

TSS5-05

Midsummer Nightmare

A One-Round D&D LIVING GREYHAWK[®] Splintered Suns Meta-Regional Adventure

Version 0.1

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There are not many reasons for a celebration in Sunndi, but the Hollow Highlanders are not about to let the outside world disrupt their traditions. When it is time for the Clanmoot, it is time for a Clanmoot, especially since one is only held once every 5 years. Still, in dangerous times, one needs skilled guardians and who better to select then adventurers? A scenario for APL 8 to 14.

This is an adapted version of the Sunndi Special "A Midsummer Nightmare". People who played that special cannot play this scenario. It is closely related to the events described in *TSS4-04 Crossfire*, but they can easily be played independently of one another.

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

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

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

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Players Read No Farther

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK

Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

Adventure Background

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

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

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

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

Time Units and Upkeep

This is a standard one-round Meta-Regional adventure, set in the Splintered Suns. Characters native to the Splintered Suns pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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 that 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 DC 20 Survival check, 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*.

The Hollow Highlands are only nominal part of Sunndi, and unlike the regular counties it lacks a count. Instead, various independent clans and families of various races (mostly dwur, gnomes and halflings), who mind their own business and who prefer to be left alone by the outside world, inhabit the region. Unfortunately, the outside world did not care, and it did intrude into their lives often enough. For the clans to remain independent, they had to unite, or at least form one united front towards the often hostile outside world. Instead of electing for a single figure of power, the clans decided to elect a council that would deal with external relations and strife between the various clans, leaving each clan to their own when dealing with internal affairs. The chairman of this council is also became the official representative of the Hollow Highlands at the Congress of Lords in Sunndi, a nation they joined because of shared ideals and a need for strong allies.

The council is only a representation of the major clans the region, and its political power is not very big. In general it limits itself to the day-to-day operations of the Burrowers, and keeping an eye out for the Hollow Highland's interests at the Congress of Lords in Pitchfield, capitol of Sunndi. The real power lies with the clan elders who come together once every 5 years to elect new representatives on the Council (including a new chairman), to discuss long-term policies and to deal with inter-clan conflicts that the involved clans could not solve themselves. The clans also use this meeting as an excuse for a 3 day long celebration during which they compete against one another in various games, visit many merchants at the fair and get roaring drunk at the many drinking tents. To the locals the event is simply known as the Clanmoot.

Midsummer of the year 595 CY happens to be the date for the next Clanmoot. When King Hazendel learned of this event, he decided that it was a good moment for the clan elders and representatives of Ahlissa to sit around a table and to discuss the current problems between Ahlissa and Sunndi in regard to the Calling Mines in the northern parts of the Hollow Highlands. It is a rather convenient moment for such a discussion since all the important people are together anyway. Master Thandarthos, the current chairman of the Council, agreed and invitations were made, sent and accepted. While it is not yet public knowledge, King Hazendel, Lord Ambassador Gregern of the House of Naelax (the ambassador of Ahlissa in Sunndi) and His Eminence, Master of Coins Zamasken (Seneschal of the Calling Mines) are coming to the Clanmoot to discuss the future of the Calling Mines.

When so many people come together, security becomes an important matter, and as normal, the Sunndian authorities direct their attentions to adventurers to solve

any potential problem and rightly so. The threat to the Clanmoot is of a much more insidious kind than raging mobs or sneaking assassins. One of the many prisoners that escaped from the Calling Mines during the rebellion last year is the dwur wizard Garran. Like many, Garran heard the Voices in the Calling Mines and they drove him utterly insane. Once free, he decided that nobody should endure prisons, so he joined the fanatic Highlanders to help them in their quest to free all the prisoners in the Calling Mines. Considered too fanatic even by Trithereonite standards (as a god of retribution his followers do believe in proper punishment) he was kicked out soon after he had joined. He fled under the Hollow Highlands to obsessively continue with his task to free all prisoners in the Calling Mines.

Due to his magic, he learned of the planned meeting and he decided to act. Realizing that murdering the Ahlissan representatives in an open attack would not be very effective, he decided on a subtler ploy. The Voices of the Calling Mines had raised his interest in Conjuraton spells, and he decided to summon a few otherworldly fiends (of much more alien nature than mere demons) with the abilities to possess creatures. He placed these fiends in small statuettes since without such an anchor they would quickly return to the hell they came from. He gave the fiends the order to possess key people at the meeting, and to let it fail without killing anybody present.

Getting the fiends close to the right people proved to be very difficult, so when the prospector Fankaer and his son Kalil arrived on his doorstep, he grabbed his chance. By using Kalil as a hostage, he forced Fankaer to take the statuettes into the village, and to make sure they were placed close to people at least attending the meeting. Not knowing what the statuettes would do, but only caring about the fate of his only son and desperately believing the dwur's promise that nobody would be harmed, Fankaer placed the statuettes close to his brother who would serve the clan elders at the important meeting.

While the summoning went according to plan, the binding left to be desired. Due to Garran's insanity, he gave the fiends enough wiggle room to have some fun and fiends being fiends that is exactly what they are planning to do. It is that small error that might cause his plans to fail when powerful heroes are preparing the halls of Nonzfyr for the coming meeting...

Running the Scenario

TSS5-05 Midsummer Nightmare is set in the Hollow Highlands in the north-western parts of Sunndi. More information on Sunndi can be found at <http://www.sunndi.org>, of special import are the parts of "counties and nobles"

(<http://www.sunndi.org/sunndi/counties.html>) and the laws of Sunndi (<http://www.sunndi.org/policies/law.html>). The web-site also contains a detailed map of region.

The DM has to take a few things into account while running this scenario:

- ❖ As the adventure is set in the Hollow Highlands of Sunndi, any member of a meta-game organization with benefits specific for these regions apply. Make sure you and your players aware of this. The most prominent meta-organization is the Sunndian organization of the Burrowers: the militia of the Hollow Highlands.
- ❖ While the Hollow Highlands are part of Sunndi, they are only nominally bound to the laws and traditions of the rest of the kingdom. Each clan rules supreme in its own territory, and, while in general the clans loosely follow Sunndian law, the details can be very different. For example, the Hollow Highlanders tend to react much more aggressively to strange creatures and events than those in central Sunndi. Half-orcs and Ahlissans are received coolly, and some clans treat them even with downright hostility. During the Clanmoot, there is a rule against violence, but half-orcs and Ahlissans should feel much less welcome than in the rest of Sunndi and only a fool would openly flaunt any allegiance to the Knight Protectors of the Great Kingdom or an organization with similar goals. On the other hand, the Clans are much more forgiving for people defending themselves than is usual in the more civilized parts of Sunndi.
- ❖ In the unlikely event that a PC commits a crime, try to resolve it at the table, preferably after the game. If a player does not agree with the punishment, you still note any fines and/or TU costs down on the AR. You and the player then send a mail to the Sunndi Triad (poc@sunndi.org) telling exactly what happened. The Triad can then confirm the punishment, or apply some changes. In the latter case, the Sunndi Triad can mail a corrective AR. The most likely punishment is either a fine or banishment from the Hollow Highlands.

Adventure Summary

TSS5-05 Midsummer Nightmare starts as an open-ended mystery. In this part the PCs are relatively free to wander around. Once the PCs learn about Gerram's plans and are asked/ordered to trace down this renegade insane wizard, it ends in a traditional dungeon crawl.

Introduction: The gnome Orlam “Shrieker” Blackrock contacts the PCs, expressing the wish to hire the PCs to become part of security at the coming Clanmoot. If they accept, he informs them to arrive a couple of days before Midsummer to be better able to help with their tasks.

Encounter 1 [Arrival]: The PCs arrive at Nonzfyr, where they are assigned to their task as protectors of the Clanmoot itself. They hear that much more important guests are going to attend than originally planned. After any questions might be answered, they get the time to explore the area and to set-up security.

Encounter 2 [Strange Events]: While setting up security for the Clanmoot, the PCs come across some strange events and behavior from a couple of servants. If they do their job correctly, they start to investigate these.

Encounter 3 [Exorcisms]: Following a trail of strange events and behavior, the PCs end up at locating three possessed servants. After defeating the hosts, the fiends flee back to the item in Fankaer’s possession, their anchor to this world.

Encounter 4 [Confrontations]: Chasing the fiends, the PCs barge into Fenkaer’s quarters, where the fiends finally materialize and confront the PCs in a final desperate attempt to complete their orders.

Encounter 5 [An Unwilling Villain]: Once the fiends are defeated, the PCs learn who smuggled these creatures into Nonzfyr, but instead of coming across a vile villain, they learn that the poor gnome Fenkaer is as much a victim as those possessed. Garran has his family imprisoned, and forced him to help. He begs the PCs to rescue his family, and the PCs’ employers also want to arrest Garran (preferably alive).

Encounter 6 [Journey into the Deep]: With Fenkaer’s help and divinations, the PCs learn the location of Garran’s lair, which is far below Nonzfyr in the Underoerth. The journey is difficult due to the terrain, but uneventful.

Encounter 7 [Guardians]: The Underoerth is a dangerous place, and even Garran is not insane enough not to leave any guardians at the entrance to his lair.

Encounter 8 [Lair of the Mad Wizard]: This section contains the description of Garren’s lair, luckily for the PCs mostly devoid of danger.

Encounter 9 [Madness Confronted]: The PCs finally manage to find Garren in his lair, but he is not going to surrender to those that do not share his vision and he far from helpless.

Conclusion: With Garren captured or dead, and Fankaer’s family freed the threat to the Clanmoot has ended. The clanelders and Hazendel are grateful, but all is not over. What about those that committed unforgivable crimes? How will these be judged?

Introduction

The adventure starts in Pitchfield, capitol of Sunndi, where the PCs are likely to enjoy some free time after their last adventure, or where they are looking for a job either directly in the war in the south or indirectly due to the drain the war has on the work force in the rest of Sunndi.

With the war raging in the south, adventurers from all over the Flanaess can be found in Pitchfield, capital of Sunndi. The need is great, and even Ahlissans are, albeit coolly and with distrust, welcomed.

Every adventurer looking for a job in Pitchfield pays a visit to the Broken Manacles. Its owner, Vella Ironbeard, apparently has excellent connections and a fine nose for the right job for the right person. When asking her about a potential job, she immediately directed you to a corner on the balcony overlooking the common room where a noniz (gnome), small even for his kind, was sitting behind a table covered with papers. He wears a carefully trimmed goatee and is clad in a fine suit of brown leather, intricately stitched with leave patterns in green, gold, and red. There are several other people standing in front of the table, most of which have the distinct look of adventurers.

When you approach the make-shift desk, you hear the noniz introducing himself to those present. He has a rather shrill voice that reminds you somewhat of a knife scratching a porcelain plate. “I am Orlamm Blackrock of the Nonzfyr clan from the Hollow Highlands.

“As some of you might know, once every 5 years the clans of the Hollow Highlands come together at Nonzfyr. The elders use the Clanmoot to discuss clan policies while the rest just uses it as an excuse to have fun. I am in charge of security, and I am looking for guards that are not affiliated with the clans. We might show a united front to the outside world, but the clans do bicker among one another and unaligned guards can be of great help.

“We are looking for guards at the festival grounds, but just as important are guards for the Clanmoot itself. Many important people are visiting the valley, including the ambassador of Ahlissa, and we do not want an incident like at Bren or the Ahlissan embassy in Pitchfield last year. Not

that we are expecting anything like that, we don't let ourselves being manipulated like those Nemoudian Hounds nor are we as close to a hellhole like the Hestmark Highlands. Still, where several hundred people come together problems are bound to surface and we want to be certain no assassin or raider can penetrate the meeting hall.

"Are you Interested?"

Orlamm gladly answers any questions the PCs might have. In return he has a few questions for the PCs as well. He is curious about their lives, what kind of heroics they have committed in the past as well where their loyalties lie.

As long as the PCs act within reason there should be no problem. He is especially curious about the opinion people have about the Ahlissans and the current peace between said nation and Sunndi. Any person openly expressing contempt towards Ahlissa, this alliance (or Orlamm and/or Sunndi) is asked whether or not that character can behave – either requiring a DC 25 Diplomacy (when speaking the truth) or Bluff (when lying) check to convince him to hire that adventurer anyway. A fellow adventurer can make the check by taking responsibility for said character, facing the same punishment if any crime is committed by the character he is vouching for. Note that Orlamm is going to warn any such person that disrupting the meeting is considered treason, which at best is punishable by banishment and more likely by death. If the check fails, the adventure is ended for that character, but that is what you get when you openly aggravate a potential employer. The player is allowed to replace the booted character. Also remember that a table only has to have 4 players at the start of an adventure, and if the rest of the group wants to they can proceed when only 3 players are left.

In case a PC mentions he is from Ahlissa, Orlamm seems to contemplate that fact and then just shrugs. The meeting is going to be visited by important Ahlissans and their bodyguards, and having Ahlissans in the service of the clans might be a boon in averting any trouble. If anything, he is more worried about Trithereonite fanatics since the meeting is in the best interests of Ahlissa.

Below follow a few of the likely questions the PCs might have for Orlamm:

Q: When?

A: *"The festival takes place during the three days proceeding midsummer in one month."*

Q: Where?

A: *"As usual it is set in the village of Nonzfyr in the northern Hollow Highlands close to Rieuwood."*

Q: How long?

A: *"The festival itself consists of three days, but since guests are likely to arrive early and we need guards both before the events start and afterward, it probably costs you 2 weeks."*

Q: How much?

"It depends on your skills, and where you are going to be stationed. In your case probably [APL 8: 250 gp; APL 10: 300 gp; APL 12: 500 gp; APL 14: 700 gp]."

Q: What kind of work?

A: *"The exact nature of the work depends on your skill. The more experienced adventurers will be stationed at the meeting halls where the Council Elders will hold their discussions. They have to set up the security measures of the halls and we are hoping to hire some powerful spellcasters and warriors. We do not want any assassin to have any opportunity to strike. The less experienced are going to work on the festival ground itself, dealing with angry merchants, pickpockets and the like."*

Q: Who is visiting this Clanmoot?

A: *"Representatives of the more important clans of the Hollow Highlands, and this year the Ahlissans are also present. Master Thandarthos, the nominal leader of the Hollow Highlands, has invited them to discuss the future of the Calling Mines and the influx of criminals from that region after the uprising last year. The Ahlissan diplomats take a small unit of soldiers with them as bodyguards, and those are going to be stationed at the festival terrain. I am sure that Thandarthos knows what he is doing, but their presence is certainly going to add some spice to the festival. I just hope there are not going to be any deaths, but that is also why I am trying to hire you."*

Q: What kind of festivities?

A: *"Good question. Here," and he hands over a parchment (give Player's Handout 1 to the players) "The schedule of the festivities. Obviously we also have one for the clan meetings, but those assigned to guard these get that schedule when they arrive in Nonzfyr. Such information is secret, and while I trust you, you never know whether or not your pockets are picked."*

Q: Can we join in on the festivities?

A: *"You can visit the market, and you can certainly enjoy the many bards that will be there to entertain the guests. Only clan members of Hollow Highland Clans are allowed to join the many competitions, and then only those that*

have been specifically selected by their clan elders. Besides, we prefer our guards to remain neutral."

Q: What about betting? "

A: *"Like I said, guards should not get themselves into a spot where they have a stake in the matters. Then again, betting is allowed and since you hardly can influence the games, I doubt that many people would object when you do place a bet on the side."*

🔔 **Orlamm 'Shrieker' Blackrock:** Male gnome Pal10 (Bluff +11, Diplomacy +19, Intimidate +12, Sense Motive +10; LG).

Appearance: A small for a gnome (2 feet 10 inches), Orlamm makes up for that with his shrieking voice. He has a dark tan colored skin and blue-greenish eyes. His hair is reddish blond. He has a carefully trimmed goatee and wears a fine suit of brown leather intricately stitched with leaf patterns in green, gold and red.

Personality: In the clan of Nonzfyr, he is known for his voice and his short temper. He has a way to get people to do what he wants (they don't want to hear his voice for very long and they don't want to get him mad, because then his voice gets even worse), and that is why he has been placed in the position of recruiting people for the security of the terrain. He is an expert in leadership in his own personal way.

Development: Unless the PCs are particularly rude, or show a real hostility towards the Hollow Highlands or Ahlissa, they should do fine. Orlamm needs a large group of guards, and he cannot afford to be too picky. He warns Ahlissans to keep their heritage to themselves while working for the good of their nation. If they protest, Orlamm just shrugs, and states that it is their own health and goods they are risking. He cannot guarantee that none of the visitors is going to make them the center of their attention if their heritage is known. It is not that the clans are going to kill them, just that some of their jokes might be a bit less good natured than normal. Only in an extreme case does Orlamm refuse to hire somebody, in which case the adventure is over.

If the PCs accept the job, he gratefully shakes their hand, notes down their name and profession, and hands them a piece of paper with the wax-seal of the Nonzfyr clan and offers them a drink. He looks forward to meeting them again within a month. In between the PCs might be going on other adventures (which does not mean such an adventure actually has to played out now), and they certainly have time enough to buy necessary supplies. Remember that Pitchfield has a gp limit of 3000 gp and unless the PC has access to a particular item in Pitchfield

itself (as opposed to more generic access in the region) they cannot buy any item before this scenario more expensive than this limit.

Encounter 1: Arrival

Once the PCs have prepared their spells, items and have introduced themselves to their fellow players, proceed with the following.

A month has passed since you met the gnome Orlamm, and the last couple of days you have been traveling to Nonzfyr in the Hollow Highlands. The trip through dry rocky hills, small dusty trails and winding snake-like canyons under the relentless burning gaze of Pelor was far from comfortable. When you passed a watch-post manned by a unit of Burrowers, who thoroughly checked your papers and equipment, you realized that you were finally getting near to your destination. You knew that a nice pint of cool ale or glass of frosted wine and a comfortable bed awaited you that evening.

So when the trail crossed a ridge and past between two large boulders, the sight of Nonzfyr did not come as a surprise. The noniz of Nonzfyr, like most noniz in the Flanaesse, live below ground. The valley is clearly being prepared for the coming festivities with many noniz, hobniz and dwur working on building tents, stalls and a huge stage. Deeper down into the valley you note more tents being erected in a grassy pasture right next to the river. A high steep ridge at the northern side of the valley provides an excellent view on the valley below. Even from this distance you note guards posted on it. The valley is almost perfect for the festivities: it is wide, flat and rock free with steep slopes that function almost as walls. You came by the only open road, but you are certain many secret paths, both above and under the ground provide ample of opportunities to flee the area in case of an emergency.

In any event, you quickly walk down the trail into the valley, passing another guard-post, not yet manned. Once down, you are quickly intercepted by a noniz youth who brings you to the tent district for the guards, directly across the river south of the festival ground. Before you can settle, you are directed to the big tent west of the guard camp from where Orlamm is leading security, and which also functions as the mess hall. After a quick lunch, you and apparently several others, are called together under a huge hollow willow growing next to the river, which Orlamm uses as a comfortable office.

When Orlamm sees you approach, he rises, a smile on his face and offering his hand in welcome.

"Ah, I have been expecting you. How was the trip?"

Orlamm starts with some polite chit chat, enquiring about the health of the PCs, their family and that sort of thing. He also offers them something to drink. Once everybody has settled and pleasantries have been exchanged, he starts discussing business. Impatient PCs, who show their discontent with these affairs, are ignored. Orlamm has no love for the impolite, and there is no reason to be hasty. If the whole group is impatient, the group visibly irritates him, but he does cut his pleasantries short.

"Right, lets start, shall we?"

Before you can answer the question, Orlamm continues: "Before we proceed, I need your word that you are going to keep the things mentioned in the following conversation secret until relieved of that word by me, my replacement officer, Master Thandarathos or the king himself or when the Clanmoot is over."

At this point Orlamm is not willing to answer any questions, but this request should alert the PCs that something special is going on during this Clanmoot. Orlamm can guarantee the PCs that nothing going to be discussed that will strain any other loyalties the PCs might have and neither should it trouble their conscience. If the PCs refuse, Orlamm is clearly disappointed, and he sends them away. The adventure is over for these PCs. If the PCs do make the promise, Orlamm reacts relieved, and proceeds.

"Good. I know that for those who want to do evil, giving ones word means little, but it is more to alert you to the fact that what we are about to discuss is top secret. Breaking your word will be treated as treachery to the throne of Sunndi, and we all know what the punishment for that is, don't we?"

"In any event, the reason we are so worried about treachery is that King Hazendel is going to visit the meeting in person. Out of respect for the clans, he lets us handle security and we really do not want to disappoint him. Obviously, the fact that he is going to visit the Clanmoot is going to be kept secret as long as possible, because we do not want to give our many enemies additional temptations to send in their assassins."

