

COR4-13



A WRETCHED SOUL

A One-Round D&D[®] LIVING GREYHAWK[™]

Core Adventure

by R. Michael Hinds

Circle Reviewer: David Christ, Steve Conforti, Craig Hier and Stephen Radney-MacFarland

Playtesters: Scott Benfield, Chris Day, Allison Hinds, Dan Kassiday, and Jason Losh.

Fresh from a peaceful sea voyage to Hardby, City of the Scorned, your prowess at daring-do is called upon. The far off jungles of Hepmonaland are your destination with their ferocious beasts and wild Olman who sacrifice outlanders to their alien gods. What motivates the jaded adventurer to take on such a mission? The promise of coin? Assisting those with good cause? Or a chance to redeem the unredeemable? Sequel to Through Nature to Eternity. An adventure for APLs 10 to 16.

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.

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INTRODUCTION

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 and a half hours. The rest of the time is spent in preparation before game play, and record-keeping 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.

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

PLAYING THE GAME

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

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 judge) 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 judge 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 bold italics. 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.

TRACKING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players 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, and a character 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 discussed in the Preparation section above 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 PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives. Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

5. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
6. 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 dogs 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

TIME UNITS AND UPKEEP

This is a standard one-round core adventure, set in the Hemonaland Jungle. All characters pay two Time Units per round for upkeep.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer

other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of

the LIVING GREYHAWK Campaign Sourcebook.

ADVENTURE BACKGROUND

During Vecna's long reign, he surrounded himself with a group of wizard-priests known as the Ur-Flan. These, often depraved, men and women governed portions of Vecna's domain. The Ur-Flan propitiated the worship of Vecna and responded to his needs and whims. Vecna was ever mindful to increase the size of his domain and often sent forth Ur-Flan missionaries in search of new peoples to convert to his worship.

Most of the Ur-Flan missionaries returned with reports on their travels: the cultures they encountered and their relative success at subjugating them to Vecna's rule.

Of particular note was a race of humans who called themselves the Olman. Living far from Vecna's core realm in the steaming jungles far to the south, these people rivaled even the Ur-Flan in their savagery. Something about these people struck a cord of familiarity with the Ur-Flan and after communion with their fell god, they discovered the Olman to be an ancient offshoot of the Flan, migrating to this area in the far distant past.

The Ur-Flan began to educate the Olman in the worship of Vecna, but the Olman were stubborn and refused to believe in his existence. The Olman did not worship any specific deity at this time, instead drawing power from "nature spirits". The Ur-Flan went through several well-established techniques at forcibly converting the populace, but the Olman revolted and turned on the missionary force.

In a gambit to secure the Olman as worshipers, several Ur-Flan opened a gate into Vecna's realm for reinforcements and to reveal the Whispering One to the unbelieving Olman. As the final incantations were being uttered, the Olman attacked and disrupted the formation

of the gate. A gate did open, however, but onto an alien realm. Beings of unimaginable power and terrifying aspect came forth, slaying the Ur-Flan and demanding the worship of the Olman. Since this time, the influence of these gods and their interest in the Olman has waxed and waned. The leader of the pantheon has changed with the beliefs of the Olman and also appears to be tied to certain events and times. Recently, these alien entities have been showing a greater interest in their Olman worshippers.

The Ur-Flan settlement created by the missionaries was converted to a temple dedicated to the Olman god of death, Mictlantecuhltli (meektlahn-teh-KOOT-lee). Of note, this deity is often depicted as a tall lich-like being. These events took place roughly 3000 years ago. Using knowledge imparted to them by Huhuateotl, the Olman god of fire and the motion of time, the Olman created a sophisticated calendar and dating system. The calendar begins with the appearance of their alien deities. See Appendix 5: The Olman Calendar for a detailed explanation.

Hepmonaland (Xamolatatl)

This isolated island continent has seen little exploration in modern times. The ancient Suel, fleeing from the Rain of Colorless Fire, think they were the first peoples of the Flannae to have settled in this land.

The Suel found competition in their new homeland: the Touv, a race of humans originating in the savannahs far to the south and the Olman, a race of jungle dwelling humans. A third major race dwells here as well, the horrible yuan-ti. The Olman call them tlacohuacualtin (tlah-koh-hoo-ahkoo-AHL-teen) [plural] or tlacohuacualli (tlah-kohhoo-ah-koo-AHL-lee) [singular]. Discovering these snake-like beings were actually transformed Olman must have come as quite a shock to the Suel. By the time of the first Suel exploration, however, the Olman were largely displaced by encroaching Kundali Touv who had warred with them (and the yuan-ti) centuries before.

The Olman and yuan-ti call Hepmonaland Xamolatatl (SHAHM-olah-TAHT-lh) "home of the people". The Touv refer to it as Melavi "the bountiful place", and the Suel named it after the young explorer Hepmona Schnai who first came to the jungle continent.

Numerous languages are spoken throughout Hepmonaland. Of concern in this module are Olman, Etlani, Tlaman, and Touv. Olman is rarely spoken (except in Cuhuetla and a few other cities), but much of their pictograph writings survive. Etlani is a mixture of Olman and Touv and is only spoken in Cuhuetla. Tlaman is a sibilant corruption of Olman spoken by the yuan-ti. Touv is the "Common" of Hepmonaland, although Suel is making inroads. Speakers of Olman and Touv can understand roughly 50% of Etlani. A speaker fluent in Olman can understand Tlaman fairly well (75%). Written Tlaman and Olman are nearly similar but rely on complex pictographs (Decipher Script check DC 30) and represent a form of code, rendering the *comprehend languages* spell useless as an aid in translation.

ADVENTURE SUMMARY

In preparation, please read Appendix 3: Major NPC Notes. The background and motivations presented there provide insight on how to role-play these important NPCs.

Introduction

The PCs, each with his or her own reason, have booked passage on the passenger ship *Callamaraine* to visit Hardby, City of the Scorned. This scene allows for PC introductions and a brief overview of Hardby.

Encounter 1: Hardby

The PCs, depending upon whether they have played through the prequel, *COR3-18 Through Nature to Eternity*, are presented with the adventure hook. The PCs are either hired by Gynarch Rotanna Maynem or once again are set on a quest by Druidess Meleri of the Old Faith. Either way, they are transported to the far away city of Cuhuetla in the jungles of Hepmonaland.

Encounter 2: Cuhuetla

Mulac, the friend and willing servant of Hender, meets the PCs. Mulac, despite the time of year, takes them into the Centeo jungle.

Encounter 3: Jungle Rendezvous

There they find Hender, in his grief and anxiety over his daughter, has foolishly traveled into the nearby temple prior to the PCs' arrival. They also discover a long-time adversary seemingly taking refuge from the temple. All the while, a terrible storm approaches.

Encounter 4: Procession of the Snakes

Leaving the safety of Hender's hiding place, the PCs approach the temple. They witness a march of tlacohuacualtin entering the temple. Amongst the procession is a litter bearing an enormous python. Unfortunately for the PCs, the procession has attracted the attention of Chalmeccacihuatl, the Sacrificer.

Encounter 5: Temple and Storm

The PCs witness the beginning of a horrible ceremony, try to interfere, and discover all is not what it seems. Horrible tlacohuacualtin attack and a difficult puzzle must be solved before proceeding.

Encounter 6: Sacrifice

The PCs finally face their nemesis, Pacanan. The dreadful ceremony is complete and Pacanan gloats. Can the PCs save Hender, spare his daughter Fiona, and defeat Pacanan? Pacanan is not one to stay for heroics.

INTRODUCTION

"There she be!"

The man in the crow's nest yells and points toward the bow of the Callamaraine, a frequent merchant and passenger vessel plying the Azure Sea from Gradsul to the Woolly Bay and Hardby, City of the Scorned. The mouth of Hard Bay is in sight and undoubtedly the sailor has spotted the Brawlers – a pair of enormous statues perched at the entrance.

The trip aboard was uneventful, but not for lack of trying. The passage into the Garnet Sea between the Pomarj and the Brotherhood controlled city of Scant made for a tense couple of days.

The voyage has given plenty of opportunity to meet and learn about the passengers onboard the Callamaraine. Some were aboard for simple transportation, the captain hired some as guardians, some spoke of ongoing missions, some even suggested Hardby would be an interesting vacation locale.

The Callamaraine glides its way into Hard Bay towards the Great Cranes, an architectural and magical wonder found only here in Hardby. These enormous devices lift the cargo from the decks of ships and place it straight onto the dock or to waiting wagons. Fortunately, passengers are allowed to simply walk off the ship.

The Callamaraine's captain provides information to the uniformed. He says there are two taverns nearby: the Sign of the Tarnished Idol and the Spotted Cow Inn. Other sights include the High Chapel and Rotanna's Menagerie in Northend.

Allow the PCs to explore Hardby and proceed to Encounter 1 Adventure Hook 1 for those parties where at least one PC has played COR3-18 *Through Nature to Eternity*. Proceed to Encounter 1 Adventure Hook Two for all other tables.

ENCOUNTER 1: HARDBY

Tables with at least one PC who has played COR3-18 *Through Nature to Eternity* are presented Adventure Hook 1. All other tables use Adventure Hook 2.

PCs may wish to sly on Hender or otherwise locate him to shortcut the module. Hender is not in Cuhuetla when the module begins, but out in the jungle watching the ancient temple. The temple is protected from commune/divination/scrying attempts due to ancient magic placed on it.

ADVENTURE HOOK 1

This hook may happen wherever the PCs decide to visit. Druidess Meleri, a member of the Old Faith in Gyruff, has traveled to Hardby to find the adventurers and put them onto a task she thought finished. She has located the PCs through a series of divinations.

A young plain-looking Flan woman wearing dark robes and several wooden totems about her neck approaches the party. She removes her hood and her identity is now readily apparent: Druidess Meleri.

"By the light of Pelor I have found you! Ehlonna's chosen spoke to me and told me you would be here. We must speak – privately. Will you come?"

[Pause for PC compliance]

The Druidess leads you deeper into Hardby, through the Great Wall and near the Ebbfields district. There she enters Berei's Bounty, a plain sturdy inn and an obvious choice for the likes of Druidess Meleri.

Meleri flashes a hand signal to the proprietress and is then led to a small private room filled with the pleasant odors of the earth. The walls are covered in grapevine. There are no chairs, merely stumps of wood that look long used as stools. The Druidess sits upon one then motions with her hands. The vines slither across the walls, soon forming an impenetrable latticework.

"Now we are private. My caution is founded, I assure you, for terrible plots are afoot and all is not what it seems."

"I had asked of you before to take on a mission of great importance and danger. You went were few have trod and brought back items of ancient power and evil association. I fear this did not end the plots of those associated with the Whispered One. Something odd is happening far from here, in distant Hepmonaland. I ask of you once again to pursue this lead, investigate, disrupt the plans of the Whispered One, and retrieve any artifacts and report what you learn. I shall transport you to this distant land via Nature herself. If you agree, meet me in Tradetown at a shop called Hender's of Hepmonaland in two hours."

"I cannot overstress the importance of your task."

Druidess Meleri waves her hand and the grapevines resume their original haphazard placement about the walls.

Should the PCs inquire about Druidess Meleri's background, have them make a DC 22 Bardic Knowledge, DC 20 Knowledge (local-Core), DC 18 Knowledge (nobility and royalty) or DC 15 Knowledge (religion) check to recognize her as a bona fide member of the Old Faith. Those PCs who are members of the Old Faith notice she wears several totems associated with Nerull. Provide the players with Player Handout 2.

If specifically asked for, a PC may make a Sense Motive check, DC 8 + APL, to notice Druidess Meleri is hiding something. If asked, a successful Diplomacy check DC 10 + APL forces her to reveal the following:

"To have hidden this from you shames me! I risk the wrath of my superiors by telling you this! The items you retrieved never made their way to the security of the Old Faith! We thought at first none were recovered, but then we heard rumors. I have worked ceaselessly with Maga Elspet to determine what has happened and we believe the items are now in Hepmonaland. Soon after discerning their general location, however, our further attempts were blocked. The enemy is aware, my friends. This enemy is clever and resourceful."

Development: Should the PCs refuse Druidess Meleri's offer the adventure is over unless they transport themselves to Hepmonaland. Should that occur and they are successful in retrieving the artifacts or information, the Druidess is thankful but does not grant them her favor.

If the PCs accept, the meeting will take place at Hender's shop at the precise time indicated. Read the following:

The shop is quiet; disturbed only by the odd sound of clunking wooden chimes when the door was opened. Inside, is a veritable jungle! Paths run from the entrance deeper into the shop. Plants are everywhere and the air in here is steamy and close. The Druidess emerges from a thicket of strange plants. "Over here, follow. I have prepared an akat tree." She points to a broad-leafed tree with a barrel-shaped trunk. "In single-file, walk into the akat. You will arrive within Cuhuetla. I shall renew the passage in three days and repeat twice more. Good luck!"

Go to Encounter 2: Cuhuetla.

ADVENTURE HOOK 2

This hook may happen either when the PCs visit one of the taverns mentioned by the captain of the Callamaraine, visit the High Chapel, or if they investigate Rotanna's Menagerie. The taverns both have work notices posted by Gynarch Rotanna Maynem (provide Player Handout 1). If the PCs visit the High Chapel or her Menagerie, Gynarch Maynem approaches the PCs with a matter of personal importance. In all interactions, Gynarch Maynem is professional without being rude, and graceful.

A beautiful woman of indeterminate age approaches. The only mar on her smooth Oeridian features is redness under her eyes. A white gold unicorn pendant hangs from her neck. The sapphire eyes catch the light in a pleasing manner. "My name is Gynarch Rotanna Maynem. I am pleased to meet your acquaintance and have need of people such as yourselves. No need for surprise; I have dealt with many adventurers. Please, introduce yourselves."

[Pause for character introductions]

"I have a problem. One of my primary suppliers has sent me a letter telling me of a terrible situation and he is in desperate need of professional assistance. His name is Hender. He runs a shop here in Hardby selling exotic plants and trinkets from far off Hepmonaland. He also, on occasion, has acquired specimens for my menagerie. Pelor only knows how this has occurred, but he says he has found his daughter who's been missing now for two years!"
"I make you this offer: travel to Hepmonaland (at my expense), assist Hender in his quest and see to his safe return. In exchange for this service, I shall pay each of you 1000 orbs plus you will have the favor of a Gynarch of Hardby."
"What is your answer? I have a member of the Wayfarer's Guild ready to transport you to the city of Cuhuetla (coo-hoo-ET-lah). Once there, Hender's man, Mulac (moo-LAHKH), will provide further guidance."

If specifically asked for, a PC may make a Sense Motive check, DC 8 + APL, to notice Gynarch Maynem has some kind of emotional attachment to Hender. If questioned, she says she is simply worried as a patron and a Gynarch

about a man who is one of her best suppliers and a reputable Hardby business owner. In truth, Hender and Rotanna were once passionate lovers and Hender's daughter is the product of that passion. Though they are separate now, she continues to care deeply for him. She has kept her daughter a secret, lest she be the target of assassins or others wanting to influence the future political structure of Hardby. The PCs may discover this information through divination or a Gather Information check, DC 15 + APL. Under no circumstances will Maynem voluntarily reveal this information to the PCs at this time.

The symbol around Rotanna's neck is that of Ehlonna. The design is suggestive of the Old Faith.

Development: Should the PCs refuse the Gynarch's offer, the adventure is over unless they transport themselves to Hepmonaland. Should that occur and they are successful in returning Hender, Gynarch Maynem pays them 500 orbs each but they do not earn her favor. Should the PCs accept, Gynarch Maynem tells them they have two hours to prepare for the journey and to meet her at the Menagerie. Read the following:

Tucked away down a back street near the Great Wall is an impressive zoo. Strange and exotic animals and beasts rest and play in spacious cages and pools, some of which have no visible bars. Standing in a central courtyard is Gynarch Maynem with a member of the Wayfarer's Guild. An active teleportation circle has been inscribed upon the flagstones. The Gynarch motions for you to enter the circle. "Good luck, brave heroes! Hender has the power to return you to Hardby. See to his safe return!"

Go to Encounter 2: Cuhuetla.

ENCOUNTER 2: CUHUETLA

The air here is close and the temperature distinctly higher than temperate Hardby. Strange sounds abound. A dozen red-brown skinned humans wearing next to nothing stare at you. Their clothing consists of crude fibrous cloth tunics, belted with beads and leather. Many have elaborate necklaces and headdresses. Perhaps this is indicative of social standing? Not too far away is an enormous stone step pyramid. Flower wreaths adorn the bottom. A path of smaller steps leads from the ground to the pyramid's summit, upon which sits some kind of shrine or temple. Many of the natives are gathered around the pyramid, applying further decorations.

One of the natives pokes a finger in your direction: "kushlahn weenahkh!" (strangers!) Others turn and speak to him and point and wave their arms. Soon, one of the men is pushed away and runs off into the city. The remaining natives continue to stare. Their stares do not connote wonder, but perhaps curiosity mixed with a practiced indifference. They show no signs of moving away.

Allow PCs to provide, if desired, any "readied" actions. Overt hostile acts (spellcasting, drawing weapons, etc) cause the natives to flee and seek military assistance. A

well-armed squad arrives, lead by a priest. There are no statistics for the squad and priest. Should a group of PCs decide to attack, they can happily wipe out the guards, priests, and as many villagers as they like. The module ends and serious consideration should be given to whether such actions warrant removal of those PCs from the campaign.

Whether the PCs standby or trigger the arrival of the city guards, at least one native had the sense of mind to fetch Mulac (moo-LAHKH), Hender's man-Friday.

Mulac is obviously expecting people of the PC's stature and diffuses any trouble (except for overt hostilities) with the local authorities by assuming complete responsibility for the PC's actions (except if they have actually harmed or killed anyone). All of Mulac's conversations with locals are in Etlani (eht-LAHN-ee).

Read the following:

A tall, wiry, red-skinned man, dressed in a simple yellow-dyed tunic kept in place by a broad beadwork belt and an elaborate neckpiece arcing to his mid-sternum addresses your group in passable, Suel accented Common.

"Greetings q'alpul! (kw'ahl-pool [heroes]) The name of me is Mulac. My master, Hender, is expecting you and I am gladdened in my heart you have come to Cuhuetla. We must quickly go to the place where is now, for he waits in hiding for the return of the tlacohuacualtin (tlah-koh-hoo-ah-koo-AHL-teen [yuan-ti]).

Mulac is quite persistent in wanting the PCs to follow him into the surrounding jungle. He is happy to provide details, but insists this be done while traveling.

