

PAL4-05

Possessions in the Dust

A One-Round D&D LIVING GREYHAWK[®] Theocracy of the Pale Regional Adventure

by Neil Harkins

The Ether Threat is finally over, but the damage to Tenh remains. Hundreds of refugees huddle in the makeshift shantytown surrounding Atherstone, separated from the lives they once led. Will they survive? An adventure for APLs 2-16.

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

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

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's*

Guide when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Tracking

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

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or

heavy, with him in the adventure and it will not count toward the APL calculation.

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

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

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

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

5. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
6. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

any nonlethal damage or ability score damage, the DC increases to 12.

	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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in The Theocracy of the Pale. Characters native to The Theocracy of the Pale pay one Time Unit per round, all others 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. 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 will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

Bargru Khan, current Tarkhan of the Wegwiur/Wolf Nomads, has many sons, but his seventh, Lekkol Kahn, has all the markings of a true heir. Some even believe the Relentless Horde, which controlled everything west of the Griff Mountains from CY 320 to 345, could be reunited under him someday.

By the age of 17, Lekkol had assumed the command of a small band of Wolf Nomad cavalry, defending the banks of the Dulsi river against the forces of Iuz that dared cross. In one such attack, he came face to face with Tang the Horrific, who surprisingly requested Lekkol's assistance defecting from the Empire of Iuz.

Many of Lekkol's riders suspected a trap, and although suspicious, Lekkol chose to whisk Tang

through the safety of the Howling Hills, to the Rovers of the Barrens instead, protecting the Tiger Nomads from Iuz's ire, or a potential double-cross from Tang.

Tang proved to be sincere, and a small alliance was created, which in a few short years resulted in both the recapture of the Rovers' fort at Hornduran from Iuzian control and the razing of the Stonefist hold of Vlekstaad after capturing all their resources, mainly horses.

During the latter battle, Lekkol rode in the second wave, second in command under Nakanwa Daychaser, most promising young War Sachem of the Rovers, turning the tides from Tang's demise at the hands of the Stonefists into a Rover victory.

Finally, Lekkol returned to Eru Tovar, with a secret offer of alliance with the Rovers of the Barrens. His father, the Tarkhan, was very pleased by his prodigal son's accomplishments.

As such, Lekkol was granted access to study the Wolf nomads' copy of The Great Yassa, the Great Kha-Khan Ogobanuk's account of his Indomitable Horde, their unique desert warfare tactics, and the traditional laws by which all Baklunish nomads should live.

Some of Lekkol's siblings were somewhat jealous of this, but Lekkol's image seemed untarnishable.

During this time, the Wegwiur received word their ancient allies, the Chakyik Horde of Tiger Nomads led by Ilkhan Gajtak, had now traitorously allied with Iuz. This news enraged Lekkol, especially after reading of what the two nations were capable of a few hundred years ago when they were united.

But Bargru was unwilling to start a new conflict on another front, and instead sent Lekkol back with his new Rover allies, requesting he turn his attentions to the southeast, in particular, Tenh.

Lekkol acquiesced to his father's wishes, albeit reluctantly, and with plans to engage the Tiger Nomads someday, hopefully conquering the Chakyik capital of Yecha and the Gajtak's tent city on the Irum peninsula.

In the meantime, Tenh remained the single-most ravaged region of the Flanaess, having hosted decades of war between Iuz from the Southwest, the Stonefists from the Northeast, the Pale from the Southeast, and the Rovers of the Barrens from the Northwest.

The result is each force holding a corner of the war-torn land. Occasionally patrols venture too far and suffer in ugly skirmishes, but despite this, many Flan farmers had still been able to manage an existence, more so in the Pale-occupied Tenh where they had been given some degree of freedom.

But then began the infestation of Ether-creatures, ravenous insect-like beasts serving cruel and mysterious masters. The creatures drove any remaining Flan farmers huddling for protection over the borders into the Pale.

For the past year, the creatures have devoured all foliage and much of the wildlife, leaving only the dry dusty soil blowing in the wind, collecting in giant dunes, and with no natural lakes, central Tenh's rainfall was almost eliminated.

The rovers barely held the Bluff Hills against the Ether creatures, until Lekkol's war band arrived, and excelled at combat in the harsh terrain. He hunted the bugs viciously, slowly making some progress into Tenh.

Then suddenly, the Ether-creatures disappeared, in circumstances even more mysterious than their arrival. A legendary artifact called The Codex of the Infinite Planes was discovered and used to warp the multiverse, sending them back to the Ethereal Plane. In the process, however, some planar flux occurred, allowing a few creatures from other nearby planes to seep through. In some cases, these other creatures even bonded with local denizens of the Prime Material, resulting in strange new tainted abilities.

With no other explanation, Lekkol's followers assume they defeated the Ethers under his leadership. Lekkol does not believe his war band was responsible, but he does realize this leaves a power vacuum which will surely be filled soon by the forces of Iuz, unless his war band moves in and holds strategic locations. For now, the morale doesn't hurt.

Unfortunately, his strengths lie in a quick offense, not a prolonged defense, and their horses don't seem to be handling the climate very well. As such, his shamans have attempted to magically contact old allies of the Rovers, a tribe of Centaurs called The Wandering Tree that now live in the northern tip of the Phostwood.

Initial contact seemed successful, and Lekkol moved his war band across Tenh, discovering this new desert was even harsher than those into which he was born. They have had to scavenge Flan farming villages along the way for anything the Ethers didn't destroy. These places were evacuated hurriedly, leaving behind many possessions buried in the dust.

But after setting up camp near ruins over an underground spring located by his clerics of Geshtai, a mysterious illness struck several tribesmen in succession, leaving each paralyzed for several days. Finally, Lekkol himself was afflicted.

Slowly, Lekkol's motor skills returned to all except for one side of his face, which now droops slightly impairing his speech and leaving him in a quiet, sullen demeanor.

Some tribesmen believe he was afflicted by a curse of Iuz, as was Sevvord Redbeard of the Stonefists for many years. His leadership was questioned by one of his generals, but the usurper was slain by Lekkol's deft hand, quelling most doubts in his continued ability to lead, although such a severe reaction has had some impact on morale.

The strange affliction of Lekkol is in fact the parasitic possession of a Jahi, a rare undead creature that feeds off the souls (Charisma) of others. The Jahi had been trapped by a Flan shaman in a tiny permanent *cube of force*, which was then sealed in a jug. One of Lekkol's shamans detected what he thought was a trap, and dispelled it, releasing the Jahi, hungry after many years.

Following Lekkol's "recovery", the war band moved south to another old village, once called Deepwell, where he is to meet with Centaurs that allied with the Rovers many years ago. The Jahi controlling Lekkol cares not about these matters though...

(Sources: Living Greyhawk Gazetteer, 2000; Dragon Magazine #56, Dec. 1981, pgs 18-19 "From the Sorcerer's Scroll").

Adventure Summary

Encounter 1: Tenha refugees outside Atherstone attempt to hire the party to retrieve the possessions they left behind when they fled the Ether-threat.

Encounter 2: A Master at the newly built Arcanist Guild house in Atherstone requests evidence of planar flux in Tenh.

Encounter 3: the party sets out across Tenh. Days are blisteringly hot, and nights are terribly cold. It is also hard to make traction in the dust dunes, thus overland movement is halved, and visibility is decreased. Unless the party has some novel means of transportation, they must deal with each of these impediments or else suffer the negative effects.

Encounter 4: The party is ambushed by a mob of salt mephits from the Elemental Plane of Earth, and a scorpion that has been tainted by the planar flux, increasing its size and making its chitin hard like granite.

Encounter 5: The ruins of Deepwell are inhabited by several centaurs, who are bewildered by a recent and strange meeting with Lekkol. The party learns of the war band and its scavenging of this and other villages along the way.

Encounter 6: Following the trail of the war band, the party is caught in a dust storm that is anything but natural, as they are attacked by trolls (originally from the Troll Fens) who were tainted by air elementals during the planar flux.

Encounter 7: The party is greeted by some of Lekkol's cavalry, and brought back to their camp.

Encounter 8: The party is brought before Lekkol, just as he exiles one of his shamans from the camp for blasphemy. The shaman does not tell the party much, but casts an extended *magic circle* on anyone who shows him any compassion "to protect them from the evil spirit". Lekkol requests a private meeting with one representative of the party, alone.

Encounter 9: During the private meeting, the Jahi attempts to dominate a member of the party.

Encounter 10: The tribe learns of what has happened, and Lekkol is finally restored to health by his shaman's magic. He requests the party accompany him to meet the Centaurs again, in hopes of salvaging their alliance.

Conclusion: The party returns to Atherstone with the Flan heirlooms and are invited to attend a traditional Flan wedding.

Introduction

Reports claim the Ether Creatures have gone from Tenh, and the Provisional Governor of Pale-Occupied Tenh, Knight Captain Louis Philip Gaston II has sent out a call for adventurers to begin scouting the much-changed terrain for Iuzian patrols or other potential enemies in a few weeks time. As luck would have it, your travels have brought you to Atherstone, the gateway to Tenh, one week early.

From a distance, the actual town is barely discernable, as a shanty-town for hundreds of Tenha refugees from the Ether Threat has sprung up around it. Some Pholtan Clergy members make rounds, curing the diseases that manifest in such poor conditions, and creating food, all of which barely manages to help the refugees survive and prevent riots. These are a broken people, stripped of their lives as they knew them.

Several hundred feet before the East Gate, hopeless parents and children with dirty faces line both sides of the road, begging for food, money, or just reports of their homeland. Can it be any worse than this? Several Prelatal Army soldiers are stationed along this walk, keeping the refugees from harassing the merchants, who tighten their purse strings before running this gauntlet of poverty. Seeing adventurers, some call out to you...

Encounter One

Feel free to tailor how the Flan refugees in this encounter might have heard descriptions and tales of the PCs based on publicly-known accomplishments in older modules. e.g. recovering the Arms and Armor of the Champion of the Pale, and/or escorting Theoman Baslett and Maximilian Thace on their fateful quest to determine the Theocrat's successor. Try to prevent PCs from "spoiling" surprises in those modules for other PCs though.

"You there, Adventurers! May I speak with you for a moment?" a voice calls out from among the beggars. It belongs to a man of clearly Flan descent, whose beard appears groomed, despite his dirty clothes and the miserable company on the roadside.

"I would like to offer you a proposition. Would you accompany me to my abode to discuss this in private? I assure you this is not some ploy to rob you. Some of us have not yet lost our dignity."

The insistence of the beggars along the road makes his invitation appealing, as they seem to respect and defer to him when he asks a few to leave you alone.

Give the players a chance to respond at this point and then continue if they respond favorably. If they respond unfavorably, proceed to Encounter Two.

He leads the way through the shanty-town, amid the eyes of the malnourished hovering over pots of broth devoid of substance. He stops at a two-story shack of heavy canvas draped over a frame of lumber repurposed from a wagon. Holding the canvas aside, he bids you enter and sit upon some makeshift pillows.

Once you are all seated, he calls out something in Flan ("Magda, some tea for our guests!" if any PCs understand it) to another partition.

A few moments later, a young Flan woman, who appears to be his daughter, emerges with a teapot and several cups. It is weak, but not unpleasant.

Finally settled, he continues, "Pardon me for not introducing myself on the road, my name is Gregor Earthsong. I was the mayor of the Tenha town of Deepwell. As you can see, my people have lost much since our exodus.

"The ether bugs came suddenly, out of thin air, killing many, including my wife. Like many others, my daughter, Magda and I had no time to pack our belongings. As such, we have done what we can to maintain a respectable life here, but it is hard. We are skilled, but there is no work, and many of us do not have the materials and tools to ply our trades.

"We had hoped it would be over soon, to return to life as we remember One year has passed, and, finally, we hear news the bugs have been vanquished, although our land is now destroyed, such that we cannot survive if we return. But yet, how much longer can we survive here, like this?"

"The reason I have asked you here is that many of us have possessions left behind, hidden. Some of these have monetary value, some have significant personal value. Both of which are needed at this time, when our hope is almost gone. As the bugs cared not for these things, I believe they remain where they were left. But for how long? Now the bugs are gone, thieves will surely venture into Tenh.

"I have previously asked other travelers to retrieve some minor items for us, to ascertain their trust, but they have not returned. Thus I assume they are either dead, or they never had any intention

of returning them. I hope I have chosen more wisely this time, especially with more precious cargo.

"My daughter is to be wed soon to another refugee, although a good Flan boy, Jerrick Shalmwood." Magda blushes. "I would prefer this joyous occasion to happen in better times, but, apparently, life must go on.

"In the floorboards under our cottage is a chest containing her mother's wedding shawl, and our savings, several gold bars. If you can retrieve these items, she may wear the shawl in her wedding, an ancient Flan custom we would very much like to observe. Also, several neighbors from this village have told us they also have similar things of value to recover."

