

BIS2-A1

Wizardly Plans

**A D&D LIVING GREYHAWK[®]
Bissel Regional Mini-Module**

Version 1

by Steven Conforti

A high-ranking member of the Guild of the Arcane Path has been working with the new army leadership on plans for the training and organization of the Battlecaster specialists. But he's gone missing and so have the plans. Time to go find both. A Living Greyhawk Bissel mini-module for characters levels 1-8 which counts a military scenario.

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are

not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

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

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

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

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

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

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

Living Greyhawk LEVELS OF PLAY

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

- 1) Determine the character level for each character participating in the adventure.
- 2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer of this type, and animals with different CRs are added separately.

CR		1	2	3	4
1/4 and 1/6	0	0	0	1	
1/3 and 1/2	0	0	1	1	
1	1	1	2	3	
2	2	3	4	5	
3	3	4	5	6	
4	4	5	6	7	

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.
- 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even numbered

increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or lower adjacent APL.

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

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

- 1) Attempt to create a table of six 1st-level characters or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

Time Units and Upkeep

This is a standard mini-module set in Bissel and counts as a military scenario. Characters whose home region is Bissel pay one Time Unit to participate in this adventure; all others pay two Time Units. Adventurer's Standard Upkeep costs 12 gp (in region) or 24 gp (out of region). Rich Upkeep costs 50 gp (in region) or 100 gp (out of region). Luxury Upkeep costs 100 gp (in region) or 200 gp (out of region).

Adventure Summary and Background

Tsogath was a high-ranking member of the Guild of the Arcane Path and a talented wizard. A Bissel-loyalist, Tsogath was excited when the Guild was asked by the Margrave to help with the training and organization of the Battlecasters specialists in the new army. Tsogath immediately volunteered to coordinate the Guild's efforts, and the Guild was happy to let him do it. Tsogath returned from the Guildhall in Sareden to his tower deep in the Lorridges and began working on his plans. He completed his work two weeks ago and sent word to the Guild that he was returning to Sareden, the plans in hand. But he never made it back to Sareden.

Tsogath is known as an efficient and timely wizard, so the guild fears the worst. They have contacted their local army officials and alerted them to the situation. A group of new Recruits and any adventurers that could be located in the area have been sent by Captain Rijyk of Badger Battle to investigate the disappearance of Tsogath.

Tsogath was slain by one of his enemies, a rival wizard by the name of Hadri Mestallah. Hadri had been waiting for an opportunity to pay Tsogath back for interfering with his spell research on matters both evil and illegal. Hadri took Tsogath's possessions, including the plans, with him after slaying the wizard, but he is not yet aware of their value.

The PCs will need to head into the hills of the Lorridges in search of Tsogath. Along the way, they encounter a pack of hungry creatures, the site of Hadri's attack on Tsogath, and, if persistent, Hadri and his cronies.

Introduction

Some of you are visiting Sareden seeking adventure. Most of you are here for your basic training in your first year of military service. In either case, as luck would have it, adventure has found you again. Captain Rijyk of Badger Battle has need of your help:

"Recruits, we have a mission for you already. Adventurers, we'd like you to undertake a job for us. The wizard Tsogath of the Guild of the Arcane Path has been working for the Great Army on plans for the training and

organization of the Battlecaster specialists. He recently completed his work and was headed back to Sareden from his home in the hills when he disappeared. He is two days overdue now, and this is uncharacteristic for him, from what we've been told."

"We need you to find him and the plans and bring them back here to Sareden. You may keep any loot you uncover during your investigations, and, if successful, you will have the thanks of the Guild. Plus, you recruits ain't got no choice in the matter anyway."

Rijyk provides the PCs with any information they need that he is privy to with respect to the work Tsogath had volunteered for. He does not know the details of the plans and does not know about Hadri's animosity towards Tsogath. If asked about his suspicions, he suspects that someone who knew of the plans, and wanted them destroyed or stolen, attacked Tsogath. If questioned further, he will suggest there might be a spy for Ket in the Guild. If questioned further, he recommends the PCs check with the Guild for more information on Tsogath.

