

Little bit ‘o payback

A Two-Round Dungeons & Dragons® Living Greyhawk™
Iuz’s Border States Metaregional Adventure
Version .98

by John Filipek

Triad Reviewer: Casey Brown

Circle Reviewer: Britt F. Frey

Playtesters: Stefania Fiorentino, Derrick Mayfield, Bill Oppenlander, Calvin Wong

As the Johrase make their final preparations before attacking Boneheart Cranzer and Riftcrag, a bold group of adventurers has been called upon to find a way to secretly steal into Splinter Keep, rumored prison of the Johrase King’s soul gem, at the edge of the Rift Canyon. Mission? Determine if the keep holds the gem by kidnapping a high-ranking Iuzian officer. Sounds simple, right? It’s not like there is a gate to the Abyss there or anything. Oh wait, there is? You wouldn’t let that stop you from getting a little bit of payback against the Iuzians, would you? A two-round combat intensive Bandit Kingdoms Regional adventure set in the Tangles Forest for characters level APLs 6-12. Those who are squeamish at heart should stay home. You have been warned. Citizens of Johrase and followers of St. Cuthbert, members of Moskol’s Legion and followers of Trithereon, Drinkers of the Cup of Midnight, Druids and followers of the Old Faith, and Dwarves of Morakdum, are especially encouraged to participate in this adventure.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20.

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player’s Handbook*, *Dungeon Master’s Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2007 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

For questions specific to this document, please e-mail your [metaregional representative at metarep@iuzlg.com](mailto:metarep@iuzlg.com); for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. By sanctioning and reporting this adventure, you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated

form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard regional adventure, set in the Bandit Kingdoms. Characters native to that region pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Since his return to the region in 596 CY, Cranzer has been busy capturing adventurers & kings in gemstones via the *trap the soul* spell. It appears these stones have become great trophies for the Boneheart, tangible proof of his dominance. Rumor has it that Cranzer presented The Old One himself with a particularly pesky Radiant Servant's gem stone.

The Johrase want their King back and his soul gem has been found, or so they think. They have already raided Wraithkeep, the Rift Canyon, and the Abyss itself in attempts to find the missing soul gem. Now, they think it is being showcased in Splinter Keep of all places.

No one has ever tried to sneak into Splinter Keep before. Guarded by orcs, demons, and Cranzer-only

knows what else, none have been foolish enough to try it, until now.

In addition, the Johrase need to capture a patrol captain to gain intelligence for their upcoming attack on Riftcrag. Success has been eluding the Johrase in these endeavors, so they have turned to a familiar power broker in the region to help them find some adventurers brave enough, and foolish enough, to take on the challenge.

ADVENTURE SUMMARY

INTRODUCTION

The heroes find themselves in Hallorn preparing for a meeting with someone who wants to enlist their aid for a dangerous mission.

ENCOUNTER ONE

Adventurers meet with Moskol's Legionnaire, Allehendro, Johrase Mercenary rep, Viscount Bricuth, and Gail Markhalla. Adventurers are given a break down of the mission.

ENCOUNTER TWO

Gathering Information gives the adventurers a place to start. Old caves and tunnels are close to the Keep that might be suitable to move a large group in closely undetected.

ENCOUNTER THREE

The heroes encounter a patrol while traveling towards the keep.

ENCOUNTER FOUR

The heroes find themselves in the Abyss, the price for being too clever to ignore good advice.

ENCOUNTER FIVE

The heroes encounter some ape-demons in the forest. They may also find a tunnel that leads towards the keep.

ENCOUNTER SIX

To heroes encounter a strange beholder and its ally hidden in the tunnels.

ENCOUNTER SEVEN

The heroes finally encounter a patrol with an Iuzian officer worth capturing.

Encounters Eight, Nine, Ten, and Eleven only occur if the heroes question the prisoner themselves instead of bringing the prisoner directly to Gaiyle.

ENCOUNTER EIGHT

The heroes question the prisoner and may learn a thing or two. Unfortunately, the leader of Splinter Keep is now on their trail.

ENCOUNTER NINE

The marilith arrives to "convince" the PCs to do her bidding. Heroic actions bring salvation, while cowardice leads to hard choices.

ENCOUNTER TEN

The heroes travel to Green's Pond to either confront or speak with the green dragon.

ENCOUNTER ELEVEN

The heroes return to either deliver the marilith's head or report their failure. If successful, their friend is recovered. Failure leads to the marilith's anger.

CONCLUSION

Various conclusions await the adventurers, depending on the decisions they made during this event.

PREPARATION FOR PLAY

- Unless otherwise specified, during the nights the sky will be relatively free of cloud cover and the moons will provide enough light to give the equivalent of thirty (30) feet of shadowy illumination.
- A series of maps were provided with this adventure in a separate file. Reference them when preparing the scenario so that you understand how the encounters are designed to be run.
- Remember, you the judge should be rolling the PCs' Sense Motive rolls (modified as appropriate for that PC and for that Circumstance) to prevent the players from metagaming. In addition, you should roll any Gather Information checks for the players, so that they do not know if they talked to the right people (a high result) or the wrong ones (a low result).
- Ask each player if their character belongs to any BK regional or Iuz metaregional meta-orgs and, if so, which one(s). *Have them write this information on slips of paper to maintain in-character secrecy.* Refer to the introduction for meta-org specific sub-

introductions. **A PC may only participate in one sub-introduction.**

THE TANGLES FOREST

Keep in mind that the vast majority of the Tangles Forest is still dead (if the PCs enter an area that is not dead, the encounter will point this out). Because of this, spells such as *entangle*, and any other spell which requires a living, plant-filled environment, will not work. Druids will automatically know this once they arrive in the forest. There is no mechanic around this effect. Planting a plant of any kind in the ground causes the plant to die within minutes.

Listen checks are unaffected by being in the dead forest, as there are no background noises.

Druids or rangers WILL NOT be able to summon new non-flying animal companions once they have moved several miles inside the forest's boundaries. There simply are no animals to call inside the forest.

SPECIAL

Find out if any PC is *Wanted by the Church of Iuz* and, if so, whether the PC intends to make a Disguise check (the PC may NOT take 20 on this). Please keep track of which PC is highly Wanted! Demons and Iuzians should always attack the most highly Wanted! PC if they recognize them. This includes ganging up on that PC as much as possible. A demon or Iuzian that succeeds on a Spot check vs. the PC's Disguise check has recognized the PC and points him out to his allies.

VERY SPECIAL

Ask players to write down their PC's saving throw modifiers and to pass this information to you. In addition, collecting their Search, Spot, Listen, Sense Motive and Gather Information modifiers will help avoid meta-gaming as you can make these rolls for the players when you don't want to know how well they rolled. Keep this in mind for Encounter 8.

A NOTE ABOUT PCs RESTING

At some point in time, the players might wish to rest to regain spells, etc. Should a party teleport away to rest, then teleport back later, they will experience the same encounter as the Iuzians and demons will be in the area looking for them. For instance, if the PCs defeat Encounter 5 and then *teleport* back to Hallorn to rest, when they return to the Tangles (presumably via *teleport*), they will encounter more bar-Iguras.

In addition, each encounter will have a special "To Rest or Not to Rest" section that will give further details about what happens if the PCs rest after that encounter.

REGIONAL WARNING

Please remember that things are different in the Bandit Kingdoms; heroes can be made, bought or sold, all in the same day and all depending on the situation and the price. The question isn't 'What is the right thing to do?' in a given situation, but rather 'What will be the ramifications of any decisions I make? Whose bad side do I not want to be on?', and 'When will I need to call in a favor?' Remember, everything's negotiable, and some things are more negotiable than others.

INTRODUCTION

Below are several sub-introductions, for PCs of different affiliations. **If a PC falls into more than one category, ask them to pick the affiliation they are most dedicated to.**

Should a PC not fall into one of these categories, then just assume that Gaiyle has heard of their exploits (especially if the PC is Wanted! by the Church of Iuz) and has asked for them to come to the meeting or that they have traveled to the meeting with another PC for whom the introduction is appropriate. For everyone else, pull them aside and run the sub-introduction.

Unless the PCs played their previous adventure together, or are from the same city or meta-organization, assume that they traveled to Hallorn separately.

GAIYLE AND DRINKERS OF THE CUP OF MIDNIGHT (DEFAULT)

Read the following introduction for PCs that have worked for Gaiyle Markhalla before, who are Drinkers of the Cup of Midnight, or for whom none of the other sub-introductions apply:

Once again the familiar summons of "someone" needing "talented and resourceful" people has brought you to Hallorn. At least you recognized the name at the bottom of the letter this time, signed with her signature, stylized "G". The fact that Gaiyle Markhalla could so easily find you to have the letter delivered, despite your precautions, is perhaps something to think about.

Still, here you are in Hallorn, home to the Dingy Coffin Tavern. Gaiyle's cleverly worded letter indicated that you were to meet her there today as dusk fell. She also asked that you bring reliable, brave friends. Once you hear what the mission entails, you can decide to participate or not, as you will.

A Knowledge (local – Iuz’s Border States) check regarding Gaiyle reveals the following:

DC 5 “Gaiyle” is typically a woman’s name.

DC 10 A woman named Gaiyle Markhalla was publicly executed five years ago in Rookroost by the forces of Iuz.

DC 15 Gaiyle Markhalla was a “fixer”, who often hired adventurers for jobs that opposed the Old One’s minions.

DC 20 Gaiyle’s desiccated remains were on display at Lord Mortoth’s palace during the Grand Ball of 594CY. Rumor has it that an adventurer actually managed to sneak by the guards and swallowed one of her finger bones! The bone was delivered to Guardian General Hok, who arranged to have her resurrected. The General hates owing people favors, especially dead people.

DC 25 Gaiyle and Rhaedrick Avenfear are making a power-play to take control of Rookroost from Lord Tadorinal. Gaiyle is rumored to be very close with Rhaedrick.

Proceed to Encounter 1.

JOHRASE AND CLERGY OF ST. CUTHBERT

Read the following if the PC is a Citizen of Johrase or a divine spellcaster dedicated to St. Cuthbert:

With Kinemeet secure, Stonehill Fortress being cleaned and rebuilt, and planning well under way for the future attack on Riftcrag, word reached you that the Johrase leadership were looking for volunteers for a dangerous but vital mission. Persons interested were told to meet directly with Chancellor Marischal Hind.

Meet with Lord Hind you did. To your surprise, Lady Taleetha Hind, Lord Hind’s niece and ranking servant of the Cudgel in the Kingdom of Johrase, was also present at the meeting. She subjected you to a variety of precautionary spells before allowing you to see Lord Hind, and then she sat in on the meeting, silently keeping an eye on you. What Lord Hind told you was for Johrase ears only.

You already knew that the leadership had ordered various raids over the past two years in search of King Ramiki’s soul gem, but you hadn’t realized perhaps just how many places had been searched. Lord Hind told you of raids to the Rift Canyon, into the Tangles, against various Leering Keeps, even against dreaded Wraithkeep and into the Abyss itself. He also revealed that there were only four places left that they thought Cranzer might have stored the gem, if he even still possesses the gem or doesn’t keep it on himself at all times.

Dorakaa. If it is there, there is no hope.

Fleischshriver. Nearly impenetrable, but unlikely that Cranzer would store anything valuable there as the Greater Bonehearts Jumper or Null would take it from him.

Splinter Keep. The most heavily defended of the Leering Keeps and home to a gate to the Abyss. It was here that the vrock arrived before they attacked the Tangles in 596 CY.

Cranzer’s laboratory in Riftcrag. To attack Cranzer’s laboratory without a full-scale assault on the city simply isn’t possible as the archmage’s defenses are too stout.

Thus, Lord Hind has organized a raid on Splinter Keep. He dares not order good men on what is quite possibly a suicide mission, so he is asking for volunteers. He has also asked Tarren Moskol, of Moskol’s Legionnaires, and Bellamoh, Druid of the Old Faith, to do the same. You gather that the Legion, the Old Faith, and the Johrase have been working more closely together as of late, as the Johrase have taken an interest in the Tangles as they plan for their attack on Riftcrag.

In addition, he has contacted a renowned “fixer”, Gaiyle Markhalla of Rookroost, to arrange for more “volunteers”, and he has even relayed word to the dwarves of Morakdum an invitation to participate, as Splinter Keep is not too far from their underground city.

Once you accepted the mission, Lord Hind shook your hand heartily and told you to go to Hallorn and meet up with Lord Harden Bricuth, Viscount of the Western Province, at the Dingy Coffin Tavern in two week’s time. In a rare show of warmth, Lady Taleetha grasped your forearm and bid you borrow one of her favorite weapons: an adamantine morningstar devoted to law and virtue.

No matter how many PCs are present for this introduction, Lady Hind has loaned only one of them her +1 axiomatic adamantine morningstar. She expects it back.

Kinemeet (Small city): Conventional; AL LN; 15,000gp limit; Assets 5,250,000 gp; Population 7,000; Mixed (human [OFsb] 6,720, halfling 70, gnome 70, dwarf 35, half-elf 35, half-orc 35).

Should the PC wish to purchase supplies, Kinemeet has all non-chaotic and non-evil Open items of 15,000 gp or less from the PHB or DMG available for purchase.

Proceed to Encounter 1.

MORAKDUUM AND FRIENDS OF MORAKDUUM

Read the following if the PC is a dwarf of Morakduum or a Friend of Morakduum:

For months now, Morakduum patrols have searched for the remnants of the illithid colony that had infested the tunnels below the city. Now, with that work done and the illithid threat removed, word reached you that the elders were looking for volunteers for a dangerous mission. Persons interested were told to meet with the High Priest himself.

The meeting was short and to the point. Apparently, the Johrase are planning a raid on Splinter Keep. As Splinter Keep is not too far from Morakduum, the Johrase were kind enough to suggest that the dwarves might want to send someone along on the mission. As the Johrase are a pretty sensible lot, for humans, the High Priest put the word out for volunteers. Details are sketchy, but the raid is sure to involve killing some minions of the Old One and their demonic allies. As it was demons from Splinter Keep that killed Ulfar, the priest hoped you would go and get some revenge. Toward that end, he loaned you his favorite warhammer, one forged since Ulfar's death.

The High Priest told you to meet with Lord Harden Bricuth, Viscount of the Western Province of the Kingdom of Johrase, in one week's time at the Dingy Coffin Tavern in the city of Hallorn. He would have more details for you. Once you hear what the mission entails, you can decide to participate or not, as you will.

The high priest gave you a brief description of the man, shared a mug of dwarven holy water with you, and then bid Moradin to watch over you as you left.

No matter how many PCs are present for this introduction, the priest has loaned only one of them his +1 holy cold iron warhammer. He expects it back.

Morakduum (Village): Conventional; AL LG; 200gp limit; Assets 8,300 gp; Population 830; Isolated (96% hill dwarf, 2% mountain dwarf, 1% deep dwarf, 1% duergar).

Should the PC wish to purchase supplies, Morakduum has all non-chaotic and non-evil Open items of 200 gp or less from the PHB or DMG available for purchase.

Proceed to Encounter 1.

MOSKOL'S LEGION AND CLERGY OF TRITHEREON

Read the following introduction for PCs that are in Moskol's Legion or are divine spellcasters dedicated to Trithereon:

Otolle, ranking priest of the Summoner, asked you to a brief meeting last week. He asked that you take a break from your work in the Tangles and go to Hallorn to meet up with a Legionnaire named Allehendro.

Otolle couldn't share much, other than to say that he had been asked to recommend stout Legionnaires for a future mission of some importance. All Otolle would say was that the mission would prove beneficial to the Legion and to the Tangles in general. It is not like the aging priest to be so tight-lipped, so you will just have to trust him on this one. Once you hear what the mission entails, you can decide to participate or not, as you will.

While you were in the forest, you learned some interesting things regarding the Tangles regrowth. Apparently it is tied to the green dragon that Gerland is guarding. Should the dragon die, there might not be any hope for the forest for generations to come. As it stands, a little bit more of the forest comes to life each day as the dragon and Gerland fly around it, working some sort of magic which uses drops of the dragon's blood as a fertilizer.

While Otolle is not too trusting of dragons, let alone a green dragon, he has been working indirectly with Bellamoh and Gerland to bring natural creatures back to the forest. Just recently, Otolle relocated several pegasi to the forest, and the unicorns are slowly returning as well.

Before you left, Otolle bid you to borrow one of his most valuable weapons: a mighty spear with a razor sharp silver blade, forged by eladrins to fight evil.

No matter how many PCs are present for this introduction, Otolle has loaned only one of them his +1 keen bane (evil outsiders) silver spear. He expects it back.

Proceed to Encounter 1.

DRUIDS OF THE OLD FAITH AND LAY FOLLOWERS OF THE OLD FAITH

Read the following introduction for PCs that are members of the Druids of the Old Faith or who worship the Old Faith:

Bellamoh, ranking Druid of the Old Faith in the Combination of Free Lords, asked you to a brief

meeting last week. She asked that you take a break from your work in the Tangles and go to Hallorn to meet up with a Legionnaire named Allehendro who would be accompanied by a Johrase noble named Bricuth.

Bellamoh couldn't share much, other than to say that she had been asked to recommend stout worshippers of the Old Faith for a future mission of some importance. All she would say was that the mission would prove beneficial to the Tangles and to the region in general. It is not like the Druid to be so tight-lipped, so you will just have to trust her on this one. Once you hear what the mission entails, you can decide to participate or not, as you will.

While you were in the forest, you learned some interesting things regarding the Tangles regrowth. Apparently it is tied to the green dragon that Gerland is guarding. Should the dragon die, there might not be any hope for the forest for generations to come. As it stands, a little bit more of the forest comes to life each day as the dragon and Gerland fly around it, working some sort of magic which uses drops of the dragon's blood as a fertilizer. Bellamoh isn't necessarily happy that Gerland is spending so much time with the dragon, but at least the dragon's presence is helping the forest instead of harming it.

Before you left, Bellamoh kindly let you borrow one of her most valued possessions, a club carved from darkwood and enchanted to protect its wielder.

No matter how many PCs are present for this introduction, Bellamoh has loaned only one of them her +2 defending darkwood club. She expects it back.

Proceed to Encounter 1.

1: DINGY MEETINGS

As you walk through Hallorn's streets, you see that the town has changed again. Last fall, Guardian General Hok re-emerged after over a year of not being heard from after his death to proclaim that he was once again working with the Hierarchs of the Horned Society and that Hallorn would be the Horned Society's capital until Molag was recaptured from the Furyondians.

Perhaps more shocking that this news was the Guardian General's appearance, which was horrible to behold. He looked as if various bits and pieces of undead and diabolic creatures had replaced his own formerly handsome features.

Since that time, Hallorn has become a bit darker, a bit scarier. Rumors of devils tempting mortals into diabolic pacts abound and priests of the Reaper walk openly on the streets.

Of the Army of the Warfields, roughly half have remained to follow Hok and the Horned Society. Of the remainder, many left the city to join Tarren Moskol and his men in the Tangles, which is slowly coming back to life. Rumor has it they are working closely with the druids Bellamoh and Gerland to restore the forest to its former glory.

Still, the businesses in Hallorn thrive. The laws haven't changed and Hallorn is still a free market place, safe from the minions of the Old One. This must be why your contact asked you to come to Hallorn.

SHOPPING

Hallorn is a nexus of trade in the combination. The heroes can find any Open item from the PHB or DMG of 800 gp or less in its markets.

You find it difficult to make your way through the crowds, which is fine because you have plenty of time before the meeting. With all the hustle and bustle of construction, merchandising, and street hawkers, all looking to make a silver or two, it is a wonder you are able to find your destination through the over crowded streets.

The Dinky Coffin Tavern, is in the seediest part of town, but it has been a haven for adventurers for several years now. The ale is usually passable, but most regulars seem to like the place for its dark atmosphere and nightly dart tournaments.

As you enter the tavern, with plenty of time before your meeting, the sucking sound of your heel peeling something off the floor is almost enough to distract you from noticing the extremely pungent odor of over cooked seared meat flesh assaulting your nostrils.

Your senses adjust to acceptance of the foul, smoke filled air, and through the dim lighting you spy only a few open chairs around one of the tavern's large tables. Several other new arrivals are moving to take some of the other seats.

As you sit, a pretty Oeridian woman, dressed in ragged-looking clothing, takes your order.

A DC 15 Spot check will reveal that her clothes are actually clean, she's just cut holes in them here and there to make them appear ragged. This is in keeping with the Dinky Coffin's theme.

Ellyian, Serving Girl: N human female (Oeridian) rogue 3/expert 2; hp 27; Cha 16; Profession (barmaid) +10.

SPECIAL

The adventurers should introduce themselves at this time. Depending on how they introduce themselves, the adventurers may unintentionally give away information that can be used against them in Encounter Eight. Try to ask the players how they are introducing themselves without alerting their suspicions. If they are talking normally without taking care as to what they say or what they talk about (their real name, where they are from, if they know Gaiyle, etc.), then give the demons in Encounter Eight a +2 Circumstance bonus to their Knowledge (local – IBS) check.

Once the PCs have chatted for a bit, proceed with the following:

Roughly fifteen minutes before your meeting, three individuals, one woman and two men, enter the Dingy Coffin. The woman is short and lithe, with brown hair and brown eyes. One of the men appears to be a woodsman, while the other has look of a professional soldier as he comfortably wears his full-plate armor, a heavy steel shield strapped to his back. The three move to a newly vacated table and sit down, ordering a round of drinks.

A DC 20 Knowledge (local – IBS) check will identify Gaiyle Markhalla. A DC 25 will identify Viscount Bricuth. A DC 30 will identify Allehendro.

Members of Moskol's Legion and PCs that have played BDK6-05 *Grass Roots* will recognize Allehendro from Moskol's Legion as the woodsman. PCs that recognize Gaiyle will see that she is the woman. Members of the Johrase Mercenaries and dwarves of Morakdum will recognize the soldier as Viscount Harden Bricuth.

After several minutes, Gaiyle, Allehendro, and/or Viscount Bricuth will waive the invited heroes over to join them at their table. Proceed with the following:

After you're seated, the woman looks at you and says, "I apologize for the decor and accoutrements. With the way things are these days here in Hallorn, maybe we should be grateful to have even this small fair. My name is Gaiyle Markhalla. Thank you for coming on such short notice.

"The situation is this; things are coming to a head here and we may be able to throw off the mantle of Iu..." Gaiyle stops herself, clapping a hand over her own mouth, her eyes wide in fear and terror. You aren't sure if she finished saying the Old One's name or not.

Instantly, the stench of war and death fills the tavern as a lumbering demon appears out of nowhere right inside the Dingy Coffin Tavern! It laughs maniacally and points at Gaiyle while screaming, "My

master sends his greetings, fool!" The demon then moves to attack Gaiyle.

GAIYLE'S RUSE

The demon is actually an elaborate illusion created by Gaiyle to test the PCs' resolve. The upcoming mission calls for a stout team of adventurers who react quickly and aren't afraid of danger, especially demons.

To setup the test, Gaiyle cast *programmed image* via a scroll earlier in the day, setting the illusion to be triggered when she said, "mantle of Iu-". She then concentrates to control the illusion (it can last up to 11 rounds), all the while using her Bluff skill to act as if she is reacting to the threat of the demon.

Because she has been rehearsing this scene for days, Gaiyle gains a +4 Circumstance bonus to her Bluff check, raising her Bluff modifier to +17. Taking 10, this gives her a DC 27 Bluff check result. Because the PCs are likely to want to believe Gaiyle (if they believe the demon is real after interacting with it), they suffer a -5 Circumstance penalty to their Sense Motive checks made against Gaiyle's acting. **ONLY ALLOW SENSE MOTIVE CHECKS IF THE PLAYERS ASK FOR ONE!**

The illusion will wade right into melee, seeking to reach Gaiyle. On her turn during the first round, she will scream out the words, ***"I won't let it take me alive!"*** while pretending to cast *dimension door*. She then disappears. In actuality, she just activated a *contingency invisibility* combination (cast earlier from a scroll), to make it appear as if she fled from the fight. PCs that succeed at a DC 19 Spellcraft check will believe that she cast *dimension door* (she did, she just didn't have the spell prepared today so she went through the proper motions without actually casting it). However, A DC 27 Spellcraft will allow the PC to see through Gaiyle's Bluff, and the PC will realize that while she appeared to cast *dimension door*, there was no displacement of air when she disappeared. These PCs will think it more likely that Gaiyle went *invisible* somehow.

Gaiyle hasn't even told Allehendro or Viscount Bricuth about her ruse, knowing that both are terrible actors. In fact, she is curious as to what their reactions are going to be.

Gaiyle has enough ranks in Knowledge (the planes) to allow her to portray the illusion as if it were the real thing, minus any weird abilities (for instance, she will not have it use a spell-like ability because the illusion cannot mimic that). See Tactics below.

PCs that interact with the illusion may attempt a DC 24 Will save (assume that Allehendro and Bricuth, and everyone else in the tavern, fail their save). Merely seeing the illusion does NOT give the PC a saving

throw, the PC must interact with the illusion (attack it, cast a spell at it, etc.). **You, the DM should roll this save and apply the PC's Will save modifier to prevent the players from meta-gaming.** Success indicates that the PC realizes that the demon is just an illusion. **INDICATE THIS TO THE PLAYER SECRETLY!**

PCs that failed the save will believe that they are in a life and death struggle with a real demon. Play the battle out as normal. If the PC hits, Gaiyle makes the demon bleed, cry out, etc. If the demon hits a character, that character will believe that they have been wounded as though by a real demon.

NOTE: If a character is dropped to 0 hit points or lower, they will NOT fall unconscious. The damage is all in their head, none of it is real. At this time, give the PC another saving through to disbelieve the illusion (without telling them what it is for!). They receive a +2 Circumstance bonus to this roll.

APL 6 (EL 1)

Bebilith Illusion: hp 150; see MM 42.

APL 8 (EL 3)

Glabrezu Illusion: hp 174; see MM 43.

APL 10 (EL 5)

Nalfashnee Illusion: hp 175; see MM 45.

APL 12 (EL 7)

Marilith Illusion: hp 216; see MM 44.

All APLs

Gaiyle Markhalla: NG Female human Rog3/Wiz9/Spy2; Init +8; Bluff +13; Cha 14; Practiced Spellcaster*. See Appendix 1.

Allehendro: CG male human ranger 9; hp 66; Init +6; AC 22; +1 bane (evil outsiders) composite longbow (+5 Str bonus) +14/+14/+9 (1d8+7 plus 2d6 vs. evil outsiders; cold iron arrows); Move 30 ft.; Hide +12, Listen +13, Move Silently +12, Spot +13. See Appendix 1.

Viscount Harden Bricuth: LN male human fighter 6/tactical soldier 6; hp 100; Init +4; AC 30; +1 speed morningstar +18/+18/+13/+8 (1d8+7); Move 20 ft.; Intimidate +13, Sense Motive +10. See Appendix 1.

Ellyian: Init +2.

Other Patrons (5) and Rufoldus: Init +0.

SPECIAL

Treat rising from a bench or chair as a swift action.

TACTICS

The illusory demon will attack PCs that attack it just as a real demon of its type would thanks to Gaiyle's knowledge of outsiders. It will not attack Allehendro or Bricuth as Gaiyle is trying to test the PC's more than her colleagues.

While the illusion does not have real hit points, Gaiyle will be able to judge damage inflicted to it well enough to know when it should go down. The same is true of its armor class and to hit and damage statistics.

Allehendro, believing the demon to be real, will pull his bow and shoot at the demon each round with Rapid Shot. Viscount Bricuth will spring to action, immediately attempting to take charge of the situation (ordering patrons to flee the tavern, directing PCs to flank the demon), while he moves to attack. Roll initiative once for the other patrons and Rufoldus collectively. On their turn, they all dive through windows, run out doors, cower behind the bar, etc. Rufoldus will be crying as he envisions his bar being annihilated by the battle. Be sure to get these non-combatants out the way of the battle!

DEVELOPMENT: FAILED THE TEST

If enough PCs fled from the illusion, leaving the inn and their comrades completely at the start or early stages of the battle, the event will be over for them. Failure is avoided if at least 4 PCs stay to fight the illusion. If less than four heroes stayed to fight, go to Not Brave Enough.

DEVELOPMENT: PASSED THE TEST

Once the PCs have defeated the demon, or have all realized that it is an illusion, Gaiyle becomes visible again. Proceed with the following:

As the demon falls/As you realize that the demon is an illusion, Gaiyle becomes visible again, sitting exactly where she had been prior to the demon's arrival. She looks perfectly calm as she eyes each one of you, having assessed your performance.

"What the hell was the meaning of that?" the warrior almost shouts at her, his sword tightly gripped in his hand. Beside him, the woodsman looks none too happy, but at least he has lowered his bow.

"Easy, friends. That was merely a test. I'm sure you realize, Viscount Bricuth, that a test of their mettle was called for," she replies while gesturing at your group. "We can't send just anyone off on the mission that we are going to ask of them. Plus, it was a good way of giving us an empty tavern to ourselves for a few minutes."

