

COR5-07



CLIPPING WINGS

A One-Round D&D[®] LIVING GREYHAWK[™] Core Adventure

Version 1.0

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Many secrets lie hidden in the obsidian darkness of the Land of Black Ice. The fate of the afflicted children of a Keoish barony may rest in the hands of a few adventurers willing to brave the unknown. But are forces in the North hiding a bigger threat? A Living Greyhawk Core scenario for APLs 2-14, and Part Two of the "Windows to the Serpent's Soul" series, which began with *COR4-01 Shedding Scales*.

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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For questions specific to this document and Core adventures in general please e-mail the Core adventure Circle point of contact (POC) at creighton@greyworks.fsworld.co.uk for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FURTHER

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

ADVENTURE SUMMARY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

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

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

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure set in the Free City of Greyhawk and the Archbarony of Blackmoor. All characters pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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.

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 heals 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

A strange and powerful force known only as "The Serpent" is inexorably tied to the portion of the Flanaess known as the Land of Black Ice. The exact nature of that connection between the two is currently a mystery, but the PCs are well on their way to unraveling this puzzle.

In the core adventure *Shedding Scales*, the first in the "Windows to the Serpent's Soul" series, the PCs had the opportunity to meet many of the NPCs who play a large role in the series: the Chancellor of Keoland's Shelspring Barony Stoakdor Redlee Neheli, his stricken nephew Pross Neheli, the kobold paladin Tajlo, the young and enigmatic Flan sorceress Ianta, the bully Verncent, and perhaps even others.

Note: Spoilers for the adventure *Shedding Scales* follow! Do not read if you plan to play that adventure! In *Shedding Scales*, the PCs are asked to escort a group of children to Keoland's Shelspring Barony. On the way, flying creatures under the control of some unknown force attack the group and attempt to steal the children—particularly the Flan girl Ianta. Once at the Shelspring Barony, they learn that some diabolical power has stolen the eyes from nearly forty children, with the seemingly fell purpose of using them in a ritual to siphon power. Chancellor Stoakdor Redlee Neheli asks the PCs to travel into the Rushmoors to investigate an underground complex where he believes one of the sets of eyes might be found. On their way, the PCs encounter Tajlo, a kobold paladin who was investigating the very same complex when he was attacked and left for dead by monsters. He also reveals that the complex has been destroyed in an apparent earthquake. At the kobold village, which Tajlo is bound by honor to protect, the PCs learn that the kobolds revere a powerful piece of magical stone—a relic that has imbued many of the kobolds with increased power, speed, stamina, and intelligence. Investigating the ruins of the underground complex, the PCs find another relic created from the same stone as the one worshipped by the kobolds. Clues at the demolished site reveal that part of the mystery may lead to the Land of Black Ice. The adventure ends with Stoakdor asking the PCs to take an oath to help the children of the Shelspring Barony to the best of their abilities if the need again arises.

ADVENTURE SUMMARY

While in Greyhawk City between adventures, the PCs are contacted by Stoakdor Redlee Neheli. He has learned about a village called Farthenmoor in the Land of Black Ice that might be used as a launching point for further investigation into the problem. Additionally, the girl Ianta has apparently left the Shelspring Barony and begun a journey toward the Land of Black Ice.

If they accept the mission from Stoakdor, the PCs can travel to the village of Farthenmoor. While in Farthenmoor, the PCs can interact with the villagers, hear of the destruction of a kobold village in the Burneal Forest, and learn that Tajlo and Ianta left Farthenmoor a few days earlier, apparently seeking that destroyed kobold village.

If the PCs search the trail between Farthenmoor and the kobold village in the Burneal Forest, they come across Tajlo and Ianta being attacked by black icehounds (ice-touched wolves/winter wolves). If rescued, the two reveal that they have had visions leading them to this

area. The PCs can then accompany them into the Burneal Forest.

The kobold village has been decimated, and a survivor can describe the creatures that carried out the devastation (with descriptions based on the APL). The survivor was able to follow the attackers back to their lair: a burial chamber of an ancient Ur-Flan necromancer who hoped to attain eternal life through power supplied to him by The Serpent.

The PCs can accompany Ianta and Tajlo to the burial chamber, dealing with the traps and monsters found there. Also in the chamber is an archeologist who can give the PCs bits of information on the chamber, its former inhabitant, and how they tie to the history of Vecna.

A rift that has opened to the negative energy plane complicates the battle with the guardians of the burial chamber. The PCs can help themselves in the battle by assisting Ianta in closing the rift. After dealing with the guardians, the PCs can search the burial chamber and find one set of eyes—those belonging to the son of the Baron Jharmok Redlee Neheli of the Shelspring in Keoland.

(Note: If one or more of the PCs has the Enmity of Bylareith from the AR for *Shedding Scales*, an assassin attempts to slay one PC in the Introduction. Other special conditions gained during the play of *Shedding Scales*—Stigma of the Serpent and Thrall of the Serpent—also come into play during this adventure, so check for those as well.)

INTRODUCTION

Before the start of the adventure, ask to see the AR from any PC who played *Shedding Scales*. If any of the PCs have the Enmity of Bylareith, then the bully encounter in this introduction is actually an assassin hired by Bylareith to teach the PCs a lesson about what happens to those who fail to keep their word in business dealings. Do not tell the PCs that you are looking for the Enmity of Bylareith on their AR, for that might tip them off that some nasty surprise is coming.

The Bully

The main introduction assumes that at least one of the PCs played the Core adventure *COR4-01 Shedding Scales* or the Core Special adventure *CORS4-02 Here There Be Dragons* and therefore knows (or is known by) Stoakdor Redlee Neheli. If none of the PCs have played either adventure, assume Stoakdor hires them because he knows something of their abilities as adventurers and their willingness to do foolhardy things for gold. Also, this Introduction plays differently if any of the PCs have the Enmity of Bylareith from *Shedding Scales*.

This evening at the Black Dragon Inn has been eerily quiet. No mysterious figures have barged in and died at your feet, croaking out some cryptic riddle with their dying breaths. No mobs of angry citizens have attempted to burn any buildings or assault any clerics.

No damsels in distress have asked for your help. You have not even interrupted any alleyway muggings in at least a fortnight.

At the bar, what can only be described as a half-orc of even more questionable lineage than most of his kind is drinking heavily. In fact, he has been drinking heavily all evening. Occasionally, he casts an angry glare in your direction [select a PC at random] and snarls, as if you have insulted him in some way.

Creature: If none of the PCs have the “Enmity of Bylareith,” the half-orc is Zhrok, a down-on-his-luck adventurer who is looking for a way to release some pent-up anger. He knows better than to actually speak with or make physical contact with the PCs, but he is hoping they make the first move so his aggression against them can be justified.

All APLs

♣ **Zhrok**, Male Half-Orc Bbn 4; hp 41; see Appendix 1.

Development: Zhrok continues to stare at a PC until one or more of the PCs acknowledge his existence. Then he responds with intimidation and insults, attempting to get the PC to get into a fistfight (nonlethal damage only) with him in an alley behind the inn. Successful Intimidate checks, Diplomacy checks (he is hostile), Bluff checks, magical persuasion, etc. can make Zhrok leave them alone, as can simply ignoring him. He also retreats if he is beaten in a fistfight, if the PC uses lethal damage in a fight, or if more than one PC fights him, including others obviously magically assisting the one PC he wants to fight. This is meant to be a roleplaying encounter that has no bearing on the rest of the adventure, but the PCs don't have to know that. DMs should feel free to embellish and role-play the encounter as they see fit based on party makeup and APL, but Zhrok should pose no real threat.

The Assassin

On the other hand, if any of the PCs have the Enmity of Bylareith, this half-orc is actually a disguised human rogue/assassin named Tenzacatetl (pronunciation: tehn-za-ka-TEH-tul) who attempts to slay one of the PCs—whichever has the Bylareith's Enmity AR favor—as he enters the inn. The assassin then tries to escape after making his sneak attack or death attack.

If the encounter involves the assassin, use the following introductory text instead of the previous one:

This evening at the Black Dragon Inn has been eerily quiet. No mysterious figures have barged in and died at your feet, croaking out some cryptic riddle with their dying breaths. No mobs of angry citizens have attempted to burn any buildings or assault any clerics. No damsels in distress have asked for your help. You have not even interrupted any alleyway muggings in at least a fortnight.

The serving room contains the usual mish-mash of adventuring types and their hangers-on. A sullen group of male and female dwarves sits in the corner and whispers. At the bar, three human men dressed in leather armor speak loudly and boastfully about some exploits in the Cairn Hills. A half-orc enters with a lady of questionable moral values on each arm. Two halflings play a game of dagger toss against the wall.

Development: The half-orc with the ladies is Tenzacatetl, the assassin, in disguise. He has hired the ladies to escort him, and they know nothing about his identity or his plans. Tenzacatetl's tactics vary by APL and are included in the stat blocks in Appendix 1.

APL 2 (EL 2)

✚ **Tenzacatetl:** Human Rog2; hp 12; see Appendix 1.

APL 4 (EL 4)

✚ **Tenzacatetl:** Human Rog4; hp 22; see Appendix 1.

APL 6 (EL 6)

✚ **Tenzacatetl:** Human Rog6; hp 32; see Appendix 1.

APL 8 (EL 8)

✚ **Tenzacatetl:** Human Rog6/Assassin 2; hp 42; see Appendix 1.

APL 10 (EL 10)

✚ **Tenzacatetl:** Human Rog6/Assassin 4; hp 52; see Appendix 1.

APL 12 (EL 12)

✚ **Tenzacatetl:** Human Rog6/Assassin 6; hp 62; see Appendix 1.

APL 14 (EL 14)

✚ **Tenzacatetl:** Human Rog6/Assassin 8; hp 72; see Appendix 1.

If the PCs are able to capture Tenzacatetl, he refuses to tell them anything, and if they are able to make him talk, he can only tell them that his process of gaining employment makes it impossible for him to ever know the identity of his employer. All his gear is stolen merchandise, and the Greyhawk authorities arrive to claim it if Tenzacatetl is captured or killed.

ENCOUNTER 1: MEETING WITH STOAKDOR

If the PCs did not play *Shedding Scales* or *Here There Be Dragons*, Stoakdor Redlee Neheli sees them handle the incident with the drunken half-orc and decides that they might be a group competent, brave, or foolish enough to help him search the Land of Black Ice for clues about his problems and for the girl Ianta.

If any of the PCs have played either or both of those adventures, Stoakdor Redlee Neheli is familiar with the group and simply approaches them, as he knows they can probably be trusted to perform the tasks he requires of them.

Read the following if the PCs *do not* know Stoakdor from the aforementioned adventures:

A Sueloise man, middle-aged with long, wispy strands of reddish-blond hair held back by a headband, approaches your group. He looks pale, as if his skin has not often been exposed to the sun. "Greetings. I understand that you are adventurers. May we go to a private room and speak of a matter concerning my homeland of Keoland?"

If the PCs are amenable to hearing Stoakdor's proposal, he leads them to a private room he has secured in the Black Dragon Inn. He quickly and succinctly describes the problem his barony is facing and relates the task he wishes the PCs to undertake.

- Stoakdor is the Chancellor of the Shelspring Barony, a small barony in Keoland that borders on the dreaded Rushmoors. His brother, Jharmok Redlee Neheli, is the baron. The Rushmoors are a vast swampland rumored to be the center of the former empire of the Whispered One (Vecna—though under no circumstance does Stoakdor use that god's name).
- Four years ago, some force from within the Rushmoors kidnapped approximately 40 children from around the barony. The children were returned, but their eyes had been removed. Since that time, these children have not aged. One of those children is the son of the Baron, Pross Redlee Neheli.
- One pair of eyes was found in an ancient underground chamber thought to be somehow associated with the Whispered One. The eyes were replaced, and that child has begun aging normally.
- Many of these chambers have been found beneath the Rushmoors, but no other eyes have been found. Some of the chambers have been destroyed in apparent explosions or earthquakes, as if someone is trying to hide them or keep others from using them.
- Several tribes of kobolds residing in the Rushmoors have been united under a powerful kobold leader named Yolopo. Yolopo instructed the kobolds to stop attacking humans and start searching for these underground chambers, as well as some strange blue-black artifacts that these chambers contained.
- Stoakdor doesn't believe the kobold Yolopo or any of the other kobolds are responsible for the abduction of the children, as the kobolds seem to be competing with other forces to find these blue-black artifacts.
- Yolopo, these underground chambers, and the blue-black artifacts all seem to have some connection to the part of Oerth known as the Land of Black Ice.

- Stoakdor's divinations do not reveal anything about the Land of Black Ice, but some physical reconnaissance of the area (done by those who've played *Here There Be Dragons*) has revealed a village existing there, in the western part of the region, just north of the Burneal Forest. The village is called Farthenmoor, and it is a haven for misfits and freaks who could not find a home elsewhere on Oerth.
- Reports indicate that the kobold populations have swelled in the Burneal Forest; with all indications supporting that Yolopo has taken command of kobolds in that area. Chances are that if Yolopo is there, something in the area could be related to the blue-black artifacts, the underground chambers, and therefore the children's eyes.
- Also, a girl who Stoakdor was tutoring has apparently left Keoland and started a trek to Farthenmoor. Her name is Ianta, and she is a Flan orphan who showed remarkable but wild arcane powers at a young age.

If the players have played earlier adventures in this series, some of the preceding information should already be known, and Stoakdor greets them warmly and refreshes their memories as needed. They may have other questions regarding happenings since they left the Shelspring Barony at the end of *Shedding Scales*. Use the following sample questions and answers to direct the conversation.

- Have any other children been taken? Are the children well?
"No, there have been no other attempts at abduction since the incident you witnessed last year. The children's health remains well, but something a bit disturbing has occurred. Their skin has turned an unnatural shade of bluish-black. This just strengthens the links, in my mind, to the Land of Black Ice."
- Did you learn anything about the blue-black artifacts we recovered? (Some parties gave the artifacts to Stoakdor; others to the kobolds.)
"The blue-black artifacts are made of a substance none of my experts have ever seen. My divinations could tell me nothing conclusive about it. Spells cast at the artifacts are simply absorbed. Some seem to be extremely powerful, like the one at the kobold village, while others are either dormant or just less imbued with magic."
- Are the kobold villages still present in the Rushmoors?
"We sent some Knights of the Malagari to investigate the kobold village you encountered, but it was no longer there. Evidence showed that the entire village had moved on. We have also reported to the Gran March authorities what we found, but they have yet to report back on any of their findings."

The Knights of the Malagari are a dark and mysterious knightly order who fight the evil lurking in the Rushmoors and the surrounding area.

- Do you know who is behind what happened to the children, or if the kobolds are somehow involved?
"The lack of action against the humans of Keoland on the part of the kobolds makes me doubt they are involved in the plight of the children. I think whatever has done this is in competition with the kobolds to find and use the artifacts, as well as find the underground complexes which contain the markings of the Whispered One."
- What's in it for us?
"I can give you supplies and gear for the trip. If you are successful, the Baron of Shelspring and I will owe you a debt of gratitude. Our land and family has suffered greatly in recent years, and your success will prove invaluable to us."

If any PCs demand gold or other payment above and beyond supplies, Stoakdor offers 100 gp up front per PC. Make a note of such demands, though: PCs demanding gold do not receive the *Favor of Stoakdor Redlee Neheli* on the AR.

Be flexible when running this encounter, as different PCs might have had different experiences in the previous adventure. When Stoakdor finishes giving the PCs the background of his plight and answering any further questions PC might have, he gets to the business at hand. When it comes time to hear about what Stoakdor needs the PCs to do, he speaks clearly and without hesitation:

"Travel to Farthenmoor; find out more about the kobolds of the Burneal Forest. Gain as much information as you can about any blue-black artifacts and any underground chambers connected to the Whispered One, and see if you can locate Ianta. Something strange in her past certainly has called her north, and I fear for her life. When you have learned all that you can, return to Greyhawk and send a message to the Church of Lydia that you have returned. I will find you."

Stoakdor can give a description of Ianta: an 11-year-old Flan girl with swarthy skin, blue eyes, and black hair. He also informs the PCs that it is a long, hard journey from Greyhawk to Farthenmoor. The climate of the Land of Black Ice is harsher than any they have ever experienced—unnaturally so. He gives them the funds to purchase food, supplies, and polar exploration gear. Normal mounts and animals are incapable of survival in the Land of Black Ice without magical protection against the elements, and even then the ice makes walking treacherous for even sure-footed animals. Teleportation to and from the village of Farthenmoor is not possible, although it is possible to *teleport* to the northernmost section of the Burneal Forest and then walk north.

Polar exploration gear includes heavily furred suits, cumbersome boots and gloves, furred headgear, and goggles. Wearing this gear halves movement, applies a –2

penalty to effective Dexterity, and carries a -2 penalty to anything affected by Armor Check penalties. Spellcasting, however, is unaffected. Feat access due to lowered Dexterity is not affected either.

Stoakdor does not know much about the Land of Black Ice, save it is unnaturally cold; there are rumors of blue-black tribes of humanoids and ice-based creatures; and the land was rumored to once have been the home of Flan sorcerers who practiced something that they called Oerthmagic.

ENCOUNTER 2: FARTHENMOOR

If the PCs attempt to scry or use divination to find Ianta, their efforts are for naught. Her present location and magical ancestry make her invisible to scrying and divination at this time.

The trip from Greyhawk to Farthenmoor, whether the PCs *teleport*, walk, or use other means to travel there, is relatively uneventful, though potentially long. The adventure begins in earnest when the PCs arrive at the outskirts of Farthenmoor. PC who have played *CORS-02 Here There Be Dragons* have been to Farthenmoor once before and may have had dealings with some of the residents. Adjust reactions accordingly.

The unbearable cold and endless blue-black ice of this cursed land has finally given way to soil. Ahead of you, a small village rests in an oasis of warmth amid a frozen desert. A couple of forms traverse the main thoroughfare in the village, and the mostly wooden buildings show signs of habitation. A few farms skirt the village, growing vegetables and raising livestock in the meager but adequate soil.

The PCs can enter the village of Farthenmoor with little difficulty. The land where the village sits is warmed by natural hot springs. The village itself should be reminiscent of a one-horse saloon town of the 19th-century American West. Only the brave, reckless, and foolish come here to seek their fortune or solitude or both. An uneasy peace is kept here, mainly through the combined will of the residents, backed by the smooth and easy politicking of the mayor and the strong arm (and magic) of his sheriff.

The DM should give the players "Handout 1: Map of Farthenmoor" to the players at this point. It illustrates the areas of interest for the PCs. While roleplaying opportunities are available at most of the locations, the main thread of the plot is followed from the Last Breath Saloon. If time is a concern, point the PCs there and keep the action moving forward.

If the PCs enter the village in a normal manner, read or paraphrase the following:

Some of the villagers stop and stare as you enter the center of town. A few simply nod and move past quickly,

while others ignore you in an obvious manner, turning their heads away or pulling hats down over their eyes.

After just a few moments, the door to the only stone building in the village opens, and a very large purplish creature exits. He wears a long leather overcoat over his full plate armor. Under the coat you can see a green vest. On his vest is a silver badge in the shape of a star. His brown, dusty hat is pulled down over his eyes. From his belt swings a large greatsword, as do two wands fitted with strange grips.

A DC 15 Knowledge (religion) check tells a PC that the badge is actually a holy symbol to Murlynd.

Seeing you, he moves in your directions with a slow swagger.

Allow the PCs to take whatever action they want, and continue based on their actions.

The ogre approaches to within 15 feet, pushes his hat out of his eyes with one beefy finger, and then says in Common, "You must be new to Farthenmoor. Let me tell you a few things. I'm Sheriff Lohjoh, and that means I'm the law. You are welcome here, but only if you are peaceful. We don't take kindly to folks killing each other or disturbing the peace. If you want some disturbance, just walk right out into the cold and you'll find plenty to be disturbed by. If anyone gives you trouble, you can come to me, and I'll take care of it. We don't tolerate vigilantes. Keep your weapons sheathed, your spell pouches closed, and your tempers in check."

Villagers are watching, you, some peeking out from behind corners or porch railings.

Creature: See Appendix 1 for Lohjoh's stats. The sheriff is Lohjoh, an ice-touched ogre mage who was taken in by the bugbear mayor Rhertrok. Once he gives his speech, he is more sociable, although he continues to speak stoically. If asked about the village, he tells what he knows. He knows that a young human female of Flan descent was in town recently, but he hasn't seen her in a while. She was being escorted by a kobold. He directs PCs to the Last Breath Saloon if they require food, drink, information, or lodging. If they need a bath or anything out of the ordinary, he directs them to Miss Kittay's Bathhouse. If they need supplies, he sends them to Do'Say's Trading Post.

All APLs

♣**Sheriff Lohjoh:** Male Ogre Mage Sor2/Pal4; hp 100; see Appendix 1.

If the PCs attack Lohjoh in any way he defends himself to the best of his abilities, escaping if he sees he is over-matched. He does not try to kill PCs if he is obviously more than they can handle, but the DM should not reward PC stupidity or cockiness. He makes every

attempt to disable PCs and place them in jail, where they can talk to the mayor.

At higher APLs, if the PCs kill Lohjoh and/or start attacking everyone in the village, none of the NPCs are cooperative. No one admits seeing Ianta. In fact, they may even send the PCs on fool's errands up into the waste of the Land of Black Ice. In this situation, the PCs cannot follow Ianta—and if they persist in this wild goose chase, the adventure is effectively over for them. Killing Lohjoh, a paladin of Murlynd, is also an evil act and should be handled as such.

Area A—The Last Breath Saloon

The barkeep, a young athach who goes by the moniker “Slim”, manages the saloon for the mayor. He is amiable and low-key, or as amiable and low-key as an athach can be.

A sign on the two-story wooden structure says “Last Breath Saloon.” The building is not particularly attractive, but it appears to be sturdy. From inside you hear the sound of loud talking and perhaps the strumming of a stringed instrument.

If the PCs enter the saloon, describe the scene:

More than a dozen patrons inhabit the saloon. Included in their ranks are: a human so pale you think you can see his skull right through his flesh; a completely hairless dwarf losing an arm-wrestling match to a powerfully built, blue-black-skinned female kobold; a huge creature that looks like it could be a cross between a human and a hill giant sulking silently at the end of the bar; and a goblin picking a tune on a weird variety of lute with a round body and long neck. Behind the bar stands a massive creature that must weigh at least 4,000 pounds. With two hands he cleans a large ale tankard, while wiping the bar with a third hand sprouting from an arm in the middle of his chest.