Encounter One: Checking out Tsogath

Whynter, an administrator at the Guildhall, greets the PCs if they pay the Guild a visit. He will share information with the PCs on the location of Tsogath's tower in the Lorridges, the likely path to Sareden he would have taken, and the fact that Tsogath was well liked and respected in these parts. He knows that Tsogath has made some enemies over the years, but he isn't familiar with any of them in particular. If asked what might have happened, Whynter suspects agents of Ket or Evard might have ambushed him to steal the plans.

If the PCs attempt Gather Information checks in Sareden, reveal the following information based on the results of their checks (they gain any information for which they beat the DC of the information):

DC 15: Tsogath was a really nice fellow, for a wizard anyway. He seemed in a particularly good mood when he last left town. Said he had a secret project he was working on that would help all Bisselites.

DC 20: Tsogath has made a number of enemies over the years. He always takes an active hand in rooting out magic wielders who have gone astray. Especially those filthy necromancers who followed Evard.

DC 25: I remember this one wizard, by the name of Hadri Mestallah. He was a bad one. Tsogath caught him performing rites of an unspeakable nature. Destroyed his base of operations in the hills, but Hadri got away.

Encounter Two: Clever and Hungry

Eventually, the PCs will leave Sareden and head towards Tsogath's tower in the Lorridges. The first two days of their journey are rather uneventful. However, the third day may sorely test the party. The PCs are forced to leave the main road at the beginning of the third day if they wish to continue towards Tsogath's tower. This unfortunately takes them into the territory of a hungry pack of predators. The PCs will be attacked just after nightfall. These predators are quite cunning so a brash party may soon find themselves in significant hot water.

APL 2 (EL 4)

Leucrotta (1): see *Monsters of Faerun* page 63; CR 4; Large Magical Beast; HD 6d10+24; hp 57; Init +1 (Dex); Spd 50 ft., climb 20 ft.; AC 16 (touch 10, flat-footed 15) [+1 Dex, -1 size, +6 natural]; Atk +9 melee (1d8+6, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA bone bite; SQ immunities, mimicry, scent; AL CE; SV Fort +9, Ref +6, Will +2; Str 19, Dex 12, Con 18, Int 12, Wis 10, Cha 2.

Skills and Feats: Climb +12, Hide +1, Jump +8, Move Silently +3, Search +3, Spot +8, Wilderness Lore +8; Dodge, Improved Bull Rush, Power Attack.

Bone Bite (Ex): The leucrotta's mouth contains sharp ridges of super-hard bone. On a critical hit, the bite inflicts x3 damage and forces the target's armor or shield (determine randomly if the target has both) to make a save (DC 16) to avoid being torn into pieces (see Chapter 8 of the *DMG*).

Immunities (Ex): Leucrotta are immune to charm effects and compulsion effects.

Mimicry: Leucrotta speak Common, Draconic, and Giant. They have an uncanny ability to mimic voices of anyone they have heard before.

Description: Leucrottas are hideously ugly. They have the bodies and legs of a 9-foot-long stag, the tufted tail of a lion, and a low-slung wedge-shaped head like that of a giant badger. It has glowing red eyes, foul, oily skin, nauseating stench, and incessantly drools.

APL 4 (EL 6)

Leucrottas (2): see *Monsters of Faerun* page 63; CR 4; Large Magical Beast; HD 6d10+24; hp 57 each; Init +1 (Dex); Spd 50 ft., climb 20 ft.; AC 16 (touch 10, flat-footed 15) [+1 Dex, -1 size, +6 natural]; Atk +9 melee (1d8+6, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA bone bite; SQ immunities, mimicry, scent; AL CE; SV Fort +9, Ref +6, Will +2; Str 19, Dex 12, Con 18, Int 12, Wis 10, Cha 2.

Skills and Feats: Climb +12, Hide +1, Jump +8, Move Silently +3, Search +3, Spot +8, Wilderness Lore +8; Dodge, Improved Bull Rush, Power Attack.

Bone Bite (Ex): The leucrotta's mouth contains sharp ridges of super-hard bone. On a critical hit, the bite inflicts x3 damage and forces the target's armor or shield (determine randomly if the target has both) to make a save (DC 16) to avoid being torn into pieces (see Chapter 8 of the *DMG*).

Immunities (Ex): Leucrotta are immune to charm effects and compulsion effects.

Mimicry: Leucrotta speak Common, Draconic, and Giant. They have an uncanny ability to mimic voices of anyone they have heard before.

