster Manual* page 48.

APL 6 (EL 6)

➤ **Lemure (baatezu)** (6): hp 15, 14, 10, 9 (x2), 7; see *Monster Manual* page 48.

APL 8 (EL 8)

➤ **Lemure (baatezu)** (12): hp 15, 14 (x3), 13, 12 (x2) 10, 9 (x3), 7; see *Monster Manual* page 48.

Tactics: Due to their mindless nature, lemures tactics are very simple: advance, kill, kill, and when they are done, eat. Only their death stops the onslaught.

Development: Once the lemures are defeated the characters can release the living prisoners. Even the cages are littered with the dead bodies of unfortunate merchants feed to the lemures after their usefulness passed. This place is a horrid mass of death and madness, and all three of the surviving merchants (The Gray Dwarf, the elf who owns the Short Stick, and a gnome who served as bartender at the Shot in the Dark) are in a state of shock. All three are thankful to the characters, but will insist that they leave the complex immediately.

The former prisoners do have information about the events surrounding, and the physical make up of this complex, but due to the prisoner's mental state, it may be difficult to get the information. Each of the former prisoners is highly agitated, and wants to leave the complex as soon as possible. Settling a prisoner down enough for him or her to become lucid, and tell the character what he or she knows requires sensitive coaxing (Diplomacy DC 20). Taking the former prisoners out of the

underground complex grants a +6 circumstance bonus those checks (and allows a recheck if necessary), and if the former prisoners are given a warm meal, bath, and a good night of rest, such a check is not necessary. A successful *calm emotion* spell also does the trick immediately. The following details how shock affects each of the former prisoners, and the information they have about the underground complex.

The Gray Dwarf: In typical dwarven fashion, he focuses his emotions through vocal and expressive bouts of frustration and anger, though he stops short of physically trying to harm the character, he yells, stomps about, and insists over and over again that they escort him from this “foul pit of death.” Once he is in his right mind, he thanks the characters with a big hug, and tells them that he and his apprentices were attacked by the “slobbering idiot devils” (lemures), and then dragged down here. During his brief time here (it has only been three days, but the dwarf thinks it has been at least a week), he has seen the master of the complex (Ill-Drach’s minion) on only a few occasions, but can give a good description of the person. After his description is give the characters should know that the mangled body they found it the pit, was the master of this complex. During his short time here he has also heard a great deal of barking and growling from the room to the north. Two of his apprentices were taken into that room, and a few hours later what was left of them was strewn into the prison room.

The Elf: The elf is cool and calm in her shock, but still acts irrationally. She knows what horrors are down here, knows that she can’t handle them, and will head toward the exit of the place, with or without the characters. She will even go as far as walking into the modified wall of force repeatedly, attempting to find “its weakness.” Such actions may kill her, as her conditions and some torture have brought her to current total of 15 hit points. The owner of the Crooked Stick is in this mess because she suspected that her competitor was summoning creatures from the Outer Planes, and confronted him about the matter. Through divination she had found out that he had summoned an osyluth. While she is not saint, and the thought of summoning evil outsiders for some purposes does not bother her, the thought of an unleashed osyluth chills her soul.

The Gnome: Mentally, the gnome is the worse off of the bunch. He continues to scream for release as long as he is in the cage. Getting him down from the cage may be difficult (see below). The gnome has gone insane, and as such is a little harder to settle (Diplomacy, DC 30; *calm emotions* still works, but for its duration only). It is to the characters benefit to calm the gnome before they release him from the cage and put his feet on the gory ground, because once released, while he does calm down for a moment, and sizes up his surroundings, he does something very surprising: he smiles wickedly and look back screams and runs for the northern door. Screaming “I am going to get that

bastard’s treasure. I am going to be the king of the Hells!” If no one tries to stop him, he will continue through the door and down the spiral stairs, and eventually into the toothy maw of the hell hound (see Encounter 4).

The longest surviving prisoner, the gnome is alive only because Ill-Drach’s minion enjoyed tormenting the small humanoid. He told the gnome that he was the “king of the Hells” and that he was his little court jester, and made the gnome perform demented, unspeakable comedy routines only the truly depraved or insane would find remotely funny. Now the gnome’s sanity has been twisted toward desire for revenge, and to become the “king of the Hells,” the only way he knows to have power over his captor. While he does not know how one becomes the king, he is sure that the secrets come from beyond the door his regent always entered the chamber from.