"I understand that adventurers require payment, and we do not expect you to do this for free. Although I cannot offer you payment now, you may certainly keep a fair portion of the gold you retrieve. We are a desperate people, and you are our last hope. Without some money, or means of supporting ourselves, most of us will surely not survive this coming winter."

"If you agree to undertake this task, I will bring in several others from my village, who also have items left behind to describe them and their locations to you. Will you do this service for us?"

If the party does not agree, there is a second hook in Encounter Two. Gregor expresses disappointment, and escorts the PCs out.

Assuming that the party agrees to help:

"Excellent news. I will tell the others that they should not lose all hope!"

Gregor then admits about a dozen more refugees, introducing each, and in turn, allowing them to describe their house, and where they hid things of value. Some examples:

Some examples are:

Coreth Velais, an elderly herbalist, needs his journals and vials of rare herbal reagents, which are hidden in the walls of his cottage. He stresses that you should be very careful with the vials and do not open any of them lest you damage their contents. If a PC requests a Sense Motive check, and makes a DC 15, they get the impression they shouldn't open them because the contents may be dangerous to their health. If confronted about this, Coreth explains that Belladonna can make one very ill, but it can also cure Lycanthropy, and there are many such substances, which are only good or evil depending on their use, that make up an herbalist's collection.

Terrol Broadback, a cooper (barrel-maker). Although his skills are good, none of the shops in Atherstone can

afford to pay him wages. If his tools can be retrieved, he can practice his trade and earn money selling barrels to merchants entering Atherstone.

Sylva Chantal, an elderly midwife, had some silver utensils that could be sold hidden in her rafters. She also had a sealed clay jug with no openings. The jug has been passed down through many generations of midwives, providing good luck in childbearing as long as the jug was not broken or opened in any way. Sylva is superstitious and fears this may have happened, and the horrible situation of the refugees is all her fault. She was told the community would perish if it was ever broken. The jug was tucked in blankets under her floorboards last she saw it. Although she is frail, she would like to have it back to assist Magda when the time comes and perhaps pass on the role of midwife for the community to her.

Unbeknownst to her, this jug held a tiny, permanent *forcecube*, which imprisoned the *jahi* for hundreds of years of superstition keeping it safe.

In a 4-hour convention slot, you should gauge the role-playing time, and if the PCs spend too much time on any one NPC, Gregor will interrupt and point out the line of other refugees leading out the door, all waiting to describe their lost items.

The requests begin to blur after the first few, but the total amount of things should easily fit in one Heward's *handy haversack*, or as additional load on 6 horses.

"Our village of Deepwell lies 70 miles due west of here. I have a rough map of the village with our houses marked on it, and another map, of Tenh, with the location of the village marked on it. Although, you may need to follow the stars as landmarks may have changed drastically. May Pholtus travel with you."

Proceed to Encounter Two.

Encounter Two

This encounter is a separate plot-hook opportunity that provides some more exposition about some of the combat encounters and regional flavor. It could be completely omitted if running this adventure in a 4 hour convention slot if too much time was spent in the previous encounter. This encounter is necessary in order for PCs to receive Trumbore's favor on the AR.

PCs purchasing any magic items before or during this adventure are told they must register them at the Arcanist Guild. With the overpopulation from refugees, incidents of pick-pocketing, and grifters selling false goods have increased, the registration is an attempt to address this.

Members of the Arcanist Guild visiting Atherstone are expected to either stay at the Guild House, or at least check in often for mail during their stay, etc.

The Arcanist Guild House in Atherstone is a new construction, and a sharp contrast to the buildings surrounding it, both in size and extravagance.

While there, the adventurers are told by a young page, that a Master Trumbore would like to see any adventurers in his office.

An eccentric old sage with spectacles and poor posture, most likely from hunching over books most of his life, opens his door, and motions you inside. He limps slightly as he closes the door behind you.

"Thank you for agreeing to see me. I am Master Trumbore, of the Arcanist Guild. Perhaps you've heard of me? No? Well, I have been studying under Parsias the Mystic at his secret monastery near Stradsett, for many many years, learning about the many planes of our multiverse."

He pauses, looks around to see that no one else is within earshot, and leans closely to whisper, "I even met the Earth Weird that lives there!"

Then he sits back, folding his arms somewhat smugly, obviously anticipating your amazement, nodding and adding, "She does exist. The rumors are true."

Weirds are described in the *Monster Manual 2* as oracles of an elemental nature, usually taking female humanoid shape and anchored to a location fitting their element, from which they dispense sagely, yet cryptic advice.

If asked for more details, Trumbore will volunteer the above, somewhat condescendingly towards the party. He hurriedly changes the topic back to his proposal.

Clearing his throat, he continues, "Anyway, since the planes are an area on which we have considerable knowledge, the late Theocrat asked us to research the threat from the Ethereal Plane which has plagued Tenh."

"As such, this guild house was commissioned and hastily built, so I could be relocated here."

"After one year of study, about three months ago, something extremely remarkable occurred in Tenh! A Planar Flux, the likes of which has not been seen since well before the Rain of Colorless Fire!"

"The Shadow, the Ethereal, all four Elemental planes, and both the Positive and Negative Energy planes all became unbalanced, wobbling, if you will, briefly coterminous with the Material Plane!"

He looks to see if you understood the technical terminology, and adds, pedantically: "It means intersecting."

(If you have the *Manual of the Planes*, Trumbore would quickly show the PCs the diagram on page 17.)

"This is a once in a lifetime... No! once in MANY lifetimes occurrence!"

"Anything close to an intersection on either side could have easily been swept through. Interestingly, there have been no sightings of Ether creatures since this event."

"But given the enormous amounts of magical energy given off, anything unlucky enough to be at a point of intersection when it occurred, could theoretically be fused with matter from another plane!"

"Although it is unlikely that anything could survive such an experience, and Tenh was a wasteland with little life to begin with, so great of an area was covered for long enough that the possibility is too great not to investigate."

But alas, unlike you folk, I am not suited for a potentially fruitless journey into the harsh terrain, let alone one contested and patrolled by Iuzians. Would you be interested in searching Tenh for proof of my hypothesis? You would be performing a great service to the Theocracy."

Trumbore can afford a small stipend to cover travel expenses, but is slightly disappointed and annoyed if asked for payment in advance.

"Excellent! If you do find something, I need you to bring back as much detail as possible, and note the location. Then I could teleport to the exact location with my assistants and study it properly. You must be eager to get on your way, as I am to return to my research. Fare well, and good day. May Pholtus be with you."

Trumbore has no hidden agendas, he is merely an intellectual snob.

Encounter Three

If the PCs are not traveling overland, adjust the following descriptions.

You strike out from Atherstone's West Gate, with incredulous stares on your backs from the guards. Few have dared to set foot in Tenh since it was consumed, and even fewer have returned. After only an hour's walk, you are reminded why; Tenh is dead. There is no life, not even the occasional scrub you've noticed in other wastes you may have traveled. With nothing to collect moisture, the little precipitation it does get must be blown in from elsewhere. At present, the sky is completely blue, suggesting you won't get any rainfall this week.

A Survival check (DC 15 for the first day, +5 for each additional day) confirms a forecasted lack of rain.

The dust seems to get deeper with every step, slowing your stride down to a crawl. And the heat

would be enough to delay your march if the promise of cold at night weren't just as inhospitable.

Once over the first set of dunes, sand is all you can see in all directions, and the horizons blur from the heat coming off the ground.

Follow all rules for desert overland travel (as per DMG pg 91):

Most of the terrain is considered "loose rubble", causing the DCs of Balance and Tumble checks to be increased by +2. Maximum visibility is 6d6*20 ft.

In the dunes (Encounter Four), the maximum visibility drops to 6d6*10 ft.

In the event of a sandstorm (Encounter Six), the following conditions apply: Maximum visibility drops to 1d10*5 ft., a -4 penalty applies to all Listen, Search, and Spot checks, and all creatures take 1d3 nonlethal damage every hour, no save.

The heat during the day is about 110 degrees. As such, follow the rules for Heat Dangers, as listed on page 303 of the DMG:

If not treated with *endure elements*, or a *create water* shower, PCs must make a Fort save every hour, at DC 15 +1 for every previous check, or take 1d4 nonlethal damage. Heavy armor or clothing imposes a -4 penalty on those checks. The Survival skill may be used to provide a bonus to the PC making the check and potentially others (see PHB page 83). If a character's nonlethal damage equals his current hit points, any additional damage is lethal, and he is fatigued until he has recovered the nonlethal damage.

At night, the temperature drops to around 45 degrees which is quite cold but not enough to require saves of any kind.

Some measures should also be taken to avoid getting lost following the map. Survival checks (DC 5+APL) allow the party to remain on course. One PC may assist the primary PC. This check will likely be difficult only at APL 10 or above (DC 15, 17, or 19), when an untrained PC is unlikely to succeed by Taking 10. If the PCs cannot succeed by Taking 10, the DM should roll in secret, since the PCs should not know whether they are getting lost. Failure means the PCs have gone off-course and must backtrack that mile or risk getting lost further.

After a few miles, the PCs may attempt a DC 15 Spot check to notice what appears to be seaweed spread about for a few hundred feet across the desert, buried under a thin layer of sand blown by the wind. This is extremely out of place and certainly not natural. See Encounter Five for the explanation, as given by some centaurs. For now, proceed to Encounter Four.

There are no magical auras about the seaweed.

Knowledge (nature) DC 10: This is extremely out of place. There is no natural explanation for this.

Knowledge (the planes) DC 10: There is no sea floor on the Elemental Plane of water, thus the seaweed is unlikely to have originated from there.

Track feat and Survival check DC 20: The PC(s) find one set of medium-sized humanoid tracks next to the seaweed which are about 4 days old. The tracks seem to appear from nowhere, set down a large bushel basket, and then move about where the seaweed covers the ground, then the tracks disappear again, as mysteriously as they appeared.

Intelligence check DC 15: the PC can figure out the seaweed seems to be cutting down on the erosion and decomposing into matter that could provide nutrients to plant life, unlike the barren sand. Although it seems to be an interesting idea, the scale of this one-man operation in this huge desert, is obviously ridiculous.

No amount of waiting will cause someone to appear and start spreading seaweed. The individual responsible is currently busy elsewhere.

Encounter Four

Vary the time passed based on the party's travel speed, but this should happen sometime on the day after leaving Atherstone:

Even a slight breeze carries sand, making it abrasive to any exposed flesh. Many say the constant abuse of the desert causes your mind to play tricks. After several hours on the second day, you encounter some shallow moguls of sand, unlike the great 70-foot-tall dunes you've been crossing, and you think you even hear some laughter, high and child-like in pitch, but with a dry and scratchy timbre...

The laughter comes from several salt mephits, surrounding the PCs and hidden behind some of the moguls. Ask the players to place their PCs in the center of the battlemat, then draw moguls such that each mephit is about 60 feet from the closest PC. Give the party Spot checks to act in the surprise round, as the mephits emerge to attack.

The scorpion is 10 feet underground and about 15 feet from a PC. The PCs do not get a Spot check but magic or a special ability might give them some warning.

APL 2: (EL 4)

- ☛ **Salt Mephit:** hp 19; see *Monster Manual* page 184.
- ☛ **Medium Earth Elemental Monstrous Scorpion:** hp 13; see Appendix One- Encounter Four.

APL 4: (EL 6)

- ☛ **Salt Mephit:** hp 19; see *Monster Manual* page 184.

- ☛ **Large Earth Elemental Monstrous Scorpion:** hp 32; see Appendix One- Encounter Four.

APL 6: (EL 8)

- ☛ **Salt Mephits (3):** hp 19; see *Monster Manual* page 184.
- ☛ **Large Earth Elemental Monstrous Scorpion:** hp 68; see Appendix One- Encounter Four.

APL 8: (EL 10)

- ☛ **Salt Mephits (4):** hp 19; see *Monster Manual* page 184.
- ☛ **Huge Earth Elemental Monstrous Scorpion:** hp 75; see Appendix One- Encounter Four.

APL 10: (EL 12)

- ☛ **Salt Mephits (8):** hp 19; see *Monster Manual* page 184.
- ☛ **Advanced Huge Earth Elemental Monstrous Scorpion:** hp 142; see Appendix One- Encounter Four.

APL 12: (EL 13)

- ☛ **Salt Mephits (12):** hp 19; see *Monster Manual* page 184.
- ☛ **Gargantuan Earth Elemental Monstrous Scorpion:** hp 150; see Appendix One- Encounter Four.

APL 14: (EL 15)

- ☛ **Salt Mephits (24):** hp 19; see *Monster Manual* page 184.
- ☛ **Colossal Earth Elemental Monstrous Scorpion:** hp 300; see Appendix One- Encounter Four.

APL 16: (EL 17)

- ☛ **Salt Mephit Rog5 (16):** hp 29; see Appendix.
- ☛ **Advanced Colossal Earth Elemental Monstrous Scorpion:** hp 300; see Appendix One- Encounter Four.