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APL 6 (EL 8)

Leucrottas (3): see *Monsters of Faerun* page 63; CR 4; Large Magical Beast; HD 6d10+24; hp 57 each; Init +1 (Dex); Spd 50 ft., climb 20 ft.; AC 16 (touch 10, flat-footed 15) [+1 Dex, -1 size, +6 natural]; Atk +9 melee (1d8+6, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA bone bite; SQ immunities, mimicry, scent; AL CE; SV Fort +9, Ref +6, Will +2; Str 19, Dex 12, Con 18, Int 12, Wis 10, Cha 2.

Skills and Feats: Climb +12, Hide +1, Jump +8, Move Silently +3, Search +3, Spot +8, Wilderness Lore +8; Dodge, Improved Bull Rush, Power Attack.

Bone Bite (Ex): The leucrotta's mouth contains sharp ridges of super-hard bone. On a critical hit, the bite inflicts x3 damage and forces

the target's armor or shield (determine randomly if the target has both) to make a save (DC 16) to avoid being torn into pieces (see Chapter 8 of the *DMG*).

Immunities (Ex): Leucrotta are immune to charm effects and compulsion effects.

Mimicry: Leucrotta speak Common, Draconic, and Giant. They have an uncanny ability to mimic voices of anyone they have heard before.

Description: Leucrottas are hideously ugly. They have the bodies and legs of a 9-foot-long stag, the tufted tail of a lion, and a low-slung wedge-shaped head like that of a giant badger. It has glowing red eyes, foul, oily skin, nauseating stench, and incessantly drools.

Peryton (1): see *Monsters of Faerun* page 69; CR 5; Medium-size Magical Beast; HD 5d10+5; hp 32; Init +3 (Dex); Spd 20 ft., fly 60 ft.(poor); AC 16 (touch 13, flat-footed 13) [+3 Dex, +3 natural]; Atk +8 melee (1d4+3, 2 claws) and +6 melee (1d3+1, 2 slams) and +6 melee (1d6+1, bite); SA heart-rip; SQ damage reduction 10/+1, scent; AL CE; SV Fort +5, Ref +7, Will +2; Str 17, Dex 16, Con 12, Int 10, Wis 13, Cha 10.

Skills and Feats: Intimidate +2, Listen +5, Move Silently +5, Spot +9, Wilderness Lore +9; Flyby Attack, Multiattack.

Heart-Rip (Ex): Perytons usually save their claw and bite attacks for last because of their overwhelming desire to consume their victims' hearts. Perytons always take the opportunity to deliver a coup de grace on a helpless opponent – one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the peryton delivers an automatic critical hit. If the defender survives the damage, he must still make a Fort save (DC 10 + damage dealt) or die. If the coup de grace kills the defender, the peryton has eaten his heart. A character that has his heart ripped out in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

Description: Perytons hunt humanoids to tear out their hearts and consume them (except for elves which they will kill on sight, but not consume the heart). They have the 7-foot-long body of a giant eagle and the head of a demonic purple stag. Perytons lack a true shadow of their own; they cast the shadow of the creature whose heart they last consumed (orcs in this case). Perytons understand (but cannot speak) Common.

APL 8 (EL 10)

Chimeras (3): hp 76 each; see *Monster Manual* page 35; all three chimeras have red dragon heads.

Tactics: If the PCs are attacked by chimeras, the attack will come as the PCs prepare to camp for the evening. Otherwise, the PCs will be woken just after the party camps for the evening by a shout for help from a human voice. This is a leucrotta mimicking the voice of Tsogath, who it has encountered before (and was driven away by him). The leucrotta will attempt to lure the PCs to a nearby escarpment. When they get close, the voice will trail off as if the speaker had fallen or passed out. The PCs will see a scrap of cloth dangling from a piece of brush on the edge of the escarpment. If any PC approaches the edge, they will be attacked by one or more leucrotta (hiding in the brush) who will all bull rush anyone near the edge in an attempt to push them off. The escarpment is 10 feet high per APL and victims of the bull rush suffer 1d6 points of damage per 10 feet fallen (as per *DMG* page 112). If a peryton is with the leucrotta(s), it will attack at the same time, flying out from below the escarpment and using its flyby attack on the most vulnerable-looking foe. It will continue to use flyby attacks unless it sees magic-capable prey at which point it will drop into melee.