Reluctantly, the warrior nods, lowering his blade as he begins to calm after the fight. "Damn me,

Gaiyle, that thing looked REAL!” he says as he takes a seat followed by a long pull on a miraculously unspilled mug of ale.

The woodsman gives a short bark of a laugh, then says, “It looked real alright! I nearly soiled myself when it arrived!”

Allow the PCs to berate or applaud Gaiyle’s cunning as they see fit. She is not insulted by most words, as she knows the PCs are probably still ready for a fight, the adrenaline running through their veins.

Once the PCs have calmed down enough to talk, continue with the following (allow the PCs to interject, interrupt, ask questions, etc. Use the information below to construct Gaiyle’s responses to the best of your ability):

“Now, on to why you all are here,” Gaiyle says once you have resumed your seats.

“Our noble friend from the Johrase, Viscount Bricuth of the Western Province, wants King Ramiki returned to his throne to lead his people back to their former glory. Frankly, Allehendro and I want to see that happen as well. It is no secret that Cranzer trapped the King of the Johrase in a soul gem. What has been a secret is where that gem is being kept.”

Intelligence at first indicated Cranzer made the gem a gift to the Old One himself. It was later discovered by a well-placed spy in the City of Skulls itself that the soul gem given to the Old One was actually given by Xavendra and contained the soul of a powerful cleric of Pelor who had gotten himself trapped. While this is a sad blow for the forces of good, for surely the priest’s soul was eaten by the Old One himself, it means that the same fate is not likely to have befallen King Ramiki as Cranzer is unlikely to want to imitate Xavendra. Thus, we believe he is keeping Ramiki’s gem for some other nefarious purpose.”

Some of you may be aware of various raids orchestrated by the Johrase against various locations, each ending in failure as the missing gem was not located. As a result of those raids, the Johrase now believe that there are only a few places left where Cranzer might be hiding the gem. Your mission will be to capture an officer from one of those places, Splinter Keep, so that we might learn if the gem is there or not.”

What we need from you is to harass the patrols in the area around the Keep a bit, capture an Iuzian patrol leader alive and bring him to us alive. We must know if the missing soul gem is indeed hidden in Splinter Keep, and a high-ranking officer should be able to tell us that,” she says before adding ominously, “whether he wants to or not.”

I wish we had more time, but we need information fast. The Johrase are in the final stages of planning their assault on Riftcrag. Their leadership must know if the king’s gem is in Splinter Keep to determine which way their army will march so that they can prepare accordingly. Thus, you will have a week to meet us back here. Speed is paramount. Will you do this for us?”

Gaiyle, Allehendro, and Viscount Bricuth, will answer questions at this point. They will only answer questions after the heroes agree to take the mission. If the Adventurers refuse the mission, the adventure is over.

The following questions may be asked by the adventurers, answer as follows or in the best flavor of the game. For other questions, use your best judgment using what you know about the BK’s plots, or answer, “I don’t know,” or “You don’t need to know that.”

Who are you?

I am Gaiyle Markhalla, this is Allehendro from Moskol’s Legion and this is Viscount Bricuth, a noble from the Johrase.

Where is Splinter Keep? (Gaiyle)

The keep is in the southern Tangles, near the edge of the Rift Canyon. A road actually runs directly there from Hallorn, but it is far too dangerous to stay on once you near the keep. I suggest following the road until you encounter a patrol.

Should we fight the patrol?

If you can capture an officer without coming near Splinter Keep, you should do so!

Why can’t we just teleport to the keep, grab an officer, and teleport out? (Gaiyle)

I can name several reasons. One, we suspect that the keep’s wizards have some sort of incoming teleportation detection magic operating. Two, there is rumored to be a gate to the Abyss in the keep itself. A gate like that could interfere with a teleport, perhaps sucking you into the Abyss itself! Three, you have no idea what you would be facing if you just teleport into the keep. Four, you may arrive off target and get completely lost.

Why can’t the Johrase send a squad on this mission? (Bricuth)

We are busy preparing for their upcoming attack on Riftcrag. We need every able-bodied soldier to patrol the kingdom so that Cranzer doesn’t catch us off-guard with a pre-emptive strike. Besides, not many of the common soldiers have the skills that you, together as a team, possess.

What is the pay or what is in it for us? (Allehendro)

Payback. The knowledge that you are taking the fight to the Old One and Cranzer just as others of us are. Helping the Johrase find their king. If you can't find enough reward in those reasons, then you are little better than the Old One's minions we seek to kill.

When and where do we meet you when we are finished? (Gaiyle)

Meet us in this place one week from now. If plans change, I will magically contact one of you. If your plans change, contact me and we can arrange to meet you somewhere else or meet you here earlier. Can one of you cast the spell known as sending?—If none of the PCs know the spell or have it in their spellbook, Gaiyle hands an arcane caster PC a *scroll of sending*.

Do you want us to retrieve the Gem? (Bricuth)

No, you couldn't possibly get to it if Cranzer has guarded it half as well as we fear he has. If you tried, you would be foolishly throwing your lives away, and we need you alive. No, this is to be a probing mission only. Do not attempt to assail the keep. Kidnapping a high-ranking officer and getting out of their alive is more than enough to give us what we need, we hope.

When do you want us to start? (Gaiyle)

Even now, I am wary that there are forces in this town that are aware of our meeting. Part of the reason for my demonic illusion was to drive everyone else out of the inn. Anyone who stayed to cheer on the demon, well, we would have dealt with them..

Do you have any assistance to offer?

Our resources are currently taxed to the limits, so there is little aid we can provide. Still, take these so that you may return safely. Should you survive, I'd like my sword back. – She hands the PCs a *scroll of teleport* and a +1 *spell storing rapier*. The sword is currently storing a *vampiric touch* spell (CL 13).

SPELL STORING WEAPON CLARIFICATION

A spell's DC when used by a *spell storing* weapon follows the normal rules for saving throws against magic item power (DMG 214). Thus, an *inflict serious wounds* spell stored in the weapon and then triggered after a successful attack would have a DC of 14, regardless of who cast the spell into the sword and what their normal DC for that spell would be. Caster level, however, remains the same.

SPECIAL

If any of the PCs are a member of the Drinkers of the Cup of Midnight metaregional meta-organization, the weapon is instead a +1 *spell storing shattermantle* shadowstrike* rapier*. See Appendix Two for the new rules items (marked with *).

Where do you want us to start?

You might want to snoop around town to see what the locals think they know about the keep. I'll keep an eye out to see if anyone takes an interest in you.

TO REST OR NOT TO REST

Should the PCs wish to rest before leaving on their mission, to change prepared spells, etc., then they will be able to find affordable inn rooms at the Dingy Coffin (covered by Standard upkeep).

However, rumor will link the adventurers to the demon that appeared in the tavern. The demons in Encounter 8 will gain a +2 circumstance bonus to their Knowledge check made to identify the heroes if they spend the night in a public place in Hallorn.

DEVELOPMENT

Proceed to Encounter Two when the adventurers have finished their conversation with Gaiyle, Allehendro, and Viscount Bricuth.

The PCs only earn experience for fighting the illusion if they actually interacted with the illusion by attacking it, casting a spell at it, etc. A PC who fled earns no experience for this encounter.

NOT BRAVE ENOUGH

The PCs have failed Gaiyle's test of bravery. She refuses to entrust them with the mission. This scenario is over for the characters.

2: GATHERING INFORMATION

The Adventurers will probably Gather Information if for no other reason than to find out where Splinter Keep is located or to try to learn more about its defenses. Remember that each attempt takes 1d4+1 hours. PCs may assist each other as normal on this attempt.

You should inquire as to the style of gathering they are doing. Are they spending a lot of gold, buying a lot of drinks? For every 5 gp the adventurers spend they gain an additional +1 circumstance modifier to their gather information check, to a maximum of +10. However, the gold attracts attention and gives the demons in Encounter Seven the same Circumstance

bonus to Gather Information that the adventurers receive.

If the adventurers say they are being “discrete” with the inquiries they make, give the demons in Encounter Seven a -5 circumstance modifier to their Gather Information roll.

DC 5: Bad weather a’brewin’. Best get your chickens inside before the storm gets here.

A DC 15 Survival check can confirm that bad weather is indeed on the way. A storm will arrive within a day or two.

DC 7: What you say again? What you wantin’ that information for? Maybe the city guard would be interested in knowing what you’re about? Splinter Keep? Was this about patrols and undead? Keep stepin’ I ain’t got nothin’ ta say ta ya.

DC 10: I say an’ yee didn’t hear it from me fo’ su’e, that Cranzer bloke is certainly a nasty type fellow. But the keep is east o’ here about 50 or so miles, moe’ or less you know. I wouldn’t go there. Need a map of the area? I got one for sale for just 5 gp! (see Appendix Four)

DC 15: PPPsssttt; K’mer- Buy me a bit o’ drink an’ let me tell you this. The Tangles is full of nasty surprises, just the other day my brother was exploring some caves by Splinter Keep and his ever-burning torch went out. Just like someone snuffed it out, you know? Boy did he ever run out of dat da’re cave. He was chased by demons all they way back to Hallorn, I swear on my dead momma’s soul! Odd thing was, when he showed me the torch, it was all lit up again!

DC 20: That whacked out druid, you know Garland I think his name is. Found himself a new pet I hear. Green too, shiny green, not so scary since he’s here to help us right?

DC 25: I have a cousin that follows Tarren Moskol. He said that the forest is really starting to come back to life around this one pond and that a great big huge green dragon lives there! He says he even saw some green painted lizards poking around the area, but he left them alone because that druid, Gerland, supposedly threatened to kill anyone who messed with the dragon or her kin.

DC 27: Splinter Keep? What are you crazy? What do you want to know about that place for? You must be mad, ‘cause only someone who is a stone cold loony would go there or any where close. But if you’re fixing to get yourself killed, then you should know the priest of Ol’ Wicked have spells to keep you alive while the demons feast on your body so you never die as they rip the parts from you.

DC 30: May the gods preserve us! What are you thinking? Yes the King of the Johrase’s Gem might be there but why would you ever want to go there? There’s a *gate* to the Abyss there! That’s where Cranzer’s vrock came from when he destroyed the forest! Plus, I heard that magic won’t save you in the caves. But they know that too don’t they? At least that is what I heard.

TO REST OR NOT TO REST

Should the PCs wish to rest before leaving on their mission, to change prepared spells, etc., then they will be able to find affordable inn rooms at the Dingy Coffin (covered by Standard upkeep).

However, rumor will link the adventurers to the demon that appeared in the tavern. The demons in Encounter 8 will gain a +2 circumstance bonus to their Knowledge check made to identify the heroes if they spend the night in a public place in Hallorn.

DEVELOPMENT

Once the PCs are ready to leave town, proceed to Encounter Three.

3: ON THE ROAD AGAIN...

Ask the players how the PCs intend to get to Splinter Keep. There are several possible methods they might choose to take:

- 1) By foot along the road until they are near the keep. This is roughly a two-day journey by horseback. Go to Encounter 3a.
- 2) By teleporting to Morakduum (a resident of that city must be present and be willing to guide the PCs along the tunnels) and then walking along the road until they are near the keep. This reduces the travel time to one day. Go to Encounter 3a.
- 3) By flying. Go to Encounter 3b.
- 4) Teleporting **DIRECTLY** into Splinter Keep. Go to Encounter 4.
- 5) Teleporting to the area of Splinter Keep. Go to Encounter 5.

NOTE

Traveling by day or night does not change these encounters, only how well various characters can see and the encounter start distances.

DEVELOPMENT

Once the PCs have chosen what they are doing, proceed to that sub-encounter or encounter. If they throw you a curve, adapt to the best of your ability.

ENCOUNTER 3A: HOOFIN' IT

Have the PCs give you a marching order. The road is 20 feet wide and well paved.

As the PCs move along the roads toward Splinter Keep, they will encounter a ground-based patrol once they are roughly 20 miles away from Splinter Keep. Flying demons are flying 120 feet in the air. They will easily be able to see the PCs from quite a ways away. Daytime encounter start distance: 840 feet. Nighttime encounter start distance: 60 feet.

SPECIAL

The 20-foot wide road is well-kept. All squares within 20 feet of the road are to be treated as light rubble in a rocky desert environment (the DC of Balance and Tumble checks increases by 2; DMG 91). Squares beyond these are to be considered as dense rubble (half-movement, the DC of Balance and Tumble checks increases by 5 and the DC of Move Silently checks increases by 2; DMG 91).

APL 6 (EL 9)

Iuzian Corpse Taxer: hp 21; see Appendix 1.
Iuzian Arcane Novice: hp 16; see Appendix 1.
Human Warrior Skeletons (3): hp 6 each; see MM 226.
Orcs (10): hp 5 each; see MM 203.
Quasit: hp 13; see MM 46.
Babau: hp 66; see MM 40.

APL 8 (EL 11)

Iuzian Corpse Taxer: hp 21; see Appendix 1.
Iuzian Arcane Novice: hp 16; see Appendix 1.
Human Warrior Skeletons (3): hp 6 each; see MM 226.
Orcs (10): hp 5 each; see MM 203.
Quasit: hp 13; see MM 46.
Babau: hp 66; see MM 40.
Vrock: hp 115; see MM 40.

APL 10 (EL 13)

Iuzian Corpse Taxer: hp 21; see Appendix 1.

Iuzian Arcane Novice: hp 16; see Appendix 1.
Human Warrior Skeletons (3): hp 6 each; see MM 226.
Orcs (10): hp 5 each; see MM 203.
Quasit: hp 13; see MM 46.
Babau: hp 66; see MM 40.
Vrock: hp 115; see MM 40.
Hezrou: hp 138; see MM 44

APL 12 (EL 15)

Iuzian Corpse Taxer: hp 21; see Appendix 1.
Iuzian Arcane Novice: hp 16; see Appendix 1.
Human Warrior Skeletons (3): hp 6 each; see MM 226.
Orcs (10): hp 5 each; see MM 203.
Quasit: hp 13; see MM 46.
Babau: hp 66; see MM 40.
Vrock: hp 115; see MM 40.
Hezrou: hp 138; see MM 44
Glabrezu: hp 174; see MM 43.

TACTICS

The Iuzians would prefer to capture their prize alive, to later sacrifice on the altar in the keep as this advances their rank. However, if that is proving problematic, they will seek to kill the PCs, especially Wanted! PCs, hoping to animate them later. All Iuzian forces focus their attacks on capturing recognized Wanted! PCs.

If the PCs initially resist, but then attempt to surrender, the Iuzians decline their offer, as they are now consumed by bloodlust (especially the demons).

The quasits typically avoid melee combat, going invisible and harassing PCs from a distance. The rest of the demons wade right into combat, using their most deadly abilities early in the encounter. They make good use of their *greater teleport* abilities to get to the PCs and cut off their retreat, or to chase down fleeing PCs.

Note that none of the demons will attempt to summon another demon to the fight. They simply do not care enough to be beholden to another demon. However, they will fight to the death and they will chase fleeing PCs down.

TREASURE

All APLs: Loot 252 gp; Coin 0 gp; Magic 424 gp – *brooch of shielding* (125 gp), *pearl of power 1st* (83 gp), *scrolls of [animate dead* (52 gp), *burning hands* (CL 3, 6 gp), *web* (12 gp), *sound burst* (17 gp), *protection from arrows* (12 gp), *mirror image* (12 gp), *levitate* (12 gp), *ray of enfeeblement* (6 gp), *shield* (2 gp), *true strike* (2 gp)], *vest of resistance +1* (83 gp); Total 676 gp.

TO REST OR NOT TO REST

Resting on or near the road is a bad idea (within one mile). Every 1d3 hours, another patrol will move along the road. Flying demons fly 30 ft. off the ground at night and fly in large circles around the patrol group, up to a mile away from the road. These demons should be considered to be taking 10 on their Spot checks. Should they see the PCs, they will immediately use their *teleport* ability to return to their comrades and guide the patrol to the PCs' location.

Should the PCs use a magical shelter to rest in, adjudicate using the appropriate rules based on the spell and the demon's abilities.

DEVELOPMENT

If the PCs defeat the Iuzians, it should be clear that the spellcasters are too low ranking to be of any use. If questioned, they are utterly terrified of Cranzer and will never reveal anything that they know (they think Cranzer can summon their soul back from the dead and then eat it). In essence, Cranzer wins an opposed Intimidate check against the PCs to keep his minions quiet.

Proceed to Encounter 5. If the PCs *teleport* past this encounter, they do not gain any experience for it.

ENCOUNTER 3B: ON WINGS AND A...

Have the PCs give you a marching order. As the PCs fly towards Splinter Keep, they encounter some flying demons. Daytime encounter start distance: 840 feet. Nighttime encounter start distance: 60 feet.

APL 6 (EL 9)

Vrock: hp 115; see MM 40.

APL 8 (EL 11)

Vrocks (2): hp 115 each; see MM 40.

APL 10 (EL 13)

Vrocks (4): hp 115 each; see MM 40.

APL 12 (EL 15)

Vrocks (3): hp 115 each; see MM 40.

Nalfashnee: hp 175; see MM 43.

TACTICS

The demons buff and then wade right into combat, using their most deadly abilities early in the encounter. They make good use of their *greater teleport* abilities to reach the PCs quickly or to chase down fleeing PCs.

Note that none of the demons will attempt to summon another demon to the fight. They simply do

not care enough to be beholden to another demon. However, they will fight to the death and they will chase fleeing PCs down.

TO REST OR NOT TO REST

Resting on or near the road is a bad idea (within one mile). Every 1d3 hours, another patrol will move along the road. Flying demons that accompany a ground-based patrol fly 30 ft. off the ground at night and fly in large circles around the patrol group, up to a mile away from the road. These demons should be considered to be taking 10 on their Spot checks. Should they see the PCs, they will immediately use their *teleport* ability to return to their comrades and guide the patrol to the PCs' location.

Should the PCs use a magical shelter to rest in, adjudicate using the appropriate rules based on the spell and the demon's abilities.

DEVELOPMENT

Proceed to Encounter 5. If the PCs *teleport* past this encounter, they do not gain any experience for it.

ENCOUNTER 4: WELCOME TO PAZUNIA!

If the heroes attempt to *teleport* directly into Splinter Keep, they will be shunted to the Abyss due to the proximity of the *gate*.

You are clearly not in Splinter Keep. Instead, you find yourselves standing on a windswept plain illuminated by an angry red sun. Jagged tors reach to the sky, and flocks of flying demons darken the sky. Massive pits lead down to Pelor knows where while lesser demons crawl in and out of these.

You notice that sixty feet away is a gate of some sort, a large, round, shimmering field. You can see through it and it appears to lead into some sort of building. Several human spellcasters stand in the gate's room, accompanied by a variety of demons, the most alarming of which is a six-armed woman with a snake's tail for legs. It appears that they are keeping an eye on the gate while discussing something of importance.

The PCs have arrived on the windswept plains of the 1st layer of the Abyss, Pazunia. Sixty feet away is the two-way *gate* to Splinter Keep. PCs can see even more demons and Iuzians through the *gate*. Going through would be suicide unless the PCs have a quickened *dimension door* or *teleport*. The *gate* was designed by Cranzer not to let every demon from the Abyss onto Oerth, but rather only to allow demons loyal to Iuz

through it. In addition, all mortals may move through it as normal.

The PCs are immediately spotted by demons that move to attack.

Encounter start distance 120 feet.

APL 6 (EL 10)

Bebilith: hp 150; see MM 40.

APL 8 (EL 12)

Hezrou: hp 138; see MM 44.

Vrock: hp 115; see MM 40.

APL 10 (EL 14)

Nalfashnee: hp 175; see MM 43.

APL 12 (EL 16)

Nalfashnee: hp 175; see MM 43.

Hezrou: hp 138; see MM 44.

Vrocks (4): hp 115 each; see MM 40.

TACTICS

Note that none of the demons will attempt to summon another demon to the fight. They simply do not care enough to be beholden to another demon. They fight to the death and they will chase fleeing PCs down.

TO REST OR NOT TO REST

Resting on the Abyss is a horrible idea. Keep throwing demons at the PCs until they escape, are killed, or say that they flee and quit the adventure. In the latter case, refer to the LGCS for adjudication of how they get home.

DEVELOPMENT

If the PCs *teleport* or *plane shift* past this encounter, they do not gain any experience for it.

If the heroes escape through the portal, then they enter the large central room middle of the keep (100 ft. square, 30 ft. high ceiling, one double-door exit) and they face the following encounter:

All APLs (EL 20)

Iuzian Garrison Commander: hp 87 plus 5 temp plus 10 temp; see Appendix 1.

Bolstered Commanded Troll Skeletons (2)*: hp 39 each; bolstered to 13 HD; see MM 227.

Planar Ally*: Glabrezu; hp 174; see MM 43.

Stone Golem*: hp 107; see MM 136.

Iuzian Mage: hp 49; see Appendix 1.

War Troll: hp 162; see Appendix 1.

Kastighur: hp 172; see Appendix 1.

Advanced Dread Wraith: hp 156; see Appendix 1.

Quasit: hp 13; see MM 46.

Babau: hp 66; MM 40.

Vrock: hp 115; MM 48.

Hezrou: hp 138; MM 44.

Glabrezu: hp 174; MM 43.

Nalfashnee: hp 175; see MM 43.

Marilith: hp 232; see MM 44.

If the PCs return to Oerth and continue the adventure, proceed with the next logical encounter based on where they return to. If the PCs call it quits, the adventure is over for them. If the PCs have no means of returning to Oerth on their own, see the LGCS for rules on PCs lost on other planes.

TO REST OR NOT TO REST

If the PCs defeat the Splinter Keep encounter detailed above, you need to audit their characters and send the players' names, RPGA #'s, and PC names to the Bandit Kingdoms Triad Point-of-Contact.

5: WHICH WAY TO GO?

You have reached the edge of the Tangles Forest near the keep. The forest is still very much dead here, and the lack of foliage provides very little cover to hide in. Approaching the keep will be very dangerous as flying demons will easily be able to see you moving about on the forest floor. You need to find an Iuzian patrol that contains an officer fast or you need to find some other way to approach the keep.

This area of the Tangles is still completely decimated. It counts as a sparse forest (DMG 87) for purposes of terrain, except there is no undergrowth and the trees are all dead. Roughly 50% of the squares contain a 30-foot tall dead typical tree (AC 2, hardness 2, hp 75). A creature standing in the same square as a tree gains a +2 cover bonus to Armor Class and a +1 cover bonus to Reflex saves. The trees do not hinder tactical movement, regardless of a creature's size.

As the PCs move through the forest, a group of demons will have a chance of noticing them. Unless the PCs are all hiding as they move, the bar-Iguras will see them from 105 feet away and will move to attack. Even if they are hiding, the bar-Igura might spot them. Remember that the bar-Iguras all have *see invisibility* active at all times.

APL 6 (EL 9)

Bar-Iguras (4): hp 57 each; see Appendix 1.

APL 8 (EL 11)

Elite Advanced Bar-Iguras (3): hp 110 each; see Appendix 1.

APL 10 (EL 13)

Very Elite Advanced Bar-Iguras (2): hp 185 each; see Appendix 1.

APL 12 (EL 15)

Superior Elite Advanced Bar-Iguras (2): hp 237 each; see Appendix 1.

TACTICS

Bar-Iguras enjoy setting ambushes and attacking with surprise. Once they see the heroes, they will activate their *invisibility* ability and then teleport into the branches of a tree above a PC to set up a pounce charge-attack.

If brought below 30 hit points, the bar-Igura will attempt to use its abduction ability to finish a PC off alone somewhere else in the forest. Under no circumstance will the demon teleport the PC to Splinter Keep.

TREASURE

APL 6: Loot 58 gp; Coin 0 gp; Magic 332 gp – *vest of resistance +1* (4@83 gp); Total 390 gp.

APL 8: Loot 44 gp; Coin 0 gp; Magic 1,152 gp – *rending gauntlets* (3@301 gp each), *vest of resistance +1* (3@83 gp each); Total 1,196 gp.

APL 10: Loot 29 gp; Coin 0 gp; Magic 2,102 gp – *horned helm* (2@667 gp), *rending gauntlets* (2@301 gp each), *vest of resistance +1* (2@83 gp each); Total 2,131 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 3,298 gp – *+1 linked studded leather armor* (2@598 gp), *horned helm* (2@667 gp), *rending gauntlets* (2@301 gp each), *vest of resistance +1* (2@83 gp each); Total 3,298 gp.

Once the PC's have defeated the demons, continue with the following:

The ape-demons no longer a threat, you still need to determine how to approach the keep in order to snag an Iuzian officer. It is beginning to look like approaching the keep by ground or air is suicidal, as even now you can see more demons flying in the distance. Undoubtedly, more demons patrol the dead forest's floor. You'll need to hurry and find some cover if you don't want to be noticed by more demons.

A DC 20 Spot check will reveal a hidden cave entrance nearby.

Below the trunk of one particularly massive dead tree, you see what appears to be a tunnel entrance that leads into the earth. Dead roots obscure the entrance from casual observation.

The black maw of the cave beckons to you with a strange allure in this demon-filled forest. The tunnel appears to head in the direction of Splinter Keep, but where it ends you cannot possibly guess.

A DC 20 Knowledge (dungeoneering) check made by a dwarven PC will reveal that the tunnel appears to have been crafted by duergar many years ago. A dwarf will be fairly certain that the cave will lead closer to Splinter Keep, but unsure of if it leads directly there or not.

A DC 20 Survival check made by a PC with the Track feat will reveal that there is a lone set of kobold footprints leading into the cave. These are several days old.

TO REST OR NOT TO REST

The PCs may rest once they have moved deeper into the tunnel unless they have made the demons aware of it.

DEVELOPMENT

By now it should be clear that approaching Splinter Keep any further on the ground or by air is suicidal. If the PCs do not wish to enter the cave, then continue to throw demons at them until they flee, enter the cave, or are dead. Use the APL appropriate encounters from Encounter 3a or 3b for this, not the demons encountered later in this event. If the PCs defeat the first group, then the next group will be from the next APL. If the PCs defeat this, then throw two groups from that same APL at them, and so on and so forth until the PCs die, flee, or return to the cave.

Once the PCs move into the cave, which the demons are unaware of, the demons will just assume that the mortals *teleported* away. Thus, they will NOT pursue the PCs into the cave unless they actually see the PCs enter the cave.

6: CAVE BARE

After the tunnel has moved 120 feet into the earth, it will be utterly dark unless the PCs provide their own light.

The deeper into the cave you go, the further under the surface you are. Darkness surrounds you, the only sound you hear is that created by your group; the slight jingle of armor, the sounds of breathing, perhaps a quiet curse or two. A tomb would have more

ambient sound than here as the sounds of the demon-infested forest no longer reach your ears.

The ten-foot wide tunnel slopes down at a gentle ten (10) degree down angle as it wends and winds gently, generally heading in the direction of Splinter Keep. The ancient Duergar had made use of a natural tunnel system in these parts to add to the defensive network of their city (where Morakduum now lies). As some of their deep hounds were Huge in size, the tunnel will always be at least ten feet tall and wide.

At various times, side tunnels will branch off and lead back up to the surface. Roughly half of these have collapsed over time, and a dwarven PC will know that none are likely to head towards Splinter Keep. Still, these side tunnels provide excellent places for creatures to hide and lay in wait for the unwary. Play up this fear by having the PCs go past several side tunnels before triggering the actual fight detailed below.

It is very important for you to determine what type of light source the adventurers are using. If they are using any type of magic to use for light, it is important you know this, as they will lose this light when they enter the area of the beholder's *anti-magic cone*.

Twists, turns, cave ins, switch backs, stalagmites, stalactites, water pools, lime deposits, faults, cracks, worked stone and un-worked stone, this tunnel system seems to have it all. About a mile into the tunnel, and far below the surface now, you come to a portion of the tunnel that is made of well-crafted inlaid stone.

A DC 20 Knowledge (dungeoneering) check will confirm that the stonework is duergar in nature.

Oddly, intricate carvings are worked onto the stone, and they do not appear to have been part of the original design of the stonework. These carvings are painstakingly detailed and depict a strange creature in a worshipful way. The creature appears to be a floating orb, with one large eye above a large mouth full of razor sharp teeth. A number of stalks protrude from its head, each with an eye of its own. In addition, the creature sports a large set of wings and clawed hands.

A DC 21 Knowledge (dungeoneering) check will reveal the floating orb creature to be some sort of beholder-kin. A DC 20 Knowledge (arcana) check will identify the wings and claws as "dragon-like". If a PC succeeds at both checks, they will be able to conclude that the depiction is of a half-dragon beholder. PCs native to the region should be able to predict that the creature is a half-red dragon, and thus they should take measures to protect against fire at this time.

Keep in mind how far the PCs can see when reading the following: If the PCs have brought a light source that can provide illumination 150 feet away, they will see the other side of the room and the entrance that leads back to the surface.