Creatures: Give the PCs a chance to interact with these characters if they wish. Stats for each of the NPCs in the saloon are given in Appendix 1. Each of them has information that might be helpful, and the incarnate stone golem is most likely encountered later at the Crypt of Pi-zoar. Below is a brief synopsis for talking to each of the NPCs:

All APLs

- ◆ **Yorlok:** Male human Exp 2; hp 12; see Appendix 1.
- ◆ **Rocktop:** Male dwarf Exp 3; hp 20; see Appendix 1.
- ◆ **Repina:** Female kobold War 2; hp 11; see Appendix 1.
- ◆ **Bleflek:** Male goblin Exp 4; hp 14; see Appendix 1.
- ◆ **Slim:** Male athach; hp 133; see Appendix 1.
- Yorlok, the pale human miner: Yorlok was a wizard's servant back in Greyhawk City four years ago. The

wizard, not a nice person, was secretly performing arcane experiments in invisibility on Yorlok without the man knowing. One morning, Yorlok woke up and his skin was transparent. He left the wizard's employ, but people were disgusted by his appearance. Shunned by most and hunted as an aberration by others, he fled to this place, and now makes his living out in the cold, mining for gold. He is now more successful and accepted than he was when in the employ of the wizard, so he has come to accept his new condition. He can be a little hard to look at, since when his clothes are off you can see his bones, internal organs, and blood vessels. If the PCs take the time to talk to him, Yorlok can tell them that a kobold and young Flan girl were in the Saloon a few days ago. They kept to themselves, but he overheard them talking about investigating a kobold village in the Burneal Forest to the south. They decided to travel along a main trade path, even though it might be dangerous. He also heard the Flan girl mention how the cold of the Land of Black Ice was not bothering her at all.

- Rocktop, the beardless dwarf miner: Rocktop was the son of the leader of a dwarven clan in the Hellfurnaces. The clan waged an ongoing war with a band of duergar. As the young dwarf grew toward adulthood, he grew no hair at all, and his skin turned dark. Although it was due to a simple birth defect, the results made him resemble a duergar. His clan considered this an ill omen, and he was banished from his home and stripped of his name. He took the name Rocktop, and ended up mining gold in this forsaken area. He is still incredibly angry at the blow fortune has struck upon him, and unless the PCs are very polite and diplomatic, he does not speak to them. Insults aimed at him cause him to barrage the PCs with insults of his own, and this also makes the others in the saloon unwilling to talk to the PCs, as Rocktop is their friend. If the PCs are able to talk to him, Rocktop can tell them that he's come across beasts out in the frozen land that the cold does not affect.
- Repina, the strong female ice-touched kobold: Repina lived in a kobold village in the Burneal Forest. As she approached adulthood, a powerful kobold named Yolopo took control of the village and set the kobolds to excavating some strange blue-black fossils buried not too far from their village. He also tried to take Repina as a mate after he ordered her to spend an entire year living in proximity to the fossils they were unearthing. After her time there, she realized she had gained tremendous strength. She refused to take Yolopo as a mate and was driven out of the kobold society. She now lives in Farthenmoor and does work as a farmhand, miner, or whatever other work she can find. She'll also arm wrestle any PC for up to 10 gp. (Opposed strength checks, winning three in a row means victory.) All she can tell the PCs is that Yolopo believes the blue-black fossils

they are digging up have tremendous power. He controls numerous kobold villages in the Burneal Forest and elsewhere, and he has all of them focused on collecting these fossils. Other forces comprised of humans also seek these fossils, and the kobolds were attacked a couple of times by the humans, although she doesn't know much about them.

- **Bleflek, the goblin minstrel:** Bleflek was part of a goblin enclave that was subjugated by Iuz in the Barren Wastes. A small army of treasure seekers happened upon the village and laid waste to it when Bleflek was a youth. One of the members of the group, a bard by training, took pity on Bleflek, spared his life, and took him as an assistant. The bard taught Bleflek how to play many instruments, but the goblin had an affinity for this strange stringed instrument. The bard perished in an adventure two years ago near Blackmoor, leaving the goblin to fend for himself. The goblin found his way here by following a caravan, and makes a few coins now and then entertaining passing travelers. The goblin can tell the PCs that he's encountered more than one traveler in the area looking for burial chambers of Ur-Flan sorcerers who supposedly inhabited this area before recorded history.
- **Kordsarm, incarnate stone golem:** Kordsarm remembers nothing before a year ago. The first thing he remembers was waking up naked to the east in the area known as Blackmoor. He came across some adventurers, who clothed him and helped him. One of them claimed that he was as big and strong as Kord's arm—hence his new name. He traveled and fought alongside this group until they disbanded, then took a job as a caravan guard coming to Farthenmoor. Someone claiming to know who he was and to be able to help him regain his old life contacted him in a dream. Kordsarm is waiting now for that person to show up. He was told in the dream not to reveal to anyone who he was or what he was doing. Kordsarm is miserable in his new existence, and he only wants the voice in his head (his own thoughts) and the pain in his body (his life) to end. Kordsarm is really an incarnate stone golem, although he doesn't know this. Kordsarm makes no attempt to talk to anyone, and he just grunts if people talk to him. If anyone takes the time to really talk to him and try to befriend him, showing a sincere concern over his problems, the PCs may not have to fight him in the crypt of Pi-zoar as he remembers their kindness to him. Make a note of how the PCs treat Kordsarm, as it impacts a later encounter. Kordsarm's stats are located in Encounter 8.

If the PCs approach the bar to speak to the attach there, he treats them with a rough cordiality.

"Can I get you strangers a drink or a bite to eat? I'm the barkeep here. Name's Slim." He holds out his third hand

for you to shake while he pours ale with the other two. A vile green ichor drips from his fangs as he grins at you.

Slim can confirm that a young human girl of Flan origin and a kobold with a holy symbol of Heironeous spent a few days in Farthenmoor. However they left a couple of days ago on their way to investigate the rumors that a large kobold village in the Burneal Forest had been destroyed recently. Slim isn't sure what business the two had in the kobold village, but they seemed to keep to themselves.

Area B—Miss Kitty's Bathhouse

Creature: Miss Kittay owns the Bathhouse. She is an elven weretiger who was one of the first creatures to set up shop here, having been driven out of the Vesve Forest because of her affliction.

All APLs

♦ **Miss Kittay:** Female elf weretiger enchanter 10; hp 95; see Appendix 1.

If the PCs approach and enter the Bathhouse in a normal manner, read or paraphrase the following text. If they approach in a different way, adjust the text as needed:

The Bathhouse is the only three-story building in the village. It is in fairly good upkeep despite some needed repairs, and it is even painted. In the main sitting chamber stands a creature of stunning beauty. Her features are elven, but she is over six feet tall. Her muscular yet slender physique is displayed by the skin-tight black bodysuit she wears. At her hip she wears a slender longsword. Around her white monkeys run and prance. When she sees you, she bows gracefully in welcome. Her voice is almost a purr. "Welcome to Farthenmoor, travelers. You must be extremely motivated by something to come all this way. Would any of you be interested in a warm bath and perhaps some food?"

As long as the PCs have paid standard upkeep or better at the beginning of the adventure, they can get a nice warm bath and some pampering here. The monkeys are trained to bring people drinks, snacks, soap, towels, perfumes, and anything else they might require (within reason). Miss Kittay knows that a strange pair—a kobold with a young human girl—was in the village recently, but they never came to the Bathhouse, and didn't seem to have enough gold to warrant her attention.

Area C—The Trading Post

Creature: The General Store Keeper is a two-headed human of mixed heritage named Do'Say. He was born in the village to a farming couple. The mother died in childbirth (for obvious reasons) and the father died of grief not long thereafter. The villagers pitched in to raise

him, and now he has used his strong business sense to open and maintain a thriving trading post.

All APLs

☛ **Do'Say:** Male two-headed human Exp 6; hp 59; see Appendix 1.

Do'Say has contacts from all over the Flanaess, who come to trade their goods for the rare items found only in this strange and harsh land.

The Trading Post is a good-sized building, crammed full of a variety of goods. The right half the store is immaculate and neatly organized, with tidy shelves and bins holding items. The left half of the store is clean but breathtakingly disorganized, with unruly stacks of goods teetering precariously everywhere. Behind a counter in the rear center of the store is a human, completely average in appearance except for his second head. The head on the left is whistling a happy tune while the right head stares down at a ledger.

If the PCs enter and draw his attention, continue:

The head to your left smiles as you enter, singing a very off-key tenor "WELCOME TO THE TRADING POST! How can I help you?" The other head finishes writing something in the ledger and then looks pleasantly in your direction, saying through the side of his mouth in a stage whisper, "Please stop singing or you will drive away our business."

The left head looks over at the right with a crooked raise of an eyebrow, the sings again, "We don't seeeee many strangers here. What can weeeeeeee do for you?"

If this is a timed event, roleplay only as much as the PCs are willing. If the PCs ask for a certain item, the right head knows exactly where it is on his neatly organized half of the store. If the item is on the side managed by the left head, he knows generally where the item is, but he has to search for a minute to find it. The right head is the organized, rational, and pragmatic head. The left head is the schemer and dreamer relied upon for imaginative ventures. Do'Say has the following items of interest in stock:

- 2 potions of cure light wounds. 50 gp each
- 4 potions of endure elements. 50 gp each
- He also has normal weapons listed in the *Player's Handbook*, in standard shapes and sizes, plus standard equipment under 100 gp (anything that can be purchased normally in LIVING GREYHAWK, minus the magical or masterwork quality items and anything obviously out of place here like water vessels).

Do'Say can offer the PCs some further information:

- The town is the one place within many miles to gain respite from the weather. Many people come here to trade gold and other precious metals and gems

mined in the Land of Black Ice for normal equipment brought by brave and foolhardy merchants. Many people do not survive the trip from civilization to Farthenmoor.

- The kobold and the young Flan girl did buy a few basic provisions at his shop. They were obviously heading back into the cold, but they were probably heading south based on the amount of provisions they bought. If they were heading in another direction, they didn't plan to travel far.
- He doesn't have any opinions on anything happening in town. Opinions are bad for business. The mayor and the sheriff have done an excellent job making the village into a place where all manner of creature can co-exist in relative peace.

Area D—The Mayor's Office

Creature: The Mayor, an ice-touched bugbear named Rhertrok, was cast out of one of the local tribes for trying to usurp power from the chieftain. He found his way to this area and solidified his base of power by enlisting the assistance of the ogre mage Lohjoh as his right-hand man.

All APLs

☛ **Mayor Rhertrok:** Male ice-touched bugbear Ftr 4/Rog 10; hp 115, see Appendix 1.

If the PCs approach and enter the Mayor's office in a normal manner, read or paraphrase the following text. If they approach in a different way, adjust the text as needed:

The only stone building in the village sits before you. The heavy wooden door opens easily. A bugbear dressed in fine clothes sits behind a plain wooden desk, littered with papers. Seeing your group, he stops and stares for a moment.

Dramatic pause.

Then a huge grin appears on his face and he roars a welcome. "AH! Travelers! Welcome to Farthenmoor! What brings you to our humble village?"

Rhertrok the bugbear is the consummate politician. He only has his own best interests in mind, even though he plays the part of the worried patriarch of the village. To his credit, he has kept the peace in the village by quickly eliminating threats the stability of the town and being kind to those who live there. He makes small talk and tries to size up the abilities of the PCs. If any of the PCs are nobility, prestigious members of trade guilds, or in any other way possibly good business contacts for Rhertrok, he attempts to schmooze them and establish some sort of unofficial business relationship. None of this can have any real game impact, but Rhertrok wants to bring more mercantile interest to Farthenmoor.

ENCOUNTER 3: RELEASE THE HOUNDS

With the news that Ianta and Tajlo have headed south toward the Burneal Forest, the PCs should move hastily to follow them. As the PCs are leaving Farthenmoor, a storm slams into the area. Visibility from the air is limited to five feet, so the PCs are forced to follow on foot if they have any hope of finding the pair. Assuming the PCs move quickly, they are able to overtake the pair at a fortuitous time. Regardless of the method of PC travel, they find the pair in the same position:

After two days of traveling south toward the Burneal Forest along an obvious path, the landscape begins to change a bit, even if the weather does not. Sporadic groves of fir trees dot the landscape, offering some protection from the razor-clawed ice crystals carried on the easterly winds. The howling wind dies down momentarily to be replaced by howling of another type. Ahead of you, past another stand of firs, the vicious barking and snarling of wolves is apparent. And perhaps another sound too. Was that the voice of a person you heard shouting?

Assuming the PCs follow the sounds, read the following:

Within the shelter of thick-branched fir trees, you can make out the source of the noise. A number of black-furred wolves circle and snap at two smaller humanoid figures. Both appear to be children at first glance, but as your eyes focus, you realize that only the female is a child, a Flan girl of perhaps 11 years. The other small figure is not a human but a kobold. He throws himself between the wolves and the girl, obviously attempting to defend her. So far she is uninjured, but the kobold shows signs that the wolves are starting to wear him down.

The overhanging branches keep the driving ice out of the battle area, but they also make it impossible to fly more than 5 feet above the battle and still see anything at all because of the storm and the branches. The PCs begin the battle 45 feet away from the kobold and the girl.

Creatures: These creatures are ice-touched wolves (or ice-touched winter wolves), known in this area as black icehounds. They are ice-touched (see Appendix 2: New Rules), meaning their birth in and proximity to the Land of Black Ice has filled them with the power of the Serpent.

All APLs

❖ **Ianta:** female ice-touched human Sor4; hp 20; see Appendix 1.

❖ **Tajlo:** Male kobold Pal4 of Heironeous; hp 18; see Appendix 1.

APL 2 (EL 5)

❖ **Black Icehounds (5):** hp 11, 11, 11, 11, 11; see Appendix 1.

APL 4 (EL 7)

❖ **Black Icehounds (5):** hp 11, 11, 11, 11, 11; see Appendix 1.

❖ **Dire Black Icehound:** hp 45; see Appendix 1.

APL 6 (EL 9)

❖ **Black Icehounds (2):** hp 51, 51; see Appendix 1.

APL 8 (EL 11)

❖ **Black Icehounds (2):** hp 76, 76; see Appendix 1.

APL 10 (EL 13)

❖ **Black Icehounds (3):** hp 126, 126, 126; see Appendix 1.

APL 12 (EL 15)

❖ **Black Icehounds (3):** hp 189, 189, 189; see Appendix 1.

APL 14 (EL 17)

❖ **Black Icehounds (6):** hp 189, 189, 189, 189, 189, 189; see Appendix 1.

Tactics: The wolves and dire wolf (APL 2 or 4) attack based on instincts. The winter wolves (APL 6+), however, are at least as intelligent as your average PC, and they know what PCs are capable of. At all APLs, the wolves feel that Ianta is a being that shares their connection to the power of The Serpent, and they do not like this at all. They want to kill her. Fortunately for the girl, she is immune to their cold attacks, so they must injure her physically. And between her and them is her protector Tajlo. Therefore, some of the wolves continue to attack the two while others move to attack the party. The winter wolves rarely use their breath weapons, as they have learned many creatures who come to this area are either immune to cold or have magical protections. If one breath weapon seems to work, however, the others quickly adopt that tactic. Remember the winter wolves can speak to each other in Giant, which some PCs might not speak. At lower APLs, try to strike a balance between the wolves attacking Ianta and Tajlo and the wolves attacking the PCs. If the wolves are overwhelming the PCs, have one or more break off and join the others attacking the pair.

Developments: The first development likely to come up is the spell absorption ability of the wolves. Read about the ice-touched template for a complete description of this ability. When the first creature absorbs a spell, give anyone who sees the phenomenon a Spellcraft check. Based on the results of that check, give information using the chart below. (Remember to only tell the person making the check; it is up to that PC to inform the others what is happening.)

DC 10: The creature seems to absorb magic.

DC 15: Creatures touched by the magic of the Land of Black Ice seem to absorb more magic the more powerful they are.

DC 20: There is probably a threshold on the amount of magic that a creature can absorb before being affected.

DC 30: Magical weapons are less effective against these creatures than non-magical ones, as the creature draws energy from the magic.

At each APL, Tajlo can take 5 more attacks before falling once the PCs join the battle. Assume that each attack against him hits, and that after the fifth hit he falls to –5 hit points. Then Ianta is left standing alone. It only takes three attacks on Ianta for her to fall, and the fourth attack (while she is down) kills her. The challenge for the PCs is not to defeat the black icehounds per se, but simply to save Ianta and Tajlo if possible. Either Ianta or Tajlo can be raised, but the PCs must pay for whatever spells are cast.

Treasure: The jet-black pelts of the wolves are very rare and valuable. If the PCs do not think to take the pelts, give them a DC 10 check in any or all of the following skills: Appraise, Profession (tailor), Profession (merchant), Knowledge (nature), bardic knowledge, or any similar skill dealing with animals, fur, or clothing.

APL 2: Coin: 196 gp

APL 4: Coin: 196 gp

APL 6: Coin: 196 gp

APL 8: Coin: 196 gp

APL 10: Coin: 196 gp

APL 12: Coin: 196 gp

APL 14: Coin: 196 gp

Adjust the following text to account for any deaths (especially Tajlo's or Ianta's):

Now that the threat has been eliminated—for the moment, at least—the features of the two you rescued is more readily apparent. The girl is certainly a Flan human, possibly in her teens but definitely no older than 13 or 14 years. Her skin is an unsettling blue, at first appearing to be frostbitten. No other signs of frostbite adorn her skin, though, and it is apparent her skin is naturally this color.

If the PCs have met Ianta before, they know this was not her appearance the last they met.

The kobold carries a small longsword and shield. The latter bears the symbol of Heironeous. Clipped on his small cloak are pins representing several other common holy symbols: Ehlonna, Pelor, Lendor, Mayaheine, Al'Akbar, and Lydia.

Assuming a PC doesn't beat him to it, the kobold immediately uses his paladin ability to lay on hands, healing Ianta. If the girl has been healed already or is dead, he uses it on himself or on a PC.

He places his hand over a small wound on the girl's forehead, and it vanishes.

Give the PCs the opportunity to interact with these two. This exchange differs based on whether the PCs have met the pair before. Use the following bullet points as guides for the role-playing. Tajlo is very well spoken in Draconic, and he speaks passing Common. Ianta speaks Flan, Draconic, and Common.

- Ianta was having powerful visions and dreams while she was in Keoland. She's been having them her whole life, but these are much stronger. They called her to the Land of Black Ice to perform tasks that could save all of Oerth from horrible consequences, although she is not exactly sure what those consequences are. She really can't be more specific about the dreams, as they are usually more feelings than actual images.
- Since she has been in the Land of Black Ice, her skin has turned blue. The cold of the land no longer bothers her either.
- Tajlo's village in the Rushmoors was disbanded. Yolopo returned to the village a few months ago and removed the blue-black pole that the kobolds meditated at. He told the villagers to move to a village further west, and ordered Tajlo to leave the Rushmoors—the little paladin was tainted with a love for living creatures that Yolopo found offensive. So banished, Tajlo wandered north into the Gran March, where a friendly paladin of Heironeous recognized him for what he was, and helped train him in the way of paladinhood. Others were also kind to him, represented by all the pins on his cloak. Some gave him advice, others gave him friendship, and still others gave him magical treasure to help him perform his duties as a paladin. He wandered for months, looking for quests to undertake in the name of Heironeous. He finally came across Ianta, and immediately knew that Heironeous desired him to protect her on her quest to the north.
- The two were led to Farthenmoor by Ianta's dreams, and there they learned about the kobold village in the Burneal Forest that had been recently decimated. Ianta recognized this as a portent from her visions, and so now they are going there.
- Tajlo is beginning to understand that somehow Yolopo, the blue-black artifacts, the evil humans who seek the same artifacts, the afflicted children of the Shelspring Barony, and Ianta's powers are somehow interconnected. He's not sure how, though.

From here, the PCs are free to accompany the unlikely pair on their trek south into the heart of the Burneal Forest toward the ruined kobold settlement. It is possible that either Tajlo or Ianta might be dead. If so, the PCs can still complete their task. They might also be able to raise

one of the other (or both) of the pair. If this happens, use your best discretion in how the action would play out.

ENCOUNTER 4: IT TOOK A VILLAGE

The PCs' arrival at the kobold village confirms that the place has been destroyed utterly. Many structures made from the pinewood of the Burneal Forest have been crushed, burnt, and otherwise obliterated.

The path you are following through the Burneal Forest ends at what was obviously once a small village. However, the structures that once comprised the village are now nothing but rubble and burnt-out husks. Blood stains cover the ground, and burrows that once led to underground dwellings have collapsed.

Assuming he is with the PCs, Tajlo can confirm that this was once a kobold village, based on the architecture and the size of the dwelling remains. Ianta, if with the party, also comments that this is the village she saw in her visions, or at least it was before it was destroyed.

At this point, have the PCs make a DC 10 Spot check. Anyone succeeding at that check notices a young female kobold hiding up on a tree limb, holding very still and trying not to be seen. If Tajlo is with the party, the young kobold can be called down with little fuss. The PCs can also coax her down with some reassuring words (and a DC 15 Diplomacy check). The kobold, whose name is Viloma, only speaks Draconic, and she has the following story to tell:

"It was eight nights ago. Or maybe ten. I don't remember well. The males had returned from the excavation site, and we were preparing the evening meal for them. Suddenly there were creatures assaulting us, slaying everything in their path. Everyone was slaughtered, but I was able to get under some collapsed wood from a storage shed and pretend I was dead. The creatures then disappeared and a bunch of humans started gathering up all the pieces of the god stone that the males had recovered for Yolopo."

Viloma didn't get a good look at the creatures or the humans, although she can describe vaguely some of the force that assaulted her village. (Give a vague description of the creatures that the PCs encounter in the crypt of Pi-zoar, minus the undead and Kordsarm.)

Volima goes on to tell the PCs that she didn't know what to do, so she followed the humans, who headed north into the Land of Black Ice. They took the god stone to a hole in the ground there. She then returned here to bury the dead, planning to seek safety in another kobold village when she has finished. It has taken longer than she imagined, and she's not exactly sure what to do now. She may have other information based on PC questions:

- Yolopo is their leader, although he is only present in the village for a few days each year. He took charge about 6 years ago when she was just an infant, and he set the kobolds to the task of digging up a blue-black substance that he called "god stone." This substance supposedly has great power, and Yolopo made the kobolds meditate in the presence of large pieces of the material, as well as leave the kobold eggs to soak in its power. Kobolds who meditated near the god stone, or came from eggs left near it, were often more powerful. (Tajlo can relate that his tribe did the same thing, and the same results held true. Tajlo is one of those who was changed by the power of the god stone—his sense of honor and justice was enhanced.)
- Other creatures, mostly humans, are in search of the god stone as well, as they attacked this and other kobold settlements frequently. (Tajlo again confirms that this happened to his tribe in the Rushmoors before he was banished for consorting with humans.)
- Volima can show the PCs the excavation site where Yolopo ordered the kobolds from this village to dig for the god stone. Investigating the site reveals that the god stone seems to run in continuous veins between 15 feet to 20 feet beneath the earth here in the Burneal Forest. Small pieces of the stuff can be found. Detecting magic or evil/good/law/chaos on the stones brings strange results. The first casting may show faint traces of one kind of magic and alignment, and the next casting provides different results, even on the same piece. The god stone is like a kaleidoscope of magic and alignment. Also, if the PCs think to view the excavation site from high above the earth, it is hard to see from the trees. However, enough scrutiny and a DC 10 Wisdom check lets the PC notice that the excavation site links to other excavation sites from other kobold villages, and the entire affair looks like part of a massive skeletal wing, as if a dragon of incalculable size were somehow buried in Oerth!
- The PCs may wish to go to other kobold villages. If so, let them. They get the same story from other villages as they do here: Yolopo is their leader although he is rarely present; the excavation of the god stone is their primary mission; creatures controlled by humans frequently attack to get the god stone; and so on.