Tactics: The mephits trigger the surprise round by casting *glitterdust*, potentially requiring multiple saves from party members. Their next action (in the first full round) consists of flying in and drawing moisture from the air (special spell-like ability). At APLs 2 through 8, the scorpion surfaces on the following round (second full

round). At APLs 10 and above, the scorpion attacks in the surprise round, charging from beneath. It is extremely aggravated by the mephits, who laugh and fly by the scorpion like annoying insects, dropping pebbles on it. As such, the scorpion will take any AoOs on them, and therefore the mephits fly higher, out of its way when it surfaces.

Neither the mephits nor the scorpion has any treasure.

Encounter Five

Tailor the time for the party's speed, but just before noon on one of the subsequent days of travel, the following happens:

You finally see the tops of some stone walls jutting from the sand, and by all indications, this should be what's left of the village of Deepwell.

Most of the cottages had thatch ceilings which have long since blown away, but a few were made of wood and still provide some cover from the unrelenting sun. Several feet of dust have blown in through the doors and windows of even the roofed cottages, leaving little headroom and quite a bit of digging to the floorboards.

Five centaurs are resting in the shade of one of the buildings with a roof still intact. They are on their way back to the Phostwood, having been turned away by Lekkol, as directed by the Jahi. They are cautious of anyone and likely to hide and watch the party, unless they notice a holy symbol of a good-leaning nature god or a feather of the Scouring Wind tribe of Centaurs from the Duchy of Urnst modules 'To Save the Scouring Wind', or 'Dust in the Wind'. If none of these conditions are met, they will attempt to run away to the south, which the party will easily spot. A Diplomacy check of DC 5 + APL will convince the Centaurs they are meant no harm.

If harmed in any way, they will all run away, most likely causing an automatic failure in Encounter Ten. As the centaurs approach the party, read the following:

A weathered and wise-looking Centaur approaches you from a small group of the creatures, his right hand open and raised. He wears what appears to be a holy symbol featuring a great oak tree springing from an acorn.

A Knowledge (religion) check (DC 10) reveals this symbol is of the Centaur deity Skerrit.

"Hail, desert-walkers. I am Shiggan Winddancer of the Wandering Tree tribe. We mean you no harm and hope you can say the same. What brings you to this land, which is forsaken by the gods?"

If the centaurs are asked as to their purpose in traveling here, and are convinced the party members are not Iuzian spies, they offer the following:

"Many years ago, our tribe fought alongside the Rovers when the forces of Iuz pressed into the Northern Barrens. Several days ago, we received a sending that our alliance was once again needed. Answering this call, we traveled north from the Phostwood to this ruin, where we met a war band of Rovers, but we found them to be led by a young Baklunish Wolf Nomad."

"This 'Wolf Cub' had recently overcome some sort of illness, although we suspect something is still out of sorts about him. When we voiced this concern, he immediately changed his mind about our alliance and was unwilling to join forces under any circumstances. He dismissed us from his tent and immediately ordered his war band to tear down and head north. We have remained here for another day, discussing whether we should attempt another contact and apologize. We have concluded we should not and should simply return to the Phost."

If the party asks what appeared to be wrong with him, the centaur replies with the following:

"I cannot say with any certainty. The humans might not have even noticed anything at all, but centaurs often pick up on things others miss."

If the party searches for the refugees' hidden possessions, they find Coreth's journals and a few vials containing powders and dried vegetation (roots and leaves), but most of the other people's items are missing. The centaurs, if present, will ask what they are doing and offer the following if the party answers honestly:

"The Wolf Cub and his Rovers have taken things from these abandoned villages. Mainly they look for hidden foodstuffs, but they take anything they find."

Coreth's journals all seem to be quite mundane logs of his process for brewing ales every season, but they have some hidden information. A successful Decipher Script check (DC 15) reveals that some are not brewing instructions, but rather mixtures to cure diseases, such as Devil Chills. The cures use Bloodroot, which is a poison, but the notes say care must be taken to make sure the recipient is strong enough that the cure won't kill them. A Knowledge (nature) or Heal check (DC 25) corroborates such a usage.

With successful Craft (alchemy) or Profession (herbalist) checks, the PCs can determine the following about the contents of the vials:

DC 5: Most appear to be different yeasts for making ales and wines.

DC 10: One vial contains dried Belladonna sprigs and berries. Although not fresh, the seeds in the berries could be planted to start a live plant. Fresh Belladonna is

supposedly a cure against Lycanthropy, albeit a painful one.

DC 15: One vial contains Bloodroot, and although there are some rumors it can be mixed with other substances for beneficial effects, by itself it is a poison, and as such, is illegal in the Pale.

DC 20: One appears to be spores of myconids (also known as mushroom men). When inhaled, it grants the ability to send telepathic messages within 30' for one hour. There is enough for 6 uses.

Around evening, the centaurs will beg leave of the party to head south, returning to the Phostwood, but offer the following warnings.

"It was good to make friends in this land to often known for its hostility. Please be careful in your travels here. According to our shamans, the fabric of reality was ripped here once, allowing the multitudes of insects to come. Then that same fabric was recently ripped again with the purpose of sealing out the bugs, which it did, but it allowed a few other stray things through from other places, and even slightly changed other animals here."

If asked about other (elemental) creatures they may have seen:

"We found the remains of an Iuzian patrol journeying here. Their sturdy platemail was torn in half like a leaf, with two sets of claw marks on each side. And although the wounds were fresh, there were no tracks of the attackers approaching or departing. Walk carefully, travellers."

The centaurs do not know it, but these wounds were caused by trolls.

If asked about the seaweed, one of the other centaurs chimes in the following:

"That's the Mad Monk's doing! He thinks he can change Tenh back to arable land. Once a week, he appears out of thin air, carrying baskets full of seaweed, which he spreads about on the ground, then he disappears again. All the seaweed just blows away, or the wind covers it with sand."

"He's about 7 feet tall, wears a green cloak, and the widest brimmed hat I've ever seen. Must be about 3 feet across! Dunno how he sees where he's going..."

The Centaurs can point the party in the direction the war band went, which would be easy for PCs with tracking, or aerial reconnaissance. If the party doesn't have either of these things, explain they eventually find the trail, it just takes twice as long traveling in the desert. See Encounter Two for details on the environmental effects. Eventually, proceed to Encounter Six.

Encounter Six

Again, tailor the amount of time passed based on the party's mode of travel. The following should happen late afternoon on the same day the party meets the centaurs, unless the party camped for the night.

The unceasing wind covers single tracks fairly quickly, although the war band seems to be a few hundred strong, leaving more indications for you to follow. They appear to be only one day ahead, but should be easy to catch, given the time it must take them to setup and tear down their camp.

Unfortunately, a dust storm suddenly appears on the horizon to the northeast, traveling rapidly towards you.

The dust storm is, in fact, air elementals and (at higher APLs) some trolls from the edge of the Troll Fens which were mutated by the Elemental Plane of Air during the flux produced by the Codex. The party should make Spot checks against the elemental creatures' Hide checks to notice them within the "dust storm". Encounter range is determined based on whether the party succeeds at spotting the creatures and by how easily they spot them. The encounter range is 10 feet from the party for each point by which they surpassed the creatures' Hide checks. Roll initiative normally once combat begins.

APL 2: (EL 5)

☛ **Small Air Elemental:** hp 9; see *Monster Manual* page 96.

☛ **Medium Air Elemental:** hp 26; see *Monster Manual* page 96.

APL 4: (EL 7)

☛ **Medium Air Elemental (4):** hp 26; see *Monster Manual* page 96.

APL 6: (EL 8)

☛ **Large Air Elementals (3):** hp 60; see *Monster Manual* page 96.

APL 8: (EL 10)

☛ **Huge Air Elementals (3):** hp 136; see *Monster Manual* page 96.

APL 10: (EL 12)

☛ **Half-Air-Elemental Troll Rog6 (2):** hp 156; see Appendix One – Encounter Six.

APL 12: (EL 13)

➤ **Greater Air Elemental (2):** hp 178; see *Monster Manual* page 96.

➤ **Half-Air-Elemental Troll Rog6 (3):** hp 156; see Appendix One – Encounter Six.

APL 14: (EL 16)

➤ **Greater Air Elemental (4):** hp 178; see *Monster Manual* page 96.

➤ **Half-Air-Elemental Troll Rog6 (6):** hp 156; see Appendix One – Encounter Six.

APL 16: (EL 19)

➤ **Advanced Elder Air Elemental (6):** hp 178; see *Monster Manual* page 96.

➤ **Half-Air-Elemental Troll Rog10 (4):** hp 156; see Appendix One – Encounter Six.

Tactics: Either the Air Elementals' whirlwinds or the Half-Air Elemental trolls using their *control winds* spell-like ability have whipped up the sandstorm. If the Half-Air Elementals are present at your APL, they attempt to sneak up on the party in *gaseous form*, propelled by the winds, then take a round to move slowly into a flank, followed by a standard action to materialize.

This encounter, like the encounter with the mephits, brings little (if any) treasure to the PCs. Proceed to Encounter Seven.

Encounter Seven

Depending on the method of travel used by the PCs, the amount of time it takes to catch up with the war band may vary. Tailor the description of desert travel over time so the PCs catch up to them only a few short hours before sunset on the same day they met the Centaurs unless the party camped for the night.

Over the crest of the next dune, you see an enormous camp of about a hundred tents surrounding one larger one. Human figures swathed in bright fabrics busily drive longspears into the sand to anchor the tents against the winds.

Unless exceptional precautions are taken to prevent being spotted, the following occurs:

Several of the nomads point in your direction and call out to others. A few moments later, a small legion of horses are taken out of a tent and mounted

by riders. They begin riding your way with either lances or longbows drawn.

Again, unless something extraordinary happens:

Two dozen riders quickly surround you, levelling their lances and drawing their bows on you in an intimidating manner. They are wrapped in swaths of bright fabric with little flesh exposed other than their hard eyes. Finally one whispers to another.

These are Rovers of the Barrens that have allied with Lekköl's war band, and as such, even adopted some Baklunish nomadic attire. The two riders speaking are Caerlan, and Merwynn, whom the PCs may have met previously in PAL2-06 "Claws of Evil". If that is the case, the riders will discuss recognizing the PCs ("Could that be...?"), and after agreeing, revealing their faces. Caerlan's Common has improved since you last met, and he is eager to show off, by offering the party greetings:

"We meet again, Wanderers of the Wastes. Are you still searching for your caves beneath the Bluff Hills?"

If the Rovers have not met the PCs previously, Merwynn says to Caerlan in Flan: "They don't look like followers of the Old One." Caerlan nods, and asks in a heavily northern-accented Common: "Who are you and why are you here?" (Caerlan has learned how to speak Common and even a little Baklunish since "Claws of Evil").

Here are other answers to possible questions:

Who are you? (Assuming the PCs didn't meet them previously in "Claws of Evil".)

"I am Caerlan, noyon ("General") of mounted cavalry. This is my second, Merwynn. We are Rovers, but riding with the Wolves."

What are you doing out here?

"Nakanwa Daychaser, Sachem of the Wardog Rovers has allied with Wolf Nomads. We now ride with one of their tuman (Baklunish for 'army' or 'war band') under the banner of The Wolf Cub bringing death to the followers of Old Wicked."

Who is 'The Wolf Cub'?

"Lekköl Khan, seventh son of Bargru, Tarkhan (Ruler) of the Wegwiur (The Wolf Nomads). He is fierce and leads us to many victories. He will be the true heir to the throne of Eru Tovar, the city that withstood the full might of the Old One, and drove Old Wicked back in the Battle of Black Water Bend. Our peoples have fought in the past, but now we are allied against the Old One."

Have you fought any Iuz patrols recently?

"We slaughtered a small force just 4 days west of here. We are surely scried upon by his Bonehearts now. Hence, we must be ready for battle at any time."

What happened with the centaurs?

"The Cub was meeting with them to hopefully add them to our war band. Our horses are not faring well out here, but a first wave of mounted chargers is crucial to our success. The centaurs can survive better in the desert, and can fill that role, although apparently they had some disagreement with our Khan. He was recently ill and does not like his leadership questioned because of this."

If the PCs mention their mission for Flan refugees and the things they could not find in the ruins of Deepwell, Caerlan is saddened and says:

"We northern Flan have suffered much in these past years. Never has this been more apparent than while visiting these ruins. We are attempting to make this land safe again someday, but in the process, much has been scavenged. If these things you mention are to be found with us, I will help you to recover them from our camp."

If the party asks about Elemental creatures, Caerlan answers:

"We have seen some odd things far off on the horizons that have never materialized. Either they are tricks of the heat and the winds, or we are too many in number, so they stay away. The dust storm a few hours ago in the direction from which you came did not seem entirely natural, although little about this land is normal anymore."

If the party worsens relations from here, the riders will suggest they turn around and leave, giving them one more chance before attacking, and drawing reinforcements from the camp, in the form of Lekkol's Elite Wolfpack. The war band is untiered, thus should cause the demise of a foolish party, if provoked. If the party leaves without meeting Lekkol and obtaining the scavenged items, they may return to Atherstone, for Conclusion C.