Oddly, while the tunnel continues to slope gently downwards, now perfectly straight, the ceiling does not. As you descend, the ceiling is farther and farther above your heads. It appears as if this area opens up into a large, circular shaped room with a level floor. The entire area appears to be clean of dust and debris.

The ceiling is sixty feet above the floor at this point. The room itself is circular with a 75-foot radius. If the PCs can see the 150 feet to the opposite side of the room, they will see a tunnel heading back up to the surface. Various other tunnels, blasted by the beholder's *disintegrate* eye, lead down into the UnderOerth, which is outside the scope of this adventure.

In addition, spread along the walls are various 10-foot cube cubby-holes. The beholder will use these for cover against dangerous foes, otherwise it floats near the ceiling above the center of the room and blasts the PCs with its eye rays.

ENCOUNTER SETUP

Unless the PCs have been very quiet and have not used a light source, Smeckle and the half-red dragon beholder will have heard the PCs approaching and seen their light coming towards them. In this case, Smeckle will take up a position in his hidey-hole, and the beholder will occupy one of the cubic indentations along the room's perimeter, and they will start blasting the PCs once they enter the area.

In addition, Smeckle has trapped both entrances to the chamber. The last sloped squares of the entrances are trapped.

TRAP (ALL APLS)

Fireball Trap: CR 6; magic device; proximity trigger (alarm); no reset; spell effect (*fireball*, 9th-level wizard, 9d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Note: The trap does not increase the EL of the encounter because it is has too low of a CR to affect the overall EL.

CREATURES

Lairing here are an odd pair of creatures: Smeckle, a kobold who worships Morginstaler as a god, and one of Morginstaler's children, a half-red dragon beholder-

kin. Unlike most of his children, Morginstaler did not mate to produce this offspring. Beholders are asexual. Morginstaler spent some time *polymorphed* as a beholder years ago and eventually “birthed” the half-dragon. A bit surprised, Morginstaler left the creature to fend for itself. Years later, Smeckle found it and worshipped it as the son of a god.

The half-red dragon beholder, confused by its own nature, enjoys Smeckle’s devotion and merely lives to cause chaos and terror and to devour the weaker. Over the years, it has slain quite a few of Splinter Keep’s demons. The Iuzians are aware that something is in the tunnels, but every demon they have sent in to investigate has failed to return, thus they leave this area alone.

APL 6 (EL 9*)

Smeckle: hp 38; out of 3rd and 4th level spells for the day; see Appendix 1.

Half-Red Dragon Gauth: hp 64; see Appendix 1.

APL 8 (EL 11)

Smeckle: hp 58; see Appendix 1.

Half-Red Dragon Gauth: hp 64; see Appendix 1.

APL 10 (EL 13)

Smeckle: hp 58; see Appendix 1.

Elite Advanced Half-Red Dragon Gauth: hp 200; see Appendix 1.

APL 12 (EL 15)

Smeckle: hp 58; see Appendix 1.

Half-Red Dragon Beholder: hp 125; see Appendix 1.

NOTE

The EL at APL 6 has been lowered by one because Smeckle has already cast all of his 4th level spells for the day (he ran into something in the tunnels that he didn’t like).

TACTICS

Whether or not the PCs activate the trap, Smeckle will attack as soon as the PCs enter the area (and he will surely attack if the PCs are snooping around trying to Search for traps or disable his trap). This could be particularly rough on the APL 6 table, as they might set off the *fireball* trap and then eat a *fireball* cast at them. Luckily, the DC on the trap’s *fireball* is much lower, so it should cause little damage. Smart PCs should also have cast spells that protected them from fire as soon as they saw the carvings.

The creatures fight to the death, confident that they can drive the heroes away. They fight because they are evil and are defending their lair, and the beholder cannot be reasoned with except by Smeckle (the beholder is insane by human standards). Smeckle fights to the death to protect the son of his god. Smeckle likes to *fly* during battles, but he has to keep an eye on the beholder’s anti-magic cone at APL 12.

If the adventurers are trying to *fly* at APL 12, the half-red dragon beholder will turn his eye on them. Remember, a *fly* spell negated by an *anti-magic cone* does not turn into a *feather fall* spell.

TREASURE

APL 6: Loot 33 gp; Coin 0 gp; Magic 1,510 gp – *ring of the darkhidden* (167 gp), *bracers of armor* +1 (83 gp), *cloak of charisma* +2 (333 gp), *gloves of dexterity* + 2 (333 gp), *potion of cure serious wounds* (63 gp), *ring of protection* +1 (167 gp), *scroll of fly* (31 gp), *vest of resistance* +2 (333 gp); Total 1,543 gp.

APL 8: Loot 33 gp; Coin 0 gp; Magic 1,510 gp – *ring of the darkhidden* (167 gp), *bracers of armor* +1 (83 gp), *cloak of charisma* +2 (333 gp), *gloves of dexterity* + 2 (333 gp), *potion of cure serious wounds* (63 gp), *ring of protection* +1 (167 gp), *scroll of fly* (31 gp), *vest of resistance* +2 (333 gp); Total 1,543 gp.

APL 10: Loot 33 gp; Coin 0 gp; Magic 2,344 gp – *ring of the darkhidden* (167 gp), *bracers of armor* +3 (750 gp), *cloak of charisma* +2 (333 gp), *gloves of dexterity* + 2 (333 gp), *potion of cure serious wounds* (63 gp), *ring of protection* +1 (2@167 gp), *scroll of fly* (31 gp), *vest of resistance* +2 (333 gp); Total 2,377 gp.

APL 12: Loot 33 gp; Coin 0 gp; Magic 4,602 gp – *ring of the darkhidden* (167 gp), *bracers of armor* +5 (2,083 gp), *cloak of charisma* +2 (333 gp), *gloves of dexterity* + 2 (333 gp), *potion of cure serious wounds* (63 gp), *ring of the forcewall* (425 gp), *ring of protection* +1 (167 gp), *ring of protection* +2 (667 gp), *scroll of fly* (31 gp), *vest of resistance* +2 (333 gp); Total 4,635 gp.

TO REST OR NOT TO REST

The PCs may rest once they have defeated the kobold and the beholder. The demons while aware of these tunnels, have no desire to face the beholder. If they know it is dead, however, then they will search for the PCs in the tunnels if they have reason to (i.e., if they saw them flee Encounter 7 by heading into the tunnels).

DEVELOPMENT

Remember the trap on the exit as the PCs leave.

After the adventurers defeat this encounter read or paraphrase the following.

With the abomination/kobold defeated, you warily head up the other tunnel. After roughly the same distance, you reach the surface. The exit is similarly hidden by dead detritus and foliage.

Looking out the cave entrance, you can see that dark clouds hang in the area. The storm will arrive soon. You can also see that the cave exits a mere mile or so from Splinter Keep! Were the forest alive, you wouldn't be able to tell this, but, because the trees are dead, you can see the keep's towers rising in the distance. Demons fly to and fro in the distance, clearly keeping watch.

Then you spy a group making their way back to the keep and they are only sixty feet away from the cave's exit! One of the humans appears to be in charge and is issuing orders to the other creatures in his retinue, which range from ogres to demons. This is your chance! You can surprise them if you act now!

If the heroes attack, proceed to Encounter 7. For every round they delay, the bad guys get 60 feet further away.

7: A PRISONER WITH LOVE

If the PCs make noise prior to attacking, by discussing their plans or doing something else noisy, give the bad guys Listen checks modified as appropriate for the distance and terrain. While this encounter is designed to be very difficult, the PCs should have the advantage of surprise unless they blow it.

This area of the Tangles is still completely decimated. It counts as a sparse forest (DMG 87) for purposes of terrain, except there is no undergrowth and the trees are all dead. Roughly 50% of the squares contain a 30-foot tall dead typical tree (AC 2, hardness 2, hp 75). A creature standing in the same square as a tree gains a +2 cover bonus to Armor Class and a +1 cover bonus to Reflex saves. The trees do not hinder tactical movement, regardless of a creature's size.

CREATURES

Walking back toward the keep is an Iuzian officer accompanied by his retinue. Because the dread wraith has lifesense 60 ft., be sure to place him on the other side of the cleric from the PCs so as to not negate the PCs' surprise round.

Flying creatures should be 30 ft. off the ground at the beginning of the combat. The cleric and mage should be surrounded by their entourage of undead and demons.

SPECIAL

The PCs will be in a time-crunch during this attack. As soon as the battle starts, there is the chance that other

demons will notice the fight and will teleport to the battle. Luckily for the PCs, they have 10 rounds before any of the demons near the keep hear or see the battle.

After 10 rounds, add another APL appropriate demon to the fight (see Reinforcements, below). Continue to do so every 5 rounds thereafter until the PCs flee, are captured, or are killed.

APL 6 (EL 10)

Blackguard Lieutenant: hp 68 plus 10 temp; see Appendix 1.

Iuzian Apprentice: hp 24; see Appendix 1.

Quasit: hp 13; see MM 46.

Ogre Scout: hp 71; see Appendix 1.

Ogre Shock Trooper: hp 53; see Appendix 1.

Reinforcement: **Babau:** hp 66; see MM 40.

APL 8 (EL 12)

Iuzian Captain: hp 66 plus 5 temp plus 10 temp; see Appendix 1.

Bolstered Commanded Wolf Skeletons (4)*: hp 13 each; bolstered to 10 HD; see MM 226.

Bolstered Commanded Human Warrior Skeleton*: hp 6; bolstered to 10 HD; see MM 226.

Lesser Planar Ally*: thrice-fed juvenile nabassu; hp 67; see Appendix 1.

Flesh Golem*: hp 79; see MM 135.

Iuzian Skull-Tosser: hp 32; see Appendix 1.

Ogre Barbarian 4: hp 79; see MM 199.

Ogre Fighter 4/Tempest 2: hp 106; see Appendix 1.

Quasit: hp 13; see MM 46.

Reinforcement: **Vrock:** hp 115; see MM 40.

APL 10 (EL 14)

Iuzian Major: hp 80 plus 5 temp plus 10 temp; see Appendix 1.

Bolstered Commanded Owlbear Skeletons (2)*: hp 32 each; bolstered to 12 HD; see MM 226.

Bolstered Commanded Wolf Skeleton*: hp 13; bolstered to 12 HD; see MM 226.

Planar Ally*: Glabrezu; hp 174; see MM 43.

Clay Golem*: hp 90; see MM 134.

Iuzian Mage: hp 49; see Appendix 1.

Troll Ranger 6: hp 130; see MM 247.

Vrock: hp 115; see MM 40.

Quasit: hp 13; see MM 46.

Reinforcement: **Hezrou:** hp 138; see MM 44

APL 12 (EL 16)

Iuzian Garrison Commander: hp 87 plus 5 temp plus 10 temp; see Appendix 1.

Bolstered Commanded Troll Skeletons (2)*: hp 39 each; bolstered to 13 HD; see MM 227.

Planar Ally*: Glabrezu; hp 174; see MM 43.

Stone Golem*: hp 107; see MM 136.

Iuzian Mage: hp 49; see Appendix 1.

War Troll: hp 162; see Appendix 1.

Kastighur: hp 172; see Appendix 1.

Advanced Dread Wraith: hp 156; see Appendix 1.

Quasit: hp 13; see MM 46.

Reinforcement: **Glabrezu:** hp 174; see MM 43.

NOTE

At APLs 8 and up, several of the monsters do not count towards the EL. These are marked with an “*”. This is because they are there due to another character’s class abilities. The Iuzian officer has cast spells such as *lesser planar ally* to summon a demon. In addition, the cleric has the Craft Construct feat. The construct’s construction cost counts against the NPC’s total gear value. You’ll note that the clerics have very little gear of worth. This is because the constructs are so expensive for them to make.

TACTICS

They will all fight to the death, and will try to capture PCs for later sacrifice. Once attacked, the spellcasters will react to either attack or buff themselves. They will not buff the giants or the demons as they are too selfish for that.

Remember to keep the thrice-fed juvenile nabassu away from its allies that are susceptible to its gaze attack.

DEATH WARD CLARIFICATION

Many judges incorrectly think that the spell *death ward* protects from all ability damaging or draining effects, especially those of undead. This is incorrect! *Death ward* provides no protection against a dread wraith’s Constitution Drain (Su) ability because this ability is not defined as a negative-energy effect. For an example of an undead ability attack that *death ward* does protect against, see the shadow (MM 221). Note that the shadow’s Strength Damage (Su) ability description specifically states, “this is a negative energy effect” (thus it is protected against by *death ward*), whereas an allip’s, ghost’s, and wraith’s supernatural ability attack form does not.

TREASURE

As it takes 10 minutes to loot five bodies, per the Treasure section at the end of this scenario, the heroes do not have the time to loot the bodies, as more demons will arrive if they dawdle. Thus, the below treasure section only presumes that they captured the Iuzian officer and dragged him off somewhere to be searched, stripped, and tied up without demonic interference (such as the beholder’s cave). If the PCs somehow end up with time to loot the dead (by *teleporting* one of them into the cave), be sure to add this loot the party’s treasure totals (Loot and Magic are totaled up and divided by 12, Coin is divided by 6, regardless of how many PCs play this adventure).

Note that the golem is included in this treasure total. HOWEVER, to earn the golem, the PCs MUST think on their own to force the cleric to order the golem to obey them from now on (see MM 134) AND the golem must not have been destroyed by the PCs AND the golem must be brought to a town where it can be sold (such as Hallorn). If the golem is sold damaged, compute its sale value based on the percentage of hit points it has left. Thus, a flesh golem sold at 50% hit points has a value of: 20,000 gp/2 for being sold/2 for being 50% damaged/6 for number of PCs (regardless of number of PCs at the table; this is a Living Greyhawk rule) = 833 gp per PC.

As a role-playing note, clerics of good aligned deities should find flesh golems to be repulsive, as it is constructed out of the remains of dead creatures. Any divine spellcaster of a good-aligned deity who allows the flesh golem into his party will immediately become an ex-member of his divine spellcasting class and will require an *atonement* from a member of his faith in order to regain his powers.

APL 6: Loot 118 gp; Coin 0 gp; Magic 833 gp – +1 *full-plate* (221 gp), +1 *greatsword* (196 gp), *gauntlets of ogre power* (333 gp), *vest of resistance +1* (83 gp); Total 951 gp.

APL 8: Loot 180 gp; Coin 0 gp; Magic 2,083 gp – *flesh golem* (1,667 gp), *peripat of wisdom +2* (333 gp), *vest of resistance +1* (83 gp); Total 2,266 gp.

APL 10: Loot 180 gp; Coin 0 gp; Magic 3,749 gp – *clay golem* (3,333 gp), *peripat of wisdom +2* (333 gp), *vest of resistance +1* (83 gp); Total 3,929 gp.

APL 12: Loot 209 gp; Coin 0 gp; Magic 8,166 gp – *stone golem* (7,500 gp), *peripat of wisdom +2* (333 gp), *vest of resistance +2* (333 gp); Total 8,375 gp.

TO REST OR NOT TO REST

Unless there are no signs of where the PCs exited the tunnels from, they should NOT be able to rest in the tunnels anymore, as the demons will scour the area looking for them. As soon as a reinforcement demon

has found them, it will *teleport* to summon reinforcements. In this case, the PCs will encounter a ground-based patrol from Encounter 3a unless they flee.

DEVELOPMENT

If the heroes capture the Iuzian, they should flee with him, either back into the beholder's lair, where they can find various empty tunnels to hide in as long as they don't leave obvious tracks (see above), or by *teleporting* back to Hallorn.

If the PCs leave any of the intelligent minions alive, the demons in Encounter 8 will gain a +2 bonus to the Knowledge (local – IBS) check as they will now have more information about the heroes.

If the PCs wish to interrogate the prisoner themselves, go to Encounter 8. If the PCs teleport the prisoner directly back to Hallorn, go to Conclusion: Success!

If the PCs are too scared to attack, then this is the last chance they have at capturing an officer. They might as well go home. If they leave the area by foot and on the road, or they fly, be sure to have them encounter another patrol from Encounter 3.

8: TO QUESTION OR?

SPECIAL

Encounters 8-11 ONLY occur for parties that interrogate the Iuzian prisoner themselves. If the PCs *teleport* back to Hallorn immediately after capturing the officer, these encounters DO NOT occur.

The adventurers can question the cleric of Iuz on their own, if they so choose. They will be able to find empty tunnels in the beholder's lair to do this in, or they can teleport to another city and do it. If somehow the adventurers killed the cleric, they can still obtain the information they seek by using *speak with dead* spell if the cleric fails the saving throw (the only way to avoid the saving throw is if the spell is cast by a Chaotic Evil character. Thus, someone utilizing the Use Magic Device skill to emulate alignment while using a scroll of *speak with dead* will be able to avoid the need for a saving throw).

QUESTIONING THE PRISONER

If the adventurers cast *zone of truth*, or other spells to find out if the cleric is telling the truth, they will find the cleric is being very honest with them. While Iuz is a god of treachery and lies, the cleric wants to stay alive long enough to escape (plus he is arrogant and believes that Cranzer's plans cannot be stopped).

If the heroes ask questions that are not covered here, make something up that sounds reasonable based

on what you know about the region and our plots. The point is to string the players along into asking more and more questions, which gives the marilith more time to prepare her trap. Regardless of how many questions are asked, the trap will be sprung. A bigger build up will just sell the trap more, so to speak.

Is the Johrase King's gem at Splinter Keep?

Fools. Why would Cranzer let that object out of his sight? Ah, such a trophy!

Do you know where Cranzer keeps the gem?

He sleeps with it under his pillows, you idiots. Of course I don't know where he keeps the gem.

Is there really a *gate* to the Abyss in Splinter Keep?

Yes. Morons.

What is Cranzer up to?

We have not seen our lord in some time, but I imagine he is getting ready to destroy the Johrase and everyone else stupid enough to stand in his way. That's what I would be doing.

Have you seen Morganstaler around here?

Yes. My master allows him to come and go as he pleases. Sometimes my master rides him. It's quite impressive seeing the two together. I wish they were here now. The dragon would send you dimwits running.

Who are you?

I am just a follower of Iuz, doing his bidding. Who are you? Have you ever considered a career in the chaos and mayhem industry? – He says the last nicely and hopefully, being fairly impressed with their combat skills since they managed to defeat his minions and capture him.

If the adventurers tell him truthfully who they are, give the demons a +4 Circumstance bonus on their Knowledge (local – IBS) check below.

DEVELOPMENT

Once you are ready to make the players scream at you, the author, and the Triad, proceed to Encounter 9.

9: THIS ISN'T YOUR DAY, IS IT?

SPECIAL

Please read this encounter several times so that you understand what the marilith's goals are and how the mechanics of the various spells, especially *trap the soul* and *sympathy*, work.

The following encounter occurs almost anywhere so long as the PCs question the prisoner themselves. A few exceptions exist. For instance, if the PCs take the prisoner to the Temple of Pelor in the Free City of Greyhawk, or to the Mausoleum in Hallorn, or to some other place guarded by powerful minions dedicated to a god opposed to Iuz, then the marilith gives up the cleric for lost and calls it a day. If the PCs just take the prisoner to Hallorn and then question him in an inn room, the encounter occurs.

BACKGROUND

After a few minutes have gone by, flying demons spot the dead bodies on the battlefield and report this to the Splinter Keep.

At this point, the true leader at Splinter Keep, a marilith, mobilizes forces to find the missing officer. She does this not out of fondness, but just so that the officer can't divulge any of Cranzer's plans. She immediately utilizes her *crystal ball* to scry on the missing cleric. The cleric purposefully fails the saving throw. Even worse, the *crystal ball* includes the *telepathy* ability, so the cleric is relaying information to her regarding the heroes' names, weapons, abilities, etc.

The PCs might notice the scrying sensor if they have an Intelligence score of 12 or higher and if they succeed at a DC 20 Intelligence check. Also, the *detect scrying* spell will detect the sensor.

Add the Circumstance bonuses the demons may have acquired throughout the adventure towards the Knowledge (local – IBS) check regarding the PCs as each was a different circumstance. In addition, being Wanted! might give the demons bonuses to checks made to learn more about them. Refer to the PC's WCI meta-AR for more information.

POSSIBLE BONUS AMOUNTS

Encounter 1, heroes have loose lips:	+2
Encounter 1 or 2, heroes spend the night:	+2
Encounter 2, heroes spend a lot of coin:	+1 to 10
Encounter 7, heroes allow survivors:	+2
Encounter 8, heroes do not detect sensor:	+4

The marilith then consults with a glabrezu who has been in the region the longest amount of time. The glabrezu has a +18 Knowledge (local – IBS) skill check modifier. A DC 30 Knowledge (local) check will give the glabrezu basic information about the heroes (real names, aliases, normal disguises, methods of operation, known friends, etc.). More insidious, it will tell them what value gem will be needed for *trap the soul*. To err on the side of caution, the marilith will then provide a gem worth 3,000 gp than estimated.

The marilith is very sneaky, and she intends to fool the PCs into thinking that she will give them King Ramiki's soul gem (a blue gem) in exchange for them slaying the dragon. Thus, she has already acquired a large, blue gem previously used to *trap the soul* (PHB 295, read it) of an ghaele eladrin (MM 94). It is THIS gem that will be the **trigger object** for the spell cast to trap a PC. Note that this will in no way impair its ability to continue to contain its victim.

The marilith then orders a human Iuzian to request a *wish* from the glabrezu. The *wish* is: cast *trap the soul*, with this blue gem (the one already containing the outsider's soul) as the trigger object, targeting the most gullible of those who are holding <captured cleric's true name> hostage. As this is designed to bring unhappiness to the world, the glabrezu is eager to please. The marilith provides a red gem of the correct value to be the soul's **receptacle**. A quasit carves the targeted PC's name in tiny Abyssal runes into the gem. Even worse, the quasits carves Ramiki's name onto the gem in bigger letters. This does not impair how the gem functions as a trigger object.

The marilith then orders another another human to request a *wish* from a second glabrezu. The wish is: cast *sympathy* upon this trigger object (the one from the just cast *trap the soul* spell) to attract the most gullible of those holding <cleric's true name> hostage.

So, to recap, there are now two gems. Gem 1 contains the soul of an outsider and is now the trigger object for a *trap the soul* spell that targets the most gullible PC. Gem 2 is the **receptacle** for the newly cast *trap the soul* spell, which will contain the targeted PC's soul IF that PC touches the **trigger object** gem. Gem 1 is large, expensive, and blue. Gem 2 is large, expensive, and red. Gem 2 DOES NOT need to be exposed to the PCs for it to receive the trapped PC's soul.

The trap is now primed. A *trap the soul* has been prepared with a trigger object that has had *sympathy* cast upon it. The spells specifically target the PC with the lowest Will save modifier. Thus, when the marilith shows the trigger object to the targeted character, they will need to make a DC 24 Will save to resist taking the target object. Once the target object is grabbed, their soul enters the prepared receptacle soul gem (no SR, no Save) in the marilith's possession, giving her an edge in bargaining with the PCs. She places Gem 1, the trigger object, in her *bag of holding* and she places Gem 2, the receptacle, in a simple pouch tied to her belt.

SPECIAL

Sympathy can be cast to either attract creatures of a particular type (dragon, humanoid, outsider, etc., but it cannot target specific sub-types, such as elf, tanar'ri, or

fire) or it can attract creatures of a particular alignment. Thus, the sympathetic object, which in this case is the blue gem trigger object, can attract more than one PC if they all belong to either the type or the alignment that the spell is attuned to. The glabrezu will attune the trigger object to the type or alignment most likely to attract the fewest amount of heroes, other than the target (i.e., if the target is lawful good while the rest of the party are chaotic good, the spell will target lawful good characters. If the target is a centaur while the rest of the PCs are humanoids, the spell will target monstrous humanoids).

Once all these preparations are made, the marilith buffs herself, casting *align weapon* (she covers the full range of alignments spread out amongst her various swords to be prepared for any alignment based DR; whichever DR she runs into, she makes that sword her primary sword) and *magic weapon* on each of her swords. *See invisibility* and *unholy aura* are then cast, while a priest casts *eagle's splendor* upon her, and then she *teleports* to the PCs' location on her own, ready to ensnare a hero and force their cooperation in another matter. Quite frankly, as successful as she thinks the PCs to have been, she is impressed with their wherewithal and wants to recruit them for a mission.

DEVELOPMENT

If the glabrezu fails at the DC 30 Knowledge (local-IBS) check, then the marilith will have to use the information provided by the captured cleric. In this case, the *trap the soul* spell will be targeted at a PC determined randomly and she will not know the PC's name (thus the spell will allow SR and a DC 24 Will save) unless they told it to the prisoner (no SR, no save).

Once you are ready to proceed, read the following:

Just as soon as you have finished questioning the prisoner, you hear the telltale sound of displaced air that announces a teleport arrival. Now standing in the room before you is a large, attractive female with six arms. A snake's tail begins at her lower torso. She is smiling at you, swords surprising sheathed. In one of her hands she holds a simple bag.

A DC 26 Knowledge (the planes) check will confirm that this is a marilith. Allow the players to throw a fit, then proceed with the following unless the players attack her. If they do that, she fights until knocked below 50 hit points, then she flees.

If at any point in time the PCs attack, attempt to get the gem without her permission, etc., then proceed to development It's a Trap below.

"I'll give you what you want if you give me what I want," a surprisingly soft and feminine voice says in your head. The prisoner doesn't know whether to look relieved or terrified. She looks down at the bag in her hand and then back to your group.

While PCs can't be subjected to Diplomacy, advise them that she just made a DC 32 with a rushed attempt. This should convince them that she is trying to play nice. However, she is also bluffing. A DC 36 Sense Motive will reveal that something is fishy in her offer.

Because her weapons are sheathed, she will have to spend a move action to unsheathe them (she can unsheathe them all with one action due to her Multiweapon Fighting feat) if attacked. When she drops her bundle, the trigger object will become visible, forcing the targeted PC to have to make the saving throw to resist picking it up. The marilith will NOT take attacks of opportunity upon the PC if they are ensnared by the enchantment.

If the PCs attempt to flee, roll initiative. On her turn, the marilith will drop the package, draw her weapons, and ready an action to disrupt anyone attempting to get away with the prisoner by casting *blade barrier*. On following rounds, she full attacks PCs as dictated by her tactical situation and what she knows of the PCs abilities (for instance, she will target PCs with anti-evil outsider weapons first).

If the PCs hear her out, below is a list of questions the PCs might ask her with her responses. If the heroes ask her something not covered by this list, improvise. If the glabrezu failed the Knowledge (local – IBS) check, then adapt the text appropriately.

What's in the bag?

"A blue soul gem. It's worth a king's fortune, so I hear." (true)—A DC 15 Knowledge (local - IBS) will confirm that King Ramiki's soul was trapped in a blue soul gem.

Whose soul does it contain?

"Your missing king's." (false, Bluff +28)

What do you want in exchange for it?

"I have a little chore for you if you are up to the task," the smiling demon says. "There is this pesky little green dragon bothering us in the forest. Bring me its head and I will give you the soul gem." (true)

The green dragon? We can't kill that dragon!

APLs 6-8: ***Hrm, perhaps not. Alright, I'll make you a deal. You take out the dragon's offspring that guard her and I will deal with the dragon myself. If you acquit yourselves well, I may still give you the gem.*** (false, Bluff +28)

APL 10-12: *Then your fate is sealed. If such powerful warriors as yourself cannot kill the dragon, then you are of no use to me!*

What about Gerland? He'll kill us!

Leave him to me. Cranzer killed him once before. I shall be the cause of his eternal rest. (true)

What if we refuse to go?

Then I myself will kill you., drink your blood, hunt down your friends and family, kill them, and claim their souls for all eternity. (true)

Who are you?

I am the commander of Splinter Keep. My name you need not know. (true)

How do you know that we won't just agree and then break our agreement?

"Because then your king shall never be free."

Why do you have the king's soul gem? I thought Cranzer possessed it.

"The mighty Boneheart gifted it to me for my services here at Splinter Keep and on the Abyss. It is mine to do with as I see fit." (technically true, although the gem is not King Ramiki's)

May we see the soul gem?

"But of course," she says as she reaches into the bag. Oddly, her arm goes all the way in to the elbow. She then withdraws her hand, revealing a large, blue, glowing gem. "One of you may approach to inspect the gem," she says.

The magic of the *bag of holding* had previously prevented the had previously prevented the *sympathy* spell's line of effect.

A DC 20 Appraise check will confirm that the gem is worth at least 15,000 gp. As this check normally takes a minute, a rushed attempt suffers a -10 Circumstance penalty. If a PC attempts an appraise attempt and fails, see PHB 67 for what amount they estimate the gem to be worth.

In addition, any PC who makes an Appraise check from 5 feet away from the gem and the marilith make attempt a DC 30 Spot check to notice tiny letters carved into one facet of the gemstone. These tiny letters spell out the targeted PC's name in Abyssal.

DEVELOPMENT

The trigger object with *sympathy* cast upon it is now revealed to the PCs. If the glabrezu succeeded earlier, the spell targets the PC with the lowest Will save modifier by either type or alignment Pull that player

aside, and those who match the target PC by either type or alignment, depending on which was used for the *sympathy* spell, and have them make Will saves. Send the player back to the table if their PC succeeds on the save.