Encounter Three: The Scene of the Crime

The PCs arrive at the scene of Hadri's ambush early on day four.

You arrive at the site of an obvious combat. It appears that one individual was attacked by a group of combatants. At least one of the combatants was a spellcaster as there are signs of magic use. Someone was slain during the combat, and its headless body lies under a tree.

PCs can make Spellcraft checks (DC 23) to identify that multiple elemental spells were used during the combat (especially fire and acid). Many of these were actually cast by Tsogath, whose headless body lies underneath the tree. Tsogath killed a large number of Hadri's men; their fire and electrically scorched bodies can be found in a pile off in the woods (Search DC 16). Tsogath's body is riddled with wounds. PCs who spoke with Whynter can identify the victim from his sigil on his cloak. His possessions, including the plans, are missing. PCs with the Track feat who make a Wilderness Lore check (DC 17) can locate the tracks of the individuals who attacked Tsogath,

leading off into the hills. If the PCs take Tsogath's body, and recover his head later, he can be brought back to life with a *raise dead* spell; otherwise, he can only be restored with a *resurrection* spell. If the body is left here, it will be gone (grabbed by scavengers) by the time the PCs return.

Encounter Four: Hadri's Lair

You follow the trail leading into the hills. In the distance, you can see a cave mouth in the direction you are heading.

The PCs have arrived at Hadri's newest base of operations. The cave mouth leads to a 10-foot wide tunnel that heads north 50 feet and then turns west for another 50 feet. It ends in another opening which leads into a 50 foot wide by 100 foot long closed canyon. The walls of the canyon are 100 feet high. In the rear of the canyon is a campfire where Hadri and his minions reside.

Anyone who passes through the turn (within 20 feet of the corner of the turn) in the tunnel without speaking the password (Hadri) or disarming the trap (if one exists) triggers an *alarm* spell (mental, warns Hadri) and possibly a trap:

APL 2 (EL 0)

No trap, just *alarm* spell.

APL 4 (EL 2)

Burning Hands Trap: magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 1st level caster, Ref save (DC 11) half damage, 1d4 fire); Search (DC 26); Disable Device (DC 26).

APL 6 (EL 3)

Burning Hands Trap: magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 5th level caster, Ref save (DC 11) half damage, 5d4 fire); Search (DC 26); Disable Device (DC 26).

APL 8 (EL 5)

Phantasmal Killer Trap: magic device; proximity trigger (*alarm*); automatic reset; spell effect (*phantasmal killer*, 7th level caster, Will save (DC

16) for disbelief and Fort save (DC 16) partial); Search (DC 29); Disable Device (DC 29).

If Hadri is warned, neither the PCs nor Hadri and his forces are surprised. Otherwise, quiet PCs can gain a surprise round against Hadri and his forces. If victorious, the PCs can recover Tsogath's head and his plans off of the body of Hadri.

APL 2 (EL 4)

Humans Rog1 (2): CR 1; Medium-Size Humanoid (Human); HD 1d6+1; hp 7 each; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+3 mw studded leather, +2 Dex]; Atk +2 melee (1d6+1/18-20/x2, mw rapier) or +4 ranged (1d6+1, mighty [Str 12] mw composite shortbow); SA sneak attack +1d6; AL CE; SV Fort +1, Ref +4, Will 0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +3, Climb +5, Craft (Trapmaking) +6, Hide +6, Jump +5, Listen +4, Move Silently +6, Open Lock +6, Search +6, Spot +4, Tumble +6; Improved Initiative, Point Blank Shot.

Possessions: mw studded leather, mw rapier, mighty [Str 12] mw composite shortbow, 20 mw arrows, *potion of spider climb*.

Hadri Mestallah: Male Human (B) Sor2; CR 2; Medium-Size Humanoid (Human); HD 2d4+7; hp 13; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +0 melee (1d8-1, shortspear) or +4 ranged (1d8, mw lt crossbow); SQ familiar (toad); AL NE; SV Fort +2, Ref +2, Will +4; Str 8, Dex 14, Con 15, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +7, Knowledge (Arcana) +5, Spellcraft +5; Spell Focus (Evocation), Toughness.

Possessions: shortspear, mw light crossbow, 10 bolts, *scroll of shield*, *scroll of mage armor*, *potion of blur*, *potion of invisibility*, *potion of cat's grace*, Tsogath's head and plans.