None of the prisoners are in any shape to assist the characters in combat. If they are lead out of the complex, the dwarf offers a silvered masterwork battleaxe to the group, to help them slay the unspeakable horrors he is sure dwell deeper in the complex. The elf offers nothing except a word of thanks. The gnome treats any character that stopped him from pursuing his dreams of power with a cold seething hatred manifested in a cold stare through hazel eyes.

The door to the east is shattered just like the door that characters used to enter this room. Beyond the door is a passageway with a flight of descending stairs. The corridor leads out toward a lower balcony on the spiral staircase (see area 6).

4. Circular Stair Chamber

You enter this chamber by way of one of its two entrances. Stairs wind down to the polished marble floor of the lower level, while a devilish looking dog with matted red fur makes his way up them.

Depending on the APL the hell hound may or may not have a pair of leathery wings.

APL 4 (EL 3)

➤ **Hell Hound** (1): hp 22; see *Monster Manual* page 118.

APL 6 (EL 5)

➤ **Half-Fiend Hell Hound** (1): hp 30; see Appendix A.

APL 8(EL 7)

➤ **Half-Fiend Hell Hound, advanced 8 HD** (1): hp 56; see Appendix A.

Development: The hellhound was a gift to the minion from Isonbin. It is extremely loyal, and was commanded by his master

to attack all except for its master who enters the room. The minion should have had his pet assist him in his fight against the achaierai—it may have saved his skin.

The hell hound performs his master's last wishes until it is killed

ENCOUNTER 2: UNDERGROUND COMPLEX, SUMMONING CHAMBERS

5. Preparation Chamber

At the bottom of the circular stairs, you see the shattered remains of a large double door. The torn and tattered bodies of two of the moronic, evil creature you encountered upstairs lie on the floor amid the splinters. Beyond, you see a large darkened chamber. Emitting from it are the insane gurgles of something sounding madly evil.

Beyond the sundered double doors at the bottom of the spiral staircase are a group of lemures waiting for mindless combat. They wait only because a crafty imp named Relloom leads them, telepathically keeping them from the staircase and the hell hound that guarded it diligently.

More so than any creature still in the complex, Relloom knows the goings on of today, and realizes that he has to be crafty and careful to get out of his predicament in one piece.

APL 4 (EL 4)

➤ **Lemure (baatezu)** (2): hp 12, 9; see *Monster Manual* page 48.

➤ **Relloom the Imp** (1): hp 15; see *Monster Manual* page 48.

APL 6 (EL 6)

➤ **Lemure (baatezu)** (4): hp 12, 9; see *Monster Manual* page 48.

➤ **Relloom the Imp**: male imp Rog1; hp 18; see Appendix A.

APL 8 (EL 8)

➤ **Lemure (baatezu)** (6): hp 12, 9; see *Monster Manual* page 48.

➤ **Relloom the Imp, male imp Rog3** (1): hp 30; see Appendix A.

Tactics: The characters may attempt to attack the lemures by firing ranged weapons from the safety of the warded room. This is possible, but keep in mind that the lemures have damage reduction 5/silver. Only half the lemures in the room can be seen from the doorway, the others are in the open holding cells that line the walls or out of the angle of vision. Relloom only commands them

to attack if he is loosing them to ranged attacks or if the characters enter the chamber.

Relloom's only interest is to flee this place. With the hell hound vanquished (assuming that is the case), it sees the characters as its only way out. Relloom supposes (usually rightly) that the characters have his former master's signet ring. To gain this ring for himself so that he may escape the complex, he telepathically commands the lemures to attack, and uses the distraction to search for and then steal the ring (gaining a +2 circumstance bonus on his Pick Pockets, but a -4 circumstance penalty on his Search check to find it when the characters are in combat) from the character who holds it. When searching for the ring he does so while *invisible*, and starts with characters that appear to be spellcasters. Searching each character is a full-round action (DC 15), and the character being searched gets a Spot check (DC 20) to notice and invisible creature is invading their space. If Relloom is able to find the ring, he still must succeed a Pick Pockets check (DC 20) to snatch it.