Should a PC fail the DC 24 Will save, tell the player that their PC MUST possess the gem at any cost, that this is a compulsion, and that they must act upon it immediately. Not that *protection from evil* and the like DO NOT protect against this compulsion as it is not an ongoing effect that grants control of the victim's behavior to the spell caster.

ALL APLS (EL 17)

Marilith: hp 232; Bluff +28; see MM 44.

IT'S A TRAP!

Once the gem is revealed, all hell should break loose if at least one PC failed their save. These PCs MUST attempt to possess the gem, despite the marilith holding it. A DC 25 Sense Motive check will reveal that their behavior has been altered by an enchantment. Other PCs may wish to stop the victim(s) from approaching the marilith. Go to initiative if this is the case. The marilith will remind the PCs that she is happy to allow one of them to approach. If more than one approaches, she threatens to kill them if they approach. This should be good enough for the PC's comrades to hold him back.

Once the targeted PC has approached the marilith, she will hold out the gem for their inspection. If the targeted PC grabs the gem, either to take it from her and flee, or because they failed the Will save, they will disappear and the blue gem will fall towards the floor. Before it hits, the marilith will catch it with one of her six arms. If this happens, read the following:

As your comrade touches the blue gem, his/her body disappears in a flash of light. Laughing, the marilith reaches out and easily pulls the falling blue gem from the air. She then reaches into a pouch at her side and pulls out a pulsating red gem.

"Your friend is in here," she says, shaking the red gem lightly. "And here he will stay for all eternity unless you kill the dragon for me." She then places both gems back into the bag in her hands.

If none of the PCs fail the save and the targeted PC does not indicate any desire to accept the gem, the marilith will grow weary of her game. She will demand that the heroes go kill the dragon or she will slay them all here and now. To ensure that they do as she asks, she demands that they leave her a non-spellcaster

prisoner (opposed by her Sense Motive modifier if the PCs attempt to lie to her).

DEVELOPMENT

If the PCs agree to fight the dragon and agree to leave her a prisoner (or she already has one via the *trap the soul* spell), go to Encounter 10. If the PCs leave their friend to his fate, go to Conclusion: Monstrous Failure!

FIGHT TIME

If the PCs refuse to go kill the dragon, whether or not she has a PC prisoner, continue with the following:

“So be it,” she says. “Your souls are mine.”

CREATURES

Immediately, a demon arrives to kill the remaining PCs for her amusement. The demons are not magically summoned, they merely *teleport* to her location after having watched the entire exchange via her *crystal ball*, which she left back at Splinter Keep. For the demons that do not have the spell-like ability *greater teleport* (APLs 10 and 12), assume that an *invisible* superior elite advanced bar-lgura uses its abduction ability to *teleport* them to the battle. As bar-lguras are a bit of a pain to deal with, and do not like working with other demons, the next round it will *teleport* away to sulk. At no point in time should it be part of the encounter (if the PCs can see it, it urges them to kill the demon it just delivered).

During the battle, the marilith will stay out of the fight unless she is directly attacked by a PC. She seems to be enjoying the fight.

APL 4* (EL 8)

Babaus (2): hp 66; see MM 40.

APL 6 (EL 10)

Babau Assassin Leader: hp 120; see Appendix 1.

APL 8 (EL 12)

Kastighur: hp 202; see Appendix 1.

APL 10 (EL 14)

Advanced Armanite: hp 211; see Appendix 1.

APL 12 (EL 16)

Goristro: hp 300; see Appendix 1.

SPECIAL

While this scenario does not support APL 4, it is listed here for a reason: If only 4 or fewer characters have

made it this far, either because the table started with 4 PCs or because of PC deaths (or because a PC is trapped in the soul gem), then use the next LOWER APL entry for determining the PCs' foe during this combat.

TACTICS

The demons fight to kill. They have the drop on the PCs and come into this fight buffed. The demons use their most ferocious attacks early, hoping to impress their boss, the marilith.

At APL 6, the babau has studied an arcane spell caster PC for 3 rounds via the *crystal ball*, so he is ready to make a death attack. If you feel that none of the PCs were within 10 feet of the prisoner, then forgo the death attack.

At APL 8, the kastighur uses its charge and quickened *teleport* abilities to devastate the PCs. On the beginning of each the first three rounds, it will quickened *teleport* to a position it can charge from.

At APL 10, the advanced armanite will attempt to take the fight to an open area so that it can charge and Ride-by-Attack the PCs.

At APL 12, the goristro will first use its stomp ability before wading into melee. It trusts that the marilith can survive the earthquake.

DEVELOPMENT

If the PCs were defeated or fled, then they will not be able to recover their friend or his soul gem if he was trapped by the spell. If captured, the PCs will be killed. Those who are Wanted! may invoke the “Your Work Must Continue” benefit.

However, if the PCs defeat the demon, but were not able to flee during the battle, read the following:

The marilith is no longer amused and she draws her swords as a look of concentration crosses her face.

A DC 26 Knowledge (the planes) check will reveal that mariliths love to use their *blade barrier* spell-like ability.

Suddenly, a huge, green, winged dragon arrives, an elf in brown robes on her back. The elf shouts, “I know about the gem(s)! Go, now!” before throwing a small acorn at the marilith. Upon impact, the acorn detonates into a huge blast of flame. Before the demon can react, the druid flicks his wrist and a huge column of fire engulfs the demon.

The dragon is not to be outdone, as she blasts the demon with acid, the force of which is enough to knock over houses and uproot trees. She then continues her flight past the battered marilith, biting a

chunk out of the demon's snake tail before flying out of reach.

If the PCs are in a building, describe Gerland and the dragon crashing through the building to come to the rescue. Gerland has been *greater scrying* upon the marilith, she failed her save, and now that she is out in the open, he is here to kill her. Gerland then used *wind walk* to bring himself and Maugoroothyx to the fight.

Luckily for the PCs, they don't have to fight the marilith. Gerland and Maugoroothyx will keep the demon occupied, allowing the heroes to flee with their prisoner. During the battle, the dragon will wrest the bag holding the soul gems away from the demon.

The battle itself will be a stalemate. Eventually, Gerland and the dragon will force the demon to flee, but they won't be able to kill her outright, this time.

If the PCs get the prisoner to Gaiyle, proceed to Conclusion: Success!

TREASURE

None, the PCs should take time to grab anything as the marilith is fighting Gerland and the green dragon.

However, after Gerland drives the marilith off, he will gather up the treasure, if any, and make it available to the PCs.

10: MOM DIDN'T WARN ME ABOUT THIS

The marilith laughs, "I am not totally unsympathetic to your situation. Here's the deal, I am keeping your friend until you return with the green's head. In your friend's stead, I offer the services of one of my minions. Yes or no, either way your friend remains with me until your appointed task is finished."

If the adventurers accept the marilith's offer of a substitute for the lost adventurer, remind the party's good or lawful aligned divine spellcasters that they will be in serious need of *atonement* after working with a chaotic evil demon. The adventurers may arbitrarily accept the offer of help only to fight the minion after the marilith departs; this is OK and is NOT an evil act (but it is a chaotic act and lawful divine spellcasters will still require *atonement*. Sometimes lawful PCs must make tough choices to stay lawful).

If the adventurers accept the help of the Tanar'ri read or paraphrase the following.

"Here is your help," she says as a demon arrives via teleport.

What type of demon arrives depends on the table's APL.

APL 6: **Babau**: hp 66; MM 40.

APL 8: **Vrock**: hp 115; MM 48.

APL 10: **Hezrou**: hp 138; MM 44.

APL 12: **Glabrezu**: hp 174; MM 43.

"Now, you will get me the head of that green dragon. Bring it back here so that I might reward you and give you back your friend," she says, taunting you with the bag containing the soul gem(s) before looking at the cowering prisoner.

"You've caused enough trouble today," she says as her thick, muscular tail whips around to smash into the helpless cleric's head. With a snap, his neck breaks and his body goes limp.

Add the following if a PC is staying, but was not trapped in the soul gem:

A moment later, an ape demon arrives, grabs your friend, and teleports away.

With that, the marilith disappears, leaving you to your task and to your fate. The demon minion grins evilly at you, ready to kill you at the first sign of betrayal.

The adventurers are free to attack the demon (if a player had their PC captured by the soul gem, feel free to allow them to control the demon during this fight so long as the demon does its best to kill the heroes). The marilith no longer cares if the minion survives, having returned to Splinter Keep with her prize, a new soul.

The heroes have several options, all of them bad. They can abandon the idea of dealing with the marilith and go back to Hallorn and in doing so forget about their friend. In this case, their friend is lost forever, removed from Living Greyhawk play. Go to Conclusion: Monstrous Failure.

Should the PCs actually desire to go kill the dragon, they have enough information from Encounter Two that they can locate the general area of the green dragon's lair (Green's Pond on the map).

Should the PCs wish to pretend to go and kill the dragon, but not go, and then return to try to trick the marilith or attack her, go to Encounter 11.

TERRAIN

See the Blackspawn Raider Encampment map in Appendix 4. Remove the buildings, but the rest of the map should serve well for this encounter. The trees are alive in this area of the forest. This area of the forest is considered dense (DMG 87).

The pond has a radius of 120 feet and is 30 feet deep at its deepest. The pond's bottom slopes down from the shore at a 45 degree angle. The dragon has cleared all the trees from the pond's edge out to a

distance of 20 feet from the shore. Thus, there will be a 20-foot wide strip of land near the pond unimpeded by trees.

For terrain further away from the pond, there is a living typical tree (AC 4, hardness 5, hp 150) and light undergrowth in 80% of the squares. A creature standing in the same square as a tree gains a +2 cover bonus to Armor Class and a +1 cover bonus to Reflex saves. The trees do not hinder tactical movement, regardless of a creature's size. Also, 50% of the squares are covered by light undergrowth, which requires 2 squares of movement to move into and provides concealment. Light undergrowth increases the DC of Tumble and Move Silently checks by 2 because the leaves and branches get in the way.

CREATURE

Green's Pond is home to Maugoroothyx, the Green Dragon of the Tangles. She is a spurned lover of Morginstaler's and a recent parent to a variety of greenspawn and a very special yellow dragon.

As the forest is recovering, her greenspawn are able to range further and further afield. Thus, the PCs should encounter greenspawn a mile or two away from her lair (the greenspawn detailed below by APL). The greenspawn immediately retreat to tell "Momma" that there is some food to be had.

If the greenspawn survive to reach the pond, Maugoroothyx will be aware of the PC's approach, so she will cast her buff spells and Hide, preparing to slay the intruders. Her children will hide as well, ready to defend her with their lives.

At APLs 6 and 8, it is presumed that Maugoroothyx will be attacked by demons if the PCs attack her children (1 nalfashnee and 6 vrocks). She will be far enough away that the PCs do not need to worry about dragonfear. The distraction provided by the PCs attacking her children will enable the demons to defeat her in battle, killing her.

IF the PCs actually accept the demon minion's aid during the fight with the dragon, all Lawful or Good divine spellcasters in the party immediately become ex-members of their class and lose their abilities per their ex-class rules until they receive atonement from a member of their own faith! This happens before the fight even starts.

APL 6 (EL 9)

Greenspawn sneak raid leader: hp 56; see Appendix 1.

Greenspawn leaper (3): hp 19 each; see Appendix 1.

Greenspawn sneak (3): hp 11 each; see Appendix 1.

Aur'staleryx: hp 71; see Appendix 1.

APL 8 (EL 11)

Greenspawn razorfiend (4): hp 85 each; see Appendix 1.

Aur'staleryx: hp 71; see Appendix 1.

APL 10 (EL 14)

Maugoroothyx: hp 299; see Appendix 1.

Greenspawn razorfiend (4): hp 85 each; see Appendix 1.

Aur'staleryx: hp 71; see Appendix 1.

APL 12 (EL 15)

Maugoroothyx: hp 299; see Appendix 1.

Greenspawn razorfiend (6): hp 85 each; see Appendix 1.

Aur'staleryx: hp 71; see Appendix 1.

TACTICS

A breakdown of tactics by APL follows:

APL 6 The greenspawn leapers are not very intelligent, so they will move to attack the nearest creatures. They will gang up on opponents if possible. The greenspawn sneaks will work together to flank opponents, attempting to kill any arcane spellcasters first.

APLs 8-12 The greenspawn razorfiends will use their breath weapons as often as possible. When not breathing, they use their high speed, Dodge, Mobility (going from land to water) and Spring Attack feat to gang up on one target. With their intelligence, they can recognize a threat when they see it, so they prefer to focus on arcane spellcasters as well. Be sure to read up on Aquatic Terrain rules (DMG 92) so that the razorfiends can make extensive use of the cover provided by being in the water.

At APLs 10 and 12, Maugoroothyx herself enters the fray. She will be pre-buffed if her sneak raid leaders have warned her of the heroes' approach. Thus, use her power-up suite.

She prefers to fight from a distance of 15 feet away from shore while in the pond (thus, she is underwater most of the time). At this distance, she can 5-foot swim straight up, which lets her breach the pond's surface. She will then take her action before sinking to stand on the pond's bottom (this movement does not count against her movement, as she is effectively falling when not swimming. However, it might provoke an attack of opportunity as normal. In this case, she might just choose not to sink by swimming in place, a free action). Remember, the water gives her improved cover

(+8 bonus to AC, +4 bonus to Reflex saves; not already included in her stats) from opponents on land.

Maugoroothyx will prefer to open up with a Quickened, Heightened, Tempest breath weapon before casting *blood wind* and using her natural attacks at range to attack any obvious arcane spellcasters, or whoever else she perceives to be the biggest threat. She will typically not Power Attack. Be aware that *blood wind* turns her natural attacks into ranged attacks, so her opponents might be able to benefit from cover or concealment.

Keep in mind that her Large and in Charge feat will make it very difficult for melee oriented PCs to approach her (plus, she's in the water, surrounded by the *inky cloud*).

At no point in time will Maugoroothyx leave the pond unless she must flee. She's a much more dangerous combatant in the water than out of it.

TREASURE:

None. Demons arrive to claim the treasure for the marilith.

DIPLOMACY

If the adventurers approach in an open, calm manner (weapons sheathed, arms in the air), then it will be possible to try to talk with the dragon. She will order the PCs to stop at the edge of the tree line. If the PCs have a demon with them, she attacks them unless the PCs immediately turn on and slay the demon while she watches.

Her initial starting attitude is Unfriendly, unless the talking PC has earned her favor in the past, in which case she will be Friendly (see the AR for the favor).

If made Friendly, she will entertain some questions (see below). She prefers to speak Draconic. If made Helpful, she will get Gerland and go with the PCs to confront the marilith.

Where's Morginstaler?

I don't care how much I like you, the next one of you that mentions his name will feed my children tonight.

– The PC must make a DC 15 Diplomacy check and apologize to her or she becomes Unfriendly towards that PC. Continued mentioning of Morginstaler makes her Hostile and she attacks, regardless of APL.

Is your baby really yellow?

He is a true blessing from The Chromatic. One day he shall be strong enough to displace his bastard of a father.

You know there's this marilith who wants your head, right?

Gerland and I have been putting quite a squeeze on the patrols around the keep. They enjoy destroying my forest, and we slay them all, as soon as Gerland learns how to close the gate. The six-armed she demon is scared to face me alone.

We were sent here to kill you for the demon.

Suspicious the dragon eyes you and asks, "Why should I trust you? If you are not here to take my head, why bother to seek me out?" The dragon inhales deeply you are certain how she exhales will depend on your answer.

Let the adventurers give her an answer. If she likes it (such as, "We would never harm you, the forest, or your baby! We want to kick the demons' butts out of your forest but the marilith has our friend trapped in a soul gem!"), and they have made her Helpful, paraphrase the following.

The appearance of giant fangs as the dragon's lips curl upward into a smile relieves the tension hanging in the air. The distinct pungent odor of her breath hits your nostrils as she slowly releases her held breath.

"Well said, I think I can help you while giving Gerland and myself a bit of a reprieve. We've been waiting for a chance to catch that she-demon out in the open, away from the keep. Just tell me when and where you are to meet her, and Gerland and I will be there to take care of her."

DEVELOPMENT

If the heroes return to face the demon, with or without the dragon or her head, Proceed to Encounter 11. If the heroes leave their friend to the demon and return to Hallorn, go to Conclusion: Monstrous Failure. If they return to Gaiyle with the cleric, go to Conclusion: Success! If they survive but without capturing the prisoner, go to Conclusion: Not Good Enough.

11: DO OR DIE

If the adventurers come to this encounter without the demon minion, the marilith doesn't seem terribly upset by this and doesn't even bother asking about it. Let the adventurers worry about this; if they bring up the subject of the missing demon, the marilith dismisses the adventurer's stories as "the circumstances of war." Quite frankly, she feels that if the demon wasn't strong enough to beat the PCs and/or the dragon, then it wasn't strong enough to stay on the Material Plane.

At APL's six and eight, if the adventurers fought the dragon's children and won, read or paraphrase the following:

Meeting back at the demon's appointed place without the dragon's head, you hope for some tolerance from the Marilith. After all, her demons were able to kill the dragon thanks to your interference.

Once you have arrived at the appointed spot, your wait is not long. The towering demon appears out of nowhere and says, "Do you have what I asked for?"

The marilith will patiently wait for the adventurers to recount their story. At the end of their story, read or paraphrase the following.

"Well I should have known you weren't up to the task. However, my minions reported that you were instrumental in their being able to kill the dragon. I suppose that is enough." She then reaches into her bag and pulls out a large, red gem.

If the adventurers are trying to recover the gem of a fellow adventurer, the marilith will shatter the gem, freeing the prisoner PC. However, the unfortunate prisoner will have seen things that mortals aren't meant to see. See the AR for details.

If the adventurers return to meet the marilith with the adult dragon head, read or paraphrase the following.

Once you have arrived at the appointed spot, your wait is not long. The towering demon appears out of nowhere and says, "Do you have what I asked for?"

Let the adventurers regale the marilith with tales of battle with the green dragon and her minions. Whether it is true or not, the Marilith hears what she wants to hear as long as the dragon head is really Maurgoroothyx's (if not, this is opposed by her skills such as Knowledge, Sense Motive, etc.). Proceed with the following:

"Well done, dragon slayers!" she says with only a hint of mockery in her voice. She carefully examines the head before reaching into her bag and pulling out a large, red gem.

If the adventurers are trying to recover the gem of a fellow adventurer, the marilith will shatter the gem, freeing the prisoner PC. However, the unfortunate prisoner will have seen things that mortals aren't meant to see. See the AR for details.

Proceed to Conclusion: What Have We Done?

DEVELOPMENT

If the PCs return to talk to the marilith, but they did NOT kill the dragon (or its kin at APLs 6-8), then go to

Fight Time in Encounter 9 and start the demon fight as appropriate for their APL.

CONCLUSION

Several conclusions are possible with this adventure depending on what the adventurers chose to do. Please read carefully and apply the appropriate ending (there may be more than 1, so read all that apply).

CONCLUSION: SUCCESS!

If the PCs successfully delivered a living, captured Iuzian officer to Gaiyle, read the following:

Gaiyle looks at you with sparkling green eyes, "it does my soul well to see the old one's minions having their own tricks played on them. Well done friends you have done a great deed. With the information we learn from this demon worshipper, the Johrase shall be able to make their final preparations. You have earned our thanks!"

Now, we have no time to lose. We must get him somewhere secure immediately."

With that, she stands, nods at each of you, touches hands with Allehendro and the Viscount, who is firmly holding the prisoner, and incants a spell. A moment later, they are gone.

The heroes have earned an Influence Point with Gaiyle Markhalla, the Johrase, the Dwarves of Morakdum, Moskol's Legion, and the Old Faith.

CONCLUSION: NOT GOOD ENOUGH

If the PCs survived but were unable to deliver the living prisoner to Gaiyle, even if the PCs questioned the prisoner (she can't trust what the Iuzian told them unless she, Lady Hind, Otolle, Khazibul the Dwarven Archmage, and Bellamoh were all there to ensure he wasn't lying), read the following:

Gaiyle looks at you with disappointed eyes before saying, "Well, it was a difficult mission. We couldn't really hope that you would succeed, but we are glad that you survived. We will not be able to mount another such mission, as they will be better prepared now. Alas, the Johrase shall have to make their final preparations without the benefit of knowing if their king's soul gem lies in Splinter Keep."

Now, we have no time to lose. We must get back to our various duties."

With that, she stands, nods at each of you, touches hands with Allehendro and the Viscount and incants a spell. A moment later, they are gone.

The PC may gain one of the Influence Points available on the AR (player choice).

APL 12 210 XP

CONCLUSION: MONSTROUS FAILURE

If the PCs left their friend with the marilith, read the following:

Trying to figure out what is best for all involved, what sacrifices have to be made for the greater good or greater profit is nerve racking at best. You can only hope that those left behind understand the need to keep as many of the Old One's powerful enemies fighting him, for the greater good outweighs the need to rescue them.

Any PCs left with the marilith are removed from Living Greyhawk play, their bodies and souls considered unrecoverable. Please be sure to notate as such on the PC's AR and email the regional Point-of-Contact the player's and PC's names.

The surviving PCs earn the Coward! AR entry.

CONCLUSION: WHAT HAVE WE DONE?

If the PCs killed Maugoroothyx, or her kin, read the following:

Gaiyle looks at you with tears in her green eyes and a look of shock as she says, "What a fool's errand have we been party to Allehendro? Gods help us we didn't set into motion actions to help keep safe the minions of Old Wicked."

Gaiyle gets up from the table and leaves quickly. Allehendro turns slowly back to you saying, "Idiots, do you even know what you have done? Now the forest will never recover!" Nodding to Viscount Bricuth, who is shaking his head sadly at you, they get up and leave.

The PCs earn the Coward! AR entry.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

1: DINGY MEETINGS

Defeat the illusion	
APL 6	30 XP
APL 8	90 XP
APL 10	150 XP

3: ON THE ROAD AGAIN

Defeat the patrol	
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

4: WELCOME TO PAZUNIA!

Defeat the demons	
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP

5: WHICH WAY TO GO?

Defeat the bar-Igura	
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

6: CAVE BARE

Defeat Smeckle and the beholder	
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

7: A PRISONER WITH LOVE

Defeat the Iuzians	
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP

9: THIS ISN'T YOUR DAY, IS IT?

Defeat the demons	
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP

10: WHAT DID WE JUST STEP IN?

Defeat the green dragon or her kin	
APL 6	270 XP
APL 8	330 XP
APL 10	420 XP
APL 12	450 XP

STORY AWARD

Captured the Iuzian officer alive

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

STORY AWARD

Returned Iuzian officer alive to Gaiyle

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

TOTAL POSSIBLE EXPERIENCE:

APL 6	1,800 XP
APL 8	2,250 XP
APL 10	2,700 XP
APL 12	3,150 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times

they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

3A: HOOFIN’ IT

All APLs: Loot 252 gp; Coin 0 gp; Magic 424 gp – *brooch of shielding* (125 gp), *pearl of power 1st* (83 gp), *scrolls of [animate dead* (52 gp), *burning hands* (CL 3, 6 gp), *web* (12 gp), *sound burst* (17 gp), *protection from arrows* (12 gp), *mirror image* (12 gp), *levitate* (12 gp), *ray of enfeeblement* (6 gp), *shield* (2 gp), *true strike* (2 gp)], *vest of resistance +1* (83 gp); Total 676 gp.

5: WHICH WAY TO GO?

APL 6: Loot 58 gp; Coin 0 gp; Magic 332 gp – *vest of resistance +1* (4@83 gp); Total 390 gp.

APL 8: Loot 44 gp; Coin 0 gp; Magic 1,152 gp – *rending gauntlets* (3@301 gp each), *vest of resistance +1* (3@83 gp each); Total 1,196 gp.

APL 10: Loot 29 gp; Coin 0 gp; Magic 2,102 gp – *horned helm* (2@667 gp), *rending gauntlets* (2@301 gp each), *vest of resistance +1* (2@83 gp each); Total 2,131 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 3,298 gp – *+1 linked studded leather armor* (2@598 gp), *horned helm* (2@667 gp), *rending gauntlets* (2@301 gp each), *vest of resistance +1* (2@83 gp each); Total 3,298 gp.

6: CAVE BARE

APL 6: Loot 33 gp; Coin 0 gp; Magic 1,510 gp – *ring of the darkhidden* (167 gp), *bracers of armor +1* (83 gp), *cloak of charisma +2* (333 gp), *gloves of dexterity + 2* (333 gp), *potion of cure serious wounds* (63 gp), *ring of protection +1* (167 gp), *scroll of fly* (31 gp), *vest of resistance +2* (333 gp); Total 1,543 gp.

APL 8: Loot 33 gp; Coin 0 gp; Magic 1,510 gp – *ring of the darkhidden* (167 gp), *bracers of armor +1* (83 gp), *cloak of charisma +2* (333 gp), *gloves of dexterity + 2* (333 gp), *potion of cure serious wounds* (63 gp), *ring of protection +1* (167 gp), *scroll of fly* (31 gp), *vest of resistance +2* (333 gp); Total 1,543 gp.

APL 10: Loot 33 gp; Coin 0 gp; Magic 2,344 gp – *ring of the darkhidden* (167 gp), *bracers of armor +3*

(750 gp), *cloak of charisma* +2 (333 gp), *gloves of dexterity* + 2 (333 gp), *potion of cure serious wounds* (63 gp), *ring of protection* +1 (2@167 gp), *scroll of fly* (31 gp), *vest of resistance* +2 (333 gp); Total 2,377 gp.

APL 12: Loot 33 gp; Coin 0 gp; Magic 4,602 gp – *ring of the darkhidden* (167 gp), *bracers of armor* +5 (2,083 gp), *cloak of charisma* +2 (333 gp), *gloves of dexterity* + 2 (333 gp), *potion of cure serious wounds* (63 gp), *ring of the forcewall* (425 gp), *ring of protection* +1 (167 gp), *ring of protection* +2 (667 gp), *scroll of fly* (31 gp), *vest of resistance* +2 (333 gp); Total 4,635 gp.

7: A PRISONER WITH LOVE

APL 6: Loot 118 gp; Coin 0 gp; Magic 833 gp – +1 *full-plate* (221 gp), +1 *greatsword* (196 gp), *gauntlets of ogre power* (333 gp), *vest of resistance* +1 (83 gp); Total 951 gp.

APL 8: Loot 180 gp; Coin 0 gp; Magic 2,083 gp – *flesh golem* (1,667 gp), *periapt of wisdom* +2 (333 gp), *vest of resistance* +1 (83 gp); Total 2,266 gp.

APL 10: Loot 180 gp; Coin 0 gp; Magic 3,749 gp – *clay golem* (3,333 gp), *periapt of wisdom* +2 (333 gp), *vest of resistance* +1 (83 gp); Total 3,929 gp.

APL 12: Loot 209 gp; Coin 0 gp; Magic 8,166 gp – *stone golem* (7,500 gp), *periapt of wisdom* +2 (333 gp), *vest of resistance* +2 (333 gp); Total 8,375 gp.

TOTAL POSSIBLE TREASURE

APL 6: Loot 461 gp; Coin 0 gp; Magic 3,099 gp; Total 1,800 gp (1,760 gp over-the-cap).

APL 8: Loot 509 gp; Coin 0 gp; Magic 5,169 gp; Total 2,600 gp (3,078 gp over-the-cap).

APL 10: Loot 494 gp; Coin 0 gp; Magic 8,619 gp; Total 4,600 gp (4,513 gp over-the-cap).

APL 12: Loot 494 gp; Coin 0 gp; Magic 16,490 gp; Total 6,600 gp (10,384 gp over-the-cap).

ADVENTURE RECORD

Soul Touched: You were a prisoner of the marilith. As a result of horrible things seen and done, you suffer a permanent -2 to your Wisdom and Charisma scores until you spend 4 TUs visiting a Good-aligned outer plane or are *healed* by a solar. Being healed by a solar or visitation to another plane must be documented by an AR or must occur during a Bandit Kingdoms interactive.

Influence Point with Gaiyle Markhalla []: PCs may spend this IP to gain ONE of the following: 1) Gaiyle puts in a good word with a friend for you. Gain one IP with both Rhaedrick Avenfear and The Shade; 2) Regional access to the *spell storing* weapon upgrade. In

addition, members of the Drinkers of the Cup of Midnight gain Metaregional access to the *shattermantle* and *shadowstrike* weapon upgrades (both MIC).

Influence Point with the Johrase []: PCs may spend this IP to gain ONE of the following: 1) Regional access to a +1 *axiomatic adamantine morningstar*. In addition, Citizens of Johrase who are worshippers of St. Cuthbert gain regional access to one *Cudgel That Never Forgets* (MIC); 2) At the start of BDK18-04 *All Evil Things*, this PC may benefit from a CL 20 *heroes' feast* and *magic vestment* cast by Lady Taleetha Hind.