Spells Known (6/5; base DC = 12 + spell level): 0—[*Detect Magic*, *Flare*, *Light*, *Ray of Frost*, *Read Magic*]; 1st—[*Lesser Acid Orb* (see appendix), *Magic Missile*].

APL 4 (EL 6)

Humans Rog2 (3): CR 2; Medium-Size Humanoid (Human); HD 2d6+2; hp 11; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+3 mw studded leather, +2 Dex]; Atk +3 melee (1d6+1/18-20/x2, mw rapier) or +5 ranged (1d6+1, mighty [Str 12] mw composite shortbow); SA sneak attack +1d6; SQ evasion; AL

CE; SV Fort +1, Ref +5, Will 0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +6, Craft (Trapmaking) +7, Hide +7, Jump +8, Listen +5, Move Silently +7, Open Lock +7, Search +7, Spot +5, Tumble +8; Improved Initiative, Point Blank Shot.

Possessions: mw studded leather, mw rapier, mighty [Str 12] mw composite shortbow, 20 mw arrows, *potion of spider climb*, *potion of blur*.

Hadri Mestallah: Male Human (B) Sor4; CR 4; Medium-Size Humanoid (Human); HD 4d4+11; hp 22; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +1 melee (1d8-1, shortspear) or +6 ranged (1d8, mw lt crossbow); SQ familiar (toad); AL NE; SV Fort +3, Ref +3, Will +5; Str 8, Dex 14, Con 15, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +9, Knowledge (Arcana) +7, Spellcraft +7; Spell Focus (Conjuration), Spell Focus (Evocation), Toughness.

Possessions: shortspear, mw light crossbow, 10 mw bolts, *scroll of protection from arrows*, *scroll of mirror image*, *scroll of shield*, *scroll of mage armor*, *potion of blur*, *potion of invisibility*, *potion of cat's grace*, Tsogath's head and plans.

Spells Known (6/7/4; base DC = 13 + spell level): 0—[*Detect Magic*, *Flare*, *Light*, *Mending*, *Ray of Frost*, *Read Magic*]; 1st—[*Lesser Acid Orb* (see appendix), *Lesser Fire Orb* (see appendix), *Magic Missile*]; 2nd—[*Glitterdust*].

APL 6 (EL 8)

Humans Rog3 (3): CR 3; Medium-Size Humanoid (Human); HD 3d6+3; hp 16; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 12, flat-footed 15) [+3 mw studded leather, +2 Dex]; Atk +4 melee (1d6+1/18-20/x2, mw rapier) or +6 ranged (1d6+1, mighty [Str 12] mw composite shortbow); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +5, Climb +7, Craft (Trapmaking) +8, Hide +8, Jump +9, Listen +6, Move Silently +8, Open Lock +8, Search +8, Spot +6, Tumble +9; Improved Initiative, Point Blank Shot, Rapid Shot.

Possessions: mw studded leather, mw rapier, mighty [Str 12] mw composite shortbow, 20 mw arrows, *potion of spider climb*, *potion of blur*, *potion of invisibility*.

Hadri Mestallah: Male Human (B) Sor6; CR 6; Medium-Size Humanoid (Human); HD 6d4+15; hp 31; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +3 melee (1d8-1, shortspear) or +7 ranged (1d8, mw lt crossbow); SQ familiar (toad); AL NE; SV Fort +5, Ref +5, Will +7; Str 8, Dex 14, Con 15, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +11, Knowledge (Arcana) +9, Spellcraft +9; Combat Casting, Spell Focus (Conjuration), Spell Focus (Evocation), Toughness.

Possessions: shortspear, mw light crossbow, 10 mw bolts, *scroll of protection from arrows*, *scroll of mirror image*, *scroll of shield*, *scroll of mage armor*, *scroll of blink*, *scroll of web*, *potion of invisibility*, *potion of cat's grace*, *potion of fly*, *potion of haste*, *cloak of resistance* +1, Tsogath's head and plans.

Spells Known (6/7/6/4; base DC = 13 + spell level): 0—[*Detect Magic*, *Flare*, *Light*, *Mending*, *Ray of Frost*, *Read Magic*, *Resistance*]; 1st—[*Lesser Acid Orb* (see appendix), *Lesser Fire Orb* (see appendix), *Lesser Sonic Orb* (see appendix), *Magic Missile*]; 2nd—[*Glitterdust*, *Melf's Acid Arrow*]; 3rd—[*Flame Arrow*].