"So why do we tell this you? Well, that is very simple, you belong to the more powerful adventurers we hired and as such we have selected you as the guards for the actual meeting halls below in Nonzfyr. These halls are known as Starkholm. Since I have my hands full outside, you are truly in charge of security inside. A group of nineteen trustworthy Burrowers have been assigned to

you. You can always talk with me in case you need help of any kind. We will reimburse you for any costly material components in case you want to set up magical defenses, but it is best to discuss those with me beforehand. We do not have unlimited resources available."

"Your quarters are below as well. Lieutenant Ovrid, the commanding officer of the Burrowers, is going to give you a tour. He does NOT know Hazendel is coming. Keep it that way. The meeting halls are outside the actual burrows, and I presume you want to strictly limit who and who cannot enter them. Do you have any questions?"

The PCs are likely to have several questions for Orlamm. Below follow some of the more likely questions and their answer:

Q: Who is going to attend?

A: *"I will provide you with a list of the names of the clan elders that are to attend the meetings in Starkholm. The Ahlissans are represented by His Lordship, Sir Gregern of the House of Naelax, ambassador of Ahlissa and His Eminence, Zamasken of Zilchus, Master of Coins of the Calling Mines."*

"King Hazendel will be attended by an old friend, Daergon, if I remember correctly. I will also provide you with a list of the servants and cooks, as well as the Burrowers assigned to you. They don't know about Hazendel's visit either."

Q: Starkholm?

A: *"Oh sorry, that is the name of a special area below Nonzfyr. It is used for highly sensitive meetings, and it is has the same size as a mansion on the surface. The living quarters are arranged around a special cavern, which is used for the meeting. This cavern has some extra protection against magical scrying and interplanar travel, (permanent Mordenkainen's private sanctum and dimensional anchor, if the PCs ask). It is a keep within the village so to speak and it has been designed to form a last line of defense in case of an attack. We never needed to use it that way though."*

Q: What exactly are we allowed to do?

A: *"What ever you think is necessary... within reason of course. The servants will want to visit the Festival outside, but they do understand any need for passwords and searches when they return. They are also willing to be interviewed so as to provide you with information in case a doppelganger or assassin in disguise might try to replace them. The same holds true for the Burrowers assigned to you. When dealing with the clan elders we expect some diplomacy from your side, but you can search and question*

them as well. The Ahlissans and King Hazendel are more problematic. Hopefully they both understand the need for security and they will not make your life too difficult."

Q: Can we arrest people?

A: *"You can detain people, but in that case, or in case of any real trouble, you should immediately alert me. I am responsible ultimately, and while I trust you to behave, I at the least want to know what is going on."*

Q: Can we strip search people?

A: *"If you have reason to believe people are trying to smuggle weapons, poison or other illegal materials into the complex, yes. Let's get one thing straight though: if I hear that you abused the trust I am placing in you, you will be dismissed without pay and if you broke any law you will be persecuted."*

Q: Can we get a map of the place?

A: *"We don't have a map of Starkholm, but you can explore it thoroughly shortly. The guests have not arrived yet, so you do not have to worry about disturbing peoples' privacy."*

Q: When do the first guests arrive?

A: *"The first clan elders are going to arrive in 2 days, the last probably 2 days later. The Ahlissans arrive in 5 days, a day after the start of the Clanmoot. The first day contains a memorial service to those who lost their life in the Greyhawk Wars and we think their presence might cause a bit too much anguish and trouble. King Hazendel will be present at the memorial service."*

Q: I'm Ahlissan – why have you chosen me to guard your king?

A: *"You won't just be guarding the king. There are ambassadors from Ahlissa here also and we want to ensure they are not harmed while under our protection. You are here as a gesture of good faith towards your ambassador."*

"And don't worry – we would not see our king or our elders guarded by Ahlissans alone. There are other eyes to watch them...and you."

Orlamm won't elaborate any farther on this last cryptic statement.

Development: Once the PCs have asked all they want to know for the moment, Orlamm reminds them that the characters can always contact him for help, even in the middle of the night. He then hands them three scrolls, one containing a list of the servants and soldiers, the other contains a list of the names of the clan elders and the third contains the schedule of the Clanmoot.

Give Player's Handout 2, 3 and 5 to the PCs.

He then calls for Lieutenant Ovrud, a sturdy looking dwur with braided black hair and studded leather armor in the uniform of the Burrowers (for more information on him, see Appendix 6). After introductions have been made, Ovrud guides the PCs to their quarters and gives them a tour of Starkholm.

Give the players Player's Handout 4, which contains the map of Starkholm.

Once their tour is complete, they can set up security. Give them all the freedom to discuss this, but keep in mind that while making arrangements, they might stumble upon Gerram's plot. Also remember that you might run this adventure in a time sensitive environment, so you should not spend too much time on the actual discussions without proceeding with events described in Encounter 2.

Information on the more important NPCs can be found in Appendix 6. Improvise with the NPCs not mentioned in that Appendix. Make sure that the PCs do not realize when they are talking with somebody important, or just with a minor character.

Encounter 2: Strange Events

Gerram has sent in his fiends, who are trying to infiltrate the meeting in the hope that it will fail. The fiends used are not known for their self-restraint, and combined with their weird behaviour, chances are that the PCs learn of their presence. They probably first realize something odd is going on, but eventually they should learn of the possession after which they hopefully can counteract it.

To help run this part of the scenario, the chapter has been divided into three sections. "What happened before" describes events before the PCs arrive. "What is going to happen" includes some of the things the PCs are going to note when preparing security for the meeting and what is going to happen in the days after the PCs arrival unless the PCs intervene at some point. Without such interference the meeting will fail. The fate of nations lies in the PCs' hands.

What happened before

Gerram summoned three fiends and bound them to three crudely carved stone statuettes. Normally¹ a fiend who possesses somebody leaves his own body behind, unconscious and helpless, but in this case the statuettes are the fiends' body. While it gave Gerram greater control (and

¹ More information on fiendish possessions can be found in the *Book of Vile Darkness*.

less risk of being possessed himself), it does limit the ease with which he can get the fiends to the right person. Especially since due to unique nature of the summoning, the victims need to be unconscious or sleeping at the time of possession. It proved to be difficult to get the fiends at the meeting and to the right person.

When Fankaer, a prospector of sorts, together with his son Kalil, accidentally blundered into Gerram's lair while looking for valuable gems, Gerram saw an opportunity. Fankaer himself might not work at Starkholm, and is unlikely to be allowed to enter, he at least knows people who do work there. What is more, he can easily reach these people while they are sleeping or unconscious. So he kept Kalil as a hostage, and send Fankaer back to the surface together with three statuettes and orders to make sure they would be placed next to a sleeping or unconscious servant that would come in Starkholm during the meeting.

Once back in Nonzfyr, Fankaer waited for a couple of days until he was absolutely sure who would be working as a servant at Starkholm. One of the people selected was Ertik, his younger brother. While relations between Ertik and Fankaer were strained, it was not too difficult for Fankaer to get Ertik to accept one the statuettes as a gift. Once Ertik was possessed, it was not too difficult to get Kaleena (Ertik's wife) and Tallik (Ertik's best friend) possessed as well. From that point it was a matter of patiently waiting for the Clanmoot to start. Luckily for the PCs that is exactly what the fiends' lack: patience.

What is going to happen

The goal of the fiends is to possess two of the more important clan elders and the Ahlissan ambassador. Since these are not yet present for 2 to 5 days, there is still a lot of free time to pass.

At the moment the PCs arrive, Ertik, Kaleena and Tallik are already possessed by the fiends. Under most circumstances the three fiends remain in deep hiding. If somebody wants to detect them by magic (such as with *detect evil*) the caster needs to make a caster level check against the Hide skill of the fiend modified by its Intelligence modifier. The DC for this check is 12 + APL (it is a bit lower on purpose to give the PCs a fair chance). While in hiding, the fiends cannot control their victims in any way, nor can they bestow their gift or curse.

Below follows a list of things that happen on specific days. The PCs might change some of these events as detailed below as well.

Spread over all days

- Provide the PCs with Handout 6 if they succeed in a DC 10 Gather Information check. Below the rumors are detailed that need a bit more explanation:

Rumor: *"They say that 'Tame' Helda is tame, but do you know what I heard the other day? Last week when Daraena was away to arrange things for the Clanmoot, 'tame' Helda got so drunk that she went table dancing in front of the other servants. It is said that Tallik guided her back to her bedroom and Helda doesn't seem to remember anything anymore of that night."*

DM's Information: This rumor is quite true as anybody in the sole tavern of Nonzfyr ("The Growling Badger") can confirm. Helda is not the only person who cannot remember much of the night, but in her case it is due to too much alcohol. Tallik remembers going to the tavern, but he does not remember leaving it, let alone leaving together with Helda. His behaviour was a bit odd, since normally he does not drink much and he is certainly not the type of guy that has an easy time with women.

Rumor: *"Did you know that Zenstera is a witch? It's true, I saw her the other day staring at the stars and mumbling to her self. There was a circle of some kind around her and she upended some liquid in the circle. Isn't that weird?"*

DM's Information: Zenstera is not a witch. It was a ritual in honor of Celestian. She is an amateur astrologist, and she is a bit ashamed of her hobby. The Burrowers are not too respectful of dreamers.

Rumor: *"I don't trust that Penelreen guy. Last evening I sitting next to him at dinner and when I came back in to my room, my belt pouch was empty. Just the day before, I had received my pay from Danaera: 4 sp! And just one dinner sitting next to that halfling and my pouch is empty. I am sure he pick pocketed me!"*

DM's Information: There was a hole in this man's pocket, and he simply lost it. There are no thieves amongst anybody working at Starkholm.

Rumor: *"The other night I woke up and you know who I saw creeping through the hall? Sergeant Hanard. He was heading towards the entrance. What do you think he was up to?"*

DM's Information: Hanard has a lover amongst the Burrowers stationed outside the Clanmoot. Her name is Linara, but she is from a rival clan, and he prefers to keep the relation a secret. Linara can vouch for him.

Rumor: *"I don't like all those soldiers around here. There's no peace and quiet around here. And they disturb the ambiance here. The day before yesterday I saw Daraena in an argument with that Sergeant Flanara. One of the soldiers had become sick and Flanara said she didn't trust Danaera to heal the soldier and that she better check on*

the food coming from the kitchen. I have never seen such an angry look on Daraena's face."

DM's Information: The soldier, Penelreen, has indeed been sick for a day, apparently a mild form of food poisoning (though Penelreen hardly considers it 'mild' – he has been vomiting for half a day). It is a bit strange since he was the only soldier getting ill, either he has a weak stomach or he has been poisoned. Only Kalleena and Hester could have added the poison. Kalleena denies having done anything of the sort, and since she was dominated at the time, she is not lying as far as most Divination spells are concerned. Hester remembers that Kalleena acted a bit odd, almost distracted, for a short while during the meal, even giggling at the moment. Since Ertik was just leaving, Hester assumed Ertik has been telling her a joke of sorts. Ertik doesn't remember the incident, but that is not too surprising.

Rumor: *"They say that Norja was a former prisoner of the Calling Mines. I don't think it is very smart to put her on duty at this clanmoot with the Ahlissans coming and all that."*

DM's Information: While the rumor is true, Norja is insulted if asked about her trustworthiness. She might not like the Ahlissans, but that does not mean that she is going to forsake her duty.

Rumor: *"Did you hear that story of Lieutenant Ovrid and that Ahlissan he killed? As the story goes his wife once got caught in Ahlissa for no apparent reason and they threw her in to the Calling Mines. Ovrid went on a rescue mission, but came too late. His wife had already died from some sort of madness. Ovrid himself went so mad with rage that he slaughtered his way out of those mines through every Ahlissan guard that stood in his way."*

DM's Information: Actually, Orvid once discovered an Ahlissan spy somewhere in the underground of the Hollow Highlands. Instead of killing the spy, he handed him over to Sunndian authorities.

Rumor: Ertik and Kaleena are a married couple. Up until a couple of days ago their relationship was rather strained. Now Ertik and Kaleena are acting like a newly wed couple. Highly irritating and a bit weird considering they constantly fought in the months before.

DM's Information: The fiends possessing Erik and Kaleena prefer to stay close together and are subtly manipulating the two to act as they do. They don't see anything wrong with their behaviour: they just realized how much they meant for each other recently.

• **Questioning any specific NPC.** Some of the more important NPCs are detailed in Appendix 6. Improvise if the PCs speak with somebody not on that list, but keep the time in mind. The PCs should not realize who is important and who is not. Feel free to interject any of the rumours mentioned in Players Handout 6.

• **Gathering Information about Ertik, Kaleena and/or Tallik.** Preferably the PCs learn these facts through role-playing:

DC 10: - Ertik has a brother, called Fankaer. Relations are very cool between the two.
- Ertik and Tallik are very good friends, and they do a lot together.
- Kaleena cannot have children, which pains her to no end.

DC 15: - Ertik, Kaleena, and Tallik spend a lot more time together than normal.
- Ertik has a habit to fiddle with his moustache when not moving around, and he tends to be moving around a lot.

DC 20: - Ertik and Fankaer have had a fight over Fankaer's son and the fact that Kaleena interfered too much with how Fankaer raised him. The two have not been talking much since that time.

DC 25: - Recently Ertik and Fankaer seemed to have reconciled whatever differences there were between the two. They are at least on much friendlier terms than before.

• **Gathering Information about Fankaer.** Preferably the PCs learn these facts through role-playing:

DC 10: - Fankaer is a greedy recluse, a prospector who spends more time wandering the Underoerth than on the surface. His wife died in childbirth, and he has a son, Kalil, that joins him on his trips. Any member of the Nonzfyr clan can point out where he lives.
- Ertik is his brother.
- He has no friends.

DC 15: - Fankaer recently returned from a trip into the Underoerth. He has been especially withdrawn since that time and has hardly spoken with anybody.

DC 20: - The only person with whom he has spoken was his brother Ertik. Apparently, he wanted to reconcile their differences, because since that time the two have been a lot friendlier to one another.

DC 25: - Kalil was with Fankaer during his last trip. People have not seen him since, which is kind of weird, since the young man likes to spend his time among his fellow gnomes when in the village. Fankaer adored his son, and those who noticed he is missing, really doubt Fankaer murdered him.

• **Searching the Starkholm:** There is nothing special to be found, but the PCs do not know that of course.

Day 0

- PCs arrive late in the afternoon.
- PCs get a tour of Starkholm. They can discuss security, but they are expected to relax a bit to recover from the trip. Starkholm is filled with noniz, including many not mentioned on the list, cleaning up the place and readying the guest quarters. Things are too busy right now to speak with anybody for longer than a few minutes.

Day 1

- Most of the work in Starkholm is done. From now on only those on the security list are allowed in the compound. The PCs can talk with these people all they want though when these conversations keep them from their work too long, they certainly start complaining.
- Last supplies are delivered. The PCs can help unloading the wagons. There is no contraband to be found, and while the teamsters might be impolite and swearing a lot, they are trustworthy.
- The keeper of Starkholm, Daraena, wants the PCs advice on whom to assign to the Ambassador. Three of her servants, namely Ertik, Kaleena and Tallik, are a bit too eager for the job in her mind. Not that she suspects any foul play, but noniz being noniz, she is afraid they have prepared some kind of practical joke and she has no idea how big a sense of humour the ambassador has.
- Tallik complains about having a splitting headache to the PC most likely to heal him (probably a cleric or druid). If the PCs treat him nicely, he wants to take them into confidence, but he then stares blankly into the distance for a millisecond, and then merrily leaves the PCs, together with Kaleena and Ertik, who just passed by. He does not remember what happens from the moment his behaviour suddenly changes. At this moment the fiend is not hiding, and can be readily be detected as normal.

Day 2

- First elders arrive.
- Kaleena and Ertik discover a corpse of one of the dogs in one of the storage rooms. The dog was killed with a quick stroke by a kitchen knife and then viciously slaughtered. There is a LOT of blood. Kaleena did it together with Ertik, but *prestidigitation* is such a useful spell for cleaning oneself. Of course, since many noniz can cast the spell as a racial ability, finding the killer or even the knife is going to be difficult.

Day 3

- Last elders arrive
- Master Thandarthos, and King Hazendel arrive late that night in secret. They are *teleported* into Starkholm by the court wizard Lanaerra. King Hazendel and Lanaerra want to have a chat with the PCs about security and any strange events that might have happened in the previous days.

Day 4

- Start of the Clanmoot and the Highland Festival.

Day 5

- Arrival of the Ahlissan ambassador and His Eminence, Zamasken early in the morning. Captain Marizia, the ambassador's eldest daughter and head of his bodyguard, wants to have a chat with the PCs about security. She worries about her father, and hates it that she cannot be present at Starkholm herself. She is a lot more confident if one or more of the PCs have earned the ambassador's favour or that of the Ahlissan government in the past. The ambassador and Zamasken immediately enter the meeting without talking much with the PCs.

- If the three possessed servants have not been assigned to the Ambassador, they try to sneak into his quarters, as well as into the quarters of the elders, Olquann "the Axe" and Arkal Grimbeare. If they manage to do so without raising an alarm, all three are possessed, leading to the ultimate failure of the meeting.

Day 6

- Midsummer.
- Last day of the Clanmoot.

Day 7

- Guests of the Clanmoot leave for home.
- The three fiends try to kill Fankaer, but Fankaer manages to escape, running directly to the PCs, begging for forgiveness and their aid. The meeting failed, but at least the PCs can try to stop the villain.

Development: As a DM you have some freedom in adding clues that ultimately lead to the confronting the three servants. Work with the clues provided above, but feel free to add or slightly change some of the rumours as long as the PCs eventually guess what is going on and confront them. Proceed with Encounter 3 when that happens. Feel free to use Intelligence, Knowledge or any other sensible skill to check to provide clues. Characters after all, might be more perceptive and intelligent than the players especially when you are running the event in a late-night slot of a convention.

Troubleshooting: Some DMs and player might wonder why the fiends don't start hopping over to other characters once the PCs are on to them. Remember though that the servants do not sleep in the same rooms and that a fiend takes a risk with each jump. The potential victim has a Will saving throw to resist the possession, and why risk it if they are already in the right position to strike? This is also the main reason why they avoid even trying to possess the PCs. Chances of success are slim indeed, and any strange behaviour from one of them is bound to be noticed immediately. By the time they realize they have been found out by the PCs (see Encounter 3) it is too late.

Encounter 3: Exorcisms

At some point during Encounter 2 the PCs are likely to realize something odd is going on with the three possessed victims, Ertik, Kaleena and Talik. Recognizing the weird behaviour is not the same as realizing what is going on, or what to do about it.

A couple of skill checks can help the PCs realize what is going on, or at least eliminate a few possibilities the PCs might think of:

- ❖ A DC 15 Bardic Knowledge, Knowledge (religion) or Knowledge (the Planes) points out possession as a possible reason for the odd behaviour. Depending on the skill used it just suggests possession in general, ghosts or fiends. There is no means to differentiate between the two except that in this case the *detect undead* spell for obvious reasons does not sense anything. A successful Knowledge (the Planes) check also points out that creatures with the ability to possess people sometimes can hide their presence from both mundane and magical detection – especially fiends tend to possess such skills.
- ❖ A DC 20 Spellcraft check helps the PCs realize that a *dominate* effect does not prevent a victim from remembering what happened while under the spell's effect.
- ❖ A DC 16 Spellcraft effect points out that the described events cannot be attributed to a *charm person* or similar

spell. These spells simply are not strong enough to force persons to betray their ideals.

- ❖ A DC 25 Sense Motive check on any of the three possessed makes a PC realize the three are influenced by some outside source and that they do not realize it. If they are actually dominated at the time of such an inspection, the DC becomes 10 + the Bluff skill modifier of the fiend. The fiend might not know everything though, so if a character has taken the time to do some extensive background checks you can give the PCs a +2 to +4 circumstance bonus to pierce the fiend's web of deceit.

Besides skills, the PCs might also use various spells to smoke out the fiends, or at least learn what is going on:

- ❖ A simple *detect magic* does not reveal anything out of the ordinary. The ability to possess a creature is a supernatural and it simply is not registered by a spell that detects spells and magic items.
- ❖ Spells that detect the alignment of the fiends, such as *detect evil*, register either the alignment of the noniz or the fiend, depending on who is control at the time. If the noniz is in control, then a DC 12 + APL Caster Level check reveals a second aura – that of the fiend. Note that the DC of the check is a bit lower on purpose to give the PCs a fair chance.
- ❖ The PCs might decide to try garnering a reaction from the fiend/undead within by bringing the possessed victim into contact with items/spells that specifically target fiends or evil creatures. When a fiend is not in hiding these work as normal, though it must be noted that the possessed victims type does **not** change to Outsider [evil]. When a fiend is in hiding, it requires a Caster Level check with a DC as given above for *detect evil* spell.
- ❖ *Protection from evil* and similar spells do NOT force a fiend out of the protected creature. It does remove any possibility for control for the duration of the spell, and as such can be used to learn something is controlling the victims if cast at the right time. Note that if a fiend is actually controlling a possessed victim it might decide to resist the spell. Whether or not they want to make the save depends on the circumstances and how much damage a successfully cast spell would do to their ploy.