Development: Once he gains the ring, he attempts to make his escape. If the characters did not notice Relloom at all, have the imp drop his *invisibility* spell-like ability and taunt the characters:

From behind you, you hear a malicious high-pitched voice:

"I leave all you drooling baboons to your slow, confined, and painful death. As for me I am so out of here!"

With that, you see what can only be an imp, who in one hand carries the signet ring that opens the force wall, his other hand displays a rude finger gesture favored by orcs and other crass folk.

Relloom then moves full-speed toward the complex's exit. He does not take time to become invisible again, unless the characters do not make an attempt to follow him. If he makes it beyond the force wall, and the characters are not there in time to use the opening themselves, they may be trapped in the complex until they die about a week later.

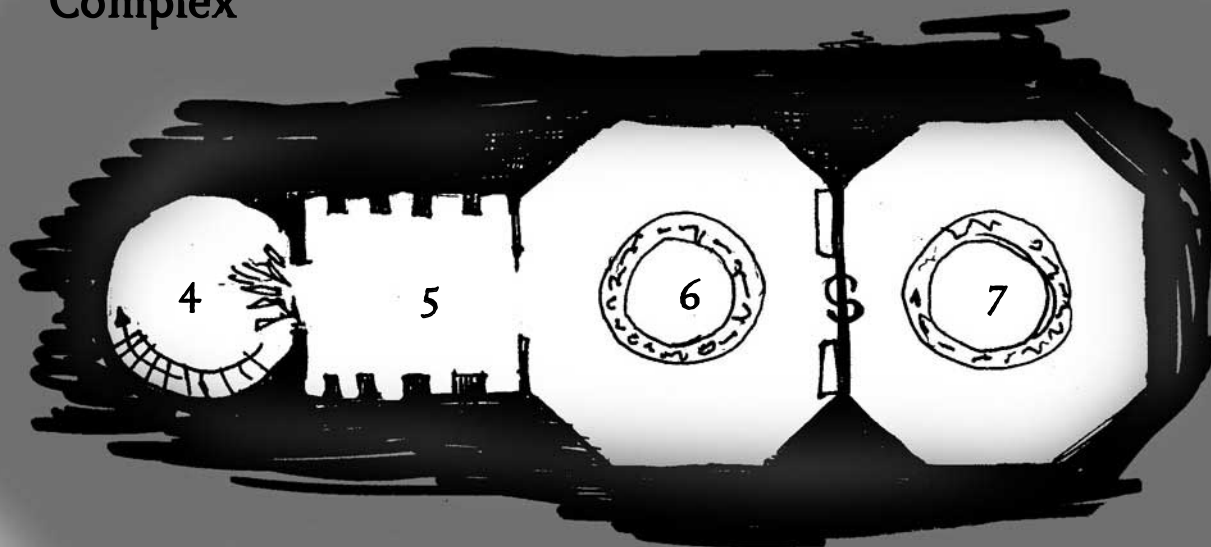
This room, destroyed by the rampaging achaierai and its running battle with Ill-Drach's minion, and further destroyed the by the inane fiddling of the lemures, is a trash pit of broken worktables, destroyed tomes, and lemure corpses.

Treasure: Amid the rubble, a Search (DC 12) may reveal three smokesticks, and two vials of antitoxin.

6. Outer Summoning Chamber

This is the first of two summoning chambers in the underground complex. The second summoning chamber is currently sealed due to the terrible inhabitant it holds. This one is the summoning chamber used by the minion to call forth the achaierai the characters encountered at the beginning of this adventure. The chamber is now in ruins.

Map 2: Lower Complex



Like most rooms you have encountered in this subterranean complex, this room is littered with the debris of battle. Still, you make out what you can only assume is a circle to call and keep otherworldly creatures onto the Oerth. On the far wall is a five-pointed star, its lead star pointed upward. The remains of two bookshelves flank it. The bookshelves' contents scattered in front of them. It looks as if they once held potions and arcane oils and essences.

On the wall between the two bookcases is a secret door (Search check, DC 20). A large pentagram marks the wall that hides the secret door. In the center of this pentagram is a lever that folds down into the wall, and on each point of the star is a button.