At some point, the party should be interested in following the creatures who took the god stone from the kobold village back north into the Land of Black Ice. Volima volunteers to lead them there. If Volima is somehow unable or unwilling to do this based on PC actions, either let them follow an obvious trail, or have Ianta or Tajlo have visions that lead them there.

ENCOUNTER 5: THE CRYPT OF PI-ZOAR

Location: Area 1 on Crypt Map

Note: There is a permanent *dimensional lock* surrounding the entire crypt, making teleporting into or out of the crypt impossible. Pi-zoar feared that plunderers would invade his tomb using teleportation magic.

Using the directions given to the PCs by the young kobold, the PCs, Tajlo, and Ianta can travel northeast, back into the Land of Black Ice, toward the crypt of the ancient Flan sorcerer Pi-zoar. A map of the crypt itself is shown in Appendix 3. The crypt is easily found. The archeologist Zane Vedrial (located in Encounter 7) has already removed the capstone to the crypt's shaft entrance:

A shaft leading down into the ice rests where the young kobold said it would be. Beside the dark shaft is a circular slab of granite and a crowbar.

Any PCs who have the Stigma of the Serpent from *Shedding Scales* (and there are a lot of them!) feel a terrible sense of foreboding and pain when they enter the crypt.:

A feeling of dread washes over you as you descend into the crypt. It reminds you of the feeling you had when you mediated in the proximity of the magical pole at the kobold village in the Rushmoors—except whereas that feeling was warm and inviting, this one is choking: like a corruption of the power you felt before.

Any PCs who have the Thrall of the Serpent from *Shedding Scales* feel wonderful entering the crypt, almost like they are coming home.

As you descend into the crypt, a most unusual feeling overwhelms you. You feel like you have been on a long and terrible journey, but now you are coming home. The urge to rush quickly into the darkness of the crypt is barely controllable.

Assuming the PCs enter the shaft, continue with the following:

The shaft descends as far as you can see. Only two feet in diameter, the shaft has rungs built into the sides, allowing easy—if uncomfortable—egress down into the depths.

Medium and smaller creatures can descend without problems. Large creatures can descend but come across 10 spots where they get stuck when the shaft narrows dramatically. They can force their way past the narrow parts, but each time they do they take 1d3 point of bludgeoning damage. Large or larger creatures cannot descend without magical means.

Each rung of the ladder holds a single character of the Ancient Flan alphabet. A DC 18 Spot check or DC 10 Search check is needed to notice the writing, as long as there is sufficient light and PCs take the time to read each one. Do not give a Search check unless a PC actively searches a rung. When looked at in totality, the descending rungs spell out a message:

Enter ye the final resting place of Pi-zoar. THE SERPENT awaits him. A lifetime of serving THE SERPENT rewards Pi-zoar with eternal life.

Unless otherwise noted, the crypt is unlit. Doors are made of blue-black stone and are not locked unless otherwise noted.

At the bottom of the shaft is a completely dark entry chamber:

This oddly shaped room is unlit. A short corridor leads to the north with two doors there, and a third door is on the east wall. A smell of mold and rot permeates the room. Small green and gray piles of what might be sand, dirt, or mold are spread throughout the room. On the walls are foreign-looking markings. Some look to be letters that spell words, other might be glyphs or runes, and still others might be pictograms of twisted, skeletal bodies. The putrid air burns in your lungs and makes breathing difficult. Your arms and legs grow heavy after only a few breaths.

The runes and pictograms are incomprehensible, even with magic. The words, however, are written in Flan, and in a dialect that pre-dates even the Twin Cataclysms. The words form the following sentences: "THE SERPENT winds through all things, into death and out of life. Those who can ride THE SERPENT control all." A DC 10 Knowledge (nature) check reveals the rotting piles on the floor are all that remains of wooden furniture that has decayed here for centuries.

ENCOUNTER 6: SKELETON IN THE LIBRARY

Location: Area 2 on Crypt Map

The door here is locked and opens into the hallway. Anyone searching the door notes that it is sealed very tightly, perhaps even airtight. Read or paraphrase the following when the door opens.

As the door opens, stale and foul air puffs out of the room past you on a noxious breeze. The same sigils, wards, and writings decorate these walls that adorned the walls in the entry room. Stone shelves, containing nothing but rotten parchment, are built into the east and west walls. The northern 10 ft. of the floor is made of some deep black and polished stone. In the northeast corner, hovering a few inches off the floor is a skeleton clad in rotting robes. It is definitely moving, swaying in a rhythmic pattern.

The skeleton is just a decoy. It is being held up and held together with very thin metal wire, and it is moving because of a draft caused by the opening of the door. The way the skeleton is moving in the breeze makes it look like it is casting a spell, although no Spellcraft checks can determine anything since it is not really a spell.

Call for initiative. Let the PCs act, and even pretend that the skeleton might be taking actions that the PCs don't see or understand. Anyone in the room can attempt a Spot check (DC 15+APL) as a full-round action to see the wires that are holding up the skeleton.

There are two pit traps near the doorway, and foolish PCs may rush in to fight the skeleton and trigger the trap doors. (See the APL-specific traps below.)

PCs attempting to attack the skeleton must hit AC 5. The skeleton falls apart after taking 20 points of bludgeoning or concussion damage.

Trap: The two pits are standard traps, except at APL 12 and 14 where there is a strong *antimagic field* filling the pits to the very top. As soon as a person enters even the top of the pit, no magic works.

APL 2 (EL 1)

↖**Pit Traps:** CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6 fall); Search DC 20; Disable Device DC 20.

APL 4 (EL 2)

↖**Pit Traps:** CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6 fall); Search DC 20; Disable Device DC 20.

APL 6 (EL 3)

↖**Pit Traps:** CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6 fall); Search DC 20; Disable Device DC 20.

APL 8 (EL 4)

↖**Pit Traps:** CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6 fall); Search DC 20; Disable Device DC 20.

APL 10 (EL 5)

↖**Pit Traps:** CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6 fall); Search DC 20; Disable Device DC 20.

APL 12 (EL 6)

↖**Anti-Magic Pit Traps:** CR 6; mechanical; location trigger; manual reset; DC 24 Reflex save avoids; 100 ft. deep (10d6 fall); no magic works in the pit; Search DC 20; Disable Device DC 20.

APL 14 (EL 7)

↖**Anti-Magic Pit Traps:** CR 7; mechanical; location trigger; manual reset; DC 28 Reflex save avoids; 100 ft.

deep (10d6 fall); no magic works in the pit; Search DC 20; Disable Device DC 20.

The words in this room, again in Ancient Flan, read: "THE SERPENT rewards those who find focus in its worship. Never will THE SERPENT be destroyed, and never will the disciples of THE SERPENT be destroyed."

Treasure: This room was once a library, created to let Pi-zoar study after his death and interment. The stone shelves contain almost nothing save parchment and vellum that have turned to a fine dust over the centuries. A DC 15 Search check finds, buried beneath the dust on one of the shelves, Pi-zoar's Ring. Refer to the Treasure Section or AR for a description.

APL 2: Magic: *Pi-zoar's Ring* (750 gp).

APL 4: Magic: *Pi-zoar's Ring* (750 gp).

APL 6: Magic: *Pi-zoar's Ring* (750 gp).

APL 8: Magic: *Pi-zoar's Ring* (750 gp).

APL 10: Magic: *Pi-zoar's Ring* (750 gp).

APL 12: Magic: *Pi-zoar's Ring* (750 gp).

APL 14: Magic: *Pi-zoar's Ring* (750 gp).

ENCOUNTER 7: FORMER LABORATORY

Location: Area 3 on Crypt Map

Read the following when the PCs approach either of this room's entrances:

In front of you is a heavy red and black velvet curtain covered with small markings. You cannot see beyond it.

When the PCs push back the curtain, they can see into the room. The *everburning torch* of the archeologist Zane Vedrial lights the room, although the heavy curtains obscures this light until they are moved aside:

The walls of this chamber are worn smooth with age. The floor is completely stained a deep, dull red. Another curtain, identical to the one you have already passed, blocks another passageway. As before, worn writing lines the wall in this room as well. A man dressed in the garb of an adventurer holds an everburning torch up to the wall, staring at some of the inscriptions. He doesn't seem to even note your presence and he mutters to himself. His arctic exploration gear and clothing lay next to him on the floor.

This is Zane the archeologist. His stats are included in Appendix 1. Zane is terribly absent-minded and currently so engrossed in his study that he won't react to the PCs unless approached or hailed in a very loud and obvious manner. As long as the PCs do not severely injure him, he acts very calm at seeing them. He has been into many places like these and deals with adventurers frequently.

When he does become aware of the PCs, read the following aloud:

"Oh, hello," says the human, his ancestry not apparent. "I do hope you let me study this tomb before you plunder it. It is a quite rare find indeed."

Zane can give the PCs a lot of information on the tomb, its occupant, and its connection to Vecna. Details of his knowledge are bulleted below:

- This is the tomb of Pi-zoar, an ancient Flan sorcerer mage who lived in a time pre-dating the Twin Cataclysms, possibly by several millennia.
- Pi-zoar ruled his tribe through fear and magic. He might have been the first person to bring the earliest humans on Oerth under the sway of one central ruler. He is also the first recorded human to display magical powers.
- Archaeological findings suggest that Pi-zoar may have sacrificed his enemies to bolster his own magical power.
- Pi-zoar called the power he wielded "the gift of the Serpent." Records tell that he used to speak to a force that no one else could see.
- This crypt was built to store Pi-zoar's body after death. Pi-zoar expected the Serpent to help him overcome death in some way, and this chamber was supposed to be a home for the "dead but living" Pi-zoar, as well as a focus of the Serpent's energy.
- Zane has studied crypts like this all over the Flanaess, and now he is very excited to be standing in the one that seems to be the prototype for all the others. In fact, all of the others seem to be exact copies of this, right down to the positions of the tiles on the floors.
- The Whispered One (Vecna) has also been associated with the Serpent. Zane theorizes that Vecna learned of the efforts of Pi-zoar to harness power in order to defeat death, and he studied what the older Ur-Flan did. This led the Whispered One to create chambers like these all over the world, using them first in his search for lichdom, and later in his ascension to godhood.
- The Serpent, Zane speculates, might just be another name for magic. Others have speculated that the Serpent was an actual creature of terrible power—perhaps a demonic dragon. Zane finds this hard to believe.
- Someone seems to have recently gained renewed interest in using these chambers, as some of them Zane has found have shown signs of recent occupation.
- At some of the crypts, a malevolent force was at work that slowly drained the life force out of the occupant. This crypt seems to be dormant, at least for now.

Zane has just descended into the crypt and come right to this room. He is not aware that any other creature, living or dead, is down here. The PCs' entrance is fortuitous for Zane, because his next move would have led him directly into the lair of the creatures dwelling here. He can assist the PCs only by giving a general layout of the crypt. All of

the traps and occupants of this chamber are specific to it. Zane can also read Flan, so he can translate for the PCs as needed

The Flan writing on the walls here says, "THE SERPENT thirsts for the lifeblood of others. Those who harvest it will gain the favor of THE SERPENT."

Zane is oblivious to the dangers in the crypt. He acts as though no harm could possibly befall him. He moves with the PCs through the crypt if they allow him. As soon as any danger presents itself, he runs and hides. It is only then that he realizes that he would have perished down here, and he is very grateful. If the PCs get Zane out of the crypt alive, he offers one of his books as a reward.

ENCOUNTER 8: A MOTLEY CREW

Location: Area 4 on Crypt Map

In this room, servants of a force interested in collecting the blue-black material that the kobolds call godstone are waiting. They are expecting their leader to arrive at any time, remove the stones from their possession, and relieve them of their duty. Kordsarm is expecting the leader to come and fulfill a promise to return him to his prior state: a stone golem.

What happens in this encounter depends on which direction the PCs enter the room. If the PCs enter from the south passageway, the encounter likely takes place in Area 4 of the map. If the PCs enter Area 7/Encounter 10 first, the creatures move through the secret door between Areas 4 and 7 to attack. Below is a general description of the area, alter it based on PCs' actions.

In the corners of this large room, pieces of blue-black stone of various shapes and sizes rest amidst crumpled kobold bodies. In the center of the room a circular column of black energy crackles and hisses. A number of creatures occupy the room, glancing nervously at the column.

If she is with the PCs, Ianta speaks.

"I must enter that column of energy. This is foretold in my visions. Please help me get there."

Creatures: The room is full of creatures that took part in the decimation of the kobold village. They attack the PCs immediately. Kordsarm did not, but he came here from Farthenmoor to meet the one who promises to turn him back into a stone golem. Ozugh is disguised as an orc, either via his alternate form ability at APLs 2 and 4, or via *disguise self* at higher APLs. He tries to maintain this disguise at any cost except his life.

APL 2 (EL 4)

➤ **Ozugh:** Male quasit; hp 16; see Appendix 1.

✚ **Kordsarm**: Male incarnate construct; hp 15; see Appendix 1.

✚ **Kobold zombies**: hp 16 each; see *Monster Manual* page 266.

APL 4 (EL 7)

✚ **Ozugh**: Male quasit Rog1/Clr2; hp 36; see Appendix 1.

✚ **Kordsarm**: Male incarnate construct; hp 24; see Appendix 1.

✚ **Lackeys (4)**: Tiefling War1; hp 5, 5, 5, 5; see *Monster Manual* pages 209 and 210.

✚ **Shadows**: hp 19 each; see *Monster Manual* see page 221 and 222.

APL 6 (EL 9)

✚ **Ozugh**: Male babau; hp 66; see *Monster Manual* page 40; has *hat of disguise*.

✚ **Kordsarm**: Male incarnate construct; hp 48; see Appendix 1.

✚ **Lackeys (4)**: Tiefling Rog1/War1; hp 13, 13, 13, 13; see Appendix 1.

✚ **Wraiths**: hp 32 each; see *Monster Manual* page 258.

APL 8 (EL 11)

✚ **Ozugh**: Male babau blackguard 2; hp 66; see Appendix 1.

✚ **Kordsarm**: Male incarnate construct stone golem Ftr1; hp 103; see Appendix 1.

✚ **Lackeys (4)**: Tiefling Rog2/War1; hp 18, 18, 18, 18; see Appendix 1.

✚ **Spectres**: hp 45 each; see *Monster Manual* page 232.

APL 10 (EL 13)

✚ **Ozugh**: Male babau assassin 1/blackguard 3; hp 112; see Appendix 1.

✚ **Kordsarm**: Male incarnate construct stone golem Ftr 1/war hulk 2; hp 121; see Appendix 1.

✚ **Lackeys (4)**: Tiefling Rog3/War2; hp 29, 29, 29, 29; see Appendix 1.

✚ **Spectres**: hp 45 each; see *Monster Manual* page 232.

APL 12 (EL 15)

✚ **Ozugh**: Male babau assassin 3/blackguard 3; hp 130; see Appendix 1.

✚ **Kordsarm**: Male Incarnate construct stone golem Ftr1/war hulk4; hp 158; see Appendix 1.

✚ **Lackeys (4)**: Tiefling Rog4/War2/temple raider of Vecna 1; hp 39, 39, 39, 39; see Appendix 1.

✚ **Dread Wraiths**: hp 104 each; see *Monster Manual* page 258.

APL 14 (EL 17)

✚ **Ozugh**: Male babau assassin5/blackguard3; hp 148; see Appendix 1.

✚ **Kordsarm**: Male incarnate construct stone golem Ftr1/war hulk 6; hp 178; see Appendix 1.

✚ **Lackeys (4)**: Tiefling Rog4/War2/temple raider of Vecna 3; 49, 49, 49, 49; see Appendix 1.

✚ **Dread Wraiths**: hp 104 each; see *Monster Manual* page 258.

Development: Much happens simultaneously in this encounter, so take care to be flexible based on the PCs' position at the start of the combat and their previous choices in the adventure.

Kordsarm attacks for at least two rounds, but then he may or may not continue. If the PCs treated him well at the Last Breath Saloon in Farthenmoor, he stops attacking and surrenders. If the PCs were neither friendly nor unfriendly toward him, he begins the combat as hostile but can be persuaded to surrender with a successful Diplomacy checks. If the PCs were unfriendly to him, no amount of negotiation can stop him from attacking.

Second, the column of black energy is a gate to a portion of the negative energy plane. Depending on the APL, hostile undead forces come out and attack the PCs at intervals. Below is a chart showing the rate at which undead come forth from the column. If the PCs are slow to see the connection between the column and the undead, Ianta can insist that the PCs quickly help her get to the column. If they refuse, she risks the attacks of the creatures and tries to get there herself, although it likely means her death:

APL	Undead exit column:	Undead creatures
2	every 5th round	1 kobold zombie
4	every 4th round	1 shadow
6	every 4th round	1 wraith
8	every 3rd round	1 spectre
10	every 2nd round	1 spectre
12	every other round	1 dread wraith
14	Every round	1 dread wraith

The only way to stop the creatures from pouring forth is for Ianta to enter it. The PCs must assist the girl in navigating through the enemies without being killed. For any other living creatures other than Ianta, entering the column or staying in the column for an entire round temporarily drains 1 point of Constitution. It can be regained through rest or restoration magic as normal.

When Ianta does enter the crackling black column of energy, read the following:

Ianta hesitates for a moment, looking back at you in terror. Then she grimaces and steps into the crackling column. The power blows her black hair straight up, and you hear a hissing voice say: "Welcome." Then the column collapses in upon itself and swallows up the Flan girl.

Treasure: The PCs can strip the equipment from the creatures here. Even if Kordsarm stopped attacking, he willingly gives up his equipment at the end of the adventure, as he has no need for it anymore.

APL 2: Loot: 20 gp; Coin: 20 gp; Magic: 13 gp: 3 *potions of endure elements* (13 gp).

APL 4: Loot: 36 gp; Coin: 50 gp; Magic: 500 gp: +1 *ranseur* (193 gp), +1 *studded leather armor* (98 gp), 3 *potions of endure elements* (13 gp), *arcane scroll of shield* (2 gp), large +1 *heavy flail* (194 gp).

APL 6: Loot: 336 gp; Coin: 150 gp; Magic: 527 gp: large +1 *heavy flail* (194 gp), *amulet of health* +2 (333 gp).

APL 8: Loot: 340 gp; Coin: 150 gp; Magic: 957 gp: +1 *mithral chain shirt* (175 gp), *hat of disguise* (150 gp), large +1 *heavy flail* (194 gp), large +1 *breastplate* (130 gp) *boots of the winterlands* (208 gp), 4 *potions of invisibility* (100 gp).

APL 10: Loot: 180 gp; Coin: 250 gp; Magic: 3916 gp: +2 *mithral chain shirt of shadow and silent moves* (1050 gp), *hat of disguise* (150 gp), *amulet of mighty fists* +1 (500 gp), 5 *potions of bear's endurance* (125 gp), large +1 *heavy flail* (194 gp), large +1 *breastplate* (130 gp) *boots of the winterlands* (208 gp), 4 *rapiers* +1 (773 gp), 4 *light steel shields* +1 (386 gp), 4 *potions of invisibility* (100 gp), 4 *potions of bull's strength* (100 gp), 8 *potions of cat's grace* (200 gp).

APL 12: Loot: 513 gp; Coin: 250 gp; Magic: 8990 gp: +2 *mithral chain shirt of shadow and silent moves* (1050 gp), *headband of intellect* +2 (333 gp), *amulet of mighty fists* +1 (500 gp), *ring of chameleon power* (1058 gp), *ring of protection* +2 (667 gp), 5 *potions of bear's endurance* (125 gp), large +1 *heavy flail of clouting* (2694 gp), large +1 *breastplate* (130 gp) *boots of the winterlands* (208 gp), *amulet of health* +2 (333 gp), 4 *rapiers* +1 (773 gp), 4 *light steel shields* +1 (386 gp), 4 *cloaks of resistance* +1 (333 gp), 4 *potions of invisibility* (100 gp), 4 *potions of bull's strength* (100 gp), 8 *potions of cat's grace* (200 gp).

APL 14: Loot: 513 gp; Coin: 250 gp; Magic: 12156 gp: +2 *mithral chain shirt of shadow and silent moves* (1050 gp), *headband of intellect* +4 (1333 gp), *amulet of mighty fists* +1 (500 gp), *ring of chameleon power* (1058 gp), *ring of protection* +3 (1500 gp), 5 *potions of bear's endurance* (125 gp), large +1 *heavy flail of clouting* (2694 gp), large +3 *breastplate* (797 gp) *boots of the winterlands* (208 gp), *amulet of health* +2 (333 gp), *vest of resistance* +2 (333 gp), 4 *rapiers* +1 (773 gp), 4 *light steel shields* +1 (386 gp), 4 *cloaks of resistance* +1 (333 gp), *gloves of dexterity* +2 (333 gp), 4 *potions of invisibility* (100 gp), 4 *potions of bull's strength* (100 gp), 8 *potions of cat's grace* (200 gp).

ENCOUNTER 9: ISN'T IT GRATE

Location: Area 5 and 6 on Crypt Map

The door in Area 5 opens into a small chamber full of long-desiccated bones. This chamber was used to drain the life force out of prisoners to feed Pi-zoar's power. The secret door in the hallway can be found with a DC 15 Search check.

If the PCs find the secret door and move up the hallway, read or paraphrase the following:

Rounding the corner, a dark and heavy mist rises from a grate in the floor. It is impossible to see further into the mist, which smells of acid. The mist funnels into tiny holes in the ten-foot ceiling.

The mist does not cause any harm unless exposure lasts for several hours. A DC 20 Craft (alchemy) check from a PC who makes contact with the acidic mist reveals the relative harmlessness of short-term exposure to the acid. The danger of this area is not the acid or anything lurking in the mist, but the grates. For each 5 feet of grate crossed, the PC must make a DC 10 Balance check to move safely across it. Apply a –5 modifier to the check if the PC moves more than a single move in a round, and apply a –10 modifier to the check if the PC runs. If the PC fails the Balance check, the PC's foot slips through one of the holes in the grate and triggers a trap. The other specifics of the trap are detailed below and are based on APL:

Trap: The trap is located just below the grate, and it is triggered by a permanent *alarm* spell there. When a foot (or other body part or object) slips through one of the grate holes, the trap triggers.