Development: Should the PCs refuse to follow Mulac, they may find their own way into the jungle, covertly follow Mulac or end the adventure. Since the PCs do not know where to go, venturing blindly into the jungle results in becoming lost. A Survival check DC 15 allows the PCs to find their way back to Cuhuetla. The PCs may follow Mulac, requiring a Survival check DC 20. Tracking Mulac by scent requires a Survival check DC 12.

While Mulac is not a "wild-eyed native", he is in awe at the power Hender has shown in conjuring forth such assistance by speaking on the wind. Mulac has considered the PCs were sent by Nauhyoteuctli (nah-oo-hyoh-teh-OOKT-lee), Lord of the Four Directions. The following information may be gained from Mulac while traveling with him through the jungle:

- Master Hender has discovered his daughter, Fiona, is being held captive by a large group of tlacohuacualtin (tlah-kohhoo-ah-koo-AHL-teen). Mulac provides rough descriptions of these creatures.
- Hender was stunned to discover this as he thought his daughter was dead.
- Fiona was kidnapped from Hender two years ago. Mulac is not privy to any details. His lack of information is not suspicious; Hender simply never communicated anything further.

- Hender used a ritual to send a message on the air to a friend across the sea. He asked for the friend to send help.
- Hender has made a covert camp in a place of "secret safety" near the ancient temple where the tlacohuacualtin are keeping his daughter.
- Cuhuetla is in the midst of Nemontemi (neh-mon-TEHM-ee) (the Empty Days). This is a time of somber festival and sacrifice to ward off these unlucky days (four in number). Mulac risks the wrath of the gods by traveling during Nemontemi, but such is his love for his Master, he is duty bound to help.

PCs wishing to know more about Mulac's physical appearance note, besides his sparse clothing, he has a long decorated hollow bone tube in a sling on his back (blowgun), and a pouch (poison darts) and sheathed dagger at his belt. On closer inspection, the tunic is made of some unusual leather, well made, and is likely protective. His feet are bare. His physique suggests he is used to strenuous physical activity.

If the PCs inquire about the weather, a Survival check DC 15 suggests a storm system is approaching from the west. If a PC succeeds by 5 or more, they know the approaching storm is a hurricane and can predict it reaching their general location by nightfall. If the check succeeds by 10 or more (DC 25), the PC suspects the hurricane to be of considerable strength and shelter must be sought to avoid serious adverse consequences. If the PCs ask Mulac, he confirms all of this, saying this is a portent for the time of Nemontemi.

ENCOUNTER 3: JUNGLE RENDEZVOUS

During the trek through the jungle, a random PC notes a large black feline ghosting the party. Should some mention of this be made, Mulac quickly explains that is his friend and animal spirit, Ocelatl (oh-seh-LAH-tl) (literally jaguar in Olman).

After a lengthy trek through the dense Centeo jungle surrounding the relatively civilized settlement of Cuhuetla, Mulac strays off what little path he was following. Ahead is a strange looking tree. Dozens of thick branches radiate from a central trunk, but each branch, in turn, has smaller trunk-like connections to the ground. The diameter of this complication is impressive and has the appearance of a natural fortress. The upper branches not yet attached to the ground, are swaying in a wind, which has steadily increased during the trek through the jungle.

Mulac approaches the outskirts of the tree and makes a very impressive bird call towards the interior. He waits but there is no answer from within.

"I make the secret sound of returning and my master Hender does not respond in the Old Way! I must find the answer to this!"

Mulac moves into the maze of trunks. The large black cat is quick to follow.

Development: PCs may follow Mulac into the banyan tree. The tree is four to five hundred feet across. The route to its interior is complex. A successful Knowledge (Planes) check (DC 12 + APL) suggests the interior of the tree root/branch system may not lie entirely on the same plane as the surrounding jungle. Jungle sounds do continue to penetrate, especially birdcalls. Read the following boxed text:

Twisting around a seemingly impossible number of roots, Mulac suddenly enters a small dimly lit chamber. The chamber is furnished with carved stump-stools, a low table, and two sleeping mats. Some crates, with the livery of Hardby, are on one side. On the table is a sputtering gourd oil lamp atop a piece of parchment. The flickering lamp light makes a series of carvings on one side of the chamber seem to move of their own accord.

There are no apparent signs of activity. A low growl issues forth from Ocelatl.

The letter is addressed to Mulac and is represented as Player Handout 3. A search of the chamber finds it not entirely empty. Read the following:

Behind the crates is a dirty Flan man. His clothing, Olman in style, is disheveled and discolored. His stringy black hair hangs in his face but he is oddly clean-shaven. Though he is not weeping, streams of tears flow from both eyes, carving a difficult path through the filth on his face.

"Please, please, do not kill me! Have mercy on this one!"

In addition, there are carvings along one side of the chamber. A successful Knowledge (Nature) check (DC 12 + APL) indicates they are approximately 3000 years old. The carvings are a mixture of Olman glyphs and Ur-Flan writing. A modern speaker of Flan has a 50% chance of understanding the Ur-Flan writing. A Decipher Script check (DC 25) is required to read the Ur-Flan and (DC 30) for the Olman glyphs. *Comprehend languages* works normally on the Ur-Flan but cannot translate the Olman glyphs as they are not set in the context of a language as presented here but as calendar of sorts. PCs wishing to translate/record the writings here must spend at least an hour doing so. Provide the players with Player Handout 4 if successful.

If they do not follow Mulac into the tree, he reappears from within after a time bearing a note and a grubby Flan man. Read the following:

Mulac exits the tree dragging a dirty Flan man behind him. His clothing, Olman in style, is disheveled and dirty. His stringy black hair hangs in his face but he is oddly clean-shaven. Though he is not weeping, streams of tears flow from both eyes, carving a difficult path through the filth on his face.

"Please, please, do not kill me! Have mercy on this one!"

Those PCs who have played through GEO3-1 *A Wise Man's Son* or GEO3-2 *A Small-Knowing Soul* recognize this pitiful figure as Maldwyn, the apparent villain in each of those modules. Further background on Maldwyn may be found in Appendix 3: Major NPC Notes. Maldwyn may recognize those PCs with the Vengeance of Maldwyn cert. If so, he pleads his case more forcefully with them. PCs may exercise the option on the cert to pin the Vengeance on another PC, in which case, Maldwyn gives them his full attention. If none of this applies, Maldwyn speaks to a female PC first and a cleric or paladin second.

◆ **Maldwyn:** human male; See Appendix 1

Maldwyn begs for his life. He grovels and speaks through his greasy hair hanging in his face. He bears all the equipment in his description. If treated roughly (bound, stripped naked, etc) he wails in protest like a little girl, but ultimately submits for he is a craven coward. Use the following information to role-play the PCs questioning Maldwyn:

- Maldwyn does not provide the names of anyone inside the temple. He resists all attempts to extract that information. He believes the Whispered One himself will hear and punish him.
- Maldwyn ran from the temple in a moment of complete desperation. His Master has cast him aside in favor of another.
- Maldwyn believes his Master has captured the man who was here (approximately 4 hours ago).
- This banyan tree is not what it seems. It was created long ago by the Ur-Flan as a hidden sanctuary.
- His Master has not trusted him since the incident at the Handmaiden. Maldwyn is not privy to any of his plans. Maldwyn has done a bit of reading between beatings. The ancient Ur-Flan created the temple and tried to convert the Olman. The Olman rose up against them and in the process were introduced to their strange alien gods. Maldwyn believes this was something like 3000 years ago.
- His Master sought out this place because of its ties to the Ur-Flan.
- Maldwyn is not sure what part the tlahcuacualtin play, although he has seen his Master dressed in traditional Olman ceremonial dress. Maldwyn believes the temple is dedicated to the Olman deity of death, Mictlantecuhtli (meekt-lahn-teh-KOOT-lee).
- His Master has undergone a significant change after coming back from a distant trek. Maldwyn did not accompany him but instead was told to make his way to Hepmonaland.
- The cruelty of his Master increased tenfold upon his return.
- Maldwyn bears the signs of physical abuse. His eyes stream tears the entire time.
- Maldwyn knows of a secret way into the temple. If any PC takes pity on him and befriends him, he tells this PC should the subject of entering the temple

come up in conversation. Once the PCs decide to proceed to the temple, go to Encounter 4.

ENCOUNTER 4: PROCESSION OF THE SNAKES

Leaving the vicinity of the strange tree, the temple is barely visible in a clearing to the west, set into a large hill. The wind has greatly increased and there are boiling dark clouds on the horizon. Lightning arcs from the clouds and silently strikes the ground. Words may only be exchanged with raised voices.

The pounding of drums becomes evident as the temple draws nearer. Mulac finds a good vantage point and gasps: below, heading into the temple, is a great procession of tlahcuahuacalitin. Mulac makes a noise of disgust and revulsion. Many of the creatures look quite human, until the occasional forked tongue launches from a mouth at a passing scent. Others are true abominations! Long snake tails, python-like heads on humanoid torsos. Several of the abominations are processing with a litter, carried by the less mutated. Upon the litter, atop a great pillow, is a large python. Great drums lead and end the processional. The drums pound out a great rhythm, pushing, urging the congregation onward into the temple. BOOM, boom, boom, BOOM, BOOM, boom, boom!

Suddenly, Ocelatl roars! Mulac spins around and shrieks! Crashing through the jungle, its pounding feet making counterpoint to the processional drumming, is a creature of pure horror. Thirty feet tall, the reptilian monster opens its maw revealing huge dagger-like teeth. The monster's roar is deafening and terrifying.

*"Quetzalcoatl (keht-sahl-koh-AH-tl) save us!
Chalmeccacihuatl, (chahl-mek-kah-seehoo- AH-tl) the
Sacrificer! We are doomed! Flee for your lives!"*
Creatures:

APL 10 (EL 12)

➔ Chalmeccacihuatl: hp 357; see Appendix 1.

APL 12 (EL 14)

➔ Chalmeccacihuatl: hp 474; see Appendix 1.

APL 14 (EL 16)

➔ Chalmeccacihuatl: hp 567; see Appendix 1.

APL 16 (EL 18)

➔ Chalmeccacihuatl: hp 744; see Appendix 1.

Tactics: Chalmeccacihuatl begins combat 30 feet from the PCs in the rear of the party. Have the PCs set their figurines on the battlemat and then place Chalmeccacihuatl. The banyan tree is 600 feet from this encounter. Mulac and Maldwyn flee for the safety of the banyan tree. Those PCs who did not enter previously must spend time searching for the correct path (Search check DC 10 + APL). While searching the PC gains the benefit of cover. Once fully inside the tree, the Sacrificer cannot reach them. Allow those who flee immediately to have one round of action unmolested. Chalmeccacihuatl chases the largest group of fleeing PCs. The Sacrificer does stop for any morsels that choose to hold rear guard.

Chalmeccacihuatl has been in existence for 3000 years and is quite cunning. The creature uses brute tactics

but does not fall for the same trick twice. Please review the stats for this monster carefully.

Due to Chalmeccacihuatl's size (30-feet tall plus footprint), reverse gravity from most casters only encompasses the creature and raises it slightly above the ground. Chalmeccacihuatl may take a full round action to latch onto surrounding trees and vines to pull himself out of the reverse gravity field.

While there is jungle terrain all around, the plant life is not as thick here and does not hamper movement or line of sight when the target is within 100 feet.

The wind is coming in 30 to 50 mph gusts. See table 3-24 Wind Effects, page 95 *Dungeon Master's Guide* for all effects. Roll a d6 each round to determine if the wind is strong (1-4) or severe (5-6) and assign any penalties that result.

Hiding within the banyan tree provides for full XP on this encounter. Chalmeccacihuatl becomes bored after an hour of trying to get at the juicy morsels inside the tree. Should the Sacrificer be slain, its carcass rapidly liquefies and seeps into the earth, killing all the plant life in the immediate vicinity.

Development: Mulac is convinced the appearance of Chalmeccacihuatl is the direct result of his non-adherence to the tenets of Nemontemi. Despite his crisis of faith, he insists the rescue of Hender continue.

The PCs have ample opportunity to translate the carvings (see Encounter 3). Provide the players with Player Handout 4 if successful.

Should one of the PCs have had true seeing active during their viewing of the procession, a Spot check (DC 10 + APL) indicates that the PC viewed the snake on the litter. Instead of a snake, however, that PC saw a young Suel-Oeridian woman.

Proceed to Encounter 5 when the PCs leave the banyan tree to travel to the temple.

ENCOUNTER 5: TEMPLE AND STORM

The weather has worsened. Fat driving rain soaks the jungle and reduces visibility. The temperature has dropped noticeably. Lightning flashes across the tortured sky and thunder shakes the ground.

The weather condition is a powerful storm (windstorm), as described on page 93 and 94 of the *Dungeon Master's Guide*. The wind speed is coming in gusts in excess of 70 mph. See table 3-24, Wind Effects, page 95 *Dungeon Master's Guide*. The weather effects are meant as a warning the PCs must seek shelter, not to make it impossible for them to reach the temple.

Any checks to determine the status of the weather will indicate that it is getting worse and not better. If the PCs refuse to seek shelter immediately, increase the storm to the hurricane level after a few rounds.

The PCs may enter by the main entrance or the hidden entrance. The main entrance is heavily guarded and swarming with snakes. Entering here would clearly

and immediately alert the entire temple to the PCs' presence. Mulac suggests there could be a hidden entrance. Many of the old Olman temples had alternate entrances and exits. If Maldwyn is with the party and actively questioned, he reveals he knows of the location of the hidden entrance and can open the outer door. This is where he has been sleeping.

Refer to Map 2: DM Map Temple of Mictlantecuhltli for the following locations.

GENERAL TEMPLE INFORMATION

Scrying into or out of the temple is not possible due to the afore mentioned powerful magic. In addition, the following areas are covered by an *unhallow* spell: The Sympathetic Chamber and the Hall of Pain. Separate spells control each area. *Dimensional anchor* is tied to each *unhallow* spell. Unless otherwise noted, all doors are made of stone and the floors and walls are worked stone.

🗲️**Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

While the locations are described sequentially, PC action may necessitate skipping sections and improvising. The scene on the Altar Platform is likely to be the first major event that spurs the PCs into action.

The Main Chamber is domed and the curvature is such that the height of the ceiling in the center is 100 feet and 50 feet at the edges.

Maldwyn does not accompany the PCs into the temple beyond the Hidden Exit. He is terrified of the possibility of confronting his Master. Should the PCs force him, he runs away at the first opportunity and is not seen again. Should the PCs try to trace his whereabouts after the module's conclusion, inform them he appears to be headed back to Oerik.

LOCATION 1: MAIN ENTRANCE

The main entrance is a 20-foot wide, 15-foot tall rectangular opening in the hillside bounded by a trapezoidal stone frame. Dozens of tlacohuacualtin guard the entrance and even more pythons swarm about their feet and tails.

Any approach that does not mask sight and scent triggers the alarm. Ethereal or shadow travel is possible into the temple, but only into the Main Chamber.

LOCATION 2: HIDDEN EXIT

The exterior entrance to the Hidden Exit is well disguised and unless pointed out requires a DC 20 + APL Search check to discover. A successful Survival check, DC 11 + APL, allows a PC to find Maldwyn's carefully hidden trail between the entrance and the banyan tree. The entrance is secured and requires a successful Open Lock check (DC 20 + APL), Maldwyn's assistance, or a *knock* spell to open.

🗲️**Hidden Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

Beyond the entrance is a narrow (5-foot wide) stone spiral staircase that ascends 50 feet. The landing shows signs of

having been used as a sleeping area. There is an opening on the far side of the landing opposite the staircase. Thundering drumbeats and chanting sibilant voices pour through the opening.

The opening is 50 feet above the main chamber. Climbing down requires a Climb check (DC 5).

This vantage point could provide for unmolested viewing of the Olman glyph stones covering the Main Chamber's walls.

LOCATION 3: MAIN CHAMBER

This large domed chamber, possibly 200 across and 100 feet high, is filled with snakes and tlacohuacualtin. Several abominations are beating large drums. The rest are participating in some kind of disquieting chanting and dancing. Flickering fires in scattered braziers add unsettling shadows. This area is separated from an altar area by a wide liquid-filled chasm.

The walls are covered in raised Olman glyph stones.

The tlacohuacualtin in this area are noncombatants, but this should not be communicated to the PCs. The area is filled with tlacohuacualli (tlah-koh-hoo-ah-koo-AHL-lee) purebloods and half-breeds.

The glyph stones are 10-foot by 10-foot raised carved blocks. While easy to visualize, the size of the chamber and lack of access make translation difficult, although the story is repeated many times around the cavern. A successful Decipher Script check (DC 30) suggests the carvings tell a history and the name of the temple's patron deity, Mictlantecuhltli (meekt-lahn-teh-KOOT-lee). Should PCs find a way to spend a half-hour unmolested and uninterrupted in this chamber and succeed on a second Decipher Script check (DC 25), they learn the history outlined in the Adventure Background from the Olman perspective: Outsiders worshipping a dark god tried to forcibly convert the Olman. When this failed and the Olman scoffed at their god, the outsiders attempted to summon him forth. The Olman interfered and were blessed with the coming of their gods who slew the outsiders and ushered them into the new ways.

LOCATION 4: ALKALINE POOLPIT

A wide (30-foot) chasm separates the Main Chamber from a large Altar Platform. The chasm is filled with a clear, effervescent liquid. The surface of the liquid is some 50 feet below the rim of the chasm.

The liquid in the chasm is highly alkaline water (caustic soda). Treat the alkaline water as acid for purposes of damage. Immersion in the pool deals damage. Hazardous fumes from the pool fill the chasm 10 feet above the pool. See page 302 of the *Dungeon Master's Guide* for the effects of acid fumes. Less hazardous, though still noxious fumes, waft forth from the chasm and may be detected at the chasm's rim.

APL 10

☞ **Caustic Soda Pool:** 4d6 acid damage per round immersion.

APL 12

☞ **Caustic Soda Pool:** 6d6 acid damage per round immersion.

APL 14

☞ **Caustic Soda Pool:** 8d6 acid damage per round immersion.

APL 16

☞ **Caustic Soda Pool:** 10d6 acid damage per round immersion.

A successful Craft (Alchemy) check (DC 5 + APL) identifies the substance in the chasm as caustic soda. A successful Knowledge (Nature) check (DC 10 + APL) suggests the pool fumes may act as an intoxicant to the tlacohuacualtin.

LOCATION 5: ALTAR PLATFORM

Beyond a chasm is a grand altar platform. Centered on the curved back wall is an enormous hideous statue of an emaciated humanoid. The figure is clothed in Olman garb, but it is far from human. An array of tentacles extends from behind, splayed out on either side ending in vaguely canine heads. Fires flicker in the eye sockets, but the figure has no discernable nose or mouth. Two arms extend forward from the statue, palms outstretched. From the palms hangs a large metal gong.

Before this statue are four braziers arranged around a stone altar table. The table is covered in dark stains.