Assuming the party vows hatred of Iuz, the riders welcome them back to their camp.

"Enemies of Old Wicked are welcome in our camp. Come, The Cub will want to see you."

With that, they lead the way invitingly, and, although they have lowered their weapons, you can tell refusal to follow would not be appreciated.

Proceed to Encounter Eight.

Encounter Eight

The riders dismount, and walk back to their camp with you, giving their horses, clearly exhausted from the heat, a lesser load.

As you approach the tents, you see two soldiers carrying an old man under each arm away from the

tents. They drop him face-first in the sand and then throw a single waterskin at him. They then turn to walk back toward the tents.

Caerlan is alarmed at this. He calls after the two soldiers while running towards the fallen old man: "Wait! What is the meaning of this?"

The soldiers call out to Caerlan, "He is no longer welcome in this camp, by order of our Khan. He has blasphemed."

Caerlan incredulously stammers: "But... but, he'll die out here!"

The soldiers reply, "This is his punishment, do not bring him back here." Then they turn and walk back to the shade of the tents.

Helping the old man, obviously some sort of shaman [by his holy symbol of Geshtai], to his feet, Caerlan asks, "Yantu, what is the meaning of this?"

The old man, defeated, utters: "Something is still very wrong with him, but he will not hear of it. He needs help. He is truly a great man, but unless he receives some help, this is the beginning of his downfall. Unfortunately, I cannot help him now."

Caerlan orders his riders to give Yantu their water flasks, and asks you [the PCs], "Will you be willing to take this man back with you?"

At this, Yantu notices the party, and excitedly asks Caerlan: "Are they to meet with the Cub? They will need protection..."

He pulls out a pouch containing some silvery dust, and traces a circle in the sand around [the PC appearing to have the highest Charisma], then utters a few words accompanied by some hand gestures with his holy symbol.

Yantu is casting magic circle against evil.

"Now you are ready. Only you, as outsiders, can save us... but you must cooperate with whatever he asks in order to first draw it out..."

If asked what "It" is:

"There are many vile things mentioned in desert tales. I do not know for certain what has happened here, but I suspect this disease afflicting our Khan still hungers, and it cannot resist this hunger. Quick, you must hurry to help him. Do not worry for me, I have done all I can..."

If asked why he doesn't use magical means to find out what is wrong with the Khan:

"The Khan is a member of the holy family. By custom, no one is permitted to cast spells upon him without his permission, under penalty of death. You may think this foolish, but this is our law."

When the PCs are ready to enter the camp, proceed to Encounter Nine.

Encounter Nine

Caerlan and Merwynn quickly lead you inside the camp where they hand their reins to younger boys. The boys wear strange broad headdresses that look almost like a large beetle. The horses are given water and places to lie in the shade of a tent that serves as a stable.

The headdresses are hollowed out Etherspitter carapaces, which apparently block a good portion of sun. PCs may recognize the 'spitters from direct knowledge or by a Knowledge (the planes) check (DC 13).

Caerlan motions for you to follow him along narrow paths between the tents. All around, you see nomadic peoples busy with their well-rehearsed duties, some preparing meals, others sharpening wickedly curved blades. Their hustle and bustle is almost the equal of Greyhawk's artisan district, but as you pass, many stop to watch with a suspicious eye, and whisper the word "Paynim."

(Paynim means "not one of us" in Ancient Baklunish.)

Finally, you reach the large tent at the center of the camp with a standard on either side of its entrance, one depicting a wolf, the other depicting a wardog, both in ferocious poses.

Caerlan suggests kneeling upon entering, and remaining seated and quiet until called upon, then he parts the heavy canvas door flaps and enters...

Draw the map for this encounter: a tent sixty feet in diameter, with the features described below (carpets, tapestries, and the dais and throne).

An pungent and exotic incense is the first thing you notice upon entering, as it takes a few moments for eyes to adjust from the brightness of the desert sun reflecting off the sands to the dim candlelight inside this cavernous tent. Finally, you can make out a dozen or so Baklunish seated cross-legged around the perimeter in front of tapestries hung along the sides of the tent. They all seem to depict an extremely handsome young Baklunish warrior, riding a enormous wolf, and crushing Iuzian enemies under its paws.

At the far end, upon a raised dais and a makeshift throne, sits a man who must have been that young warrior, once. But now the left side of his face droops noticeably, although it seems as though the current lighting provides him shadows in which he attempts to conceal this. Despite the disfigurement, he still commands a powerful presence, and those kneeling in the room obviously hold him in the highest regard and would gladly give their lives to his service.

Unlike the others, he is bare-chested, but with a mantle of furs wrapped around his neck, perhaps as some sign of his nobility, but most certainly uncomfortable in this heat. Hanging below the furs is what looks to be a mummified hand.

On the carpet directly in front of him, is a younger man, who appears to be wearing the same garb and holy symbol as Yantu, apparently cowering and pleading for mercy.

The following takes place in Ancient Baklunish. Do not bother reading it to the party unless one of them speaks Ancient Baklunish. Describe the discussion as in a dialect the party does not understand and that it sounds heated in nature.

The young man begs, "Lekkol Khan, please forgive him... he is old and merely concerned for your condition..."

The figure on the raised dais, obviously Lekkol, the Wolf Nomad "Cub", shouts, "I HAVE NO CONDITION! Jengu. He has blasphemed against the son of your Tarkhan. Had any of my soldiers committed this act, I would have eviscerated him before he had finished his utterance. But as he is one of our shamans and has always led us to water, he deserved some mercy. Thus he was set loose in the desert instead."

Jengu continues, "But this sentence is surely death for one so old. By Gumus [Geshtai's legendary pet fish – Knowledge (religion) DC 15], he cannot survive the desert alone, without his decanter, and without a tribe!"

With a dismissing wave of his hand, Lekkol replies, "I tire of this conversation. Do not follow your mentor on his path, Jengu. My sentence stands. The Wolf Nomads were betrayed once before by Jicta Khan"—with that, he spits to the side of his throne—"so loyalty must be absolute. May Geshtai protect him if she sees fit to favor one who dishonors his Khan. Now, leave me."

(End of Baklunish Dialogue)

The young shaman rises to his feet, briefly meets your eyes, giving a stoic, yet sorrowful look, almost as if he is deeply saddened by these proceedings and what they imply, rather than by his own fate.

The man on the throne follows the shaman's exit with his eyes until they come to rest upon you. Then he speaks in Common: "Caerlan, what have you brought?"

If the PCs attempt to speak at this time, Caerlan gives a look of warning, and whispers "Speaking out of turn is not recommended."

Caerlan replies, "My Khan, these are adventurers, come most recently from the Pale to recover

heirlooms of Tenha Flan, my kinsmen, from their villages."

If the PCs refused the refugees but came at the behest of the Arcanist Guild, adapt the above statement.

Lekkol says, "I do not like what I hear of this Pale-land, east of Tenh, but we seem to share a greater hatred for The Old One. I would like to send a message with one of you, back to your generals. The rest of you may search our stores for the items you seek."

Lekkol addresses the PC with the highest Charisma.

"You and I will discuss this message, in private. I am wary of spies, in my midst or yours."

He glances at the Shamans and then at the rest of you.

If the party does not agree to split the party as Lekkol suggests, Lekkol is displeased:

"If my terms are unacceptable, then so is my hospitality. You will all leave this camp immediately. I retract my offer to search our stores for your Tenha heirlooms. Go now, before I take your heads."

Caerlan looks at you and shrugs, saying, "I'm sorry, I did what I could." More than a dozen soldiers approach behind him, obviously to escort you from the camp as quickly as possible.

The PCs can meet up with the exiled shaman outside the camp if they look for him. He is near death from exhaustion, which is severe in his old age, and stays unconscious most of the time. The Jahi will leave Lekkol that night and attempt to locate the party, attacking them shortly after midnight. The PCs receive the penalty "Distrust of the Wolf Nomads", as noted on the AR.

If the party attempts to fight Lekkol, his shamans, and his guards, the encounter is untiered, and likely to go poorly for them. The shamans watch the party during the whole proceedings above, and if any move to cast a spell, they attempt to dispel it. Roll initiative for each shaman to see if any can react fast enough to attempt to dispel it. See the Appendix for stats of the guards, shamans, and Lekkol himself, who will join in any combat.

If the chosen PC agrees to the private meeting with Lekkol:

Lekkol continues, "Now all of you, leave my court. Except a word with you first, Toril."

A tough-looking soldier to the immediate right of Lekkol rises and leans in close and nods as Lekkol whispers in his ear.

Lekkol's audience is getting up at this time, making some noise, such that the Listen check to hear the next portion should be DC 25 + APL. Read the following paragraph to any PCs that succeed:

Lekkol tells him in Ancient Baklunish: "Toril, I want you to personally guard the entrance from outside. Do not allow anyone to enter, under any circumstances, no matter what he might hear coming from within. Try not to injure these foreigners. If this one that I speak with exits the tent, allow them to leave the camp with my message, immediately. Do not ask questions. Simply obey me in this, and you shall be rewarded. That is all, Toril."

Then, continue the description for all the PCs:

After Lekkol whispers to him, Toril walks towards you, his soldiers rising after him. They move to escort all of you, except the chosen one, to the exit.

Lekkol uses his hand of glory to see invisibility and scan the room for any additional PCs attempting to remain. He points them out and insists they make themselves visible immediately or else he will attack them.

One of his Shamans will light a lantern of revealing (as invisibility purge) if the PC does not comply.

If all the PCs refuse to allow the one chosen by Lekkol to meet with him alone, then the party is escorted out of the camp, and will have to make their own camp some distance from the warband's camp. The Jahi will leave Lekkol in the middle of the night to attack the party shortly after midnight. The PCs receive the penalty "Distrust of the Wolf Nomads", as noted on the AR.

As soon as the one PC is alone with Lekkol, they can attempt to make a Spot check (DC 10 + APL) to notice one of the Jahi's heads stick its head out from the mantle around Lekkol's neck and attempt to use its *dominate person* spell-like ability. If the PC makes the Spot, they can act in the surprise round.

If the Jahi dominates the PC: It leaves Lekkol's neck to drain the PC's Charisma without resistance and then wraps itself around the PC's neck, to invest its own Charisma. If the Jahi's Charisma is less than the PC, this difference should be immediately noticeable to others, similar to how it was on Lekkol, with a side of his/her face drooping. Its next course of action is to wrap some cloth around the PC's neck in which it can be concealed. This should also be immediately noticeable, although the Jahi-controlled PC will attempt to pass it off as a gift from Lekkol. The Jahi tries to drain Charisma from the PC but not reveal its presence. If another PC removes the scarf and discovers the Jahi, it attacks. If PCs do not figure out the Jahi is on the affected PC, the Jahi will attempt to possess the character with the highest remaining charisma when they rest for the night. This will happen when the effected PC goes to sleep. The failed attempt will result in a fight.

If the Jahi fails to dominate the PC and the PC calls for help: Toril and his guards outside will attempt to prevent the other PCs from entering, but obviously appear to be confused and conflicted by Lekkol's strange behavior. The Jahi then releases Lekkol, his body

dropping unconscious, and moves to attack the party member(s). If the PCs have trouble overcoming its DR at APL 2, an Int check (DC 15) can suggest to the party that the two scimitars on Lekkol's body are probably magical. The Shamans are also outside, persuading against violence and trying to convince Toril that assaulting an ambassador from The Pale (as Lekkol seems to be doing) is extremely bad for business. Feel free to have the PCs assist with Diplomacy checks, but Toril will eventually give in one round later, allowing the rest of the party to join the combat.

APL 2: (EL3)

🐉 **Jahi (APL 2 version):** hp 36; see Appendix One – Encounter Nine.

APL 4: (EL5)

🐉 **Jahi (APL 4 version):** hp 58; see Appendix One – Encounter Nine.

APL 6: (EL8)

🐉 **Jahi (APL 6 version):** hp 82; see Appendix One – Encounter Nine.

APL 8: (EL10)

🐉 **Jahi (APL 8 version):** hp 96; see Appendix One – Encounter Nine.

APL 10: (EL12)

🐉 **Jahi (APL 10 version):** hp 110; see Appendix One – Encounter Nine.

APL 12: (EL14)

🐉 **Jahi (APL 12 version):** hp 136; see Appendix One – Encounter Nine.

APL 14: (EL17)

🐉 **Jahi (APL 14 version):** hp 188; see Appendix One – Encounter Nine.

APL 16: (EL18)

🐉 **Jahi (APL 16 version):** hp 214; see Appendix One – Encounter Nine.

When the PCs have defeated the jahi, proceed to Encounter Ten.

Encounter Ten

The Shamans use a magical scroll (greater restoration) to restore Lekkol to consciousness, at which time he is told of everything that has transpired. Although his voice is the same, this is clearly a different personality than the creature controlling his actions. He is deeply saddened by hearing one of his own soldiers was slain by his hand, Yantu was exiled, and he disrespected the centaurs. Upon hearing you were instrumental in his rescue, he bows and says: "The Wegwuir could possibly have fallen, but for your actions. I am already indebted to you but, unfortunately, must ask one more thing from you. Would you ride with me to vouch to the centaurs on my behalf, that they accept my apologies, and honor their former alliance with the Rovers, who are also our allies?"