APL 2 and 4 (EL 1)

✂ **Scything Blade Trap:** CR 1; mechanical; proximity trigger; automatic reset; Atk +6 melee (2d4+2/x4, scythe); Search DC 15; Disable Device DC 15. (The *alarm* trigger is located below the grate, so it is only can be located by a rogue peering down into the grate and not just on the grate itself. It is only triggered when a body part slips through the grate, so all of the damage is done to the body part.)

APL 6 and 8 (EL 2)

✂ **Scything Blade Trap:** CR 2; mechanical; proximity trigger; automatic reset; Atk +14 melee (2d4+8/x4, scythe); Search DC 21; Disable Device DC 21. (The *alarm* trigger is located below the grate, so it is only can be located by a rogue peering down into the grate and not just on the grate itself. It is only triggered when a body part slips through the grate, so all of the damage is done to the body part.)

APL 10 and 12 (EL 4)

✂ **Scything Blade Trap:** CR 4; mechanical; proximity trigger; automatic reset; Atk +24 melee (2d4+10/x4, scythe); Search DC 21; Disable Device DC 21. (The *alarm* trigger is located below the grate, so it is only can be located by a rogue peering down into the grate and not just on the grate itself. It is only triggered when a body part slips through the grate, so all of the damage is done to the body part.)

APL 14 (EL 7)

➤ **Blade Barrier Trap:** CR 7; magic device; proximity trigger; automatic reset; spell effect (*blade barrier*, 12th level cleric, 12d6 slashing); Search DC 31; Disable Device DC 31. (The *alarm* trigger and the spell itself are targeted below the grate, so it is only can be located by a rogue peering down into the grate and not just on the grate itself. It is only triggered when something slips through the grate, so all of the damage is done to the body part, and since the body part is immobile there is no save.

A person with a stuck body part needs to make a DC 12 Wisdom check in order to understand the foot could come loose if gently removed. A DC 12 Strength check also works to get the foot free, but the person takes 1d4 points of damage because the underside of the grates has been sharpened.

ENCOUNTER 10: THE EYES

Location: Area 7 on Crypt Map

The PCs may enter this room from the doorway in the eastern wall, or through the secret door in the southern wall. If the PCs have not yet encountered the creatures in Area 4/Encounter 8, those creatures come through the secret door to engage the PCs. Read or paraphrase the following when the PCs enter the room:

The main part of this 25-foot by 30-foot chamber is built in the same style as the rest of the complex. Runes cover the walls. Two braziers occupy the room: one in the northwest corner, and one in the southwest corner. They both still give off faint wisps of black smoke. In the northeast corner of the chamber, iron bars block off an annex. The floor of the annex is made of black stone. A lever rests in the upright position on the north wall, adjacent to the bars. A strong, metallic odor hangs in the air.

The braziers hold only the faintest of embers; the incense that was burning in them is exhausted and no skill checks can determine what the incense was. As in the other rooms, the runes carved into the wall are red and spell out words in Ancient Flan:

THE SERPENT protects the sleep of the faithful. In the realm of THE SERPENT the mighty find eternal power.

The iron bars act as a portcullis—one that cannot be raised or lowered by force, although the bars can be sundered. The bars are 2 inches thick, with a hardness of 10 and 60 hit points. The break DC is 25. Only one bar needs to be broken to allow PCs to enter the annex, although they have to squeeze through the bars then, meaning movement through that square costs double. Breaking two adjacent bars eliminates the need to squeeze. Breaking the bars also triggers the trap (see below).

The lever is a false trigger, and pulling it activates the trap (see below). The true trigger to lower the bars into

the floor is on the south wall, adjacent to the bars. A DC 22 Search check reveals the true trigger.

Once at least one PC has entered the annex, read or paraphrase the following:

In the recess of the annex is a stone sarcophagus. The lid lays smashed on the floor next to it. A pedestal rests within the sarcophagus at the eastern end, and atop the pedestal is a three-foot diameter circular slab, made from a bluish-black substance.

This should be familiar to those PCs who have played *Shedding Scales*.

Atop the slab is a blob of reddish-orange material, and two tiny orbs seemed to be encased within the blob.

If the PCs approach the sarcophagus, they see a few other things of interest:

- The orbs within the amber substance are undoubtedly eyes, and very small ones at that.
- There is a desiccated humanoid corpse in the sarcophagus. It is in relatively decent condition for a corpse, so it is impossible to tell how old it is.
- The corpse seems to have been wearing items and interred with objects, but those objects have been recently removed.
- The pedestal's four legs are straddling the corpse's head, so the corpse is not being crushed.
- A strange symbol is carved into the circular slab: a pattern of ten daggers, blades pointing outward like are petals of a flower. (This is a bit larger than the slab that the PCs might have retrieved in *Shedding Scales*, although the symbol carved into it is the same one.)

Trap: The entire chamber and the annex are trapped with a centuries old negative energy trap, placed by Flan necromancers to protect Pi-zoar's tomb from raiders. It draws upon the power of the Serpent, and thus it is automatically reset after 24 hours. At APLs 2-8, the trap only affects those who trigger the trap. At APLs 10+, the triggered trap affects everyone in the chamber and the annex, as a vile wave of negative energy washes over the place. Note that those PCs who are healed by negative energy are actually healed by this. The *death ward* spell eliminates any damage, and anyone who is a Thrall of the Serpent takes no damage from this trap.

There are two triggers for the trap: pulling the false lever on the north wall by the bars, or by removing the eyes from the pedestal. Disabling the trap once works for both triggers for 24 hours; however, removing the eyes by any means at all triggers the trap if it is still enabled. (A Thrall of the Serpent can remove the eyes without triggering the trap, though.)

Tajlo refuses to stay in this room, noting the corruption of all that is good and just. Ianta is probably lost in the rift at this point. If not, she also refuses to stay in this room.

APL 2 and 4 (EL 2)

⚡**Negative Energy Trap:** CR 2; magic device; touch trigger; automatic reset; spell effect (1d8+1 negative energy [*inflict light wounds*], DC 11 Will save for half); Search DC 26; Disable Device DC 26.

APL 6 and 8 (EL 4)

⚡**Negative Energy Trap:** CR 4; magic device; touch trigger; automatic reset; spell effect (3d8+5 negative energy [*inflict serious wounds*], DC 14 Will save for half); Search DC 29; Disable Device DC 29.

APL 10 (EL 6)

⚡**Negative Energy Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (2d8+20 negative energy wave [*mass inflict moderate wounds*], DC 19 Will save for half); Search DC 31; Disable Device DC 31.

APL 12 and 14 (EL 8)

⚡**Negative Energy Trap:** CR 8; magic device; touch trigger; automatic reset; spell effect (4d8+25 negative energy wave [*mass inflict serious wounds*], DC 22 Will save for half); Search DC 33; Disable Device DC 33.

CONCLUSION

If the events of the adventure play out as envisioned, the PCs leave the Crypt of Pi-zoar with Tajlo and Zane in tow, but Ianta has been pulled away by the negative energy column. The PCs can travel back to Farthenmoor, and from there to Greyhawk to return the eyes to Stoakdor, or go elsewhere.

Tajlo is distraught and almost inconsolable at the loss of the Flan girl he was dedicated to protecting. He leaves the party before they exit the Burneal Forest, hoping to investigate among the kobold tribes here to find a clue to where the girl might be.

Zane travels with the party wherever they go, with his ultimate destination being back to Greyhawk City to write some more about his findings.

If the PCs use magic to attempt to find Ianta, those attempts fail. The use of scrying and divinations strong enough to cross planes do reveal one thing: Ianta is still alive, but in a place of great turmoil and confusion.

If the PCs were able to befriend Kordsarm, he reveals his entire story. A man promised to return him to his previous condition (a stone golem) if he agreed to meet at this crypt. The man's identity was hidden and came to Kordsarm in a vision, so the incarnate construct cannot give the PCs any more details. Kordsarm begs the PCs to turn him back into a construct, and if they cannot he sets off into the world in search of someone who can.

If the PCs take the eyes back to Stoakdor in Greyhawk City, he takes the eyes and casts a divination on them. Then he excitedly tells the PCs that these are the eyes of the Baron's son. He offers his favor (see the AR) as a reward for their bravery. He is sorry to hear about Ianta's fate—and he does divinations of his own to

find her—so he asks the PCs to please keep the young girl in mind if they ever come across a way to possibly find her.

If the PCs escorted the archeologist Zane Vedrial from the crypt, he offers to sell them one of his books: *A Comparative History of Ur-Flan and Modern Magics*.

📖 **"A Comparative History of Ur-Flan and Modern Magics:"** This book, if consulted for at least 10 minutes, grants a +2 circumstance bonus to Knowledge (arcana), Knowledge (history), and Knowledge (religion) checks. It also allows you to retry a failed check of one of those Knowledge skills by spending an hour referencing it. Only one retry is allowed per instance. Cost: 2,500 gp.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3: Release the Hounds

Save Tajlo and Ianta from dying

APL2	150 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP
APL14	510 XP

Encounter 6: Skeleton in the Library

Encounter the pit traps

APL2	30 XP
APL4	60 XP
APL6	90 XP
APL8	120 XP
APL10	150 XP
APL12	180 XP
APL14	210 XP

Encounter 8: A Motley Crew

Defeat the monsters

APL2	120 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP
APL14	510 XP

Encounter 9: Isn't This Grate?

Encounter the grates

APL2	30 XP
APL4	30 XP
APL6	60 XP
APL8	60 XP
APL10	120 XP
APL12	120 XP
APL14	210 XP

Encounter 10: The Eyes

Encounter the negative energy trap

APL2	60 XP
APL4	60 XP
APL6	120 XP
APL8	120 XP
APL10	180 XP
APL12	240 XP
APL14	240 XP

Story Award

Retrieve the eyes:

APL2	60 XP
APL4	105 XP
APL6	90 XP
APL8	165 XP
APL10	120 XP
APL12	135 XP
APL14	120 XP

Total possible experience

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1125 XP
APL10	1350 XP
APL12	1575 XP
APL14	1800 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.

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

Encounter 3: Release the Hounds

APL 2: Coin: 196 gp.

APL 4: Coin: 196 gp.

APL 6: Coin: 196 gp.

APL 8: Coin: 196 gp.

APL 10: Coin: 196 gp.

APL 12: Coin: 196 gp.

APL 14: Coin: 196 gp.

Encounter 6: A Skeleton in the Library

APL 2: Magic: *Pi-zoar's Ring* (750 gp)

APL 4: Magic: *Pi-zoar's Ring* (750 gp)

APL 6: Magic: *Pi-zoar's Ring* (750 gp)

APL 8: Magic: *Pi-zoar's Ring* (750 gp)

APL 10: Magic: *Pi-zoar's Ring* (750 gp)

APL 12: Magic: *Pi-zoar's Ring* (750 gp)

APL 14: Magic: *Pi-zoar's Ring* (750 gp)

Encounter 8: A Motley Crew

APL 2: Loot: 20 gp; Coin: 20 gp; Magic: 13 gp: 3 *potions of endure elements* (13 gp)

APL 4: Loot: 36 gp; Coin: 50 gp; Magic: 500 gp: +1 *ranseur* (193 gp), +1 *studded leather armor* (98 gp), 3 *potions of endure elements* (13 gp), *arcane scroll of shield* (2 gp), large +1 *heavy flail* (194 gp)

APL 6: Loot: 336 gp; Coin: 150 gp; Magic: 527 gp: large +1 *heavy flail* (194 gp), *amulet of health* +2 (333 gp)

APL 8: Loot: 340 gp; Coin: 150 gp; Magic: 957 gp: +1 *mithral chain shirt* (175 gp), *hat of disguise* (150 gp), large +1 *heavy flail* (194 gp), large +1 *breastplate* (130 gp) *boots of the winterlands* (208 gp), 4 *potions of invisibility* (100 gp)

APL 10: Loot: 180 gp; Coin: 250 gp; Magic: 3916 gp: +2 *mithral chain shirt of shadow and silent moves* (1050 gp), *hat of disguise* (150 gp), *amulet of mighty fists* +1 (500 gp), 5 *potions of bear's endurance* (125 gp), large +1 *heavy flail* (194 gp), large +1 *breastplate* (130 gp) *boots of the winterlands* (208 gp), 4 *rapiers* +1 (773 gp), 4 *light steel shields* +1 (386 gp), 4 *potions of invisibility* (100 gp), 4 *potions of bull's strength* (100 gp), 8 *potions of cat's grace* (200 gp)

APL 12: Loot: 513 gp; Coin: 250 gp; Magic: 8990 gp: +2 *mithral chain shirt of shadow and silent moves* (1050 gp), *headband of intellect* +2 (333 gp), *amulet of mighty fists* +1 (500 gp), *ring of chameleon power* (1058 gp), *ring of protection* +2 (667 gp), 5 *potions of bear's endurance* (125 gp), large +1 *heavy flail of clouting* (2694 gp), large +1 *breastplate* (130 gp) *boots of the winterlands* (208 gp), *amulet of health* +2 (333 gp), 4 *rapiers* +1 (773 gp), 4 *light steel shields* +1 (386 gp), 4 *cloaks of resistance* +1 (333

gp), 4 *potions of invisibility* (100 gp), 4 *potions of bull's strength* (100 gp), 8 *potions of cat's grace* (200 gp)

APL 14: Loot: 513 gp; Coin: 250 gp; Magic: 12156 gp: +2 *mithral chain shirt of shadow and silent moves* (1050 gp), *headband of intellect* +4 (1333 gp), *amulet of mighty fists* +1 (500 gp), *ring of chameleon power* (1058 gp), *ring of protection* +3 (1500 gp), 5 *potions of bear's endurance* (125 gp), large +1 *heavy flail of clouting* (2694 gp), large +3 *breastplate* (797 gp) *boots of the winterlands* (208 gp), *amulet of health* +2 (333 gp), *vest of resistance* +2 (333 gp), 4 *rapiers* +1 (773 gp), 4 *light steel shields* +1 (386 gp), 4 *cloaks of resistance* +1 (333 gp), *gloves of dexterity* +2 (333 gp), 4 *potions of invisibility* (100 gp), 4 *potions of bull's strength* (100 gp), 8 *potions of cat's grace* (200 gp)

Total Possible Treasure

APL 2: L: 20 gp; C: 216 gp; M: 763 gp - Total: 999 gp

APL 4: L: 36 gp; C: 246 gp; M: 1250 gp - Total: 1532 gp

APL 6: L: 336 gp; C: 346 gp; M: 1277 gp - Total: 1959 gp

APL 8: L: 340 gp; C: 346 gp; M: 1707 gp - Total: 2393 gp

APL 10: L: 180 gp; C: 446 gp; M: 4666 gp - Total: 5292 gp

APL 12: L: 513 gp; C: 446 gp; M: 9740 gp - Total: 10699 gp

APL 14: L: 513 gp; C: 446 gp; M: 12906 gp - Total: 13865 gp

ITEMS FOR THE ADVENTURE RECORD

☛ **Thrall of the Serpent:** This affects any PC who gained the Thrall of the Serpent status previously and went into the Crypt of Pi-Zoar. The skin of the PC turns a deep black. This gives a -2 circumstance penalty to any Charisma-based skill checks. Additionally, the PC is under a permanent endure elements (cold) effect and gains cold resistance 3.

☛ **Stigma of the Serpent:** This affects any PC who gained the Stigma of the Serpent status previously and went into the Crypt of Pi-Zoar. The PC suffers a -2 circumstance penalty on saving throws versus necromancy effects.

☛ **Pi-zoar's Ring:** This brass ring bears the head of a dragon, with fangs bared. When placed on the finger of a spellcaster, the fangs sink into the finger. The wearer permanently loses 2 hit points. From that time on, as long as the ring is worn, the wearer gains a +1 to her caster level when casting necromancy spells. Removing the ring does not restore the lost hit points, and removing and then replacing the ring does not cost any additional hit points. Moderate necromancy; CL 7th; Forge Ring, enervation;
Price: 9000 gp.

☛ **"A Comparative History of Ur-Flan and Modern Magicks:"** This book, if consulted for at least 10 minutes, grants a +2 circumstance bonus to Knowledge (arcana), Knowledge (history), and Knowledge (religion) checks. It also allows you to retry a failed check of one of those Knowledge skills by spending an hour referencing it. Only one retry is allowed per instance. Cost: 2,500 gp.

☛ **Favor of Stoakdor Redlee Neheli:** For retrieving the eyes of his nephew, Stoakdor grants you a favor, which can be used in any of the following ways. Circle one now, and mark the favor USED when expended:

* Stoakdor arranges for the PC to receive training in any ONE of the following feats from *Libris Mortis*: Daunting Presence, Enduring Life, Ghost Scarred, Lasting Life, Unquenchable Flame of Life, Divine Accuracy, Energize Spell, Heighten Turning, Sacred Vitality, or Spurn Death's Touch.

* Stoakdor arranges for the PC to receive training from the Church of Lydia in ONE of the following prestige classes from *Libris Mortis* (circle the prestige class chosen): Master of Radiance, Sacred Purifier.

* Stoakdor arranges for the PC to receive Frequency (Adventure) access to ONE of the following items from *Libris Mortis* at a later date: Ectoplasmic Feedback armor/shield upgrade, Ghost Strike weapon upgrade, Sacred weapon upgrade, Rod of Defiance, Ghost Net, Goggles of Lifesight, or Lyre of the Restful Soul.

* Stoakdor arranges to have two spells on the Core Spell List made available to you. These spells may be added to your spellbook at no cost. List the spells chosen here:

_____, _____.

Item Access

APL 2:

Pi-zoar's Ring (Core; 9000 gp)

Wand of Cure Light Wounds (Core, 750gp)

A Comparative History of Ur-Flan and Modern Magicks (Adventure; 2,500 gp)

Large Heavy Flail (Adventure; 30 gp)

APL 4:

APL 2 Items

Large *+1 heavy flail* (Adventure; 2330 gp)

APL 6:

APL 2 and 4 Items

APL 8:

APL 2, 4 and 6 Items

+1 mithral chain shirt (Adventure; 2100 gp)

Hat of disguise (Adventure; 1800 gp)

Large *+1 breastplate* (Adventure; 1550 gp)

Boots of the winterlands (Adventure; 2500 gp)

APL 10:

APL 2, 4, 6 & 8 Items

+2 mithral chain shirt of shadow and silent moves (Adventure; 12600 gp)

Amulet of mighty fists +1 (Adventure; 6000 gp)

APL 12:

APL 2, 4, 6, 8 & 10 Items

Ring of chameleon power (Adventure; 12,700 gp)

Ring of protection +2 (Adventure; 8000 gp)

Large *+1 heavy flail of clouting* (Adventure; 32330 gp)

APL 14:

APL 2, 4, 6, 8, 10 & 12 Items

Headband of intellect +4 (Adventure; 16000 gp)

Ring of protection +3 (Adventure; 18000 gp)

Large *+3 breastplate* (Adventure; 9550 gp)

Vest of resistance +2 (Adventure; 4000 gp)

APPENDIX 1: NPCS AND MONSTERS

All APLs

Introduction

☛ **Zhrok:** Male half-orc Bbn4: CR 4; Medium humanoid (orc); HD 4d12+8; hp 41; Init +1; Spd 40 ft.; AC 11, touch 11, flat-footed 11; Base Atk +4; Grp +7; Atk +7 melee (1d3+3 nonlethal, unarmed strike); Full Atk +7 melee (1d3+3 nonlethal, unarmed strike); SA rage 2/day; SQ darkvision 60 ft., fast movement, illiteracy, trap sense +1, uncanny dodge; AL CN; SV Fort +6, Ref +2, Will +0; Str 16, Dex 12, Con 14, Int 8, Wis 8, Cha 13.

Skills and Feats: Jump +14, Intimidate +8; Destructive Rage, Intimidating Rage.

Languages: Common, Orc.

Possessions: Traveling clothes.

Power-Up Suite (Rage)—hp 49; AC 9, touch 9, flat-footed 9; Grp +9; Atk and Full Atk +9 melee (1d3+5 nonlethal, unarmed strike); SV Fort +8, Ref +2, Will +2; Str 20, Con 18.

Encounter 2

☛ **Sheriff Lohjoh:** Male ice-touched ogre mage Sor2/Pal4 (Murlynd): CR 14; Large giant; HD 5d8+20 plus 2d4+8 plus 4d10+16; hp 100; Init +3; Spd 30 ft., fly 30 ft. (good) (base speed 40 ft., fly 40 ft. (good)); AC 28, touch 13, flat-footed 25; Base Atk +8; Grp +19; Atk +15 melee (3d6+10/19-20, masterwork cold iron greatsword) or +10 ranged touch (5d6 sonic, *Murlynd's thunderstick*); Full Atk +15/+10 melee (3d6+10/19-20, masterwork cold iron greatsword) or +10 ranged touch (5d6 sonic, *Murlynd's thunderstick*); SA smite evil 1/day, spells, spell-like abilities, turn undead; SQ aura of courage, aura of good, DR 10/non-magic, darkvision 90 ft., *detect evil*, divine grace, divine health, lay on hands, low-light vision, regeneration 5, resistance to cold 15, spell absorption 11, SR 19, summon familiar; AL LG; SV Fort +20, Ref +15, Will +19; Str 25, Dex 16, Con 18, Int 12, Wis 16, Cha 22.

Skills and Feats: Bluff +11, Diplomacy +11, Knowledge (arcana) +5, Listen +11, Sense Motive +15, Spellcraft +7, Spot +11; Alertness^B, Flyby Attack, Point Blank Shot, Precise Shot, Quick Draw.

Languages: Common, Draconic, Giant.

Familiar: Sheriff Lohjoh has a weasel familiar named Doc. It grants him the benefits of the Alertness feat while it is within arm's reach and a +2 bonus on Reflex saves.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Spell Absorption (Su): 11 levels, see Ice-Touched Template.

Spells: Sheriff Lohjoh casts spells as a 2nd-level sorcerer and as a 4th-level paladin.

Paladin Spells Prepared (1; spell DC 13 + spell level): 1st—*protection from evil*.

Sorcerer Spells Known (6/6; spell DC 15 + spell level): 0—*acid splash*, *arcane mark*, *detect magic*, *detect poison*, *prestidigitation*; 1st—*detect secret doors*, *true strike*.