On the far left and right sides of the platform are three glowing blue quartz stalagmites some 20 feet high. Matching stalactites reach down 20 feet from the ceiling, leaving a 10-foot gap in between.

Figures come forth from passageways on either side of the statue to join several tlacohuacualtin already on the platform. From the northwest passage comes a short Olman male, dressed in religious finery followed by Hender! From the northeast passage comes a tlacohuacualli (tlah-koh-hoo-ah-koo-AHL-lee) escorting a young Suel-Oeridian girl. One of the abominations bangs the gong, causing the writhing congregation to pause in their Dionysian activities. All eyes and tongues orient on the altar.

Part of what is happening on the altar is an illusion transmitted to the Altar Platform from the Sympathetic Chamber (Location 9). The Olman priest, Hender, and Fiona Maynem (Suel-Oeridian girl) are illusionary projections. Fiona's animal companion, Ssesseth, is resting near the one of the quartz stalagmites and is also a projection. Mardu, Pacanan's imp familiar, is *invisible*. The effect is similar to a combination of spells *permanent image* and *project image*. The line of effect is kept unbroken by the blue quartz crystals, which act as magical projectors and transmitters. The Olman priest is Pacanan in disguise. His Disguise check bonus is +14 (APL 10), +17 (APL 12), +19 (APL 14), and +23 (APL 16). A

portion of this bonus (+10) is due to *alter self* cast from the Hand.

Read the following:

The Olman priest raises his hands and shouts something the tlacohuacualtin clearly understand. A great hissing rises from the congregation.

The priest turns towards Hender and speaks in heavily accented Common. "Do you, outlander, give yourself freely and willingly to Mictlantecuhтли to spare this, your daughter's life?"

Hender, with a brave face, responds. "I do. Now let her go!"

"All in good time, outlander! Place yourself upon the altar!"

Hender strides over to the great stained stone slab and lies down. His daughter begins to weep. Almost immediately, some invisible force grips his body, holding him in place.

"Daughter! Fiona! Escape! Run from here! Mulac will help you get back to Hardby!"

Fiona looks up at her father resting on the altar and her face takes on a horrible sneer beneath the crocodile tears.

"But why would I run, Daddy? I have everything here. You were the last piece. My Master has shown me the true ways. Besides, I could not leave my people! For I am their Chiuacoatl (chee-ooah-koh-AH-tl)!"

The young woman brings her arms to her sides and rapidly transforms herself into a great serpent.

Hender screams.

The Olman priest moves over to the altar and brings forth three items from beneath his tunic: a small golden scarab, a statuette, and a piece of linen. The latter he wraps around his arm. He places the scarab over his heart. When next he speaks, it is not in Olman or Common, but in Flan.

"In the name of the Whispered One, the Keeper of Secrets, I do shed the blood of this willing sacrifice! Hail Vecna!"

The Olman priest begins bludgeoning Hender with the statuette.

At this point (and likely prior) the PCs want to interfere. The tlacohuacualtin on the altar platform do everything to stop them.

Creatures:

APL 10 (EL 10)

☞ **Yuan-ti Abomination:** hp 75; See Monster Manual.

☞ **Yuan-ti Halfblood (4):** hp 45 (each); See Monster Manual.

APL 12 (EL 12)

☞ **Yuan-ti Abomination (2):** hp 75; See Monster Manual.

☞ **Yuan-ti Halfblood Archers (4):** hp 75 (each); See Appendix 1.

APL 14 (EL 14)

☞ **Yuan-ti Abomination (4):** hp 75; See Monster Manual.

☞ **Yuan-ti Halfblood Snipers (4):** hp 91 (each); See Appendix 1.

APL 16 (EL 16)

➤ **Yuan-ti Abomination (6):** hp 75; See *Monster Manual*.

➤ **Yuan-ti Halfblood Advanced Snipers (4):** hp 107(each); See Appendix 1.

Tactics: Two of the halfbloods and half of the abominations are in the congregation in the Main Chamber and not on the altar at APLs 12 and higher. At APL 10, two of the halfbloods are in the congregation. See Map 2 for a positioning of all enemy combatants.

During the battle, the PCs can discover several things. First, a successful Spot check (DC 10 + APL) allows PCs to notice the Olman priest's left hand is unusual. It is a black, withered, mummified claw-like appendage seemingly grafted on to his otherwise normal arm. A successful Knowledge (Arcane) check (DC 10 + APL) identifies the Hand but not its potential powers. Second, a successful Spot check (DC 12 + APL) allows PCs to notice Hender's blood is being drawn up into the statue. Third, a successful Spot check (DC 10 + APL) allows PCs to notice the linen strip the priest wrapped around his arm is lengthening and entwining around the rest of his body.

Direct interaction with the illusion allows a Will saving throw to disbelieve (DC 10 + APL). A spell with a physical effect, such as a *fireball* or *lightning bolt* is not direct interaction – it merely seems to have no effect. Pacanan and Fiona may choose to cast spells through these images and can hear and observe through the images as well. Pacanan elects NOT to cast spells as this would disrupt the ritual. Fiona should only cast spells if the PCs are having an easy time of the battle with the tlahcuahuacaltin. Fiona can also use her powers with ophidians to gather information on what is happening in the Main Chamber. Fiona and Pacanan have several pre-cast spells in place as noted in their respective statistics blocks.

Development: After the combat with the tlahcuahuacaltin guards make inferences more tlahcuahuacaltin combatants are being summoned based upon commotion in the congregation. The *projected illusion* continues unabated, showing Pacanan bludgeoning Hender and the linen wrapping continuing to cover more of his body.

ENCOUNTER 6: SACRIFICE

Pacanan's and Fiona's quarters are unremarkable, except that Fiona's has a bubbling pool of water in the center. Pacanan seems to have cleared out anything important from his chambers.

THE CALENDAR COMBINATION LOCK DOOR

The entrance to the Hall of Pain is concealed in the bottom of the statue of Mictlantecuhli. A simple Search (DC 5 + APL) finds the Olman calendar wheel and

inscription. Provide the PCs a copy of Player Handout 5. A successful Search of the disk (DC 10 + APL) reveals the following: it is not trapped, it does control a door, is part of a locking mechanism, and the center portion turns clockwise and counterclockwise. If the Search check is equal to or greater than DC 12 + APL then the PC notices along the outside of the center portion are portions that can be depressed as buttons. In addition, each symbol on the outer wheel may also be depressed.

The inscription above the calendar wheel is in Etlani and may be read with a successful Decipher Script check (DC 25) or *comprehend languages*.

Mulac may provide clues based on his general knowledge of Olman culture. For instance, he can correctly identify the path of the sun on the clue from the banyan tree or demonstrate the path of the sun (counterclockwise). He does not know clockwise from counterclockwise, however, and does not use these terms.

The successful combination to the door is as follows: turn the center portion CW to crocodile, press crocodile, and then press 11 button, CCW to reed, press reed, and then press 7 button, CW to house, press house, and then press 5 button, CCW to dog, press dog, and then press 11 button, and CCW to stone knife, press stone knife, and then press 15 button.

The lock may be bypassed by casting three *knock* spells (5 locks plus *hold portal*) or by bashing or breaking. The locks cannot be "picked". Due to the *dimensional anchor* effect in the Hall of Pain, PCs cannot pass through the door by astral, ethereal, or shadow travel or effects such as *blink*.

◆ **Combination Lock Secret Door:** 6 in. thick; hardness 8; hp 90; AC 5; Break DC 38.

LOCATION 6: HALL OF PAIN

This 60-foot long hallway ends in a stone door. Torches light the hall and the walls are adorned with Olman glyph stones. Several of the eye and mouth holes have dark stains below their openings.

➤ **Poison Dart Trap (x3):** CR 2; mechanical; location trigger (floorplates); automatic reset (up to three times); Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18.

LOCATION 7: THE SYMPATHETIC CHAMBER

The door to this chamber opens easily. Even before opening the door, the sickening thud and crunch of someone being bludgeoned to death can be heard.

Inside, the chamber is nearly identical in layout to the altar platform in the Main Chamber. Instead of a statue to the Olman god, there is a repugnant statue to the Arch-Lich Vecna! Standing over Hender is the Olman priest, continuing to bludgeon him with the statue. Suddenly he stops. There is a burst of black radiance and the final portions of his body are completely covered in the linen wrappings. The horrid clawed

mummified left hand drops the statuette and moves in your direction.

"You are too late! My transformation is complete! You face the Voice of Vecna! I invite you to be the first to bask in my radiance and power. Soon my Master will reclaim what was once his and cast down the weak gods of the Old Faith and the Old One!"

The Hand gestures and the struggle begins!

Creatures:

APL 10 (EL 10)

➤ **Pacanan:** hp 59; See Appendix 1.

➤ **Mardu:** hp 29; See Appendix 1.

➤ **Fiona:** hp 73; See Appendix 1.

➤ **Ssesseth:** hp 44; See Appendix 1.

APL 12 (EL 12)

➤ **Pacanan:** hp 69; See Appendix 1.

➤ **Mardu:** hp 34; See Appendix 1.

➤ **Fiona:** hp 87; See Appendix 1.

➤ **Ssesseth:** hp 55; See Appendix 1.

APL 14 (EL 14)

➤ **Pacanan:** hp 79; See Appendix 1.

➤ **Mardu:** hp 39; See Appendix 1.

➤ **Fiona:** hp 101; See Appendix 1.

➤ **Ssesseth:** hp 55; See Appendix 1.

APL 16 (EL 16)

➤ **Pacanan:** hp 89; See Appendix 1.

➤ **Mardu:** hp 47; See Appendix 1.

➤ **Fiona:** hp 115; See Appendix 1.

➤ **Ssesseth:** hp 66; See Appendix 1.

Tactics: When the PCs enter, Hender is at –3 hit points, prone and moaning softly. Any quick glance will tell that he is alive but failing fast.

Pacanan's first action is to cast *time stop* with the Hand of Vecna. During the *time stop* he casts *bear's endurance* and *sleet storm* (in the Hall of Pain). If he has additional time (and the appropriate spell), he augments his energy protection with any he has seen the PCs use in the battle at the Altar Platform, then other protection (*shield of faith*, *entropic shield*) or noninstantaneous area of effect spells (*Evard's black tentacles*).

Pacanan fights until losing half his hit points. At which time, he and Mardu dive for a bolthole hidden beneath the altar (Search DC 15 + APL). The bolthole is a short vertical drop (40 feet) onto an active *teleportation circle* outside the radius of the *unhallow's dimensional anchor* effect. This transports Pacanan to the Sheldomar Valley at which time he *dimension doors* a random direction. The *teleportation circle* redirects itself to Cuhuetla after Pacanan jumps through.

Fiona and Ssesseth fight furiously but when her Master bolts, she cries out in despair and if pressed, surrenders.

Special: Any PC wearing or possessing the *Robe of Vecna* from COR3-18 *Through Nature to Eternity* must make a Will save (DC 20 + APL) or be stunned the first round of combat. Regardless of the success or failure of the Will

save, the *Robe's* curse activates and takes effect immediately due to the presence of the *Hand of Vecna*. See Items for the Adventure Record for details.

Development: If captured, Fiona spews invectives at the PCs and swears to the might of Vecna and Nerull the entire time. She thanks her father for being careless and allowing her to be abducted as she has been shown the "true way". A successful Sense Motive check (DC 10 + APL) suggests she has been "brain-washed" using nonmagical methods (the Greyhawk equivalent of Stockholm Syndrome).

Depending upon who lived and who died, go to the appropriate conclusion.

CONCLUSION

Maldwyn's Vengeance is commuted for any PC who had the cert and showed kindness or pity to him during the module. Dominating him or otherwise hampering his freedom is not considered kindness or pity. Should the PCs manage to keep Maldwyn from fleeing or track him down, he begs to be taken to a temple of Allitur.

CONCLUSION A: HENDER ALIVE AND FIONA ALIVE AND SUBDUED

Hender is greatly thankful and promises to see his daughter rehabilitated. He transports himself and the PCs back to Hardby using an amulet. The PCs earn the Favor of Hender and the Favor of Gynarch Rotanna Maynem.

PCs who were on Adventure Hook 1 may wonder may wonder what ties Hender and the Gynarch to one another. A simple Gather Information check (DC 5 + APL) indicates the Gynarch is one of Hender's greatest patrons. To discover the true nature of their relationship requires magical divination or a more difficult Gather Information check (DC 15 + APL).

If the PCs were on Adventure Hook 1 and turn the statuette over to Druidess Meleri, they earn her favor.

If the PCs were on Adventure Hook 2, they receive full payment from the Gynarch.

CONCLUSION B: HENDER ALIVE BUT FIONA IS KILLED

Hender is despondently thankful. He politely demures any offers to raise her as he wants to find out first if this would be her wish and to confer with Gynarch Rotanna Maynem for funding. The PCs do not earn Hender's favor but do earn the Gynarch's favor.

PCs who were on Adventure Hook 1 may wonder what ties Hender and the Gynarch to one another. A simple Gather Information check (DC 5 + APL) indicates the Gynarch is one of Hender's greatest patrons. To discover the true nature of their relationship requires magical divination or a more difficult Gather Information check (DC 15 + APL).

If the PCs were on Adventure Hook 1 and turn the statuette over to Druidess Meleri, they earn her favor.

If the PCs were on Adventure Hook 2, they receive full payment from the Gynarch and her favor.

CONCLUSION C: HENDER DEAD BUT FIONA ALIVE OR DEAD

Mulac agrees to accompany the PCs back to Hardby using Hender's amulet. He delivers Fiona or her corpse to the Gynarch (the PCs may follow him to discover the connection, but Mulac tries to be careful). The PCs do not earn Hender's or the Gynarch's favor.

PCs who were on Adventure Hook 1 may wonder what ties Hender and the Gynarch to one another. A simple Gather Information check (DC 5 + APL) indicates the Gynarch is one of Hender's greatest patrons. To discover the true nature of their relationship requires magical divination or a more difficult Gather Information check (DC 15 + APL).

If the PCs were on Adventure Hook 1 and turn the statuette over to Druidess Meleri, they earn her favor.

If the PCs were on Adventure Hook 2, they receive full payment from the Gynarch but not her favor.

The End

Special Conclusion: Pacanan is killed and the Hand of Vecna is Recovered (Gencon Indy 2004 ONLY)

Should Pacanan be killed, the *Hand of Vecna* detaches from his body. Any PC who desires the hand but need to chop off his/her own left hand and the *Hand of Vecna* gleefully grafts itself onto the bloody stump. This PC is now an NPC. The player and judge should bring all the PC's paperwork to the Senior Judge or a Circle member immediately after the judge finishes with the other player's paperwork at the table. This PC is out of play. Permanently. Such is the price of Power.

After the premier at Gencon Indy 2004, if Pacanan is killed, the *Hand of Vecna* detaches and immediately teleports to a random location on Oerth.

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 story awards) to each character.

Encounter 4: Procession of the Snakes

Escape from or defeat Chalmeccacihuatl

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Encounter 5: Temple and Storm

Defeat the tlacohuacualtin altar guardians

APL 10	300 XP
APL 12	360 XP
APL 14	420 XP
APL 16	480 XP

Encounter 6: Sacrifice

Hall of Pain Dart Traps

All APLs 60 XP

Defeat (or drive off) Pacanan and Fiona

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Story Award

Sparing Maldwyn's life

All APLs 30 XP

Reading the inscriptions in the tree chamber

All APLs 30 XP

Solving the Calendar Puzzle lock without resorting to *knock* or brute force

All APLs 60 XP

Saving Hender's life

APL 10	60 XP
APL 12	90 XP
APL 14	120 XP
APL 16	135 XP

Sparing Fiona's life

APL 10	90 XP
APL 12	105 XP
APL 14	120 XP
APL 16	150 XP

Total possible experience:

APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP
APL 16	2,025 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 3: Jungle Rendezvous

APL 10: L: 0 gp; C: 0 gp; M: *potion of invisibility* (25 gp per PC), *potion of gaseous form* (63 gp per PC), *potion of cure moderate wounds* (25 gp per PC), *gloves of dexterity* +4 (1333 gp per PC), *vest of resistance* +2 (333 gp per PC), *leather armor of silent moves* +3 (1076 pg per PC), +2 *returning dagger* (1525 gp per PC), *ring of protection* +2 (667 per PC).

APL 12: L: 0 gp; C: 0 gp; M: *potion of invisibility* (25 gp per PC), *potion of gaseous form* (63 gp per PC), *potion of cure*

moderate wounds (25 gp per PC), gloves of dexterity +4 (1333 gp per PC), vest of resistance +2 (333 gp per PC), leather armor of silent moves +3 (1076 gp per PC), +2 returning dagger (1525 gp per PC), ring of protection +2 (667 per PC).

APL 14: L: o gp; C: o gp; M: potion of invisibility (25 gp per PC), potion of gaseous form (63 gp per PC), potion of cure moderate wounds (25 gp per PC), gloves of dexterity +6 (3000 gp per PC), vest of resistance +3 (750 gp per PC), leather armor of silent moves +3 (1076 gp per PC), +2 returning dagger (1525 gp per PC), ring of protection +2 (667 per PC).

APL 16: L: o gp; C: o gp; M: potion of invisibility (25 gp per PC), potion of gaseous form (63 gp per PC), potion of cure moderate wounds (25 gp per PC), gloves of dexterity +6 (3000 gp per PC), vest of resistance +4 (1333 gp per PC), leather armor of silent moves +3 (1076 gp per PC), +2 returning dagger (1525 gp per PC), ring of protection +2 (667 per PC).

Encounter 5: Temple and Storm

APL 10: L: masterwork studded leather armor (4) (58 gp per PC), mw heavy wooden shield (5) (65 gp per PC), masterwork composite longbow (5) (167 gp per PC), masterwork scimitar (5) (131 gp per PC); C: o gp; M: o gp

APL 12: L: masterwork studded leather armor (4) (58 gp per PC), mw heavy wooden shield (2) (26 gp per PC), masterwork composite longbow (2) (67 gp per PC), masterwork scimitar (2) (53 gp per PC); C: o gp; M: +1 buckler (4) (388 gp per PC), +1 composite longbow (4) (800 gp per PC), +1 scimitar (4) (772 gp per PC).

APL 14: L: masterwork studded leather armor (4) (58 gp per PC), mw heavy wooden shield (4) (52 gp per PC), masterwork composite longbow (4) (133 gp per PC), masterwork scimitar (4) (133 gp per PC); C: o gp; M: +1 buckler (4) (388 gp per PC), +1 composite longbow (4) (800 gp per PC), +1 scimitar (4) (772 gp per PC).