It is certainly possible that the PCs lack the skills and/or spells to recognize the signs for what they are. Such a lack of resources can easily be overcome by asking NPCs for advice. While Nonzfyr is a small village, its population is greatly expended due to the festivities and it includes many lesser adventurers operating outside on the festival terrain. None of these characters has the time or the inclination to actually face the fiends – that is what the PCs have been

hired for after all. They are more than willing to provide advice and knowledge. In case that the players are stuck, and do not consider this option try to discretely point this out.

The most likely place for the PCs to go to is the local shrine of Garl Glittergold, the leader of the gnomish pantheon. The cleric attending the shrine is Norn Greengem, a friendly elderly gnome who has some minor problems with hearing. He is a 5th level cleric, but he is well versed in religious doctrines including some knowledge on the spiritual threats to his flock. He more or less knows what is described above under the Knowledge (religion) and Knowledge (the planes) skill. He cannot perform an exorcism (see Development below), but he can acquire a divine *scroll of break enchantment* or *dispel evil* in 1d3 days, which he sells for the normal price to the PCs. The advice or any spells he can cast himself are given for free except for expensive material components.

🧙 **Norn Greengem:** Male gnome Clr5 – Garl Glittergold (Heal +11, Knowledge (religion) +10, Knowledge (the planes) +10; AL LG).

Development: Once the PCs realize what is going on, they likely want to perform an exorcism, or at least speak with the fiends to learn what is going on.

The fiends are arrogant, and have little to lose. Hence it is impossible to browbeat them into submission. Threatening them with torture only delights them, not because they like pain, but simply since they can just go into hiding, feel nothing, while those righteous adventurers are torturing innocent people. On the other hand, with the right kind of words they can be coaxed into revealing themselves and telling a few things about their goals. It only works when the NPCs are imprisoned, and the PCs show they know of the fiends' presence. A successful Bluff check opposed by the fiend's Sense Motive check with a +5 circumstance modifier for the fiends (for a total of +6 modifier at APL 8 and +8 at all other APLs) reveals the following:

- ❖ The fiends were summoned by an immensely powerful wizard who is not part of the noniz community. Which is a bit of an exaggeration, but only *really* powerful wizards can summon and control them of course...
- ❖ Their goal was to make the meeting fail without killing any of the council members. The fiends really detest this and it is due to their complaining the PCs learn about it.
- ❖ A servant of the wizard brought them to the village and selected the victims. They assume he was a local since he was so successful in selecting the victims. While in

essence true, this “servant” was forced, something the fiends are not even aware of.

- ❖ They can possess anybody. Smart characters should realize that this is nonsense, since if that were the case they would have left their victims at the time of imprisonment.

At some point the PCs probably want to help the possessed victims and exorcise the fiends. There are a couple of things the PCs can do:

- ❖ Knock the possessed character unconscious or any other mundane method that truly prevents the fiends from fulfilling their task. In this case they leave the body, preferably when they think they are unobserved, to return to the statuette (see Encounter 4). Note that the fiends are really loathe to leave their victims, since they are aware that a second chance to possess such useful victims is very low.
- ❖ Cast a successful *dispel evil* or similar spell on the possessed characters. A DC 12 + APL caster level check is required when the fiends are in hiding. Otherwise, it is automatically successful.
- ❖ Cast a *break enchantment*. A DC 12 + APL caster level check (minimum 25) is required when the fiends are hiding. If the fiends are detected, a DC 25 caster level check is required to force the fiend out of one of its victims. Note this spell can effect multiple targets.

Note: *Dispel magic* and similar spells do not work since possessing people is a supernatural ability, and those cannot be dispelled.

Proceed with Encounter 4 once the fiends are exorcised.

Troubleshooting: There are two likely problems you as a DM are likely to face. First of all, the PCs might not realize there are three fiends and only confront one or two. It is unlikely this happens by accident, but the PCs could decide to do so to reduce the strength of the opposition and it is certainly intelligent. The fiend that is not yet confronted tries to remain undetected and it does not help its companions in any way. Only when the PCs destroy the statuette it is bound to does it instantly appear in which case it fights the PCs to the death (see Encounter 4). If all three have been discovered, then all three leave at once even when only one is forced out.

Secondly, the PCs put one and one together and realize that Fankaer is the likely servant of this powerful wizard. They then decide to confront Fankaer before performing an exorcism. The information provided in Encounter 5 should help you make the necessary adjustments. The fiends are under no obligation to help him. Only when the PCs destroy the statuettes (and all three have been

imprisoned) do they confront the PCs as described in Encounter 4. Though in that case there is no spirit to follow to Fankaer's quarters. Instead, the fiends suddenly appear where the statuette was shattered.

Encounter 4: Confrontations

Read out or paraphrase the following the moment the PCs repel one or more of the fiends from their victims. The boxed text assumes the PCs are following the incorporeal fiends fleeing the scene as fast as they can (and as a group together). Adjust if necessary:

A loud unwholesome screech fills the air, sounding like a mix between a child being torn away from its mother and a dagger scratching a piece of steel. Black-purple smoke seems to ooze forth from the mouth and nostrils of the noniz at your feet. For an instant the cloud seems to coalesce into the vague shape of a 6 ft. high humanoid creature with dagger-sized long fingers and red eyes glowing like red embers hovering above the body it came from. It then becomes shapeless again, flowing along the ground like some kind of black ooze, at first slowly, but gaining speed quickly, moving away from you all.

A PC who was watching the scene and succeeds at a DC 20 Spot check recognized enough of the form to recognize the creature as a babau after a DC 17 Knowledge (the planes) check. For every 5 points above 17 the PC remembers something more about the creature, from it being a demon and all it entails, to its weapon destructive slimy skin, its ability for precision strikes and its vulnerability to good or cold iron weapons.

In their current shape nothing can affect them, and the mist flows in the direction of Fankaer's chambers. Since it is nothing more than a figment of the dark spirit fleeing towards the statuette in which it is bound, it is not stopped by doors, and barriers with the Force descriptor only temporarily block its path. The PCs need to follow these clouds immediately or they lose track of them, giving the fiends time to prepare. In that case they still arrive at Fankaer's doorstep, but it requires the PCs to question eyewitnesses and knocking on various doors that would take roughly 1d4+1 hour.

Quickly chasing the black smoke siphoning through the winding but well-lit corridors of Nonzfyr, you soon lose track of where exactly you are. Keeping up certainly has not been easy, and in a way it is a relief to see the smoke ooze under the front door of one of the burrows of Nonzfyr. Apparently you have reached the end of the line,

and the noniz scream of terror on the other side certainly confirms something nasty is happening.

What do you do?

The PCs are currently standing in a 5 feet wide corridor at the border of the village on the deep side of town (as the noniz call the area). There are two other doors some distance away belonging to other noniz families, who hold little importance to current events. The door itself is made out of sturdy wood, and locked with a good lock. A brass nameplate on the door in Gnomish identifies the house as belonging to "Fankaer, prospector". Immediately start with initiative when the PCs arrive at the door and note down the actions of the fiends each round. Their first action is to hide, followed by activating their *see invisibility* spell-like ability. After that, they ready to attack anybody that enters and manoeuvres into a good flanking position. Remember that a hidden character that jumps forward is not invisible, and hence does not automatically sneak attack a battle alert character unless the character is flat-footed as well.

❖ **Front Door:** strong wood; 2 in.; AC 5; hp 20; Break DC 25; Open Lock DC 30.

Terrain: The front door leads into a small 10 feet by 10 feet corridor, left from which is a small room for cloaks and boots. Directly after the corridor is the living room, a 30 feet long and 20 feet wide room with a door-opening leading to a kitchen and a dining room and second door-opening providing access to a corridor and the sleeping quarters to the other side. A closed door leads to a small walk-in closet. There is a small fireplace, as well as a low table, several comfortable chairs and a couch. The floor is covered with a thick carpet and the walls are covered with dark wood for both insulation and style. The room clearly has not been cleaned for some time, and a lot of debris in the form of empty bottles, tankards and less identifiable stuff is scattered across the floor. It is lit by several *continual flames*, which cast plenty of shadows in which to hide. The roof is not particularly high, but medium-sized creatures can stand upright. Large-sized creatures have to squeeze, however.

Running or charging in the room requires a DC 10 Balance check just as on an uneven floor. Both the PCs and the fiends can use the furniture to their advantage by for example smashing them into the legs of others – treating it as either a Trip attack or Bull's Rush that do not trigger an attack of opportunity, but at a -4 penalty on the attack and opposed strength roll of the one using the furniture in this fashion (impromptu weapon).

Creatures: At a first glance the fiends Gerram used, look like ordinary babau, but in reality they come from a

different plane all together. All three the babau are Pseudonatural and they hail from the Far Realm. Even when in their Prime Material form there is something wrong with them, but it is hard for most people to realize what exactly. An ordinary DC 17 Knowledge (the Planes) reveals them as babau, revealing their abilities according to the normal rules. If the result was 30 or higher the PC realize they are pseudonatural. Obviously, when they assume their pseudonatural shape, Alienists instantly recognize them for what they are, and others will after a DC 15 Knowledge (the Planes) check. In any event, their origin makes them even more depraved and alien then ordinary fiends.

APL 8 (EL 10)

☛ **Shaldob, Blabul, and Desholk:** Pseudonatural babau; hp 66; See Appendix 1.

APL 10 (EL 12)

☛ **Shaldob, Blabul, and Desholk:** Pseudonatural babau Rog2; hp 102; See Appendix 2.

APL 12 (EL 14)

☛ **Shaldob, Blabul, and Desholk:** Pseudonatural babau Rog4; hp 124; See Appendix 3.

APL 14 (EL 16)

☛ **Shaldob, Blabul, and Desholk:** Pseudonatural babau Rog6; hp 146; See Appendix 4.

Treasure:

Destroying all three of the statues that bind the fiends to this plane (see below):

APL 8: Loot (0 gp); Coin (0 gp); M *gem of brightness* (10 charges, 217 gp).

APL 10: Loot (0 gp); Coin (0 gp); M *gem of brightness* (25 charges, 542 gp).

APL 12: Loot (0 gp); Coin (0 gp); M *gem of brightness* (35 charges, 758 gp).

APL 14: Loot (0 gp); Coin (0 gp); M *gem of brightness* (50 charges, 1083 gp).

Detect Magic results: *gem of brightness* (Faint Evocation).

Tactics: The strength of the babau lies in their sneak attack, and they try to outflank opponents to the best of their ability. At APL 10 and higher they use their Tumble skill to manoeuvre around the battlefield, though if possible they prefer full-round attacks.

They are chaotic, and slightly insane, and as such they focus more on the living then the dead and even more on those hitting them than those that might potentially

become a much bigger threat later on in the fight. Their insanity also limits their cooperation somewhat, and they might abandon a good flanking position if it has become especially dangerous to one of them. They use their *dispel magic* on people that are obviously difficult to hit without any clear reason, and only active their *see invisibility* when they realize there are invisible opponents around. **Remember that neither their teleportation nor their summon abilities work at the moment!**

Since they have no choice, they fight to the “death”. During the fight they love to make sneering remarks at the expense of their opponents.

Development: Each fiend that is killed turns into smoke, including their equipment that seems to drain into a small stone statue standing on the mantelpiece. These statues are crude depictions of a warrior, a wizard and a rogue and they are made out of red basalt. To permanently banish the fiends from this world these statues need to be smashed, which is relatively easy considering they are ordinary and non-magical. Anybody that succeeds at a DC 20 Knowledge (arcana) or Knowledge (the Planes) realizes this (if the players don’t guess themselves). When a statue is destroyed, a loud wail echoes through the room and shadows seem to temporarily darken and temperature drops for a few moments before everything turns normal. Despite the theatrics, nothing bad happens (to the PCs at least). When the last statue is broken, the PCs find a clear crystal in the remnants. This is a *gem of brightness* with the amount of charges depending on the APL as is noted in the treasure section.

Once the PCs have dealt with the fiends, they find Fankaer curled up in a foetal position under his bed. Dealing with him is discussed in Encounter 5 below.

Troubleshooting: It is certainly possible that the PCs take their time chasing down the fiends and wait more then a couple of hours before doing so. In that case the fiends take a risk by forcing Fankaer to smuggle the statuettes into the meeting halls. Fankaer’s Bluff is not too high, nor does he have a particular good excuse for entering the place. If thwarted, the fiends emerge from the statuettes and attack the PCs present, hoping to create an opening for Fankaer to enter the halls and place the statuettes in the servant quarters. Once again, Fankaer’s Hide and Move Silently are not too high. If a PC specifically keeps an eye on Fankaer during the fight, they see him sneaking out. Otherwise a DC 15 Spot check is needed. If the fiends are defeated, the smoke once again seeps towards the statuettes, but they hope that Fankaer has hidden them well enough by the time. It is a desperate act, and unless the PCs are really foolish, it should fail. If successful three other servants or soldiers get possessed. Adjust as necessary, but remember that Fankaer is a prospector – an expert specialized in

finding valuable stuff in the Hollow Highlands and the caves below. Also remember he is forced to do these acts. More details on Fankaer can be found in Encounter 5.

Encounter 5: An Unwilling Villain

How exactly the PCs come across Fankaer depends a bit on their actions. The most likely way is when defeating the fiends in his quarters, in which case the find him curled up under his bed. In that case he immediately begs for mercy when he realizes he is found out and that the PCs have defeated the fiends. Starting a flood of words, difficult to follow due to the speed with which he is talking, he not only begs for mercy and forgiveness, but also explains that he was forced to do it by an evil dwur wizard, he did not know it involved fiends and that they have his only son. Eventually Fankaer is out of breath and he ends as a sobbing heap on the floor. The only way to interrupt the flow is a slap in the face, a DC 14 Intimidate or a DC 15 Diplomacy check. Once calmed, he is more able to answer any questions and react in a coherent fashion.

If the PCs talk with Fankaer before the fiends have fled into his quarters, he is not nearly as distraught as described above. He does not allow the PCs to enter his home immediately, only doing so after a bit of pushing, and then he profoundly apologizes for the mess. A DC 10 Sense Motive check shows that he is very tense and seems to be either afraid or worry about something. If the result is 15 or higher the PC realizes he is afraid of the PCs as well as something undefined. Since the statuettes are neither magical nor evil, the PCs might not discover them, but when searching the place, let them make a DC 15 Sense Motive check to realize the statuettes worry Fankaer. Only note their presence when they succeed in this check! In any event, if confronted with some evidence and after a DC 14 Intimidate check (note that medium-sized characters gain a +4 bonus on this check) or a DC 30 Diplomacy check (from indifferent to helpful – he needs to be convinced the PCs can help him save his son and that they do not kill him if they learn the truth) he confesses his crimes, once again begging the PCs for forgiveness and help.

Remember that all Fankaer had to do was to smuggle the statuettes inside and then make sure they were placed next to somebody with close access to the meeting while that person was sleeping. He did not know how exactly the statuettes work, and the mad wizard had promised him that nobody would die in the process. Also remember that the wizard has his only son hostage, and unless the PCs either destroyed the fiends or made a successful Diplomacy check, he now thinks his son is doomed. Otherwise he is convinced the PCs are the only ones able to save his son.

🧙 **Fankaer:** Male gnome Exp5 (AL CN); See Appendix 6.

What can Fankaer tell about the mad dwarf who forced him into smuggling the statuettes inside:

- It is a powerful dwur wizard who lives in a lair roughly 8 hours walking from here.
- He has a man-ape-like creature with grey fur as a bodyguard. The beast has some weird tentacles.
- The wizard is quite insane, constantly talking to some silent voice, and once in a while screaming to stop talking.
- His ultimate goal seemed to be to liberate all prisoners in the Calling Mines and destroy it so that nobody could be incarcerated in that hellhole.
- The wizard is covered in scars around the wrists and ankles, suggesting he has been a slave for some time.
- He can make a rough sketch of the cavern the mad dwarf uses as his lair.
- At APL 10 and above: The wizard was hiding behind some kind of weird smoke barrier that blocked people from looking into the mist, or hearing anything from it, but once inside was completely gone. A DC 25 Spellcraft check recognizes it as a *Mordekaine's private sanctum*.

Development: If they manage to either convince Fankaer of their good intentions, or that they are more terrible foes than the distant mad dwur, it should be relatively easy to convince the poor noniz to guide them to the mad dwur's lair. Since by now Fankaer is not lying anymore, divination spells in that direction do confirm this.

It is likely that the PCs now report their findings to Orlamm, who seems to be shocked about the idea that a mad wizard has his lair relatively nearby. While unchecked the wizard forms a dangerous threat to the mission, especially since he might know his plot has been thwarted. Not to mention the poor noniz, a clan member even, that he holds hostage might die any moment. He wants the PCs to deal with the wizard immediately, though with the right arguments he might wait until the PCs are properly rested and prepared. He certainly offers any gear the PCs might need, such as sunrods, rope, grappling hooks, pitons and the like as long as he gets those unused back afterwards. If the PCs insist on waiting until after the meeting, he allows them to do so after a DC 25 Diplomacy check. Nothing changes in the adventure, except that poor Kalil is dead by that time.

Note that if PCs ask around in Nonzfyr about a mad dwur, they learn after a successful DC 30 Gather Information check that a dwur that fits the description was

recently kicked out of the Hollow Highland Liberators, a group of fanatic Hollow Highlanders and Trithereonites whose goal is to chase the Ahlissans out of the Hollow Highlands. He was considered to be too fanatical and there are whispers he trafficked with demons. Nobody knows where exactly he learned his wizardly skills.

Encounter 6: Journey into the Deep

The boxed text below assumes the PCs arrive at Gerram's lair by foot through the maze of dark caverns and abandoned mines that riddle the Hollow Highlands. Adjust the text if the PCs use another method of travel, such as *teleporting* directly into the lair (though this is somewhat unlikely).

You quickly realize the name "Hollow Highlands" is quite appropriate as you travel through the dark caverns and abandoned mines that run beneath the hills. Traversing the dark caverns is far from easy and involves a lot of crawling, climbing and on a couple of occasions even swimming. The region above ground might be dry, but there is plenty of water below. You soon realize it is a maze, and that getting lost in these caverns is incredibly easy. Luckily, your guide Fankaer, though silent and depressed, seems to know his way around and where necessary he is also helpful and resolute.

Allow the PCs to have some fun while traversing Underoerth, but do not spend too much time on it. Make sure you know their general party order, and which spells are running at what time. After a trip of one full day, assuming a speed of 20 feet, they get near to Gerram's lair. Unbeknown to Fankaer, Gerram has teamed up with two or more creatures of Underoerth. Proceed with Encounter 7.

Troubleshooting: At higher APLs, it is certainly possible the PCs want to *scry* upon Gerram or Fankaer's son Kalil. At APL 8 doing so is no problem, though both Gerram and Kalil get a Will save as normal. There are NO light sources in Gerram's lair. Use the descriptions provided in Encounter 8 and 9 to help describe what the PCs see. At APL 10 and higher Gerram has cast a *Mordekainen's private sanctum* on his laboratory (room 5), the well (room 4) and the laboratory (room 6). On APL 12 the summoning room (room 7) is also included in the spell. The spell prevents scrying of any kind. Scrying on Kalil is still an option, and the PCs can certainly *teleport* into his cell.

Encounter 7: Guardians

Like the boxed texts in Encounter 7, it is assumed that the PCs travel by foot through the Underoerth to get at Gerram's lair. Adjust the text if necessary, for example if the PCs *teleported* into area 3 and trigger the guardians when coming from the other direction.

You have been travelling through the unending darkness of Underoerth for hours, and (most of) you quickly lost the feeling of both time and direction. It must be around the end of the day, when turn around a corner into a small, but beautiful cave. A large part of the cave is covered by a pool of crystal clear water fed by a small waterfall.

"Do not drink from the water, it is poisonous, though I am not sure why. The stream that feeds it, is perfectly alright." Fankaer whispers. "We are getting near. You see that waterfall, if you climb up the cliff you can crawl through the river. That passage soon widens, and after roughly 100 feet, there is a junction. The stream comes from the left passage, and that is where the mad dwur made his living quarters."

A quick glance at the cavern wall from which the waterfall flows shows that it is a slippery affair. The small opening from which the waterfall flows is going to be more problematic, but it should be doable. Luckily there is a small outcrop that should make climbing in easier.

Climbing the wall requires a DC 20 Climb check, though there are enough places to tie a rope to above. With a bit of difficulty the PCs should be able to get up, else Fankaer can always climb up and tie a rope up at the outcrop leading to the waterfall. Medium sized and smaller characters can crawl through the opening with some difficulty. Large sized creatures need to make a DC 30 Escape Artist check. Huge and larger creatures simply do not fit.