Possessions: *Murlynd's thunderstick* (as *wand of lesser sonic orb*, CL 9, but looks like an old rifle), large masterwork cold iron greatsword, +2 *mithral full plate*, *amulet of health* +2, *cloak of charisma* +2, *gauntlets of ogre power*, *vest of resistance* +2, 3 *scrolls of bless weapon*, *wand of lesser fire orb* (CL 9), silver holy symbol of Murlynd

☛ **Yorlock:** Male human Exp2 (miner): CR 1; Medium humanoid (human); HD 2d6+2; hp 12; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, club); Full Atk +3 melee (1d6+1, club); AL N; SV Fort +1, Ref +0, Will +3; Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8.

Skills and Feats: Appraise +4, Climb +6, Handle Animal +4, Knowledge (geography) +4, Profession (miner) +8, Search +4; Endurance, Skill Focus (Profession [miner]).

Languages: Common.

Possessions: Masterwork club, masterwork leather armor, explorer's outfit, 3 mules with pack saddles, 2 spades, 2 miner's pick, block and tackle, 200 ft. of hempen rope, helmet (enchanted with *continual flame*), miscellaneous other gear.

☛ **Rocktop:** Male dwarf Exp3: CR 2; Medium humanoid (dwarf); HD 3d6+6; hp 20; Init -1; Spd 20 ft.; AC 12, touch 9, flat-footed 12; Base Atk +2; Grp +3; Atk +3 melee (1d6+1/x4, adamantine heavy pick); Full Atk +3 melee (1d6+1/x4, adamantine heavy pick); SQ darkvision 60 ft., dwarf traits; AL NE; SV Fort +3, Ref +0, Will +2; Str 12, Dex 9, Con 15, Int 10, Wis 8, Cha 9.

Skill and Feats: Appraise +6 (+8 with stone and metal), Climb +7, Handle Animal +5, Knowledge (geography) +6, Profession (miner) +8, Search +6; Martial Weapon Proficiency (heavy pick), Skill Focus (Profession [miner])

Languages: Common, Dwarven.

Possessions: adamantine heavy pick, masterwork studded leather armor, explorer's outfit, 6 mules with pack saddles, 3 spades, miner's pick, block and tackle, 300 ft. of silk rope, miscellaneous other gear.

☛ **Repina:** Female kobold War2: CR 1; Small humanoid (reptilian); HD 2d8-2; hp 11; Init +0; Spd 30 ft.; AC 16, touch 11, flat-footed 16; Base Atk +2; Grp +2; Atk +6 melee (1d6+6/x3, warhammer); Full Atk +6 melee (1d6+6/x3, warhammer); SQ kobold traits, light sensitivity; AL N; SV Fort +1, Ref +0, Will -1; Str 18, Dex 10, Con 8, Int 8, Wis 8, Cha 8.

Skills and Feats: Intimidate +4; Power Attack.

Languages: Draconic.

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

Possessions: warhammer, explorer's outfit, miscellaneous other gear.

☛ **Bleflek:** Male goblin Exp4: CR 3; Small humanoid (goblinoid); HD 4d6-4; hp 14; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 11; Base Atk +3; Grp -3; Atk +3 melee (1d3-1/19-20, +1 dagger) or +6 ranged (1d3-1/19-20, +1 dagger); Full Atk +3 melee (1d3-1/19-20, +1 dagger) or +6 ranged (1d3-1/19-20, +1 dagger); SQ darkvision 60 ft.; AL N; SV Fort +0, Ref +2, Will +4; Str 6, Dex 12, Con 9, Int 12, Wis 11, Cha 12.

Skills and Feats: Bluff +10, Diplomacy +10, Forgery +8, Intimidate +12, Perform (stringed instruments) +13, Sleight of Hand +10, Use Magic Device +8; Persuasive, Skill Focus (Perform [stringed instruments]).

Languages: Common, Draconic, Goblin.

Possessions: +1 dagger, masterwork banjo, boots of the winterlands, entertainer's outfit, miscellaneous other gear.

☛ **Slim, Male Athach:** CR 8; see *Monster Manual*, page 21.

☛ **Miss Kittay:** Female elven weretiger enchanter 10 (elf form); CR 14; Medium humanoid (elf, shapechanger); HD 10d4+10 plus 6d8+24; hp 95; Init +7; Spd 30 ft.; AC 17, touch 15, flat-footed 14; Base Atk +9; Grp +8; Atk +9 melee (1d8/19-20/x2, +1 spellstoring longsword); Full Atk +9/+4 melee (1d8/19-20, +1 spellstoring longsword); SA spells; SQ alternate form, elf traits, low-light vision, scent, summon familiar, tiger empathy; AL N; SV Fort +9; Ref +11; Will +12; Str 8, Dex 16, Con 12, Int 20, Wis 12, Cha 14.

Skills and Feats: Balance +7, Bluff +21, Concentration +14, Control Shape +20, Diplomacy +12, Hide +7*, Knowledge (arcana) +18, Knowledge (local—MR 2) +18, Listen +5, Move Silently +7, Perform (sing) +12, Search +7, Spellcraft +20, Spot +11; Alertness, Eschew Materials, Extend Spell^B, Greater Spell Focus (Enchantment), Heighten Spell^B, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw)^B, Iron Will^B, Scribe Scroll^B, Spell Focus (Enchantment).

Languages: Common, Draconic, Elven, Flan, Sylvan.

☛ **Miss Kittay:** Female elven weretiger enchanter 10 (tiger form): CR 14; Large humanoid (elf, shapechanger); HD 10d4+10 plus 6d8+24; hp 95; Init +9; Spd 40 ft.; AC 19 (-1 size, +5 Dex, +5 natural), touch 14, flat-footed 14; Base Atk +9; Grp +18; Atk +13 melee (1d8+5, claw); Full Atk +13 melee (1d8+5, 2 claws) and +8 melee (2d6+2, bite); SA curse of lycanthropy, improved grab, pounce, rake 1d8+2, spells; SQ alternate form, DR 5/silver, elf traits, low-light vision, scent, summon familiar, tiger empathy; AL N; SV Fort +12; Ref +13; Will +12; Str 20, Dex 20, Con 18, Int 20, Wis 12, Cha 14.

Skills and Feats: Balance +9, Bluff +21, Concentration +17, Control Shape +20, Diplomacy +12, Hide +9, Knowledge (arcana) +18, Knowledge (local—MR 2) +18, Listen +5, Move Silently +9, Perform (sing) +12, Search +7, Spellcraft +20, Spot +11; Alertness, Eschew Materials, Extend Spell^B, Greater Spell Focus (Enchantment), Heighten Spell^B, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw)^B, Iron Will^B, Scribe Scroll^B, Spell Focus (Enchantment).

Languages: Common, Draconic, Elven, Flan, Sylvan.

Improved Grab (Ex): To use this ability, a weretiger must hit with a claw or 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 rake.

Pounce (Ex): If a weretiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +13 melee, damage 1d8+2.

☛ **Miss Kittay:** remale elven weretiger enchanter 10 (hybrid form); CR 14; Large humanoid (elf, shapechanger); HD 10d4+10 plus 6d8+24; hp 95; Init +9; Spd 30 ft.; AC 21, touch 16, flat-footed 16; Base Atk +9; Grp +18; Atk +13 melee (1d8+5, claw); Full Atk +13 melee (1d8+5, 2 claws) and bite +8 melee (2d6+2, 2 claws); SA curse of lycanthropy, spells; SQ alternate form, DR 5/silver, elf traits, low-light vision, scent, summon familiar, tiger empathy; AL N; SV Fort +12; Ref +13; Will +12; Str 20, Dex 20, Con 18, Int 20, Wis 12, Cha 14.

Skills and Feats: Balance +9, Bluff +21, Concentration +17, Control Shape +20, Diplomacy +12, Hide +9, Knowledge (arcana) +18, Knowledge (local—MR 2) +18, Listen +5, Move Silently +9, Perform (sing) +12, Search +7, Spellcraft +20, Spot +11; Alertness, Eschew Materials, Extend Spell^B, Greater Spell Focus (Enchantment), Heighten Spell^B, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw)^B, Iron Will^B, Scribe Scroll^B, Spell Focus (Enchantment).

Languages: Common, Draconic, Elven, Flan, Sylvan.

Alternate Form (Su): A weretiger can assume the form of a tiger or a tiger-humanoid hybrid.

Tiger Empathy (Ex): Communicate with tigers and dire tigers, and +4 racial bonus on Charisma-based checks against tigers and dire tigers.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a weretiger's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Spells: Miss Kittay casts spells as a 10th-level Enchanter. Her prohibited schools are Evocation and Necromancy.

Typical Spells Prepared (5/7/6/5/5/4; spell DC 15 + spell level, 17 + spell level for Enchantment spells): 0—*detect magic*, *daze* (2), *ghost sound*, *prestidigitation*; 1st—*charm person* (2), *color spray*, *disguise self*, *endure elements*, *mage armor*, *unseen servant*; 2nd—*detect thoughts*, *eagle's splendor*, *glitterdust*, *invisibility*, *Tasha's hideous laughter* (2), *touch of idiocy*; 3rd—*charm person* (heightened), *fly*, *tongues*, *suggestion* (2); 4th—*charm*

monster (2), *confusion*, *Evard's black tentacles*, *stoneskin*, 5th—*break enchantment*, *dominate person*, *feeblemind*, *hold monster*.

Skills: In any form, elven weretigers have a +2 racial bonus to Listen, Search, and Spot checks and a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8 in the tiger form.

Possessions: +1 *spellstoring longsword* (contains a *Tasha's hideous laughter* heightened to 3rd-level), *greater choker of eloquence*, *headband of intellect* +4, *ring of protection* +2, *spellbook*.

Do'Say: Male two-headed human Exp6: CR 7; Medium (human); HD 2d8+6 plus 6d6+18; hp 59; Init +4; Spd 30 ft.; AC 11, touch 10, flat-footed 11; Base Atk +5; Grp +4; Atk +5 melee (1d4-1/19-20, masterwork dagger); Full Atk +5 melee (1d4-1/19-20, 2 masterwork daggers); SA superior two-weapon fighting; SQ darkvision 90 ft.; AL N; SV Fort +8, Ref +2, Will +6; Str 8, Dex 10, Con 16, Int 16, Wis 12, Cha 14.

Skills and Feats: Appraise +16, Bluff +15, Diplomacy +19, Listen +3, Search +5, Sense Motive +14, Sleight of Hand +13, Spellcraft +16, Spot +3; Combat Reflexes^B, Diligent, Improved Initiative^B, Magical Aptitude, Negotiator, Persuasive.

Languages: Common, Draconic, Dwarven, Giant.

Skills: A two-headed human has a +2 racial bonus to Listen, Search, and Spot checks.

Mayor Rhertrok: Male ice-touched Bugbear Ftr4/Rog10; CR 19; Medium humanoid (goblinoid); HD 3d8+6 plus 4d10+8 plus 10d6+20; hp 115; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +13; Grp +16; Atk +19 melee (1d6+7 plus 1d6 fire/15-20, +3 *flaming double scimitar*) or +17 melee (1d6+4/15-20, adamantine double scimitar); Full Atk +19/+14/+9 melee (1d6+7 plus 1d6 fire/15-20, +3 *flaming adamantine double scimitar*) or +17/+12/+7 melee 1d6+4/15-20, adamantine double scimitar); SA sneak attack +5d6; SQ DR 20/non-magic, darkvision 60 ft., resistance to cold 20, scent, spell absorption 17; AL N; SV Fort +15, Ref +19, Will +13; Str 16, Dex 16, Con 14, Int 18, Wis 13, Cha 15.

Skills and Feats: Balance +5, Bluff +25, Diplomacy +29, Hide +9, Intimidate +20, Jump +11, Listen +7, Move Silently +13, Sense Motive +23, Spot +21, Tumble +20, Use Magic Device +25; Combat Expertise^B, Exotic Weapon Proficiency (double scimitar), Improved Combat Expertise^B, Improved Critical (double scimitar), Improved Initiative^B, Improved Feint, Iron Will, Negotiator, Power Attack.

Languages: Common, Draconic, Giant, Goblinoid.

Spell Absorption (Su): 17 levels, see Ice-Touched Template.

Possessions: +3 *flaming adamantine/ adamantine double scimitar*, *amulet of health* +4, *circlet of persuasion*, *cloak of charisma* +2, *gloves of dexterity* +4, *vest of resistance* +5, *wand of cure serious wounds* (40

charges), noble's outfit with jewelry, 450 gp in mixed coins and small gems.

Encounter 3

Ianta: Female ice-touched female human Sor4; CR 5; Medium human (human); HD 4d4+4; hp 20; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 10; Base Atk +2; Grp +1; Atk +1 melee (1d4-1/19-20, dagger); Full Atk +1 melee (1d4-1/19-20 dagger); SA spells; SQ cold resistance 10, DR 5/non-magic, spell absorption 4; AL NG; SV Fort +2, Ref +1, Will +7; Str 8, Dex 10, Con 12, Int 14, Wis 13, Cha 18.

Skills and Feats: Bluff +11, Concentration +5, Intimidate +6, Knowledge (arcana) +7, Knowledge (the planes) +7, Knowledge (religion) +9, Spellcraft +11; Iron Will, Toughness, Well Read.

Languages: Common, Draconic, Flan.

Spells: Ianta casts spells as a 4th-level sorcerer.

Sorcerer Spells Known (6/6/3; save DC 14 + spell level): 0—*detect magic*, *light*, *mage hand*, *read magic*, *prestidigitation*, *touch of fatigue*, 1st—*mage armor*, *protection from evil*, *ray of enfeeblement*, 2nd—*false life*.

Possessions: dagger, *cloak of charisma* +2, *wand of endure elements* (11 charges), explorer's outfit.

Tajlo: Male kobold Pal4 of Heironeous; CR 4; Small humanoid (reptilian); HD 4d10; hp 18; Init +1; Spd 30 ft.; AC 24, touch 12, flat-footed 23; Base Atk +4; Grp +0; Atk +5 melee (1d6/19-20/×2, masterwork longsword); Full Atk +5 melee (1d6/19-20/×2, masterwork longsword); SA smite evil 1/day, turn undead 6/day (+3, 2d6+4, 1st); SQ aura of courage, aura of good, darkvision 60 ft., *detect evil*, divine grace, divine health, lay on hands, light sensitivity, spells; AL LG; SV Fort +7, Ref +5, Will +5; Str 10, Dex 12, Con 11, Int 8, Wis 12, Cha 16.

Skills and Feats: Diplomacy +10; Daylight Adaptation, Kiai Shout.

Languages: Common, Draconic.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell. Thanks to Tajlo's Daylight Adaptation feat, he no longer suffers these penalties.

Spells: Tajlo casts spells as a 4th-level Paladin, CL 2.

Paladin Spells Prepared (1; save DC 11 + spell level): 1st—*bless weapon*.

Possessions: masterwork longsword, masterwork light crossbow, 20 bolts, +1 *full plate*, masterwork heavy shield, *pearl of power* 1st, *wand of cure light wounds* (13 charges), *scroll of magic weapon*.

Encounter 6

Zane Vedrial, Male Human Exp 8: CR 7; Medium human; HD 8d6+24; hp 52; Init +2; Spd 30 ft.; AC 16 (+4 armor, +2 Dex), touch 12, flat-footed 14; Base Atk +6; Grp +7; Atk +8 melee (1d6+2, +1 *quarterstaff*); Full Atk +8/+3 melee (1d6+2, +1 *quarterstaff*); AL N; SV Fort +4, Ref +4, Will +6; Str 12, Dex 14, Con 14, Int 16, Wis 10, Cha 8.

Skills and Feats: Decipher Script +14, Gather Information +12, Knowledge (arcana) +14, Knowledge

(history) +17, Knowledge (local—Core) +14, Knowledge (religion) +14, Search +14, Spot +11, Survival +11, Use Magic Device +3 (+5 with scrolls); Improved Toughness, Investigator, Jack of All Trades, Skill Focus (Knowledge [history]).

Languages: Abyssal, Common, Draconic, Flan.

Possessions: +1 quarterstaff, +1 studded leather armor, everburning torch, explorer's outfit, miscellaneous gear, reference books.

APL 2

Introduction

☛ **Tenzacatetl:** Male human (Olman) Rog2; CR 2; Medium humanoid (human); HD 2d6+2; hp 12; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +2; Atk +4 melee (1d6+1/19-20, masterwork short sword) or -2 (1d10+1, greataxe); Full Atk +4 melee (1d6+1/19-20, masterwork short sword) or -2 (1d10+1/×3, greataxe); SA sneak attack +1d6; SQ evasion, trapfinding; AL LE; SV Fort +1, Ref +5, Will -1; Str 12, Dex 15, Con 13, Int 14, Wis 8, Cha 10.

Skills and Feats: Balance +3, Bluff +5, Disguise +5 (+7 acting), Escape Artist +6, Hide +6, Intimidate +7, Jump +2, Listen +4, Move Silently +7, Sleight of Hand +9, Spot +4, Tumble +6, Use Magic Device +5, Use Rope +2 (+4 binding); Quick Draw, Weapon Finesse.

Languages: Common, Olman, Orc.

Possessions: greataxe, masterwork short sword, masterwork chain shirt, masterwork buckler, scroll of obscuring mist, disguise kit, traveler's outfit, backpack.

Tactics: Tenzacatetl disguises himself as a half-orc. After making his sneak attack, Tenzacatetl makes every effort to escape quietly amidst the noise and chaos that erupts in the inn.

Encounter 3

☛ **Ice-Touched Wolf:** CR 1; Medium magical beast; HD 2d8+4; hp 11; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); SA trip; SQ low-light vision, resistance to cold 5, scent, spell absorption 2; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*; Track^B, Weapon Focus (bite).

Spell Absorption (Su): 2 levels, see ice-touched template.

Trip (Ex): An ice-touched wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the ice-touched wolf.

Skills: * Ice-touched wolves have a +4 racial bonus on Survival checks when tracking by scent.

Encounter 8

☛ **Ozugh:** Male quasit (orc form); CR 2; Medium humanoid (augmented, chaotic, evil, extraplanar, orc); HD 3d8+3; hp 16; Init +4; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +3; Grp +6; Atk +6 melee (2d4+4/×3, ranseur); Full Atk +6 melee (2d4+4/×3, ranseur); SA spell-like abilities; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10; AL CE; SV Fort +4, Ref +3, Will +4; Str 17, Dex 11, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +6, Intimidate +2, Knowledge (religion)

+6, Listen +7, Move Silently +6, Search +6, Spellcraft +6, Spot +7; Improved Initiative, Weapon Finesse.

Languages: Common, Abyssal.

A quasit's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th. The save DCs are Charisma-based. Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Ozugh's forms include bat and orc.

Possessions: ranseur, masterwork studded leather armor, blue-black clerical robes, silver unholy symbol of Vecna, 3 *potions of endure elements*.

☛ **Ozugh:** Male quasit (natural form); CR 2; Tiny outsider (chaotic, evil, extraplanar); HD 3d8; hp 13; Init +7; Spd 20 ft.; fly 50 ft. (perfect); AC 18, touch 15, flat-footed 15; Base Atk +3; Grp -6; Atk +8 melee (1d3-1 plus poison, claw); Full Atk +8 melee (1d3-1 plus poison, 2 claws) and +3 melee (1d4-1, bite); Space/Reach 2 ½ ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (religion) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7; Improved Initiative, Weapon Finesse.

Languages: Common, Abyssal.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th. The save DCs are Charisma-based. Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Ozugh's forms include bat and orc. A quasit in alternate form loses its poison attack.

✚ **Kordsarm:** CR 1; Large humanoid; HD 2d8+2; hp 15; Init +0; Spd 30 ft.; AC 12 (+3 natural, -1 size), touch 9, flat-footed 12; Base Atk +2; Grp +9; Atk +4 melee (2d8+4/19-20, Large heavy flail); Full Atk +4 melee (2d8+4/19-20, Large heavy flail); AL N; SV Fort +4, Ref +0, Will +0, Str 17, Dex 11, Con 12, Int 10, Wis 11, Cha 3.

Skills and Feats: None.

Languages: Common.

Possessions: Large heavy flail.

APL 4

Introduction

✦**Tenzacatetl:** Male human (Olman) Rog4: CR 4; Medium humanoid (human); HD 4d6+4; hp 22; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 18; Base Atk +3; Grp +4; Atk +7 melee (1d6+2/19-20, +1 *short sword*) or +0 (1d10+1/×3, greataxe); Full Atk +7 melee (1d6+2/19-20/×2, +1 *short sword*) or +0 (1d10+1/×3, greataxe); SA sneak attack +2d6; SQ evasion, trap sense +1, trapfinding, uncanny dodge; AL LE; SV Fort +2, Ref +7, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 8, Cha 10.

Skills and Feats: Balance +4, Bluff +7, Disguise +7 (+9 acting), Escape Artist +9, Hide +8, Intimidate +9, Jump +3, Listen +6, Move Silently +9, Sleight of Hand +11, Spot +6, Tumble +9, Use Magic Device +7, Use Rope +3 (+5 binding); Iron Will, Quick Draw, Weapon Finesse.

Languages: Common, Olman, Orc.

Possessions: greataxe, +1 *short sword*, masterwork chain shirt, masterwork buckler, *scroll of obscuring mist*, disguise kit, traveler's outfit, backpack.

Tactics: Tenzacatetl disguises himself as a half-orc. After making his sneak attack, Tenzacatetl makes every effort to escape quietly amidst the noise and chaos that erupts in the inn.

Encounter 3

✦**Ice-Touched Wolf:** CR 1; Medium magical beast; HD 2d8+4; hp 11; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); SA trip; SQ low-light vision, resistance to cold 5, scent, spell absorption 2; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*; Track^B, Weapon Focus (bite).

Spell Absorption (Su): 2 levels, see Ice-Touched Template.

Trip (Ex): An ice-touched wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the ice-touched wolf.

Skills: * Ice-touched wolves have a +4 racial bonus on Survival checks when tracking by scent.

✦**Ice-Touched Dire Wolf:** CR 5; Large magical beast; HD 6d8+18; hp 45; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +15; Atk +11 melee (1d8+10, bite); Full Atk +11 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA trip; SQ DR 5/non-magic, low-light vision, resistance to cold 10, scent, spell absorption 6; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; Alertness, Run, Track^B, Weapon Focus (bite).

Spell Absorption (Su): 6 levels, see Ice-Touched Template.

Trip (Ex): An ice-touched dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the ice-touched dire wolf.

Skills: An ice-touched dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Encounter 8

✦**Ozugh:** Male quasit Rog 1/Clr2 (Vecna) (Orc Form): CR 4; Medium humanoid (augmented, chaotic, evil, extraplanar, orc); HD 5d8+5 plus 1d6+1; hp 36; Init +4; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk +4; Grp +7; Atk +8 melee (2d4+5/×3, +1 *ranseur*); Full Atk +8 melee (2d4+5/×3, +1 *ranseur*); SA rebuke undead 3/day (+4, 2d6+4, 2nd), sneak attack +1d6, spell-like abilities, spells; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10, trapfinding; AL CE; SV Fort +6, Ref +5, Will +8; Str 17, Dex 11, Con 12, Int 13, Wis 18, Cha 14.