APL 16: L: masterwork studded leather armor (4) (58 gp per PC), mw heavy wooden shield (6) (79 gp per PC), masterwork composite longbow (6) (200 gp per PC), masterwork scimitar (6) (158 gp per PC); C: o gp; M: +1 buckler (4) (388 gp per PC), +1 composite longbow (4) (800 gp per PC), +1 scimitar (4) (772 gp per PC).

Encounter 6: Sacrifice

APL 10: L: masterwork dagger (25 gp per PC); C: o gp; M: cloak of resistance +2 (333 gp per PC), ring of force shield (708 gp per PC), scroll of dimension door (58 gp per PC), dragonhide wild leather armor +2 (2109 gp per PC), +2 spear (692 gp per PC), collar of resistance +2 (163 gp per PC).

APL 12: L: masterwork dagger (25 gp per PC); C: o gp; M: cloak of resistance +3 (750 gp per PC), ring of force shield (708 gp per PC), scroll of dimension door (58 gp per PC), dragonhide wild leather armor +2 (2109 gp per PC), +2 spear (692 gp per PC), collar of resistance +3 (368 gp per PC).

APL 14: L: masterwork dagger (25 gp per PC); C: o gp; M: cloak of resistance +4 (1333 gp per PC), ring of force shield (708 gp per PC), scroll of dimension door (58 gp per PC), dragonhide wild leather armor +2 (2109 gp per PC), +2 spear (692 gp per PC), collar of resistance +4 (653 gp per PC).

APL 16: L: masterwork dagger (25 gp per PC); C: o gp; M: cloak of resistance +5 (2083 gp per PC), ring of force shield (708 gp per PC), scroll of dimension door (58 gp per PC),

dragonhide wild leather armor +2 (2109 gp per PC), +2 spear (692 gp per PC), collar of resistance +5 (1021 gp per PC).

Conclusion

All APLs: C: Gynarch Maynem's Hiring Fee (1000 gp per PC).

Total Possible Treasure

APL 10:	2,300 gp
APL 12:	3,300 gp
APL 14:	6,600 gp
APL 16:	9,900 gp

SPECIAL

☛ **Favor of Druidess Meleri:** In return for thwarting the plans of the Cult of Vecna, Druidess Meleri offers one of the following to the PC: *Reincarnate* the PC at no charge. Provide access to up to 5 *greater slaying arrows* (giant) (DMG); *Frequency:* Adventure. Provide access to *boots of tracklessness* (A&EG); *Frequency:* Adventure. Only ONE favor may be used. Circle the favor used and record the AR here: ____.

☛ **Favor of Hender:** Hender provides access to enchanted (+2) bone versions of any melee weapon with one (or none) of the following special qualities: *deflection* (Complete Warrior), *knockback* (Complete Warrior), or *last resort* (Complete Warrior). The PC must pay the standard cost for the item plus any special quality. Record the AR number where used here: ____.

☛ **Favor of Gynarch Rotanna Maynem:** In return for your service, the Gynarch allows you one of the following:

Access to her menagerie for a creature to serve as an Improved Familiar, provided the PC meets all prerequisites. This improved familiar may be any living native (non-outsider) creature described in the *Dungeon Master's Guide* or *Complete Warrior*.

A celestial version of any standard animal companion or animal from the *Player's Handbook*. The PC must pay a shipping and handling fee equal to 200 gp per HD.

Only ONE favor may be used. Circle the favor used and record the AR here: ____.

☠ **Curse of the Robe of Vecna:** The *Robe* has recognized its True Master and understands there is work to be done. The PC gains the Spell Penetration feat. However, the *Robe* grafts itself to the PC (whether the PC was currently wearing the *Robe* or not) and cannot be taken off unless a *miracle* or *wish* is used. If this is done, the *Robe* disintegrates and becomes useless and the PC permanently loses a point of Constitution and Intelligence. These points may not be regained by *restoration*. All effects of the *Taint of the Robe of Vecna* are in place in addition to the following. Animals that come within 30 feet flee from the PC as if affected by a *fear* spell unless they succeed at a Will save (DC 14 + PC's Intelligence bonus). Should the animal save, it immediately attacks the PC. The evil and magical auras and black nimbus of the *Robe* cannot be masked by any means, including *mind blank* and similar spells. The PC detects as undead, evil (moderate) and magical (moderate necromancy).

Note: The Robe of Vecna may not be sold. No one will buy such an obviously tainted item.

APPENDIX 1: NPCS

ENCOUNTER 3: JUNGLE RENDEZVOUS

APL 10 (EL 8)

➤ **Maldwyn ap Talvan:** Male human Rog5/Clr3; CR 8; Medium humanoid (human); HD 5d6+3d8+16; hp 53; Init +8; Spd 30 ft.; AC 21, touch 16, flat-footed 21; Base Atk +5; Grp +5; Atk/Full Atk +7 melee (1d4+2 [crit 19-20/x2], +2 returning dagger), or +11 ranged (1d4+2/19-20, +2 returning dagger); SA Sneak attack +3d6; SQ Evasion, rebuke undead (4/day), spontaneous casting (inflict), uncanny dodge; AL N; SV Fort +8, Ref +11, Will +9. Str 10, Dex 18, Con 14, Int 14, Wis 14, Cha 12. Height 5 ft. 6 in.

Skills and Feats: Appraise +5, Balance +13, Bluff +9, Climb +0, Concentration +5, Decipher Script +7, Diplomacy +3, Disguise +6, Escape Artist +12, Gather Information +6, Heal +4, Hide +12, Intimidate +3, Jump +6, Knowledge (arcana) +7, Knowledge (religion) +4, Listen +7, Move Silently +16, Open Lock +7, Search +6, Sense Motive +2, Sleight of Hand +11, Spellcraft +5, Spot +6, Tumble +12; Dodge, Improved Initiative, Mobility, Spring Attack.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): o—cure minor wounds, detect magic, guidance, resistance; 1st—Nystul's undetectable aura*, cure light wounds, sanctuary, shield of faith; 2nd—detect thoughts*, bear's endurance, hold person.

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: Olman attire, +3 leather armor of silent moves, ring of protection +2, gloves of dexterity +4, vest of resistance +2, potion of cure moderate wounds, potion of gaseous form, potion of invisibility, +2 returning dagger.

Notes: Maldwyn speaks Common, Giant, and Infernal.

APL 12 (EL 10)

➤ **Maldwyn ap Talvan:** Male human Rog5/Clr5; CR 10; Medium humanoid (human); HD 5d6+5d8+20; hp 67; Init +8; Spd 30 ft.; AC 21, touch 16, flat-footed 21; Base Atk +6; Grp +6; Atk +12 ranged (1d4+2/19-20, +2 returning dagger); Full Atk +8/+3 melee (1d4+2/19-20, +2 returning dagger), or +12/+7 ranged (1d4+2/19-20, +2 returning dagger); SA Sneak attack +3d6; SQ Evasion, rebuke undead (4/day), spontaneous casting (inflict), uncanny dodge; AL N; SV Fort +9, Ref +11, Will +9. Str 10, Dex 18, Con 14, Int 14, Wis 14, Cha 12. Height 5 ft. 6 in.

Skills and Feats: Appraise +5, Balance +13, Bluff +9, Climb +0, Concentration +7 (+9), Decipher Script +7, Disguise +6, Escape Artist +12, Gather Information +6, Heal +4, Hide +12, Jump +6, Knowledge (arcana) +7, Knowledge (religion) +8, Listen +7, Move Silently +17, Open Lock +7, Search +6, Sleight of Hand +11, Spellcraft +7, Spot +6, Tumble +12; Close-Quarters Fighting, Dodge, Improved Initiative, Mobility, Spring Attack.

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): o—cure minor wounds (2), detect magic, guidance, resistance; 1st—Nystul's undetectable aura*, cause fear, cure light wounds, sanctuary, shield of faith; 2nd—detect thoughts*, bear's endurance, hold person, silence; 3rd—dispel magic*, cure serious wounds.

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: Olman attire, +3 leather armor of silent moves, ring of protection +2, gloves of dexterity +4, vest of resistance +2, potion of cure moderate wounds, potion of gaseous form, potion of invisibility, +2 returning dagger.

Notes: Maldwyn speaks Common, Giant, and Infernal.

APL 14 (EL 12)

➤ **Maldwyn ap Talvan:** Male human Rog5/Clr5/Asn2; CR 12; Medium humanoid (human); HD 7d6+5d8+24; hp 71; Init +9; Spd 30 ft.; AC 22, touch 17, flat-footed 22; Base Atk +7; Grp +7; Atk +14 ranged (1d4+2/19-20 plus poison, +2 returning dagger); Full Atk +9/+4 melee (1d4+2/19-20 plus poison, +2 returning dagger), or +14/+9 ranged (1d4+2/19-20 plus poison, +2 returning dagger); SA Sneak attack +4d6, death attack; SQ Evasion, poison use, poison resistance, rebuke undead (4/day), spontaneous casting (inflict), uncanny dodge; AL N; SV Fort +10, Ref +16, Will +10. Str 10, Dex 21, Con 14, Int 14, Wis 14, Cha 12. Height 5 ft. 6 in.

Skills and Feats: Appraise +5, Balance +14, Bluff +10, Climb +0, Concentration +7, Decipher Script +7, Disguise +6, Escape Artist +13, Gather Information +6, Heal +4, Hide +20, Jump +6, Knowledge (arcana) +7, Knowledge (religion) +8, Listen +9, Move Silently +20, Open Lock +8, Search +7, Sleight of Hand +15, Spellcraft +7, Spot +7, Tumble +15; Close-Quarters

Fighting, Dodge, Improved Initiative, Mobility, Point Blank Shot, Spring Attack.

Spells Prepared (cleric) (5/4+1/3+1/1+1; base DC = 12 + spell level): o—cure minor wounds (2), detect magic, guidance, resistance; 1st—Nystul's undetectable aura*, cause fear, cure light wounds, sanctuary, shield of faith; 2nd—detect thoughts*, bear's endurance, hold person, silence; 3rd—dispel magic*, cure serious wounds.

Spells Known (assassin) (1; base DC = 12 + spell level): 1st—disguise self, true strike.

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: Olman attire, +3 leather armor of shadow silent moves, ring of protection +2, gloves of dexterity +6, vest of resistance +3, potion of cure moderate wounds, potion of gaseous form, potion of invisibility, +2 returning dagger (poisoned).

Death Attack: Study a target for 3 rounds then make a successful sneak attack within the next 3 rounds to paralyze (for 1d6+2 rounds) or kill the target. Fortitude save (DC 14) to avoid effects.

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

Poison (deathblade): Injury (DC 20); Initial/Secondary Damage (1d6 Con/2d6 Con).

Notes: Maldwyn speaks Common, Giant, and Infernal.

APL 16 (EL 14)

➤ **Maldwyn ap Talvan:** Male human Rog5/Clr5/Asn5; CR 15; Medium humanoid (human); HD 10d6+5d8+24; hp 97; Init +9; Spd 30 ft.; AC 22, touch 17, flat-footed 22; Base Atk +9; Grp +9; Atk +16 ranged (1d4+2/19-20 plus poison, +2 returning dagger); Full Atk +11/+6 melee (1d4+2/19-20 plus poison, +2 returning dagger), or +16/+11 ranged (1d4+2/19-20 plus poison, +2 returning dagger); SA Sneak attack +4d6, death attack; SQ Evasion, poison use, poison resistance, rebuke undead (4/day), spontaneous casting (inflict), uncanny dodge; AL N; SV Fort +12, Ref +18, Will +12. Str 10, Dex 21, Con 14, Int 14, Wis 14, Cha 12. Height 5 ft. 6 in.

Skills and Feats: Appraise +5, Balance +14, Bluff +12, Climb +0, Concentration +7, Decipher Script +7, Disguise +6, Escape Artist +15, Gather Information +6, Heal +4, Hide +23, Jump +6, Knowledge (arcana) +8, Knowledge (religion) +8, Listen +10, Move Silently +23, Open Lock +8, Search +8, Sleight of Hand +18, Spellcraft +7, Spot +8, Tumble +18; Close-Quarters Fighting, Dodge, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Spring Attack.

Spells Prepared (cleric) (5/4+1/3+1/1+1; base DC = 12 + spell level): o—cure minor wounds (2), detect magic, guidance, resistance; 1st—Nystul's undetectable aura*, cause fear, cure light wounds, sanctuary, shield of faith; 2nd—detect thoughts*, bear's endurance, hold person, silence; 3rd—dispel magic*, cure serious wounds.

Spells Known (assassin) (4/3; base DC = 12 + spell level): 1st—feather fall, disguise self, sleep, true strike; 2nd—cat's grace, invisibility, pass without trace. *Domain spell. Domains: Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: Olman attire, +3 leather armor of shadow silent moves, ring of protection +2, gloves of dexterity +6, vest of resistance +4, potion of cure moderate wounds, potion of gaseous form, potion of invisibility, +2 returning dagger (poisoned).

Death Attack: Study a target for 3 rounds then make a successful sneak attack within the next 3 rounds to paralyze (for 1d6+2 rounds) or kill the target. Fortitude save (DC 17) to avoid effects.

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

Poison (deathblade): Injury (DC 20); Initial/Secondary Damage (1d6 Con/2d6 Con).

ENCOUNTER 4: PROCESSION OF THE SNAKES

APL 10 (EL 12)

➤ **Chalmeccacihuatl "The Sacrificer":** Advanced Tyrannosaur of Legend; CR 12; Huge outsider (native, augmented animal); HD *24d8+249; hp 357; Init +9; Spd 40 ft.; AC 24, touch 13, flat-footed 19; Base Atk +18;

Grp +40; Full Atk +30 melee (3d6+21 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Improved grab, swallow whole poison; SQ Darkvision 60 ft., fast healing 5; SR 22; SV Fort +27, Ref +22, Will +14; AL N; Str 38, Dex 20, Con 31, Int 4, Wis 17, Cha 14.

Skills and Feats: Hide +0, Listen +16, Spot +16; Alertness, Awesome Blow, Improved Initiative ^B, Improved Natural Armor, Improved Natural Attack (bite), Run, Toughness (3), Track.

Improved Grab (Ex): To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check.

The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Poison (Ex): Chalmeccacihuatl possesses a venomous bite. Injury, Fortitude DC 32, initial damage 1d6 Str, secondary damage 1d6 Str.

Skills: A tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

APL 12 (EL 14)

☛**Chalmeccacihuatl "The Sacrificer":** Advanced Tyrannosaurus of Legend; CR 14; Huge outsider (native, augmented animal); HD 30d8+339; hp 474; Init +9; Spd 40 ft.; AC 25 (-2 size, +5 Dex, +12 natural), touch 13, flat-footed 19; Base Atk +22; Grp +44; Full Atk +34 melee (3d6+21 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Improved grab, swallow whole, poison; SQ Darkvision 60 ft., fast healing 5; SR 25; SV Fort +31, Ref +25, Will +16; AL N; Str 38, Dex 20, Con 32, Int 4, Wis 17, Cha 14.

Skills and Feats: Hide +2, Listen +18, Spot +18; Alertness, Awesome Blow, Combat Reflexes, Improved Initiative ^B, Improved Natural Armor (2), Improved Natural Attack (bite), Run, Toughness (3), Track.

Improved Grab (Ex): To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check.

The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Poison (Ex): Chalmeccacihuatl possesses a venomous bite. Injury, Fortitude DC 36, initial damage 1d6 Str, secondary damage 1d6 Str.

Skills: A tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

APL 14 (EL 16)

☛**Chalmeccacihuatl "The Sacrificer":** Advanced Tyrannosaurus of Legend; CR 16; Huge outsider (native, augmented animal); HD 36d8+405; hp 567; Init +9; Spd 40 ft.; AC 25, touch 13, flat-footed 20; Base Atk +27; Grp +49; Full Atk +39 melee (3d6+21 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Improved grab, swallow whole, poison; SQ Darkvision 60 ft., fast healing 5; SR 28; SV Fort +34, Ref +28, Will +19; AL N; Str 38, Dex 21, Con 32, Int 4, Wis 18, Cha 14.

Skills and Feats: Hide +4, Listen +20, Spot +20; Alertness, Awesome Blow, Combat Reflexes, Improved Critical (bite), Improved Initiative ^B, Improved Natural Armor (2), Improved Natural Attack (bite), Power Attack, Run, Toughness (3), Track.

Improved Grab (Ex): To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check.

The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge tyrannosaurus's gizzard can hold 2 Medium, or 8 Small opponents.

Poison (Ex): Chalmeccacihuatl possesses a venomous bite. Injury, Fortitude DC 39, initial damage 1d6 Str, secondary damage 1d6 Str.

Skills: A tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

APL 16 (EL 18)

➤ **Chalmeccacihuatl “The Sacrificer”:** Advanced Tyrannosaur of Legend; CR 18; Gargantuan outsider (native, augmented animal); HD 42d8+555; hp 744; Init +10; Spd 40 ft.; AC 29, touch 12, flat-footed 23; Base Atk +31; Grp +61; Full Atk +45 melee (4d6+27 plus poison, bite); Space/Reach 20 ft./15 ft.; SA Improved grab, swallow whole, poison; SQ Darkvision 60 ft., fast healing 5; SR 31; SV Fort +39, Ref +32, Will +20; AL N; Str 46, Dex 22, Con 36, Int 4, Wis 18, Cha 14.

Skills and Feats: Hide +6, Listen +22, Spot +22; Alertness, Awesome Blow, Combat Reflexes, Improved Critical (bite), Improved Initiative ^B, Improved Natural Armor (3), Improved Natural Attack (bite), Improved Sunder, Power Attack, Run, Toughness (3), Track.

Improved Grab (Ex): To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check.

The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Gargantuan tyrannosaurus's gizzard can hold 2 large, 8 Medium, or 32 Small opponents.

Poison (Ex): Chalmeccacihuatl possesses a venomous bite. Injury, Fortitude DC 44, initial damage 1d6 Str, secondary damage 1d6 Str.

Skills: A tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

ENCOUNTER 5: TEMPLE AND STORM

APL 12 (EL 12)

➤ **Yuan-ti Halfblood Archers:** Male yuan-ti halfblood Rgr2; CR 7; Medium monstrous humanoid; HD 9d8+27; hp 75; Init +3; Spd 30 ft.; AC 22, touch 13, flat-footed 19; Base Atk +9; Grp +12; Atk +14 ranged (1d8+1/x3 plus poison, +1 composite longbow) or +13 melee (1d6+4/18-20, +1 scimitar); Full Atk +14/+9 ranged (1d8+1/x3 plus poison, +1 composite longbow) or +13/+8 melee (1d6+4/18-20, +1 scimitar) and +7 melee (1d6+1 plus poison, bite); SA Poison, produce acid, favored enemy (human), spell-like abilities; SQ Chameleon power, detect poison, scent, wild empathy; SR 18; AL NE; SV Fort +8, Ref +11, Will +10; Str 17, Dex 17, Con 17, Int 16, Wis 20, Cha 16.