Influence Point with Moskol's Legion []: PCs may spend this IP to gain ONE of the following: 1) access to one pegusus cohort (ECL 6, initial feats as MM 206); 2) Regional access to a +1 *keen bane (evil outsiders) silver spear*. In addition, members of Moskol's legion who are worshippers of Trithereon gain Regional access to one *crystal mask of mindarmor* (MIC).

Influence Point with the Old Faith []: PCs may spend this IP to gain ONE of the following: 1) Regional access to the *defending* weapon upgrade; 2) gain Regional access to the *hunting* (MIC) weapon upgrade. In addition, members of the Old Faith gain access to the *beastskin* armor upgrade (MIC).

Influence Point with the Dwarves of Morakduum []: PCs may spend this IP to gain ONE of the following: 1) Regional access to the *throwing* and *returning* weapon upgrades; 2) Regional access to a +1 *holy cold iron warhammer*. In addition, dwarven clerics of a Good-aligned dwarven god gain access to one *Axe of Ancestral Virtue* (MIC).

Coward! You suffer a -2 Great Renown penalty to your Leadership score. If your party killed the dragon or her kin, you gain the Permanent Enmity of Gerland.

ITEMS FOUND DURING THE ADVENTURE

^D = must defeat the marilith's demons in Encounter 9

^G = must have defeated the greenspawn (and dragon at APLs 10 and 12) in Encounter 10

* = must not have been destroyed during the battle and the cleric of Iuz MUST have been ordered to turn over control of the golem to the PCs

APL 6:

- *Brooch of shielding* (Adventure; DMG)
- *Pearl of power 1st* (Adventure; DMG)
- *Ring of the darkhidden* (Adventure; MIC)
- ^G*Ring of swimming* (Adventure; DMG)

- ^G+1 *glamered, improved slick studded leather* (regional; DMG; 18,875 gp)
- ^G+1 *small-sized dragonsplit* (Adventure; *Monster Manual* 4; 2,400 gp)

APL 8 (all of APL 6 plus the following):

- **Flesh Golem* (Adventure; MM; 20,000 gp)
- *Pearl of power 2nd* (Adventure; DMG)
- *Rending gauntlets* (Adventure; MIC)
- ^D+1 *large-sized mithril breastplate* (Adventure; DMG)
- ^D+2 *huge-sized breastplate* (Adventure; DMG)

APL 10 (all of APLs 6-8 plus the following):

- **Clay Golem* (Adventure; MM; 40,000 gp)
- *Horned helm* (Adventure; MIC)
- ^D*Horseshoes of speed* (Adventure; DMG)
- ^D+1 *large composite longbow* (Str +6) (Adventure; DMG)
- ^D+1 *large bane (humans) lance* (Adventure; DMG)

APL 12 (all of APLs 6-10 plus the following):

- Masterwork *large composite longbow* (+10 Str) (Adventure; PHB)
- ^D*Gloves of Swimming and Climbing* (Adventure; DMG)
- *Ring of the forcewall* (Adventure; MIC)
- **Stone Golem* (Adventure; MM; 196,000 gp)
- ^D+1 *large-sized linked studded leather armor* (Adventure; MIC)
- ^D+1 *huge-sized arrow deflection heavy steel shield*

APPENDIX I: ALL APLs

3A: HOOFIN' IT

LUZIAN CORPSE TAXER

CR 3

Male or Female human cleric 3 of luz

CE Medium humanoid (human)

Init -1; **Senses** Listen +2, Spot +2

Languages Common

AC 18, touch 9, flat-footed 18

(-1 Dex, +8 armor, +1 shield)

hp 21 (3 HD)

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

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.

Melee mwk greatsword +3 (2d6+1/19-20)

Ranged light crossbow +1 (1d8/19-20)

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

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

Special Actions rebuke undead

Combat Gear scroll of animate dead, 20 bolts, dagger

Cleric Spells Prepared (CL 3rd):

2nd—**D**: invisibility, hold person (DC 17), bull's strength

1st—**D**: command (DC 16), command (DC 16), command (DC 16), magic weapon

0—detect magic, guidance, resistance, virtue

D: Domain spell. Deity: luz. Domains: Trickery (Bluff, Disguise, Hide added to class skills), Tyranny (+1 to the DC of enchantment [compulsion] spells).

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

Feats Spell Focus (enchantment), Greater Spell Focus (enchantment), Weapon Proficiency (greatsword)

Skills Concentration +7, Hide +0, Knowledge (religion) +5, Spellcraft +1

Possessions combat gear plus bolstered commanded human warrior skeletons (3, bolstered to 4 HD), mwk full-plate, mwk buckler, holy symbol of luz (2)

Rebuke Undead (Su) 5/day (2 uses used); 1d20+4/2d6+5.

LUZIAN ARCANE NOVICE

CR 3

Female human wizard 3

CE Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1

Languages Abyssal, Common, Draconic, Goblin

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 16 (3 HD)

Immune magic missiles

Fort +3, **Ref** +4, **Will** +5

Speed 30 ft.

Melee quarterstaff +1 (1d6)

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

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

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

Combat Gear

scrolls of (CL 3): web (DC 13), sound burst (DC 13), protection from arrows, mirror image, levitate, burning hands (DC 11), ray of enfeeblement

scrolls of (CL 1): shield, true strike

quarterstaff, dagger, mwk light crossbow, 20 bolts

Wizard Spells Prepared (CL 3rd):

2nd—glitterdust (DC 14), scorching ray

1st—~~mage armor~~ †, magic missile, grease (DC 13)

0—acid splash, detect magic, message, ray of frost

† Already cast

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

SQ summon familiar (toad)

Feats Skill Focus (Concentration), Improved Initiative, Scribe Scroll^B, Craft Wondrous Item

Skills Concentration +10, Knowledge (arcana) +8, Knowledge (the planes) +8, Spellcraft +10, Survival +1 (+3 on other planes), Tumble +5

Possessions combat gear plus vest of resistance +1, brooch of shielding, pearl of power 1st, spell component pouches (2).

6: CAVE BARE (APLs 8–12)

SMECKLE

CR 10

Male kobold expert 1/dragon blood sorcerer 4/dragonheart mage 6

CE Small dragon (reptilian, augmented humanoid [kobold])

Init +8; **Senses** darkvision 60 ft.; Listen +5, Spot +1

Languages Draconic

AC 21, touch 16, flat-footed 17

(+1 size, +4 armor, +4 Dex, +1 deflection, +1 natural)

hp 58 (11 HD)

Immune magic sleep and paralysis effects

Resist fire 15, +5 saves vs. fire

Fort +9, **Ref** +9, **Will** +14

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee dagger +3 (1d3-3/19-20)

Ranged mwk light crossbow +11 (1d6/19-20) or ranged touch +10 (spell effect)

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

Base Atk +5; **Grp** -2

Atk Options Spell Rehearsal

Special Actions Draconic Breath (2d8)*

Combat Gear potion of cure serious wounds, scroll of fly, 10 bolts, dagger

Sorcerer Spells Known (CL 9th):

4th (4/day)—orb of fire (DC 19)*

3rd (6/day)—fireball (DC 18)

2nd (7/day)—combust*, invisibility, scorching ray

1st (7/day)—lesser orb of fire*, mage armor †, magic weapon, ray of enfeeblement, shield

0 (6/day)—arcane mark, prestidigitation, detect magic, flare, mage hand, message, read magic, touch of fatigue (DC 14)

‡ Already cast

Spell-Like Abilities (CL 11th):

1/day—*nerveskitter**

Spell-Like Abilities (CL 9th):

3/day—*displacement*

Abilities Str 4, Dex 18, Con 12, Int 10, Wis 12, Cha 18

SQ Draconic Rite of Passage*, Racial Substitution (dragonblood sorcerer 1 and 4) class levels

Feats Dragon-wrought*, Improved Initiative, Draconic Heritage* (red)^B, Draconic Power*, Draconic Breath (2d8)^{B*}, Draconic Toughness^{B*}, Draconic Resistance^{B*}, Spell Rehearsal*

Skills Appraise +1, Concentration +15, Craft (trapmaking) +6, Hide +8, Knowledge (arcana) +13, Listen +5, Profession (miner) +7, Search +6, Spellcraft +7

Possessions combat gear plus spell component pouch (2), *cloak of charisma* +2, *gloves of dexterity* +2, *ring of protection* +1, *vest of resistance* +2, mwk artisan's tools

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. Included above.

10: MOM DIDN'T WARN ME ABOUT THIS!

AUR'STALERYX

CR 5

NE Medium elite wyrmling yellow dragon (acid)

Init +1; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision; Listen +10, Spot +10

Languages Draconic

AC 21, touch 12, flat-footed 20

(+1 Dex, +4 armor, +1 deflection, +5 natural)

hp 71 (6 HD)

Immune acid

Resist fire 15

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

Speed 40 ft., fly 150 ft. (poor), swim 40 ft.

Melee bite +10 (1d8+4) and
2 claws +7 each (1d6+2) and
2 wings +7 each (1d4+2)

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

Base Atk +6; **Grp** +10

Special Actions breath weapon, Quicken Breath, Heighten Breath

Abilities Str 18, Dex 13, Con 19, Int 10, Wis 12, Cha 8

SQ keen senses, water breathing

Feats Multiattack, Heighten Breath*, Quicken Breath*

Skills Concentration +8, Hide +10, Jump +9, Listen +10, Move Silently +10, Spot +10, Tumble +7.5

Possessions combat gear plus +1 *studded leather barding*, *ring of protection* +1, *vest of resistance* +1

Breath Weapon (Su) 30-ft. cone, damage 2d8 acid, Reflex DC 21 half (includes Heighten Breath feat, normally DC 17). The save DC is Constitution-based.

Water Breathing (Ex) This dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Skills Bluff, Hide, Jump and Move Silently are all considered class skills for this yellow dragon.

MAURGOROOTHYX

CR 14

Elite female advanced adult green dragon

LE Huge dragon (air)

Init +2; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision; Listen +24, Spot +24

Aura frightful presence 180-ft. radius

Languages Common, Draconic, Elven

AC 30, touch 10, flat-footed 28

(-2 size, +2 Dex, +20 natural)

hp 299 (21 HD)

DR 5/magic

Immune acid, critical hits and sneak attacks (75%), magic sleep effects, paralysis

SR 21

Fort +19, **Ref** +14, **Will** +16

Speed 40 ft. (8 squares), swim 40 ft., fly 150 feet (poor); Flyby Attack

Melee bite +26 (2d8+7) and
2 claws +21 each (2d6+3) and
2 wings +21 each (1d8+3) and
tail +21 (2d6+10)

Ranged ranged touch +21 (spell) or
*blood wind** plus Melee (see above)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite); Large and in Charge

Base Atk +21; **Grp** +36

Atk Options Flyby Attack, Power Attack

Special Actions Heighten Breath*, Quicken Breath*, Tempest Breath*, breath weapon, crush

Combat Gear *potion of magic fang*, *scroll of melf's acid arrow*, *scroll of web* (DC 13)

Sorcerer Spells Known (CL 5th):

2nd (5/day)—*inky cloud** ‡, *scintillating scales** ‡
1st (7/day)—*blood wind**, *lesser orb of acid**, *mage armor* ‡, *shield* ‡
0 (6/day)—*arcane mark*, *dancing lights*, *detect magic*, *resistance* ‡

‡ Already cast

Spell-Like Abilities (CL 6th):

3/day—*suggestion* (DC 17)

Abilities Str 24, Dex 14, Con 25, Int 16, Wis 19, Cha 18

SQ keen senses, water breathing

Feats Ability Focus (breath weapon), Combat Reflexes, Flyby Attack, Heighten Breath*, Large and in Charge*, Power Attack, Quicken Breath*, Tempest Breath*

Skills Bluff +21, Concentration +20, Diplomacy +15, Hide +2, Intimidate +27, Knowledge (arcana) +19, Knowledge (nature) +19, Listen +24, Move Silently +23, Search +23, Sense Motive +13, Spellcraft +25, Spot +24, Swim +15

Possessions combat gear plus spell component pouch (2), *gemstone of moderate fortification*,

potion of delay poison, scroll of clairaudience/clairvoyance, scroll of unseen servant, (hidden in lair: 1,000 gp, 600 pp, 12 gems [275 gp each], 11 art [1,100 gp each])

Breath Weapon (Su) 50-ft. cone, damage 12d6 acid, Reflex DC 36 (includes +7 from Heighten Breath feat) half. The save DC is Constitution-based.

Crush (Ex) Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+10 points of bludgeoning damage, and must succeed on a DC 27 Reflex save or be pinned; grapple bonus +36. The save DC is Constitution-based.

Frightful Presence (Ex) 180-ft. radius; HD 20 or less shaken 4d6 rounds, HD 4 or less panicked 4d6 rounds, Will DC 24 negates. The save DC is Charisma-based.

Water Breathing (Ex) This dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Skills Bluff, Hide, and Move Silently are all considered class skills for green dragons.

Maurgoroothyx's Power-Up Suite:

AC 38, touch 29, flat-footed 36 (-2 size, +2 Dex, +4 armor, +4 shield, +20 deflection) -- *mage armor, scintillating scales, shield*

Miss Chance concealment or total concealment when in the water -- *inky cloud*

Fort +20, **Ref** +15, **Will** +17; *resistance*

Melee bite +27 (2d8+8) and
2 claws +22 each (2d6+4) and
2 wings +22 each (1d8+4) and
tail +22 (2d6+11); *magic fang*

GREENSPAWN RAZORFIEND CR 7

LE Large magical beast (dragonblood)

Init +7; **Senses** darkvision 60 ft., low-light vision, Listen +8, Spot +9

Languages Draconic

AC 19, touch 12, flat-footed 16; Dodge, Mobility (-1 size, +3 Dex, +7 natural)

hp 85 (10 HD); **DR** 5/magic

Immune acid, paralysis, *sleep*

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

Speed 50 ft. (10 squares), swim 50 ft.; Spring Attack

Melee 2 wingblades +15 each (2d6+8/18-20/x3) and bite +10 (1d8+3)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +10; **Grp** +20

Atk Options augmented critical, magic strike

Special Actions breath weapon

Abilities Str 22, Dex 17, Con 16, Int 5, Wis 15, Cha 12

SQ Tiamat's blessing (acid), water breathing

Feats Dodge, Improved Initiative, Mobility, Spring Attack

Skills Jump +22, Listen +8, Spot +9, Swim +14

Augmented Critical (Ex) A greenspawn razorfiend's wingblade threatens a critical hit on a natural attack

roll of 18-20, dealing triple damage on a successful critical hit.

Breath Weapon (Su) 20-ft. cone, once every 1d4 rounds, 5d6 acid, Reflex DC 18 half. The save DC is Constitution-based.

Tiamat's Blessing (Acid) (Su) All spawn of Tiamat within 5 feet of a greenspawn razorfiend gain immunity to acid.

Water Breathing (Ex) A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon while submerged.

Skills A greenspawn razorfiend has a +8 racial bonus on Jump checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or threatened. It can use the run action while swimming, provided it swims in a straight line.

Physical Description: A draconic creature with slashing, razor-tipped, clawed wings, this creature sports a frill on its end reminiscent of a green dragon's.

5: WHICH WAY TO GO?

BAR-LGURA **CR 5**
 Always CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)
Init +4; **Senses** darkvision 60 ft.; Listen +11, Spot +11; see *invisibility*
Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 25, touch 14, flat-footed 21; Dodge, Mobility (+4 Dex, +3 armor, +8 natural)
hp 57 (6 HD)
DR 10/cold iron or good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 16
Fort +10, **Ref** +10, **Will** +8

Speed 40 ft. in light armor (8 squares), climb 20 ft.; Run
Melee 2 claws +12 each (1d6+6) and bite +7 (1d6+3)
Base Atk +6; **Grp** +12
Atk Options pounce
Special Actions abduction, *summon tanar'ri*
Spell-Like Abilities (CL 6th):
 At will—*darkness*, *cause fear* (DC 12), *dispel magic*, *greater teleport* (DC 18), see *invisibility* ‡, *telekinesis* (DC 16)
 2/day—*disguise self* (DC 12), *invisibility*, *major image* (DC 14)
 ‡ Already cast

Abilities Str 22, Dex 19, Con 19, Int 13, Wis 14, Cha 12
SQ tanar'ri traits
Feats Dodge, Mobility, Run
Skills Balance +15, Climb +23, Hide +17, Intimidate +10, Jump +27, Listen +11, Move Silently +13, Spot +11, Tumble +15
Possessions mwk studded leather armor, vest of resistance +1

Pounce (Ex) If a bar-igura charges a foe, it can make a full attack.
Abduction (Su): Unlike most tanar'ri, a bar-igura can use *greater teleport* to transport other creatures. It can bring up to one Large or two Medium or smaller creatures with it each time it teleports. It can *teleport* unwilling targets as well, although any unwilling victim can attempt a DC 18 Will save to resist being transported. The save DC is Charisma-based.
Summon Tanar'ri (Sp) Once per day, a bar-igura can attempt to summon another bar-igura with a 35% chance of success. This ability is the equivalent of a 2nd level spell (CL 6th).
Skills Skin hair of a bar-igura changes color, allowing it to blend in with surrounds like a chameleon and conferring a +4 racial bonus on Hide checks. A bar-igura also receives a +10 racial bonus on Jump checks.

Physical Description: Also known as leaping demons, bar-iguras appear like lumbering apes. Standing 5 to 6 feet tall, a bar-igura is covered in reddish-brown hair, although it can change color. Its face is apelike, and its forelimbs are long and powerful while its rear limbs are short and powerful. Bar-iguras frequently walk on all fours, but they are capable of standing upright. A few wield weapons and wear humanoid clothing or armor.

Combat: Bar-iguras enjoy setting ambushes and attacking foes with surprise. They leap into combat and throttle opponents with their powerful limbs. If they outnumber their foes, some of these demons grapple and hold the enemy while the others tear them with powerful claws. Many of their supernatural and spell-like abilities help them surprise their foes.

6: CAVE BARE

SMECKLE **CR 6**
 Male kobold expert 1/dragon blood sorcerer 4/dragonheart mage 6
 CE Small dragon (reptilian, augmented humanoid [kobold])
Init +8; **Senses** darkvision 60 ft.; Listen +5, Spot +1
Languages Draconic

AC 21, touch 16, flat-footed 17
 (+1 size, +4 armor, +4 Dex, +1 deflection, +1 natural)
hp 38 (11 HD)
Immune magic sleep and paralysis effects
Resist fire 15, +5 saves vs. fire
Fort +9, **Ref** +9, **Will** +14
Weakness light sensitivity

Speed 30 ft. (6 squares)
Melee dagger +3 (1d3-3/19-20)
Ranged mwk light crossbow +11 (1d6/19-20) or ranged touch +10 (spell effect)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** -2
Atk Options Spell Rehearsal
Special Actions Draconic Breath (2d8)*
Combat Gear *potion of cure serious wounds*, *scroll of fly*, mwk light crossbow, 10 bolts, dagger
Sorcerer Spells Known (CL 9th):
 4th (4/day)—*orb of fire* (DC 19)*
 3rd (6/day)—*fireball* (DC 18)
 2nd (7/day)—*combust**, *invisibility*, *scorching ray*
 1st (7/day)—*lesser orb of fire**, *mage armor*, *magic weapon*, *ray of enfeeblement*, *shield*
 0 (6/day)—*arcane mark*, *prestidigitation*, *detect magic*, *flare*, *mage hand*, *message*, *read magic*, *touch of fatigue* (DC 14)
 ‡ Already cast
Spell-Like Abilities (CL 11th):
 1/day—*nerveskitter**
Spell-Like Abilities (CL 9th):
 3/day—*displacement*

Abilities Str 4, Dex 18, Con 12, Int 10, Wis 12, Cha 18

SQ Draconic Rite of Passage*, Racial Substitution (dragonblood sorcerer 1 and 4) class levels

Feats Dragon-wrought*, Improved Initiative, Draconic Heritage* (red)^B, Draconic Power*, Draconic Breath (2d8)^{B*}, Draconic Toughness^{B*}, Draconic Resistance^{B*}, Spell Rehearsal*

Skills Appraise +1, Concentration +15, Craft (trapmaking) +6, Hide +8, Knowledge (arcana) +13, Listen +5, Profession (miner) +7, Search +6, Spellcraft +7

Possessions combat gear plus spell component pouch (2), *cloak of charisma* +2, *gloves of dexterity* +2, *ring of protection* +1, *vest of resistance* +2, mwk artisan's tools

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. Included above.

MORGEY'S ME DADDY

CR 8

NE Medium half-red dragon gauth (dragon, augmented aberration)

Init +6; **Senses** all-around vision, darkvision 60 ft., low-light vision; Listen +13, Spot +17

Aura stunning gaze

Languages Beholder, Common, Draconic, Abyssal

AC 24, touch 12, flat-footed 22
(+2 Dex, +1 armor, +11 natural)

Miss Chance 50% vs. darkvision

hp 64 (6 HD)

Immune flanking, *sleep* and paralysis effects, fire

Fort +6, **Ref** +4, **Will** +9

Speed 5 ft., fly 20 ft. (good)

Melee 2 claws +7 each (1d4+3) and bite +2 (1d6+1) AND*

Ranged Touch eye rays +6 (special)

*A beholder may use its eye rays in the same round that it makes melee attacks

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

Base Atk +4; **Grp** +7

Special Actions breath weapon

Abilities Str 16, Dex 14, Con 18, Int 17, Wis 15, Cha 15

Feats Alertness^B, Improved Initiative, Iron Will, Ability Focus (eye rays)

Skills Concentration +8.5, Hide +11, Knowledge (arcana) +12, Knowledge (dungeoneering) +7.5, Knowledge (nature) +5, Listen +13, Search +16, Spellcraft +9.5, Spot +17, Survival +11 (+13 following tracks)

Possessions combat gear plus *ring of the darkhidden*, *bracers of armor* +1

Eye Rays (Su) Each of a gauth's small eyes can produce a magical ray once per round as a free action. During a single round, a gauth can aim only two eye rays at targets in any one 90-degree arc (up, forward, backward, left, right, or down). The

remaining eyes must aim at targets in other arcs, or not at all. A gauth can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

Each eye's effect resembles a spell, but follows the rules for a ray (PHB 175).

Each of a gauth's six eye rays resembles a spell cast by a 8th-level caster. Each eye ray has a range of 150 feet and a save DC of 17. The save DCs are Charisma-based. The ten eye rays include:

Dispel Magic; targeted.

Ray of Exhaustion; as spell.

Inflict Moderate Wounds; Will half.

Paralysis; Fort save or be paralyzed for 2d10 minutes.

Scorching Ray; 4d6 fire, one ray only.

Sleep; no HD limit, Will negates.

Stunning Gaze (Su) Stun for 1 round, 30 feet, Will DC 15 negates. The save DC is Charisma-based. Any creature meeting the gaze of the gauth's central eye is subject to its stunning gaze attack. Since the gauth can use its eye-rays as a free action, the creature can use as standard action to focus its stunning gaze on an opponent and attack with all eye rays that bear on its foes at the same time.

All-Around Vision (Ex) Beholders are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus on Spot and Search checks, and they can't be flanked unless blinded.

Flight (Ex) A beholder's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

Breath Weapon (Su) 1/day 30-ft. cone, damage 6d8 fire, Reflex DC 17 half. The save DC is Constitution-based.

7: A PRISONER WITH LOVE

BLACKGUARD LIEUTENANT

CR 8

Male human fighter 5/pious templar (luz) 2/blackguard (luz) 1

CE Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common

AC 20, touch 11, flat-footed 19
(+1 Dex, +9 armor)

hp 68 (8 HD)

Resist True Believer 1/day (+2 insight bonus to any one save)

Fort +12, **Ref** +3, **Will** +9; Mettle

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.

Melee +1 *greatsword* +14/+9 (2d6+9/19-20)

Ranged mwk composite longbow (+4 Str) +10/+5 (1d8+4/x3)

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

Base Atk +8; **Grp** +12

Atk Options Power Attack, Cleave, Improved Sunder (+1 *greatsword* +18/+13 [2d6+9]), smite 1/day (+4/+2)

Combat Gear 20 arrows, mwk longsword, mwk dagger

Blackguard Spells Prepared (CL 1st):

1st—*cure light wounds*

Pious Templar Spells Prepared (CL 2nd):

1st—*corrupt weapon* (evil *bless weapon*, see DMG), *cure light wounds*

Spell-Like Abilities (CL 8th):

At will—*detect good*

Abilities Str 18, Dex 12, Con 14, Int 10, Wis 14, Cha 8

SQ aura of evil, poison use

Feats Cleave, Improved Sunder, Iron Will^B, Power Attack, True Believer (luz)*, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Concentration +8, Hide +1, Intimidate +7, Knowledge (religion) +4, Ride +7

Possessions combat gear plus +1 *full-plate*, *vest of resistance* +1, *gauntlets of ogre power*, silver holy symbol of luz.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a Pious Templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Aura of Evil (Ex): The power of a blackguard's aura of evil (see the detect evil spell) is equal to his class level plus his cleric level, if any.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Corrupt Weapon: Blackguards have access to a special spell, *corrupt weapon*, which is the opposing counterpart of the paladin spell *bless weapon*. Instead of improving a weapon's effectiveness against evil foes *corrupt weapon* makes a weapon more effective against good foes.

Power-Up Suite (*heroes' feast*, CL 11; *corrupt weapon*, CL 2):

hp 68 plus 10 temp (8 HD)

Immune fear, poison

Fort +12, **Ref** +3, **Will** +10

Melee +1 *corrupted greatsword* +15/+10 (2d6+9/19-20, evil-aligned, auto-confirms against good creatures)

Ranged mwk composite longbow +11/+6 (1d8+4/x3)

LUZIAN APPRENTICE

CR 5

Male human wizard 5

CE Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1

Languages Abyssal, Common, Draconic, Goblin

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 24 (5 HD)

Immune *magic missiles*

Fort +4, **Ref** +5, **Will** +7

Speed 30 ft.

Melee quarterstaff +2 (1d6)

Ranged mwk light crossbow +5 (1d8/19-20)

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

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

Combat Gear

scrolls of (CL 5): *blink*, *burning hands* (DC 11), *dispel magic*, *fly*, *ray of enfeeblement*,

scrolls of (CL 3): *invisibility*, *scorching ray*, *protection from arrows*, *mirror image*, *levitate*,

scrolls of (CL 1): *true strike*,

quarterstaff, dagger, mwk light crossbow, 20 bolts

Wizard Spells Prepared (CL 5th):

3rd—*fireball* (DC 17), *lightning bolt* (DC 17)

2nd—*glitterdust* (DC 15), *sound burst* (DC 16), *web* (DC 15)

1st—~~*mage armor*~~†, *magic missile*, *shield*, *grease* (DC 14)

0—*acid splash*, *detect magic*, ~~*message*~~†, *ray of frost*

† Already cast

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

SQ summon familiar (toad)

Feats Skill Focus (Concentration), Improved Initiative, Scribe Scroll^B, Craft Wondrous Item, Spell Focus (Evocation)^B

Skills Concentration +12, Knowledge (arcana) +10, Knowledge (the planes) +10, Spellcraft +14, Survival +2 (+4 on other planes), Tumble +6

Possessions combat gear plus *pearl of power* 1st, *vest of resistance* +2, *brooch of shielding*, spell component pouches (2).

OGRE SCOUT

CR 5

Female ogre scout 4

NE Large giant

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +4, Spot +8

Languages Common, Giant

AC 20, touch 11, flat-footed 20

(-1 size, +2 Dex, +4 armor, +5 natural); Dodge, Mobility, uncanny dodge, Skirmish +1 competence

hp 71 (8 HD)

Fort +10, **Ref** +7, **Will** +3

Speed 50 ft. (10 squares); Spring Attack

Melee +1 *longspear* +13/+8(2d6+11/x3) or

Melee mwk armor spikes +13/+8 (1d6+7)

Ranged spear +7 (2d6+7/x3)

Space 10 ft.; **Reach** 10 ft. (20 ft. with +1 *longspear*)

Base Atk +6; **Grp** +17

Atk Options Combat Reflexes, skirmish +1d6

Combat Gear *potion of cat's grace*, *potion of bull's strength*

Abilities Str 24, Dex 14, Con 18, Int 6, Wis 12, Cha 4

SQ battle fortitude +1, fast movement, trackless step, trapfinding

Feats Combat Reflexes, Dodge, Mobility, Spring Attack

Skills Hide +9, Jump +16, Listen +4, Move Silently +11, Spot +8

Possessions combat gear plus +1 *studded leather armor* with mwk armor spikes, 3 spears

OGRE SHOCK TROOPER

CR 5

Male ogre fighter 2

CE Large giant

Init +1; **Senses** darkvision 60 ft.; Listen +2, Spot +3

Languages Common, Giant

AC 22, touch 10, flat-footed 21

(-1 size, +1 Dex, +6 armor, +1 shield, +5 natural)

hp 53 (6 HD)

Fort +11, **Ref** +2, **Will** +1

Speed 30 ft. in banded mail (6 squares), base movement 40 ft.