Skills and Feats: Bluff +11, Diplomacy +4, Disguise +11 (+13 acting), Hide +6, Intimidate +4, Knowledge (arcana) +7, Knowledge (religion) +7, Listen +10, Move Silently +6, Search +7, Spellcraft +9, Spot +13; Combat Expertise, Improved Initiative, Weapon Finesse.

Languages: Common, Abyssal.

A quasit's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 13). Caster level 6th. The save DCs are Charisma-based. Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Spells: Ozugh casts spells as a 2nd-level cleric of Vecna.

Cleric Spells Prepared (4/3+1; save DC 13 + spell level): 0—*cure minor wounds*, *guidance*, *read magic* (2); 1st—*bless*, ~~*detect secret doors*~~^B, *divine favor*, *shield of faith*.

^D = Domain spell. Deity: Vecna. Domains: Knowledge (all Knowledge skills are considered class skills), Magic (use spell completion and spell trigger items as a Wiz1).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Ozugh's forms include bat and orc. A quasit in alternate form loses its poison attack.

Possessions: +1 ranseur, +1 studded leather armor, *potion of endure elements* ×3, *arcane scroll of shield*, blue-black clerical robes, silver unholy symbol of Vecna.

Skills and Feats: None.

Languages: Common.

Possessions: Large +1 heavy flail, Large chain shirt.

☛ **Ozugh:** Male quasit Rog1/Clr2 (Vecna) (Natural Form); CR 4; Tiny outsider (chaotic, evil, extraplanar); HD 3d8 plus 1d6 plus 2d8; hp 30; Init +8; Spd 20 ft.; fly 50 ft. (perfect); AC 19, touch 16, flat-footed 15; Base Atk +4; Grp -6; Atk +10 melee (1d3-2 plus poison, claw); Full Atk +10 melee (1d3-2 plus poison, 2 claws) and +5 melee (1d4-2, bite); Space/Reach 2-1/2 ft./0 ft.; SA poison, rebuke undead 3/day (+4, 2d6+4, 2nd), sneak attack +1d6, spell-like abilities, spells; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10, trapfinding; AL CE; SV Fort +3, Ref +7, Will +7; Str 6, Dex 18, Con 10, Int 13, Wis 18, Cha 14.

Skills and Feats: Bluff +11, Diplomacy +4, Disguise +11 (+13 acting), Hide +18, Intimidate +4, Knowledge (arcana) +7, Knowledge (religion) +7, Listen +10, Move Silently +10, Search +7, Spellcraft +9, Spot +13; Combat Expertise, Improved Initiative, Weapon Finesse.

Languages: Common, Abyssal.

A quasit's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 13). Caster level 6th. The save DCs are Charisma-based. Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Spells: Ozugh casts spells as a 2nd-level cleric of Vecna.

Cleric Spells Prepared (4/3+1; save DC 14 + spell level): 0—*cure minor wounds*, *guidance*, *read magic* (2); 1st—*bless*, ~~detect secret doors~~^D, *divine favor*, *shield of faith*.

^D = Domain spell. Deity: Vecna. Domains: Knowledge (all Knowledge skills are considered class skills), Magic (use spell completion and spell trigger items as a Wiz1).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Ozugh's forms include bat and orc. A quasit in alternate form loses its poison attack.

☛ **Kordsarm:** CR 2; Large humanoid; HD 3d8+6; hp 24; Init +0; Spd 30 ft.; AC 16, touch 9, flat-footed 16; Base Atk +3; Grp +10; Atk +6 melee (2d8+5/19-20, +1 Large heavy flail); Full Atk +6 melee (2d8+5/19-20, +1 Large heavy flail); AL N; SV Fort +4, Ref +1, Will +1, Str 17, Dex 11, Con 14, Int 10, Wis 11, Cha 3.

APL 6

Introduction

☛ **Tenzacatetl:** Male human (Olman) Rog6: CR 6; Medium humanoid (human); HD 6d6+6; hp 32; Init +7; Spd 30 ft.; AC 20, touch 13, flat-footed 20; Base Atk +4; Grp +5; Atk +8 melee (1d6+2/19-20/×2, *+1 short sword*) or +1 (1d10+1/×3, greataxe); Full Atk +8 melee (1d6+2/19-20/×2, *+1 short sword*) or +1 (1d10+1/×3, greataxe); SA sneak attack +3d6; SQ evasion, trap sense +2, trapfinding, uncanny dodge; AL LE; SV Fort +4, Ref +9, Will +4; Str 12, Dex 16, Con 13, Int 14, Wis 8, Cha 10.

Skills and Feats: Balance +4, Bluff +9, Disguise +9 (+11 acting), Escape Artist +11, Hide +10, Intimidate +11, Jump +2, Listen +8, Move Silently +11, Sleight of Hand +14, Spot +8, Tumble +11, Use Magic Device +9, Use Rope +3 (+5 binding); Improved Initiative, Iron Will, Quick Draw, Weapon Finesse.

Languages: Common, Olman, Orc.

Possessions: greataxe, *+1 short sword*, *+1 masterwork chain shirt*, *+1 buckler*, *cloak of resistance +1*, *scroll of obscuring mist*, disguise kit, traveler's outfit, backpack.

Tactics: Tenzacatetl disguises himself as a half-orc. After making his sneak attack, Tenzacatetl makes every effort to escape quietly amidst the noise and chaos that erupts in the inn.

Encounter 3

☛ **Black Icehound (Ice-Touched Winter Wolf):** CR 7; Large magical beast (cold); HD 6d10+18; hp 51; Init +5; Spd 50 ft.; AC 15, touch 10, flat-footed 14; Base Atk +6; Grp +14; Atk +9 melee (1d8+6 plus 1d6 cold, bite); Full Atk +9 melee (1d8+6 plus 1d6 cold, bite); Space/Reach 10 ft./5 ft.; SA breath weapon, freezing bite, trip; SQ DR 5/non-magic, darkvision 60 ft., immunity to cold, low-light vision, scent, spell absorption 6, vulnerability to fire; AL NE; SV Fort +8, Ref +6, Will +3; Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10.

Skills and Feats: Hide -1*, Listen +6, Move Silently +7, Spot +6, Survival +1*; Alertness, Improved Initiative, Track.

Languages: Common, Giant.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 16 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Spell Absorption (Su): 6 levels; see Ice-Touched Template.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks. *Their natural coloration grants them a +7 racial bonus on Hide checks

in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

Encounter 8

☛ **Kordsarm:** CR 4; Large humanoid; HD 5d8+10; hp 48; Init +0; Spd 30 ft.; AC 17, touch 9, flat-footed 17; Base Atk +5; Grp +13; Atk +10 melee (2d8+7/19-20/×2, *+1 Large heavy flail*); Full Atk +10 melee (2d8+7/19-20/×2, *+1 Large heavy flail*); AL N; SV Fort +5, Ref +1, Will +1, Str 18, Dex 11, Con 16, Int 10, Wis 11, Cha 3.

Skills and Feats: None.

Languages: Common.

Possessions: *+1 Large heavy flail*, *+1 Large chain shirt*, *amulet of health +2*.

☛ **Lackeys:** Male and female tiefling Rog1/War1; CR 2; Medium outsider (native); HD 1d6+1 plus 1d8+1; hp 13; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, masterwork rapier) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk +3 melee (1d6+1/18-20, masterwork rapier) or +5 ranged (1d8/19-20, masterwork light crossbow); SA *darkness*, sneak attack +1d6; SQ darkvision 60 ft., resistance to cold 5, electricity 5, and fire 5, trapfinding; AL CE; SV Fort +3, Ref +5, Will +2; Str 13, Dex 17, Con 12, Int 12, Wis 14, Cha 6.

Skills and Feats: Bluff +4, Disable Device +5, Hide +9, Jump +2, Knowledge (religion) +2, Listen +6, Move Silently +7, Open Lock +7, Search +5, Spot +6, Tumble +7; Improved Initiative.

Languages: Common, Abyssal.

Darkness (Sp): A tiefling can use *darkness* once per day (caster level equal to class levels).

Skills: A tiefling has a +2 racial bonus on Bluff and Hide checks.

Possessions: masterwork rapier, masterwork light crossbow, 10 bolts, masterwork studded leather, masterwork light steel shield, tanglefoot bag, thunderstone, masterwork thieves' tools.

APL 8

Introduction

☛ **Tenzacatēl:** Male human (Olman) Rog6/assassin 2; CR 8; Medium humanoid (human); HD 6d6+6 plus 2d6+2; hp 42; Init +8; Spd 30 ft.; AC 21, touch 14, flat-footed 21; Base Atk +5; Grp +6; Atk +9 melee (1d6+2/19-20, *+1 short sword*) or +2 (1d10+1/×3, greataxe); Full Atk +9 melee (1d6+2/19-20, *+1 short sword*) or +2 (1d10+1/×3, greataxe); SA death attack, poison use, sneak attack +4d6, spells; SQ evasion, improved uncanny dodge, save bonus against poison, trap sense +2, trapfinding, uncanny dodge; AL LE; SV Fort +4, Ref +13, Will +4; Str 12, Dex 19, Con 13, Int 14, Wis 8, Cha 10.

Skills and Feats: Balance +5, Bluff +11, Disguise +11 (+13 acting), Escape Artist +14, Hide +12, Intimidate +13, Jump +2, Listen +8, Move Silently +14, Sleight of Hand +13, Spot +8, Tumble +14, Use Magic Device +9, Use Rope +4 (+6 binding); Improved Initiative, Iron Will, Quick Draw, Weapon Finesse.

Languages: Common, Olman, Orc.

Death Attack: DC 14.

Spells: As a 2nd-level assassin.

Assassin Spells Known (2; spell DC 12 + spell level): 1st—*disguise self*, *obscuring mist*, *true strike*.

Possessions: greataxe, *+1 short sword*, *+1 masterwork chain shirt*, *+1 buckler*, *cloak of resistance +1*, *gloves of dexterity +2*, black adder venom poison (DC 11, 1d6 Con/1d6 Con), disguise kit, traveler's outfit, backpack.

Tactics: Tenzacatēl casts *disguise self* and changing his appearance to that of a half-orc. He applies black adder poison to his short sword. After making his death attack, Tenzacatēl centers an *obscuring mist* on himself. After that, makes every effort to escape quietly amidst the noise and chaos that erupts in the inn.

Encounter 3

☛ **Advanced Black Icehound:** CR 9; Large magical beast (cold); HD 9d10+27; hp 76; Init +5; Spd 50 ft.; AC 15, touch 10, flat-footed 14; Base Atk +9; Grp +17; Atk +12 melee (1d8+6 plus 1d6 cold/19-20, bite); Full Atk +12 melee (1d8+6 plus 1d6 cold/19-20, bite); Space/Reach 10 ft./5 ft.; SA breath weapon, freezing bite, trip; SQ DR 10/non-magic, darkvision 60 ft., immunity to cold, low-light vision, scent, spell absorption 10, vulnerability to fire; AL NE; SV Fort +9, Ref +7, Will +5; Str 18, Dex 13, Con 16, Int 9, Wis 14, Cha 10.

Skills and Feats: Hide -1*, Listen +7, Move Silently +10, Spot +7, Survival +2*, Alertness, Improved Critical (bite), Improved Initiative, Stealthy, Track.

Languages: Common, Giant.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 17 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Spell Absorption (Su): 9 levels; see Ice-Touched Template.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks. *Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

Encounter 8

☛ **Ozugh:** Babau blackguard 2; CR 8; Medium outsider (chaotic, extraplanar, evil, tanar'ri); HD 7d8+35 plus 2d10+10; hp 92; Init +2; Spd 30 ft.; AC 25, touch 12, flat-footed 23; Base Atk +9; Grp +17; Atk +17 melee (1d6+8, claw); Full Atk +17 melee (1d6+8, 2 claws) and +12 melee (1d6+4, bite); SA smite good 1/day, sneak attack +2d6, spell-like abilities, spells, *summon tanar'ri*, SQ aura of evil, dark blessing, *detect good*, DR 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, poison use, protective slime, resistance to acid 10, cold 10, and fire 10, SR 14, telepathy 100 ft.; AL CE; SV Fort +18, Ref +12, Will +12; Str 26, Dex 14, Con 20, Int 12, Wis 15, Cha 20.

Skills and Feats: Climb +13 Disable Device +10 Disguise +15 Escape Artist +12 Hide +12 Knowledge (religion) +3 Listen +12 Move Silently +12 Search +13 Survival +2 (+4 following tracks) Tumble +8 Use Rope +2 (+4 with bindings); Cleave, Improved Sunder, Power Attack, Staggering Strike.

Languages: Abyssal, Celestial, Draconic.

Ozugh's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Smite Good (Su): Once per day Ozugh may attempt to smite good, adding +5 to hit and +2 to damage.

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

Spell-Like Abilities: At will—*darkness*, *dispel magic*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only). Caster level 7th.

Spells: Ozugh casts spells as a 2nd-level Blackguard.

Blackguard Spells Prepared (2; save DC 12 + spell level): 1st—*divine sacrifice*, *magic weapon*.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks.

Possessions: +1 mithral chain shirt, hat of disguise, silver unholy symbol of Vecna ×2.

☠ **Kordsarm: Incarnate construct stone golem Ftr1:** CR 6; Large giant; HD 14d8+28 plus 1d10+2; hp 103; Init -1; Spd 40 ft.; AC 23 (-1 size, -1 Dex, +6 armor, +9 natural), touch 8, flat-footed 23; Base Atk +11; Grp +24; Atk +19 melee (2d8+14/19-20, +1 Large heavy flail); Full Atk +19/+14/+9 melee (2d8+14/19-20, +1 heavy flail); Space/Reach 10 ft./10 ft.; AL N; SV Fort +13, Ref +3, Will +4; Str 29, Dex 9, Con 14; Int 11, Wis 11, Cha 3.

Skills and Feats: Intimidate +1; Cleave^B, Power Attack.

Languages: Common.

Possessions: +1 Large heavy flail, +1 Large breastplate, locked gauntlet, traveler's outfit, boots of the winterlands.

☠ **Lackeys:** Male and female tiefling Rog2/War1; CR 2; Medium outsider (native); HD 2d6+2 plus 1d8+1; hp 18; Init +7; Spd 30 ft.; AC 17 (+3 Dex, +3 armor, +1 shield), touch 13, flat-footed 14; Base Atk +2; Grp +3; Atk +6 melee (1d6+1/18-20, masterwork rapier) or +6 ranged (1d8/19-20, masterwork light crossbow); Full Atk +6 melee (1d6+1/18-20, masterwork rapier) or +6 ranged (1d8/19-20/×2, masterwork light crossbow); SA *darkness*, sneak attack +1d6; SQ darkvision 60 ft., evasion, resistance to cold 5, electricity 5, and fire 5, trapfinding; AL CE; SV Fort +3, Ref +6, Will +2; Str 13, Dex 17, Con 12, Int 12, Wis 14, Cha 6.

Skills and Feats: Bluff +5, Disable Device +6, Hide +10, Jump +4, Knowledge (religion) +2, Listen +7, Move Silently +8, Open Lock +8, Search +5, Spot +7, Tumble +8; Improved Initiative, Weapon Finesse.

Languages: Common, Abyssal.

Darkness (Sp): A tiefling can use *darkness* once per day (caster level equal to class levels).

Skills: A tiefling has a +2 racial bonus on Bluff and Hide checks.

Possessions: masterwork rapier, masterwork light crossbow, 10 bolts, masterwork studded leather, masterwork light steel shield, tanglefoot bag, thunderstone, *potion of invisibility*, masterwork thieves' tools.

APL 10

Introduction

☛ **Tenzacatēl: Male human (Olman) Rog 6/assassin 4:** CR 10; Medium humanoid (human); HD 10d6+10; hp 52; Init +8; Spd 30 ft.; AC 21, touch 14, flat-footed 21; Base Atk +7; Grp +8; Atk +11 melee (1d6+2/19-20, +1 *short sword*) or +4 (1d10+1/×3, greataxe); Full Atk +11/+6 melee (1d6+2/19-20, +1 *short sword*) or +4/-1 (1d10+1/×3, greataxe); SA death attack, poison use, sneak attack +5d6, spells; SQ evasion, improved uncanny dodge, save bonus against poison, trap sense +2, trapfinding, uncanny dodge; AL LE; SV Fort +6, Ref +15, Will +6; Str 12, Dex 19, Con 13, Int 14, Wis 8, Cha 10.

Skills and Feats: Balance +6, Bluff +13, Disguise +13 (+15 acting), Escape Artist +17, Hide +15, Intimidate +15, Jump +3, Listen +8, Move Silently +17, Sleight of Hand +14, Spot +8, Tumble +17, Use Magic Device +9, Use Rope +4 (+6 binding); Flick of the Wrist, Improved Initiative, Iron Will, Quick Draw, Weapon Finesse.

Languages: Common, Olman, Orc.

Death Attack: DC 16.

Save Bonus against Poison: +2 on saving throws versus poison.

Spells: As a 4th-level assassin.

Assassin Spells Known (4/2; spell DC 12 + spell level):
1st—*disguise self*, *feather fall*, *obscuring mist*, *true strike*;
2nd—*fox's cunning*, *invisibility*, *undetectable alignment*.

Possessions: greataxe, +1 *short sword*, +1 *mithral chain shirt*, +1 *buckler*, *cloak of resistance* +2, *gloves of dexterity* +2, *potion of heroism*, *potion of shield of faith* +5, death blade poison (DC 20, 1d6 Con/2d6 Con), disguise kit, traveler's outfit, backpack.

Tactics: Tenzacatēl casts *alter self* and takes on the form of a Troglydte (+6 natural armor) before casting *disguise self* and changing his appearance to that of a half-orc. He also casts *undetectable alignment* and *fox's cunning* and quaffs his potions of *heroism* and *shield of faith*. This brings his final AC to 32 and his death attack DC to 18. He applies death blade poison to both his short sword and dagger. After making his death attack, Tenzacatēl centers an *obscuring mist* on himself. After that, he casts *invisibility* and makes every effort to escape quietly amidst the noise and chaos that erupts in the inn.

Encounter 3

☛ **Advanced Black Icehound:** CR 10; Huge magical beast (cold); HD 12d10+60; hp 126; Init +5; Spd 50 ft.; AC 17, touch 9, flat-footed 16; Base Atk +12; Grp +28; Atk +18 melee (2d6+12 plus 1d6 cold/19-20/×2, bite); Full Atk +18 melee (2d6+12 plus 1d6 cold/19-20, bite); Space/Reach 15 ft./10 ft.; SA breath weapon, freezing bite, trip; SQ DR 20/non-magic, darkvision 60 ft., immunity to cold, low-light vision, scent, spell absorption 12, vulnerability to fire; AL NE; SV Fort +13, Ref +9, Will +6; Str 26, Dex 12, Con 20, Int 9, Wis 14, Cha 10.

Skills and Feats: Hide -5*, Listen +7, Move Silently +13, Spot +7, Survival +2*, Alertness, Improved Critical (bite), Improved Initiative, Track.

Languages: Common, Giant.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 21 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Spell Absorption (Su): 12 levels; see Ice-Touched Template.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+16 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks. *Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

Encounter 8

☛ **Ozugh:** Babau blackguard 3/assassin 1; CR 10; Medium outsider (chaotic, extraplanar, evil, tanar'ri); HD 7d8+35 plus 3d10+15 plus 1d6+5; hp 112; Init +2; Spd 30 ft.; AC 26, touch 12, flat-footed 24; Base Atk +10; Grp +18; Atk +19 melee (1d6+9, claw); Full Atk +19 melee (1d6+9, 2 claws) and +14 melee (1d6+5, bite); SA command undead 8/day (+7, 2d6+6, 1st), death attack, smite good 1/day, sneak attack +3d6, spell-like abilities, spells, *summon tanar'ri*, SQ aura of despair, aura of evil, dark blessing, *detect good*, DR 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, poison use, protective slime, resistance to acid 10, cold 10, and fire 10, SR 14, telepathy 100 ft.; AL CE; SV Fort +18, Ref +15, Will +13; Str 26, Dex 14, Con 20, Int 12, Wis 15, Cha 20.

Skills and Feats: Climb +13 Disable Device +11 Disguise +15 Escape Artist +12 Hide +19 Knowledge (religion) +3 Listen +12 Move Silently +19 Search +13 Survival +2 (+4 following tracks) Tumble +8 Use Rope +2 (+4 with bindings); Cleave, Improved Sunder, Power Attack, Staggering Strike.

Languages: Abyssal, Celestial, Draconic.

Ozugh's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned, evil-aligned, and magic for the purpose of overcoming damage reduction.

Death Attack (Ex): DC 12.

Smite Good (Su): Once per day Ozugh may attempt to smite good, adding +5 to hit and +2 to damage.

Spell-Like Abilities: At will—*darkness*, *dispel magic*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only). Caster level 7th.

Spells: Ozugh casts spells as a 3rd-level Blackguard and a 1st-level Assassin.

Assassin Spells Known (1; save DC 11 + spell level):
1st—*distract assailant*, *true strike*.

Blackguard Spells Prepared (2/1; save DC 12 + spell level): 1st—*divine sacrifice* (2); 2nd—*bull's strength*.

Aura of Despair (Su): Ozugh radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks.

Possessions: +2 mithral chain shirt of shadow and silent moves, amulet of mighty fists +1, hat of disguise, potion of bear's endurance, 2 silver unholy symbol of Vecna.

✚ **Kordsarm:** Incarnate construct stone golem Ftr1/war hulk 2; CR 8; Large giant; HD 14d8+28 plus 1d10+2 plus 2d12+4; hp 121; Init -1; Spd 40 ft.; AC 23 (-1 size, -1 Dex, +6 armor, +9 natural), touch 8, flat-footed 23; Base Atk +11; Grp +27; Atk +23 melee (2d8+19/19-20, +1 *Large heavy flail*); Full Atk +23/+18/+13 melee (2d8+19/19-20, +1 *Large heavy flail*); Space/Reach 10 ft./10 ft.; SA great swing; SQ ability boost (Str +4), no time to think; AL N; SV Fort +16, Ref +3, Will +4; Str 34, Dex 9, Con 14; Int 11, Wis 11, Cha 3.

Skills and Feats: Intimidate +3; Cleave^B, Power Attack.

Languages: Common.

Possessions: +1 *Large heavy flail*, +1 *Large breastplate*, locked gauntlet, *boots of the winterlands*, traveler's outfit.