One of the shamans approaches Lekkol with a falcon on one hand, and a small scroll of parchment. Lekkol writes a quick note, seals it with wax and the imprint of one of his rings, and attaches it to a small leather thong around the bird's neck. The shaman then releases the bird, which flies south, toward the Phostwood.

Lekkol orders the stablehands to ready a dozen of the fastest horses while he goes off to prepare. When he returns, he has replaced his normally impressive attire with a dusty burlap tunic, obviously some symbol of contrition and supplication.

Lekkol, Caerlan, Merwynn, Toril, Jengu, and your party mount up and begin to ride, faster than you thought possible. The horses almost hover above the sand that slowed your earlier travels across it.

In a few short hours, the edge of the Phostwood comes into view. Lekkol spots a few falcons circling one point in particular, and spurs his mount in that direction.

As the distance to the woods narrows, the ground becomes more firm with actual soil underfoot. You can even feel a cool breeze, welcome after many days in the desert heat.

Finally at the edge of the wood, Lekkol extends his hand, and a falcon, the one he sent previously, descends onto it. At that moment, Shiggan Winddancer emerges from hiding, saying "So, the Wolf Cub comes to visit us this time?"

Lekkol bows low, and remains bowed, as he explains: "Great chieftain of the Wandering Tree, and ally of the Wardog Rovers in their times of need, I have dishonored you. I now wear these robes of shame in the custom of my people, in the hopes that you will hear these brave adventurers recount the

evil force which had control over my very person for the past two weeks."

Shiggan turns towards you inquisitively.

The party should explain what happened, with good role-playing providing positive modifiers for a Diplomacy check (DC 10 + APL).

If this Diplomacy check is successful:

Shiggan listens, and nods thoughtfully, "Yes, I have heard many legends in my years, one of which is about a three headed spirit serpent which can possess the living. I am glad you have survived against such a thing.

"As your spirit was imprisoned while the evil spirit controlled your body, you are free of blame, Lekkol Khan. But in coming here in this fashion, you have proven yourself one of some integrity.

"As for your request of alliance, the Wandering Tree are much fewer in number now, but what we have, are now yours to command. We only ask a small portion of the Fellreev when we pry it from the clutches of the Old One. And we ask that the customs of our leader not prevent those around him from helping him in the future."

With that, one hundred centaurs emerge from the trees, grunting approval.

Lekkol smiles and rises, responding: "The Wegwuir and the Rovers would be honored to have such neighbors. Although you grant me your lead, I shall fight alongside you, and most certainly accept your aid in the future, without question. Now, if you are ready, let us be off, to reclaim your true home!"

If the Diplomacy check was not successful:

Shiggan frowns and responds, "Although this may be true, it has not given us confidence in your future victories against the Old One. Surely he has similar creatures at his disposal. Perhaps in a few years, but for now we do not think it is wise."

Lekkol responds: "This saddens me, but I understand. I fully intend to survive the worst Old Wicked has to offer, and revisit you with tales of great victories. Perhaps then we will ride side by side. Until then, stay well, honorable chieftain of the Wandering Tree."

With that, you all turn to leave. The loss may make you somber and quiet, but at least you have won one great leader back to the fight.

Regardless of the outcome, proceed:

Back at the warband's camp, a great feast is prepared with many exotic Baklunish dishes represented, albeit in small portions.

Afterward, Lekkol leads you to a tent containing many light wooden chests, one of which is opened, and contains the items you described to Lekkol: a fine green Flan shawl, a sealed clay jug, some gold bars, silver utensils, various tools of barrel-making, and various other sundries significant to some poor Tenha refugee.

The jug is undamaged, the jahi having passed through it and sucking the life out of the shaman who dispelled the force effect before he could open it. It is now completely normal and intact for Sylva's none-the-wiser superstition. What really happened can only be gained through powerful Divinations at this point.

"I believe this is what you sought, along with some gold in thanks of what you have done for us. You are also more than welcome to trade it for some items our shamans have crafted. Simply see Jengu before you leave.

"Although we are headed apart at this time, I do hope we meet again, brave adventurers, and that you fare well until that time. Now I hope you will excuse me, for we have a camp to tear down and we must move on!"

With that, he leaves you.

Available magical items are listed on the AR.

The journey back, although through similarly harsh environment, is uneventful, and passes quickly.

Conclusion

If the PCs return information or evidence of living creatures fused with extraplanar energy to Master Trumbore at the Arcanist Guild house:

The receptionist at the Arcanist Guild House directs you back to Master Trumbore's office, where you find him exactly as you left him. He rises excitedly, saying "I'm glad you made it back! Please tell me you found some evidence to support my thesis?"

The PCs may say what they wish.

After presenting him with your findings, he sits back, obviously pleased, and deep in thought.

"Of course such a convergence as the one which caused this, would never happen again in a thousand years, but just the knowledge that it is possible justifies my research!"

"You have done me a great service. Please see my secretary on your way out, for a writ allowing you to purchase arcane scrolls and a wand not available to the general populace. She will also pay you a small stipend for your trouble.

"But now, if you will excuse me, I have an entirely new branch of Transmutation to study."

The End

The Traditional Flan Wedding:

Gregor and the other refugees are briefly saddened by reports of the ruins of their village, but appreciate the items you have reclaimed for them. You are all cordially invited to the wedding in one week's time.

When you return for the ceremony, the small open square in the middle of Gregor's section of the shanty town has been transformed, with flowers strung along every roof and around every pole.

The guests wear considerably more colorful fabrics on this day, although still threadbare, and their spirits seem buoyant, transported from the squalor beyond the square.

Gregor stands on a slightly raised platform at one end of the clearing. Jerrick approaches him, bows, and asks for his daughter's hand. Gregor nods, and calls for her: "Most radiant daughter of the Eastern lands, Gift of Pholtus to my late wife and myself, come to meet he who has chosen you, and you him."

Magda emerges from the second story of their hut, [wearing the shawl you retrieved from the desert, cleaned up considerably,] and walks carefully down the stairs, releasing a radiant smile as her eyes fall on Jerrick. The lines of sadness already usually worn on these young faces seem to vanish. Although they have little, they now have all they shall ever need, and are genuinely happy.

Face to face, they both hold onto a Flan wreath of good luck, presented by Gregor, and whisper their private vows to each other.

Once finished, Gregor exclaims that they are now joined as one, causing the guests to throw petals and holler their congratulations.

After the last of the petals rest on the ground, Magda thanks the crowd in a meek voice, then offers them a Flan song of Homecoming, sung in her soft and sweet voice, which brings tears to many eyes.

After an appropriate pause, Gregor then suggests everyone grab a cup of ale [that Coreth has brewed quickly in barrels Terrol has made], and raise it in a toast...

"May your children return one day to the place we call Home, and call it Home for themselves!"

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 role-playing) to each character.

Encounter Four

Defeating the salt mephits and the earth elemental monstrous scorpion

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 390 xp

APL14 450 xp

APL16 510 xp

Encounter Six

Defeating the air elemental creatures.

APL2 150 xp

APL4 210 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 390 xp

APL14 480 xp

APL16 570 xp

Encounter Nine

Defeating the jahi.

APL2 90 xp

APL4 150 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

APL14 510 xp

APL16 540 xp

Story Award

Succeeding at returning the goods to the Flan refugees
OR returning information about the planar flux in Tenh
to Trumbore:

APL2 45 xp

APL4 70 xp

APL6 90 xp

APL8 115 xp

APL10 135 xp

APL12 160 xp

APL14 180 xp

APL16 205 xp

Discretionary role-playing award

APL2 45 xp

APL4 65 xp

APL6 90 xp

APL8 110 xp

APL10 135 xp

APL12 155 xp

APL14 180 xp

APL16 200 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL12 1515 xp

APL14 1800 xp

APL16 2025 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the

time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Four:

APL 16: L: 0 gp; C: 0 gp; M: 16 suits of +1 studded leather (3480 gp)

Encounter Six:

APL 10: L: 0 gp; C: 0 gp; M: 6 suits of +2 studded leather (12480 gp)

APL 12: L: 0 gp; C: 0 gp; M: 3 suits of +2 studded leather (6240 gp)

APL 14: L: 0 gp; C: 0 gp; M: 6 suits of +2 studded leather (12480 gp)

APL 16: L: 0 gp; C: 0 gp; M: 4 suits of +3 studded leather (18320 gp)

Encounter Nine:

APL 2: L: 0 gp; C: 0 gp; M: +1 keen scimitar (4155 gp)

APL 4: L: 0 gp; C: 0 gp; M: +1 keen scimitar (4155 gp)

APL 6: L: 0 gp; C: 0 gp; M: +1 *keen scimitar* (4155 gp)
APL 8: L: 0 gp; C: 0 gp; M: +1 *keen scimitar* (4155 gp)
APL 10: L: 0 gp; C: 0 gp; M: +1 *keen scimitar* (4155 gp)
APL 12: L: 0 gp; C: 0 gp; M: +1 *keen scimitar* (4155 gp)
APL 14: L: 0 gp; C: 0 gp; M: +1 *keen scimitar* (4155 gp)
APL 16: L: 0 gp; C: 0 gp; M: +1 *keen scimitar* (4155 gp)

Conclusion:

APL 2: L: 0 gp; C: 400 gp; M: 0 gp
APL 4: L: 0 gp; C: 800 gp; M: 0 gp
APL 6: L: 0 gp; C: 1200 gp; M: 0 gp
APL 8: L: 0 gp; C: 1600 gp; M: 0 gp
APL 10: L: 0 gp; C: 2000 gp; M: 0 gp
APL 12: L: 0 gp; C: 2400 gp; M: 0 gp
APL 14: L: 0 gp; C: 2800 gp; M: 0 gp
APL 16: L: 0 gp; C: 3200 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 0 gp; C: 400 gp; M: 695 gp
APL 4: L: 0 gp; C: 800 gp; M: 695 gp
APL 6: L: 0 gp; C: 1200 gp; M: 695 gp
APL 8: L: 0 gp; C: 1600 gp; M: 695 gp
APL 10: L: 0 gp; C: 2000 gp; M: 2775 gp
APL 12: L: 0 gp; C: 2400 gp; M: 1735 gp
APL 14: L: 0 gp; C: 2800 gp; M: 2775 gp
APL 16: L: 0 gp; C: 3200 gp; M: 5295 gp

Appendix One – Encounter Four

APL2

Scorpion, Monstrous, Medium Earth Elemental: CR 1; Medium magical beast (Earth); HD 2d8+4; hp 13; Init +0; Spd 40 ft., burrow 20 ft.; AC 16 (natural +7, Dex -1), touch 9, flat-footed 16; Base Atk/Grp: +1/+3; Atk +3 melee (1d4+2, claw); Full Atk +3 melee (1d4+2, 2 claws) and -2 melee (1d4+poison, sting); SA Constrict 1d4+1, improved grab, poison, earth mastery; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits, elemental; AL N; SV Fort +5, Ref -1, Will +0; Str 15, Dex 8, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +6, Hide +3, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous has a poisonous sting. A person stung by the scorpion must make a Fort save (DC 13) or take 1d3/1d3 Con damage.

Earth Mastery (Ex): An earth element creature gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground. If an opponent is airborne or waterborn, the earth element creature suffers a -4 penalty on attack and damage rolls.

Tremorsense (Ex): The earth element creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Vermin Traits: Vermin are mindless and thus have no intelligence score. As such they are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

APL4

Scorpion, Monstrous, Large Earth Elemental: CR 4; Large magical beast (Earth); HD 5d8+10; hp 32; Init -1; Spd 50 ft., burrow 20 ft.; AC 18 (size -1, natural armor +10, Dex -1), touch 8, flat-footed 18; Base Atk/Grp: +3/+12; Atk +7 melee (1d6+5, claw); Full Atk +7 melee (1d6+5, 2 claws) and +2 melee (1d6+3+poison, sting); Space/Reach: 10 ft./5 ft.; SA Constrict 1d6+5, improved grab, poison, earth mastery; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits, elemental; AL N; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +8, Hide +0, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous has a poisonous sting. A person stung by the scorpion must make a Fort save (DC 14) or take 1d4/1d4 Con damage.

Earth Mastery (Ex): An earth element creature gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground. If an opponent is airborne or waterborn, the earth element creature suffers a -4 penalty on attack and damage rolls.