Fankaer does not want to proceed from here. He is not nearly experienced enough to deal with the mad dwur and his weird ape-like bodyguard. He is deadly afraid the wizard is going to throw a *fireball* or a similar spell at the group, which would immediately incinerate the poor noniz (or so he assumes). He also points out that the PCs need him alive to get back out of this maze, which is true unless one or more of the PCs have excellent Knowledge (dungeoneering) and Survival skills. PCs can convince him to come with a DC 20 or 30 Diplomacy check, the standard Intimidation check or by simply forcing him to go, but it might not be particularly wise (the guardians below certainly do not make an exception for the noniz). He does not want to be tied up even if it is the only way that the PCs leave him behind – if the PCs die, he is signing his own

death sentence. He is quite sincere about his fears, and where the mad wizard has made camp.

Note: Fankaer does NOT know of the existence of the guardians (see below).

Once the PCs have crawled through the opening, it is another 100 feet until they arrive within line of sight of area 1 on the map, roughly 30 feet from Gerram's lair. It is only a small stream, and the waterfall does not make much sound. Unless the PCs have been incredibly silent, the guardians at Area 1 have heard the PCs approach. In that case, they have hidden themselves behind stalagmites and rubble in area 1. They attack once the PCs are within 20 feet, or earlier when the PCs start casting spells. Allow the PCs a DC [APL 8: 21; APL 10: 29; APL 12 and 14: 31] Spot check to note the guardians seconds before they attack.

A map of the area can be found in Appendix 7, note that the room with the waterfall is not on it.

Creatures: While wandering through the Underoerth, Gerram came across a band of creatures native to the region. Instead of ending up as dinner for these creatures, Gerram managed to make a deal with them and since that time they are guarding his lair. At APL 8 and 10 these creatures are destrachan's, sadistic blind lizard-like creatures with a love to play with their prey. Their natural attack includes screams, making them perfect as guardians. At APL 12 and 14 these creatures are ropers, strange evil creatures that look like stalagmites who ambush their pray from afar with their strength draining strands. At all APLs they are bored, somewhat hungry and they show no mercy to the unexpected visitors. Remember that destrachan's have 100 feet blindsight, but the roper's can only see 60 feet in total darkness.

Note that they are intelligent enough to expect trouble from all directions. Gerram is a powerful wizard, and they do not trust him very much.

Terrain: The stream is not deep enough to hinder movement at all. It does make the already uneven floor surface slippery and more difficult to run over. Running or charging in the region requires a DC 14 Balance check. Failure by 4 or less means the character can't run or charge, but may otherwise act normally. A bigger failure results in that character falling prone. Due to the slipperiness of the region, and the loose rubble all Tumble checks have a +4 DC modifier as well.

There are several stalactites and stalagmites on the plateau to the east (see the description of Area 1 in Encounter 8), which are not drawn, but you can place them on the map. These provide partial cover in a way similar to minor trees in a forest. A creature standing in the same square as a stalagmite gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a

stalagmite doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the stone formation to its advantage when it can.

APL 8 (EL 10)

☛ **Destrachan (2):** hp 60 each; See *Monster Manual* page 49 and Appendix 1.

APL 10 (EL 12)

☛ **Destrachan, advanced 16 HD (2):** hp 120; See Appendix 2.

APL 12 (EL 14)

☛ **Ropers (2):** hp 85; See *Monster Manual* page 215 and Appendix 3.

APL 14 (EL 16)

☛ **Ropers (4):** hp 85; See *Monster Manual* page 215 and Appendix 4.

Tactics: The ropers have hidden themselves roughly 50 feet away near the start of the other two corridors. They hope to lure the PCs closer, so that they can use their 50 feet reach with their strands to its fullest advantage. Each roper focuses fully on a heavily armoured opponent, reasoning that those are most likely to resist their strength drain. When dealing with lightly armed opponents, they spread out their attacks over separate victims. They lack the speed to flee, and fight to the death. They speak Undercommon and Terran, and with a proper incentive can be convinced to stop attacking the PCs. This requires a DC 45 Diplomacy check, which includes the -10 penalty for the rushed job.

The destrachans have hidden themselves in the same region as the ropers would, and they try to get all the PCs into range of their breath weapon. One starts with a breath for wood, while the other tries to shatter anything metal in the region. The next round both go for the lethal version of their breath weapons, reasoning that if an object is not destroyed in one round, it is too sturdy. They do not like to use their claws, unless their breath weapon clearly does not affect the opposition. Also remember that they are not immune to their own breath weapons and they will try to manoeuvre into a position that leaves the other out of the breath weapon area of effect. If brought down to 25% or less of their hit points they flee. If confronted with a *silence* spell, the two creatures flee towards Gerram, which would make that battle considerably more dangerous – especially since Garram would not hesitate to dispel it.

Both types of creatures make a LOT of noise during the battle to alert Gerram. Hoping that he is coming to aid them, but he considers them mere bladfodder, and leaves them to their own devices. Though he does prepare for the

coming fight, rushing out when it becomes apparent the PCs defeated his guardians.

Treasure: None.

Development: Once the guardians are defeated, the PCs can enter Gerram's lair. Descriptions of the area can be found in Encounter 8.

Gerram likely knows that the PCs won the battle since the usual cries of victory of his guardians are absent. In that case, he immediately prepares for battle, and waits for the PCs in front of the pool. If the PCs wait too long, he rushes out to confront the PCs before they can prepare too much. When exactly this happens is up to you, and if the fight with the guardians was too easy it should happen sooner than when the PCs had real difficulties (and hence need more time to recover).

Encounter 8: Lair of the Mad Wizard

Gerram is convinced the voices in his head lead him to these caverns, but in reality it was pure chance. The caverns are perfectly suited for Gerram's purpose: close enough for the surface to reach with reasonable ease and far away enough to remain undetected by those meddlesome Burrowers. There is also a source of good drinking water, and the natural ecology functions as a perfect alarm system (see the shriekers in area 4). He had to kill the previous occupants, a patch of violet fungi, but that was easily done. While water is present, the other caves were dry and with a little bit of work reasonably useful. Luckily, the strong Darg was more than willing to lend a hand.

The main corridor is 10 feet wide, wet, slippery and smooth due to the small stream flowing out of the well in area 4. The corridor is roughly 15 feet high. The rooms that split off this main corridor are all a lot higher, and steep slopes lead up to these (roughly 10 feet wide, 10 feet up). Moving into these squares costs double movement and somebody running down runs the risk of falling as described in the *Dungeon Master Guide*.

Gerram has had no time to build proper doors, and it is unlikely he will do so in the future. He has used the strength of Darg to great advantage by letting the render roll a couple of large boulders to block off the various entrances of the side caverns. Anybody with a combined Strength of 20 or higher can roll these away. Two medium sized characters can roll one boulder at the same time. Doing so obviously makes a LOT of noise. The PCs could also hack their way through these boulders. These boulder-doors are far from air-tight, and hardly block any sound,

light or a draft. They are here just to prevent surprise visitors, most notably his own allies.

🗨 **Boulder door:** Unworked stone; 5 ft. thick; hardness 8; 450 hp.

Room 1: Entrance

The steam flows from a big opening in the north and makes a sharp turn to the west here. The floor is smooth and slippery due to the water and it slopes gently up towards the north. Steep banks rise up in the east leading to a small plateau from where two corridors lead further into the Underoerth. These banks count as a steep slope, costing double squares to move up and requires a DC 16 Balance check to run or charge down without falling.

Due to the running water, there are no stalagmites in the corridor, though there are several small stalactites on the ceiling that a flying PC might be able to use for cover. The ceiling is roughly 20 feet high above the stream and 10 feet high above the plateau. On the higher plateau there are several small stalagmites, which are not on the map. Count these as small trees, providing cover for those creatures standing on the same square. Like in any natural cavern there are a lot of beautiful rock formations in the areas out of reach of the running water.

Room 2: Guardians' lair

This wide natural cavern only has a 10 feet high ceiling and since the floor rises slowly towards the back the ceiling is only 3 feet high in most western part of the cavern. The floor is uneven, surprisingly dry and there is nothing of value. Close examination of the floor reveals a 5 feet wide, 1 feet deep ditch leading from the back down to the main corridor which seems to function as a drainage system. The sides are unnaturally smooth and it seems to be crafted with magic. At APL 8 and 10 it is clearly used as a nest by reptilian like creatures, and PCs with the Track feat are bound to recognize the tracks as belonging to the destrachan's.

Room 3: Storage Area

The cave behind the boulder is natural, and contains a few crates and sacks with various kinds of food and some general supplies. The food is of average quality, old and some of it is starting to show first signs of rot. The supplies mainly consist of simple tools, nails, rope and wood. All together it is hardly worth the effort to lug it along back to Nonzfyr.

Tied up in a corner also lies Kalil. Gerram forgot him, or else the poor bugger would have been long dead: fed to destrachans or ropers. Weirdly enough Darg has not forgotten him, and the creature gave Kalil food and water at

irregular intervals, after having “played” a bit with his toy. Kalil is not in a very good condition, and he only has a few more days to live. When rescued, he is too weak to react in any meaningful way. He has only 1 hit point left, and while the damage is nonlethal, it can only be cured if he gets enough food and water – not even a *heal* spell can cure it. Since his fatigue state comes from his lack of food and drink, it also cannot be removed before the damage is removed.

Like his father Kalil is a prospector, but he is more outgoing and less embittered. He is definitely grateful when rescued.

☛ **Kalil:** Male gnome Exp2 (AL NG).

Room 4: The Well (EL 2)

The stream flows from a small pool at the northern end of the cavern. Around this point the corridor becomes smaller and smaller until it eventually is just a crack to small even for a hobniz to crawl through. The pool itself is 2 feet deep at its deepest point, while the average depth is about 1 foot. The water in the pool is crystal clear and it is perfectly safe to drink from. At the banks in the mud there grow several mushrooms and other slimy substances of all kinds of colours. A few bones can be seen sticking out of the dirt, and the PCs might come to the wrong conclusion there is something dangerous here. In reality, Gerram destroyed the violet fungi growing in the region and as long as the PCs do not start eating mushrooms at random there is no threat here. Gerram did leave the 3 shriekers alone though since he thought them to be a good alarm system.

Remember that at APL 10 and above this area is protected by *Mordenkainen's private sanctum*. The shriekers can look out, but their noise is blocked. So PCs outside of the area might not even realized they have triggered an alarm.

☛ **Shriekers (3):** hp 11; see *Monster Manual* page 113.

Room 5: Camping Area

Gerram sleeps roughly between midnight and 8 am. Otherwise he can be found in his laboratory. Note that part of the entrance to this cavern has been closed off by a heap of rubble that has clearly been dumped here recently. Remember that at APL 10 and above this area is protected by *Mordenkainen's private sanctum*.

Room 6: Laboratory

Gerram spends most of his time in this area and you can safely assume he is here when not sleeping at the time the PCs arrive somewhere in his lair. Depending on the circumstances, Gerram might decide to confront the PCs in

this area or somewhere else. See Encounter 9 for more information. Remember that at APL 10 and above this area is protected by *Mordenkainen's private sanctum*.

The area is dominated by a large slab of stone covered with all kinds of laboratory gear from all kinds of crystal vials to various small brass braziers and porcelain pots and crushers. Various parts of the slab are scorched or contain small holes formed by acid. The northern side of the table is empty of lab equipment, but is covered with parchment all heaped in one big spread out pile without any rhyme or reason. The parchment is covered with notes, sketches and weird symbols. The readable pieces are written in Dwur, and a DC 15 Knowledge (arcane) clearly shows that it are notes on various of experiments mostly involving Conjuraction (summoning). On a cupboard on the northern wall stand a few more books as well as Gerram's spellbook. The books are mostly written in Ur-Flan and Draconic and they are of the kinds that give sane people nightmares. Like the notes they are all in a chaotic mess and even when a reader understands the languages, it is going to take a lot of time to decipher.

The wooden rocking chair with its silken cushion, woollen blanket and foot cushion look very homely and out of place. A small box next to the chair contains pipeweeds and several pipes. Two torches lit with *continual flame* spells light the room.

Treasure:

Looting the laboratory:

APL 8: Loot (60 gp); Coin (0 gp); Special *Gerram's spellbook* (125 gp), “Gerram's Research Notes”.

APL 10: Loot (60 gp); Coin (0 gp); Special *Gerram's spellbook* (212 gp), “Gerram's Research Notes”.

APL 12: Loot (60 gp); Coin (0 gp); Special *Gerram's spellbook* (333 gp), “Gerram's Research Notes”.

APL 14: Loot (60 gp); Coin (0 gp); Special *Gerram's spellbook* (412 gp), “Gerram's Research Notes”.

Gerram's Research Notes: A wizard studying the mad dwarf's work for 1 TU knows how to peacefully interact with creatures from the Far Realm and hence fulfill the special requirements for the Alienist prestige class. Note that this prestige class is considered illegal in many regions. Market Value: 0 gp.

Gerram's Spellbooks: These spellbooks contain the following spells:

Book I: 1st *color spray*, *lesser orb of acid* (CA), *mage armour*, *magic missile*, *ray of enfeeblement*, 2nd *false life*, *glitterdust*, *resist energy*, *web*, 3rd *dispel magic*, *magic circle against law*, *slow*, 4th *enervation*, *summon monster IV*. Market Value: 1500 gp.

Book II: 3rd–fly, 4th–anticipate teleportation (CA), dimension door, 5th–Mordenkainen's private sanctum, vitriolic sphere (CA). Market Value: 1050 gp

Book III: 4th–enervation, Otiluke's dispelling screen (CA); 5th–feeblemind, summon monster V, wall of force, 6th–disintegrate. Market Value: 1450 gp

Book IV: 6th–greater dispel magic, summon monster VI; 7th–mass hold person. Market Value: 950 gp.

Room 7: Summoning Chamber

Gerram has used this area of his lair to summon the creatures from the Far Realm. Like any natural cavern the walls and floors are uneven, relatively smooth, wet and slippery. A few stalactites and stalagmites have been forcibly removed to provide some space for the huge pentagram drawing on the floor. The pentagram has been drawn with a mix of silver powder, charcoal and blood surrounded by a circle of strange runes. It is already starting to feint. Large puddles of purple wax lie at each point of the pentagram. A DC 15 Knowledge (arcana) recognizes it as a true summoning circle though the symbols around it contain a few unknown marks on the spots where the marks of the planes are placed. After having recognized the symbols, the same character can identify the unknown runes after a DC 30 Knowledge (the planes) as belonging to the Far Realm – a plane outside the regular order inhabited by insane and utterly alien entities often seen as true anathemas to the Prime Material plane. Characters with the Alienist prestige class, or who have done research into the Far Realm before (as noted on the AR) have a +10 bonus on these checks. The magic of the circle is long gone, and breaching it poses no risk. There is nothing of value here.

Remember that at APL 12 and above this area is protected by *Mordenkainen's private sanctum*.

Encounter 9: Madness Confronted

As noted in Encounter 7 and 8, Gerram and his bodyguard Darg can be found throughout his whole lair. He spends most of his time in either Area 5 (when sleeping) or Area 6 (virtually all other time). Where he confronts the PCs is highly dependent on the PCs are assaulting his home. Read out aloud the following when the PCs first meet the pair and adjust to take specific protective spells into account:

Before you stands a 10 feet tall muscled hunched humanoid creature dragging huge clawed hands over the floor. It has a grey skin, a large mouth filled with rows of sharp teeth and 6 yellow glowing eyes three above each other on each side of the face. [APL 10 and above:] *Its skin*

is covered with strange cysts and you immediately note several octopi-like tentacles growing from its back that move as if they have a mind of their own.

Behind this muscled monstrosity stands an average sized dwarf with wild dirty black hair and wide round eyes. His face is pale and covered in scars that look like the wounds of a whip. The scars of manacles on his wrists are also easy to see. His clothing might once have been expensive, but it has been torn and mended so often that much of its grandeur has been lost. The dwarf seems to favour purple and black. There is something about his composure and his gaze that gives you the shivers – the dwarf looks utterly and irrevocably mad.

When the dwarf sees you, he cackles madly and then screams: "I never will be put in prison again! I will rather die!"

Creatures: The leader and brain of the pair is Gerram, an insane dwarf wizard. He has been a prisoner in the Calling Mines for a long time, and the voices in that place have driven him into insanity. During the rebellion at the mines not too long ago, he escaped. For a short time he joined the fanatical Trithereonites in the Highlands that are opposing Ahlissa in the hope to free all prisoners in the Mines, but he was kicked out for being too fanatical and that is saying something. Now he is working on his own.

During his travels through the Hollow Highlands he came across Darg, a grey render (at APL 10 and higher: of supernatural origin). Nobody knows the thought processes of a grey render, and how they select their master. Fact is that Darg selected Gerram, somehow recognizing a kindred spirit, and started following Gerram. At first Gerram was somewhat unsettled, but soon he learned to appreciate the render's presence.

Note that knowledge of the Far Realms and the creatures therein is not common among the people of Greyhawk even not amongst the sage versed in planar lore. Knowledge checks to recognize Darg as a half-farspawn incur a -10 circumstance penalty except for alienists.

APL 8 (EL 10)

☛ **Gerram:** Male dwarf Wiz5/Alienist3; hp 49; See Appendix 1.

☛ **Darg:** Male gray render; hp 125; See *Monster Manual* page 138 and Appendix 1.

APL 10 (EL 12)

☛ **Gerram:** Male dwarf Wiz5/Alienist5; hp 64; See Appendix 2.

☛ **Darg:** Male half-farspawn gray render; hp 155; See Appendix 2.

APL 12 (EL 14)

☛ **Gerram:** Male dwarf Wiz5/Alienist7; hp 88; See Appendix 3.

☛ **Darg:** Male half-farspawn advanced 13 HD gray render; hp 201; See Appendix 3.

APL 14 (EL 16)

☛ **Gerram:** Male dwarf Wiz5/Alienist9; hp 105; See Appendix 4.

☛ **Darg:** Male half-farspawn advanced 16 HD gray render; hp 280; See Appendix 4.

Tactics: It is difficult to predict how and when the PCs arrive, so the casting of various buffing spells has not been taken into account in the stat blocks in the appendices. At APL 10 and above Gerram always casts *anticipate teleportation* just before going to bed – afraid as he is to be surprised during the night (and trusting his guardians to make enough noise when a normal route is taken). Depending on the time of the day, and his level it might still be active when the PCs enter his lair. In any event, as soon as the alarm is sounded he starts casting buffing spells on himself and Gerram. In the meantime Darg also buffs himself and Gerram using some of his spell-like abilities. Once ready he starts looking for the PCs.

During the fight, Gerram loves to start by summoning creatures, especially if he has a round or two before the PCs arrive. Since he joined up with Darg his favourite monsters are those that hinder the PCs by special trip attacks (wolves), throwing webs (spiders), or grappling (weasels and snakes). He loves spiders that entangle opponents with their webs, which keeps opponents at least busy for 1 round. He prefers to summon more than one creature per spell and hence selects creatures from one level lower than the actual spell. Remember that all creatures he summons are pseudonatural and use they use their true strike ability on the first round. For ease of use some of his favourite monsters have been described in Appendix 5.

While insane, Gerram is highly intelligent, and when he realizes summoned creatures cannot touch the PCs (e.g. due to a *protection from evil*), he quickly switches tactics. He focuses his damaging spells on wizards (especially *enervation*). One favourite tactic is to place a *Otiluke's dispelling screen* and let Drag bull rush PCs through it. Another is to use *web* or *wall of force* to split the PCs up and giving Darg less opponents to worry about. He fights to the death.

Darg is not particularly bright, and he just goes for the kill. He focuses on opponents that directly threaten his master, Gerram. He definitely uses *blur* on himself and Gerram while using *greater invisibility* on himself. If he cannot reach something due to the walls, he is not adverse

to use *ethereal jaunt* at higher APLs. Remember that he only has an Intelligence of 3, and an obsessive desire to protect Gerram – most of the time he just prefers to claw and rend things until they stop kicking back.

Treasure:

Looting Gerram:

APL 8: Loot (4 gp); Coin (50 gp); Magic *brooch of shielding* (125 gp), *Heward's handy haversack* (167 gp), 2x *potions of cure moderate wounds* (25 gp each), *ring of protection +1* (167 gp), 2x *scrolls of comprehend languages* (2 gp each), 2x *scrolls of obscuring mist* (2 gp each), *scroll of see invisibility* (13 gp), *vest of resistance +1* (83 gp).

APL 10: Loot (4 gp); Coin (50 gp); Magic *brooch of shielding* (125 gp), *headband of intellect +2* (333 gp), *Heward's handy haversack* (167 gp), 2x *potions of cure moderate wounds* (25 gp each), *ring of protection +1* (167 gp), 2x *scrolls of comprehend languages* (2 gp each), 2x *scrolls of obscuring mist* (2 gp each), *scroll of see invisibility* (13 gp), *vest of resistance +2* (333 gp).