Skills and Feats: Concentration +13, Hide +12, Knowledge (geography) +13, Knowledge (nature) +13, Listen +17, Move Silently +12, Spot +17; Alertness ^B, Blind-Fight ^B, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot ^B, Track ^B, Weapon Focus (composite longbow).

Possessions: Masterwork studded leather armor, +1 buckler, +1 composite longbow, +1 +1 scimitar, 40 poisoned arrows.

Chameleon Power (Sp): A yuan-ti halfblood can psionically change the coloration of itself and its equipment to match its surroundings, granting it a +10 circumstance bonus on Hide checks.

Favored Enemy (Human): Against humans, Yuan-ti archers gains a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Produce Acid (Sp): A yuan-ti halfblood has the psionic power to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities (Sp): 3/day—animal trance (DC 15), cause fear (DC 14); 1/day—deeper darkness, neutralize poison (DC 17), suggestion (DC 16). Caster level 8th. The save DCs are Charisma-based.

Wild Empathy (Ex): Yuan-ti archer can make a check (+5) to improve the attitude of an animal. He must be within 30 feet of the animal and this takes 1 minute to perform.

APL 14 (EL 14)

➤ **Yuan-ti Halfblood Snipers:** Male yuan-ti halfblood Rgr2/DpwdSnpr2; CR 9; Medium monstrous humanoid; HD 11d8+33; hp 91; Init +3; Spd 30 ft.; AC 23, touch 13, flat-footed 20; Base Atk +11; Grp +14; Atk +16 ranged (1d8+1/19-20/x4 plus poison, +1 composite longbow) or +15 melee (1d6+4/18-20, +1 scimitar); Full Atk +16/+11/+6 ranged (1d8+1/19-20/x4 plus poison, +1 composite longbow) or +15/+10/+5 melee (1d6+4/18-

20, +1 scimitar) and +9 melee (1d6+1 plus poison, bite); SA Concealment reduction, favored enemy (human), keen arrows, *magic weapon*, poison, produce acid, projectile improved critical, spell-like abilities; SQ Chameleon power, *detect poison*, range increment bonus, scent, wild empathy; SR 20; AL NE; SV Fort +8, Ref +11, Will +10; Str 17, Dex 17, Con 17, Int 16, Wis 20, Cha 16.

Skills and Feats: Concentration +14, Hide +12, Knowledge (geography) +13, Knowledge (nature) +15, Listen +20, Move Silently +16, Spot +20; Alertness^B, Blind-Fight^B, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (composite longbow).

Concealment Reduction (Ex): Miss chance against opponents with concealment drops by 10%.

Chameleon Power (Sp): A yuan-ti halfblood can psionically change the coloration of itself and its equipment to match its surroundings, granting it a +10 circumstance bonus on Hide checks.

Favored Enemy (Human): Against humans, Yuan-ti archers gains a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

Keen Arrows (Ex): All projectiles fired behave as if they were keen weapons in addition to any other properties they might possess. This does not stack with any other keen effect.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Produce Acid (Sp): A yuan-ti halfblood has the psionic power to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Projectile Improved Critical (Ex): The critical multiplier of the composite longbow is increased by 1.

Range Increment Bonus (Ex): The range increment of the composite longbow is increased by 20 feet.

Spell-like Abilities (Sp): 3/day—*animal trance* (DC 15), *cause fear* (DC 14); 1/day—*deeper darkness*, *neutralize poison* (DC 17), *suggestion* (DC 16). Caster level 8th. 1/day—*magic weapon*. Caster level 2nd. The save DCs are Charisma based.

Wild Empathy (Ex): Yuan-ti archer can make a check (+5) to improve the attitude of an animal. He must be within 30 feet of the animal and this takes 1 minute to perform. Possessions: +1 Studded leather armor, +1 buckler, +1 composite longbow, +1 scimitar, 40 poisoned arrows.

APL 16 (EL 16)

☛ **Yuan-ti Halfblood Snipers:** Male yuan-ti halfblood Rgr2/DpwdSnpr2; CR 11; Medium monstrous humanoid; HD 13d8+33; hp 107; Init +4; Spd 30 ft.; AC

24, touch 14, flatfooted 20; Base Atk +13; Grp +16; Atk +19 ranged (1d8+1/19-20/x4 plus poison, +1 composite longbow) or +17 melee (1d6+4/18-20, +1 scimitar); Full Atk +19/+14/+9 ranged (1d8+1/19-20/x4 plus poison, +1 composite longbow) or +17/+12/+7 melee (1d6+4/18-20, +1 scimitar) and +9 melee (1d6+1 plus poison, bite); SA Concealment reduction, favored enemy (human), keen arrows, *magic weapon*, poison, produce acid, projectile improved critical, spell-like abilities, take aim; SQ Chameleon power, *detect poison*, range increment bonus, safe poison use, scent, wild empathy; SR 22; AL NE; SV Fort +9, Ref +16, Will +11; Str 17, Dex 18, Con 17, Int 16, Wis 20, Cha 16.

Skills and Feats: Concentration +15, Hide +18, Knowledge (geography) +13, Knowledge (nature) +17, Listen +22, Move Silently +18, Spot +22; Alertness^B, Blind-Fight^B, Far Shot, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (composite longbow).

Possessions: +1 Studded leather armor, +1 buckler, +1 composite longbow, +1 scimitar, 40 poisoned arrows.

Concealment Reduction (Ex): Miss chance against opponents with concealment drops by 10%.

Chameleon Power (Sp): A yuan-ti halfblood can psionically change the coloration of itself and its equipment to match its surroundings, granting it a +10 circumstance bonus on Hide checks.

Favored Enemy (Human): Against humans, Yuan-ti archers gains a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

Keen Arrows (Ex): All projectiles fired behave as if they were keen weapons in addition to any other properties they might possess. This does not stack with any other keen effect.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Produce Acid (Sp): A yuan-ti halfblood has the psionic power to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Projectile Improved Critical (Ex): The critical multiplier of the composite longbow is increased by 1.

Range Increment Bonus (Ex): The range increment of the composite longbow is increased by 40 feet.

Safe Poison Use (Ex): The yuan-ti can use poison without any chance of poisoning itself.

Spell-like Abilities (Sp): 3/day—*animal trance* (DC 15), *cause fear* (DC 14); 1/day—*deeper darkness*, *neutralize poison* (DC 17), *suggestion* (DC 16). Caster level 8th. 1/day—*magic weapon*. Caster level 4th. The save DCs are Charisma based.

Take Aim (Ex): By aiming carefully, the yuan-ti can gain a +2 bonus on attack rolls against a stationary

target. Taking aim is a full-round action and if the target moves more than 5 feet during that period the bonus is lost.

Wild Empathy (Ex): Yuan-ti archer can make a check (+5) to improve the attitude of an animal. He must be within 30 feet of the animal and this takes 1 minute to perform.

ENCOUNTER 6: SACRIFICE

APL 10 (EL 12)

☛ **Pacanan:** Male human Clr3/Wiz7; CR 10; Medium humanoid (human); HD 3d8+7d4+20; hp 59; Init +4; Spd 30 ft.; AC 20, touch 14, flat-footed 20; Base Atk +5; Grp +12; Atk +13 melee (1d4+7/19-20, masterwork dagger); SA Spells, *Hand of Vecna*; SQ *Hand of Vecna*, fire resistance 20, electrical absorbance 84 points, familiar; AL NE; SV Fort +9, Ref +5, Will +13; Str 24, Dex 10, Con 14, Int 15, Wis 17, Cha 12.

Skills and Feats: Bluff +10, Concentration +12, Decipher Script +2, Disguise +2, Gather Information +3, Heal +4, Intimidate +3, Knowledge (arcana) +10, Knowledge (history) +8, Knowledge (local) +7, Knowledge (planes) +7, Knowledge (religion) +10, Listen +5, Sense Motive +3, Spellcraft +12, Spot +5; Improved Familiar, Improved Initiative, Persuasive, Silent Spell, Skill Focus (Bluff), Reach Spell.

Spells Prepared (Cleric) (4/3+1/2+1; base DC = 13 + spell level): o—*cure minor wounds*, *detect magic*, *guidance*, *resistance*; 1st—*command*, *detect secret doors**, *entropic shield*, *shield of faith*; 2nd—*bear's endurance*, *detect thoughts**, *sound burst*

Spells Prepared (Wizard) (4/5/4/2/1; base DC = 12 + spell level): o—*acid splash*, *flare*, *ghost sound*, *touch of fatigue*; 1st—*charm person*, *expeditious retreat*, ~~mage armor~~, *magic missile*, *ray of enfeeblement*; 2nd—*magic missile* (silent), ~~resist energy (fire)~~, *scorching ray*, *web*; 3rd—*sleet storm*, ~~protection from energy (electricity)~~; 4th—*touch of idiocy* (reach);

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: *Hand of Vecna*, masterwork dagger, *cloak of resistance* +2, ring of force shield, scroll of dimension door.

Notes: Pacanan speaks Common, Draconic, and Undercommon. He has a permanent Rary's telepathic bond with his familiar.

☛ **Mardu, imp familiar:** Tiny outsider (evil, lawful, extraplanar); HD 10; hp 29; Init +3, Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; Base Atk +5; Grp -3; Atk/Full Atk +10 melee (1d4 plus poison, sting); SA Poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +5, Ref +6, Will +9; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (Planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 17, initial damage 1d4 Dex, secondary damage 2d4 Dex. The DC is Constitution-based and includes a +2 racial bonus.

Spell-like Abilities (Sp): At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion*. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

☛ **Fiona Maynem:** Female human Drd7/NmlLrd3 (Snake); CR 10; Medium humanoid (human); HD 10d8+20; hp 73; Init +0; Spd 30 ft.; AC 18, touch 10, flat-footed 18; Base Atk +7; Grp +6; Atk +8 melee (1d8+1/x3, +2 spear); Full Atk +8/+3 melee (1d8+1/crit x3, +2 spear); SA Spells; SQ Animal bond, animal companion, animal sense, animal speech, lesser wild shape, nature sense, resist nature's lure, trackless step, wild shape 3/day, wild empathy, woodland stride, fire absorbance 84, electrical resistance 20; AL NE; SV Fort +10, Reflex +7, Will +9; Str 8, Dex 10, Con 14, Int 13, Wis 17, Cha 14. Height 5 ft. 6 in.

Skills and Feats: Bluff +5, Climb +0, Concentration +10, Escape Artist +1, Handle Animal +8, Heal +7, Hide +1, Knowledge (nature) +12, Listen +8, Spellcraft +7, Spot +8, Survival +14; Animal Control, Animal Defiance, Clever Wrestler^B, Lightning Reflexes, Natural Spell, Resist Poison.*

Spells Prepared (Druid) (6/5/4/3/1; base DC = 13 + spell level): o—*create water*, *cure minor wounds* (x3), *detect magic*, *flare*; 1st—*charm animal*, *cure light wounds*, *faerie fire*, *magic fang*, *produce flame*; 2nd—~~barkskin~~, *bear's endurance*, ~~resist energy (electricity)~~, *warp wood*; 3rd—*cure moderate wounds*, *meld into stone*, ~~protection from energy (fire)~~; 4th—*freedom of movement*

Spells Prepared (Snakelord) (2/1; base DC = 13 + spell level): 1st—*camouflage*, *cure light wounds*; 2nd—*hold animal*.

Possessions: Dragonhide wild leather armor +2, +2 spear, collar of resistance +2 (animal companion).

Animal Bond (Ex): Allows the Animal Lord to have an animal companion as per the animal

companion ability of the druid, but limited to animals in her selected group. The Animal Lord's levels count as its effective druid level for purposes of this ability. If the Animal Lord already has the animal companion ability from another class, the class levels stack.

Animal Companion (Ex): Fiona has a huge viper animal companion named Sseseth.

Animal Sense (Su): Fiona can sense any snakes within a 9-mile radius.

Animal Speech (Ex): Fiona can converse at will with snakes as though under the effects of *Speak with animals*.

Lesser Wild Shape (Su): Fiona may wild shape into a Small or Medium size snake at will.

Nature Sense (Ex): Fiona gains a +2 bonus on Knowledge (Nature) and Survival checks (included).

Trackless Step (Ex): Fiona leaves no trail in natural surroundings and cannot be tracked. Fiona may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): Fiona gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Empathy (Ex): Fiona can make a check (+14) to improve the attitude of an animal. He must be within 30 feet of the animal and this takes 1 minute to perform.

Wild Shape (Su): Fiona may turn into a Small or Medium size animal and back again 3 times/day for up to 7 hours.

Woodland Stride (Ex): Fiona moves through dense jungle at full speed without suffering any damage or impairment. Magically overgrown areas still impede Fiona.

➤ **Sseseth, viper animal companion:** Huge magical beast (augmented animal); HD 8d8+8; hp 44; Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18 (-2 size, +3 Dex, +7 natural), touch 11, flatfooted 15; Base Atk +6; Grp +17; Full Atk +9 melee (1d6+4 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Poison; SQ Evasion, link, scent, share spells; AL N; SV Fort +9, Ref +11, Will +5; Str 17, Dex 16, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11. Hide +6, Listen +7, Spot +7, Swim +11; Improved Initiative, Run, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 15, initial damage 1d6 Con, secondary damage 1d6 Con. The DC is Constitution-based.

Evasion (Ex): If Sseseth is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Link (Ex): A druid can handle her animal companion as a free action or push it as a move action. A druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Tricks: Sseseth knows the following tricks – attack (2), come, defend, stay.

APL 12 (EL 12)

➤ **Pacanan:** Male human Clr3/Wiz7/MyT2; CR 12; Medium humanoid (human); HD 3d8+9d4+24; hp 69; Init +4; Spd 30 ft.; AC 20, touch 14, flat-footed 20; Base Atk +6; Grp +13; Ak +14 melee (1d4+7/19-20, masterwork dagger); Full Atk +14/+9 melee (1d4+7/19-20, masterwork dagger); SA Spells, *Hand of Vecna*; SQ Familiar, *Hand of Vecna*; fire resistance 20, electrical absorbance 108 points; AL NE; SV Fort +10, Ref +6, Will +17; Str 24, Dex 10, Con 14, Int 16, Wis 17, Cha 12.

Skills and Feats: Bluff +11, Concentration +14, Decipher Script +3, Disguise +5, Gather Information +5, Heal +4, Intimidate +5, Knowledge (arcana) +11, Knowledge (history) +9, Knowledge (local) +8, Knowledge (planes) +8, Knowledge (religion) +11, Listen +5, Sense Motive +7, Spellcraft +14, Spot +5; Deceitful, Improved Familiar, Improved Initiative, Persuasive, Silent Spell, Skill Focus (Bluff), Reach Spell.

Spells Prepared (Cleric) (5/4+1/3+1/2+1; base DC = 13 + spell level): 0–cure minor wounds, detect magic, guidance, resistance, virtue; 1st–command, detect secret doors*, entropic shield, sanctuary, shield of faith; 2nd–bear's endurance, ~~detect thoughts~~*, silence, sound burst; 3rd–cure serious wounds, dispel magic*, protection from energy.

Spells Prepared (Wizard) (4/5/5/4/2/1; base DC = 13 + spell level): 0–acid splash, flare, ghost sound, touch of fatigue; 1st–charm person, expeditious retreat, ~~mage armor~~, magic missile, ray of enfeeblement; 2nd–magic missile (silent), mirror image, ~~resist energy (fire)~~, scorching ray, web; 3rd–deep slumber, ~~protection from energy (electricity)~~, sleet storm, suggestion; 4th–dimension door, touch of idiocy (reach); 5th–vampiric touch (reach).

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: *Hand of Vecna* masterwork dagger, cloak of resistance +3, ring of force shield, scroll of dimension door.

Notes: Pacanan speaks Common, Draconic, and Undercommon. He has a permanent Rary's telepathic bond with his familiar.

☛ **Mardu, imp familiar:** Tiny outsider (evil, lawful, extraplanar); HD 12; hp 34; Init +3, Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; Base Atk +6; Grp -2; Atk/Full Atk +11 melee (1d4 plus poison, sting); SA Poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +5, Ref +6, Will +12; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 18, initial damage 1d4 Dex, secondary damage 2d4 Dex. The DC is Constitution-based and includes a +2 racial bonus.

Spell-like Abilities (Sp): At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion*. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th-level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

☛ **Fiona Maynem:** Female human Drd8/NmlLrd4 (Snake); CR 12; Medium humanoid (human); HD 12d8+24; hp 87; Init +0; Spd 30 ft.; AC 18, touch 10, flat-footed 18; Base Atk +9; Grp +8; Atk +10 melee (1d8+1/x3, +2 spear); Full Atk +10/+5 melee (1d8+1/x3, +2 spear); SA Spells; SQ Animal bond, animal companion, animal farspeech, animal sense, animal speech, lesser wild shape, nature sense, resist nature's lure, trackless step, wild shape 3/day, wild empathy, woodland stride, acid absorbance 84, electrical resistance 20, fire resistance 5; AL NE; SV Fort +12, Reflex +8, Will +11; Str 8, Dex 10, Con 14, Int 13, Wis 18, Cha 14. Height 5 ft. 6 in.

Skills and Feats: Bluff +5, Climb +0, Concentration +12, Escape Artist +1, Handle Animal +9, Heal +8, Hide +2, Knowledge (nature) +14, Listen +10, Spellcraft +8, Spot +10, Survival +15; Animal Control, Animal Defiance, Clever Wrestling ^B, Lightning Reflexes, Natural Spell, Resist Poison, Resistance to Energy (fire).

Spells Prepared (Druid) (6/5/4/4/3; base DC = 14 + spell level): 0—*create water*, *cure minor wounds* (3), *detect magic*, *flare*; 1st—*charm animal*, *cure light wounds*, *faerie fire*, *magic fang*, *produce flame*; 2nd—~~*barkskin*~~, *bear's endurance*, ~~*resist energy* (electricity)~~, *warp wood*; 3rd—*cure moderate wounds*, *meld into stone*, ~~*protection from energy* (acid)~~, *sleet storm*; 4th—*cure serious wounds*, *flame strike*, *freedom of movement*.

Spells Prepared (Snakelord) (2/2; base DC = 14 + spell level): 1st—*camouflage*, *cure light wounds*; 2nd—*cure moderate wounds*, *hold animal*.

Possessions: Dragonhide wild leather armor +2, +2 spear, collar of resistance +3 (animal companion).

Animal Bond (Ex): Allows the Animal Lord to have an animal companion as per the animal companion ability of the druid, but limited to animals in her selected group. The Animal Lord's levels count as its effective druid level for purposes of this ability. If the Animal Lord already has the animal companion ability from another class, the class levels stack.