When the characters search the pentagram-adorned wall they may hear a scratching sound coming from the other side. With a successful Listen check (DC 10 if the characters has his or her ear to the wall, or DC 15 if characters are within 5 feet of the wall) the characters can hear a scratching sound emanating from the other side of the wall. Listening closely (taking 2 minutes) a character hears two scratches, then five, then three, and after a long pause this progression starts again. With another successful Listen check (DC 15) a character can tell that during both the five and three sequence of the scratching two hands are scratching at the same time. With yet another successful Listen check (DC 30)

the characters can hear a dry raspy voice counting in the infernal language. The count is on number 1,647,345 when the characters begin listening, and the number of the count progresses until the characters open the secret door.

Beyond the secret door is an osyluth, a regimented and intelligent devil from the Nine Hells of Baator. He was called to this plane a days earlier by Ill-Drach's minion, and had made an agreement to serve the minion by utterly destroying (both body and soul) three of the minion's enemies. It was the minions plan to use the devil to dispose of his three "guests" upstairs. Those plans shattered when, moments after the deal was struck, the osyluth declared, "Any mortal who summons me is his own worse enemy," and lunged at the minion. The minion was able to shut the osyluth in the chamber before becoming the victim of twisted diabolical logic.

The osyluth desperately wants out of the room and back to his home plane. Since an actual deal was struck with the minion, there are only a limited number of ways to do this. First, it can wait. The devil has three more days before he can renege on the deal, in three days he is free to go back to the Nine Hells. Second, he will assume that the characters are enemies of the minion, so by killing three of them, he can go home. Or third, he can be dismissed by a high-level spellcaster. The scratching is a clue to how

to open the door (which he witnessed the minion do once, before the deal was struck), and the counting is for its own edification—his way to keep track of time, so he knows when he can leave.

Development: In order to access area 9, the characters need to either guess the magical star lock's combination, or find the combination in *Ill-Drach's Book of the Planes*

The star lock is unlocked by:

Pressing the button on the top of the star three times.

Press both of the buttons at the next two points simultaneously five times.

Press the bottom two buttons simultaneously twice.

Pull the lever.

When the characters get the button sequence correct they hear a loud click and the counting from the inside will stop. When they pull the lever they will have access to the Inner Summoning Chamber.

Treasure: A successful Search (DC 15) through the piles of broken glass will yield the characters a *potion of non-detection*. If they do not succeed at a Reflex save (DC 12) during the search, it also results in 2 points of damage gained from the sharp points of the broken glass.

7. The Inner Summoning Chamber

When you pull the lever you hear a loud grinding noise as the door starts to recede into the wall. After a moment the noise pauses and begins again as the door lifts off the ground and disappears into the ceiling. Within you see an unnatural darkness and smell the foul odor of decay, suddenly breaking the plane of darkness you see a gruesome sight. You see a fearsome large skull with sickly, dried stretched skin, followed by its large gangly body with a tail like a scorpion's. It says, "Thank you," in a whispering voice as it lunges forward.

APL 4 (EL 6)

➤ **Osyluth** (1): hp 32; see *Monster Manual* page 48.

APL 6 (EL 8)

➤ **Osyluth, advanced 8 HD** (1): hp 65; see Appendix A.

APL 8 (EL 10)

➤ **Osyluth, advanced 12 HD** (1): hp 96; see Appendix A.

Tactics: The osyluth wants its freedom, and attempts to kill three characters to gain it. It attacks those of chaotic good alignment fist (figuring it is his duty to do so) though if anyone declares him- or herself a paladin, he gladly devours a paradigm of good at first opportunity.

Because the devil wants out of his bargain as soon as possible, and he believes the inhabitants of the Material Plane are stu-

pid and weak, his tactics in this battle are very straightforward. He will use the *wall of ice* to some advantage, but it prefers to as directly as possible and as soon as possible tear his three victims apart. It returns back to the Nine Hells of Baator if three characters are killed or it has to be defeated.

Development: The bookcases in this summoning room once had many scrolls and book about various arcane subjects, but the devil, in his boredom, as well his anger for being outsmarted by a weak being from the Material Plane, has destroyed and scattered these books. Still, a careful Search (DC 15) may uncover three arcane scrolls that escaped the devastation, as well as scroll that contains the writing found on the Player Handout of this adventure.