✚ **Lackeys:** Male and female tiefling Rog3/War2; CR 4; Medium outsider (native); HD 3d6+3 plus 2d8+2; hp 29; Init +8; Spd 30 ft.; AC 20, touch 14, flat-footed 16; Base Atk +4; Grp +5; Atk +9 melee (1d6+2/18-20, +1 *rapier*) or +9 ranged (1d8/19-20, masterwork light crossbow); Full Atk +9 melee (1d6+2/18-20, +1 *rapier*) or +9 ranged (1d8/19-20, masterwork light crossbow); SA *darkness*, sneak attack +2d6; SQ darkvision 60 ft., evasion, resistance to cold 5, electricity 5, and fire 5, trapfinding, trap sense +1; AL CE; SV Fort +5, Ref +7, Will +3; Str 13, Dex 18, Con 12, Int 12, Wis 14, Cha 6.

Skills and Feats: Bluff +5, Disable Device +8, Hide +12, Jump +8, Knowledge (religion) +2, Listen +7, Move Silently +10, Open Lock +11, Search +7, Spot +7, Tumble +12; Improved Initiative, Weapon Finesse.

Languages: Common, Abyssal.

Darkness (Sp): A tiefling can use *darkness* once per day (caster level equal to class levels).

Skills: A tiefling has a +2 racial bonus on Bluff and Hide checks.

Possessions: +1 *rapier*, masterwork light crossbow, 10 bolts, mithral chain shirt, +1 *light steel shield*, tanglefoot bag, thunderstone, *potion of bear's endurance*, *potion of bull's strength*, 2 *potion of cat's grace*, *potion of invisibility*, masterwork thieves' tools.

APL 12

Introduction

➤ **Tenzacatetl:** Male human (Olman) Rog6/assassin 6; R 12; Medium human; HD 12d6+12; hp 62; Init +9; Spd 30 ft.; AC 22, touch 15, flat-footed 22; Base Atk +8; Grp +9; Atk +13 melee (1d6+2/19-20, +1 *short sword*) or +5 (1d10+1/×3, greataxe); Full Atk +13/+8 melee (1d6+2/19-20, +1 *short sword*), or +11/+6 melee (1d6+2/19-20, +1 *short sword*) and +11 melee (1d4/19-20, masterwork dagger), or +5/+0 (1d10+1/×3, greataxe); SA death attack, poison use, sneak attack +6d6, spells; SQ evasion, improved uncanny dodge, save bonus against poison, trap sense +2, trapfinding, uncanny dodge; AL LE; SV Fort +5, Ref +15, Will +5; Str 12, Dex 20, Con 13, Int 14, Wis 8, Cha 10.

Skills and Feats: Balance +6, Bluff +15, Disguise +15 (+17 acting), Escape Artist +19, Hide +17, Intimidate +17, Jump +3, Listen +8, Move Silently +19, Sleight of Hand +14, Spot +8, Tumble +19, Use Magic Device +9, Use Rope +4 (+6 binding); Flick of the Wrist, Improved Initiative, Iron Will, Quick Draw, Two-Weapon Fighting, Weapon Finesse.

Languages: Common, Olman, Orc.

Death Attack: DC 18.

Save Bonus against Poison: +3 on saving throws versus poison.

Spells: As a 6th-level assassin.

Assassin Spells Known (4/4/1; spell DC 12 + spell level): 1st—*disguise self*, *feather fall*, *obscuring mist*, *true strike*; 2nd—*alter self*, *fox's cunning*, *invisibility*, *undetectable alignment*; 3rd—*false life*, *misdirection*, *nondetection*.

Possessions: greataxe, +1 *short sword*, masterwork dagger, +1 *mithral chain shirt*, +1 *buckler*, *cloak of arachnida*, *gloves of dexterity* +2, *potion of heroism*, *potion of shield of faith* +5, 2 doses of death blade poison (DC 20, 1d6 Con/2d6 Con), disguise kit, traveler's outfit, backpack.

Tactics: Tenzacatetl casts *alter self* and takes on the form of a Troglodyte (+6 natural armor) before casting *disguise self* and changing his appearance to that of a half-orc. He also casts *undetectable alignment* and *fox's cunning* and quaffs his potions of *heroism* and *shield of faith*. This brings his final AC to 33 (touch 20, flat-footed 33) and his death attack DC to 20. He applies death blade poison to both his short sword and dagger. After making his death attack, Tenzacatetl centers a web on himself and his opponents, hoping to catch as many innocents in the web as possible to prevent the PCs from clearing the web with a fireball. He then walks out of the web since his *cloak of arachnida* allows him to move within it.

Encounter 3

➤ **Advanced Black Icehound:** CR 12; Huge magical beast (cold); HD 18d10+90; hp 189; Init +5; Spd 50 ft.; AC 17, touch 9, flat-footed 16; Base Atk +18; Grp +34; Atk +26 melee (2d6+12 plus 1d6 cold/19-20, bite); Full Atk +26 melee (2d6+12 plus 1d6 cold/19-20, bite); Space/Reach 15

ft./10 ft.; SA breath weapon, freezing bite, trip; SQ DR 20/non-magic, darkvision 60 ft., immunity to cold, low-light vision, scent, spell absorption 18, vulnerability to fire; AL NE; SV Fort +16, Ref +12, Will +8; Str 26, Dex 13, Con 20, Int 9, Wis 14, Cha 10.

Skills and Feats: Hide +5*, Listen +7, Move Silently +19, Spot +7, Survival +2*; Dodge, Improved Critical (bite), Improved Initiative, Mobility, Power Attack, Spring Attack, Track.

Languages: Common, Giant.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 24 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Spell Absorption (Su): 18 levels, see Ice-Touched Template.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+16 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks. *Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

Encounter 8

➤ **Ozugh:** Babau blackguard 3/assassin 3; CR 12; Medium outsider (chaotic, extraplanar, evil, tanar'ri); HD 7d8+35 plus 3d10+15 plus 3d6+15; hp 130; Init +2; Spd 30 ft.; AC 28, touch 14, flat-footed 26; Base Atk +12; Grp +20; Atk +21 melee (1d6+9, claw); Full Atk +21 melee (1d6+9, 2 claws) and +16 melee (1d6+5, bite); SA command undead 8/day (+7, 2d6+6, 1st), death attack, smite good 1/day, sneak attack +4d6, spell-like abilities, spells, *summon tanar'ri*, SQ aura of despair, aura of evil, dark blessing, *detect good*, DR 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, poison use, protective slime, resistance to acid 10, cold 10, and fire 10, SR 14, telepathy 100 ft., uncanny dodge; AL CE; SV Fort +19, Ref +16, Will +15; Str 26, Dex 14, Con 20, Int 14, Wis 16, Cha 20.

Skills and Feats: Climb +13 Disable Device +12 Disguise +17 Escape Artist +12 Hide +23 Knowledge (religion) +4 Listen +15 Move Silently +20 Search +14 Survival +2 (+4 following tracks) Tumble +9 Use Rope +2 (+4 with bindings); Cleave, Divine Might, Improved Sunder, Power Attack, Staggering Strike.

Languages: Abyssal, Celestial, Draconic.

Ozugh's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned, evil-aligned, and magic for the purpose of overcoming damage reduction.

Death Attack (Ex): DC 15.

Smite Good (Su): Once per day Ozugh may attempt to smite good, adding +5 to hit and +2 to damage.

Spell-Like Abilities: At will—*darkness*, *dispel magic*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only). Caster level 7th.

Spells: Ozugh casts spells as a 3rd-level Blackguard and a 3rd-level Assassin.

Assassin Spells Known (3/1; save DC 12 + spell level): 1st—*distract assailant*, *jump*, *true strike*; 2nd—*swift invisibility*, *wraithstrike*.

Blackguard Spells Prepared (2/1; save DC 13 + spell level): 1st—*divine sacrifice* (2); 2nd—*bull's strength*.

Aura of Despair (Su): Ozugh radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks.

Possessions: +2 mithral chain shirt of shadow and silent moves, amulet of mighty fists +1, headband of intellect +2, ring of chameleon power, ring of protection +2, potion of bear's endurance, 2 silver unholy symbol of Vecna.

☛ **Kordsarm:** Incarnate construct stone golem Ftr 1/war hulk 4; CR 10; Large giant; HD 14d8+42 plus 1d10+3 plus 4d12+12; hp 158; Init -1; Spd 40 ft.; AC 23, touch 8, flat-footed 23; Base Atk +11; Grp +29; Atk +25 melee (2d8+22/19-20, +1 Large heavy flail of clouting); Full Atk +25/+20/+15 melee (2d8+22/19-20, +1 Large heavy flail of clouting); Space/Reach 10 ft./10 ft.; SA great swing, mighty rock throwing, mighty swing; SQ ability boost (Str +8), no time to think; AL N; SV Fort +18, Ref +4, Will +7; Str 38, Dex 9, Con 16; Int 11, Wis 11, Cha 3.

Skills and Feats: Intimidate +5; Cleave^B, Iron Will, Power Attack.

Languages: Common.

Possessions: +1 Large heavy flail of clouting, +1 Large breastplate, locked gauntlet, amulet of health +2, boots of the winterlands, traveler's outfit.

☛ **Lackeys:** Male and female tiefling Rog4/War2/temple raider of Vecna 1; CR 6; Medium outsider (native); HD 4d6+4 plus 2d8+2 plus 1d6+1; hp 39; Init +8; Spd 30 ft.; AC 20, touch 14, flat-footed 20; Base Atk +5; Grp +6; Atk +10 melee (1d6+2/18-20, +1 rapier) or +10 ranged (1d8/19-20, masterwork light crossbow); Full Atk +10 melee (1d6+2/18-20, +1 rapier) or +10 ranged (1d8/19-20, masterwork light crossbow); SA *darkness*, sneak attack

+2d6; SQ darkvision 60 ft., evasion, resistance to cold 5, electricity 5, and fire 5, spells, trapfinding, trap sense +1, uncanny dodge; AL CE; SV Fort +6, Ref +11, Will +8; Str 13, Dex 18, Con 12, Int 12, Wis 14, Cha 6.

Skills and Feats: Bluff +5, Disable Device +8, Hide +15, Jump +8, Knowledge (religion) +2, Listen +7, Move Silently +13, Open Lock +11, Search +9, Spot +7, Tumble +12; Improved Initiative, Iron Will, Weapon Finesse.

Languages: Common, Abyssal.

Darkness (Sp): A tiefling can use *darkness* once per day (caster level equal to class levels).

Spells: These tieflings cast spells as 1st-level templar raiders of Vecna.

Spells Prepared (1; save DC 12 + spell level): 1st—*protection from law*.

Skills: A tiefling has a +2 racial bonus on Bluff and Hide checks.

Possessions: +1 rapier, masterwork light crossbow, 10 bolts (dragon bile poison, contact DC 26, 3d6 Str/0 applied to 1 bolt each), mithral chain shirt, +1 light steel shield, cloak of resistance +1, tanglefoot bag, thunderstone, potion of bear's endurance, potion of bull's strength, 2 potions of cat's grace, potion of invisibility, masterwork thieves' tools.

APL 14

Introduction

☛ **Tenzacatatl:** Male human (Olman) Rog 6/assassin 8: CR 14; Medium humanoid (human); HD 14d6+14; hp 72; Init +10; Spd 30 ft.; AC 23, touch 16, flat-footed 23; Base Atk +10; Grp +11; Atk +16 melee (1d6+2/19-20/x2, +1 *short sword*) or +7 (1d10+1/x3, greataxe); Full Atk +16/+11 melee (1d6+2/19-20/x2, +1 *short sword*), or +14/+9 melee (1d6+2/19-20/x2, +1 *short sword*) and +14 melee (1d4+1/19-20/x2, +1 *dagger*), or +7/+2 (1d10+1/x3, greataxe); SA death attack, poison use, sneak attack +7d6, spells; SQ evasion, hide in plain sight, improved uncanny dodge, save bonus against poison, trap sense +2, trapfinding, uncanny dodge; AL LE; SV Fort +5, Ref +16, Will +5; Str 12, Dex 22, Con 13, Int 16, Wis 8, Cha 10.

Skills and Feats: Balance +8, Bluff +17, Disguise +17 (+19 acting), Escape Artist +23, Hide +19, Intimidate +19, Jump +3, Listen +8, Move Silently +23, Sleight of Hand +14, Spot +8, Tumble +23, Use Magic Device +13, Use Rope +4 (+6 binding); Flick of the Wrist, Improved Initiative, Iron Will, Quick Draw, Two-Weapon Fighting, Weapon Finesse.

Languages: Common, Olman, Orc.

Death Attack: DC 21.

Save Bonus against Poison: +4 on saving throws versus poison.

Spells: As an 8th-level assassin.

Assassin Spells Known (4/4/4/1; spell DC 12 + spell level): 1st—*disguise self*, *feather fall*, *obscuring mist*, *true strike*; 2nd—*alter self*, *fox's cunning*, *invisibility*, *undetectable alignment*; 3rd—*deep slumber*, *false life*, *misdirection*, *nondetection*; 4th—*dimension door*, *freedom of movement*, *greater invisibility*.

Possessions: greataxe, +1 *short sword*, +1 *dagger*, +2 *mithral chain shirt*, +1 *buckler*, *cloak of arachnida*, *gloves of dexterity* +4, *headband of intellect* +2, *potion of heroism*, *potion of shield of faith* +5, death blade poison (DC 20, 1d6 Con/2d6 Con) x2, disguise kit, traveler's outfit, backpack.

Tactics: Tenzacatatl casts *alter self* and takes on the form of a Troglodyte (+6 natural armor) before casting *disguise self* and changing his appearance to that of a half-orc. He also casts *undetectable alignment* and *fox's cunning* and quaffs his potions of *heroism* and *shield of faith*. This brings his final AC to 34 (touch 21, flat-footed 34) and his death attack DC to 22. He applies death blade poison to both his short sword and dagger. After making his death attack, Tenzacatatl centers a web on himself and his opponents, hoping to catch as many innocents in the web as possible to prevent the PCs from clearing the web with a fireball. He then uses *dimension door* to get away.

Encounter 3

☛ **Advanced Black Icehound:** CR 12; Huge magical beast (cold); HD 18d10+90; hp 189; Init +5; Spd 50 ft.; AC 17, touch 9, flat-footed 16; Base Atk +18; Grp +34; Atk +26 melee (2d6+12 plus 1d6 cold/19-20, bite); Full Atk +26 melee (2d6+12 plus 1d6 cold/19-20, bite); Space/Reach 15

ft./10 ft.; SA breath weapon, freezing bite, trip; SQ DR 20/non-magic, darkvision 60 ft., immunity to cold, low-light vision, scent, spell absorption 18, vulnerability to fire; AL NE; SV Fort +16, Ref +12, Will +8; Str 26, Dex 13, Con 20, Int 9, Wis 14, Cha 10.

Skills and Feats: Hide -5*, Listen +7, Move Silently +19, Spot +7, Survival +2*; Dodge, Improved Critical (bite), Improved Initiative, Mobility, Power Attack, Spring Attack, Track.

Languages: Common, Giant.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 24 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Spell Absorption (Su): 18 levels; see ice-touched template.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+16 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks. *Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

Encounter 8

☛ **Ozugh:** Babau blackguard 3/assassin 5: CR 14; Medium outsider (chaotic, extraplanar, evil, tanar'ri); HD 7d8+35 plus 3d10+15 plus 5d6+25; hp 148; Init +2; Spd 30 ft.; AC 29, touch 15, flat-footed 27; Base Atk +13; Grp +21; Atk +22 melee (1d6+9, claw); Full Atk +22 melee (1d6+9, 2 claws) and +17 melee (1d6+5, bite); SA command undead 8/day (+7, 2d6+6, 1st), death attack, smite good 1/day, sneak attack +5d6, spell-like abilities, spells, *summon tanar'ri*, SQ aura of despair, aura of evil, dark blessing, *detect good*, DR 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, improved uncanny dodge, poison use, protective slime, resistance to acid 10, cold 10, and fire 10, SR 14, telepathy 100 ft., uncanny dodge; AL CE; SV Fort +19, Ref +17, Will +15; Str 26, Dex 14, Con 20, Int 16, Wis 16, Cha 20.

Skills and Feats: Climb +13 Disable Device +13 Disguise +17 Escape Artist +12 Hide +23 Knowledge (religion) +3 Listen +15 Move Silently +20 Search +13 Survival +2 (+4 following tracks) Tumble +9 Use Rope +2 (+4 with bindings); Cleave, Divine Might, Extra Smiting, Improved Sunder, Power Attack, Staggering Strike.

Languages: Abyssal, Celestial, Draconic.

Ozugh's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned, evil-aligned, and magic for the purpose of overcoming damage reduction.

Death Attack (Ex): DC 17.

Smite Good (Su): Once per day Ozugh may attempt to smite good, adding +5 to hit and +2 to damage.

Spell-Like Abilities: At will—*darkness*, *dispel magic*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only). Caster level 7th.

Spells: Ozugh casts spells as a 3rd-level Blackguard and a 5th-level Assassin.

Assassin Spells Known (4/3/1; save DC 13 + spell level): 1st—*critical strike*, *distract assailant*, *jump*, *true strike*; 2nd—*swift invisibility*, *wraithstrike*, *undetectable alignment*; 3rd—*false life*, *misdirection*.

Blackguard Spells Prepared (2/1; save DC 13 + spell level): 1st—*divine sacrifice* (2); 2nd—*bull's strength*.

Aura of Despair (Su): Ozugh radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks.

Possessions: +2 mithral chain shirt of shadow and silent moves, amulet of mighty fists +1, headband of intellect +4, ring of chameleon power, ring of protection +3, potion of bear's endurance, 2 silver unholy symbol of Vecna.

☛ **Kordsarm:** Incarnate construct stone golem Ftr 1/war hulk 6; CR 12; Large giant; HD 14d8+42 plus 1d10+3 plus 6d12+18; hp 178; Init +0; Spd 40 ft.; AC 26, touch 9, flat-footed 26; Base Atk +11; Grp +31; Atk +27 melee (2d8+25/17-20, +1 Large heavy flail of clouting); Full Atk +27/+22/+17 melee (2d8+25/17-20/×2, +1 Large heavy flail of clouting); Space/Reach 10 ft./10 ft.; SA great swing, mighty rock throwing, mighty swing, sweeping boulder; SQ ability boost (Str +12), no time to think; AL N; SV Fort +21, Ref +8, Will +10; Str 42, Dex 10, Con 16; Int 11, Wis 11, Cha 3.

Skills and Feats: Intimidate +7; Cleave^B, Improved Critical (heavy flail), Iron Will, Power Attack.

Languages: Common.

Possessions: +1 Large heavy flail of clouting, +3 Large breastplate, locked gauntlet, amulet of health +2, boots of the winterlands, vest of resistance +2, traveler's outfit.

☛ **Lackeys:** Male and female tiefling Rog4/War2/temple raider of Vecna 3; CR 8; Medium outsider (native); HD 4d6+4 plus 2d8+2 plus 3d6+3; hp 49; Init +9; Spd 30 ft.; AC 21, touch 15, flat-footed 20; Base Atk +7; Grp +9; Atk +13 melee (1d6+3/18-20, +1 rapier) or +13 ranged (1d8/19-20, masterwork light crossbow); Full Atk +13

melee (1d6+3/18-20, +1 rapier) or +13 ranged (1d8/19-20, masterwork light crossbow); SA *darkness*, sneak attack +3d6; SQ darkvision 60 ft., evasion, improved uncanny dodge, resistance to cold 5, electricity 5, and fire 5, spells, trapfinding, trap sense +1, uncanny dodge; AL CE; SV Fort +7, Ref +13, Will +9; Str 14, Dex 20, Con 12, Int 12, Wis 14, Cha 6.

Skills and Feats: Bluff +5, Disable Device +12, Hide +18, Jump +8, Knowledge (religion) +2, Listen +7, Move Silently +16, Open Lock +12, Search +12, Spot +7, Tumble +18; Improved Initiative, Iron Will, Staggering Strike, Weapon Finesse.

Languages: Common, Abyssal.

Darkness (Sp): A tiefling can use *darkness* once per day (caster level equal to class levels).

Spells: These tieflings cast spells as 3rd-level Temple Raiders of Vecna.

Spells Prepared (2/1; save DC 12 + spell level): 1st—~~detect secret doors~~, *protection from law*; 2nd—*delay poison*.

Skills: A tiefling has a +2 racial bonus on Bluff and Hide checks.

Possessions: +1 rapier, masterwork light crossbow, 10 bolts (dragon bile poison, contact DC 26, 3d6 Str/0 applied to 1 bolt each), mithral chain shirt, +1 light steel shield, cloak of resistance +1, gloves of dexterity +2, tanglefoot bag, thunderstone, *potion of bear's endurance*, *potion of bull's strength*, *potion of cat's grace*, *potion of invisibility*, masterwork thieves' tools.

APPENDIX 2: NEW RULES

Ice-Touched Creatures

As presented in *CORS4-02 Here Be Dragons*

"Ice-Touched" is a template that can be added to any corporeal creature (referred to hereafter as the "base creature") that spends a great deal of time in the Land of Black Ice, enough time to have its physical form changed by the magic of the land. Beasts or animals with this template become magical beasts, but otherwise the creature type is unchanged.

An ice-touched creature uses all the base creature's statistics and special abilities except as noted here:

Special Attacks: An ice-touched creature retains all the special attacks of the base creature.

Special Qualities: An ice-touched creature retains all the special qualities of the base creature and also gains the following ones:

Cold resistance (see the table below).

Damage reduction (see the table below).

Spell absorption (spell levels = the creature's HD)—Each day, an ice-touched creature can absorb a number of spell levels equal to its hit dice. Any spell or spell-like ability that would be affected by SR is negated by the spell absorption, if the creature chooses to resist the spell. Spells using metamagic feats count as the base level. Spells that affect an area still affect other creatures—the spell absorption is personal only. Spells that have more spell levels than remaining absorption levels affect the creature, but the leftover levels remain. SR is handled before absorption. Once the limit is met, spells affect ice-touched creatures normally. Each spell level that is absorbed adds a temporary hit point to the ice-touched creature for 1 hour.

Hit Dice	Cold Resistance	Damage Reduction
1-3	5	-
4-7	10	5/non-magic
8-11	15	10/non-magic
12+	20	20/non-magic

If the base creature already has damage reduction that requires magic weapons to bypass it, it is replaced by the damage reduction above.

Base Saves: Same as the base creature

Abilities: Same as the base creature

Skills: Same as the base creature

Feats: Same as the base creature

Climate/Terrain: Born and raised in the Land of Black Ice for enough time to be affected by the magic there

Organization: Same as the base creature

Challenge Rating: Up to 3 HD, as base creature

4 HD to 7 HD, as base creature +1

8HD to 11HD, as base creature +2

12HD +, as base creature +3

Treasure: Same as the base creature

Alignment: Same as the base creature (any)

Advancement: Same as the base creature

Appearance: The skin of an ice-touched creature turns blue/black.