Animal Companion (Ex): Fiona has a huge viper animal companion named Sseseth.

Animal Farspeech (Sp): Fiona can use her animal speech ability to converse telepathically with any snake within a 16-mile radius.

Animal Sense (Su): Fiona can sense any snakes within a 16-mile radius.

Animal Speech (Ex): Fiona can converse at will with snakes as though under the effects of *speak with animals*.

Lesser Wild Shape (Su): Fiona may wild shape into a Small or Medium size snake at will.

Nature Sense (Ex): Fiona gains a +2 bonus on Knowledge (Nature) and Survival checks (included).

Resist Nature's Lure (Ex): Fiona gains a +4 bonus on saving throws against the spell-like abilities of fey.

Summon Animal (Sp): Fiona can summon 1d3 Small or Medium size snakes once per day. This effect

functions like *summon nature's ally* and lasts one round per Animal Lord level.

Trackless Step (Ex): Fiona leaves no trail in natural surroundings and cannot be tracked. Fiona may choose to leave a trail if so desired.

Wild Empathy (Ex): Fiona can make a check (+16) to improve the attitude of an animal. He must be within 30 feet of the animal and this takes 1 minute to perform.

Wild Shape (Su): Fiona may turn into a Small or Medium size animal and back again 3 times/day for up to 8 hours.

Woodland Stride (Ex): Fiona moves through dense jungle at full speed without suffering any damage or impairment. Magically overgrown areas still impede Fiona.

☛ **Sseseth, viper animal companion:** Huge magical beast (augmented animal); HD 10d8+10; hp 55; Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 20 (-2 size, +3 Dex, +9 natural), touch 11, flatfooted 17; Base Atk +7; Grp +19; Full Atk +11 melee (1d6+5 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Poison; SQ Devotion, evasion, link, scent, share spells; AL N; SV Fort +11, Ref +13, Will +7; Str 18, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12. Hide +8, Listen +7, Spot +7, Swim +11; Combat Reflexes, Improved Initiative, Run, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial damage 1d6 Con, secondary damage 1d6 Con. The DC is Constitution-based.

Devotion (Ex): Sseseth gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex): If Sseseth is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Link (Ex): A druid can handle her animal companion as a free action or push it as a move action. A druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Tricks: Sseseth knows the following tricks – attack (x2), come, defend, seek, stay.

APL 14 (EL 14)

☛ **Pacanan:** Male human Clr3/Wiz7/MyT4; CR 14; Medium humanoid (human); HD 3d8+11d4+28; hp 79; Init +4; Spd 30 ft.; AC 20, touch 14, flat-footed 20; Base Atk +7; Grp +14; Atk +15 melee (1d4+7/19-20, masterwork dagger); Full Atk +15/+10 melee (1d4+7/19-20, masterwork dagger); SA Spells, *Hand of Vecna*; SQ *Hand of Vecna*, familiar, fire resistance 30, electrical absorbance 120 points; AL NE; SV Fort +12, Ref +8, Will +19; Str 24, Dex 10, Con 14, Int 16, Wis 17, Cha 12.

Skills and Feats: Bluff +11, Concentration +16, Decipher Script +5, Disguise +7, Gather Information +5, Heal +4, Intimidate +5, Knowledge (arcana) +12,

Knowledge (history) +9, Knowledge (local) +8, Knowledge (planes) +8, Knowledge (religion) +12, Listen +5, Sense Motive +8, Spellcraft +15, Spot +5; Deceitful, Improved Familiar, Improved Initiative, Persuasive, Silent Spell, Skill Focus (Bluff), Reach Spell.

Spells Prepared (Cleric) (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0–*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*, *virtue*; 1st–*command*, *cure light wounds*, *detect secret doors**, *entropic shield*, *sanctuary*, *shield of faith*; 2nd–*bear's endurance*, *cure moderate wounds*, ~~*detect thoughts**~~, *silence*, *sound burst*; 3rd–*cure serious wounds*, *dispel magic**, *meld into stone*, *protection from energy*; 4th–*air walk*, *divination**.

Spells Prepared (Wizard) (4/5/5/5/3/2/1; base DC = 13 + spell level): 0–*acid splash*, *flare*, *ghost sound*, *touch of fatigue*; 1st–*charm person*, *expeditious retreat*, ~~*mage armor*~~, *magic missile*, *ray of enfeeblement*; 2nd–*magic missile* (silent), *mirror image*, ~~*resist energy (fire)*~~, *scorching ray*, *web*; 3rd–*deep slumber*, ~~*nondetection*~~, ~~*protection from energy (electricity)*~~, *sleet storm*, *suggestion*; 4th–*dimension door*, *Evard's black tentacles*, *touch of idiocy* (reach); 5th–*dominate person*, *vampiric touch* (reach); 6th–*mass suggestion*.

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: *Hand of Vecna*, Masterwork dagger, *cloak of resistance* +4, *ring of force shield*, *scroll of dimension door*.

Notes: Pacanan speaks Common, Draconic, and Undercommon. He has a permanent *Rary's telepathic bond* with his familiar.

☛ **Mardu, imp familiar:** Tiny outsider (evil, lawful, extraplanar); HD 14; hp 39; Init +3, Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; Base Atk +7; Grp -1; Atk/Full Atk +12 melee (1d4 plus poison, sting); SA Poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +6, Ref +7, Will +13; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14. **Skills and Feats:** Diplomacy +8, Hide +17, Knowledge (planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 19, initial damage 1d4 Dex, secondary damage 2d4 Dex. The DC is Constitution-based and includes a +2 racial bonus.

Spell-like Abilities (Sp): At will–*detect good*, *detect magic*, *invisibility* (self only); 1/day– *suggestion*. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

🐉 **Fiona Maynem:** Female human Drd9/NmlLrd5 (Snake); CR 14; Medium humanoid (human); HD 14d8+28; hp 101; Init +0; Spd 30 ft.; AC 19 (+5 dragonhide wild hide armor +2, +4 natural barkskin), touch 10, flat-footed 19; Base Atk +9; Grp +8; Atk +10 melee (1d8+1/x3 plus poison, +2 spear); Full Atk +10/+5 melee (1d8+1/x3 plus poison, +2 spear); SA Spells, produce poison; SQ Animal bond, animal companion, animal farspeech, animal sense, animal speech, lesser wild shape, nature sense, resist nature's lure, share lesser form, summon animal, trackless step, venom immunity, wild shape 3/day, wild empathy, woodland stride, acid absorbance 84, electrical resistance 20, fire resistance 5; AL NE; SV Fort +12, Reflex +9, Will +11; Str 8, Dex 10, Con 14, Int 13, Wis 18, Cha 14. Height 5 ft. 6 in.

Skills and Feats: Bluff +5, Climb +0, Concentration +14, Escape Artist +1, Handle Animal +9, Heal +8, Hide +2, Knowledge (nature) +15, Listen +12, Spellcraft +10, Spot +12, Survival +15; Animal Control, Animal Defiance, Clever Wrestling^B, Lightning Reflexes, Natural Spell, Resist Poison, Resistance to Energy (fire).

Spells Prepared (Druid) (6/5/5/4/3/1; base DC = 14 + spell level): 0—create water, cure minor wounds (x3), detect magic, flare; 1st—charm animal, cure light wounds, faerie fire, magic fang, produce flame; 2nd—~~barkskin~~, bear's endurance, chill metal, ~~resist energy (electricity)~~, warp wood; 3rd—cure moderate wounds, meld into stone, ~~protection from energy (acid)~~, sleet storm; 4th—cure serious wounds, flame strike, freedom of movement; 5th—baleful polymorph

Spells Prepared (Snakelord) (2/2/1; base DC = 14 + spell level): 1st—camouflage, cure light wounds; 2nd—cure moderate wounds, hold animal; 3rd—cure serious wounds.

Possessions: Dragonhide wild leather armor +2, +2 spear, collar of resistance +4 (animal companion).

Animal Bond (Ex): Allows the Animal Lord to have an animal companion as per the animal companion ability of the druid, but limited to animals in her selected group. The Animal Lord's levels count as its effective druid level for purposes of this ability. If the Animal Lord already has the animal companion ability from another class, the class levels stack.

Animal Companion (Ex): Fiona has a huge viper animal companion named Sseseth.

Animal Farspeech (Sp): Fiona can use her animal speech ability to converse telepathically with any snake within a 25-mile radius.

Animal Sense (Su): Fiona can sense any snakes within a 25-mile radius.

Animal Speech (Ex): Fiona can converse at will with snakes as though under the effects of *speaking with animals*.

Lesser Wild Shape (Su): Fiona may wild shape into a Small or Medium size snake at will.

Nature Sense (Ex): Fiona gains a +2 bonus on Knowledge (Nature) and Survival checks (included).

Produce Poison (Ex): Fiona can produce poison once per day (Fortitude save DC 15, initial and secondary damage 2d6 Constitution).

Resist Nature's Lure (Ex): Fiona gains a +4 bonus on saving throws against the spell-like abilities of fey.

Share Lesser Form (Sp): Fiona can share her snake form with up to 5 willing individuals. This effect is identical to the *polymorph* spell but lasts 5 hours.

Summon Animal (Sp): Fiona can summon 1d3 Small or Medium size snakes once per day. This effect functions like *summon nature's ally* and lasts one round per Animal Lord level.

Trackless Step (Ex): Fiona leaves no trail in natural surroundings and cannot be tracked. Fiona may choose to leave a trail if so desired.

Venom Immunity (Ex): Fiona is immune to all poisons.

Wild Empathy (Ex): Fiona can make a check (+18) to improve the attitude of an animal. He must be within 30 feet of the animal and this takes 1 minute to perform.

Wild Shape (Su): Fiona may turn into a Small or Medium size animal and back again 3 times/day for up to 9 hours.

Woodland Stride (Ex): Fiona moves through dense jungle at full speed without suffering any damage or impairment. Magically overgrown areas still impede Fiona.

🐉 **Sseseth, viper animal companion:** Huge magical beast (augmented animal); HD 10d8+10; hp 55; Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 20, touch 11, flatfooted 17; Base Atk +7; Grp +19; Full Atk +11 melee (1d6+5 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Poison; SQ Devotion, evasion, link, scent, share spells; AL N; SV Fort +12, Ref +14, Will +8; Str 18, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +8, Listen +7, Spot +7, Swim +11; Combat Reflexes, Improved Initiative, Run, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial damage 1d6 Con, secondary damage 1d6 Con. The DC is Constitution-based.

Devotion (Ex): Sseseth gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex): If Sseseth is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Link (Ex): A druid can handle her animal companion as a free action or push it as a move action. A druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Tricks: Sseseth knows the following tricks – attack (2), come, defend, seek, stay.

APL 16 (EL 16)

🐉 **Pacanan:** Male human Clr3/Wiz7/MyT6; CR 16; Medium humanoid (human); HD 3d8+13d4+32; hp 89; Init +4; Spd 30 ft.; AC 16 (+4 *mage armor*, +2 *ring of force*)

shield), touch 12, flat-footed 16; Base Atk +8; Grp +15; Atk +16 melee (1d4+7/19-20, masterwork dagger); Full Atk +16/+11 melee (1d4+7/19-20, masterwork dagger); SA Spells, Hand of Vecna; SQ Hand of Vecna, familiar, fire resistance 30, freedom of movement, electrical absorbance 120 points; AL NE; SV Fort +14, Ref +10, Will +21; Str 24, Dex 10, Con 14, Int 17, Wis 17, Cha 12.

Skills and Feats: Bluff +11, Concentration +18, Decipher Script +5, Disguise +11, Gather Information +5, Heal +4, Intimidate +5, Knowledge (arcana) +13, Knowledge (history) +9, Knowledge (local) +8, Knowledge (planes) +8, Knowledge (religion) +14, Listen +5, Sense Motive +10, Spellcraft +16, Spot +6; Deceitful, Improved Familiar, Improved Initiative, Persuasive, Silent Spell, Skill Focus (Bluff), Skill Focus (Disguise), Reach Spell.

Spells Prepared (Cleric) (6/5+1/5+1/4+1/3+1/2+1; base DC = 13 + spell level): 0—cure minor wounds (2), detect magic, guidance, resistance, virtue; 1st—command, cure light wounds, detect secret doors*, entropic shield, sanctuary, shield of faith; 2nd—bear's endurance, cure moderate wounds, ~~detect thoughts*~~, silence, sound burst (2); 3rd—cure serious wounds, dispel magic*, meld into stone, protection from energy, wind wall; 4th—air walk, death ward, divination*, ~~freedom of movement~~; 5th—greater command, spell resistance*, plane shift.

Spells Prepared (Wizard) (4/5/5/5/4/3/3; base DC = 13 + spell level): 0—acid splash, flare, ghost sound, touch of fatigue; 1st—charm person, expeditious retreat, ~~mage armor~~, magic missile, ray of enfeeblement; 2nd—magic missile (silent), mirror image, ~~resist energy (fire)~~, scorching ray, web; 3rd—deep slumber, ~~nondetection~~, ~~protection from energy (electricity)~~, sleet storm, suggestion; 4th—dimension door, Evard's black tentacles, greater invisibility, touch of idiocy (reach); 5th—dominate person (2), vampiric touch (reach); 6th—bestow curse (reach), disintegrate, mass suggestion.

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: Hand of Vecna, masterwork dagger, cloak of resistance +5, ring of force shield, scroll of dimension door.

Notes: Pacanan speaks Common, Draconic, and Undercommon. He has a permanent Rary's telepathic bond with his familiar.

☛ **Mardu, imp familiar:** Tiny outsider (evil, lawful, extraplanar); HD 17; hp 47; Init +3, Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; Base Atk +8; Grp +0; Atk/Full Atk +13 melee (1d4 plus poison, sting); SA Poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +7, Ref +8, Will +14; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (planes) +6, Listen +7, Move Silently +9,

Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d4 Dex, secondary damage 2d4 Dex. The DC is Constitution-based and includes a +2 racial bonus.

Spell-like Abilities (Sp): At will—detect good, detect magic, invisibility (self only); 1/day—suggestion. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

☛ **Fiona Maynem:** Female human Drd10/NmlLrd6 (Snake); CR 16; Medium humanoid; HD 16d8+28; hp 115; Init +0; Spd 30 ft.; AC 19 (+5 dragonhide wild hide armor +2, +4 natural barkskin), touch 10, flat-footed 19; Base Atk +11; Grp +10; Atk +12 melee (1d8+1/x3 plus poison, +2 spear); Full Atk +12/+7/+2 melee (1d8+1/x3 plus poison, +2 spear); SA Spells, produce poison; SQ Animal bond, animal companion, animal farspeech, animal perception, animal sense, animal speech, lesser wild shape, nature sense, resist nature's lure, scent, share lesser form, summon animal, trackless step, venom immunity, wild shape 3/day, wild empathy, woodland stride, acid absorbance 84, electrical resistance 20, fire resistance 5; AL NE; SV Fort +14, Reflex +10, Will +13; Str 8, Dex 10, Con 14, Int 13, Wis 19, Cha 14. Height 5 ft. 6 in.

Skills and Feats: Bluff +5, Climb +0, Concentration +15, Escape Artist +1, Handle Animal +10, Heal +8, Hide +3, Knowledge (nature) +16, Listen +14, Spellcraft +12, Spot +12, Survival +15, Swim +3; Animal Control, Animal Defiance, Clever Wrestling^B, Lightning Reflexes, Natural Spell, Resist Poison, Resistance to Energy (fire), Scent.

Spells Prepared (Druid) (6/5/5/4/4/2; base DC = 14 + spell level): 0—create water, cure minor wounds (3), detect magic, flare; 1st—charm animal, cure light wounds, faerie fire, magic fang, produce flame; 2nd—~~barkskin~~, bear's endurance, chill metal, ~~resist energy (electricity)~~, warp wood; 3rd—cure moderate wounds, meld into stone, ~~protection from energy (acid)~~, sleet storm; 4th—cure serious wounds, dispel magic, flame strike, freedom of movement; 5th—baleful polymorph, wall of thorns.

Spells Prepared (Snakelord) (2/2/2; base DC = 14 + spell level): 1st—camouflage, cure light wounds; 2nd—cure moderate wounds, hold animal; 3rd—cure serious wounds, protection from energy.

Possessions: Dragonhide wild leather armor +2, +2 spear, collar of resistance +5 (animal companion).

Animal Bond (Ex): Allows the Animal Lord to have an animal companion as per the animal companion ability of the druid, but limited to animals in her selected group. The Animal Lord's levels count as its effective druid level for purposes of this ability. If the Animal Lord already has the animal companion ability from another class, the class levels stack.

Animal Companion (Ex): Fiona has a huge viper animal companion named Sseseth.

Animal Farspeech (Sp): Fiona can use her animal speech ability to converse telepathically with any snake within a 36-mile radius.

Animal Perception (Sp): Fiona can share the sensory input of any snake within range of her animal sense.

Animal Sense (Su): Fiona can sense any snakes within a 36-mile radius.

Animal Speech (Ex): Fiona can converse at will with snakes as though under the effects of *Speak with Animals*.

Lesser Wild Shape (Su): Fiona may wild shape into a Small or Medium size snake at will.

Nature Sense (Ex): Fiona gains a +2 bonus on Knowledge (Nature) and Survival checks (included).

Produce Poison (Ex): Fiona can produce poison once per day (Fortitude save DC 15, initial and secondary damage 2d6 Constitution).

Resist Nature's Lure (Ex): Fiona gains a +4 bonus on saving throws against the spell-like abilities of fey.

Share Lesser Form (Sp): Fiona can share her snake form with up to 6 willing individuals. This effect is identical to the *Polymorph* spell but lasts 6 hours.

Summon Animal (Sp): Fiona can summon 1d3 Small or Medium size snakes twice per day. This effect functions like *Summon Nature's Ally* and lasts one round per Animal Lord level.

Trackless Step (Ex): Fiona leaves no trail in natural surroundings and cannot be tracked. Fiona may choose to leave a trail if so desired.

Venom Immunity (Ex): Fiona is immune to all poisons.

Wild Empathy (Ex): Fiona can make a check (+18) to improve the attitude of an animal. He must be within 30 feet of the animal and this takes 1 minute to perform.

Wild Shape (Su): Fiona may turn into a Small to Large size animal and back again 4 times/day for up to 10 hours.

Woodland Stride (Ex): Fiona moves through dense jungle at full speed without suffering any damage or impairment. Magically overgrown areas still impede Fiona.