APL 12: Loot (4 gp); Coin (300 gp); Magic *brooch of shielding* (125 gp), *cloak of arachnida* (1167 gp), *headband of intellect +2* (333 gp), *Heward's handy haversack* (167 gp), 2x *potions of cure moderate wounds* (25 gp each), *ring of protection +1* (167 gp), 2x *scrolls of comprehend languages* (2 gp each), 2x *scrolls of obscuring mist* (2 gp each), *scroll of see invisibility* (13 gp), *vest of resistance +2* (333 gp).

APL 14: Loot (4 gp); Coin (300 gp); Magic *brooch of shielding* (125 gp), *cloak of arachnida* (1167 gp), *cloak of resistance +2* (333 gp), *deep red sphere ioun stone* (667 gp), *headband of intellect +4* (1333 gp), *Heward's handy haversack* (167 gp), 2x *potions of cure moderate wounds* (25 gp each), *ring of protection +1* (167 gp), 2x *scrolls of comprehend languages* (2 gp each), 2x *scrolls of obscuring mist* (2 gp each), *scroll of see invisibility* (13 gp), *vest of resistance +2* (333 gp).

Detect Magic results: *brooch of shielding* (Faint Abjuration), *cloak of arachnida* (Faint Conjunction and Transmutation), *cloak of resistance* (Faint Abjuration), *deep red sphere ioun stone* (Moderate Transmutation), *headband of intellect +2* (Moderate Transmutation), *headband of intellect +4* (Moderate Transmutation), *Heward's handy haversack* (Moderate Conjunction), *potions of cure moderate wounds* (Faint Conjunction), *ring of protection +1* (Faint Abjuration), *scrolls of comprehend languages* (Faint Divination), *scrolls of obscuring mist* (Faint Conjunction), *scroll of see invisibility* (Faint Divination), *vest of resistance +1* (Faint Abjuration), *vest of resistance +2* (Faint Abjuration).

Development: What the PCs have defeated Gerram, all they have to do is to return to Nonzfyr and report their success.

If Kalil is alive, his father (if still alive) is grateful and truly repentant for his crime. If Gerram is still alive, the PCs can learn little from him. He apparently escaped from the Calling Mines during the recent rebellion at that place and he wants to utterly destroy that prison so that nobody ever can be imprisoned at that vile and evil place. He accuses the Trithereonites and locals of being weak and too afraid to do what is necessary to reach that goal, which is why he went solo.

He is utterly insane, talking to voices nobody can hear (most of the time begging for forgiveness). He acts defiantly and proudly towards the PCs and he tries to escape at every possible moment or else get killed in the process. If you have time enough left, you can play this out, but it is likelier you just have to keep it to a short description on his behaviour. The PCs are more than able to keep him tied up, though if he has some useful spells still prepared, they might be in for a nasty surprise.

Conclusion

The best possible result for the PCs, at least as far as the noniz of Nonzfyr are concerned is if the PCs managed to kill the fiends before they disrupted the negotiations and either killed or captured Gerram alive. In that case they are very grateful towards the PCs, gladly paying them the promised gold for a job well done. In addition they give the PCs a tour through their kennels, and introduce them to the various animal trainers of the clan, offering them to sell various unique animals. If the PCs also lost equipment, either to the acid of the fiends in Encounter 4 or the destrachans in Encounter 7, they also offer to bring it to the proper craftspeople who can repair it for half the market value of a new item. They only do it for items destroyed in this adventure. The fate of Fankaer is of less importance to the clan, but if the PCs spared his life and rescued his son, he knows them big-time. His favour might be of use in future scenarios, depending on whether or not he officially survives this scenario.

If on the other hand, the PCs managed to destroy the fiends in time, but did not kill or capture Gerram nothing much is lost. They still get paid, and they still earn the favour of the Nonzfyr clan. Some of their employers might grumble a bit, but in the end the PCs were hired to protect the negotiations and in that they succeeded. Once again, if both Fankaer and Kalil survived they earn his favor.

The worst possible result for the Nonzfyr clan, and perhaps the whole region, is when the PCs were unable to stop the fiends in time and the negotiations failed. In that case the PCs do not earn the favor of the Nonzfyr clan, and they only get paid if they manage to capture or kill Gerram. The noniz of Nonzfyr are not vindictive, and they realize that only the gods are perfect. They do not hold a grudge

against the PCs if they failed. As with the other three possible results, if both Fankaer and Kalil survived they earn his favor.

Treasure:

Rewards for a job well-done:

APL 8: Loot (0 gp); Coin (250 gp); M (0 gp).

APL 10: Loot (0 gp); Coin (300 gp); M (0 gp).

APL 12: Loot (0 gp); Coin (500 gp); M (0 gp).

APL 14: Loot (0 gp); Coin (700 gp); M (0 gp).

☛ **Favor with the Nonzfyr Clan:** The noniz of the Nonzfyr clan are widely renowned for their skill to raise and train all kinds of animals. You gain meta-regional access to the following animals with price and training between brackets behind the name: brixashulty (150 gp, war/riding, RW), climb dog (125 gp, guard, A&E), deep hound (4250 gp, war/riding, RS), dire badger (115 gp, war/riding). They also sell the necessary exotic saddles a if needed a *color of obedience* (CA). Once bought these can also be taken as animal companions according to their descriptions in the books.

☛ **Repairing items:** For the services provided by the PCs, the people of the Hollow Highlands gladly repair any items that where shattered during the adventure for half the market value of the item. If the PC lacks the gold for doing so right now, he can use the favor in a later adventure.

☛ **Favor of Fankaer:** This favor might be of use in future scenarios.

Campaign Consequences

This module has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back story and campaign all information requested is vital.

Please send your answers to rolspeel@planet.nl as soon as possible. General comments about the module are also welcomed at this address.

1. What region where the characters from?
2. How did they behave?
3. Did they stop the fiends on time?
4. What happened to Fankaer?
5. Did Kalil survive his ordeal?
6. What happened to Gerram?

The End

Experience Point Summary

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

Encounter 4: Confrontations

Defeat the Fiends:

APL8	300 XP
APL10	360 XP
APL12	420 XP
APL14	480 XP

Encounter 7: Guardians

Defeat the guardians:

APL8	300 XP
APL10	360 XP
APL12	420 XP
APL14	480 XP

Encounter 9: Madness Confronted

Defeat Gerram and Darg:

APL8	300 XP
APL10	360 XP
APL12	420 XP
APL14	480 XP

Story Objectives

Rooting out the Fiends before they disrupt the negotiations:

APL8	150 XP
APL10	165 XP
APL12	180 XP
APL14	195 XP

Saving Kalil:

APL8	25 XP
APL10	25 XP
APL12	25 XP
APL14	25 XP

Discretionary Role-playing Award

APL8	50 XP
APL10	80 XP
APL12	125 XP
APL14	170 XP

Total Possible Experience:

APL8	1125 XP
APL10	1350 XP
APL12	1575 XP

APL14

1800 XP

Treasure Summary

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

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

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

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

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

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

Encounter 4: Confrontations

Taking the gems

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: *gem of brightness* (10 charges, 217 gp).

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: *gem of brightness* (25 charges, 542 gp).

APL 12: Loot: 0 gp; Coin: 0 gp; Magic: *gem of brightness* (35 charges, 758 gp).

APL 14: Loot: 0 gp; Coin: 0 gp; Magic: *gem of brightness* (50 charges, 1083 gp).

Encounter 8: Confrontations

Looting Gerram's laboratory

APL 8: Loot: 60 gp; Coin: 0 gp; Magic: *Gerram's spellbook* (125 gp).

APL 10: Loot: 60 gp; Coin: 0 gp; Magic: *Gerram's spellbook* (212 gp).

APL 12: Loot: 60 gp; Coin: 0 gp; Magic: *Gerram's spellbook* (333 gp).

APL 14: Loot: 60 gp; Coin: 0 gp; Magic: *Gerram's spellbook* (412 gp).

Encounter 9: Madness Confronted

Looting Gerram:

APL 8: Loot: 4 gp; Coin: 50 gp; Magic: *brooch of shielding* (125 gp), *Heward's handy haversack* (167 gp), 2x *potions of cure moderate wounds* (25 gp each), *ring of protection* +1 (167 gp), 2x *scrolls of comprehend languages* (2 gp each), 2x *scrolls of obscuring mist* (2 gp each), *scroll of see invisibility* (13 gp), *vest of resistance* +1 (83 gp).

APL 10: Loot: 4 gp; Coin: 50 gp; Magic: *brooch of shielding* (125 gp), *headband of intellect* +2 (333 gp), *Heward's handy haversack* (167 gp), 2x *potions of cure moderate wounds* (25 gp each), *ring of protection* +1 (167 gp), 2x *scrolls of comprehend languages* (2 gp each), 2x *scrolls of obscuring mist* (2 gp each), *scroll of see invisibility* (13 gp), *vest of resistance* +2 (333 gp).

APL 12: Loot: 4 gp; Coin: 300 gp; Magic: *brooch of shielding* (125 gp), *cloak of arachnida* (1167 gp), *headband of intellect* +2 (333 gp), *Heward's handy haversack* (167 gp), 2x *potions of cure moderate wounds* (25 gp each), *ring of protection* +1 (167 gp), 2x *scrolls of comprehend languages* (2 gp each), 2x *scrolls of obscuring mist* (2 gp each), *scroll of see invisibility* (13 gp), *vest of resistance* +2 (333 gp).

APL 14: Loot: 4 gp; Coin: 300 gp; Magic: *brooch of shielding* (125 gp), *cloak of arachnida* (1167 gp), *cloak of resistance* +2 (333 gp), *deep red sphere ioun stone* (667 gp), *headband of intellect* +4 (1333 gp), *Heward's handy haversack* (167 gp), 2x *potions of cure moderate wounds* (25 gp each), *ring of protection* +1 (167 gp), 2x *scrolls of comprehend languages* (2 gp each), 2x *scrolls of obscuring mist* (2 gp each), *scroll of see invisibility* (13 gp), *vest of resistance* +2 (333 gp).

Conclusion

Rewards

APL 8: Loot: 0 gp; Coin: 250 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 300 gp; Magic: 0 gp.

APL 12: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp.

APL 14: Loot: 0 gp; Coin: 700 gp; Magic: 0 gp.

Total Possible Treasure

APL 8: Loot: 64 gp; Coin: 300 gp; Magic: 955 gp - Total: 1319 gp

APL 10: Loot: 64 gp; Coin: 350 gp; Magic: 1930 gp - Total: 2344 gp

APL 12: Loot: 64 gp; Coin: 800 gp; Magic: 2474 gp - Total: 3338 gp

APL 14: Loot: 64 gp; Coin: 1000 gp; Magic: 5855 gp - Total: 6919 gp

Treasure Caps

APL 8 – 1300 gp

APL 10 – 2300 gp

APL 12 – 3300 gp

APL 14 – 6600 gp

Special

☛ **Gerram's Research Notes:** A wizard studying the mad dwur's work for 1 TU knows how to peacefully interact with creatures from the Far Realm and hence fulfill the special requirements for the Alienist. Note that this prestige class is considered illegal in many regions. Market Value: 0 gp.

🔞 **Gerram's Spellbooks:** These spellbooks contain the following spells:

Book I: 1st *color spray*, *lesser orb of acid* (CA), *mage armor*, *magic missile*, *ray of enfeeblement*, 2nd *false life*, *glitterdust*, *resist energy*, *web*, 3rd *dispel magic*, *magic circle against law*, *slow*, 4th *enervation*, *summon monster IV*. Market Value: 1500 gp.

Book II: 3rd *fly*, 4th *anticipate teleportation* (CA), *dimension door*, 5th *Mordenkainen's private sanctum*, *vitriolic sphere* (CA). Market Value: 1050 gp

Book III: 4th *enervation*, *Otiluke's dispelling screen* (CA); 5th *feeblemind*, *summon monster V*, *wall of force*, 6th *disintegrate*. Market Value: 1450 gp

Book IV: 6th *greater dispel magic*, *summon monster VI*; 7th *mass hold person*. Market Value: 950 gp.

☛ **Favor with the Nonzfyr Clan:** The noniz of the Nonzfyr clan are widely renowned for their skill to raise and train all kinds of animals. You gain meta-regional access to the following animals with price and training between brackets behind the name: brixashulty (150 gp, war/riding, RW), climb dog (125 gp, guard, A&E), deep hound (4250 gp, war/riding, RS), dire badger (115 gp, war/riding). They also sell the necessary exotic saddles a if needed a *color of obedience* (CA). Once bought these can also be taken as

animal companions according to their descriptions in the books.

☛ **Favor of Fankaer:** This favor might be of use in future scenarios.

☛ **Repairing items:** For the services provided by the PCs, the people of the Hollow Highlands gladly repair any items that were shattered during the adventure for half the market value of the item. If the PC lacks the gold for doing so right now, he can use the favor in a later adventure.

Items for the Adventure Record

Item Access

APL 8

- ❖ *brooch of shielding* (Adventure, DMG)
- ❖ *gem of brightness* (Adventure, 10 charges, 2600 gp, DMG)
- ❖ Gerram's spellbook I (Adventure, see above)
- ❖ *Heward's handy haversack* (Adventure, DMG)
- ❖ *vest of resistance* +1 (Adventure, CA)

APL 10 (All of APL 8 plus the following)

- ❖ *gem of brightness* (Adventure, 25 charges, 6500 gp, DMG)
- ❖ Gerram's spellbook II (Adventure, see above)
- ❖ *vest of resistance* +2 (Adventure, CA)

APL 12 (All of APLs 8-10 plus the following)

- ❖ *cloak of arachnida* (Adventure, DMG)
- ❖ *Gem of Brightness* (Adventure, 35 charges, 9100 gp, DMG)
- ❖ Gerram's spellbook III (Adventure, see above)

APL 14 (All of APLs 8-12 plus the following)

- ❖ *cloak of resistance* +2 (Adventure, DMG)
- ❖ *deep red sphere ioun stone* (Adventure, DMG)
- ❖ *gem of brightness* (Adventure, DMG)
- ❖ Gerram's spellbook IV (Adventure, see above)

Appendix 1: APL 8

Encounter 4: Confrontations

Shaldob, Blabul, and Desholk: Pseudonatural babau; Medium Outsider (chaotic, extraplanar, evil); CR 7; HD 7d8+35; hp 66; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +7; Grp +12; Atk +12 melee (1d6+5, claw); Full Atk +12/+12 melee (1d6+5, claw) and +10 melee (1d6+2, bite); SA Sneak attack: +2d6, spell-like abilities, summon demon, *true strike* 1/day; SQ Alternate form, damage reduction 10/cold iron or good, damage reduction 5/magic, darkvision 60 ft., immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +10, Ref +6, Will +6; Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16.

Skills and Feats: Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings); Cleave, Multiattack, Power Attack.

Alternate form (Su): As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a –1 morale penalty on their attack rolls against pseudonatural creatures when it is in this alternate form.

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

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

Summon Demon (Sp): Due to the nature of the spell that bound these babau to this world they cannot summon other demons.

True Strike (Su): Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition the creature suffer no miss chance against a target that has concealment or total concealment when making this attack.

Possessions: None.

Encounter 7: Guardians

Destrachan (2): CR 8; Large Aberration; HD 8d8+24; hp 60; Init +5; Spd 30 ft.; AC 18, touch 10, flat-footed 17; Base Atk +6; Grp +14; Atk +9 melee (1d6+4, claw); Full Atk +9/+9 melee (1d6+4, claw); Space/Reach 10 ft./5 ft.; SA Destructive harmonics; SQ Blindsight 100 ft., immunities, protection from sonics; AL NE; SV Fort +5, Ref +5, Will +10; Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

Skills and Feats: Hide +8, Listen +25, Move Silently +7, Survival +9; Dodge, Improved Initiative, Lightning Reflexes.

Destructive Harmonics (Su): A destrachan can blast sonic energy in a cone up to 80 feet long. It can also use this attack to affect any creatures or objects within a 30-foot radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

Nerves: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).

Material: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells, destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Possessions: None.

Encounter 9: Madness Confronted

Gerram: Male dwarf Wiz5/Alienist 3; CR 8; HD 8d4+24; hp 49; Init +1; Spd 20 ft.; AC 12, touch 12, flat-footed 11; Base Atk +3; Grp +3; Atk +3 melee (1d4/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d4/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., +2 racial bonus on saves vs. spells, spell-like abilities and poison, stability, stone cunning, summon alien; AL CE; SV Fort +7, Ref +5, Will +9; Str 10, Dex 12, Con 16, Int 18, Wis 11, Cha 6.

Skills and Feats: Concentration +14, Knowledge (arcana) +12, Knowledge (dungeoneering) +10, Knowledge (the Planes) +12, Listen +5, Profession (miner) +11, Spellcraft +10, Spot +5, Survival +3 (+5 underground); Augmented Summoning, Endurance, Rapid Spell, Scribe Scroll, Still Spell, Spell Focus (Conjuration).

Summon Alien: Whenever an alienist would use any *summon monster* spell to summon a celestial or fiendish creature, she instead summons a pseudonatural version of that creature.

An alienist gives up the ability to summon nonpseudonatural creatures with a *summon monster* spell.

Spells prepared (4/5/4/4/3; Base DC = 14 + spell level): 0—*detect magic, light, message, read magic*, 1st—*color spray, lesser orb of acid, mage armor, magic missile, ray of enfeeblement*, 2nd—*glitterdust**, *false life, resist energy, web**, 3rd—*dispel magic* (2), *magic circle against law, slow*, 4th—*enervation, summon monster III* (rapid), *summon monster IV*.

* Due to Spell Focus (Conjuration) the base DC for these spells is 15 + spell level.

Possessions: Dagger, light crossbow, 20 bolts, spellbook, spell component pouch, *vest of resistance* +1, *brooch of shielding, ring of protection* +1, *Heward's handy haversack*, 2 *potions of cure moderate wounds*, 2 *scrolls of comprehend languages*, 2 *scrolls of obscuring mist*, *scroll of see invisibility*.

Darg: Male gray render; CR 8; Large Magical Beast; HD 10d10+70; hp 125; Init +0; Spd 30 ft.; AC 19, touch 9, flat-footed 19; Base Atk +10; Grp +20; Atk +15 melee (2d6+6, bite); Full Atk +15 melee (2d6+6, bite) and +10/+10 melee (1d6+3, claw); Space/Reach 10 ft./10 ft.; SA Improved grab, rend 2d6+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +14, Ref +7, Will +4; Str 23, Dex 10, Con 24, Int 3, Wis 12, Cha 8.

Skills and Feats: Hide +2, Spot +10, Survival +3; Cleave, Power Attack, Improved Bull Rush, Track.

Improved Grab (Ex): To use this ability the gray render must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attack of opportunity.

Rend (Ex): A gray render that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 2d6+9 points of damage.

Possessions: None.

Appendix 2:

APL 10

Encounter 4: Confrontations

Shaldob, Blabul, and Desholk: Pseudonatural babau Rog2; CR 9; HD 7d8+2d6+63; hp 102; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +8; Grp +15; Atk +15 melee (1d6+7, claw); Full Atk +15/+15 melee (1d6+7, claw) and +13 melee (1d6+3, bite); SA Sneak attack: +3d6, spell-like abilities, summon demon, *true strike* 1/day; SQ Alternate form, damage reduction 10/cold iron or good, damage reduction 5/magic, darkvision 60 ft., evasion, immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft; AL CE; SV Fort +12, Ref +11, Will +8; Str 24, Dex 17, Con 24, Int 14, Wis 16, Cha 14.

Skills and Feats: Balance +5, Bluff +6, Climb +17, Disable Device +12, Disguise +12, Escape Artist +13, Hide +23, Jump +9, Listen +21, Move Silently +23, Open Lock +13, Search +20, Sleight of Hand +13, Survival +3 (+5 following tracks), Tumble +15, Use Rope +3 (+5 with bindings); Cleave, Combat Expertise, Multiattack, Power Attack.

Alternate form (Su): As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a –1 morale penalty on their attack rolls against pseudonatural creatures when it is in this alternate form.

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

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 20 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 20 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Due to the nature of the spell that bound these babau to this world they cannot summon other demons.

True Strike (Su): Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition the creature suffer no miss chance

against a target that has concealment or total concealment when making this attack.

Possessions: None.

Encounter 7: Guardians

Destrachan, advanced 16 HD (2): CR 10; Large Aberration; HD 16d8+48; hp 120; Init +5; Spd 30 ft.; AC 18, touch 10, flat-footed 17; Base Atk +12; Grp +21; Atk +16 melee (1d8+5, claw); Full Atk +16/+16 melee (1d8+5, claw); Space/Reach 10 ft./5 ft.; SA Destructive harmonics; SQ Blindsight 100 ft., immunities, protection from sonics; AL NE; SV Fort +8, Ref +8, Will +14; Str 20, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

Skills and Feats: Hide +16, Listen +31, Move Silently +15, Survival +15; Ability Focus (destructive harmonics), Dodge, Improved Initiative, Improved Natural Attack (claw), Lightning Reflexes, Stealthy.