Melee mwk greatsword +12 (3d6+10)

Ranged javelin +5 (1d8+7)

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

Base Atk +5; **Grp** +16

Atk Options Improved Bull Rush (+15), Improved Overrun (+15), Power Attack

Abilities Str 25, Dex 12, Con 18, Int 8, Wis 10, Cha 4

Feats Improved Bull Rush, Improved Overrun, Power Attack, Weapon Focus (greatsword)

Skills: Climb +2, Listen +2, Spot +3, Swim -3

Possessions combat gear plus mwk banded mail, buckler, mwk greatsword, 2 javelins

9: THIS ISN'T YOUR DAY, IS IT?

BABAU ASSASSIN LEADER

CR 10*

Babau assassin 3

CE Medium Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Init +5; **Senses** darkvision 60 ft., see *invisibility*; Listen +20, Spot +1

Languages Abyssal, Celestial, Draconic, telepathy 100 ft.

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 natural); uncanny dodge

hp 123 (10 HD)

DR 10/cold iron or good

Immune electricity and poison

Resist acid 10, cold 10, fire 10

SR 14

Fort +13, **Ref** +9, **Will** +7

Speed 30 ft. (6 squares)

Melee 2 claws +17 each (1d6+8) and bite +15 (1d6+4)

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

Base Atk +9; **Grp** +17

Atk Options sneak attack +4d6

Special Actions *summon tanar'ri*, death attack (DC 15)

Assassin Spells Known (CL 3rd):

2nd (1/day)—*invisibility* ‡, *fox's cunning* ‡

1st (3/day)—*disguise self*, *ghost sound*, *true strike* ‡

Spell-Like Abilities (CL 10th):

At will—*darkness*, *dispel magic*, see *invisibility* ‡, *greater teleport* (self plus 50 pounds of objects only)

‡ Already cast

Abilities Str 26 (22; *bull's strength*, CL 6), Dex 12, Con 24 (20; *bear's endurance*, CL 6), Int 18 (14; *fox's cunning*, CL 3), Wis 13, Cha 16

SQ protective slime, poison use

Feats Cleave, Multiattack, Power Attack, Improved Initiative

Skills Climb +18, Disable Device +13, Disguise +14, Escape Artist +11, Hide +20, Listen +20, Move Silently +20, Open Lock +11, Search +21, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings)

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking. In addition, this babau has three levels of assassin, which grant it another +2d6 to the sneak attack, for a total of 4d6 per sneak attack.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 20 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 20 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Death Attack: If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin.

If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Skills: Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks.

Note: A babau's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Note: CR raised by 1 due to buff spells.

Power-Up Suite (*true strike*, full power attack, *invisibility* [opponent cannot see invisible]):

hp 123 (10 HD)

DR 10/cold iron or good

Miss Chance 50% (invisible)

Immune electricity, fear and poison

Melee claw +30 (1d6+17) and

claw +10 (1d6+17) and

bite +8 (1d6+13)

Skills Hide +60 (+40 if moving)

10: MOM DIDN'T WARN ME ABOUT THIS!

GREENSPAWN SNEAK RAIDER CR 7

Male greenspawn sneak ranger 2/scout 3

LE Small monstrous humanoid (dragonblood)

Init +6; **Senses** darkvision 60 ft.; Listen +7, Spot +7

Languages Draconic

AC 24, touch 16, flat-footed 24; Two-Weapon Defense, uncanny dodge

(+1 size, +5 Dex, +4 armor, +1 shield, +3 natural)

hp 56 (7 HD)

Immune acid

Fort +8, **Ref** +4, **Will** +7

Speed 40 ft. (8 squares)

Melee +1 *dragonsplit* +12/+7 (1d4+3/19-20 or x4) and *dragonsplit* +11 (1d4+1/19-20 or x4) or

Melee +1 *dragonsplit* +14/+9 (1d4+3/19-20 or x4)

Ranged longbow +12/+7 (1d6/x3)

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

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

Atk Options favored enemy humans +2, skirmish (+1d6, +1 AC), sneak attack +2d6

Combat Gear 4 flasks of acid

Abilities Str 15, Dex 20, Con 16, Int 10, Wis 12, Cha 12

SQ battle fortitude +1, fast movement, trackless step, trapfinding, water breathing, wild empathy +3 (-1 magical beasts)

Feats Exotic Weapon Proficiency (*dragonsplit*)^B, Iron Will, Track^B, Two-Weapon Defense^B, Two-Weapon Fighting^B, Weapon Finesse, Weapon Focus (*dragonsplit*)

Skills Balance +7, Bluff +10, Escape Artist +15, Hide +22, Jump +4, Listen +7, Move Silently +16, Spot +7, Survival +5, Swim +7, Tumble +15

Possessions combat gear plus +1 *glamered, improved slick studded leather* (gift from Maugoroothyx, does not impact CR), +1 *dragonsplit*, *dragonsplit*, longbow with 20 arrows, *ring of swimming*

Skirmish (Ex) +1 bonus on damage rolls and to AC in any round in which the greenspawn sneak raid leader moves at least 10 feet.

Sneak Attack (EX) PH 50.

Battle Fortitude (Ex) Bonus on initiative checks and Fortitude saves while wearing light or no armor and carrying a light load. Included above.

Water Breathing (Ex) A greenspawn sneak can breath underwater indefinitely.

Skills Greenspawn sneaks have a +5 racial bonus on Bluff, Hide, and Move Silently Checks.

Physical Description: A green-skinned humanoid, this creature is obviously fast and agile. It looks something like a small lizardfolk, but with a more draconian appearance.

GREENSPAWN LEAPER CR 2

NE Medium magical beast (dragonblood)

Init +4; **Senses** darkvision 60 ft., low-light vision, Listen +2, Spot +2

Languages --

AC 18, touch 14, flat-footed 14

(+4 Dex, +4 natural)

hp 19 (3 HD)

Immune acid

Fort +4, **Ref** +7, **Will** +3

Speed 40 ft. (8 squares), climb 40 ft.

Melee bite +8 (1d6+4)

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

Base Atk +3; **Grp** +6

Special Actions poison burst

Abilities Str 17, Dex 19, Con 12, Int 2, Wis 15, Cha 8

Feats Weapon Finesse, Weapon Focus (bite)

Skills Balance +14, Climb +17, Hide +14, Jump +17, Listen +2, Spot +2

Poison Burst (Ex): A greenspawn leaper can release a burst of poison gas as a standard action once per day. Any creature within 5 feet is affected. This insidious poison is absorbed through the skin and converts to acid. Whenever the greenspawn leaper takes damage from an attack, it can activate this ability as an immediate action. It can still use it only once per day.

Contact; Fort DC 12; 2d6 acid/2d6 acid. The save DC is Constitution-based.

Skills: Greenspawn leapers have a +10 racial bonus on Balance, Hide, and Jump checks. In addition, they have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Physical Description: A green-scaled, dragonlike creature about the size of a dwarf.

GREENSPAWN SNEAK CR 2

LE Small monstrous humanoid (dragonblood)

Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Draconic

AC 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +2 armor, +3 natural)

hp 11 (2 HD)

Immune acid

Fort +1, **Ref** +6, **Will** +3

Speed 30 ft. in (6 squares)

Melee dragonsplit +4/+4 (1d4/19-20 or x4) or

Melee dragonsplit +6 (1d4/19-20 or x4)

Ranged dagger +6 (1d3)

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

Base Atk +2; **Grp** -2

Atk Options sneak attack +2d6

Combat Gear 4 flasks of acid

Abilities Str 11, Dex 16, Con 13, Int 10, Wis 11, Cha 15

SQ water breathing

Feats Exotic Weapon Proficiency (dragonsplit)^B, Two-Weapon Fighting^B, Weapon Finesse

Skills Bluff +9, Hide +14, Listen +2, Move Silently +10
Spot +2

Possessions combat gear plus leather armor, 2 dragonsplits*, 2 daggers

Sneak Attack (Ex) PH 50.

Water Breathing (Ex) A greenspawn sneak can breath underwater indefinitely.

Skills Greenspawn sneaks have a +5 racial bonus on Bluff, Hide, and Move Silently Checks.

Physical Description: A green-skinned humanoid, this creature is obviously fast and agile. It looks something like a small lizardfolk, but with a more draconian appearance.

5: WHICH WAY TO GO?

ELITE ADVANCED BAR-LGURA CR 8

Always CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +10; **Senses** darkvision 60 ft.; Listen +14, Spot +14; *see invisibility*

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 27, touch 16, flat-footed 21; Dodge, Mobility (+6 Dex, +3 armor, +8 natural)

hp 113 (10 HD)

DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 16

Fort +14, **Ref** +14, **Will** +9

Speed 40 ft. in light armor (8 squares), climb 20 ft.; Run

Melee 2 claws +18 each (1d6+8) and bite +13 (1d6+4)

Base Atk +10; **Grp** +18

Atk Options pounce, rend +2d6

Special Actions abduction, *summon tanar'ri*

Spell-Like Abilities (CL 10th):

At will—*darkness*, *cause fear* (DC 13), *dispel magic*, *greater teleport* (DC 19), *see invisibility* †, *telekinesis* (DC 17)

2/day—*disguise self* (DC 13), *invisibility*, *major image* (DC 15)

† Already cast

Abilities Str 27, Dex 22, Con 22, Int 12, Wis 12, Cha 14

SQ tanar'ri traits

Feats Dodge, Mobility, Run, Improved Initiative

Skills Balance +21, Climb +29, Hide +23, Intimidate +15, Jump +33, Listen +14, Move Silently +19, Spot +14, Tumble +21

Possessions mwk studded leather armor, vest of resistance +1, *rending gauntlets*

Rending Gauntlets If you deal damage with at least two different weapons or natural attacks on your turn, you can activate *rending gauntlets* to deal an extra 2d6 points of damage with the second attack. This ability functions three times per day. MIC 121.

Pounce (Ex) If a bar-Igura charges a foe, it can make a full attack.

Abduction (Su): Unlike most tanar'ri, an elite advanced bar-Igura can use *greater teleport* to transport other creatures. It can bring up to one Large and one Medium creature or three Medium or smaller creatures with it each time it teleports. It can *teleport* unwilling targets as well, although any unwilling victim can attempt a DC 19 Will save to resist being transported. The save DC is Charisma-based.

Summon Tanar'ri (Sp) Once per day, a bar-Igura can attempt to summon another bar-Igura with a 35% chance of success. This ability is the equivalent of a 2nd level spell (CL 10th).

Skills Skin hair of a bar-Igura changes color, allowing it to blend in with surrounds like a chameleon and conferring a +4 racial bonus on Hide checks. A bar-Igura also receives a +10 racial bonus on Jump checks.

6: CAVE BARE

MORGEY'S ME DADDY CR 8

NE Medium half-red dragon gauth (dragon, augmented aberration)

Init +6; **Senses** all-around vision, darkvision 60 ft., low-light vision; Listen +13, Spot +17

Aura stunning gaze

Languages Beholder, Common, Draconic, Abyssal

AC 24, touch 12, flat-footed 22 (+2 Dex, +1 armor, +11 natural)

Miss Chance 50% vs. darkvision

hp 64 (6 HD)

Immune flanking, *sleep* and paralysis effects, fire

Fort +6, **Ref** +4, **Will** +9

Speed 5 ft., fly 20 ft. (good)

Melee 2 claws +7 each (1d4+3) and bite +2 (1d6+1) AND*

Ranged Touch eye rays +6 (special)

*A beholder may use its eye rays in the same round that it makes melee attacks

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

Base Atk +4; **Grp** +7

Special Actions breath weapon

Abilities Str 16, Dex 14, Con 18, Int 17, Wis 15, Cha 15

Feats Alertness^B, Improved Initiative, Iron Will, Ability Focus (eye rays)

Skills Concentration +8.5, Hide +11, Knowledge (arcana) +12, Knowledge (dungeoneering) +7.5, Knowledge (nature) +5, Listen +13, Search +16, Spellcraft +9.5, Spot +17, Survival +11 (+13 following tracks)

Possessions combat gear plus *ring of the darkhidden*, *bracers of armor* +1

Eye Rays (Su) Each of a gauth's small eyes can produce a magical ray once per round as a free action. During a single round, a gauth can aim only two eye rays at targets in any one 90-degree arc (up, forward, backward, left, right, or down). The remaining eyes must aim at targets in other arcs, or not at all. A gauth can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

Each eye's effect resembles a spell, but follows the rules for a ray (PHB 175).

Each of a gauth's six eye rays resembles a spell cast by a 8th-level caster. Each eye ray has a range of 150 feet and a save DC of 17. The save DCs are Charisma-based. The ten eye rays include:

Dispel Magic; targeted.

Ray of Exhaustion; as spell.

Inflict Moderate Wounds; Will half.
Paralysis; Fort save or be paralyzed for 2d10 minutes.
Scorching Ray; 4d6 fire, one ray only.
Sleep; no HD limit, Will negates.

Stunning Gaze (Su) Stun for 1 round, 30 feet, Will DC 15 negates. The save DC is Charisma-based. Any creature meeting the gaze of the gauth's central eye is subject to its stunning gaze attack. Since the gauth can use its eye-rays as a free action, the creature can use as standard action to focus its stunning gaze on an opponent and attack with all eye rays that bear on its foes at the same time.

All-Around Vision (Ex) Beholders are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus on Spot and Search checks, and they can't be flanked unless blinded.

Flight (Ex) A beholder's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

Breath Weapon (Su) 1/day 30-ft. cone, damage 6d8 fire, Reflex DC 17 half. The save DC is Constitution-based.

7: A PRISONER WITH LOVE

LUZIAN CAPTAIN

CR 9

Male human cleric 9 of luz
CE Medium humanoid (human)
Init -1; **Senses** Listen +4, Spot +4
Languages Common

AC 22, touch 9, flat-footed 22
(-1 Dex, +10 armor, +3 shield)
hp 66 plus 5 temp (9 HD)
Immune grapple (*freedom of movement*)
Fort +10, **Ref** +4, **Will** +12

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.; *freedom of movement*, *air walk*
Melee mwk morningstar +9/+4 (1d8+3/x3)
Ranged light crossbow +5 (1d8/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +8

Special Actions rebuke undead
Combat Gear 20 bolts, dagger

Cleric Spells Prepared (CL 10th [9th; *death knell*]):
5th—**D**: *greater command* (DC 22), *spell resistance*
4th—**D**: *confusion* (DC 21), *air walk* †, *freedom of movement* †, *lesser planar ally*
3rd—**D**: *invisibility*, *animate dead*, *dispel magic*, *magic vestment* †, *magic vestment* †
2nd—**D**: *invisibility*, *bear's endurance*, *bull's strength*, *hold person* (x3)(DC 19)
1st—**D**: *command* (DC 18), *bless*, *command*, *death knell* †, *magic weapon*, *shield of faith*
0—*detect magic*, *guidance*, *guidance*, *read magic*, *resistance*, *virtue*

D: Domain spell. Deity: luz. Domains: Trickery (Bluff, Disguise, Hide added to class skills), Tyranny (+1 to the DC of enchantment [compulsion] spells).

† Already cast

Abilities Str 14 (12), Dex 8, Con 14, Int 10, Wis 18, Cha 14

SQ lesser planar ally (thrice-fed juvenile nabassu, see below)

Feats Spell Focus (enchantment)^B, Greater Spell Focus (enchantment), Craft Wondrous Item, Craft Arms and Armor, Craft Construct

Skills Concentration +14, Hide +6, Knowledge (religion) +5, Spellcraft +7

Possessions combat gear plus flesh golem (MM 135), bolstered commanded wolf skeletons (4, bolstered to 10 HD), bolstered commanded human warrior skeleton (bolstered to 10 HD), *periapt of wisdom* +2, *vest of resistance* +1, mwk full plate (+2 with *magic vestment*), mwk buckler (+2 with *magic vestment*), holy symbol of luz (2)

Rebuke Undead (Su) 5/day (2 uses used); 1d20+4/2d6+11

Power-Up Suite (*heroes' feast*, CL 13):

hp 66 plus 5 temp plus 10 temp (9 HD)

Immune fear, poison

Fort +10, **Ref** +4, **Will** +13

Melee mwk longspear +10/+5 (1d8+3/x3)

Ranged light crossbow +6 (1d8/19-20)

LESSER PLANAR ALLY

CR --

Thrice-fed Juvenile Nabassu
CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +7; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages Abyssal, Common; telepathy 100 ft.

AC 19, touch 12, flat-footed 17
(+2 Dex, +7 natural)

hp 67 (5 HD, but treat as 6 HD for level dependent effects); **DR** 5/cold iron or good

Immune electricity and poison

Resist acid 10, cold 10, fire 10; **SR** 17

Fort +11, **Ref** +7, **Will** +9

Speed 40 ft. (8 squares), fly 60 ft. (average)

Melee bite +12 (1d8+6) and
2 claws +7 each (1d4+3)

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

Base Atk +5; **Grp** +12

Atk Options sneak attack +2d6

Special Actions death-stealing gaze, feed

Spell-Like Abilities (CL 6th):

At will—*darkness*, *obscuring mist*.

Abilities Str 22, Dex 14, Con 22, Int 14, Wis 15, Cha 21 (17; *eagle's splendor*) (all ability checks not covered by this stat block receive a +1 profane bonus).

SQ camouflage, tanar'ri traits

Feats Improved Initiative, Iron Will

Skills Bluff +14, Concentration +15, Diplomacy +8, Hide +11 (+19 in underground or barren environments), Intimidate +16, Jump +17,

Knowledge (Local: Iuz's Border States) +11, Listen +11, Move Silently +11, Spot +11, Tumble +13; (all others receive a +1 profane bonus)

Camouflage (Ex): Gains a +8 Circumstance bonus on Hide checks made in underground or barren environments.

Death-Stealing Gaze (Su): 30 feet, Fort DC 17 negates, bestows 1 negative level. Any humanoid creature drained to 0 levels by the juvenile nabassu's death-stealing gaze dies and is immediately transformed into a ghoul (MM 119) under the nabassu's permanent command. The death-stealing gaze has no effect on creatures that are not humanoids. The save DC is Charisma-based.

Feed (Su): A juvenile nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and life force. To do so, the nabassu makes a coup de grace attack against the humanoid creature; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coup de grace, a significant physical portion of its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* can restore a devoured victim to life.

For every three humanoids the juvenile nabassu devours in this fashion, it gains the following benefits: +1 profane bonus to its natural armor, attack rolls, saving throws, skill checks, and ability checks; +5 hit points, +1 effective level.

Note: This juvenile nabassu has fed on three victims. Its stats and CR have been adjusted accordingly (see Feed).

LUZIAN SKULL-TOSSER CR 7

Female human wizard 7

CE Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1

Languages Abyssal, Common, Draconic, Goblin

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 32 (7 HD)

Immune *magic missiles*

Fort +5, **Ref** +6, **Will** +8

Speed 30 ft.

Melee quarterstaff +3 (1d6)

Ranged mwk light crossbow +6 (1d8/19-20)

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

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

Combat Gear

scrolls of (CL 7): dispel magic, scorching ray, solid fog,

scrolls of (CL 5): blink, fly, ray of enfeeblement,

scrolls of (CL 3): invisibility, protection from arrows, mirror image, levitate,

scrolls of (CL 1): true strike,

quarterstaff, dagger, mwk light crossbow, 20 bolts

Wizard Spells Prepared (CL 7th):

4th—*Otiluke's resilient sphere* (DC 19)

3rd—*fireball* (DC 18), *lightning bolt* (DC 18), *stinking cloud* (DC 16)

2nd—*glitterdust* (DC 15), *sound burst* (DC 17), *web* (DC 15), *web* (DC 15)

1st—*burning hands* (DC 16), ~~*mage armor*~~†, *magic missile*, *shield*, *grease* (DC 14)

0—*acid splash*, *detect magic*, ~~*message*~~†, *ray of frost*

† Already cast

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

SQ summon familiar (toad)

Feats Skill Focus (Concentration), Improved Initiative, Scribe Scroll^B, Craft Wondrous Item, Spell Focus (Evocation)^B, Greater Spell Focus (Evocation)

Skills Balance +4, Concentration +14, Jump +2, Knowledge (arcana) +12, Knowledge (the planes) +12, Spellcraft +16, Survival +3 (+5 on other planes), Tumble +7

Possessions combat gear plus *pearl of power* 1st, *pearl of power* 2nd, *vest of resistance* +2, *brooch of shielding*, spell component pouches (2).

OGRE TEMPEST

CR 9

Male ogre fighter 4 / tempest* 2

*Prestige class described in *Complete Adventurer*

CE Large giant

Init +3; **Senses** darkvision 60 ft., low-light vision, Listen +2, Spot +3

Languages Common, Giant

AC 24, touch 12, flat-footed 21; Dodge, Mobility, tempest defense +1

(-1 size, +3 Dex, +1 tempest defense, +6 armor, +5 natural)

hp 106 (10 HD)

Fort +16, **Ref** +6, **Will** +2

Speed 40 ft. in mithril breastplate (8 squares), base movement 40 ft.; Spring Attack

Melee +1 *orc double axe* +15/+10 (2d6+8/x3) and mwk *orc double axe* +15/+10 (2d6+3/x3)

Ranged spear +11 (2d6+7/x3)

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

Base Atk +9; **Grp** +20

Combat Gear *oil of magic weapon*, *potion of bull's strength*, *potion of cure light wounds*, *potion of protection from good*, *potion of shield of faith* (+2)

Abilities Str 25, Dex 17, Con 18, Int 5, Wis 8, Cha 3

SQ ambidexterity

Feats Dodge, Exotic Weapon Proficiency (orc double axe)^B, Improved Toughness*, Improved Two-Weapon Fighting^B, Mobility, Spring Attack^B, Two-Weapon Fighting

Skills Jump +16, Listen +2, Spot +3

Possessions combat gear plus +1 *mithril breastplate*, +1/mwk *orc double axe*, *cloak of resistance* +1, 3 spears

Ambidexterity (Ex) When wielding two weapons or a double weapon, an ogre tempest's penalties for

fighting with two weapons are reduced by 1. Included above. *Complete Adventurer* 81.

Tempest Defense (Ex) When wielding two weapons or a double weapon, an ogre tempest gains a +1 bonus to Armor Class. Included above. *Complete Adventurer* 81.

9: THIS ISN'T YOUR DAY, IS IT?

KASTIGHUR

CR 12*

CE Huge outsider (tanar'ri, extraplanar, evil, chaotic)

Init +1; **Senses** darkvision 60 ft., scent; Listen +19, Spot +19

Aura frightful presence (60 ft.; DC 20 [18])

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 25, touch 9, flat-footed 23

(-2 size, +1 Dex, +7 armor, +9 natural)

hp 202 (15 HD)

DR 10/cold iron or good

Immune acid, electricity, poison

Resist cold 10, fire 10

SR 17

Fort +18, **Ref** +10, **Will** +10

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee gore +23 (2d6+10) and

2 slams +21 (1d8+5)

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

Base Atk +15; **Grp** +33

Atk Options Improved Bull Rush, Improved Overrun, Power Attack, Powerful Charge*, Quicken Spell-Like Ability (*teleport*), aligned strike (chaotic, evil), fear bolstered, stunning charge 5d6+12

Spell-Like Abilities (CL 18th):

At will—*feather fall*, *teleport* (self only)

3/day—quicken *teleport*

Abilities Str 31 (27; *bull's strength*, CL 6), Dex 12 (8; *cat's grace*, CL 6), Con 29 (25; *bear's endurance*, CL 6), Int 8, Wis 12, Cha 12 (8; *eagle's splendor*, CL 6)

SQ tanar'ri traits

Feats Ability Focus (frightful presence), Improved Bull Rush, Improved Overrun, Multiattack, Power Attack, Powerful Charge*, Quicken Spell-Like Ability (*teleport*), Track

Skills Concentration +17, Diplomacy +3, Intimidate +19, Knowledge (dungeoneering) +4, Knowledge (nature) +6, Knowledge (the planes) +5, Listen +19, Search +8, Sense Motive +13, Spellcraft +8, Spot +19, Survival +19 (+21 on other planes, +21 following tracks, +21 in aboveground environments, +21 underground)

Possessions +2 breastplate

Physical Description: *This hideous demon's body ripples with muscle. Its massive head is heavy with long horns while its powerful legs end in cloven hooves. Most of its head is hidden by an enormous steel helm that has been bolted to the creature's neck. A breastplate fastened onto its body provides additional protection for its already tough hide.*

Frightful Presence (Su): A kastighur can inspire terror by charging or attacking. Affected creatures must succeed on a DC 20 (18) Will save or become shaken, remaining in that condition as long as they remain within 60 feet of the kastighur. The save DC is Charisma-based and includes the bonus from the Ability Focus feat.

Fear Bolstered (Ex): A kastighur delights in attacking terrified opponents and gains a +2 bonus on attack rolls against shaken, frightened, or panicked creatures.

Stunning Charge (Ex): A kastighur typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge., this allows the kastighur to make a single gore attack with a +23 attack bonus that deals 5d6+12 points of damage. The struck creature must succeed on a DC 27 (25) Fortitude save or be stunned for 1 round. The save DC is Strength-based.

Note: CR raised by 1 due to buff spells.

5: WHICH WAY TO GO?

VERY ELITE ADVANCED BAR-LGURA CR 11

Always CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +9; **Senses** darkvision 60 ft.; Listen +22, Spot +22; *see invisibility*

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 27, touch 14, flat-footed 22; Dodge, Mobility (-1 size, +5 Dex, +3 armor, +10 natural)

hp 185 (14 HD)

DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 16

Fort +18, **Ref** +15, **Will** +11

Speed 40 ft. in light armor (8 squares), climb 20 ft.; Run

Melee 2 claws +26 each (1d8+13) and bite +21 (1d8+6) and gore +21 (2d6+6)

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

Base Atk +14; **Grp** +31

Atk Options pounce, rend +2d6

Special Actions abduction, *summon tanar'ri*, quickened *invisibility*

Spell-Like Abilities (CL 14th):

At will—*darkness*, *cause fear* (DC 13), *dispel magic*, *greater teleport* (DC 19), *see invisibility* ‡, *telekinesis* (DC 17)

2/day—*disguise self* (DC 13), *invisibility*, *major image* (DC 15), quickened *invisibility*

‡ Already cast

Abilities Str 36, Dex 20, Con 26, Int 12, Wis 12, Cha 14

SQ tanar'ri traits

Feats Dodge, Mobility, Run, Improved Initiative, Quicken Spell-like Ability (*invisibility*)

Skills Balance +24, Climb +38, Hide +22, Intimidate +19, Jump +42, Listen +18, Move Silently +22, Spot +18, Tumble +24

Possessions mwk studded leather armor, vest of resistance +1, *rending gauntlets*, *horned helm*

Horned Helm Antlers affix to your skull and grant a natural secondary gore attack that deals 1d8 points of damage plus half your Strength bonus (medium size, adjust as normal). The antlers are treated as magic weapons for the purpose of overcoming damage reduction. MIC112.

Rending Gauntlets If you deal damage with at least two different weapons or natural attacks on your turn, you can activate *rending gauntlets* to deal an extra 2d6 points of damage with the second attack. This ability functions three times per day. MIC 121.

Pounce (Ex) If a bar-lgura charges a foe, it can make a full attack.

Abduction (Su): Unlike most tanar'ri, a very elite advanced bar-lgura can use *greater teleport* to transport other creatures. It can bring up to one

Huge, two Large or four Medium or smaller creatures with it each time it teleports. It can *teleport* unwilling targets as well, although any unwilling victim can attempt a DC 19 Will save to resist being transported. The save DC is Charisma-based.

Summon Tanar'ri (Sp) Once per day, a bar-lgura can attempt to summon another bar-lgura with a 35% chance of success. This ability is the equivalent of a 2nd level spell (CL 14th).

Skills Skin hair of a bar-lgura changes color, allowing it to blend in with surrounds like a chameleon and conferring a +4 racial bonus on Hide checks. A bar-lgura also receives a +10 racial bonus on Jump checks.

6: CAVE BARE

MORGEY'S ME DADDY**CR 12**

NE Large elite advanced half-red dragon gauth (dragon, augmented aberration)

Init +6; **Senses** all-around vision, darkvision 60 ft., low-light vision; Listen +23, Spot +27

Aura stunning gaze

Languages Beholder, Common, Draconic, Abyssal

AC 28, touch 12, flat-footed 26

(-1 size, +2 Dex, +3 armor, +1 deflection, +13 natural)

Miss Chance 50% vs. darkvision

hp 200 (14 HD)

Immune flanking, *sleep* and paralysis effects, fire

Fort +12, **Ref** +6, **Will** +15

Speed 5 ft., fly 20 ft. (good)

Melee 2 claws +15 each (1d6+6) and bite +10 (1d8+3) AND*

Ranged Touch eye rays +11 (special)

*A beholder may use its eye rays in the same round that it makes melee attacks

Space 10 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +16

Special Actions breath weapon

Abilities Str 22, Dex 14, Con 26, Int 17, Wis 18, Cha 20

Feats Alertness^B, Improved Initiative, Iron Will, Ability Focus (eye rays), Feat, Feat

Skills Concentration +16.5, Hide +15, Knowledge (arcana) +20, Knowledge (dungeoneering) +11.5, Knowledge (nature) +5, Listen +23, Search +24, Spellcraft +13.5, Spot +27, Survival +21 (+23 following tracks, +23 underground)

Possessions combat gear plus *ring of the darkhidden*, *bracers of armor* +3, *ring of protection* +1

Eye Rays (Su) Each of a gauth's small eyes can produce a magical ray once per round as a free action. During a single round, a gauth can aim only two eye rays at targets in any one 90-degree arc (up, forward, backward, left, right, or down). The remaining eyes must aim at targets in other arcs,

or not at all. A gauth can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

Each eye's effect resembles a spell, but follows the rules for a ray (PHB 175).