🐉 **Sseseth, viper animal companion:** Huge magical beast (augmented animal); HD 12d8+12; hp 66; Init +8; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 23, touch 12, flat-footed 19; Base Atk +9; Grp +21; Atk +13 melee (1d8+5 plus poison, bite); Full Atk +13/+8 melee (1d8+5 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Poison; SQ Devotion, evasion, link, scent, share spells; AL N; SV Fort +14, Ref +17, Will +10; Str 19, Dex 18, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +12. Hide +9, Listen +8, Spot +8, Swim +11; Combat Reflexes, Improved Initiative, Improved Natural Attack (bite), Run, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 17, initial damage 1d6 Con, secondary damage 1d6 Con. The DC is Constitution-based.

Devotion (Ex): Sseseth gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex): If Sseseth is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Link (Ex): A druid can handle her animal companion as a free action or push it as a move action. A druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Tricks: Sseseth knows the following tricks – attack (x2), come, defend, down, seek, stay.

APPENDIX 2: HENDER AND MULAC STATISTICS

☛ **Hender:** male human Ftr2/Exp5/Roy5; CR 9; Medium humanoid (human); HD 5d6+5d8+2d10+24; hp 85; Init +2; Spd 30 ft.; AC, touch 14, flatfooted 16; Base Atk +8; Grp +9; Full Atk +11/+6 melee (1d8+2/19-20, +1 bone longsword) or +7 ranged (1d4+1, +1 bolas); SQ Brave, acid resistance 10; AL NG; SV Fort +12, Ref +9, Will +8; Str 12, Dex 14, Con 14; Int 12, Wis 12, Cha 13.

Skills and Feats: Appraise +6, Climb +8, Decipher Script +10, Diplomacy +4, Disable Device +5, Gather Information +9, Handle Animal +4, Jump +6, Knowledge (geography) +8, Knowledge (history) +6, Knowledge (local-Core) +6, Knowledge (nature) +6, Listen +8, Profession (cartographer) +10, Ride +7, Search +7, Sense Motive +6, Spot +8, Survival +3, Swim +10, Use Rope +6; Alertness, Diligent, Endurance, Diehard, Investigator, Point Blank Shot, Weapon Focus (longsword).

Possessions: +1 Studded leather of acid resistance, ring of protection +2, +1 bone longsword, +1 bone bolas, vest of resistance +2.

Explorer Lore: Similar to bardic knowledge ability, Hender has a chance to know almost anything. Check modifier is +6.

Explorer Check: By making a Knowledge (geography) check (DC 15) once per month or whenever traveling to a new culture, Hender gains a +4 circumstance bonus on Diplomacy and Sense Motive skill checks.

Brave: Hender gains a +4 morale bonus on Will saves against fear effects.

Search Bonus: Hender gains a +2 competence bonus on Search and Survival checks made to find a path, including checks for secret doors and/or following tracks.

☛ **Mulac:** male human Rgr10; CR 10; Medium humanoid (humanoid); HD 10d8+10; hp 63; Init +3; Spd 30 ft.; AC 17, touch 13, flatfooted 14; Base Atk +10; Grp +11; Full Atk +15/+10 ranged (1+1 plus poison, +1 blowgun of seeking) or +11/+6 melee (1d4+1/19-20, bone dagger); SA Poison; favored enemy, spells; SQ Wild empathy, woodland stride, evasion, swift tracker; AL NG; SV Fort +8, Ref +10, Will +4; Str 12, Dex 16, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Climb +10, Handle Animal +6, Heal +6, Hide +10, Jump +7, Knowledge (geography) +8, Knowledge (local-Core) +6, Knowledge (nature) +10, Listen +12, Move Silently +15, Search +10, Spot +12, Survival +14, Swim +6, Tumble +8, Use Rope +7; Endurance^B, Exotic Weapon Proficiency (blowgun), Manyshot^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Resist Poison, Track^B, Weapon Focus (blowgun).

Spells Prepared (Ranger) (2/1; base DC = 11 + spell level): 1st—detect snares and pits, longstrider; 2nd—barkskin.

Possessions: Leather armor of silent moves +2, blowgun of seeking +1, poison darts (50).

Animal Companion (Ex): Mulac has a jaguar as an animal companion. Use the standard leopard statistics as found in the *Monster Manual* page 274 except the animal is fully trained and has the bonus trick track.

Wild Empathy (Ex): Mulac can make a check (+13) to improve the attitude of an animal. He must be within 30 feet of the animal and this takes 1 minute to perform.

Woodland Stride (Ex): Mulac moves through dense jungle at full speed without suffering any damage or impairment. Magically overgrown areas still impede Mulac.

Evasion (Ex): If Mulac is subjected to an attack that normally allows a Reflex saving throw for half damage, he takes no damage if it makes a successful saving throw.

Favored Enemy (Monstrous Humanoids): Against monstrous humanoids, Mulac gains a +6 bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls. Against Animals or Magical Beasts, Mulac gains a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Survival Checks, as well as weapon damage rolls.

Swift Tracker (Ex): Mulac can move at normal speed while following tracks without taking the normal -5 penalty. Mulac takes only a -10 penalty when moving at up to twice normal speed.

Poison: The darts for Mulac's blowgun are coated with a naturally occurring poison made from the concentrated secretions of a particular frog. Injury, Fortitude DC 20, initial damage 1d6 Dex, secondary damage 2d6 Dex.

APPENDIX 3: MAJOR NPC NOTES

HENDER

Hender, age 35, is a thin Suel-Oeridian man who has lived a lifetime of adventure, settled down, then went back to his adventurous ways. A native of the Hardby, Hender opened his famed store, Hender's of Hepmonaland, shortly after starting his annual tours of that far away land.

His store attracted the attention of Gynarch Rotanna Maynem. Soon, the store was not the only thing the Gynarch was attracted to and she and Hender had a brief, intense affair.

The product was Fiona. Knowing the cutthroat politics of Hardby, Hender and Rotanna agreed Hender would raise Fiona until such time it would be politically safe and prudent to reveal her true identity. Rotanna did visit her daughter, but always in disguise as Hender's sister.

Two years ago, Pacanan kidnapped Fiona from Hender. A servant of Pacanan (Kenecca) told Hender to show people his special wares (bone weapons) to anyone asking about his daughter. He was strictly warned not to reveal anything or great harm would come to Fiona. Hender thought the coming of this group would then lead to some conclusion to the kidnapping. Alas, until now, he has had no leads to the whereabouts of his darling Fiona.

MULAC

Mulac, age 30, is a rarity in Hepmonaland: he is pure Olman. His family stretches back to before the Kundali wars and was responsible for Cuhuetla being left relatively unmolested during that great conflict. Mulac is well respected within Cuhuetla and is one of their better warriors. Mulac met Hender fifteen years ago when Hender made his first excursion into Hepmonaland. Hender hired Mulac as a guide and during their safari, Mulac nearly died. Hender saved him and from that point forward a deep friendship was formed. Mulac has never repaid Hender for saving his life and this is the reason for their master/servant relationship (in Mulac's mind).

Mulac has a wife, Xolana, and four children. They have a modest stone dwelling (a tribute to his status in the community) near the main steppyramp temple. Hender has attended the births of all of Mulac's children.

FIONA MAYNEM

Fiona, age 15, has always been precocious. She learned much from her father about nature, adventuring, and geography. At age 8, Fiona first demonstrated an ability to attune with nature, and later that year, became a devotee of Berei, much to the delight of her father and "aunt".

Two years ago, Fiona was spirited away in the night by a mysterious and frightening man. He wore a silver mask with only one "eye". The man, whom she eventually came to know was Pacanan, was unrelenting in his psychological torture of Fiona. He was also quite

skilled. Over time, she found herself a willing participant in his schemes. Pacanan took her to the jungles of Hepmonaland, and installed her as a religious figure in the society of the tlacohuacualtin. She is the Chiuacoatl [cheeuh-ah-KOAH-tl], a living embodiment of fertility, sexuality, life, change, and power to the tlacohuacualtin. As such, she plays a role in the ceremonies of Mictlantecuhtli, representing a rebirth into the pure form (tlacohuacualtin) after the death of the imperfect form (human).

MALDWYN

Maldwyn, age 27, is the son of Arglwyth Talvan and has lived as much of a privileged life as he could squeeze out of his father's position as a Baron of Geoff. When the giant's invaded Geoff, Maldwyn was catapulted from noble to slave. This status change did not sit well with him.

His excitable nature was pushed to near the breaking point during the occupation and then beyond after witnessing the horrible demise of his mother at the hands of the ogre chieftain B'gorguul. Maldwyn, already running with a bad crowd of spoiled young nobility, gathered these malcontents together to fight against the occupation of Midwood – no matter what the cost.

When Ghanadar replaced B'gorguul, Maldwyn began his campaign in earnest, to the detriment of the town. The culmination of his campaign is described in "A Wise Man's Son".

Maldwyn is consumed with revenge – revenge against Ghanadar, revenge against his father whom he considers a sympathizer, and revenge against those who foiled his latest scheme. Balancing this desire for revenge are his cowardice and feelings of almost child-like vulnerability and insecurity.

Maldwyn also has a problem with remembering people's faces, which has caused him to exact revenge on the wrong person from time to time. Maldwyn accomplishes what he can by manipulating others to perform the dangerous portions of his plans.

In CY 593, Maldwyn became initiated in the ways of Vecna and had been experimenting with the remains of Maga Elspet's necromantic laboratory in the Underhalls of the Russet Tower, until he was driven out by a group of adventurers. Maldwyn used the only manner of escape available: the transport device of Magus Aedan. Maldwyn followed his master, Pacanan, to the Handmaiden.

Pacanan severely punished Maldwyn for disobeying his orders to not follow him to the Handmaiden. For the last year, Pacanan has grown increasingly abusive towards Maldwyn and treated him like a dog. Maldwyn has seen his position fall in favor of Fiona and this has made him jealous and afraid. The continued beatings and mistreatment have proved to much for him to bear but this has had a positive effect. Maldwyn's insanity, brought on by his mother's grisly death, is abating. This has caused a crisis of faith for Maldwyn and he, if given the chance, will leave the service of the

Whispered One, seeking refuge in a temple of Allitur for atonement.

Following is the text from the Maldwyn's Vengeance certificate PCs may have gained from GEO2-01 A Wise Man's Son:

● **Maldwyn's Vengeance:** Maldwyn blames you for all which has transpired. This is a seething, irrational hatred. On the positive side, Maldwyn is not good with faces and is mentally unbalanced. During any encounter with Maldwyn, the character with this certificate may make a Bluff skill check (DC 20). If successful, the PC can pin the deeds on someone else and thereby trade the certificate. The unfortunate recipient may make a Diplomacy skill check (DC 20) to refute the other character's claims and force the certificate back.

PACANAN

Pacanan is a quiet, middle-aged human whose entire existence is bent to achieving one goal: the return of his Master, the Whispered One, to Oerth. Pacanan has spent twenty years researching legends and rumors, trying to find ways to achieve his goal. He thought he had a lead when he overheard adventurers talking of a fabulous necklace, found in the Cairn Hills, and possessed by the merchant, Auldon Brendingund. His research suggested the necklace had power over the Old One and was a potent Ur-Flan artifact. He attempted to take possession of the necklace through various acts of subterfuge and duplicity, but failed.

During this time, he kidnapped the daughter of Hender, as portents from his Master, the Whispered One, led him to believe this girl would be a key to the success of a future endeavor. He knew he had to bend the child to his will, but her conversion had to be willing, not magically compelled. Pacanan relished the challenge.

After the Brendingund debacle, Pacanan sought new leads in his quest. He decided to travel to the Sheldomar Valley, as he had heard rumors portions had been reclaimed from the giants. Previously, he had been unable to properly research some leads because of the invasion. Pacanan sought the remnants of the Russet Tower, once home to two powerful mages and a repository of forgotten lore. While making his way to the Russet Tower, Pacanan ran afoul of Maldwyn and his cronies, but after a turn, Maldwyn became entranced with the man's power and secret knowledge. Pacanan led Maldwyn and his cronies to the remains of the Russet Tower and instilled him with a mission to learn its secrets.

Pacanan traveled to the Handmaiden, Oerth's smaller moon, to investigate a long forgotten temple dedicated and built by Ur-Flan followers of Tharizdun. This temple was the resting place of three trinkets once belonging to the Undying One: a scrap of linen, a jeweled scarab, and a statuette. Through deceit and treachery, Pacanan was able to acquire all three items.

In the last year, Pacanan has used the items to complete a major quest: the discovery and recovery of

the *Hand of Vecna*. Pacanan lost no time in grafting the dread artifact to his body. The evil of the *Hand* imparted to him a secret. The trinkets recovered from the Handmaiden temple have yet another purpose.

Pacanan is an extremely patient man and is not overly angered by failure. His belief in Vecna's eventual return to Oerth supports him through difficult times.

Pacanan is near to completing a major ritual. All of the pieces are in place. Soon he will use Fiona as the well crafted tool she is to trap her father and make use of his love and sacrifice to complete his unholy task.

APPENDIX 4: NEW RULES ITEMS

FEATS

Animal Control (*Masters of the Wild*): You can channel the power of nature to gain master over animal creatures.

Prerequisites: Animal Defiance, ability to cast *Speak with Animals* and animal companion ability.

Benefit: You can rebuke or command animals as an evil cleric rebukes undead. To command an animal, you must be able to speak with it via a *Speak with Animals* effect, though you may issue your commands mentally if desired. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine caster level is the level at which you rebuke animals.

Animal Defiance (*Masters of the Wild*): You can channel the power of nature to drive off animals.

Prerequisites: Ability to cast *Detect Animals or Plants*.

Benefit: You can turn (but not destroy) animals as a good cleric turns undead. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine caster level is the level at which you turn animals.

Clever Wrestling (*Complete Warrior*): You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

Prerequisites: Small or Medium size, Improved Unarmed Strike.

Benefit: When your opponent is larger than Medium, you gain a circumstance bonus on your grapple check to escape a grapple or pin. The size of the bonus depends on your opponent's size, according to the following table.

Opponent Size Bonus: Large +2, Huge +4, Gargantuan +6, Colossal +8

Close Quarters Fighting (*Complete Warrior*): You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity

when you would be denied one for being surprised, helpless, or in a similar situation.

Reach Spell [Metamagic] (*Complete Divine*): You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Resist Poison (*Masters of the Wild*): You have built up an immunity to the effects of poisons by exposing yourself to controlled doses of them.

Benefit: You gain a +4 bonus on Fortitude saves against poison.

Resistance to Energy (*Masters of the Wild*): You channel the power of nature to resist a particular energy type (fire, cold, electricity, acid, or sonic).

Prerequisites: Base Fortitude save bonus +8.

Benefit: Choose an energy form. You gain resistance 5 against that type of energy.

Special: You can take this feat multiple times. If you choose the same energy form two or more times, the effects stack. This resistance does not stack with that provided by any spell or magic item.

Scent (*Masters of the Wild*): Your olfactory senses are as sharp as a wolf's. *Prerequisites:* Ability to use wild shape to become a wolf, Wis 11. *Benefit:* You gain the scent extraordinary ability, which operates, regardless of your form.

ITEMS

Hand of Vecna

This legendary artifact holds immense power for those foolish enough to hack off their own left hand and attach the black, withered, mummified claw-like appendage to their bloody stump. This thing was once the left hand of the powerful archlich Vecna. While the *Hand* does radiate strong magic of some unidentifiable school, it does give no indication of good or evil – but make no mistake, the *Hand of Vecna* is thoroughly evil.

Once grafted into place, the *Hand* cannot be removed unless the current owner is slain. Nothing short of deity level magic can budge the *Hand* from its new owner, and most deities are loathe to interfere with the Undying One's magic. The *Hand*, once attached, provides great power to its wielder, but always remains a black and withered. This cannot be concealed by magic. The *Hand's* evil is overpowering. The bearer's alignment immediately shifts to neutral evil. The *Hand's* powers are invoked through complex gestures and the intelligence of the bearer. The *Hand* provides the following benefits and powers:

Arcane Shield (Su): The bearer is protected from magic missiles as per the *shield* spell and gains a +4 deflection bonus. This power is continuously active.

Might of the Undying (Su): The bearer's left arm is empowered with tremendous strength. Melee attacks with this arm are treated as if the wielder had Strength score of 24 (+7 to hit and damage).

Withering Touch (Su): The *Hand of Vecna* may be used to deliver a withering touch 3/day, equivalent to the *blight* spell. Caster level 10th. The save DC is Intelligence-based (DC 16 + Int modifier).

Spell-like Abilities: At will — *cause fear* (DC 13 + Int modifier), *cause light wounds* (DC 13 + Int modifier), *light*, *deeper darkness*, *pyrotechnics* (DC 15 + Int modifier), *slay living* (DC 17 + Int modifier); 5/day — *alter self*, *cause serious wounds* (DC 15 + Int modifier), *color spray* (DC 13 + Int modifier); 3/day — *animate object*, *hypnotic pattern* (DC 14 + Int modifier); 1/day — *disintegrate* (DC 18 + Int modifier), *time stop*. Caster level 20th. Save DCs are Intelligence-based and the Hand possesses the appropriate Spell Focus and Greater Spell Focus for each effect.

APPENDIX 5: THE OLMAN CALENDAR

The alien deity Huhuateotl gave the Olman calendar to them. Complex, the calendar describes celestial events, marking of time, and a meticulous sharing of responsibilities amongst the Olman deities. The calendar is composed of two major systems, the Tonalpohualli (tohn-ahl-pohhoo- AHL-lee) or sacred calendar and the Xiuhpohualli (sheeoo-hpoh-hoo-AHL-lee) or agricultural calendar. The calendars run together and a combined day representation on both calendars would not repeat for 52 years.

Tonalpohualli

The purpose of the Tonalpohualli, or sacred calendar, is as a divinatory tool. It divides the days and rituals between the gods. For the Olman mind this is extremely important. Without it the world would soon come to an end. According to the Olman, the universe is in a very delicate equilibrium. Opposing divine forces are competing for power. This equilibrium is in constant danger of being disrupted by shifting powers of the gods and the elemental forces that influence their lives. Any one god cannot win this struggle. The notion that everything ultimately consists of two opposing forces is essential to the Olman worldview. The world is always on the brink of a spiritual war: a war of gods competing for ultimate power. To prevent this from happening, the gods have been given their own space, time, and social groups to rule over. The Tonalpohualli provides for how time is divided amongst the gods.