Destructive Harmonics (Su): A destrachan can blast sonic energy in a cone up to 80 feet long. It can also use this attack to affect any creatures or objects within a 30-foot radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 17 half).

Nerves: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 17 half).

Material: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 17 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells, destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Possessions: None.

Encounter 9: Madness Confronted

Gerram: Male dwarf Wiz5/Alienist 5; CR 10; HD 10d4+33; hp 64; Init +1; Spd 20 ft.; AC 12, touch 12, flat-footed 11; Base Atk +4; Grp +4; Atk +4 melee (1d4/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d4/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., mad certainty, +2 racial bonus on saves vs. spells, spell-like abilities and poison, stability, stone cunning, summon alien; AL CE; SV Fort +8, Ref +6, Will +11; Str 10, Dex 12, Con 16, Int 20, Wis 11, Cha 6.

Skills and Feats: Concentration +16, Knowledge (arcana) +13, Knowledge (dungeoneering) +11, Knowledge (the Planes) +13, Listen +7, Profession (miner) +11, Spellcraft +15, Spot +7, Survival +4 (+6 underground); Augmented Summoning, Endurance, Empower Spell, Rapid Spell, Scribe Scroll, Still Spell, Spell Focus (Conjuration).

Mad Certainty: -4 penalty on all Bluff, Diplomacy, and Handle Animal checks made to influence nonpseudonatural creatures.

Summon Alien: Whenever an alienist would use any *summon monster* spell to summon a celestial or fiendish creature, she instead summons a pseudonatural version of that creature.

An alienist gives up the ability to summon nonpseudonatural creatures with a *summon monster* spell.

Spells prepared (4/6/5/4/4/3; Base DC = 15 + spell level): 0—*detect magic, light, message, read magic, 1st—color spray, lesser orb of acid, mage armor, magic missile, ray of enfeeblement* (2); 2nd—*false life, glitterdust**, *resist energy*, still *ray of enfeeblement, web**; 3rd—*dispel magic, fly, magic circle against law, slow*; 4th—~~*anticipate—teleportation, dimension door, enervation, summon monster III*~~ (rapid); 5th—~~*Mordelaine's private sanctum, summon monster IV*~~ (rapid), *vitriolic sphere*.

* Due to Spell Focus (Conjuration) the base DC for these spells is 16 + spell level.

Possessions: Dagger, light crossbow, 20 bolts, spellbook, spell component pouch, *headband of intellect* +2, *vest of resistance* +2, *brooch of shielding, ring of protection* +1, *Heward's handy haversack*, 2 *potions of cure moderate wounds*, 2 *scrolls of comprehend languages*, 2 *scrolls of obscuring mist*, *scroll of see invisibility*.

Darg: Male half-farspawn gray render; CR 10; Large Outsider (native); HD 10d10+100; hp 155; Init +1; Spd 30 ft.; AC 23, touch 10, flat-footed 23; Base Atk +10; Grp +21; Atk +16 melee (2d6+7, bite), in amorphous form –

+16 melee (1d6+7, tentacle); Full Atk +16 melee (2d6+7, bite), +11/+11 melee (1d6+3, claw) and +11/+11 (1d6+3, tentacle), in amorphous form – +16/+16/+16/+16 melee (1d6+7, tentacle); Space/Reach 10 ft./10 ft.; SA Improved grab, rend 2d6+10, true strike 1/day; SQ Blindsight 60 ft., change shape, darkvision 60 ft., DR 5/magic, immunity to poison, low-light vision, resistance to acid and electricity 10, scent, spell-like abilities, SR 20; AL CE; SV Fort +17, Ref +8, Will +6; Str 25, Dex 12, Con 30, Int 3, Wis 16, Cha 10.

Skills and Feats: Concentration +15, Hide +10, Jump +12, Spot +16, Survival +9; Cleave, Power Attack, Improved Bull Rush, Track.

Change Shape (Su): As a standard action, a half-farspawn can take the form of a grotesque, tentacled mass. In this form the creature loses its claw and bite attack, but gains 2 additional tentacles. It also becomes amorphous and cannot be flanked and is not subject from critical hits. Creatures native to the Material Plane take a -1 morale penalty on attack rolls against half-farspawn in this shape.

Improved Grab (Ex): To use this ability the gray render must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attack of opportunity.

Rend (Ex): A gray render that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 2d6+10 points of damage.

Spell-like Abilities (Sp): 3/day – *blur, blink*; 1/day – *touch of idiocy, stinking cloud* (DC 13), *greater invisibility*. Caster Level 10th.

True Strike (Su): Once per day, the creature can gain a +20 insight bonus on a single attack roll. In addition the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

Possessions: None.

Appendix 3:

APL 12

Encounter 4: Confrontations

Shaldob, Blabul, and Desholk: Pseudonatural babau Rog4; CR 11; HD 7d8+4d6+77; hp 124; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +10; Grp +17; Atk +17 melee (1d6+7, claw); Full Atk +17/+17 melee (1d6+7, claw) and +15 melee (1d6+3, bite); SA Sneak attack: +4d6, spell-like abilities, summon demon, *true strike* 1/day; SQ Alternate form, damage reduction 10/cold iron or good, damage reduction 5/magic, darkvision 60 ft., evasion, immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft, uncanny dodge; AL CE; SV Fort +13, Ref +12, Will +9; Str 24, Dex 17, Con 24, Int 14, Wis 16, Cha 14.

Skills and Feats: Balance +5, Bluff +8, Climb +17, Diplomacy +6, Disable Device +14, Disguise +14 (+16 when observed), Escape Artist +13, Hide +25, Jump +9, Listen +23, Move Silently +25, Open Lock +15, Search +22, Sleight of Hand +13, Survival +3 (+5 following tracks), Tumble +17, Use Rope +3 (+5 with bindings); Cleave, Combat Expertise, Multiattack, Power Attack.

Alternate form (Su): As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a –1 morale penalty on their attack rolls against pseudonatural creatures when it is in this alternate form.

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

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 20 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 20 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Due to the nature of the spell that bound these babau to this world they cannot summon other demons.

True Strike (Su): Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition the creature suffer no miss chance against a target that has concealment or total concealment when making this attack.

Possessions: None.

Encounter 7: Guardians

Ropers (2): CR 12; Large Magical Beast; HD 10d10+30; hp 85; Init +5; Spd 10 ft.; AC 24, touch 10, flat-footed 23; Base Atk +10; Grp +18; Atk +11 ranged touch (drag, strand) or +13 melee (2d6+6, bite); Full Atk +11/+11/+11/+11/+11/+11 ranged touch (drag, strand) and +13 melee (2d6+6, bite); Space/Reach 10 ft./10 ft. (50 ft. with strand); SA Drag, strand, weakness; SQ Darkvision 60 ft., immunity to electricity, low-light vision, resistance to cold 10, SR 30, fire vulnerability; AL CE; SV Fort +10, Ref +8, Will +8; Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12.

Skills and Feats: Climb +12, Hide +10 (+18 in stony or icy surroundings), Listen +13, Spot +13; Alertness, Improved Initiative, Iron Will, Weapon Focus (strand).

Drag (Ex): If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 23 Escape Artist check or a DC 19 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus. A roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the roper takes a –4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to a roper.

Strands (Ex): Most encounters with a roper begin when it fires strong, sticky strands. The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage. The save DC is Constitution-based.

Possessions: None.

Encounter 9: Madness Confronted

Gerram: Male dwarf Wiz5/Alienist 7; CR 12; HD 12d4+51; hp 88; Init +1; Spd 20 ft.; AC 16*, touch 16, flat-footed 15; Base Atk +5; Grp +5; Atk +5 melee

(1d4/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d4/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., mad certainty, +2 racial bonus on saves vs. spells, spell-like abilities and poison, stability, stone cunning, summon alien; AL CE; SV Fort +9, Ref +7, Will +12; Str 10, Dex 12, Con 16, Int 21, Wis 11, Cha 6.

* Includes *mage armor*.

Skills and Feats: Concentration +16, Knowledge (arcana) +13, Knowledge (dungeoneering) +11, Knowledge (the Planes) +13, Listen +7, Profession (miner) +11, Spellcraft +15, Spot +7, Survival +4 (+6 underground); Augmented Summoning, Endurance, Empower Spell, Extend Spell, Improved Toughness, Rapid Spell, Scribe Scroll, Still Spell, Spell Focus (Conjuration).

Mad Certainty: -4 penalty on all Bluff, Diplomacy, and Handle Animal checks made to influence nonpseudonatural creatures.

Summon Alien: Whenever an alienist would use any *summon monster* spell to summon a celestial or fiendish creature, she instead summons a pseudonatural version of that creature.

An alienist gives up the ability to summon nonpseudonatural creatures with a *summon monster* spell.

Spells prepared (4/6/5/5/4/4/2; Base DC = 15 + spell level): 0—*detect magic, light, message, read magic*; 1st—*color spray, lesser orb of acid* (2), *magic missile, ray of enfeeblement* (2); 2nd—*glitterdust** (2), *mage armor* (extended), *resist energy*, still *ray of enfeeblement*; 3rd—*dispel magic, extend false life fly, magic circle against law, slow*; 4th—~~*anticipate teleportation*~~, *dimension door, enervation, Otiluke's dispelling screen*; 5th—*feeblemind, Mordenkainen's private sanctum, summon monster IV* (rapid), *wall of force*; 6th—*disintegrate, summon monster V* (rapid), *vitriolic sphere*.

* Due to Spell Focus (Conjuration) the base DC for these spells is 16 + spell level.

Possessions: Dagger, light crossbow, 20 bolts, spellbook, spell component pouch, *headband of intellect* +2, *cloak of arachnida*, *vest of resistance* +2, *brooch of shielding*, *ring of protection* +1, *Heward's handy haversack*, 2 *potions of cure moderate wounds*, 2 *scrolls of comprehend languages*, 2 *scrolls of obscuring mist*, *scroll of see invisibility*.

Darg: Male half-farspawn gray render advanced 13 HD; CR 12; Large Outsider (native); HD 13d10+130; hp 201; Init +1; Spd 30 ft.; AC 23, touch 10, flat-footed 23; Base Atk +12; Grp +24; Atk +19 melee (2d6+8, bite), in

amorphous form – +19 melee (1d6+8, tentacle); Full Atk +19 melee (2d6+8, bite), +17/+17 melee (1d6+4, claw) and +17/+17 (1d6+4, tentacle), in amorphous form – +19/+19/+19/+19 melee (1d6+8, tentacle); Space/Reach 10 ft./10 ft.; SA Improved grab, rend 2d6+12, true strike 1/day; SQ Blindsight 60 ft., change shape, darkvision 60 ft., DR 10/magic, immunity to poison, low-light vision, resistance to acid and electricity 10, scent, spell-like abilities, SR 23; AL CE; SV Fort +18, Ref +9, Will +7; Str 26, Dex 12, Con 30, Int 3, Wis 16, Cha 10.

Skills and Feats: Concentration +18, Hide +13, Jump +16, Spot +19, Survival +9; Cleave, Power Attack, Improved Bull Rush, Multiattack, Track.

Change Shape (Su): As a standard action, a half-farspawn can take the form of a grotesque, tentacled mass. In this form the creature loses its claw and bite attack, but gains 2 additional tentacles. It also becomes amorphous and cannot be flanked and is not subject from critical hits. Creatures native to the Material Plane take a -1 morale penalty on attack rolls against half-farspawns in this shape.

Improved Grab (Ex): To use this ability the gray render must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attack of opportunity.

Rend (Ex): A gray render that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 2d6+12 points of damage.

Spell-like Abilities (Sp): 3/day – *blur, blink, ethereal jaunt*; 1/day – *telekinesis* (DC 15), *touch of idiocy, stinking cloud* (DC 13), *greater invisibility*. Caster Level 13th.

True Strike (Su): Once per day, the creature can gain a +20 insight bonus on a single attack roll. In addition the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

Possessions: None.

Appendix 4:

APL 14

Encounter 4: Confrontations

Shaldob, Blabul, and Desholk: Pseudonatural babau Rog6; CR 13; HD 7d8+6d6+91; hp 146; Init +8; Spd 30 ft.; AC 22, touch 14, flat-footed 18; Base Atk +11; Grp +18; Atk +18 melee (1d6+7, claw); Full Atk +18/+18 melee (1d6+7, claw) and +16 melee (1d6+3, bite); SA Sneak attack: +5d6, spell-like abilities, summon demon, *true strike* 1/day; SQ Alternate form, damage reduction 10/cold iron or good, damage reduction 5/magic, darkvision 60 ft., evasion, immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft, uncanny dodge; AL CE; SV Fort +14, Ref +14, Will +10; Str 24, Dex 18, Con 24, Int 14, Wis 16, Cha 14.

Skills and Feats: Balance +8, Bluff +10, Climb +17, Diplomacy +8, Disable Device +16, Disguise +14 (+16 when observed), Escape Artist +14, Hide +28, Jump +9, Listen +23, Move Silently +28, Open Lock +18, Search +24, Sleight of Hand +16, Survival +3 (+5 following tracks), Tumble +20, Use Rope +4 (+6 with bindings); Cleave, Combat Expertise, Multiattack, Improved Initiative, Power Attack.

Alternate form (Su): As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a –1 morale penalty on their attack rolls against pseudonatural creatures when it is in this alternate form.

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

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 20 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 20 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Due to the nature of the spell that bound these babau to this world they cannot summon other demons.

True Strike (Su): Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition the creature suffer no miss chance

against a target that has concealment or total concealment when making this attack.

Possessions: None.

Encounter 7: Guardians

Ropers (4): CR 12; Large Magical Beast; HD 10d10+30; hp 85; Init +5; Spd 10 ft.; AC 24, touch 10, flat-footed 23; Base Atk +10; Grp +18; Atk +11 ranged touch (drag, strand) or +13 melee (2d6+6, bite); Full Atk +11/+11/+11/+11/+11/+11 ranged touch (drag, strand) and +13 melee (2d6+6, bite); Space/Reach 10 ft./10 ft. (50 ft. with strand); SA Drag, strand, weakness; SQ Darkvision 60 ft., immunity to electricity, low-light vision, resistance to cold 10, SR 30, fire vulnerability; AL CE; SV Fort +10, Ref +8, Will +8; Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12.

Skills and Feats: Climb +12, Hide +10 (+18 in stony or icy surroundings), Listen +13, Spot +13; Alertness, Improved Initiative, Iron Will, Weapon Focus (strand).

Drag (Ex): If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 23 Escape Artist check or a DC 19 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus. A roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the roper takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to a roper.

Strands (Ex): Most encounters with a roper begin when it fires strong, sticky strands. The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage. The save DC is Constitution-based.

Possessions: None.

Encounter 9: Madness Confronted

Gerram: Male dwarf Wiz5/Alienist 9; CR 14; HD 14d4+62; hp 105; Init +1; Spd 20 ft.; AC 12, touch 12, flat-footed 11; Base Atk +6; Grp +6; Atk +6 melee (1d4/19-20, dagger) or +7 ranged (1d8/19-20, light crossbow); Full Atk +6/+1 melee (1d4/19-20, dagger) or +7 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., insane certainty, +2 racial bonus on saves vs. spells, spell-like abilities and poison, stability, stone cunning, summon alien, timeless body; AL CE; SV Fort +10, Ref +8, Will +13; Str 10, Dex 12, Con 16, Int 25, Wis 11, Cha 6.

Skills and Feats: Concentration +18, Knowledge (arcana) +15, Knowledge (dungeoneering) +13, Knowledge (the Planes) +15, Listen +9, Profession (miner) +11, Spellcraft +15, Spot +9, Survival +5 (+7 underground); Augmented Summoning, Endurance, Empower Spell, Extend Spell, Improved Toughness, Rapid Spell, Scribe Scroll, Still Spell, Spell Focus (Conjuration).

Summon Alien: Whenever an alienist would use any *summon monster* spell to summon a celestial or fiendish creature, she instead summons a pseudonatural version of that creature.

An alienist gives up the ability to summon nonpseudonatural creatures with a *summon monster* spell.

Insane Certainty (Ex): At 8th level, an alienist's mad certainty crystallizes into a truly chilling mania. She gains an additional 3 hit points, but her mental faculties continue to degrade. Her penalty on Bluff, Diplomacy, and Handle Animal checks made to influence nonpseudonatural creatures increases to -10.

Timeless Body (Ex): At 9th level, an alienist learns the secret of perpetual youth. She no longer takes ability penalties for aging and cannot be magically aged (see Table 6-5, page 109 of the Player's *Handbook*). Ability score bonuses from aging still accrue, and any penalties the alienist might have already taken remain in place. An alienist is stolen away by horrible entities when her time is up, and she is never seen again.

Spells prepared (4/6/6/6/5/4/4/3; Base DC = 17 + spell level): 0—*detect magic*, *light*, *message*, *read magic*, 1st—*color spray*, *lesser orb of acid* (2), *magic missile*, *ray of enfeeblement* (2); 2nd—*extend mage armor*, *glitterdust** (2), *resist energy* (2), *still ray of enfeeblement*, 3rd—*dispel magic*, *empowered magic missile*, *extend false life*, *fly*, *magic circle against law*, *slow*, 4th—~~*anticipate teleportation*~~, *dimension door* (2), *enervation*, *Otiluke's dispelling screen*; 5th—*empowered lightning bolt*, *feeblemind*, ~~*Mordenkainen's Private Sanctum*~~, *wall of force*, 6th—*disintegrate*, *greater dispel*

magic, *rapid summon monster* V; 7th—*empowered vitriolic sphere*, *mass hold person*, *rapid summon monster* VI, *still disintegrate*.

* Due to Spell Focus (Conjuration) the base DC for these spells is 18 + spell level.

Possessions: Dagger, light crossbow, 20 bolts, spellbook, spell component pouch, *headband of intellect* +2, *cloak of arachnida*, *vest of resistance* +2, *brooch of shielding*, *ring of protection* +1, *headband of intellect* +4, *Heward's handy haversack*, 2 *potions of cure moderate wounds*, 2 *scrolls of comprehend languages*, 2 *scrolls of obscuring mist*, *scroll of see invisibility*.

Darg: Male half-farspawn gray render advanced 16 HD; CR 14; Huge Outsider (native); HD 16d10+192; hp 280; Init +1; Spd 30 ft.; AC 25, touch 9, flat-footed 24; Base Atk +15; Grp +35; Atk +25 melee (3d6+12, bite), in amorphous form – +25 melee (1d8+12, tentacle); Full Atk +25 melee (3d6+12, bite), +23/+23 melee (1d8+6, claw) and +23/+23 (1d8+6, tentacle), in amorphous form – +25/+25/+25/+25 melee (1d8+12, tentacle); Space/Reach 15 ft./15 ft.; SA Improved grab, *rend* 3d6+18, *true strike* 1/day; SQ *Blindsight* 60 ft., *change shape*, *darkvision* 60 ft., DR 10/magic, immunity to poison, low-light vision, resistance to acid and electricity 10, scent, spell-like abilities, SR 25; AL CE; SV Fort +24, Ref +13, Will +12; Str 34, Dex 13, Con 34, Int 3, Wis 16, Cha 10.

Skills and Feats: Concentration +20, Hide +11, Jump +21, Spot +21, Survival +11; Cleave, Power Attack, Improved Bull Rush, Iron Will, Multiattack, Track.

Change Shape (Su): As a standard action, a half-farspawn can take the form of a grotesque, tentacled mass. In this form the creature loses its claw and bite attack, but gains 2 additional tentacles. It also becomes amorphous and cannot be flanked and is not subject from critical hits. Creatures native to the Material Plane take a -1 morale penalty on attack rolls against half-farspawns in this shape.

Improved Grab (Ex): To use this ability the gray render must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attack of opportunity.

Rend (Ex): A gray render that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 3d6+18 points of damage.

Spell-like Abilities (Sp): 3/day – *blur*, *blink*, *ethereal jaunt*; 1/day – *scintillating pattern*, *telekinesis*

(DC 15), *touch of idiocy*, *stinking cloud* (DC 13), *greater invisibility*. Caster Level 16th.

True Strike (Su): Once per day, the creature can gain a +20 insight bonus on a single attack roll. In addition the creature suffer no miss chance against a target that has concealment or total concealment when making this attack.

Possessions: Cloak of resistance +2, deep red sphere ioun stone.

Appendix 5: Gerram's Summonings

Common Abilities

Alternate form (Su): As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a –1 morale penalty on their attack rolls against pseudonatural creatures when it is in this alternate form.

True Strike (Su): Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition the creature suffer no miss chance against a target that has concealment or total concealment when making this attack.

Summon Monster II

Pseudonatural Monstrous Spider, medium: CR –; Medium Outsider (augmented); HD 2d8+6; hp 15; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6+2 plus poison, bite) or +4 ranged touch (web); Full Atk +4 melee (1d6+2 plus poison, bite) or +4 ranged touch (web); SA Poison, true strike 1/day, web; SQ Alternate form, darkvision 60 ft., resistance acid/electricity 5, tremorsense 60 ft., SR 12, vermin traits; AL CN; SV Fort +6, Ref +3, Will +0; Str 15, Dex 17, Con 16, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +13, Hide +7, Jump +2, Spot +4; Weapon Finesse.