Treasure: arcane scroll of *unseen servant* (1st-level caster), arcane scroll of *magic circle against law* (3rd-level caster), arcane scroll of *dimensional anchor* (4th-level caster).

CONCLUSION

If the characters defeat the osyluth (or lose three companions) they have no problems leaving the outpost, however if the ring was taken from them by the imp it will take two weeks for the townsfolk to excavate around the *wall of force*, and when they do (unless the characters come up with a plan for surviving the captivity) they will find the characters starved and dehydrated to death.

If the characters freed the Grey Dwarf he thanks them for saving his life and allows them pick one of the two items that he has in his shop: either a finely crafted spiked breastplate or an exquisite greatsword. He also insists on etching and decorating the breastplate or the blade of the greatsword in any fashion that character asks.

The elf isn't as gracious as the dwarf. She thanks the characters for assisting her, although she believed that she could have gotten out on her own, and voices that opinion freely, and offers the characters 100 gold pieces for their help—even though it was not needed.

The town (or at least this neighborhood of the town in this adventure takes place in a large city) gives the characters the hero's treatment for the boon that they have done. Before the characters move on their way to their next challenge, they have one last encounter in one of the local taverns treating them to free food and drink as a final thank you.

As you sit and ponder your battle with the devils below the town, the tavern doors swing open and a man wearing white robes with a long gray beard enters carrying a gnarled quarterstaff. He looks around the room nervously until he sees your table. With purpose, he approaches.

“Um, right! So you fought against some devils? I’m the Seeker. I have come to find you. It seems that this town is not the only one that Isonbin Ill-Drach had set up shop.” The strange old man produces a ruined piece of paper identical to the one that you recovered from the summoning chamber.

“I beseech you to see this through, I have reason to believe that Isonbin will only take this as a momentary delay. What his final goal is, I do not know... But if it involves demons and devils it is something that certainly must be stopped. Now if you would excuse me there is no time for me to dally, I have been given word that another outpost had been discovered in a neighboring country... I must hurry to get the word out!” With that he turns and exits.

The Seeker is actually Symerious Ill-Drach, a kindly wizard from the Gran March, and great grandson of Isonbin Ill-Drach. He is very guarded with any information about his identity and any relation to Isonbin. The only way that the characters are able to entice him to stay is to offer him ale. If he stays and drinks with the characters he will go into stories about the Greyhawk Wars and his service with the Gran March military....“Ah, right, this whole thing reminds me of the time....”

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters.

Award the total value (objectives plus role-playing) to each character.

Introduction

Defeating the achaierai 150 xp

Encounter 1

Getting across the pit either by fighting the shocker lizards or bypassing them 100 xp

Defeating the lemures guarding the prisoners 50 xp

Each prisoner brought to the surface alive. 20 xp

Encounter 2

Defeating the hellhound 75 xp

Defeating the lemures in the preparation chamber 50 xp

Defeating Relloom the Imp and his plan to escape the complex 65 xp

Defeating the Osyluth 200 xp

Bonus for defeating the Osyluth without character deaths 50 xp

Total experience for objectives 800 xp

Total possible experience 800 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can

be sold for 50% of book value, or recorded on a log sheet.

Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with characters, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

Theft is against the law, but may be practiced by some player characters. Items, which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the character caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a character thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things, which it later finds unreasonable but which were allowed at the time.

Introduction

Signet Ring of the Ill-Drach (50 gold pieces, .2 lb, silver): This signet ring has the impression of a burial mound with an obelisk on top.

Encounter 1

Ill-Drach's Book of the Planes (80 gp, 1 lb): This book bound by leather has a picture of a burial mound and a black obelisk etched on the front cover. It contains close to fifty pages with drawings and information about various creatures that can be found on the outer planes. A literate individual may spend 10 minutes to use book when making a Knowledge (outsiders) check. Using the book in this way grants a +2 circumstance bonus to the check, but does not grant the ability to make an untrained Knowledge (outsiders) check.

Masterwork silver-tipped quarterstaff (350 gp, 4 lb.): This sturdy, finely etched, quarterstaff, is crafted from the remains of a burnt oak. It has an ornate silver headpiece of a clenched fist, and is considered a silvered item.