Each of a gauth's six eye rays resembles a spell cast by a 16th-level caster. Each eye ray has a range of 150 feet and a save DC of 24. The save DCs are Charisma-based. The ten eye rays include:

Dispel Magic; targeted.

Ray of Exhaustion; as spell.

Infect Moderate Wounds; Will half.

Paralysis; Fort save or be paralyzed for 2d10 minutes.

Scorching Ray; 4d6 fire, one ray only.

Sleep; no HD limit, Will negates.

Stunning Gaze (Su) Stun for 1 round, 30 feet, Will DC 22 negates. The save DC is Charisma-based. Any creature meeting the gaze of the gauth's central eye is subject to its stunning gaze attack. Since the gauth can use its eye-rays as a free action, the creature can use as standard action to focus its stunning gaze on an opponent and attack with all eye rays that bear on its foes at the same time.

All-Around Vision (Ex) Beholders are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus on Spot and Search checks, and they can't be flanked unless blinded.

Flight (Ex) A beholder's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

Breath Weapon (Su) 1/day 30-ft. cone, damage 6d8 fire, Reflex DC 25 half. The save DC is Constitution-based.

7: A PRISONER WITH LOVE

IUZIAN MAJOR

CR 11

Male human cleric 11 of luz

CE Medium humanoid (human)

Init -1; **Senses** Listen +4, Spot +4

Languages Common

AC 22, touch 9, flat-footed 22
(-1 Dex, +10 armor, +3 shield)

hp 80 plus 5 temp (11 HD)

SR 22

Fort +10, **Ref** +4, **Will** +12

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.; *freedom of movement*, *air walk*

Melee +3 *morningstar* +13/+8 (1d8+5/x3)

Ranged light crossbow +7 (1d8/19-20)

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

Base Atk +8; **Grp** +9

Special Actions rebuke undead

Combat Gear mwk morningstar (+3 after *greater magic weapon*), light crossbow, 20 bolts, dagger

Cleric Spells Prepared (CL 12th [11th; *death knell*]):

6th—**D**: *mislead*, *planar ally*

5th—**D**: *greater command* (DC 22), *flame strike* (x 2)(DC 19)

4th—**D**: *confusion* (DC 21), *delay death*, *freedom of movement*, ~~*greater magic weapon*~~ †

3rd—**D**: *invisibility*, *animate dead*, *dispel magic*, ~~*magic vestment*~~ †, ~~*magic vestment*~~ †

2nd—**D**: *invisibility*, *bear's endurance*, *bull's strength*, *bull's strength*, *eagle's splendor*, *hold person* (DC 19)

1st—**D**: *command* (DC 18), *bless*, *command*, ~~*death knell*~~ †, *magic weapon*, *shield of faith*

0—*detect magic*, *guidance*, *guidance*, *read magic*, *resistance*, *virtue*

D: Domain spell. Deity: luz. Domains: Trickery (Bluff, Disguise, Hide added to class skills), Tyranny (+1 to the DC of enchantment [compulsion] spells).

† Already cast

Abilities Str 14 (12), Dex 8, Con 14, Int 10, Wis 18, Cha 14

SQ *planar ally* (glabrezu, MM 43)

Feats Spell Focus (enchantment)^B, Greater Spell Focus (enchantment), Craft Wondrous Item, Craft Arms and Armor, Craft Construct

Skills Concentration +14, Hide +6, Knowledge (religion) +5, Spellcraft +7

Possessions combat gear plus clay golem (MM 134), bolstered commanded wolf skeletons (4, bolstered to 10 HD), bolstered commanded human warrior skeleton (bolstered to 10 HD), *periapt of wisdom* +2, *vest of resistance* +1, mwk full plate (+2 with *magic vestment*), mwk buckler (+2 with *magic vestment*), holy symbol of luz (2)

Rebuke Undead (Su) 5/day (2 uses used); 1d20+4/2d6+11.

Power-Up Suite (*heroes' feast*, CL 13):

hp 80 plus 5 temp plus 10 temp (11 HD)

Immune fear, poison

Fort +10, **Ref** +4, **Will** +13

Melee +3 *longspear* +14/+9 (1d8+6/x3)

Ranged light crossbow +8 (1d8/19-20)

IUZIAN MAGE

CR 9

Male human wizard 9

CE Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1

Languages Abyssal, Common, Draconic, Goblin

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 armor)

hp 49 (9 HD)

Immune *magic missiles*

Fort +8, **Ref** +8, **Will** +10

Speed 30 ft.

Melee quarterstaff +4 (1d6)

Ranged mwk light crossbow +7 (1d8/19-20)

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

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

Combat Gear

scrolls of (CL 9): *dispel magic*, *dispelling screen*, *wall of force*

scrolls of (CL 7): *scorching ray*, *solid fog*,
 scrolls of (CL 5): *blink*, *fly*, *ray of enfeeblement*,
 scrolls of (CL 3): *invisibility*, *protection from arrows*,
mirror image, *levitate*,
 scrolls of (CL 1): *true strike*,
 quarterstaff, dagger, mwk light crossbow, 20 bolts

Wizard Spells Prepared (CL 9th):

5th—*cloudkill* (DC 19)
 4th—*Otiluke's resilient sphere* (DC 20), *ice storm* (DC 20)
 3rd—*fireball* (DC 19), *lightning bolt* (DC 19), *stinking cloud* (DC 17)
 2nd—*glitterdust* (DC 16), *sound burst* (DC 18), *web* (DC 16), *web* (DC 16)
 1st—*burning hands* (DC 17), ~~*mage armor*~~†, *magic missile*, *shield*, *grease* (DC 15)
 0—*acid splash*, *detect magic*, ~~*message*~~†, *ray of frost*
 † Already cast

Abilities Str 10, Dex 14, Con 14, Int 18, Wis 12, Cha 8

SQ summon familiar (toad)

Feats Skill Focus (Concentration), Improved Initiative, Scribe Scroll^B, Craft Wondrous Item, Spell Focus (Evocation)^B, Greater Spell Focus (Evocation), Quicken Spell

Skills Balance +4, Concentration +17, Jump +2, Knowledge (arcana) +14, Knowledge (the planes) +14, Spellcraft +18, Survival +4 (+6 on other planes), Tumble +8

Possessions combat gear plus *headband of intellect* +2, *pearl of power 1st*, *pearl of power 2nd*, *vest of resistance* +3, *brooch of shielding*, spell component pouches (2).

9: THIS ISN'T YOUR DAY, IS IT?

ADVANCED ARMANITE

CR 14

Male armanite fighter 4

CE Large outsider (tanar'ri, extraplanar, evil, chaotic)

Init +0; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Languages Abyssal, telepathy 100 ft.

AC 25, touch 9, flat-footed 25

(-1 size, +0 Dex, +10 armor, +6 natural)

hp 211 (19 HD); **DR** 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 18

Fort +22, **Ref** +13, **Will** +14

Speed 70 ft. in plate armor (14 squares), base movement 60 ft.; Run, *air walk* (see *horseshoes of speed*)

Melee +1 *large human bane lance* +25/+20/+15/+10 (+2 vs. humans) (2d6+10/x3 plus 2d6 vs. humans) and hooves +21 (1d6+3) or

Melee +1 *large heavy flail* +25/+20/+15/+10 (2d8+10/19-20/x2) and hooves +20 (1d6+3)

Ranged +1 *large composite longbow* (+6 Str) +19/+14/+9/+4 (2d6+7/x3 plus 1d6 electricity [plus 2d10 electricity on a critical hit])

Space 10 ft.; **Reach** 5 ft. (10 ft. with lance)

Base Atk +19; **Grp** +25

Atk Options Improved Bull Rush, Power Attack, Spirited Charge, Shock Trooper*, cavalry charge, sparkbolt

Special Actions *summon tanar'ri*

Abilities Str 22, Dex 11, Con 20 (22), Int 8, Wis 12, Cha 13

SQ Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, fire 10, telepathy 100 ft.

Feats Improved Bull Rush, Power Attack, Run, Track, Mounted Combat, Ride By Attack, Spirited Charge, Shock Trooper*, Improved Critical (lance)

Skills Intimidate +16, Jump +22, Listen +20, Ride +9, Search +9, Spot +20, Survival +11, Tumble +20

Possessions +2 *full plate*, +1 *human bane lance*, +1 *heavy flail*, +1 *composite longbow* (Str +6) with 20 arrows, *amulet of health* +2, *horseshoes of speed*, *vest of resistance* +3

Physical Description: *This creature has the lower body of a muscular horse and the torso, arms, and head of a sickly human. Its flesh is pale and festers with sores. Heavy horns protrude from its brow, and it wears an intricate suit of full plate armor. Patches of bristly hair protrude from chinks in its armor.*

Air Walk (Su): An armanite can use *air walk*, as the spell of the same name, for up to 1 hour per day. This time need not be consecutive.

Cavalry Charge (Ex): An armanite is considered to be mounted for determining the effects of charge attacks with lances. An armanite gains a +4 bonus on attack rolls when charging with a lance and does not take a penalty to its armor class as a result of its charge.

Sparkbolt (Su): An armanite can charge arrows it shoots from any bow with electrical energy at will. Arrows fired by armanite gain a +1 enhancement bonus and the *shocking burst* weapon quality.

Summon Tanar'ri (Sp): Once per day, an armanite can attempt to summon 1d10 dretches or another armanite with a 30% chance of success. This ability is the equivalent of a 3rd level spell (CL 9th).

5: WHICH WAY TO GO?

SUPERIOR ELITE ADVANCED BAR-LGURA
CR 13

Always CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +9; **Senses** darkvision 60 ft.; Listen +26, Spot +26; *see invisibility*

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft., *linked* telepathy 10 miles

AC 28, touch 14, flat-footed 23; Dodge, Mobility (-1 size, +5 Dex, +4 armor, +10 natural)

hp 237 (18 HD)

DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 16

Fort +20, **Ref** +17, **Will** +13

Speed 40 ft. in light armor (8 squares), climb 20 ft.; Run

Melee* 2 claws +20 each (1d8+23) and bite +15 (1d8+16) and gore +15 (2d6+16)

*includes Power Attack feat for 10

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

Base Atk +18; **Grp** +35

Atk Options pounce, rend +2d6, Power Attack, Spring Attack

Special Actions abduction, *summon tanar'ri*, quickened *invisibility*

Spell-Like Abilities (CL 18th):

At will—*darkness*, *cause fear* (DC 13), *dispel magic*, *greater teleport* (DC 19), *see invisibility* †, *telekinesis* (DC 17)

2/day—*disguise self* (DC 13), *invisibility*, *major image* (DC 15), quickened *invisibility*

† Already cast

Abilities Str 36, Dex 20, Con 26, Int 12, Wis 12, Cha 15

SQ tanar'ri traits

Feats Dodge, Mobility, Run, Improved Initiative, Quicken Spell-like Ability (*invisibility*), Power Attack, Spring Attack

Skills Balance +28, Climb +42, Hide +26, Intimidate +23, Jump +46, Listen +26, Move Silently +26, Spot +26, Tumble +28

Possessions +1 *linked studded leather armor*, *vest of resistance* +1, *rending gauntlets*, *horned helm*

Linked Armor When you activate a suit of armor that has this property, you can form a telepathic bond with any or all known wearers of other linked items within 10 miles. Wearers can communicate telepathically through the bond even if they do not share a language. No special effect or influence is established as a result of the bond. The linked property functions three times per day, and the effect lasts for 1 hour. MIC 12.

Horned Helm Antlers affix to your skull and grant a natural secondary gore attack that deals 1d8 points of damage plus half your Strength bonus (medium

size, adjust as normal). The antlers are treated as magic weapons for the purpose of overcoming damage reduction. MIC112.

Rending Gauntlets If you deal damage with at least two different weapons or natural attacks on your turn, you can activate *rending gauntlets* to deal an extra 2d6 points of damage with the second attack. This ability functions three times per day. MIC 121.

Pounce (Ex) If a bar-lgura charges a foe, it can make a full attack.

Abduction (Su): Unlike most tanar'ri, a superior elite advanced bar-lgura can use *greater teleport* to transport other creatures. It can bring up to one Huge, three Large or six Medium or smaller creatures with it each time it teleports. It can *teleport* unwilling targets as well, although any unwilling victim can attempt a DC 19 Will save to resist being transported. The save DC is Charisma-based.

Summon Tanar'ri (Sp) Once per day, a bar-lgura can attempt to summon another bar-lgura with a 35% chance of success. This ability is the equivalent of a 2nd level spell (CL 18th).

Skills Skin hair of a bar-lgura changes color, allowing it to blend in with surrounds like a chameleon and conferring a +4 racial bonus on Hide checks. A bar-lgura also receives a +10 racial bonus on Jump checks.

6: CAVE BARE

MORGEY'S ME DADDY **CR 15**

NE Large half-red dragon beholder (dragon, augmented aberration)

Init +6; **Senses** all-around vision, darkvision 60 ft., low-light vision; Listen +18, Spot +22

Aura 150 ft. antimagic cone

Languages Abyssal, Beholder, Common, Draconic, Undercommon

AC 37, touch 13, flat-footed 35

(-1 size, +2 Dex, +5 armor, +2 deflection, +19 natural)

Miss Chance 50% vs. darkvision

hp 125 (11 HD)

Immune flanking, *sleep* and paralysis effects, fire

Fort +8, **Ref** +5, **Will** +11

Speed 5 ft., fly 20 ft. (good)

Melee 2 claws +11 each (1d6+4) and bite +6 (2d4+2) AND*

Ranged Touch eye rays +10 (special)

*A beholder may use its eye rays in the same round that it makes melee attacks

Space 10 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +16

Special Actions breath weapon

Abilities Str 18, Dex 14, Con 21, Int 18, Wis 15, Cha 17

Feats Alertness^B, Improved Initiative, Iron Will, Ability Focus (eye rays), Weapon Focus (eye rays)

Skills Concentration +12, Hide +12, Knowledge (arcana) +18, Knowledge (dungeoneering) +11, Knowledge (nature) +6, Listen +18, Search +22, Spellcraft +13 (+15 decipher scrolls on spells), Spot +22, Survival +16 (+18 following tracks, +18 when underground, +20 following tracks underground), Use Magic Device +10 (+12 using scrolls)

Possessions combat gear plus *bracers of armor* +5, *ring of protection* +2, *ring of the darkhidden*, *ring of the forcewall*

Eye Rays (Su) Each of a beholder's small eyes can produce a magical ray once per round as a free action. During a single round, a beholder can aim only three eye rays at targets in any one 90-degree arc (up, forward, backward, left, right, or down). The remaining eyes must aim at targets in other arcs, or not at all. A beholder can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

Each eye's effect resembles a spell, but follows the rules for a ray (PHB 175).

Each of a beholder's ten eye rays resembles a spell cast by a 13th-level caster. Each eye ray has a range of 150 feet and a save DC of 20. The save DCs are Charisma-based. The ten eye rays include:

Charm Monster; Will negates.

Charm Person; Will negates.

Disintegrate; Fort negates.

Fear; Will negates.

Finger of Death; Fort partial.

Flesh to Stone; Fort negates.

Inflict Moderate Wounds; Will half.

Sleep; no HD limit, Will negates.

Slow; Will negates.

Telekinesis; 325 pound limit, creatures can resist with a successful Will save.

All-Around Vision (Ex) Beholders are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus on Spot and Search checks, and they can't be flanked unless blinded.

Flight (Ex) A beholder's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

Antimagic Cone (Su) A beholder's central eye continually produces a 150-foot cone of antimagic. This functions just like *antimagic field* (CL 13th). All magical and supernatural powers and effects within the cone are suppressed—even the beholder's own eye rays. Once each round, during its turn, the beholder decides whether the antimagic cone is active or not (the beholder deactivates the cone by shutting its central eye. This counts as a free action).

Breath Weapon (Su) 1/day 30-ft. cone, damage 6d8 fire, Reflex DC 20 half. The save DC is Constitution-based.

7: A PRISONER WITH LOVE

IUZIAN GARRISON COMMANDER

CR 12

Male human cleric 12 of luz

CE Medium humanoid (human)

Init -1; **Senses** Listen +4, Spot +4; *deathwatch*

Languages Common

AC 24, touch 13, flat-footed 24

(-1 Dex, +11 armor, +4 shield)

hp 87 plus 5 temp (12 HD)

Immune fear, poison

SR 24

Fort +12, **Ref** +5, **Will** +14

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.; *freedom of movement*, *air walk*

Melee +3 *greatsword* +14/+9 (2d6+6/19-20)

Ranged mwk light crossbow +9 (1d8/19-20)

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

Base Atk +9; **Grp** +11

Special Actions rebuke undead

Combat Gear mwk greatsword (+3 after *greater magic weapon*), mwk light crossbow (+1 after *magic weapon*), 20 bolts, dagger

Cleric Spells Prepared (CL 13th [12th; *death knell*]):

6th—**D**: *mislead*, ~~*heroes' feast*~~ †, ~~*planar ally*~~

5th—**D**: *greater command* (DC 22), *insect plague*, *flame strike* (x2) (DC 19)

4th—**D**: *confusion* (DC 21), ~~*air walk*~~ †, *dismissal*, ~~*freedom of movement*~~ †, ~~*greater magic weapon*~~ †

3rd—**D**: *invisibility*, *animate dead*, *dispel magic*, *dispel magic*, ~~*magic vestment*~~ †, ~~*magic vestment*~~ †

2nd—**D**: *invisibility*, *bear's endurance*, *bull's strength*, *eagle's splendor*, *hold person* (x2)(DC 19)

1st—**D**: *command* (DC 18), *bless*, *command* (DC 18), ~~*deathwatch*~~ †, ~~*death knell*~~ †, *magic weapon*, *shield of faith*

0—*detect magic*, *guidance*, *guidance*, *read magic*, *resistance*, *virtue*

D: Domain spell. Deity: luz. Domains: Trickery (Bluff, Disguise, Hide added to class skills), Tyranny (+1 to the DC of enchantment [compulsion] spells)

† Already cast

Abilities Str 14 (12), Dex 8, Con 14, Int 10, Wis 19, Cha 14

SQ *planar ally* (glabrezu, MM 43)

Feats Spell Focus (enchantment)^B, Greater Spell Focus (enchantment), Weapon Proficiency (greatsword), Craft Wondrous Item, Craft Arms and Armor, Craft Construct

Skills Concentration +17, Hide +8, Knowledge (religion) +5, Spellcraft +9

Possessions combat gear plus stone golem (MM 136), bolstered commanded troll skeletons (2, bolstered to 13 HD), *periapt of wisdom* +2, *vest of resistance* +2, mwk full plate (+3 with *magic vestment*), mwk buckler (+3 with *magic vestment*), holy symbol of luz (2)

Rebuke Undead (Su) 5/day; 1d20+4/2d6+14 (2 uses used)

Power-Up Suite (*heroes' feast*, CL 13):
hp 87 plus 5 temp plus 10 temp (12 HD)

Immune fear, poison

Fort +12, **Ref** +5, **Will** +15

Melee +3 *greatsword* +15/+10 (2d6+6/19-20)

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

LUZIAN MAGE

CR 9

Male human wizard 9

CE Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1

Languages Abyssal, Common, Draconic, Goblin

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 49 (9 HD)

Immune *magic missiles*

Fort +8, **Ref** +8, **Will** +10

Speed 30 ft.

Melee quarterstaff +4 (1d6)

Ranged mwk light crossbow +7 (1d8/19-20)

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

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

Combat Gear

scrolls of (CL 9): *dispel magic*, *dispelling screen*, *wall of force*

scrolls of (CL 7): *scorching ray*, *solid fog*,

scrolls of (CL 5): *blink*, *fly*, *ray of enfeeblement*,

scrolls of (CL 3): *invisibility*, *protection from arrows*,
mirror image, *levitate*,

scrolls of (CL 1): *true strike*,

quarterstaff, dagger, mwk light crossbow, 20 bolts

Wizard Spells Prepared (CL 9th):

5th—*cone of cold* (DC 21)

4th—*Otiluke's resilient sphere* (DC 20), *ice storm* (DC 20)

3rd—*fireball* (DC 19), *lightning bolt* (DC 19),
displacement

2nd—*glitterdust* (DC 16), *sound burst* (DC 18), *web* (DC 16), *web* (DC 16)

1st—*burning hands* (DC 17), ~~*mage armor*~~†, *magic missile*, *shield*, *grease* (DC 15)

0—*acid splash*, *detect magic*, ~~*message*~~†, *ray of frost*

† Already cast

Abilities Str 10, Dex 14, Con 14, Int 18, Wis 12, Cha 8

SQ summon familiar (toad)

Feats Skill Focus (Concentration), Improved Initiative, Scribe Scroll^B, Craft Wondrous Item, Spell Focus (Evocation)^B, Greater Spell Focus (Evocation), Quicken Spell

Skills Balance +4, Concentration +17, Jump +2, Knowledge (arcana) +14, Knowledge (the planes) +14, Spellcraft +18, Survival +4 (+6 on other planes), Tumble +8

Possessions combat gear plus *headband of intellect* +2, *pearl of power* 1st, *pearl of power* 2nd, *vest of*

resistance +3, *brooch of shielding*, spell component pouches (2).

Power-Up Suite (*heroes' feast*, CL 13):

hp 49 plus 10 temp (9 HD)

Immune fear, poison

Fort +8, **Ref** +8, **Will** +11

Melee quarterstaff +5 (1d6)

Ranged mwk light crossbow +8 (1d8/19-20)

TROLL, WAR CR 12

LE large monstrous humanoid

Init +7; **Senses** darkvision 90 ft., low-light vision, scent; Listen +11, Spot +12

Languages Giant

AC 31, touch 12, flat-footed 28

(-1 size, +3 Dex, +5 armor, +14 natural)

hp 162 (12 HD); regeneration 9

DR 5/adamantine

SR 20

Fort +13, **Ref** +11, **Will** +12

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee mwk greatsword +23/+18/+13 melee (3d6+15/19-20) and

bite +19 (1d6+5) or

Melee 2 claws +21 melee (1d8+10) and

bite +19 (1d6+5)

Ranged mwk large composite longbow (+10 Str bonus) +12 (2d6+10/x3)

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

Base Atk +12; **Grp** +26

Special Actions dazing blow

Abilities Str 31, Dex 16, Con 29, Int 8, Wis 15, Cha 10

Feats Alertness, Iron Will, Multiattack, Weapon Focus (Greatsword)

Skills Listen +11, Spot +12

Possessions chain shirt, mwk greatsword, mwk large composite longbow (+10 Str)

Dazing Blow (Ex): The force of a war troll's blow can be overwhelming. If a war troll hits with a weapon or claw attack, the opponent must make a DC 25 Fortitude save or be dazed for 1 round. The DC is Constitution based.

Regeneration (Ex): Unlike their cousins, acid (not fire) deals normal damage to war trolls. If a war troll loses a limb or body part, the lost portion regrows in 2d4 minutes. The creature can attach the severed member instantly by holding it to the stump.

KASTIGHUR

CR 11

CE Huge outsider (tanar'ri, extraplanar, evil, chaotic)

Init -1; **Senses** darkvision 60 ft., scent; Listen +19, Spot +19

Aura frightful presence (60 ft.; DC 18)

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 23, touch 7, flat-footed 23

(-2 size, -1 Dex, +7 armor, +9 natural)
hp 172 (15 HD)
DR 10/cold iron or good
Immune acid, electricity, poison
Resist cold 10, fire 10; **SR** 17
Fort +16, **Ref** +8, **Will** +10

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.
Melee gore +21 (2d6+8) and 2 slams +19 (1d8+4)
Space 15 ft.; **Reach** 15 ft.
Base Atk +15; **Grp** +31
Atk Options Improved Bull Rush, Improved Overrun, Power Attack, Powerful Charge*, Quicken Spell-Like Ability (*teleport*), aligned strike (chaotic, evil), fear bolstered, stunning charge 5d6+12
Spell-Like Abilities (CL 18th):
 At will—*feather fall*, *teleport* (self only)
 3/day—*quicken teleport*

Abilities Str 27, Dex 8, Con 25, Int 8, Wis 12, Cha 8
SQ tanar'ri traits
Feats Ability Focus (frightful presence), Improved Bull Rush, Improved Overrun, Multiattack, Power Attack, Powerful Charge*, Quicken Spell-Like Ability (*teleport*), Track
Skills Concentration +15, Diplomacy +1, Intimidate +17, Knowledge (dungeoneering) +4, Knowledge (nature) +6, Knowledge (the planes) +5, Listen +19, Search +8, Sense Motive +13, Spellcraft +8, Spot +19, Survival +19 (+21 on other planes, +21 following tracks, +21 in aboveground environments, +21 underground)
Possessions +2 *breastplate*

Physical Description: *This hideous demon's body ripples with muscle. Its massive head is heavy with long horns while its powerful legs end in cloven hooves. Most of its head is hidden by an enormous steel helm that has been bolted to the creature's neck. A breastplate fastened onto its body provides additional protection for its already tough hide.*
Frightful Presence (Su): A kastighur can inspire terror by charging or attacking. Affected creatures must succeed on a DC 18 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of the kastighur. The save DC is Charisma-based and includes the bonus from the Ability Focus feat.
Fear Bolstered (Ex): A kastighur delights in attacking terrified opponents and gains a +2 bonus on attack rolls against shaken, frightened, or panicked creatures.
Stunning Charge (Ex): A kastighur typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge., this allows the kastighur to make a single gore attack with a +23 attack bonus that deals 5d6+12 points of damage. The struck creature must succeed on a DC 25 Fortitude save or be stunned for 1 round. The save DC is Strength-based.

ADVANCED DREAD WRAITH **CR 13**
 LE Large undead (incorporeal)
Init +13; **Senses** darkvision 60 ft., lifesense 60 ft.; Listen +33, Spot +33
Aura unnatural aura
Languages Common, Abyssal

AC 26, touch 26, flat-footed 17
 (-1 size, +9 Dex, +8 deflection)
hp 156 (24 HD)
Miss 50% ignore (incorporeal)
Immune mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, ability damage, anything that requires a Fort save (unless effect affects objects)
Weakness daylight powerlessness
Fort +8, **Ref** +17, **Will** +18

Speed fly 60 ft. (12 squares) (Good)
Melee incorporeal touch +20 (2d6 plus 1d8 Constitution drain) or
Melee (Bounding Assault) incorporeal touch +20/+15 (2d6 plus 1d8 Constitution drain)
Space 10 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** --
Atk Options Spring Attack, Bounding Assault

Abilities Str --, Dex 28, Con --, Int 17, Wis 18, Cha 26
SQ incorporeal traits, undead traits
Feats Alertness^B, Blind Fight, Combat Reflexes, Dodge, Improved Initiative^B, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Ability Focus (Constitution Drain), Flyby Attack, Bounding Assault
Skills Diplomacy +10, Hide +32, Intimidate +35, Knowledge (Religion) +30, Listen +33, Search +30, Sense Motive +31, Spot +33, Survival +4 (+6 following tracks)

Bounding Assault (feat, PH2) When using the Spring Attack feat, you designate two foes rather than one. Your movement does not provoke Attacks of Opportunity from any of these foes. While using an attack action with the Spring Attack feat, you can make a second attack with a -5 penalty. You can use all attacks against one of the opponents targeted with this feat, or split your attacks between them.
Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they remain within that range.
Daylight Powerlessness (Ex) Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.
Lifesense (Su) A dread wraith notices and locates creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.
Constitution Drain (Su) Living creature's hit by a dread wraith's incorporeal touch attack must

succeed on a DC 32 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su) Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

careening off-balance by stamping on the ground as a standard action. The shock wave lasts for 1 round and duplicates the effects of an *earthquake* spell in an 80-foot radius around the goristro. The goristro and others of its kind are unaffected by the earthquake.

9: THIS ISN'T YOUR DAY, IS IT?