Poison (Ex): Fort DC 14, 1d4 Str/1d4 Str.

Web (Ex): 8/day – DC 14 Escape Artist, DC 18 Break, hp 6.

Pseudonatural Wolf: CR –; Medium Outsider (augmented); HD 2d4+8; hp 17; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +6; Atk +5 melee (1d6+4, bite); Full Atk +5 melee (1d6+5, bite); SA Trip, true strike 1/day; SQ Alternate form, low-light vision, resistance acid/electricity 5, scent, SR 12; AL CN; SV Fort +7, Ref +5, Will +1; Str 17, Dex 15, Con 19, Int 3, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 when tracking); Track, Weapon Focus (bite).

Trip (Ex): A wolf that his with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Summon Monster III

Pseudonatural Dire Weasel: CR ; Medium Outsider (augmented); HD 3d8; hp 13; Init +4; Spd 40 ft.; AC 16, touch 12, flat-footed 12; Base Atk +2; Grp +4; Atk +6 melee (1d6+3, bite); Full Atk +6 melee (1d6+3, bite); SA Attach, blood drain, true strike 1/day; SQ Alternate form, low-light vision, resistance acid/electricity 5, scent, SR 13; AL CN; SV Fort +3, Ref +7, Will +4; Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +8, Listen +3, Move Silently +8, Spot +5; Alertness, Stealthy, Weapon Finesse.

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

Summon Monster IV

Pseudonatural Dire Wolf: CR –; Large Outsider (augmented); HD 6d8+30; hp 57; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +17; Atk +13 melee (1d8+13, bite); Full Atk +13 melee (1d8+13, bite); Space/Reach 10 ft./5 ft.; SA Trip, true strike 1/day; SQ Alternate form, DR 5/magic, low-light vision, resistance acid/electricity 5, scent, SR 16; AL CN; SV Fort +10, Ref +7, Will +6; Str 29, Dex 15, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, spot +7, Survival +2 (+6 when tracking by scent); Alertness, Run, Track, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent (+13 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Pseudonatural Monstrous Spider, large: CR –; Large Outsider (agumented); HD 4d8+12; hp 30; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 12, flat-footed 11; Base Atk +3; Grp +11; Atk +6 melee (1d8+5 plus poison, bite); Full Atk +6 melee (1d8+5 plus poison, bite); SA Poison, true strike 1/day; web; SQ Alternate form, darkvision 60 ft., DR 5/magic, resistance

acid/electricity 5, scent, SR 16, tremorsense 60 ft., vermin traits; AL CN; SV Fort +7, Ref +4, Will +1; Str 19, Dex 17, Con 16, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +13, Hide +3 (+11 while in webbing), Jump +4, Move Silently +3 (+11 while in webbing), Spot +4; –

Poison (Ex): Fort DC 15, 1d6 Str/1d6 Str.

Web (Ex): 8/day – DC 15 Escape Artist, DC 29 Break, hp 12.

Summon Monster V

Pseudonatural Giant Crocodile: CR –; Huge Outsider (augmented); HD 7d8+42; hp 73 hp; Init +1; Spd 20 ft., swim 30 ft.; AC 16, touch 9, flat-footed 15; Base Atk +5; Grp +23; Atk +13 melee (2d8+15, bite) or +13 melee (1d12+15, tail slap); Full Atk +13 melee (2d8+15, bite) or +13 melee (1d12+15, tail slap); Space/Reach 15 ft./10 ft.; SA Improved grab, true strike 1/day; SQ Alternate form, DR 5/magic, hold breath, low-light vision, resistance acid/electricity 5, scent, SR 17; AL CN; SV Fort +11, Ref +6, Will +3; Str 31, Dex 12, Con 23, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +1 (+6 in murky water), Listen +5, Spot +5, Swim +18; Alertness, Endurance, Skill Focus (Hide).

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Summon Monster VI

Pseudonatural Giant constrictor snake: CR –; Huge Outsider (augmented); HD 11d8+36; hp 85; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15, touch 11, flat-footed 12; Atk +8; Grp +25; Atk +15 melee (1d8+13, bite); Full Atk +15 melee (1d8+13, bite); Space/Reach 15 ft./10 ft.; SA Constrict 1d8+13, improved grab, true strike 1/day; SQ Alternate form, DR 5/magic, hold breath, low-light vision, resistance acid/electricity 10, scent, SR 21; AL CN; SV Fort +10, Ref +10, Will +4; Str 29, Dex 17, Con 17, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16; Alertness, Endurance, Skill Focus (Hide), Toughness.

Constrict (Ex): On a successful grapple check, a constrictor snake deals 1d8+13 points of damage.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Appendix 6: Important NPCs

Orlamm 'Shrieker' Blackrock: Male gnome Pal 10 (Bluff +11, Diplomacy +19, Intimidate +12, Sense Motive +10; AL LG).

Appearance: A small gnome, that's even small for a gnome (2 feet 10 inches), but he makes up for that with his shrieking voice. He has a dark tan colored skin and blue-greenish eyes. His hair is reddish blond. He has a carefully trimmed goatee and wears a fine suit of brown leather intricately stitched with leave patterns in green, gold and red.

Personality: In the clan of Nonzfyr, he is known for his voice and his short temper. He has a way to get people to do what he wants (they don't want to hear his voice for very long and they don't want to get him mad, 'cause then his voice gets even worse), and that is why he has been placed in the position of recruiting people for the security of the terrain. He is an expert in leadership in his own personal way.

Fankaer: Male gnome Exp4 (miner; AL N).

Appearance: Fankaer is a gaunt gnome of average height with wild black hair and a short equally uncombed beard. He has pale grey eyes and the typical large nose of a gnome, though his is sharp. He favors simple sturdy clothes in dreary dark colors.

Personality: Fankaer is a grim, resolute man who is obsessed with striking it big, blaming the death of his wife due to the lack of funds to afford a proper cleric. The others have warned him that one day his greed would bring him into trouble, and now that he is on the brink of loosing his son, he seems to finally wake up. Sick with worry about the faith of his son, and virtually unable to think because of it, he made things only worse. As a result of this, he clasps desperately to any straw of hope that the PCs might offer him.

Soldiers

Lieutenant Ovrid: Male dwarf Rgr3 (AL LN).

Appearance: It's rather unusual for a dwarf to have red hair, but this one has red hair. His hair is rather long (just above the buttocks) and held together by a clasp with the image of a knot (DC 15 Knowledge (religion): symbol of Valkauna; dwarven deity of oaths). He wears the standard army issue of Sunndi adorned with a few stripes and stars that depict his rank. He is of an average height (4 feet 7 inches) and is just as broad as most dwarves are. His skin is light brown and he has freckles. His eyes are a piercing blue color.

Personality: Orvid is known for his reliability. If he makes an oath, he will fulfill it. He is also known, for not letting his judgement be clouded by politics and that is probably the reason he has been given this assignment. Besides his clear judgement, he is somewhat of an expert when it comes down to underground territory.

Sergeant Hanard: Male human (Oeridian) Rgr1 (AL NG).

Appearance: This male has light brown hair, cut short. His eyes are grey blue and his height is 5 feet 10 inches. He has a muscular build. He wears the standard army issue of Sunndi adorned with a few stripes and stars that depict his rank. Besides these traits he is rather nondescript.

Personality: This is an easygoing man that takes his orders and follows them. He is not angered easily and is usually rather quiet, unless he has to issue commands to the soldiers that are below him in rank. In that case he has a clear voice and people are often inclined to do what he is commanding. Most people that get to know him know he is very good with horses.

Sergeant Dairlin: Male halfling Rgr1 (AL N).

Appearance: This halfling stands 3 feet 1 inch tall and has brown curly hair. His eyes are green and he wears the standard army issue of Sunndi adorned with a few stripes and stars that depict his rank. He looks more than well fed.

Personality: Sergeant Dairlin is known for his lack of prejudice. In the army he has been trained as a Sniper and he is rather good with a bow. He is quite good-looking and is known to be a bit idle. His clothing looks immaculate most of the time and when they don't, he can become a bit irritated.

Sergeant Flanara: Female gnome Rgr1 (AL NG).

Appearance: She wears the standard army issue of Sunndi adorned with a few stripes and stars that depict his rank. Her hair is blond, almost white (platinum blond) and she has grey blue eyes with a twinkle. She stands 3 feet tall and has a wiry body.

Personality: She is known for her healing skills and often services as a medic in the army. She is quick with a smile and a wink. She is known as a kind person, but can be very vindictive.

Servants

Daraena: Female gnome Exp2 (AL LG).

Appearance: You see an elderly female gnome with a regal look about her. She wears her gray hair in a knot on top of her hair. Her eyes are grey blue and she stands 2 feet 8 inches tall. She is wearing a blue formal dress that bears the family arms of Nonzfyr.

Personality: This lady know how to run a household, even one as big as Starkholm. She can be very commanding and if you are an servant, you better run to doing as she says. If you are a guest, you don't want to be rude, 'cause then you might find that your stay at Starkholm isn't going to be so pleasant as you might have expected. Besides these traits, she always seems to know what is going on and can act on it before hand.

Ertik: Male gnome Exp2 (AL NG).

Appearance: Ertik is a well-fed, sturdy looking gnome with short well-groomed hair and dark brown eyes. He does not have a beard, but he does have a moustache. He favors green and brown colored clothing, all perfectly clean. He has a habit to fiddle with his moustache, except when dominated by the fiend. Ertik has difficulties sitting still for anything longer then a few moments, and he always makes a nervous impression.

Personality: Ertik is a meticulous guy with a bit of an obsession to make sure everything goes perfect. Luckily for those around him, he does not force this tendency on others. He usually is as merry and outgoing as any gnome, though he can become a bit irritated when things do not go his way.

The fiend in him heightens his bad qualities, and now he does become furious when things go badly.

Kalleena: Female gnome Exp2 (AL CG).

Appearance: Kalleena is a small plumb gnome with a love for good food and a good conversation. She has long curly brown hair. She favors practical but beautifully decorated dresses. She does not wear jewelry.

Personality: Kalleena is a bit of gossip who is incredibly curious about others. She is genuinely worried about the welfare of others, and always remembers a face and has a knack to know exactly what a person wants, sometimes even before that person realizes it. Were it not for her gossiping she would be a perfect servant. She also has a tendency to boss around people, though usually this only becomes noticeable when she is stressed.

The fiend that possesses Kalleena heightens her bad qualities even when not directly dominating her. She is incredibly talkative, and always prying for information. Worse though is her tendency to order people around. Unlike normal she forgets people faces, and does not considers others nearly as often as she should.

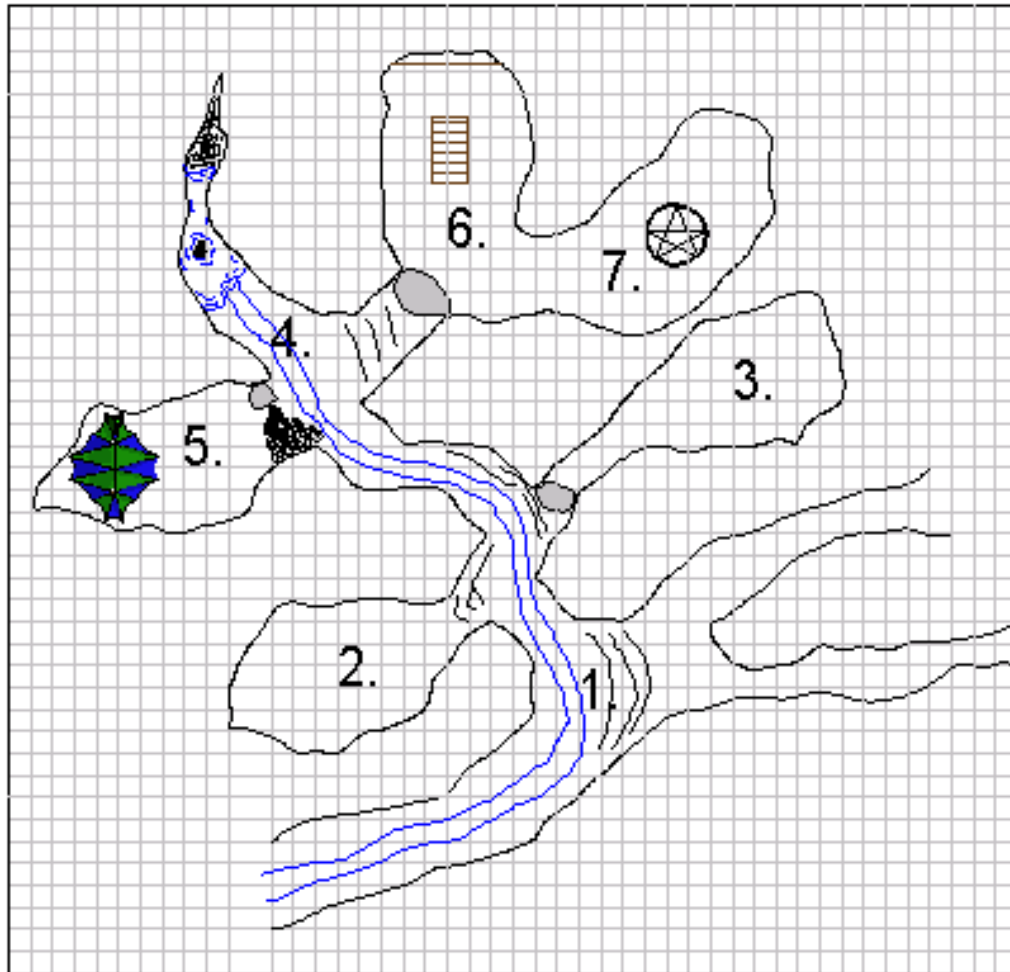
Tallik: Male gnome Exp2 (AL NG).

Appearance: Tallik is an unassuming gnome and people tend to forget him. He has short brown curly hair. He tends to wear whatever Ertik wears.

Personality: Tallik loves a good joke as any gnome, but unlike most gnomes, he is not much of a talker. He prefers to listen. He is a follower, and as such he rarely shows much initiative.

Due to the fiend, Tallik has withdrawn into himself completely. It is not that he does not talk, he hardly reacts to people and when he reacts it tends to be completely inappropriate. He is very jumpy, and clearly the one that suffers the most of the three. He actually hears voices, and he thinks he is going insane.

Appendix 7: Map of Gerram's Lair



(1 square equals 5 feet)

1. Entrance
2. Guardians' Lair
3. Storage Area (and prison)
4. Well
5. Gerram's Sleeping Cave
6. Laboratory
7. Summoning Chamber

Appendix 8 New Rules Items

Prestige Classes

Alienist

(Source: *Complete Arcane* page 21-24)

Alienists deal with powers and entities from terrifyingly remote reaches of space and time. For them, magical power is the triumph of the mind over the rude boundaries of dimension, distance, and often, sanity. With knowledge and determination, they pierce the barrier at the edge of time itself. In the Far Realm, outside time, Herculean minds drift, absorbed in contemplations of madness. Unspeakable beings whisper terrifying secrets to those who dare communication. These secrets were not meant for mortals, but the alienist plunges into abysses of chaos and entropy that would blast a weaker mind. An alienist's mad certainty is sometimes strong enough to sway others to believe in her own future transcendence.

Alienists might, on rare occasions, gather in secluded groups to enact some obscure ritual, but more often they are encountered singly. NPC alienists sometimes haunt libraries or specialty bookshops in large cities, skulking and mumbling among stacks of rare (and dangerous) volumes.

Adaptation: The inclusion of the alienist in your campaign world, as printed here, requires that you make some basic assumptions about the cosmology of your campaign. Places far worse than Hell exist in the multiverse, and even demons have more in common with characters than the entities that exist outside what is known, a mere glimpse of which can drive the sanity from someone's mind.

If you prefer that demons and devils retain their top seat in the hierarchy of evil, you can adjust this prestige class so that the alienist has congress with demons instead of the nebulous entities of the Far Realm.

Hit Die: d4

THE ALIENIST

Level	BAB	Fort	Ref	Will	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Familiar abilities, summon alien	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Alien blessing	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Metamagic secret	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Mad certainty	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Pseudonatural familiar	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Extra summoning	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Metamagic secret	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Insane certainty	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Timeless body	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Alien transcendence	+1 level of existing spellcasting class

Requirements

To qualify to become an alienist, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Skills: Knowledge (the planes) 8 ranks.

Feat: Augment Summoning.

Spells: Able to cast at least one summoning spell of 3rd level or higher.

Special: Must have made peaceful contact with an alienist or a pseudonatural creature.

Class Skills: The alienist's class skills (and the key ability for each skill) are Concentration (Con), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the alienist prestige class.

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

Spells per Day/Spells Known: At each level, an alienist gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on). If she had more than one spellcasting class before becoming an alienist, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Familiar Abilities: Levels of alienist stack with levels of any class that provide access to a familiar. Add levels from this class and the class that granted access to the familiar together and refer to the table on page

53 of the *Player's Handbook* to determine the familiar's natural armor, Intelligence, and special abilities. If a character had levels in multiple classes that grant access to a familiar before becoming an alienist, she must decide to which class to add each level for the purpose of determining the abilities of her familiar. This ability does not grant an alienist a familiar if she does not already have one.

Summon Alien: Whenever an alienist would use any *summon monster* spell to summon a celestial or fiendish creature, she instead summons a pseudonatural version of that creature. For example, by casting *summon monster IV*, she could summon a pseudonatural dire wolf. This adds the pseudonatural template (see page 160) to the summoned creature.

An alienist gives up the ability to summon nonpseudonatural creatures with a *summon monster* spell. For instance, the alienist described above couldn't summon a mephit or howler with *summon monster IV*.

Alien Blessing (Ex): An alienist who attains 2nd level gains a +1 insight bonus on all saving throws, but she permanently loses 2 points of Wisdom.

Metamagic Secret: An alienist listens to the secret voice whispering from beyond time's end, and profits thereby. At 3rd and again at 7th level, she can choose any metamagic feat as a bonus feat.

Mad Certainty (Ex): At 4th level, an alienist's mad certainty in the power of entities beyond the reach of normal space and time lend her an unnatural fortitude, granting her an additional 3 hit points. However, constantly dwelling on such beings is mentally corrosive, and the alienist's mind begins to fracture. She now takes a -4 penalty on all Bluff, Diplomacy, and Handle Animal checks made to influence nonpseudonatural creatures.

Pseudonatural familiar: Beginning at 5th level, an alienist's familiar, if any, gains the pseudonatural template (see page 160) in addition to the powers and abilities normal for a familiar of the appropriate level. This effect does not replace an existing familiar—the familiar has been slowly taking on pseudonatural aspects as the alienist rises in level, and those characteristics become fully functional at this point. From now on, the alienist's newly summoned familiars already possess the pseudonatural template. If an alienist has no familiar, this ability has no effect.

Extra Summoning: From 6th level on, an alienist gains one extra spell slot at her highest spell level. This slot can be used only for a *summon monster* spell. As an alienist becomes able to learn higher-level spells, the extra slot migrates up to the new highest level.

Insane Certainty (Ex): At 8th level, an alienist's mad certainty crystallizes into a truly chilling mania. She gains an additional 3 hit points, but her mental faculties continue to degrade. Her penalty on Bluff, Diplomacy, and Handle Animal checks made to influence nonpseudonatural creatures increases to -10.

Timeless Body (Ex): At 9th level, an alienist learns the secret of perpetual youth. She no longer takes ability penalties for aging and cannot be magically aged (see Table 6-5, page 109 of the *Player's Handbook*). Ability score bonuses from aging still accrue, and any penalties the alienist might have already taken remain in place. An alienist is stolen away by horrible entities when her time is up, and she is never seen again.

Alien Transcendence (Su): A 10th-level alienist, because of long association with alien entities and intense study of insane secrets, transcends her mortal form and becomes an alien creature. Her type changes to outsider. Additionally, she gains damage reduction 10/magic and resistance to acid 10 and electricity 10.

Upon achieving alien transcendence, an alienist undergoes a minor physical change, usually growing a small tentacle or other strange feature, such as an extra appendage, organ, eye, or enigmatic lump. An alienist can hide this abnormality in a robe or hood, but the alien growth is not under the alienist's control and sometimes moves, twitches, opens, or otherwise animates of its own accord. This applies a -4 penalty on Disguise checks an alienist makes to conceal her true nature.

Anyone who shares an alienist's predilection for study of the Par Realms immediately recognizes her transcendent nature, and she gains a +2 circumstance bonus on all Charisma-based skill checks and ability checks when interacting with such beings. She gains a +2 circumstance bonus on Intimidate checks involving any other creatures to whom she reveals her abnormal nature.