Encounter 2

Three smokesticks

Two vials of antitoxin

A *potion of non-detection*.

An arcane scroll of *unseen servant* (1st-level caster)

An arcane scroll of *magic circle against law* (3rd-level caster)

An arcane scroll of *dimensional anchor* (4th-level caster).

Conclusion

Masterwork breastplate with armor spikes (Medium, 400 gp, 30 lb, steel): This armor, crafted by the Gray Dwarf, is extremely sturdy and well made. The dwarf has decorated the armor in the following fashion (have the player fill in the blank)

—Or—

Masterwork greatsword (large, 350 gp, steel): This finely crafted great sword was created by the Gray Dwarf. It sports an elaborate hilt in the shape of a golden eagle's claw grasping an obsidian orb. Gerak has etched the blade of the sword with the following inscription (have the player fill in the blank).

APPENDIX A: NPCs

➤ **Achaierai, Advanced 11 HD (1):** CR 7; Large Outsider; HD 11d8+11; hp 57; Init +1 (Dex); Spd 50 ft.; AC 20 (touch 10, flat-footed 19); Atks +14 melee (2d6+4, 2 claws), +9 melee (4d6+2, bite); SA Black cloud, Face/Reach: 5 ft. by 5 ft./10 ft.; SR 19; AL LE; SV Fort +13, Ref +12, Will +13; Str 19, Dex 13, Con 15, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +18, Jump +18, Listen +16, Move Silently +15, Sense Motive +16, Spot +16; Dodge, Mobility, Spring Attack.

Black Cloud (Ex): An achaierai can release a choking, toxic black cloud. Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed at a Fortitude save (DC 17) or be affected for 3 hours as though by an *insanity* spell cast by a 16th-level sorcerer.

➤ **Achaierai, Advance Huge 18 HD (1):** CR 9; Huge Outsider; HD 18d8+72; hp 153; Init +1 (Dex); Spd 50 ft.; AC 21 (touch 8, flat-footed 21); Atks +27 melee (2d6+9, 2 claws), +22 melee (bite 4d6+4, bite); SA Black cloud, Face/Reach: 5 ft. by 5 ft./10 ft.; SR 19; AL LE; SV Fort +8, Ref +7, Will +8; Str 28, Dex 11, Con 19, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +30, Jump +30, Listen +28, Move Silently +27, Sense Motive +28, Spot +28; Cleave, Dodge, Mobility, Power Attack, Spring Attack.

Black Cloud (Ex): An achaierai can release a choking, toxic black cloud. Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed at a Fortitude save (DC 19) or be affected for 3 hours as though by an *insanity* spell cast by a 16th-level sorcerer.

➤ **Half-Fiend Hell Hound (1):** CR 5; Medium-size outsider; HD 4d8+8; hp 30; Init +7; Spd 40 ft., fly 40 ft. (average); AC 19 (touch 13, flat-footed 16); Atks +7 melee (1d8+3, bite), +2 melee (1d4+1, claw); SA Breath weapon, spell-like abilities; SQ Scent, Fire subtype, darkvision 60 ft., poison immunity, acid, cold, electricity and fire resistance 20; AL LE; SV Fort +6, Ref +7, Will +4; Str 17, Dex 17, Con 15, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +11, Listen +5, Move Silently +13, Spot +7*, Wilderness Lore +0*; Improved Initiative, Track.

Breath Weapon (Su): Cone of fire, 30 feet, every 2d4 rounds; damage 1d4+1, Reflex half DC 13. The fiery breath also ignites any flammable materials within the cone. Hell hounds can use their breath weapon while biting.

Spell-like Abilities: Darkness—3/day, desecrate—1/day.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Skills: Hell hounds receive a +5 racial bonus to Hide and Move Silently checks. *They also receive a +8 racial bonus to Sot and Wilderness Lore checks when tracking by scent, due to their keen sense of smell.