GORISTRO

CR 16

CE Huge outsider (tanar'ri, extraplanar, evil, chaotic)

Init +3; **Senses** darkvision 60 ft; see invisibility; Listen +29, Spot +29

Languages Abyssal

AC 29, touch 7, flat-footed 29

(-2 size, -1 Dex, +22 natural)

hp 300 (24 HD); fast healing 5; **DR** 15 cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 27

Fort +22, **Ref** +13, **Will** +16

Speed 40 ft. (8 squares)

Melee 2 slams* +29 (3d6+28)

*Attacks include the Power Attack feat

Ranged rock +21 (2d8+12)

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

Base Atk +24; **Grp** +44

Atk Options Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack

Special Actions stamp, rock throwing

Spell-Like Abilities (CL 12th):

At will—*fear* (DC 15), *levitate*, *spider climb*

Abilities Str 34, Dex 8, Con 27, Int 5, Wis 15, Cha 13

SQ Powerful slam, damage reduction 15/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, fire 10, spell resistance 27.

Feats Awesome Blow, Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Improved Sunder.

Skills Diplomacy +3, Intimidate +28, Jump +34, Listen +29, Sense Motive +29, Spot +29.

Powerful Slam (Ex): A goristro's slam attacks are treated as if they were two-handed weapons for purposes of applying modifiers to damage with Power Attack and from its Strength bonus.

Rock Throwing (Ex): A goristro is trained to throw rocks weighing 60 to 80 pounds. These missiles have a range increment of 150 feet.

See Invisibility (Ex): A goristro constantly sees invisible creatures, as if under the effect of a *see invisibility* spell. This ability cannot be dispelled.

Stamp (Ex): Up to three times per day, a goristro can produce a shock wave that sends its foes

ARMOR PROPERTIES

LINKED

Price: +6,000

Property: Armor or shield

Caster Level: 7th

Aura: Faint; (DC 18) divination

Activation: Standard (mental)

When you activate a suit of armor or a shield that has this property, you can form a telepathic bond with any or all known wearers of other linked items within 10 miles. Wearers can communicate telepathically through the bond even if they do not share a language. No special effect or influence is established as a result of the bond.

The linked property functions three times per day, and the effect lasts 1 hour.

Prerequisites: Craft Magic Arms and Armor, *Rary's telepathic bond* or *mindlink* (EPH 120).

Cost to Create: 3,000, 240 xp.

FEATS

Draconic Breath [Draconic]

You can convert some of your arcane spell energy into a breath weapon.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: As a standard action, you can convert an arcane spell slot into a breath weapon. The breath weapon is a 30-foot cone (cold or fire) or a 60-foot line (acid or electricity) that deals 2d6 points of damage per level of the spell slot you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your Cha modifier) for half damage. This is a supernatural ability.

Special: If the breath weapon of your draconic forebears does not deal acid, cold, electricity, or fire damage, you choose from among the four energy types mentioned above.

Source: Races of the Dragon 102.

Draconic Heritage [Draconic]

You have greater connection with your distant draconic bloodline.

Prerequisites: Sorcerer 1st.

Benefits: Choose one dragon from the Draconic Heritage list below and gain the indicated skill as a class skill. This is your draconic heritage, which cannot be changed once the feat has been taken. Half-dragons must choose the same dragon kind as their dragon parent.

In addition, you gain a bonus on saving throws against *sleep* and paralysis, as well as spells and abilities with the energy type of your Draconic Heritage. This bonus is equal to the number of draconic feats you have.

Source: Races of the Dragon 102.

Dragon Kind	Energy Type	Skill
Red	Fire	Appraise

Draconic Power [Draconic]

You have greater power when manipulating the energies of your heritage.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: Your caster level increases by one, and you add 1 to the save DC of all arcane spells with the descriptor or subschool associated with your draconic heritage.

Special: This feat works in conjunction with the Energy Substitution feat (*Complete Arcane*, page 79) as long as the substituted energy matches the energy type associated with your draconic heritage.

Source: Races of the Dragon 104.

Draconic Resistance [Draconic]

Your bloodline hardens your body against effects related to the nature of your progenitor.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: You gain resistance to the energy type associated with your draconic heritage equal to three times the number of draconic feats you have, including draconic feats you take after gaining this feat.

Special: This feat grants no benefit to a character whose draconic heritage is not associated with an energy type, such as a sorcerer with pan lung heritage.

Source: Races of the Dragon 105.

Draconic Toughness [Draconic]

Your draconic nature reinforces your body as you embrace your heritage.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: When you take this feat, you gain 2 hit points for each draconic feat you have, including this one. Whenever you take a new draconic feat, you gain 2 more hit points.

Source: Races of the Dragon 105.

Dragon-wrought

You were born a dragon-wrought kobold, proof of your race's innate connection to dragons.

Prerequisites: Kobold, 1st level only.

Benefit: You are a dragonwrought kobold. Your type is dragon rather than humanoid, and you lose the dragonblood subtype. You retain all your other subtypes and your kobold racial traits. Your scales become tinged with a color that matches that of your draconic heritage. As a dragon, you are immune to magic sleep and paralysis effects. You have darkvision out to 60 feet and low-light vision. You gain a +2 racial bonus on the skill indicated for your draconic heritage (see Draconic Heritage feat).

Special: Unlike most feats, this feat must be taken at 1st level.

Source: Races of the Dragon 100.

Heighten Breath [Metabreath]

Your breath weapon is even more deadly than normal.

Prerequisites: Con 13, breath weapon.

Benefits: You can increase the save DC of your breath weapon by any number up to a maximum equal to your Constitution bonus. For each point by which you increase the save DC, add +1 to the number of rounds you must wait before using your breath weapon again.

Source: *Draconomicon* 70.

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefits: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level) you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Large and in Charge [General]

You can prevent opponents from closing inside your reach.

Prerequisites: Normal reach of 10 feet or more, size Large or larger.

Benefit: When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before it provoked the attack of opportunity. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and addition +1 bonus for every 5 points of damage you

dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any farther in this round.

Source: *Draconomicon* 71.

Powerful Charge [General]

You can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1

Benefits: When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you're Medium). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when you make a charge. It does not work when you're mounted. If you have the ability to make multiple attacks on a charge, you may apply this extra damage to only one of those attacks in a round.

Special: A fighter may select Powerful Charge as one of his fighter bonus feats.

Quicken Breath [Metabreath]

You can loose your breath weapon with but a thought.

Prerequisites: Con 19, breath weapon.

Benefits: Using your breath weapon is a free action.

When you use this feat, add +4 to the number of rounds you must wait before using your breath weapon again.

Special: You cannot use this feat and the Maximize Breath feat on the same weapon at the same time.

Source: *Draconomicon* 73.

Shock Trooper [Tactical]

You are adept at breaking up formations of soldiers when you rush into battle.

Prerequisites: Improved Bull Rush, Power Attack, base attack bonus +6.

Benefits: The Shock Trooper feat enables the use of three tactical maneuvers.

Directed Bull Rush: To use this maneuver, you must make a successful bull rush attempt as part of a charge. For every square you push your foe back, you may also push that foe one square to the left or right.

Domino Rush: To use this maneuver, you must make a successful bull rush attempt that forces a foe into the same square as another foe. You may make a free trip attempt against both foes at the same time, and neither foe gets a chance to trip you if your attempt fails.

Heedless Charge: To use this maneuver, you must charge and make an attack at the end of your charge using your Power Attack feat. The penalty you take on your attack roll must be –5 or worse. In addition to normal charge modifiers (which give you a –2 penalty to AC and a +2 bonus on the attack roll), you can assign any portion of the attack roll penalty from Power Attack to your Armor Class instead, up to a maximum equal to your base attack bonus.

Special: A fighter may select Shock Trooper as one of his fighter bonus feats.

Spell Rehearsal [Tactical]

Casting the same spell several times in a row or at the same target enables you to perfect it.

Prerequisite: Caster level 1st.

Benefit: The Spell Rehearsal feat enables the use of three tactical maneuvers. You can only apply one maneuver at a time to a single spell.

Persistence: To use this maneuver, you must cast a specific spell two or more times in succession, and the spell must be one that allows affected creatures or objects a saving throw. You can take a move action after casting the spell once before casting it again, but you cannot take any other standard actions between successive castings. On the second and subsequent times you cast the spell, you add a cumulative +1 to the spell's save DC. If you cast any other spell after starting to use this feat or take any other standard action, the persistence chain breaks and you must begin anew.

Refined Targeting: To use this maneuver, you must cast a specific spell two or more times in succession, and the spell must be one that requires an attack roll to affect a target. You can take a move action after casting the spell once before casting it again, but you cannot take any other standard actions between successive castings. On the second and subsequent times you cast the spell at the same target, you gain a cumulative +2 enhancement bonus on the attack roll to deliver the spell. If you cast any spell that does not require an attack roll or take any other standard action, the refined targeting chain breaks and you must begin anew.

Persistent Targeting: To use this maneuver, you must cast a specific spell two or more times in succession, and the spell must be one that allows a target to apply spell resistance to the effect. You can take a move action after casting the spell once before casting it again, but you cannot take any other standard actions between successive castings. On the second and subsequent times you cast the spell at the same target, you gain a +2 bonus on caster level checks to overcome the target's spell resistance. If you cast any other spell or take any other standard

action, the persistent targeting chain breaks and you must begin anew.

Special: This benefit applies to spells you know or have prepared as well as spells cast from items such as wands and scrolls.

Tempest Breath [Metabreath]

You can make your breath weapon strike with the force of a windstorm.

Prerequisites: Str 13, breath weapon, Power Attack, size Large or larger.

Benefit: When you use your breath weapon, in addition to its normal effects, creatures in the area are affected as though struck by wind effects. The force of the wind depends on your size, as indicated below. For the effects of high winds, see Table 3-24 on page 95 of the DMG.

Dragon Size	Wind Force
Large	Severe
Huge	Windstorm
Gargantuan	Hurricane
Colossal	Tornado

Because your breath weapon has an instantaneous duration, creatures ignore the checked effect unless they are airborne (in which case they are blown back 1d6x5 feet).

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

Source: *Draconomicon* 74.

True Believer [General]

Your deity rewards your unquestioning faith and dedication.

Prerequisites: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefits: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic (see relics, page 88 of *Complete Divine*) of the deity you worship.

MAGIC ITEMS

HORNED HELM

Price (Item Level): 8,000 gp (11th)

Body Slot: Head

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: --

Weight: 1 lb.

When you place a *horned helm* on your head, the antlers join solidly with your skull. These antlers grant you a natural secondary gore attack that deals 1d8 points of damage (Medium creatures) plus half your Strength bonus. The antlers are treated as a magic weapon for the purpose of overcoming damage reduction.

Prerequisites: Craft Wondrous Item, *haste*, *magic fang*.

Cost to Create: 4,000 gp, 320 xp.

RENDING GAUNTLETS

Price (Item Level): 3,610 gp (8th)

Body Slot: Hands

Caster Level: 3rd

Aura: Faint; (DC 16) evocation

Activation: Swift (command)

Weight: --

These masterwork spiked gauntlets allow you to tear the flesh of any creature you strike with at least two weapons. If you deal damage with at least two different weapons or natural attacks on your turn, you can activate *rending gauntlets* to deal an extra 2d6 points of damage with the second attack.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *shatter*.

Cost to Create: 1,500 gp (plus 610 gp for mwk spiked gauntlets), 120 xp.

RING OF THE DARKHIDDEN

Price (Item Level): 2,000 gp (6th)

Body Slot: Ring

Caster Level: 3rd

Aura: Faint; (DC 16) illusion

Activation: --

Weight: --

You are invisible to darkvision, although you are fully visible in normal light.

Prerequisites: Forge Ring, *invisibility*.

Cost to Create: 1,000 gp, 80 xp.

RING OF THE FORCEWALL

Price (Item Level): 5,100 gp (10th)

Body Slot: Ring

Caster Level: 12th

Aura: Strong; (DC 21) transmutation

Activation: Standard (command)

Weight: --

A *ring of the forcewall* creates a small, nigh-impenetrable barrier. This ring has 3 charges, which are renewed each day at dawn. Spending 1 or more charges creates a 10-foot-square vertical *wall of force* (as the spell) up to 30 feet away from you. The

number of charges spent determines the duration of the wall.

1 charge: 2 rounds.

2 charges: 3 rounds.

3 charges: 4 rounds.

Prerequisites: Forge Ring, *wall of force*.

Cost to Create: 2,550 gp, 204 xp.

RITUAL

Draconic Rite of Passage

The Draconic Rite of Passage awakens the sorcerous power within the blood of kobolds.

Prerequisites: Only kobolds can undergo the Draconic Rite of Passage. A kobold requires no one else to perform the rite; it is a solitary activity.

Benefit: Upon completing this rite, a kobold chooses any 1st-level sorcerer spell. He can now use that spell once per day as a spell-like ability, using his character level as his caster level. Each day, a kobold must complete the Searching for the Dragon meditation (see above) in order to recharge this spell-like ability for the day. No kobold can benefit from this rite more than once.

Time: A kobold who undergoes this rite must first endure nine days of fasting. Immediately thereafter, the kobold must succeed on a DC 10 Concentration check to enter a deep trance that lasts for 24 hours. If the check fails, the rite must begin anew.

Cost: This rite requires sacrificing a gem of at least 100 gp in value. The kobold also permanently loses 1 hit point upon completion of the rite.

Note: All kobolds in this scenario have completed the Draconic Rite of Passage. Their stats have been adjusted accordingly.

ITEMS

Dragonsplit (MM4 151): Exotic light weapon, Dmg (S) 1d4, Dmg (M) 1d6, Critical: 19-20/x2 (P) or x4 (S), Weight: 2 lb., Type: Piercing or Slashing.

SPELLS

Blood Wind (SpC 33)

Evocation

Level: Cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft/2 levels)

Target: A single creature with Intelligence 4 or higher

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can take a full attack action to use all of its natural weapons or unarmed strikes as if they were thrown weapons with a 20-foot range increment. The subject gestures as if making a melee attack, but the result of the attack affects a target within range. This spell does not actually grant reach, and so does not help provide a flanking bonus or allow the subject to make attacks of opportunity at any range greater than normal. The subject uses its normal melee attack bonuses and deals damage normally if it hits, though the target of the attacks can benefit from cover or concealment.

Combust (SpC 50)

Evocation [Fire]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Touched creature or combustible object that weighs no more than 25 lb./level

Duration: Instantaneous; see text

Saving Throw: Reflex partial

Spell Resistance: Yes

This spell makes a combustible object or a creature's combustible equipment burst into flame, even if damp.

If the target is a creature, the initial eruption of flame causes 1d8 points of fire damage per caster level (maximum 10d8) with no saving throw. Further, the creature must make a DC 15 Reflex save or catch fire (DMG 303).

If the target is a combustible, unattended object, the initial eruption of flame deals fire damage to the object as noted above. The object catches fire and takes 1d6 points of fire damage each round until consumed or someone puts out the fire.

Material Component: A drop of oil and a piece of flint.

Inky Cloud (SpC 123)

Conjuration (Creation)

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius spread centered on you

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You create an inky cloud that billows from your location. The cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment. Creatures farther away have total concealment.

A moderate current disperses the cloud in 4 rounds; a strong current disperses the cloud in 1 round.

This spell functions only underwater.

Material Component: A small vial containing the ink of a squid or octopus.

Nerveskitter (SpC 146)

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: Yes

You cast this spell when you and your party roll for initiative. You enhance the subject's reactions in combat, granting it a +5 bonus on its initiative check for the current encounter. If the subject does not make an initiative check within 1 round, this spell has no effect.

Orb of Acid (SpC 150)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target. A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Orb of Acid, Lesser (SpC 150)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Fire (SpC 151)

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of electricity

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like orb of acid, except that it deals fire damage. In addition, a creature struck by an *orb of fire* must make a Fortitude save or be dazed for 1 round instead of being sickened.

Orb of Fire, Lesser (SpC 151)

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of electricity

This spell functions like *lesser orb of acid*, except that it deals fire damage.

Scintillating Scales (SpC 181)

Abjuration

Level: Sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

This spell transforms your natural armor bonus to Armor Class into a deflection bonus to your Armor Class. While your overall Armor Class might not change, the deflection bonus applies to melee touch attacks and ranged touch attacks, including incorporeal touch attacks. If you have no natural armor bonus, this spell has no effect.

WEAPON PROPERTIES

SHADOWSTRIKE

Price: +5,000 gp

Property: Weapon

Caster Level: 15th

Aura: Strong; (DC 22) illusion

Activation: Swift (mental)

This weapon is made of a dull black material, and its edges seem indistinct.

A shadowstrike weapon can reach through your own shadow to catch foes off guard. Once per day, you can activate the property to add 5 feet to the weapon's reach for a single attack. The target is denied its Dexterity bonus to AC for this attack.

Prerequisites: Craft Magic Arms and Armor; shadow conjuration.

Cost to Create: 2,500 gp, 200 xp.

SHADOWMANTLE

Price: +1 bonus

Property: Weapon

Caster Level: 5th

Aura: Faint; (DC 17) divination

Activation: --

Translucent, writhing energy and blue sparks can be seen raging within this weapon.

A shattermantle weapon damages a foe's spell resistance. Each time the weapon strikes a foe that has spell resistance, the value of that spell resistance is reduced by 2 for 1 round. The penalties for multiple hits during the same round stack. For example, if you succeed on three attacks in the same round against the same foe, that foe's spell resistance is reduced by 6 until the beginning of your next turn.

Prerequisites: Craft Magic Arms and Armor; *assay spell resistance* (SC 17).

Cost to Create: varies.

Hallorn is a growing town on the western edge of the Tangles Forest. Since being liberated by Guardian General Hok from the mad Lesser Boneheart Aundurach in 594 CY, the general populace is still unsure what to think of Hok. Many cheered when he besieged and took the dead city of Hallorn from the forces of Iuz. Cheers turned to suspicion when the inevitable retribution never materialized. Rumors fly wildly that the Old One is not concerned with the Bandit Lands anymore; other rumors place General Hok bowing before the might of Dorakaa. Whatever combination of military force, diplomacy, and bribery he might have used, Guardian General Hok has managed to carve a little piece of the Bandit Kingdoms out for himself; complete with a capital city, which he is busily fortifying against those who would take it for themselves.

Late in 597 CY, General Hok, previously slain in early 596 CY during Cranzer's attack on the Tangles, returned from the dead. During his return, he announced his allegiance to the Nerull and devil worshipping Horned Society and declared Hallorn to be the Horned Society capital until such time as Molag was retaken.

Hallorn (Small Town): Conventional; AL N; 800 gp limit; Assets 61,600 gp; Population 1,540; Mixed (human 1,350, half-orc 80, halfling 15, elf 10, gnome 30, dwarf 35, half-elf 20).

Authority Figures: Guardian General Hok (male human, ruler of Hallorn and leader of the Army of the Warfields), Colonel Hor'mar (male human, 2nd in command to Hok), Lord Mayor Marwald (male human), Captain Hennen (male human, constable of Hallorn and Day Watch commander).

Important Characters: Captain Derathor "No Nonsense" Wardin (male dwarf, Night Watch Commander), Otto (male human, Hound of Trithereon and contact for Moskol's Legion), Rufoldus (male human, proprietor of the Dingy Coffin Tavern), Sourstis (female half-elf, Bruiser of the Circle of the Crimson Stone).

Others: mystics and followers of the Old Faith: [Adp4, Adp2 (2), Adp1 (8)], Ari2, Ari1 (7), Bbn3, Bbn1 (2), Brd6, Brd3 (2), Brd1 (4), clergy of Kelanen, Kord, Lirr, and Pelor: [Clr7, Clr3 (2), Clr1 (4)], town elders: [Com10, Com5 (2), Com2 (4)], commoners: [Com1 (1,339)], artisans and craftsmen: [Exp8, Exp4 (2), Exp2 (4), Exp1 (44)], Ftr8, Ftr4 (2), Ftr2 (4), Ftr1 (8), members of Moskol's Legion: [Rgr 2, Rgr1 (2)], Rog5, Rog2 (2), Rog1 (4), Sor3, Sor1 (2), War5, War2 (2), War1 (74), Wiz2, Wiz1 (2).

Guardian General Hok: The General was a handsome Flan male in his late 40's, his face adorned by a dark beard. Physically large and imposing, the Guardian General has a booming voice, which he uses to shout out orders, or to belt out old Flannish war songs when the mood takes him. Since his return, however, his features are marred by horrific undead and diabolic grafts.

Colonel Hor'mar: Not much is known about Colonel Hor'mar, whom Hok sometimes leaves in charge of the army when away. That he did lead a sizeable force during the Siege of Hallorn is known. Eyewitness accounts during the Siege indicate that the Colonel is not afraid of getting in the thick of things during a battle.

Lord Mayor Marwald: Marwald is a hook nosed human male and serves as Hok's right hand man. Promoted from Captain to Major before the Siege, and then to Colonel afterwards. An able administrator, it fell to him to keep the city together while Hok was away.

Captain Hennen: Some say that Captain Hennen is a better singer than he is a swordsman. A light skinned Oeridian, he is a handsome, personable and overall pleasant fellow. When off-duty, he can often be found practicing his swordsmanship at Hallorn's Fencing Academy. The previous Mistress of the Fencing Academy has remarked more than once that Hennen is one of the best hand-and-a-half sword wielders with which she has ever sparred with.

Captain Derathor "No Nonsense" Wardin: Wardin is known for his adamant refusal to bend the rules or put up with any trouble whatsoever. This stodgy attitude has earned him the nickname "No Nonsense." Wardin comes from caves deep in the Rift and has brought some of his clan members to help Hok work on the new walls of Hallorn.

Otto: The Hound of Trithereon is a very large and portly man (6'0", 320 lbs.). Clearly a mix of Oeridian and Flan heritage, his hairline is receding while a luxurious beard flows from his chin. Otto answers to the priests of Trithereon in the Tangles, and lives in Hallorn where he is an unofficial ambassador of Moskol's Legion. Hallorn residents who need to reach family members who are part of the Legion can trust Otto to privately relay messages. Otto enjoys spending time talking to Rufoldus, although he rarely indulges in alcoholic beverages.

Rufoldus: The proprietor of the Dingy Coffin is a gaunt male human in his late 50s. His thinning grey hair is almost gone now, the result of years of living in pre-Siege Hallorn. Clearly in better health than in previous years, he appears to be far less nervous now

than in years past. Anyone who Gathers Information in the Dingy Coffin, and throws some coin around, will gain a +2 Circumstance bonus to their check as Rufoldus is up to date on all the local gossip and rumors.

Sourstis: An attractive, female half-elf, Sourstis is a crowd favorite during Circle fights. She's known to be a very effective spiked chain fighter. She's a bit of a softy, as she always pulls her final blow so that it doesn't kill her defeated opponent.

EXPLORING HALLORN

Shrine to Pelor: In exchange for his help during the Siege, Guardian General Hok gave permission to Mykiell Ille', a priest of Pelor, to build a shrine to the Shining One. Located in Hallorn's slums in the south-east portion of the city, the shrine is inside a small, secret room at the back of a building and can hold ten people. The rest of the building is dedicated to helping Hallorn's poor rebuild the city with their own hands and to creating a positive image for Rhennee in the area. The adventuring priest believes that if Hallorn's poor were to invest time and effort into rebuilding their town, then they might become more of a community, and thus more caring and helpful towards each other. Any clerics of Pelor local to the Bandit Kingdoms will know where to find the shrine. Any followers of Pelor that come here to prepare their spells will receive a +1 Circumstance bonus to Concentration checks for the remainder of this event, as the shrine helps to renew their focus and dedication to the Shining One.

Hallorn Fencing Academy: During the Siege, a female elf adventuress pledged Hok her support. Instead of the usual share of the booty, the mercenary instead agreed to help the Guardian General in exchange for permission to open a fencing school inside Hallorn. After the successful Siege, she was allowed to build her fencing school, and she did so in a small, abandoned warehouse located on Sword Alley. A follower of Kelanen, her teachings have helped to create followers of the hero-god of swords among Hallorn's soldiers and elite alike. Captain Hennen, an expert with the hand-and-a-half sword, can often be found here training with the Mistress herself when not on-duty.

Upon Hok's return, the Mistress of the Academy declared that she was leaving Hallorn for good, unable to accept Hok's allegiance to the Horned Society. She quickly organized a tournament to determine who would inherit the mantle of leader of the academy and left town, her followers in tow. An adventure of middling experience won the title Master of the Hallorn Fencing Academy in a close duel against another one of the students.

Rumor has it she returned to her family in the Fellreev and is researching ways of combating That Which Slept.

On certain nights, the Fencing Academy serves as the host location for fights held by the Circle of Crimson Stone. Admittance to watch one of these fights is by invitation only. Tonight is not one of those nights.

Heroes that spend the day training in the Academy receive a +1 Circumstance bonus to Tumble checks for the remainder of this event. This bonus only applies when the PC is wielding a sword.

Mausoleum: The mausoleum is an imposing pyramid made of black marble. This pyramid houses the Death Cultists and few citizens of the town venture near the mausoleum if they can avoid it. Members of the Death Cultists, though, in their black or rust-red robes, can be seen entering and leaving the mausoleum at all hours. Any non-members that attempt to enter the mausoleum are greeted at the entrance by a Cultist in black robes that pleasantly informs them that only members are allowed inside.

A Death Cultist hero that spends the day inside the Mausoleum will receive a +1 Circumstance bonus to Spellcraft checks for the remainder of this event.

The Drunken Hydra: Located outside Hallorn's Old Wall, the Drunken Hydra is the town's newest drinking establishment, and the first one to be built outside of Hallorn's Old Wall. Due to its location on the east side of town, it poses no threat to Rufoldus' business. The owner is reputed to be an itinerant monk who has taken a vow of silence. Anyone attempting a Gather Information check in the Drunken Hydra receives a +1 Circumstance bonus to their check.

The Lucky Slaad: Recently built by an adventurer who considers himself both lucky and a good gambler, the Lucky Slaad is Hallorn's first casino. Located a respectable distance from the barracks, outside the Old Wall, patrons can play any number of dice or card games here, and the fear of being cheated is relatively low thanks to the owner's arcane skills. Due to the fact that Hallorn's wealthier and more knowledgeable merchants frequent the casino, any Appraise checks performed in the casino receive a +2 Circumstance bonus if the PC asks for help in appraising the item.

If the heroes want to gamble, they may do so with dice. Have each participant roll two d20 and take the highest roll. For every 5 ranks in Profession (Gambler), add a +2 competence bonus to the character's highest d20. There are two tables open, low and high stakes, with one gambler at each. The low stakes table accepts bets of less than 20 gp, while the high stakes table accepts bets between 20 and 100

gp. The gambler at the low stakes table has 5 ranks in Profession (Gambler), while the gambler at the high stakes table has 10 ranks.

Feel free to make up other games that the heroes can play. Just make sure that the games are fair or slightly in the favor of the NPCs.

The party may make money in this way, but this gold does not allow the heroes to exceed the gold cap for the APL.

Hospice for the Poor: This hospice is completed construction in 597 CY and serves the poor of Hallorn, helping them to find work in addition to feeding and clothing them. The hospice is rumored to have close ties to secretive clerics of Pelor.

Bowyers/Fletchers: There are two bowyer/fletcher shops that have been recently opened outside the Old Wall. Both are currently vying to land a coveted contract as the exclusive fletcher for the Army of the Warfields.

Dingy Coffin Tavern: Rufoldus' tavern has the look of a place that wants to be seedier than it is. Shuttered windows and a banked fire in the hearth create a dim atmosphere, yet the tavern is kept fairly clean and respectable looking. Since the Siege, Rufoldus is able to procure above average ales, as opposed to the homebrew rotgut that he had to serve when Aundurach ruled. The tavern boasts a dart board, and tournaments are held every night (5sp buy in, first, second, and third split the pot 60/30/10, respectively). 1d10 NPCs participate in each tournament.

Ellyian, the barmaid, is a pretty Oeridian female in her late-20s. Standing 5 ft. tall, she looks younger than her age, and often plays that up by wearing her hair in pigtails. Vivacious and flirty, she is NOT a prostitute. She has a secret crush on Captain Hennen, and becomes clumsy in his presence. She was jealous of the Mistress of the Fencing Academy for Captain Hennen spent much of his free time at her school. With the Mistress gone, Ellyian has been flirting more and more with Hennen.

While formerly a member of the Rookroost Thieves Guild, she became very angry with them after they made her move to Hallorn (a very creepy and dangerous place when Aundurach was in charge). As a result, she told them to "get stuffed" and has been quite happy living the barmaid's life ever since. Adventurers often tip her ridiculously well, and she enjoys a nice lifestyle as a result.

Constable's Office/Town Jail: Located at the corner of Broken Avenue and The Grind, this two-story building has been recently renovated. The upstairs is reserved for Hallorn's constable, Captain Hennen, who resides here during the day. The first floor contains offices for Captain Derathor, who can

often be found here during his watch when not patrolling the city.

A set of stairs at the back of the building leads down to the underground cells. Prisoners are rarely seen here, as those who commit non-capital offenses are usually forced to enlist in the Army of the Warfields as ditch diggers. Persons convicted of capital crimes are remanded to the care of the Death Cultists.

APPENDIX 4: MAP OF THE AREA