Monsters

Half-Farspawn

(Source: *Lords of Madness* page 151-153)

Much as fiends produce terrible mortal progeny, certain entities of the Far Realm occasionally venture to the Material Plane to procreate. Sometimes the mortal parent is willing, a fanatical cultist or creature so debased in evil that he or she deliberately invites the union. Other times, the Far Realm being visits its horrible taint on whatever mortal creature best suits its abhorrent purpose. In any event, the half-farspawn is a

creature in which the fantastically abnormal is cloaked in a guise of mundane flesh and blood.

Half-farspawn are horrible in appearance. By the capriciousness of fate and heritage, they might appear largely normal, strongly favoring the mortal parent, but always prominently bear abnormal features: extra limbs, writhing cilia, tentacles, translucent flesh, variable coloration, or slavering maws or alien eyes embedded in otherwise normal flesh. With heavy clothing, a humanoid half-farspawn might conceal its true nature for a time, but anyone viewing the half-farspawn without its coverings could not possibly miss its differences.

Half-farspawn are shunned by most other creatures. While some aberrations regard a creature descended from the Far Realm as an honored emissary, most others loathe and detest half-farspawn. They might find refuge in the alien dimensions from which their farspawn progenitor came, but in the Material Plane, they are viewed as madness incarnate. Only alienists and insane cultists regard half-farspawn as allies and knowingly aid them.

Creating a Half-Farspawn

“Half-farspawn” is an inherited template that can be added to any corporeal creature of the aberration, animal, dragon, elemental, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin type (hereafter referred to as the base creature). A half-farspawn uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Half-farspawn are normally native outsiders.

Armor Class: The creature’s natural armor improves by 3. **Attack:** A half-farspawn gains two tentacle attacks in addition to any attacks the base creature could normally make. If the base creature can use weapons, the half-farspawn can still do so. A half-farspawn fighting without weapons uses a tentacle when making an attack action (unless it has another natural attack it prefers). When it has a weapon, it uses the weapon instead.

Full Attack: A half-farspawn fighting without weapons uses both its tentacles when making a full attack (plus any other natural attacks of the base creature). If armed with a weapon, it uses the weapon as its primary attack and its tentacles as secondary natural attacks (–5 on the attack roll, half Strength bonus on damage rolls).

Damage: A half-farspawn’s tentacle attacks deal bludgeoning damage as shown below.

Size	Tentacle Damage	Reach with Tentacles
Fine	1	0 ft.
Diminutive	1	0 ft.
Tiny	1d2	0 ft.
Small	1d3	5 ft.
Medium	1d4	5 ft.
Large	1d6	10 ft.
Huge	1d8	15 ft.
Gargantua	2d6	20 ft.
n		
Colossal	3d6	30 ft.

Special Attacks: A half-farspawn retains all the special attacks of the base creature, and gains the following special attack:

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. The half-farspawn is not affected by the miss chance that applies to attacks against a concealed target.

Spell-Like Abilities: A half-farspawn with an Intelligence score of 3 or higher has spell-like abilities depending on its Hit Dice, as indicated below. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature’s Hit Dice, and the save DC is Charisma-based.

HD	Abilities
1–2	blur 3/day
3–4	touch of idiocy
5–6	stinking cloud
7–8	blink 3/day
9–10	greater invisibility
11–12	telekinesis
13–14	ethereal jaunt 3/day
15–16	scintillating pattern
17–18	summon monster IX*
19 or more	implosion*

A half-farspawn can summon only pseudonatural animals or vermin with this ability. It can select from any celestial or fiendish animal or vermin that could be summoned by summon monster IX, but applies the pseudonatural template (see page 161) to the creature rather than the celestial or fiendish template.

Special Qualities: A half-farspawn has all the special qualities of the base creature, plus the following special qualities:

— Blindsight out to 60 feet.

- Immunity to poison.
- Resistance to acid 10 and electricity 10.
- Damage reduction 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).
- A half-farspawn's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.
- Spell resistance equal to Hit Dice + 10 (up to a maximum of 25).

Change Shape (Su): As a standard action, a half-farspawn can take the form of a grotesque, tentacled mass. This ability functions as described for the change shape ability (see page 306 of the *Monster Manual*), except as follows:

- The creature's movement modes do not change.
- The creature retains the tentacle attacks granted by this template (see Attack, above) and gains two additional tentacle attacks when making a full attack.
- The creature becomes amorphous. It cannot be flanked, and is not subject to extra damage from critical hits. — Creatures native to the Material Plane take a –1 morale penalty on attack rolls against a half-farspawn in its amorphous form.

Abilities: Increase from the base creature as follows: Str +2, Dex +2, Con +6, Wis +4, Cha +2.

Skills: A half-farspawn gains skill points as an outsider and has skill points equal to $(8 + \text{Int modifier}) \times (\text{HD} + 3)$. Do not include Hit Dice from class levels in this calculation—the half-farspawn gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's entry as class skills, and other skills as cross-class skills.

Challenge Rating: HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.

Alignment: Always chaotic evil.

Level Adjustment: +4.

Half-Farspawn Characters

Humanoid half-farspawn often have a character class, preferring cleric, fighter, or sorcerer. Half-farspawn clerics are devotees of terrible deities such as Tharizdun or Mak Thuum Ngatha, or simply choose to venerate cosmic forces such as destruction and madness.

Pseudonatural Creature

(Source: *Lords of Madness*, page 161-162)

Past the timeless eons that lie between the stars, pseudonatural creatures dwell beyond the planes as we know them, nestled in far realms of insanity. When

summoned to the Material Plane, they often take on the form and abilities of familiar creatures, though they are more gruesome in appearance than their earthly counterparts. Alternatively, they might appear in a manner more consistent with their origins, manifesting as masses of writhing tentacles or other even more terrible-looking forms.

Creating a Pseudonatural Creature

"Pseudonatural" is an acquired template that can be added to any corporeal creature (referred to hereafter as the base creature). A pseudonatural creature uses all the base creature's statistics and abilities except as noted here. Even though the creature's type changes, do not recalculate Hit Dice, base attack bonus, or skill points.

Size and Type: The creature's type changes to outsider. Size is unchanged.

Special Attacks: A pseudonatural creature retains all the special attacks of the base creature and also gains the following attack:

True Strike (Su): Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

Special Qualities: A pseudonatural creature retains all the special qualities of the base creature and also gains the following special qualities:

Resistance (Ex): A pseudonatural creature has resistance to acid and electricity based on the base creature's Hit Dice (see the table below).

Damage Reduction (Ex): A pseudonatural creature gains damage reduction based on the base creature's Hit Dice (see the table below).

Hit Dice	Acid, Electricity Resistance	Damage Reduction
1–3	5	—
4–7	5	5/magic
8–11	10	5/magic
12 or more	15	10/magic

Alternate Form (Su): As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form, as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a –1 morale penalty on their attack rolls against a pseudonatural creature when it is in this alternate form.

Spell Resistance (Ex): A pseudonatural creature gains spell resistance equal to 10 + the base creature's HD (maximum 25).

Abilities: Same as the base creature, but Intelligence is at least 3.

Environment: Any land and underground.

Challenge Rating: Up to 3 HD, as base creature; 4 HD to 11 HD, as base creature +1; 12 or more HD, as base creature +2.

Feats

Improved Toughness

(Source: *Complete Warrior*, page 101)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Prone Attack as one of his fighter bonus feats.

Rapid Spell [Metamagic]

(Source: *Complete Divine*, page 84)

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with a casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Spells

Anticipate Teleportation

Abjuration

Level: Sorcerer/wizard 4

Components: V/S/F

Casting Time: 1 round

Range: One willing creature touched

Area: 5ft./level radius emanation from touched creature

Duration: 1 hour/lvl

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded by an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready weapons. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, though if their destination is within the area the spell will affect the reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Source: Complete Arcane pg 97

Orb of Acid, Lesser

(Source: *Complete Arcane*, page 115)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th Level, and the maximum of 5d8 at 9th level or higher.

Otiluke's Dispelling Screen

(Source: *Complete Arcane*, page 116)

Abjuration

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Energy wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You create an opaque, immobile, shimmering screen of violet energy. Any spell effect operating on a creature or unattended object that passes through the screen is affected as by a targeted *dispel magic* at your caster level. Attended items that pass through are not affected by the screen, which is the only way the screen differs from a normal targeted casting of *dispel magic*—attended items are essentially not targeted by the screen. Make a caster level check (1d20 + 1 per caster level, maximum +10) to dispel spells effect (DC 11 + caster level) or suppress an unattended object's magical properties for 1d4 rounds (DC equal to the item's caster level). Spell effects not operating on objects or unattended creatures cannot pass through the screen. A *disintegrate* or successful *dispel magic* removes *Otiluke's dispelling screen*, while an *antimagic field* suppresses it.

Material Components: A sheet of fine lead crystal.

risk taking damage in the following 2 rounds (6d4 point of damage in the second round and 3d4 points of damage in the third round). Both rounds of continuing damage are subject to Reflex saves for half damage; if an affected creature succeeds on its second Reflex save, it take no acid damage in the third round.

Material Component: A tiny glass vial filled with aqua regia.

Vitriolic Sphere

(Source: *Complete Arcane*, page 128)

Conjuration (Creation) [Acid]

Level: Sorcerer/Wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 10-ft.-radius burst

Duration: Instantaneous; see text

Saving Throw: Reflex negates and Reflex half; see text

Spell Resistance: No

You conjure a sizzling emerald sphere that drenches all within the area with a potent acid. Affected creatures take 1d4 point of acid damage per caster level (maximum 15d4) and must succeed on a Reflex save or

Player's Handout 1:
The Clanmoot's Festival Schedule

Festival programme

Day 1

Morning	✦ The Fair (till midnight)
Midmorning	✦ Opening Ceremony
Midday	✦ Raft building for the raft competition on the third day (for our kids and grownups) (till sunset) ✦ Stone throwing competition (22 lbs., 28 lbs., 56 lbs.) ✦ Sheep herding competition
Midafternoon	✦ Foot-racing competition (short track and mountain track) ✦ Treasure hunt (for our kids)
Afternoon	✦ Throwing daggers competition ✦ Performance competition
Sunset	✦ Torchlight ceremony (in remembrance of our heroes)

Day 2

Morning	✦ The Fair (till midnight) ✦ Grand Picnic
Midmorning	✦ Hammer throwing competition (5 lbs., 15 lbs, 30 lbs.) ✦ Sack Race (for our kids) ✦ Raft building for the raft competition on the third day (for our kids and grownups) (till sunset)
Midday	✦ Food competition ✦ Riding dog competition
Midafternoon	✦ Archery competition ✦ Drinking competition
Afternoon	✦ Sheep dog competition
Sunset	✦ Dance festival

Day 3

Morning	✦ The Fair (till midnight) ✦ Raft race (for our kids) ✦ Tug of war competition
Midmorning	✦ Wrestling competition ✦ Raft race (for grownups)
Midday	✦ 10- foot pole throwing competition (16 lbs., 22 lbs., 28 lbs. and 56 lbs.) ✦ Twin Race (for our kids)
Midafternoon	✦ Climbing competition
Afternoon	✦ Marriage ceremony
Sunset	✦ Musical festival
Midnight	✦ Firework display

If you would like to join any of the festivities or are willing to hand a helping hand, please report to Colmarr Uvarkk for further details.

Player's Handout 2: Guards and Servants

Soldiers

Lieutenant Ovrid: Male dwarf

Sergeant Hanard: Male human (Flan/Oeridian)

Sergeant Dairlin: Male halfling

Sergeant Flanara: Female gnome

Regular Soldiers:

- Dwarves: Dorgunn (female), Erkas (male), Glanral (male), Norja (female), Theric (male), Yuric (male).
- Gnomes: Addal (female), "Wild" Heda (female), Pallaras (male), Segtik "Steel Fox" (male), Varpin (male).
- Halflings: Klanmella "Strider" (female), Penelreen (male).
- Humans: Lynwerd (male), Raydeen (male).

The soldiers are divided into three units of mixed race. In general 1 unit is on duty, one unit is sleeping and the third is relaxing. None of the Burrowers belong to any of the 10 major clans.

Note: There are 4 small guarding dogs assigned to Starkholm as well.

Servants

Keeper of Starkholm:

- Daraena (female)

Cooks:

- Addara (female)

Cook Assistants:

- Haggin (male)
- Paltikka (female)

Servants:

Ertik (male), "Tame" Heda (female), Hester (female), Jokel (male), Kalleena (female), Narra (female), Ollika (female), Sillek the Younger (male), Tallik (male), Yellop (female), Zenstera (female)

The servants of Starkholm are all members of the Nonzfyr clan, and they are all gnomes.

Player's Handout 3: Clan Elders

Master Thandarthos: Notes:
Governor of the Hollow Highlands (gnome)

Hindiril "the Bold": Notes:
Clan elder of the Nonzfyr clan (gnome)

Grimmae "The Bald": Notes:
Clan elder of the Murkwater clan (gnome)

Kallek "the Elder": Notes:
Clan elder of the Greenglitter clan (gnome)

Arkal Grimbeard: Notes:
Clan elder of the Grimbeard clan (dwarf)

Kardukk Durmin: Notes:
Clan elder of the Durmin clan (dwarf)

Marnir Trystir: Notes:
Clan elder of the Trystir clan (dwarf)

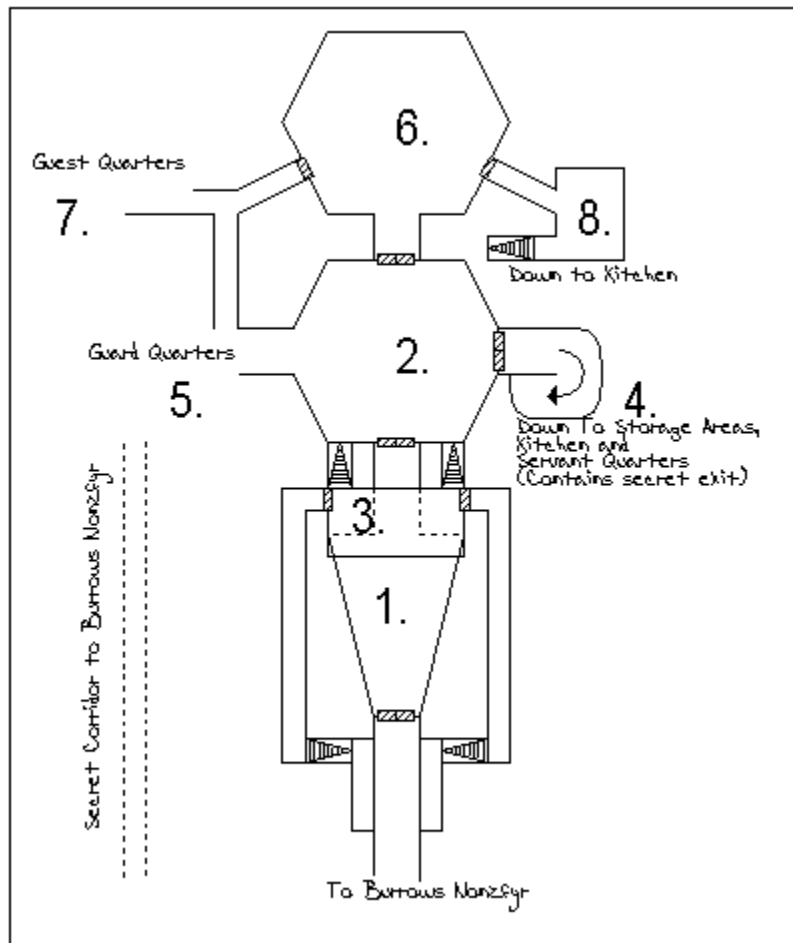
Saltor Drestek: Notes:
Clan elder of the Drestek clan (dwarf)

Olquann "the Axe": Notes:
Chieftain of the Bardast tribe (Oeridian)

Cyrreena Tombolt: Notes:
Matriarch of the Tombolt family (halfling)

Maltyrra Thistleweed: Notes:
Matriarch of the Thistleweed family (halfling)

Player's Handout 4: Map of Starkholm



- | | |
|--|-----------------------------|
| 1. First Gate Room | 5. Guard Quarters |
| 2. Second Gate Room | 6. Starkholm (meeting room) |
| 3. The Battlements (overlooking room 1.) | 7. Guest Quarters |
| 4. Ramp to Servant Level | 8. Pantry |

Guard Quarters: The area contains a gym, a small private kitchen, a relaxation room, an entrance to the servant level below and enough sleeping rooms for 30 men to sleep comfortably. A secret corridor leads to the burrows of Nonzfyr (DC 25 Search). It exits at the relaxation room.

Guest Quarters: The area contains the guest quarters for 20 important guests, each consisting of a bedroom and a living room. There is an entrance to the Servant Level. There is a washing room that all the guests have to share. There is also a big relaxation room for the use of all guests.

Servant Level: The area contains a large kitchen, storage rooms and a well. There is a washing room right next to the kitchen for the servants and guards. There are several sleeping areas for servants, or during siege refugees. They are currently empty.

Council meeting Programme

Of the clanmoot in the year 595 CY

Day 1

Sunset	⌘ Breakfast
Morning	⌘ Welcoming King Hazendel ⌘ Hearing of inter-clan conflicts
Midday	⌘ Lunch
Midafternoon	⌘ Resolving of inter-clan conflicts
Evening	⌘ Dinner
Midevening	⌘ Discussion of long-term policies

Day 2

Sunset	⌘ Breakfast
Morning	⌘ Discussion of long-term policies (continued)
Midmorning	⌘ Discussion of long-term policies (continued) ⌘ Election Governor
Midday	⌘ Lunch
Midafternoon	⌘ Welcoming Ahlissan emissaries ⌘ Discussion Calling Mines
Evening	⌘ Dinner
Midevening	⌘ Discussion Calling Mines (continued)

Day 3

Sunset	⌘ Breakfast
Morning	⌘ Discussion Calling Mines (continued)
Midday	⌘ Lunch
Midafternoon	⌘ Discussion Calling Mines (continued)
Evening	⌘ Dinner party and festivities for the ending of the Clanmoot

Players Handout 6: Rumors

- ❖ *"They say that 'Tame' Helda is tame, but do you know what I heard the other day? Last week when Daraena was away to arrange things for the Clanmoot, 'tame' Helda got so drunk that she went table dancing in front of the other servants. It is said that Talik guided her back to her bedroom and Helda doesn't seem to remember anything anymore of that night."*
- ❖ *"There is a lot of tension in the kitchens nowadays. Did you notice? It seems that Addara the cook is fed up with Paltikka. I think it has something to do with Paltikka flirting with that young soldier Raydeen. A gnome and a human.... Tssk...shouldn't be aloud..."*
- ❖ *"I wonder why they call Klanmella 'Strider'. Okay, she can walk faster than any gnome or halfling I have ever seen. But come on, it has to be magic!"*
- ❖ *"Did you know that Zenstera is a witch? It's true, I saw her the other day staring at the stars and mumbling to herself. There was a circle of some kind around her and she upended some liquid in the circle. Isn't that weird?"*
- ❖ *"I don't trust that Penelreen guy. Last evening I sitting next to him at dinner and when I came back in to my room, my belt pouch was empty. Just the day before, I had received my pay from Danaera: 4 sp! And just one dinner sitting next to that halfling and my pouch is empty. I am sure he pickpocketed me!"*
- ❖ *"The other night I woke up and you know who I saw creeping through the hall? Sergeant Hanard. He was heading towards the entrance. What do you think he was up to?"*
- ❖ *"Well, I heard the other night, that he (Sergeant Hanard) was seen with Dorgunn."*
- ❖ *"I don't like all those soldiers around here. There's no peace and quiet around here. And they disturb the ambiance here. The day before yesterday I saw Daraena in an argument with that sergeant Flanara. One of the soldiers had become sick and Flanara said she didn't trust Danaera to heal the soldier and that she better check on the food coming from the kitchen. I have never seen such an angry look on Daraena's face."*
- ❖ *"They say that Segtik has got his nickname for being so good in sneaking in steel armor. I think it has got more to do with his temper. Lucky enough, that the sergeants are around to keep him in check."*
- ❖ *"The other night I went for a drink with "Wild" Heda. I must say, she is quit a wild thing, if you know what I mean. Heheheh."*
- ❖ *"They say that Norja was a former prisoner of the Calling mines. I don't think it is very smart to put her on duty at this Clanmoot with the Ahlissans coming and all that."*
- ❖ *"Did you hear that story of Lieutenant Ovrud and that Ahlissan he killed? As the story goes his wife once got caught in Ahlissa for no apparent reason and they threw her in to the calling mines. Ovrud went on a rescue mission, but came to late. His wife had already died from some sort of madness. Ovrud himself went so mad with rage that he slaughtered his way out of those mines through every Ahlissan guard that stood in his way."*
- ❖ Ertik and Kaleena are a married couple. Up until a couple of days ago their relationship was rather strained. Now Ertik and Kaleena are acting like a newly wed couple. Highly irritating and a bit weird considering they constantly fought in the months before.