➤ **Half-Fiend Hell Hound, advanced 8 HD (1):** CR 7; Large outsider; HD 8d8+16; hp 56; Init +6; Spd 40 ft., fly 40 ft. (average); AC 19 (touch 11, flat-footed 17); Atks +15 melee (1d12+7, bite), +9 melee (1d6+3, claw); SA Breath weapon, spell-like abilities; SQ Scent, Fire subtype, darkvision 60 ft., poison immunity, acid, cold, electricity and fire resistance 20; AL LE; SV Fort +10, Ref +9, Will +6; Str 25, Dex 15, Con 19, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +14, Jump +16, Listen +9, Move Silently +16, Spot +11*, Wilderness Lore +6*; Improved Initiative, Track, Weapon Focus (bite).

Breath Weapon (Su): Cone of fire, 30 feet, every 2d4 rounds; damage 1d6+3, Reflex half DC 15. The fiery breath also ignites any flammable materials within the cone. Hell hounds can use their breath weapon while biting.

Spell-like Abilities: Darkness—3/day, desecrate—1/day, unholy blight—1/day, poison—3/day.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Skills: Hell hounds receive a +5 racial bonus to Hide and Move Silently checks. *They also receive a +8 racial bonus to Sot and Wilderness Lore checks when tracking by scent, due to their keen sense of smell.

➤ **Relloom the Imp:** male imp Rog1; CR 3; Tiny outsider; HD 3d8+1d6; hp 18; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 18 (touch 15, flat-footed 13); Atk +9 melee (1d4 and poison, sting); SA Spell-like abilities, poison, sneak attack +1d6; SQ Damage reduction 5/silver, poison immunity, fire resistance 20, see in darkness, polymorph, regeneration 2; SR 5; Face/Reach 2 ½ ft. by 2 ½ feet./0 ft.; SV Fort +3, Ref +8, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +15, Listen +6, Move Silently +8, Search +6, Spellcraft +6, Spot +7; Dodge, Weapon Finesse (sting), Weapon Focus (sting).

Spell-Like Abilities: At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*suggestion*. These abilities are as the spells cast by a 6th-level sorcerer (save DC 10+ spell level). Once per week an imp can use *commune* to ask six questions. The ability otherwise works as the spell cast by a 12th-level cleric.

Poison (Ex): Sting, Fortitude save (DC 13); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity.

Polymorph (Su): An imp can assume other forms at will as a standard action. This ability functions as a *polymorph self* spell cast

by a 12th-level sorcerer, except that Relloom can only assume two forms: that of a female human toddler, and that of a raven.

Regeneration (Ex): Imps take normal damage from acid, and from holy and blessed weapons (if silver or enchanted).

➤ **Relloom the Imp:** male imp Rog3; CR 5; Tiny outsider; HD 3d8+3d6+3; hp 30; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 18 (touch 15, flat-footed 18); Atk +11 melee (1d4 and poison, sting); SA Spell-like abilities, poison, sneak attack +2d6; SQ Damage reduction 5/silver, poison immunity, fire resistance 20, see in darkness, polymorph, regeneration 2, evasion, uncanny dodge; SR 5; Face/Reach 2 ½ ft. by 2 ½ feet./0 ft.; SV Fort +4, Ref +9, Will +5; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +9, Hide +16, Listen +7, Move Silently +10, Search +7, Spellcraft +7, Spot +9; Dodge, Toughness, Weapon Finesse (sting), Weapon Focus (sting).

Spell-Like Abilities: At will—*detect good, detect magic, and invisibility* (self only); 1/day—*suggestion*. These abilities are as the spells cast by a 6th-level sorcerer (save DC 10+ spell level). Once per week an imp can use *commune* to ask six questions. The ability otherwise works as the spell cast by a 12th-level cleric.

Poison (Ex): Sting, Fortitude save (DC 13); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity.

Polymorph (Su): An imp can assume other forms at will as a standard action. This ability functions as a *polymorph self* spell cast by a 12th-level sorcerer, except that Relloom can only assume two forms: that of a female human toddler, and that of a raven.

Regeneration (Ex): Imps take normal damage from acid, and from holy and blessed weapons (if silver or enchanted).

➤ **Osyluth, advanced 8 HD (1):** CR 8; Large outsider; HD 8d8+16; hp 65; Init +4; Spd 40 ft.; AC 17 (touch 9, flat-footed 17); Atks +14 melee (1d8+5, bite), +8 melee (1d4+2, 2 claws), +9 melee (3d4+2 and poison, sting); SA Spell-like abilities, fear aura, poison, summon baatezu; SQ Damage reduction 10/+1, baatezu qualities, know alignment; SR 22; Face/Reach: 5 ft. by 5 ft./10 ft.; AL LE; SV Fort +7, Ref +5, Will +7; Str 21, Dex 10, Con 15, Int 14, Wis 14, Cha 14.