War Hulk Prestige Class

As presented in the *Miniature's Handbook*.

Against the marshaled forces of the enemy army, the war hulk stands tall, confident in his power against these lesser soldiers. And why not? He is a creature of great size and talent who is specifically trained to shock and awe opposing massed troops. A hulk indeed, he knows how to spread his mighty blows across a wide area, creating carnage on the battlefield. While a single opponent might evade this massive attack, a massed unit of terrified soldiers are meat on the pounding block.

Drawn most often from more intelligent individuals among the various giant kinds, war hulks are trained to fight by similarly large tutors. Other than being big, a war hulk must come to training already knowing how to fight. Thus, the martial classes, such as fighter, ranger, paladin, and barbarian, are most often promoted into this prestige class—although many giants meet the requirements with no class levels at all.

When an NPC war hulk is spied at the head of an army, the event is too significant to call it merely an omen. Instead, it is a clear sign of deadly peril.

Hit Die: d12.

Requirements

To qualify to become a war hulk, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Feats: Cleave.

Special: Must be Large or larger.

Class Skills

The war hulk's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), and Jump (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the war hulk.

Weapon and Armor Proficiency: War hulks gain no proficiency with any weapon or armor.

Ability Boost (Ex): As a war hulk gains levels in this prestige class, his Strength score increases as noted in Table 1-12: The War Hulk. These increases stack.

No Time to Think (Ex): A character with levels in the war hulk prestige class is considered to have 0 ranks in all Intelligence-, Wisdom-, and Charisma-based skills (whether or not he has bought ranks in them previously). The only exception is the Intimidate skill, which works normally.

Great Swing (Ex): Starting at 2nd level, a war hulk is able to make a great, sweeping swing with a melee

weapon. As a full-round action, the war hulk can choose three squares adjacent to one another (he must threaten all of them). His attack applies to all creatures in those squares. Make one attack roll and apply that roll as an attack against each defender. If the war hulk uses a special attack (such as disarm, trip, or sunder), this special attack affects only the first target; the other creatures are attacked normally.

Walls and similar obstacles can block a great swing. Start with one square that the war hulk threatens. Each successive square chosen must be adjacent to the previous square and have line of effect from that square. Two squares separated by a wall, for instance, can't be chosen as adjacent squares for a great swing.

The war hulk may skip creatures, attacking only those he wants to. For example, if there are three creatures in a row—an enemy, an ally, and another enemy—the war hulk can choose those three squares for the great swing but strike only the two enemies.

If a war hulk drops one of his foes with a great swing, he may make a cleave attack normally. However, he may only do so once for every time he swings, even if he drops more than one foe.

Mighty Rock Throwing (Ex): Starting at 3rd level, a war hulk gains a powerful rock throwing ability. The character can throw rocks that deal 2d8 points of damage with a range increment of 50 feet. (Like all thrown weapons, they have a maximum range of five increments.) The war hulk uses his Strength modifier instead of his Dexterity modifier on the attack roll. The rock must weigh approximately 50 pounds.

Mighty Swing (Ex): Starting at 4th level, a war hulk can make a mighty swing. A mighty swing is like a great swing, except that it is a standard action rather than a full-round action. Thus, the character can move and make a mighty swing.

Sweeping Boulder (Ex): Starting at 6th level, a war hulk is able to throw his rocks with such force that they affect two adjacent squares. (The second square must be farther away from the war hulk than the first—they cannot be equidistant from him.) Make one attack roll and apply the result to each target.

As with great swing, the war hulk must have line of effect from one square to the next.

Toughness: At 8th, 9th, and 10th level, a war hulk gains Toughness as a bonus feat.

Massive Sweeping Boulder (Ex): Starting at 8th level, a war hulk is able to throw his rocks with such force that they affect four squares in a line. (Each successive square chosen must be farther away from the character.) Only the first creature can be subject to damage from a critical hit or sneak attack.

As with great swing, the war hulk must have line of effect from one square to the next.

Massive Swing (Ex): A 10th-level war hulk can lash out all around him with a single attack. Massive swing works like mighty swing, except that its effect is not limited to three squares. The war hulk's swing affects all squares he threatens.

Incarnate Stone Golem Template

An incarnate construct is a construct creature that has been given actual life and a living body by the Incarnate Construct spell.

Made of flesh and bone, it has a mind and feelings like any true creature; it is no longer the automaton it was created to be. An incarnate construct looks like a living version of its former self, having normal flesh instead of inanimate material and showing emotion instead of coldly programmed servitude. Any unusual limbs it had as a construct (such as arms that end in mallets instead of hands, but not wings or a tail) become normal humanlike limbs proportional to its size.

An incarnate construct normally lives in service to the spellcaster that gave it true life. A few, however, wander the land trying to find their places in the world now that they can interact with normal people. Still others are orphans, hunting those that slew the person who gave them life.

An incarnate construct speaks one language, usually the primary language of the being that crafted it. Occasionally, however, one awakens from its unliving state with knowledge of its liberator's language.

CREATING AN INCARNATE CONSTRUCT

"Incarnate construct" is an acquired template that can be applied to any construct creature with a generally humanoid form - two arms, two legs, one head (hereafter referred to as the base creature). An incarnate construct has all the base creature's characteristics except as noted here.

Size and Type: The creature's type changes to humanoid if it is Medium or smaller, or giant if it is Large or larger.

Hit Dice: The creature's Hit Die type changes to d8.

Speed: If Small or smaller, land speed is 20 feet. If Medium, land speed is 30 feet. If Large or larger, land speed is 40 feet. If the base creature had wings and could fly, use the base creature's fly speed and maneuverability.

AC: The base creature's natural armor bonus is reduced to a maximum of +3 if Medium or smaller, otherwise reduced to a maximum of +9.

Attacks: An incarnate construct's base attack bonus is normal for a construct of its Hit Dice. An incarnate construct loses all its original attacks. It may attack with unarmed strikes in the manner of a creature similar to its size and shape.

Damage: The damage from its unarmed strike is standard for its size. For example, a Medium incarnate construct can deal 1d3 points of subdual damage with an unarmed strike; a Large incarnate construct can deal 1d4 points.

Special Attacks: The base creature loses all its special attacks.

Special Qualities: The base creature loses all its special qualities.

Base Saves: An incarnate construct's good saving throw is Fortitude. Its poor saving throws are Reflex and Will.

Abilities: Any ability score lower than 3 is increased to 3, and nonabilities such as Constitution and Intelligence are rolled (4d6, drop lowest result).

Skills: An incarnate construct gains no skill points for becoming a living creature, but if it gains levels, it acquires skill points normally.

Feats: An incarnate construct has no feats when it becomes a living creature, but if it gains levels, it acquires feats normally.

Climate/Terrain: Any land and underground.

Organization: Solitary (alone or with its spellcaster liberator).

Challenge Rating: Base creature's CR divided by 2.

Treasure: Standard (initially none).

Alignment: Usually neutral.

Advancement: By character class.

Level Adjustment: -2 (minimum 0).

INCARNATE CONSTRUCT CHARACTERS

Because they usually possess excellent physical ability scores, incarnate constructs usually become fighters or rangers. Their preferred class is fighter.

Non-Core Feats

Daylight Adaptation [General]

You have accustomed yourself to the painful light of the surface world.

Benefit: Unlike other members of your race, you are not dazzled or blinded by exposure to bright light or sunlight. However, spells or effects that affect all creatures regardless of race, such as a *sunbeam* or *sunburst* spell, still affect you normally.

Destructive Rage [General] (*Complete Warrior*, page 97)

You can shatter barriers and objects when enraged.

Prerequisites: Rage or frenzy ability.

Benefit: While you are in a rage or frenzy, you gain a +8 bonus on any Strength checks you make to break down doors or break inanimate, immobile objects.

Divine Might [Divine] (*Complete Warrior*, page 106)

You can channel energy to increase the damage you deal in combat.

Prerequisites: Str 13, turn or rebuke undead ability, Power Attack.

Benefit: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

Extra Smiting [General] (*Complete Warrior*, page 98)

You can make more smite attacks.

Prerequisites: Smite ability, base attack bonus +4.

Benefit: When you take this feat, you can two extra attempts to smite per day. Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability to smite undead, for example).

Special: You can take this feat multiple times. Its effects stack.

Flick of the Wrist [General] (*Complete Warrior*, page 99)

With a single motion, you can draw a light weapon and make a devastating attack.

Prerequisites: Dex 17, Sleight of Hand 5 ranks, Quick Draw.

Benefit: If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purpose of this attack only). You may use this feat only once per round and once per opponent during any single combat encounter.

Intimidating Rage [General] (*Complete Warrior*, page 102)

Your rage engenders fear in your opponents.

Prerequisites: Rage or frenzy ability.

Benefit: While you are raging, you designate a single foe within 30 feet of you that you can attempt to demoralize as a free action (see the Intimidate skill, page 76 of the *Player's Handbook*). A foe that you successfully demoralize remains shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

Jack of All Trades [General] (*Complete Adventurer*, page 110)

You have picked up a smattering of even the most obscure skills.

Prerequisite: Int 13.

Benefit: You can use any skill as if you had 1/2 rank in that skill. This benefit allows you to attempt checks with skills that normally don't allow untrained skill checks (such as Decipher Script and Knowledge). If a skill doesn't allow skill checks (such as Speak Language), this feat has no effect.

Normal: Without this feat, you can't attempt some skill checks (Decipher Script, Disable Device, Handle Animal, Knowledge, Open Lock, Profession, Sleight of Hand, Speak Language, Spellcraft, Tumble, and Use Magic Device) unless you have ranks in the skill.

Kiai Shout [General] (*Complete Warrior*, page 102)

You can bellow forth a shout that strikes terror into your enemies.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: Making a kiai shout is a standard action. Opponents who can hear your shout and who are within 30 feet of you may become shaken for 1d6 rounds. The kiai shout affects only opponents with

fewer Hit Dice or levels than you have. An opponent in the affected area can resist the effect with a successful Will save (DC 10 + ½ your character level + your Cha modifier). You can use the benefit of this feat three times per day.

Staggering Strike [General] (*Complete Adventurer*, page 112)

You can deliver a wound that hampers an opponent's movement.

Prerequisite: Base attack bonus +6, sneak attack.

Benefit: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its currently hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

Well Read [General] (*Dragon* #315, page 54)

Your readings have granted you extensive general knowledge about a wide range of affairs.

Regions: Ahlissa, Celene, Dyvers, Ekbir, Furyondy, gray elf, Greyhawk, high elf, Irongate, Keoland, Lendore Isles, Lordship of the Isles, Nyrn, Solnor Compact, Suel, Urnst States, Valley of the Mage, Veluna, Verbobonc, Zeif.

Benefit: All Knowledge skills are considered class skills for you.

Non-Core Spells

Critical Strike (*Complete Adventurer*, page 145)

Divination

Level: Assassin 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While this spell is in effect, your melee attacks are more likely to strike a foe's vital areas. Whenever you make a melee attack against a flanked foe or against a foe denied its Dexterity bonus, you deal an extra 1d6 points of damage, your weapon's threat range is doubled (as if under the effects of *keen edge*), and you gain a +4 insight bonus on rolls made to confirm critical hits. The increased threat range granted by this spell doesn't stack with any other effect that increases your weapon's threat range. Creatures immune to sneak attack are immune to the extra damage dealt by your attacks.

Distract Assailant (*Complete Adventurer*, page 146)

Enchantment (Compulsion) [Mind-Affecting]

Level: Assassin 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 swift action

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

The subject of this spell is distracted, flinching at blows that seem to come from the shadows. A creature affected by this spell is flat-footed until the beginning of its next turn.

Material Component: The dried wing of a fly.

Divine Sacrifice (*Complete Divine*, page 163)

Evocation

Level: Blackguard 1, paladin 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You can sacrifice life force to increase the damage you deal. Once each round, as a free action, you can sacrifice up to 10 of your hit points (doing this does not trigger an attack of opportunity). For every 2 hit points you sacrifice, on your next successful attack you deal +1d6 damage, to a maximum of +5d6 on that attack. Your ability to deal this additional damage ends when you successfully attack or when the spell duration ends. You can make as many sacrifices as the spell duration allows. Sacrificed hit points count as normal damage. For example, an 8th-level paladin can cast this spell with a duration of 4 rounds. If she sacrifices 10 hit points a round and hits in every round, she can spend up to 40 hit points and deal up to +5d6 points of additional damage all 4 rounds.

Invisibility, Swift (*Complete Adventurer*, page 153)

Illusion (Glamour)

Level: Assassin 2, bard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell functions like *invisibility* (see page 245 of the *Player's Handbook*), except as noted above.

Wraithstrike (*Complete Adventurer*, page 158)

Transmutation

Level: Assassin 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

When you cast this spell, your melee weapons or natural weapons become ghostly and nearly transparent for a brief time. While this spell is in effect, your melee attacks are resolved as melee touch attacks rather than normal melee attacks.

Non-Core Items

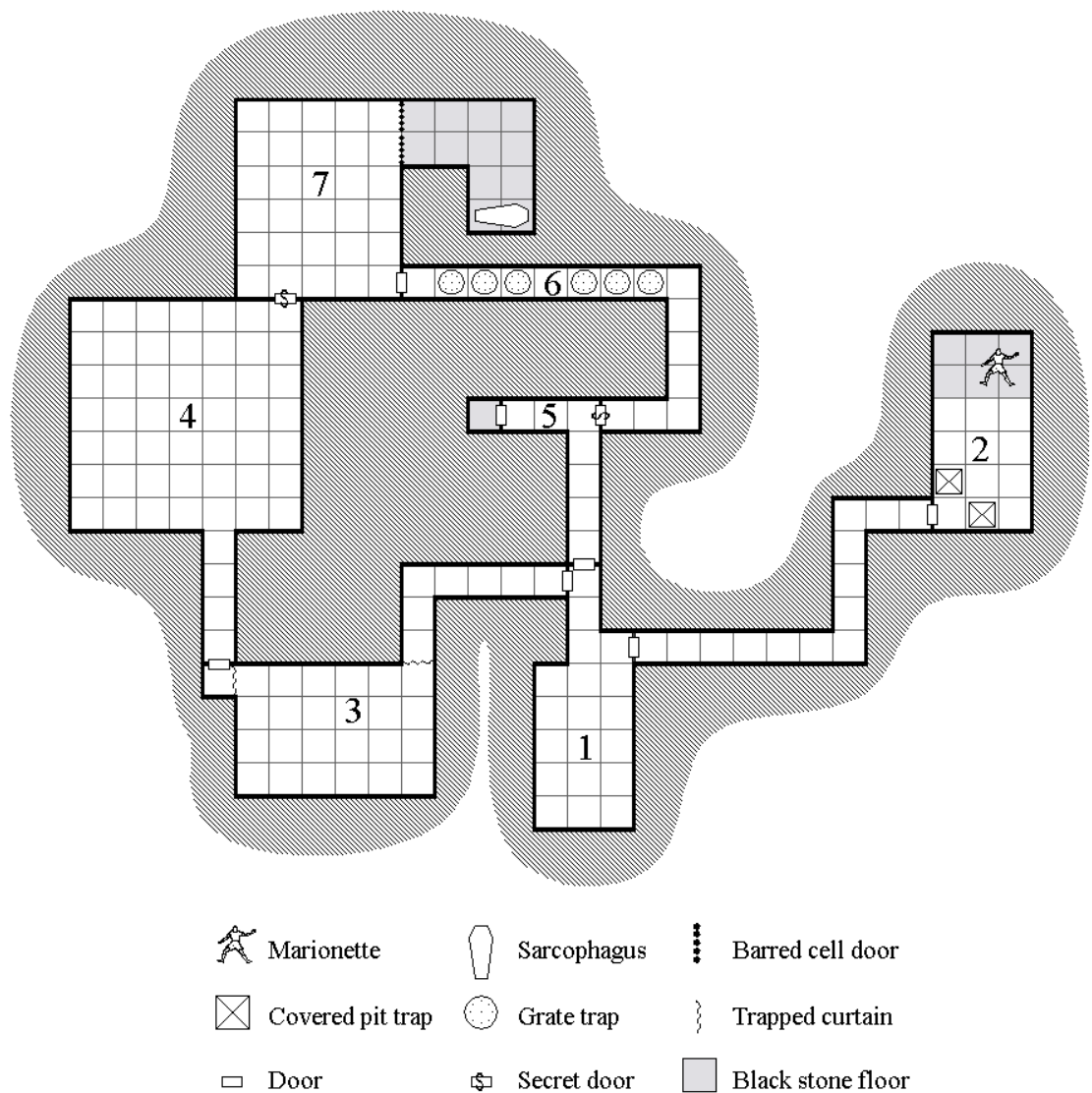
Choker of Eloquence (*Complete Adventurer*, page 132): Coveted by bards, singers, and public speakers, this beautiful necklace is carved from ivory and jade. There are two versions of these chokers. A *lesser choker of eloquence* grants a +5 competence bonus on Bluff, Diplomacy, and Perform (sing) checks. A *greater choker of eloquence* increases the bonus to +10. Moderate transmutation; CL 6th; Craft Wondrous Item, creator must be a spellcaster of 6th-level; Price: 6,000 gp (*lesser*), 24,000 gp (*greater*); Weight: –.

Clouting Weapon Enhancement (*Complete Adventurer*, page 143): A weapon enhanced by this property has the ability to drive its targets back. On a successful hit, the target of the attack must succeed on a DC 19 Fortitude save or be knocked back 10 feet (falling to the ground instead if such movement is impossible). If the first save fails, the target must succeed on another DC 19 Fortitude save or be stunned for 1 round. Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *repulsion*; Price +3 bonus.

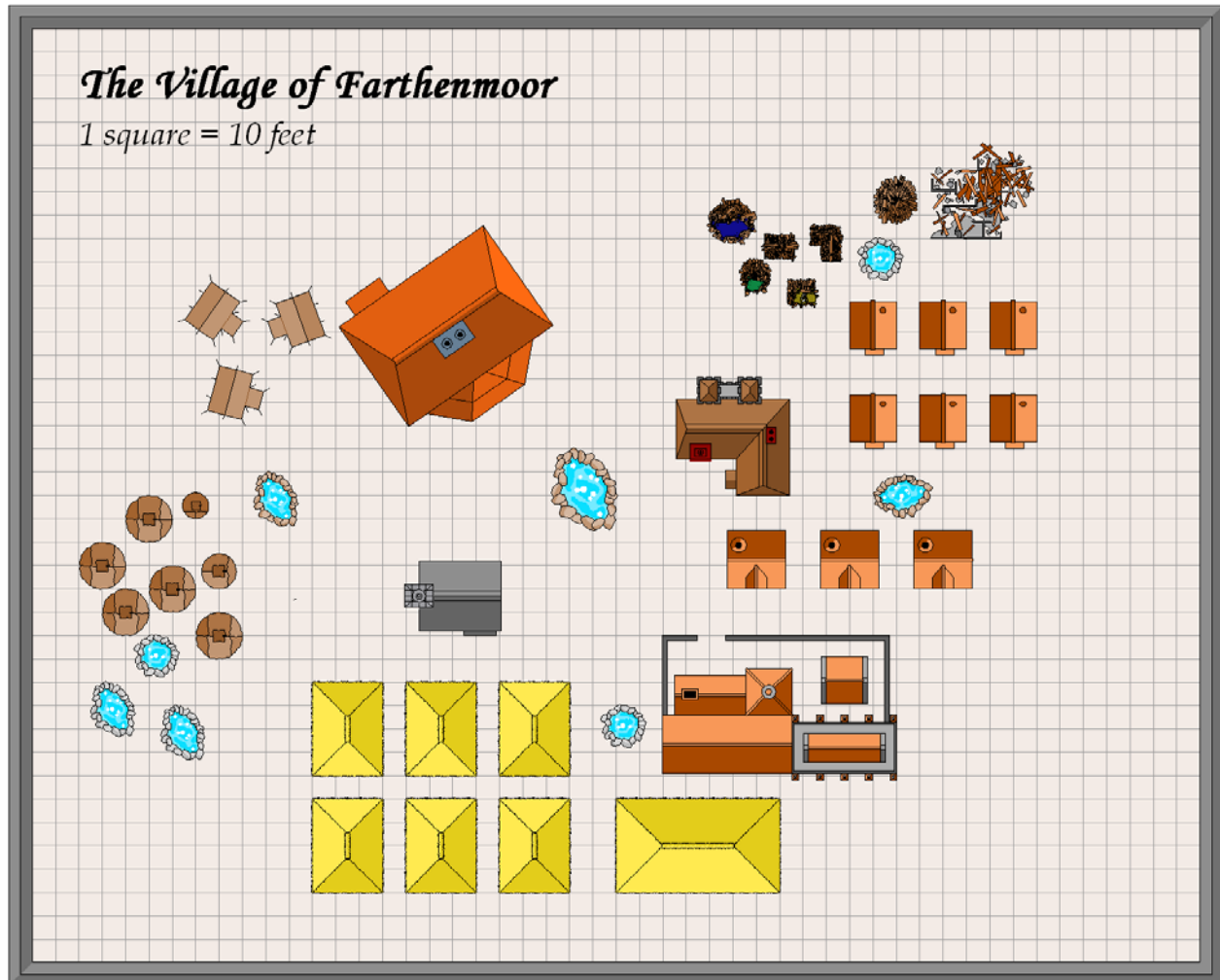
Scimitar, Double (*Arms and Equipment Guide*, page 9): The curved blades of the double scimitar are used most effectively when spinning and twirling with the weapon. Despite its size, the weapon benefits more from quick, precise movements than from brute force. The double scimitar is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you were using a one-handed weapon and a light weapon. A creature using a double-weapon in one hand can't use it as a double weapon. Cost: 125 gp; Damage: 1d6/1d6; Crit: 18-20/×2; Range Increment: N/A; Weight: 15 lbs.; Type: Slashing.

Truncheon (*Book of Exalted Deeds*, page 34): A truncheon is essentially a heavier version of the sap—a one-handed martial weapon that deals nonlethal damage. As with a sap, a rogue wielding a truncheon can deal extra nonlethal damage with a sneak attack, but only if she is proficient in its use. Cost: 2 gp; Damage: 1d6 nonlethal; Crit: 20/×2; Range Increment: N/A; Weight: 12 lbs.; Type: Bludgeoning.

Appendix 3: Map of Pi-zoar's Crypt



Player Handout 1—Map of Farthenmoor



Large Orange Building = Last Breath Saloon
Grey Stone Building = Mayor's Office
Brown Building = Miss Kittay's Bathhouse
Walled Orange Complex = Do'Say's Trading Post