Tremorsense (Ex): The earth element creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Vermin Traits: Vermin are mindless and thus have no intelligence score. As such they are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

APL6

Scorpion, Monstrous, Large Earth Elemental: CR 6; Large magical beast (Earth); HD 9d8+10; hp 68; Init -1; Spd 50 ft., burrow 20 ft.; AC 18 (size -1, natural armor +10, Dex -1), touch 8, flat-footed 18; Base Atk/Grp: +6/+16; Atk +11 melee (1d6+6, claw); Full Atk +11 melee (1d6+6, 2 claws) and +6 melee (1d6+3+poison, sting); Space/Reach: 10 ft./5 ft.; SA Constrict 1d6+6, improved grab, poison, earth mastery; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits, elemental; AL N; SV Fort +8, Ref +1, Will +2; Str 22, Dex 8, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +8, Hide +0, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous has a poisonous sting. A person stung by the scorpion must make a Fort save (DC 16) or take 1d4/1d4 Con damage.

Earth Mastery (Ex): An earth element creature gains a +1 bonus on attack and damage rolls if both it

and its foe touch the ground. If an opponent is airborne or waterborn, the earth element creature suffers a -4 penalty on attack and damage rolls.

Tremorsense (Ex): The earth element creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Vermin Traits: Vermin are mindless and thus have no intelligence score. As such they are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

APL8

Scorpion, Monstrous, Huge Earth Elemental: CR 9; Huge magical beast (Earth); HD 10d8+30; hp 75; Init -1; Spd 50 ft., burrow 20 ft.; AC 22 (size -2, natural armor +15, Dex -1), touch 7, flat-footed 22; Base Atk/Grp: +7/+22; Atk +12 melee (1d8+7, claw); Full Atk +12 melee (1d8+7, 2 claws) and +7 melee (2d4+4+poison, sting); Space/Reach: 15 ft./10 ft.; SA Constrict 1d8+7, improved grab, poison, earth mastery; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits, elemental; AL N; SV Fort +10, Ref +2, Will +3; Str 25, Dex 8, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +8, Hide +0, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous has a poisonous sting. A person stung by the scorpion must make a Fort save (DC 18) or take 1d6/1d6 Con damage.

Earth Mastery (Ex): An earth element creature gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground. If an opponent is airborne or waterborn, the earth element creature suffers a -4 penalty on attack and damage rolls.

Tremorsense (Ex): The earth element creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Vermin Traits: Vermin are mindless and thus have no intelligence score. As such they are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

APL10

Scorpion, Monstrous, Gargantuan Earth Elemental: CR 11; Huge magical beast (Earth); HD 18d8+72; hp 142; Init -1; Spd 50 ft., burrow 20 ft.; AC 22 (size -2, natural +15, Dex -1), touch 7, flat-footed 22; Base Atk/Grp: +13/+28; Atk +18 melee (1d8+7, claw); Full Atk +18 melee (1d8+7, 2 claws) and +13 melee (2d4+4+poison, sting); Space/Reach: 15 ft./10 ft.; SA Constrict 1d8+7, improved grab, poison, earth mastery; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits, elemental; AL N; SV Fort +15, Ref +4, Will +5; Str 25, Dex 8, Con 18, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +8, Hide +0, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous has a poisonous sting. A person stung by the scorpion must make a Fort save (DC 21) or take 1d6/1d6 Con damage.

Earth Mastery (Ex): An earth element creature gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground. If an opponent is airborne or waterborn, the earth element creature suffers a -4 penalty on attack and damage rolls.

Tremorsense (Ex): The earth element creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Vermin Traits: Vermin are mindless and thus have no intelligence score. As such they are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

APL12

Scorpion, Monstrous, Huge Earth Elemental: CR 12; Gargantuan magical beast (Earth); HD 20d8+60; hp 150; Init -1; Spd 50 ft., burrow 20 ft.; AC 26 (size -4, natural +21, Dex -1), touch 7, flat-footed 22; Base Atk/Grp: +15/+38; Atk +22 melee (2d6+11, claw); Full Atk +22 melee (2d6+11, 2 claws) and +17 melee (2d6+6+poison, sting); Space/Reach: 20 ft./15 ft.; SA Constrict 2d6+11, improved grab, poison, earth mastery; SQ Darkvision 60 ft., tremorsense 60 ft., DR10/magic, vermin traits, elemental; AL N; SV Fort +15, Ref +5, Will +6; Str 33, Dex 8, Con 18, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +14, Hide -8, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous has a poisonous sting. A person stung by the scorpion must make a Fort save (DC 23) or take 1d8/1d8 Con damage.

Earth Mastery (Ex): An earth element creature gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground. If an opponent is airborne or waterborn, the earth element creature suffers a -4 penalty on attack and damage rolls.

Tremorsense (Ex): The earth element creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Vermin Traits: Vermin are mindless and thus have no intelligence score. As such they are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

APL14

Scorpion, Monstrous, Colossal Earth Elemental: CR 14; Colossal magical beast (Earth); HD 40d8+120; hp 300; Init -2; Spd 50 ft., burrow 20 ft.; AC 28 (size -8, natural +28, Dex -2), touch 0, flat-footed 28; Base Atk/Grp: +30/+59; Atk +35 melee (2d8+13, claw); Full Atk +35 melee (2d8+13, 2 claws) and +30 melee (2d8+7+poison, sting); Space/Reach: 40 ft./30 ft.; SA Constrict 2d8+13, improved grab, poison, earth mastery; SQ Darkvision 60 ft., tremorsense 60 ft., DR10/magic, vermin traits, elemental; AL N; SV Fort +25, Ref +11, Will +13; Str 37, Dex 6, Con 16, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +16, Hide -12, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous has a poisonous sting. A person stung by the scorpion must make a Fort save (DC 33) or take 1d10/1d10 Con damage.

Earth Mastery (Ex): An earth element creature gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground. If an opponent is

airborne or waterborn, the earth element creature suffers a -4 penalty on attack and damage rolls.

Tremorsense (Ex): The earth element creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Vermin Traits: Vermin are mindless and thus have no intelligence score. As such they are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

APL16

Salt Mephit Rog5: CR 5; Small magical beast Rog5; HD 3d8+5d6+13; hp 43; Init -1; Spd 30 ft., fly 40 ft. (average); AC 20 (size +1, Dex -1, natural armor +6, +1 studded leather +4), touch 10, flat-footed 20; Base Atk/Grp: +5/+4; Atk +9 melee (1d3+3, claw); Full Atk +9 melee (1d3+3, 2 claws); SA Breath weapon, spell-like abilities; SQ DR5/magic, darkvision 60 ft., fast healing 2; AL N; SV Fort +4, Ref +6, Will +3; Str 17, Dex 8, Con 14, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +15, Escape Artist +12, Hide +16, Move Silently +12, Tumble +6, Balance +6; Cleave, Fly-By Attack, Power Attack, Toughness.

Possessions: +1 studded leather.

Scorpion, Monstrous, Colossal Earth Elemental: CR 16; Colossal magical beast (Earth); HD 40d8+120; hp 300; Init -2; Spd 50 ft., burrow 20 ft.; AC 28 (-8 size, +28 natural, -2 dex), touch 0, flat-footed 28; Base Atk/Grp: +30/+59; Atk +35 melee (2d8+13, claw); Full Atk +35 melee (2d8+13, 2 claws) and +30 melee (2d8+7+poison, sting); Space/Reach: 40 ft./30 ft.; SA Constrict 2d8+13, improved grab, poison, earth mastery; SQ Darkvision 60 ft., tremorsense 60 ft., DR10/magic, SR 20, vermin traits, elemental; AL N; SV Fort +25, Ref +11, Will +13; Str 37, Dex 6, Con 16, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +16, Hide -12, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous has a poisonous sting. A person stung by the scorpion must make a Fort save (DC 33) or take 1d10/1d10 Con damage.

Earth Mastery (Ex): An earth element creature gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground. If an opponent is

airborne or waterborn, the earth element creature suffers a -4 penalty on attack and damage rolls.

Tremorsense (Ex): The earth element creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Vermin Traits: Vermin are mindless and thus have no intelligence score. As such they are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Appendix One – Encounter Six

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

APL10

Troll Rogue, Half-Air Elemental: CR 10; Large magical beast (Air) Rog6; HD 6d8+6d6+108; hp 156; Init +9; Spd 30 ft.; AC 27 (size -1, Dex +7, natural armor +6, +2 *studded leather* +5), touch 16, flat-footed 20; Base Atk/Grp: +8/+20; Atk +15 melee (1d6+7, claw); Full Atk +15 melee (1d6+7, 2 claws) and +10 melee (1d6+3, bite); Space/Reach: 10 ft./10 ft.; SA Rend 2d6+16, Sneak attack +3d6, spell like abilities; SQ Regeneration 5, scent, darkvision 90 ft., evasion, immune to cold, trapfinding, trap sense +2, uncanny dodge, elemental; AL N; SV Fort +16, Ref +12, Will +7; Str 26, Dex 16, Con 29, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +16, Hide +10, Listen +13, Move Silent +14, Spot +14, Tumble +14; Alertness, Blind Fighting, Iron Will, Power Attack, Track.

Possessions: +2 *studded leather*.

Spell-Like Abilities (Sp): Once per day as an 11th level Cleric, an Air Elemental creature can use the following spell-like abilities: *air walk*, *chain lightning* (DC 18 Reflex, 12d6 damage), *control winds*, *gaseous form*, *obscuring mist*, *wind wall*.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

APL12

Troll Rogue, Half-Air Elemental: CR 10; Large magical beast (Air) Rog6; HD 6d8+6d6+108; hp 156; Init +9; Spd 30 ft.; AC 27 (size -1, Dex +7, natural armor +6, +2 *studded leather* +5), touch 16, flat-footed 20; Base Atk/Grp: +8/+20; Atk +15 melee (1d6+7, claw); Full Atk +15 melee (1d6+7, 2 claws) and +10 melee (1d6+3, bite); Space/Reach: 10 ft./10 ft.; SA Rend 2d6+16, Sneak attack +3d6, spell like abilities; SQ Regeneration 5, scent, darkvision 90 ft., evasion, immune to cold, trapfinding, trap sense +2, uncanny dodge, elemental; AL N; SV Fort +16, Ref +12, Will +7; Str 26, Dex 16, Con 29, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +16, Hide +10, Listen +13, Move Silent +14, Spot +14, Tumble +14; Alertness, Blind Fighting, Iron Will, Power Attack, Track.

Possessions: +2 *studded leather*.

Spell-Like Abilities (Sp): Once per day as an 11th level Cleric, an Air Elemental creature can use the following spell-like abilities: *air walk*, *chain lightning* (DC 18 Reflex, 12d6 damage), *control winds*, *gaseous form*, *obscuring mist*, *wind wall*.

APL14

Troll Rogue, Half-Air Elemental: CR 10; Large magical beast (Air) Rog6; HD 6d8+6d6+108; hp 156; Init +9; Spd 30 ft.; AC 27 (size -1, Dex +7, natural armor +6, +2 *studded leather* +5), touch 16, flat-footed 20; Base Atk/Grp: +8/+20; Atk +15 melee (1d6+7, claw); Full Atk +15 melee (1d6+7, 2 claws) and +10 melee (1d6+3, bite); Space/Reach: 10 ft./10 ft.; SA Rend 2d6+16, Sneak attack +3d6, spell like abilities; SQ Regeneration 5, scent, darkvision 90 ft., evasion, immune to cold, trapfinding, trap sense +2, uncanny dodge, elemental; AL N; SV Fort +16, Ref +12, Will +7; Str 26, Dex 16, Con 29, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +16, Hide +10, Listen +13, Move Silent +14, Spot +14, Tumble +14; Alertness, Blind Fighting, Iron Will, Power Attack, Track.

Possessions: +2 *studded leather*.

Spell-Like Abilities (Sp): Once per day as an 11th level Cleric, an Air Elemental creature can use the following spell-like abilities: *air walk*, *chain lightning* (DC 18 Reflex, 12d6 damage), *control winds*, *gaseous form*, *obscuring mist*, *wind wall*.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

APL16

Half-Air Elemental Troll Rogue: CR 10; Large magical beast (Air) Rog10; HD 6d8+10d6+144; hp 208; Init +5; Spd 30 ft., fly 100 ft. (perfect); AC 25 (size -1, Dex +5, natural armor +5, +3 *studded leather* +6), touch 14, flat-footed 20; Base Atk/Grp: +11/+23; Atk +18 melee (1d6+8, claw); Full Atk +18 melee (1d6+8, 2 claws) and +12 melee (1d4+4 bite); Space/Reach: 10 ft./10 ft.; SA Rend 2d6+12, Sneak attack 5d6, air mastery, spell like abilities; SQ Regeneration 5, scent, darkvision 90 ft., improved evasion, improved uncanny dodge, trapfinding, trap sense +3, immune to cold, spell-like abilities; AL N; SV Fort +17, Ref +14, Will +8; Str 26, Dex 20, Con 29, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +20, Hide +20, Listen +17, Move Silent +18, Spot +18, Tumble +20; Alertness, Blind fighting, Iron Will, Track.

Possessions: +3 *studded leather*.