Skills and Feats: Concentration +14, Hide +11, Listen +16, Move Silently +14, Search +15, Sense Motive +17, Spot +18; Alertness, Improved Initiative, Weapon Focus (sting).

Spell-Like Abilities: At will—*animate dead, charm person, dimensional anchor, doom, fly, invisibility* (self only), *major image, suggestion, and wall of ice*. These abilities are as the spells cast by a 7th-level sorcerer (save DC 12 + spell level). An osyluth can also *teleport without error* (self plus 50 pounds of objects only) at will as the spell cast by a 12th-level sorcerer.

Fear Aura (Su): Osyluths can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed at a Will save (DC 14) or be affected as though by a fear spell cast by a 7th-level sorcerer. A creature that successfully saves cannot be affected again by the same osyluth's aura for one day. Other baatezu are immune to the aura.

Poison (Ex): Sting, Fortitude save (DC 14); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Summon Baatezu (Sp): Once per day an osyluth can attempt to summon 2d10 lemures with a 50% chance of success, or another osyluth with a 35% chance of success.

Know Alignment (Su): Osyluth always know the alignment of any creature they look upon.

➤ **Osyluth, advanced 12 HD (1):** CR 8; Huge outsider; HD 12d8+48; hp 96; Init +4; Spd 40 ft.; AC 18 (touch 7, flat-footed 18); Atks +22 melee (1d12+9, bite), +16 melee (1d6+4, 2 claws), +17 melee (3d6+4 and poison, sting); SA Spell-like abilities, fear aura, poison, summon baatezu; SQ Damage reduction 10/+1, baatezu qualities, know alignment; SR 22; Face/Reach: 5 ft. by 5 ft./10 ft.; AL LE; SV Fort +7, Ref +5, Will +7; Str 29, Dex 8, Con 19, Int 14, Wis 14, Cha 14.

Skills and Feats: Concentration +18, Hide +15, Listen +20, Move Silently +18, Search +19, Sense Motive +21, Spot +22; Alertness, Cleave, Improved Initiative, Power Attack, Weapon Focus (sting).

Spell-Like Abilities: At will—*animate dead, charm person, dimensional anchor, doom, fly, invisibility* (self only), *major image, suggestion, and wall of ice*. These abilities are as the spells cast by a 7th-level sorcerer (save DC 12 + spell level). An osyluth can also *teleport without error* (self plus 50 pounds of objects only) at will as the spell cast by a 12th-level sorcerer.

Fear Aura (Su): Osyluths can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed at a Will save (DC 14) or be affected as though by a fear spell cast by a 7th-level sorcerer. A creature that successfully saves cannot be affected again by the same osyluth's aura for one day. Other baatezu are immune to the aura.

Poison (Ex): Sting, Fortitude save (DC 14); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Summon Baatezu (Sp): Once per day an osyluth can attempt to summon 2d10 lemures with a 50% chance of success, or another osyluth with a 35% chance of success.

Know Alignment (Su): Osyluth always know the alignment of any creature they look upon.

PLAYER HANDOUT #1

On the remains of a very fine parchment you find this written in extremely meticulous handwriting:

...from that point on you are to hold the outsiders in the holding cells. Only with the greatest of precautions are you to capture individuals to serve as food for our new forces.

In a couple of months I will give the order for the outsiders to be released. As you know, we have worked hard to find the summoning chambers that we are using now and I will be greatly displeased if you did anything to jeopardize the standing of that outpost. Once the outsiders are released throughout Oerth there will be enough chaos that I may be able summon the Great Halragnitith, then the new war may begin.

If you foresee any troubles or have any concerns direct your messengers to a minion that I have set up about a half-days travel to the east of the Free City. Inform your messenger to travel north when he reaches the dead great oak. The oak of course has my mark on it. Within the woods a ranger will approach him and take the message. Make sure to send someone that is expendable, Grod does so get bored of eating wildlife.

Be cautious,

Isonbin III-Drach

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.