The Tonalpohualli describes a 260-day period divided into 13-day periods. There are 20 day symbols, each symbol is associated with a deity or nature spirit. The day number is paired with a day symbol in sequential fashion. After 13 days, the day number resets to 1, but is paired with the next sequential day symbol, creating the 260-day cycle. The day symbols (and order) are as follows: cipactli (crocodile), Ehecatl (wind), Calli (house), Cuetzpalin (lizard), Coatl (snake), Miquiztli (death), Mazatl (deer), Tochtli (rabbit), Atl (water), Itzcuintli (dog), Ozomahtli (monkey), Malinalli (grass), Acatl (reed), Ocelotl (jaguar), Cuauhtli (eagle), Cozcacuauhtli (vulture), Ollin (movement), Tecpatl (stone knife), Quiahuitl (rain), and Xochitl (flower). The basics of the Tonalpohualli are often represented as shown in DM Aid 1. The day symbols are in the outer ring and the inner symbol acts as a number pointer. The figure in the center is Tonatiuh, the Olman sun deity. Tonatiuh is surrounded by four glyphs representing the four elements of creation (fire, water, earth, and wind). While the pictured representation is static, ingenious mechanical versions, crafted from stone, are known to still exist. These could be adjusted to track the passage of time and identify the deity currently holding sway over the day.

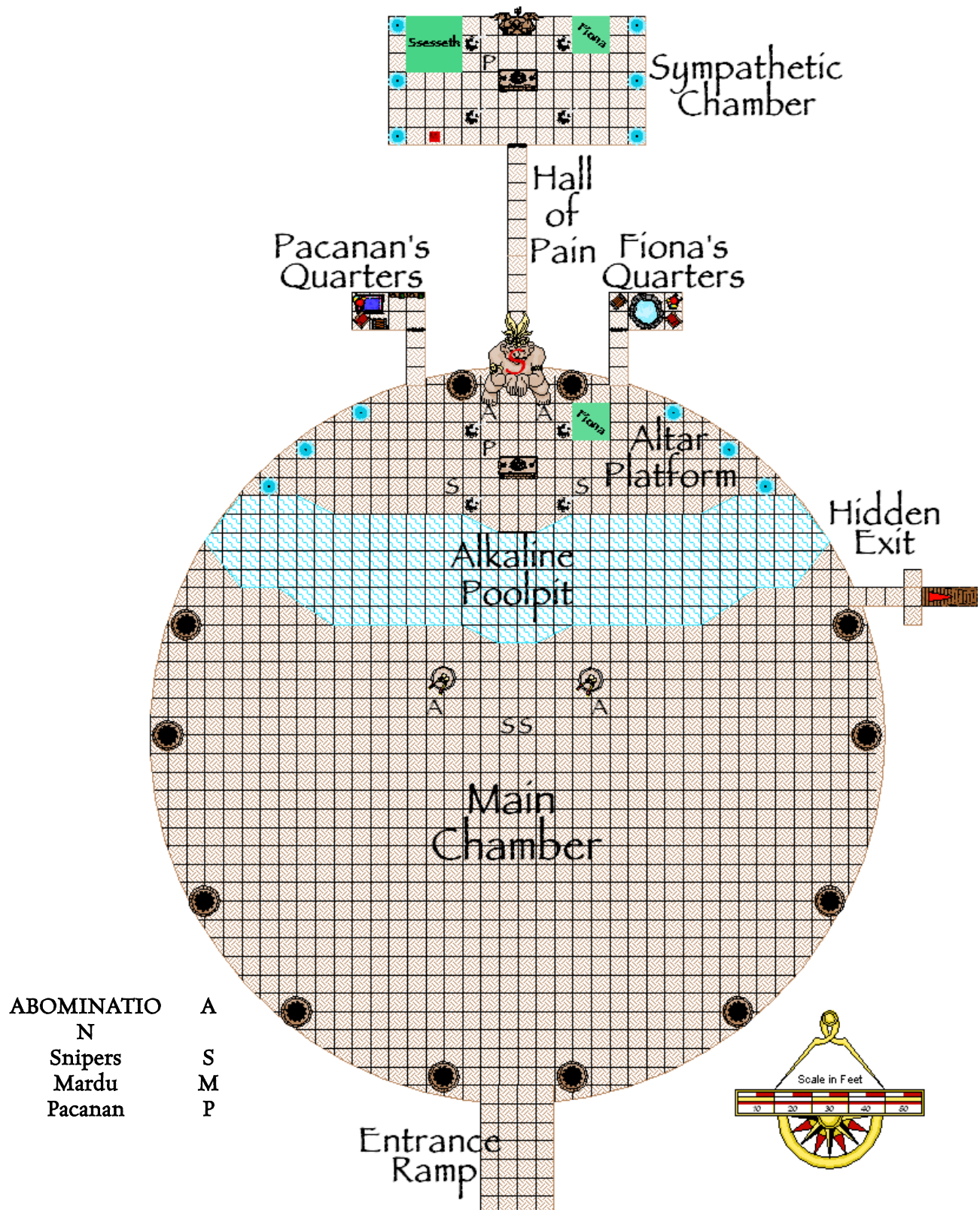
Xiuhpohualli

The agricultural calendar represents a 364-day year or xihuitl and consists of 18 months (meztli) of 20 days plus four extra (empty) days. Each month has a name, a deity associated with it, and a festival or religious ceremony. Many of the more severe religious ceremonies (flaying of skin, roasting children, sacrificing people) were suppressed and outlawed once the Kundali Tuv conquered the Olman. The benign practices are still observed in certain areas, such as Cuhuetla. The last day of the last month of the year gives its name to that year. Only four day-signs can give their name to the year. These are calli, tochtli, acatl and tecpatl. The number is incremented with each year sign but resets after 13 back to 1. The first Olman year was 1 Calli, then 2 Tochtli, 3 Acatl, etc. This system generates 52-year periods (the time it takes for 1 Calli to reappear). The 52-year period is called a calendar round or xiuhmolpilli. The current year is 9 Calli. The empty days are called Nemontemi (nehmohn- TEH-mee). All Olman are expected to attend religious ceremonies intended to ward off bad luck and protect the soul from being stolen, for an alternate meaning of Nemontemi is “days without souls”. Fasting, during this period, is also observed.

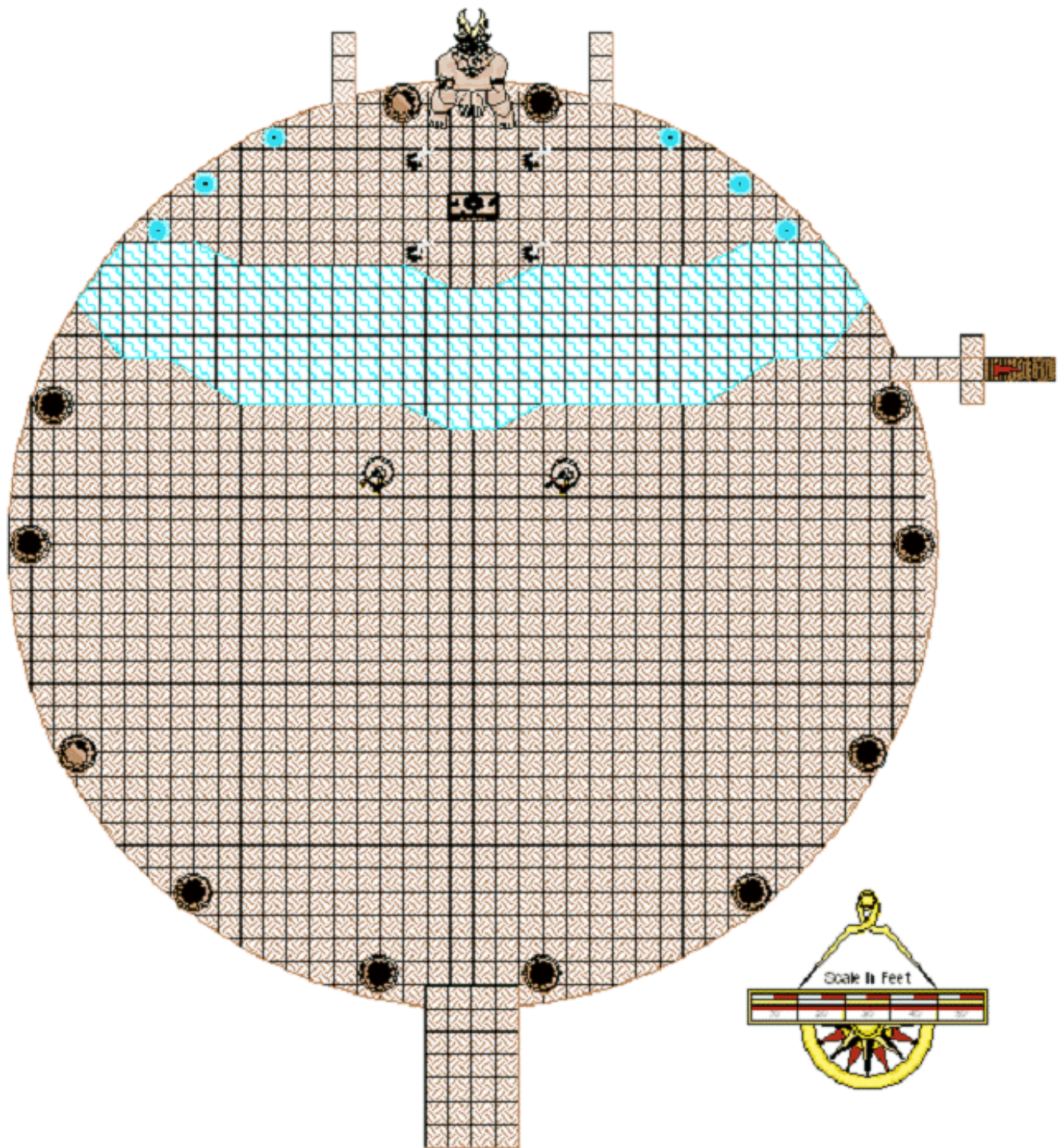
MAP 1: HEPMONALAND (XAMOLATATL)



MAP 2: DM MAP TEMPLE OF MICTLANTECUHTLI



MAP THREE: PLAYER MAP TEMPLE OF MICTLANTECUHTLI



DM AID 1: OLMAN TONALPOHUALLI CALENDAR STONE



DM AID 2: DM'S GUIDE TO OLMAN

atl (ah-TL) – water.

acatl (ah-KAH-tl) – reed.

calli (kah-L-lee) – house.

Chalmeccacihuatl (chahl-mek-kah-seehoo-AH-tl) – The Sacrificer, a servitor of the Olman deities. Often seen around the time of Nemontemi.

Chiuacoatl (cheeuh-ah-KOAH-tl) – A living embodiment of fertility, sexuality, life, change, and power to the tlahcuahuacaltin.

cipactli (see-PAHKT-lee) – crocodile.

coatl (koh-AH-tl) – snake.

cozcacuauhtli (kohs-kah-koo-AHOOT-lee) – vulture.

cuahtli (koo-AHOOT-lee) – eagle.

cuetzpalin (koo-ehzt-PAH-leen) – lizard.

Cuhuetla (koo-hoo-ET-lah) – City in Centeo Jungle of Hepmonaland.

ehecatl (eh-heh-CAH-tl) – wind.

Etlani (eht-LAHN-ee) – Major language spoken between the Olman and Touv peoples of Cuhuetla.

itzcuintli (eetz-coo-EENT-lee) – dog.

kushlahn weenahkh – This phrase is roughly translated to “strangers” and is in phonetic form. The connotation suggests the strangers are dangerous foreign invaders.

malinalli (mah-leen-AHL-lee) – grass.

mazatl (mahz-AH-tl) – deer.

meztli (mehz-TLEE) – month.

Mictlantecuhtli (meektlahn-teh-KOOT-lee) – the Olman god of death. This deity is often portrayed by the Olman as a tall lich-like being or a skeletal canine.

miquiztli (mee-QUEEZT-lee) – death.

Mulac (moo-LAHKH) – Hender's assistant.

Nauhyoteuctli (nah-oo-hyoh-teh-OOKT-lee) – Lord of the Four Directions.

Nemontemi (neh-mon-TEHM-ee) – The Empty Days. A time of religious festival, potential misfortune and bad luck.

Ocelatl (oh-seh-LAH-tl) – jaguar.

ollin (ohl-LEEN) – movement.

ozomahtli (ohz-oh-MAHHT-lee) – monkey.

q'alpul (kw'ahl-pool) – heroes.

Quetzalcoatl (keht-sahl-koh-AH-tl) – Olman deity of the air, birds, and snakes.

quiahuatl (quee-ah-hoo-EE-tl) – rain.

tecpatl (tehk-PAH-tl) – stone knife.

tlacohuacualtin (tlah-koh-hoo-ahkoo-AHL-teen)
[plural] – Yuan-ti.

tlacohuacualli (tlah-kohhoo-ah-koo-AHL-lee)
[singular] – Yuan-ti.

tochtli (toh-CHEET-lee) – rabbit.

PLAYER HANDOUT 1: HANDBILL

This handbill is of high quality but has suffered stains and tears since being placed in a tavern.

Quality Adventurers Urgently Needed

Good Pay

Inquire at Rotanna's Menagerie

#2 Unicorn Walk
Northend, Hardby

PLAYER HANDOUT 2: INFORMATION ON DRUIDESS MELERI

Druidess Meleri is a mid-level functionary in the Church of the Old Faith. She has not performed any great deeds of note, nor has she ever caused any particular problems within the organization. Some do consider her something of a student on old lore, particularly history of the Sheldomar Valley. She was recently involved with a group of adventurers tasked with retrieving some ancient artifacts.

PLAYER HANDOUT 3: NOTE FROM HENDER

This note was hastily penned on a piece of rough parchment. The note does bear Hender's seal in wax: an H superimposed upon a stand of palm trees inset with the Keoish Royal Explorer standard.

Mulac,

I just could not wait any longer. With the approaching storm and increased activity within the temple, I fear something dreadful will occur. I have not seen Fiona since yesterday. My friend, I can only hope help has arrived and you can convince them to carry on this errand of mercy. My poor daughter! What must those tlacohuacualtin want with her? Nothing I dare dwell on. I cannot lose the hope I may save my daughter.

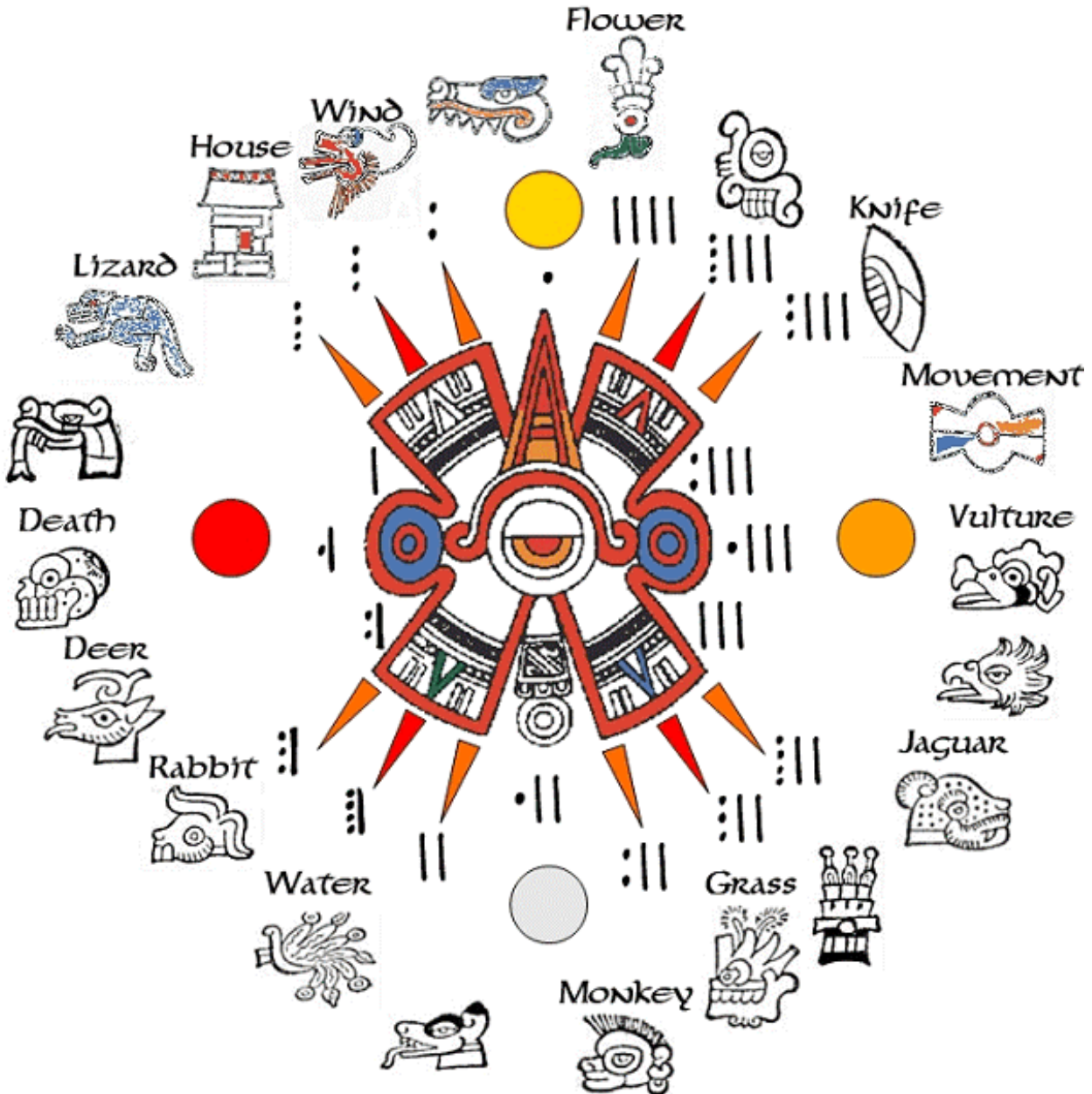
Your friend,

Hender

PLAYER HANDOUT 4: CARVING TRANSLATION

The carvings on the wall inside the mysterious banyan tree are a diary and travelogue of a group of Ur-Flan who came to this area some 3000 years ago to convert the Olman to the ways of the Whispered One. The outcome of this effort is not recorded for the diary portion suddenly ends. The author suggests the Olman are an offshoot of the Flan race, somehow separated and isolated here in the distant past.

Included here is a carving of various Olman glyphs and their apparent meaning. Not all of the glyphs are marked and most have had their paint chip off or fade away.



PLAYER HANDOUT 5: THE OLMAN CALENDAR DISK

The Story

The Crocodile passes through the Reeds to reach the House thinking to catch the Dog. All the while, the master is away with his Stone Knife at the festivals of nemontemi. The Crocodile travels against the sun for eleven days, but the Reeds sway to their nurturer allowing them to grow fully in seven days. The Crocodile stalks around the House in his way five times, but the old Dog is alert for his eleven years and travels around the House in the way of the Reeds. The Dog meets the Crocodile and bites him in the snout. The master returns with the sun and stabs the Crocodile with his Stone Knife fifteen times. Such is the fate of those who venture forth during nemontemi.