Spell-Like Abilities (Sp): Once per day as an 11th level Cleric, a Half-Air Elemental creature can use the following spell-like abilities: *air walk*, *chain lightning*

(DC 18 Reflex, 12d6 damage), *control winds*, *gaseous form*, *obscuring mist*, *wind wall*.

Appendix One – Encounter Nine

+2, Will +8; Str –, Dex 10, Con –, Int 12, Wis 14, Cha 18.

Skills and Feats: Balance +2, Bluff +6, Diplomacy +6, Escape Artist +7, Hide +9, Intimidate +5, Jump +2, Listen +5, Search +6, Sense Motive +6, Spot +5, Tumble +7; Blindfight, Combat Expertise, Fly-by Attack, Iron Will.

Charisma Damage (Su): Any creature hit by a Jahi's incorporeal touch takes 1d3 +1 points of Charisma damage. The Jahi heals 1 point of damage (2 on a critical hit) whenever it deals charisma damage.

Charisma Drain (Su): Each day, a jahi's chosen one must make a fortitude save (DC 14) or permanently lose 1d3 points of Charisma. The jahi heals 1 hit point whenever it drains Charisma, gaining any excess as temporary hit points.

Dominate Person (Sp): At this APL, the jahi has no remaining uses of its *dominate person* ability.

Invest Charisma (Ex): After draining all the charisma from its chosen one, a jahi can automatically adhere to that creature (by wrapping around its throat), replacing the lost charisma with its own. The victim uses the Jahi's charisma as its own. This lasts as long as they are in physical contact. If the Jahi detaches to select another, the victim's Charisma drops to 0 again.

Undead Traits: Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and anything that requires a fort save unless it also works on objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage.

APL6

Jahi: CR 9; Tiny Undead; HD 13d12; hp 82; Init +0; Spd Fly 60 ft. (perfect); AC 16 (size +2, deflection +4), touch 16, flat-footed 16; Base Atk/Grp: +6/–; Atk +7 incorporeal touch (1d3+1 charisma damage); Full Atk +7 incorporeal touch (1d3+1 charisma damage); Space/Reach 2.5 ft./0 ft.; SA Charisma damage, Charisma drain, dominate person; SQ Incorporeal subtype, invest charisma, SR 17, turn resistance +2, undead traits, darkvision 60 ft.; AL LE; SV Fort +4, Ref +3, Will +9; Str –, Dex 10, Con –, Int 14, Wis 14, Cha 18.

Skills and Feats: Balance +2, Bluff +7, Diplomacy +8, Escape Artist +7, Hide +9, Intimidate +6, Jump +2, Listen +7, Search +6, Sense Motive +6, Spot +7, Tumble +7; Alertness, Blindfight, Combat Expertise, Fly-by Attack, Iron Will.

APL2

Jahi: CR 4; Tiny Undead; HD 7d12; hp 36; Init +0; Spd Fly 60 ft. (perfect); AC 14 (size +2, deflection +2), touch 14, flat-footed 14; Base Atk/Grp: +3/–; Atk +3 incorporeal touch (1d2+1 charisma damage); Full Atk +3 incorporeal touch (1d2+1 charisma damage); Space/Reach: 2.5 ft./0 ft.; SA Charisma damage, Charisma drain, dominate person; SQ Incorporeal subtype, invest charisma, turn resistance +2, undead traits, darkvision 60 ft.; AL LE; SV Fort +2, Ref +1, Will +5; Str –, Dex 10, Con –, Int 12, Wis 14, Cha 18.

Skills and Feats: Balance +2, Bluff +5, Diplomacy +4, Escape Artist +5, Hide +9, Intimidate +4, Jump +2, Listen +5, Search +6, Sense Motive +6, Spot +5, Tumble +7; Blindfight, Combat Expertise, Fly-by Attack.

Charisma Damage (Su): Any creature hit by a Jahi's incorporeal touch takes 1d2 +1 points of Charisma damage. The Jahi heals 1 point of damage (2 on a critical hit) whenever it deals charisma damage.

Charisma Drain (Su): Each day, a jahi's chosen one must make a fortitude save (DC 12) or permanently lose 1d3 points of Charisma. The jahi heals 1 hit point whenever it drains Charisma, gaining any excess as temporary hit points.

Dominate Person (Sp): At this APL, the jahi has no remaining uses of its *dominate person* ability.

Invest Charisma (Ex): After draining all the charisma from its chosen one, a jahi can automatically adhere to that creature (by wrapping around its throat), replacing the lost charisma with its own. The victim uses the Jahi's charisma as its own. This lasts as long as they are in physical contact. If the Jahi detaches to select another, the victim's Charisma drops to 0 again.

Undead Traits: Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and anything that requires a fort save unless it also works on objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage.

APL4

Jahi: CR 6; Tiny Undead; HD 9d12; hp 58; Init +0; Spd Fly 60 ft. (perfect); AC 14 (size +2, deflection +2), touch 14, flat-footed 14; Base Atk/Grp: +6/–; Atk +7 incorporeal touch (1d3+1 charisma damage); Full Atk +7 incorporeal touch (1d3+1 charisma damage); Space/Reach 2.5 ft./0 ft.; SA Charisma damage, Charisma drain, dominate person; SQ Incorporeal subtype, invest charisma, SR 14, turn resistance +2, undead traits, darkvision 60 ft.; AL LE; SV Fort +3, Ref

Charisma Damage (Su): Any creature hit by a Jahi's incorporeal touch takes 1d3 +1 points of Charisma damage. The Jahi heals 2 point of damage (4 on a critical hit) whenever it deals charisma damage.

Charisma Drain (Su): Each day, a jahi's chosen one must make a fortitude save (DC 16) or permanently lose 1d3 points of Charisma. The jahi heals 1 hit point whenever it drains Charisma, gaining any excess as temporary hit points.

Dominate Person (Sp): The Jahi may use *dominate person* once a day as a 12th level sorcerer. DC 15 Will save.

Invest Charisma (Ex): After draining all the charisma from its chosen one, a jahi can automatically adhere to that creature (by wrapping around its throat), replacing the lost charisma with its own. The victim uses the Jahi's charisma as its own. This lasts as long as they are in physical contact. If the Jahi detaches to select another, the victim's Charisma drops to 0 again.

Undead Traits: Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and anything that requires a fort save unless it also works on objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage.

APL8

Jahi: CR 10; Tiny Undead; HD 15d12; hp 96; Init +0; Spd Fly 60 ft. (perfect); AC 16 (size +2, deflection +4), touch 16, flat-footed 16; Base Atk/Grp: +7/-; Atk +7 incorporeal touch (1d3+1 charisma damage); Full Atk +7 incorporeal touch (1d3+1 charisma damage); Space/Reach 2.5 ft./0 ft.; SA Charisma damage, Charisma drain, dominate person; SQ Incorporeal subtype, invest charisma, undead traits, darkvision 60 ft., SR 21; AL LE; SV Fort +5, Ref +6, Will +10; Str -, Dex 10, Con -, Int 14, Wis 14, Cha 18.

Skills and Feats: Balance +2, Bluff +9, Diplomacy +10, Escape Artist +9, Hide +11, Intimidate +6, Jump +2, Listen +9, Search +8, Sense Motive +8, Spot +9, Tumble +9; Alertness, Blindfight, Combat Expertise, Fly-by Attack, Iron Will, Lightning Reflexes.

Charisma Damage (Su): Any creature hit by a Jahi's incorporeal touch takes 1d3 +1 points of Charisma damage. The Jahi heals 3 point of damage (6 on a critical hit) whenever it deals charisma damage.

Charisma Drain (Su): Each day, a jahi's chosen one must make a fortitude save (DC 19) or permanently lose 1d3 points of Charisma. The jahi heals 3 hit points whenever it drains Charisma, gaining any excess as temporary hit points.

Dominate Person (Sp): The Jahi may use *dominate person* twice a day as a 14th level sorcerer. DC 16 Will save.

Invest Charisma (Ex): After draining all the charisma from its chosen one, a jahi can automatically adhere to that creature (by wrapping around its throat), replacing the lost charisma with its own. The victim uses the Jahi's charisma as its own. This lasts as long as they are in physical contact. If the Jahi detaches to select another, the victim's Charisma drops to 0 again.

Undead Traits: Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and anything that requires a fort save unless it also works on objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage.

APL10

Jahi: CR 12; Tiny Undead; HD 17d12; hp 110; Init +0; Spd Fly 60 ft. (perfect); AC 16 (size +2, deflection +4), touch 16, flat-footed 16; Base Atk/Grp: +9/-; Atk +9 incorporeal touch (1d3+1d2 charisma damage); Full Atk +9 incorporeal touch (1d3+1d2 charisma damage); Space/Reach 2.5 ft./0 ft.; SA Charisma damage, Charisma drain, dominate person; SQ Incorporeal subtype, invest charisma, undead traits, darkvision 60 ft., SR 23; AL LE; SV Fort +6, Ref +7, Will +12; Str -, Dex 11, Con -, Int 14, Wis 14, Cha 18.

Skills and Feats: Balance +2, Bluff +9, Diplomacy +12, Escape Artist +11, Hide +13, Intimidate +6, Jump +2, Listen +11, Search +10, Sense Motive +8, Spot +9, Tumble +11; Ability Focus (Dominate Person), Alertness, Blindfight, Combat Expertise, Fly-by Attack, Improved Initiative, Iron Will, Lightning Reflexes.

Charisma Damage (Su): Any creature hit by a Jahi's incorporeal touch takes 1d3 +1d2 points of Charisma damage. The Jahi heals 4 points of damage (8 on a critical hit) whenever it deals charisma damage.

Charisma Drain (Su): Each day, a Jahi's chosen one must make a Fortitude save (DC 22) or permanently lose 1d3 points of Charisma. The Jahi heals 3 hit points whenever it drains Charisma, gaining any excess as temporary hit points.

Dominate Person (Sp): The Jahi may use *dominate person* three times a day as a 16th level sorcerer. DC 18 Will save.

Invest Charisma (Ex): After draining all the charisma from its chosen one, a Jahi can automatically adhere to that creature (by wrapping around its throat), replacing the lost charisma with its own. The victim uses the Jahi's charisma as its own. This lasts as long as they are in physical contact. If the Jahi detaches to select another, the victim's Charisma drops to 0 again.

Undead Traits: Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and anything that requires a fort save unless it also works on objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage.

APL12

Jahi: CR 14; Tiny Undead; HD 21d12; hp 136; Init +4; Spd Fly 60 ft. (perfect); AC 16 (size +2, deflection +4), touch 16, flat-footed 16; Base Atk/Grp: +10/-; Atk +12 incorporeal touch (1d3+1d3 charisma damage); Full Atk +12 incorporeal touch (1d3+1d3 charisma damage); Space/Reach 2.5 ft./0 ft.; SA Charisma damage, Charisma drain, dominate person; SQ Incorporeal subtype, invest charisma, undead traits, darkvision 60

ft., SR 25; AL LE; SV Fort +8, Ref +10, Will +18; Str -, Dex 11, Con -, Int 15, Wis 14, Cha 18.

Skills and Feats: Balance +2, Bluff +9, Diplomacy +14, Escape Artist +13, Hide +16, Intimidate +6, Jump +2, Listen +12, Search +11, Sense Motive +10, Spot +12, Tumble +13; Ability Focus (Dominate Person), Alertness, Blindfight, Combat Expertise, Fly-by Attack, Improved Initiative, Iron Will, Lightning Reflexes.

Charisma Damage (Su): Any creature hit by a Jahi's incorporeal touch takes 1d3 points of Charisma damage. The Jahi heals 5 points of damage (10 on a critical hit) whenever it deals charisma damage.

Charisma Drain (Su): Each day, a Jahi's chosen one must make a Fortitude save (DC 24) or permanently lose 1d3 points of Charisma. The Jahi heals 5 hit points whenever it drains Charisma, gaining any excess as temporary hit points.

Dominate Person (Sp): The Jahi may use *dominate person* four times a day as a 18th level sorcerer. DC 19 Will save.

Invest Charisma (Ex): After draining all the charisma from its chosen one, a Jahi can automatically adhere to that creature (by wrapping around its throat), replacing the lost charisma with its own. The victim uses the Jahi's charisma as its own. This lasts as long as they are in physical contact. If the Jahi detaches to select another, the victim's Charisma drops to 0 again.

Undead Traits: Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and anything that requires a fort save unless it also works on objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage.

APL14

Jahi: CR 17; Tiny Undead; HD 29d12; hp 188; Init +4; Spd Fly 60 ft. (perfect); AC 17 (size +2, deflection +5), touch 17, flat-footed 17; Base Atk/Grp: +14/-; Atk +15 incorporeal touch (1d3+1d4 charisma damage); Full Atk +15 incorporeal touch (1d3+1d4 charisma damage); Space/Reach 2.5 ft./0 ft.; SA Charisma damage, Charisma drain, dominate person; SQ Incorporeal subtype, invest charisma, undead traits, darkvision 60 ft., SR 29; AL LE; SV Fort +9, Ref +11, Will +20; Str –, Dex 11, Con –, Int 15, Wis 15, Cha 18.