APL 8 (EL 10)

Humans Rog5 (3): CR 5; Medium-Size Humanoid (Human); HD 5d6+5; hp 25; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 16) [+3 mw studded leather, +3 Dex]; Atk +5 melee (1d6+1/18-20/x2, mw rapier) or +8 ranged (1d6+1, mighty [Str 12] mw composite shortbow); SA sneak attack +3d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +8, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +7, Climb +9, Craft (Trapmaking) +10, Hide +11, Jump +11, Listen +8, Move Silently +11, Open Lock +11, Search +10, Spot +8, Tumble +12; Improved Initiative, Point Blank Shot, Rapid Shot.

Possessions: mw studded leather, mw rapier, mighty [Str 12] mw composite shortbow, 20 mw arrows, *potion of spider climb*, *potion of blur*, *potion of invisibility*, *potion of haste*.

Hadri Mestallah: Male Human (B) Sor8; CR 8; Medium-Size Humanoid (Human); HD 8d4+27; hp 50; Init +2 (Dex); Spd 30 ft.; AC 13 (touch 13, flat-footed 11) [+2 Dex, +1 *ring of protection*]; Atk +4 melee (1d8-1, shortspear) or +8 ranged (1d8, mw lt crossbow); SQ familiar (toad); AL NE; SV Fort +6, Ref +5, Will +8; Str 8, Dex 14, Con 16, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +14, Knowledge (Arcana) +11, Spellcraft +11; Combat Casting, Spell Focus (Conjuration), Spell Focus (Evocation), Toughness.

Possessions: shortspear, mw light crossbow, 10 mw bolts, *scroll of stonesskin*, *scroll of blink*, *scroll of web*, *scroll of improved invisibility*, *potion of fly*, *potion of haste*, *cloak of resistance +1*, *ring of protection +1*, Tsogath's head and plans.

Spells Known (6/7/7/6/3; base DC = 13 + spell level): 0—[*Daze*, *Detect Magic*, *Flare*, *Light*, *Mending*, *Ray of Frost*, *Read Magic*, *Resistance*]; 1st—[*Lesser Acid Orb* (see appendix), *Lesser Cold Orb* (see appendix), *Lesser Fire Orb* (see appendix), *Lesser Sonic Orb* (see appendix), *Magic Missile*]; 2nd—[*Blindness/Deafness*, *Glitterdust*, *Melf's Acid Arrow*]; 3rd—[*Fireball*, *Flame Arrow*]; 4th—[*Acid Orb* (see appendix)].

Tactics: Given enough time before he becomes engaged in significant combat, Hadri and his minions will use some items beforehand. In order, they use the following, if possible: *Haste*, *Invisibility*, *Fly*, *Mirror Image*, *Stonesskin*, *Shield*, *Protection from Arrows*, *Cat's Grace*, *Mage Armor*, *Blink*, *Blur*, *Spider Climb*.

Treasure:

APL 2 – loot (220 gp), coin (25 gp), 2 *potions of spider climb* (8 gp each), *scroll of shield* (4 gp), *scroll of mage armor* (4 gp), *potion of blur* (45 gp), *potion of invisibility* (45 gp), *potion of cat's grace* (45 gp).

APL 4 – loot (304 gp), coin (25 gp), 3 *potions of spider climb* (8 gp each), *scroll of shield* (4 gp), *scroll of mage armor* (4 gp), *scroll of protection from arrows* (23 gp), *scroll of mirror image* (23 gp), 4 *potions of blur* (45 gp each), *potion of invisibility* (45 gp), *potion of cat's grace* (45 gp).

APL 6 – loot (304 gp), coin (25 gp), 3 *potions of spider climb* (8 gp each), *scroll of shield* (4 gp), *scroll of mage armor* (4 gp), *scroll of protection from arrows* (23 gp), *scroll of mirror image* (23 gp), *scroll of blink* (56 gp), *scroll of web* (23 gp), 3 *potions of blur* (45 gp each), 4 *potions of invisibility* (45 gp each), *potion of cat's grace* (45 gp), *potion of fly* (113 gp), *potion of haste* (113 gp), *cloak of resistance +1* (150 gp).