Skills and Feats: Balance +2, Bluff +9, Diplomacy +16, Escape Artist +15, Hide +18, Intimidate +6, Jump +2, Listen +14, Search +12, Sense Motive +12, Spot +14, Tumble +15; Ability Focus (Dominate Person), Alertness, Blindfight, Combat Expertise, Fly-by Attack, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability.

Charisma Damage (Su): Any creature hit by a Jahi's incorporeal touch takes 1d4 points of Charisma damage. The Jahi heals 5 points of damage (10 on a critical hit) whenever it deals charisma damage.

Charisma Drain (Su): Each day, a jahi's chosen one must make a Fortitude save (DC 26) or permanently lose 1d3 points of Charisma. The jahi heals 5 hit points whenever it drains Charisma, gaining any excess as temporary hit points.

Dominate Person (Sp): The Jahi may use *dominate person* four times a day as a 20th level sorcerer. DC 20 Will save.

Invest Charisma (Ex): After draining all the charisma from its chosen one, a jahi can automatically adhere to that creature (by wrapping around its throat), replacing the lost charisma with its own. The victim uses the Jahi's charisma as its own. This lasts as long as they are in physical contact. If the Jahi detaches to select another, the victim's Charisma drops to 0 again.

Undead Traits: Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and anything that requires a fort save unless it also works on objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage.

APL16

Jahi: CR 18; Tiny Undead; HD 33d12; hp 214; Init +4; Spd Fly 60 ft. (perfect); AC 18 (size +2, deflection +6), touch 18, flat-footed 18; Base Atk/Grp: +16/-; Atk +17 incorporeal touch (1d3+1d4 charisma damage); Full Atk +14 incorporeal touch (1d3+1d4 charisma damage); Space/Reach 2.5 ft./0 ft.; SA Charisma damage, Charisma drain, dominate person; SQ Incorporeal subtype, invest charisma, undead traits, darkvision 60

ft., SR 33; AL LE; SV Fort +10, Ref +12, Will +22; Str –, Dex 11, Con –, Int 15, Wis 15, Cha 18.

Skills and Feats: Balance +2, Bluff +13, Diplomacy +20, Escape Artist +19, Hide +24, Intimidate +10, Jump +2, Listen +14, Search +12, Sense Motive +18, Spot +14, Tumble +20; Ability Focus (Dominate Person), Alertness, Blindfight, Combat Expertise, Fly-by Attack, Improved Feint, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability.

Charisma Damage (Su): Any creature hit by a Jahi's incorporeal touch takes 1d4 points of Charisma damage. The Jahi heals 6 points of damage (12 on a critical hit) whenever it deals charisma damage.

Charisma Drain (Su): Each day, a jahi's chosen one must make a Fortitude save (DC 30) or permanently lose 1d3 points of Charisma. The jahi heals 6 hit points whenever it drains Charisma, gaining any excess as temporary hit points.

Dominate Person (Sp): The Jahi may use *dominate person* five times a day as a 20th level sorcerer. DC 21 Will save.

Invest Charisma (Ex): After draining all the charisma from its chosen one, a jahi can automatically adhere to that creature (by wrapping around its throat), replacing the lost charisma with its own. The victim uses the Jahi's charisma as its own. This lasts as long as they are in physical contact. If the Jahi detaches to select another, the victim's Charisma drops to 0 again.

Undead Traits: Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and anything that requires a fort save unless it also works on objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage.

Appendix Two – Special Rules

Jahi

Tiny Undead (Incorporeal)
Hit Dice: 25d12 (162 hp)
Initiative: +4
Speed: Fly 60 ft. (perfect)
AC: 16 (+2 size, +4 deflection), touch 16, flat-footed 16
Base Attack/Grapple: +14/–
Attack: Incorporeal touch +14 (1d3 plus 1d4 Charisma damage)
Full Attack: Incorporeal touch +14 (1d3 plus 1d4 Charisma damage)
Space/Reach: 2 ½ ft./0 ft.
Special Attacks: Charisma damage, Charisma drain, *dominate person*
Special Qualities: Incorporeal subtype, invest Charisma, SR 27, undead traits
Saves: Fort +8, Ref +10, Will +18
Abilities: Str –, Dex 11, Con –, Int 15, Wis 15, Cha 18
Skills: Balance +2, Bluff +9, Diplomacy +16, Escape Artist +15, Hide +18, Intimidate +6, Jump +2, Listen +14, Search +12, Sense Motive +12, Spot +14, Tumble +15
Feats: Ability Focus (*dominate person*), Alertness, Blind-Fighting, Combat Expertise, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability
Environment: Any land and underground
Organization: Solitary or harim (1 plus 1 14th – level)
Challenge Rating: 16
Treasure: Double standard
Alignment: Usually lawful evil
Advancement: 26 – 50 HD (Tiny)

The jahi is an incorporeal undead made of unfulfilled desires. It attacks by magically dominating its prey.

The Jahi appears as a ghostly image of a serpentine, scaled worm with three elongated faces. Normally, it is found wrapped around the throat or chest of a creature it has selected to be its “chosen one.”

A jahi prefers to work behind the mask of its chosen one, letting the blame for any excesses fall upon the latter. Once it has a chosen one, the monster begins to accumulate a group of dominated followers, who form the nucleus of a debauched cult dedicated to the jahi's worship. The creature feeds off the Charisma of these followers, all the while encouraging them to greater heights of hedonistic excess.

Combat

Jahis are sometimes encountered alone, but more often they have numerous enslaved individuals nearby. If encountered alone, the monster selects the individual with the most pleasing appearance as its chosen one. If it can successfully dominate that opponent, it drains his or her Charisma and replaces it with its own.

Charisma Damage (Su): Any creature hit by a jahi's incorporeal touch attack takes 1d4 points of Charisma damage (or twice that amount on a critical hit). The jahi heals 5 points of damage (or 10 on a critical hit) whenever it deals charisma damage.

Charisma Drain (Su): Each day, a jahi's chosen one (if any) must make a Fortitude save (DC 26) or permanently lose 1d3 points of Charisma. The jahi heals 5 points of damage whenever it drains Charisma, gaining any excess as temporary hit points.

***Dominate Person* (Sp):** Up to four times a day, a jahi can use *dominate person* (caster level 20th; save DC 20).

Invest Charisma (Ex): After draining all the Charisma from its chosen one, a jahi can automatically adhere to that creature (usually by wrapping around its throat or chest) and replace the lost Charisma with its own. While so invested, the creature uses the jahi's Charisma for all Charisma-based checks. This investment lasts as long as the jahi and the chosen one are in physical contact. If seriously threatened, or if it decides to select another chosen one, the jahi detaches, removing the investment of its Charisma. At that point, the chosen one's Charisma score falls to 0 and her or she becomes unconscious until at least 1 point of Charisma has been regained.

DM Handout #1: Dramatis Personae

Gregor Earthsong - Former Mayor/Town Elder of the Tenha village of Deepwell, currently a Tenha refugee living outside Atherstone.

Magda Earthsong - Daughter of Gregor Earthsong, also a refugee living outside Atherstone. Engaged to Jerrick Shalmwood.

Jerrick Shalmwood - Refugee from a different Tenha village, Fiancee of Magda Earthsong, met in the Shantytown outside Atherstone.

Coreth Velais - Elderly Tenha Flan Herbalist, refugee in Atherstone.

Sylva Chantal - Elderly Tenha Flan Midwife, refugee in Atherstone.

Terrol Broadback - Tenha, Former Metalsmith of Deepwell, now refugee outside Atherstone.

Master Trumbore - Member of the Arcanist Guild, assigned to research planar (in)stability in Tenh.

Shiggan Winddancer - Centaur, leader of the Wandering Tree tribe, currently residing in the Northern Phostwood.

Lekkol Khan - Baklunish, Heir to the Wolf Nomad tribe ("Wegwiur"). Fluent in Common, Flan, and Baklunish. A very powerful figure, he commands a presence.

Lekkol's positions on the other groups inhabiting the Northern Central Flanaess are as follows:

The Empire of Iuz: Constant Enemy, hated far above all else.

Traitorous Tiger Nomads: Disgusted by their treachery.

The Legion of Stonefist: Recent enemy, but somewhat respected.

Ether Creatures: An annoyance.

Northern Suel Barbarians: Ancient rivals, but somewhat respected.

The Theocracy of the Pale: Unknown, but not to be trusted.

Caerlan - Flan, Rover of the Barrens ("Wardogs"), allied with Lekkol Khan, serving as first in command of his cavalry, a very skilled warrior, but not too clever. Fluent in Flan, only slightly fluent in Common and Baklunish.

Merwynn - Flan, Rover of the Barrens, allied with Lekkol Khan, serving as second in command of cavalry, under his best friend, Caerlan, a decent warrior, but tactically intelligent. Equally fluent in Flan, Common, and Baklunish.

Yantu - Baklunish, Tiger Nomad, Former head shaman of Geshtai in Lekkol's warband, exiled for questioning Lekkol while Lekkol was under the control of the Jahi.

Jengu - Baklunish, New head shaman of Geshtai in Lekkol's warband. Very rational thinker but usually keeps his opinions to himself except in grave circumstances. Not eager to be a martyr.

Barat - Baklunish, Tiger Nomad, former leader of Lekkol's Wolfpack Elite shock squad, slain by Lekkol for questioning his ability to lead.

Toril - Baklunish, Tiger Nomad, new leader of the Wolfpack Elite. Intimidated by Lekkol. Follows orders without question. Only in grave situations would he question authority.

The Jahi - Undead parasitic spirit.

Appearance: 3 foot long serpent, 3 heads with elongated faces. Translucent, flies by slithering through the air, unaffected by gravity or other solid objects.

Motivations: Although undead, the Jahi has considerable intelligence and wiles. It has no particular aversion to sunlight, although prefers the secrecy of shadows.

Possessing the leader of a warband is certainly an ideal situation for a Jahi, especially one who is protected by custom from magical scanning without his permission! However, the warband is a bit too large for its comfort and suspicion is spiralling out of control.

It cannot dominate the entire warband (4/day @ 20th level its max is 80 dominated before it needs to renew expiring ones), not to mention some are likely to be able to resist, and they are becoming extremely suspicious.

News of travellers (fresh feed), excites the Jahi, and it decides to use them to get away from the warband.

The Jahi has gathered that the Pale has more clerics than anywhere else in the Flanaess, thus would be an extremely unhospitable place for undead, but figures it can dominate and redirect the party someplace more receptive to the brand of hedonism it sows, perhaps the Duchy of Urnst?

Player Handout #1: Tales of Lekkol Khan, "The Wolf Cub"

Bargru Khan, current Tarkhan of the Wegwiur (Wolf Nomads), has many sons, but his seventh, Lekkol Khan, has all the markings of a true heir. Some even believe The Relentless Horde, which controlled everything west of the Griff Mountains from CY 320 to 345, could be reunited under him someday.

By the age of 17, Lekkol had assumed the command of a small band of Wolf nomad cavalry, defending the banks of the Dulsi River against the forces of Iuz that dared cross. In one such attack, he came face to face with Tang the Horrific, who surprisingly requested Lekkol's assistance defecting from the Empire of Iuz.

Many of Lekkol's riders suspected a trap, and although suspicious, Lekkol chose to whisk Tang through the safety of the Howling Hills, to the Rovers of the Barrens instead, protecting the Wolf Nomads from Iuz's ire, or a potential double-cross from Tang.

Tang proved to be sincere, and a small alliance was created, which in a few short years resulted in both the recapture of the Rovers' fort at Hornduran from Iuzian control, and the razing of the Stonefist hold of Vlekstaad after capturing all their resources, mainly horses.

During the latter battle, Lekkol rode in the second wave, 2nd in command under Nakanwa Daychaser, most promising young War Sachem of the Rovers, turning the tides from Tang's demise at the hands of the Stonefists into a Rover victory.

Finally, Lekkol returned to Eru Tovar, with a secret offer of alliance with the Rovers of the Barrens. His father, the Tarkhan, was very pleased by his returning son's accomplishments.

As such, Lekkol was granted access to study the Wolf Nomads' copy of The Great Yassa, the Great Kha-Khan Ogobanuk's account of his Relentless Horde, their unique desert warfare tactics, and the traditional laws by which all Baklunish nomads should live, gaining the envy of his siblings.

During this time, the Wegwiur received word their ancient allies, the Chakyik Horde of Tiger Nomads, led by Ilkhan Gajtak, had traitorously allied with Iuz and fiends, with some even flirting with lycanthropy. This news enraged Lekkol, especially after reading of what the two nations were capable of a few hundred years ago when they were united.

But Bargru was unwilling to provoke a new conflict on another front, and instead sent Lekkol back with his new Rover allies, requesting he turn his attentions back to the southern front.

Although reluctantly, Lekkol acquiesced to his father's wishes, postponing his plans to engage the Tiger Nomads and hopefully conquer the Chakyik capital of Yecha and the Gajtak's tent city on the Irum peninsula.