APL 8 – loot (304 gp), coin (25 gp), 3 *potions of spider climb* (8 gp each), *scroll of stonesskin* (143 gp), *scroll of improved invisibility* (105 gp), *scroll of blink* (56 gp), *scroll of web* (23 gp), 3 *potions of blur* (45 gp each), 3 *potions of invisibility* (45 gp each), *potion of fly* (113 gp), 4 *potions of haste* (113 gp each), *cloak of resistance +1* (150 gp), *ring of protection +1* (300 gp).

Conclusion

If the PCs recover either the body or the head of Tsogath, he will be returned to life by the Guild. The Guild thanks the PCs by awarding each of them one Influence Point with the Guild of the Arcane Path (mark this on the Adventure certificate). If they recover both body parts, the Guild can have Tsogath *raised*, rather than *resurrected*. The PCs not only gain the Influence Point, but any PC who needs sponsorship for the Guild of the Arcane Path will be awarded sponsorship by Tsogath himself (mark this on the Adventure Certificate).

If the PCs recover the plans and return them to Captain Rijyk, he will award one PC (who is a member of the army) a commendation if they showed particularly outstanding leadership and honor during the mission (DM's choice, mark this on the Adventure Certificate).

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 to each character.

Encounter Two

Defeating the predators

APL 2 – 60 xp; APL 4 – 90 xp;

APL 6 – 120 xp; APL 8 – 150 xp.

Encounter Four

Avoiding or Disarming the Trap

APL 2 – 0 xp; APL 4 – 30 xp;

APL 6 – 45 xp; APL 8 – 75 xp.

Defeating Hadri and his minions

APL 2 – 60 xp; APL 4 – 90 xp;

APL 6 – 120 xp; APL 8 – 150 xp.

Conclusion

Returning to Sareden with Tsogath's head, body, and plans

APL 2 – 30 xp; APL 4 – 60 xp;

APL 6 – 90 xp; APL 8 – 120 xp.

Roleplaying Bonus

Award each player this bonus, or a lesser amount, based on his or her roleplaying

APL 2 – 0 xp; APL 4 – 30 xp;
APL 6 – 75 xp; APL 8 – 105 xp.

Total possible experience

APL 2 – 150 xp; APL 4 – 300 xp;
APL 6 – 450 xp; APL 8 – 600 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 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 treasures 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. Because this is a Bissel Regional adventure, characters from Bissel can

spend extra Time Units to practice professions or create items immediately after the adventure so this total could be modified under those circumstances.

Encounter Four

APL 2 – 404 gp; APL 4 – 677 gp; APL 6 – 1222 gp;
APL 8 – 1965 gp.

Adventure Maximums

APL 2 – 100 gp; APL 4 – 200 gp; APL 6 – 300 gp;
APL 8 – 600 gp.

Appendix – New Spells (from Tome & Blood)

Acid Orb

Evocation [Acid]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures or objects, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half (see text)

Spell Resistance: Yes

One or more orbs of acid about 3 inches across shoot from your palm at their targets. You must succeed at a ranged touch attack to hit your target. The orbs deal 1d6 points of acid damage per caster level (maximum 15d6), divided any way you see fit, but a single orb must deal at least 1d6 points of damage. You declare the damage division before making your attack rolls.

A creature struck directly takes the orb's damage and becomes nauseated from the acid's noxious fumes for 1 round. A successful Fortitude save reduces damage by half and negates the nausea.

If you miss, acid splashes in a 10-foot burst, dealing 2 points per die damage dealt by that orb. A successful Reflex save reduces splash damage by half.

Lesser Acid Orb

Evocation [Acid]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to five creatures or objects, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash damage.

For every two levels of experience past 1st, you gain an additional orb that you can shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shoot multiple orbs, you can have them strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

Lesser Cold Orb

Evocation [Cold]

Level: Sor/Wiz 1

As lesser acid orb, except lesser cold orb deals cold damage.

Lesser Fire Orb

Evocation [Fire]

Level: Sor/Wiz 1

As lesser acid orb, except lesser fire orb deals fire damage.

Lesser Sonic Orb

Evocation [Sonic]

Level: Sor/Wiz 1

As lesser acid orb, except lesser sonic orb deals sonic damage.