

URD3-02

A Test of Faith

A One-Round D&D LIVING GREYHAWK[®] Duchy of Urnst Regional Adventure

Version 1.0

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Leukish, largest city in the Duchy of Urnst and one of the busiest ports on the Nyr Dyv, is not a good place to get lost, even for a mighty cleric of Kord! And finding the big lug is only the beginning...

An Adventure for Characters levels 1 through 12.

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

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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That

said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

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

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

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

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

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

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

Living Greyhawk Levels of Play

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

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

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

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

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Summary and Background

A mad skeptic alienist, known as Xorl Xantax, listening to the chaotic babblings in his head, has taken to kidnapping clerics and vivisecting them (that is, dissecting them while they are still alive). He is searching for the physiological basis of "faith". He is headquartered deep underneath the ruined temple of Zilchus in Leukish, in the vast catacombs that are still habitable.

Recently, one of his captives, a bullish cleric of Kord, managed to break from his cell and escape the mad doctor, although his mental state leaves much to be desired. Hopefully enough clues can be pieced together to track down the strange alienist. The path that is discovered leads to the sewers beneath Leukish and to the back end of the doctor's lab setup, his waste disposal unit.

Introduction

You are in the city of Leukish, capital of the Duchy of Urnst and its largest city. A bustling port on the Nyr Dyv and the most cosmopolitan city in the Duchy, Leukish has the largest and most diverse public marketplace in the entire Flanaess (according to the merchants who ply their trade here, anyway...), which is why you are here. You have come to shop, or at least look at what there is to buy. Adventure is the last thing on your minds.

And then you see a tall, clean-shaven man in simple commoner's clothing posting a sign on a public kiosk in the center of the marketplace: (show Player Handout #1).

The sign reads

"Have you seen this man? His name is Aetham Verle. His family wants him back safe and sound. If you have any information to his whereabouts or are interested in helping to find Aetham, please contact House Verle. A reward for assistance leading to Aetham's safe return can be expected."

The tall man notices your interest and quietly introduces himself:

"Good morning. I wonder if you good folks could assist me", he says as points to the sign on the kiosk, "This is my younger brother Aetham, he has been

missing for six days now! Could you please help me find him? I'll make it worth your time." He glances back over his shoulder, and then back at you and whispers "I am Lord Seoman Verle, the head of House Verle. Will you help me?"

Lord Verle explains that he is very concerned about his brother, so concerned in fact that he is even canvassing the city himself to find word of him. He offers a substantial gold reward for his return, or even for information leading to his return. If the party accepts his offer (and if they don't, that's the end of the adventure), he will suggest that they start by checking the area where Aetham was last seen - the Temple District. Access to the Temple District is restricted, so he will give the party a pass from House Verle, which will allow them to enter the gates.

Seoman doesn't know very much about his brother's regular routine. Aetham was never a gifted student or orator. He was given simple jobs to help out the family, but never anything too taxing. He was once in charge of a logging crew, but one day he simply dropped his axe (some sort of epiphany, although he'd never come up with such a word himself) and headed for the city, where he joined the clergy of Kord. Since then, his day-to-day contact with the rest of the Verle family has been minimal, but even the Kordites noticed when Aetham failed to show up for several meals in a row. With the help of a few Lendorians (with Lendor's own patience, indeed), enough information was pieced together to discover that Aetham went missing on Godsday of last week, sometime between dawn and noon. It being Moonday today, Aetham has now been missing for 6 days.

Seoman Verle: Seoman Verle is one of the newest members of the Honorable Chamber, elected in a surprising vote in 591 CY. Seoman Verle has always been a friend to the common people, rarely dressing in the finery favored by other nobles.

Lord Verle began his time at the Honorable Chamber unimpressively, staying out of debates and rarely venturing a political opinion on any matters that didn't involve his house interests in the Celadon Forest. He was until recently most known as being a quiet man, except when drinking, and for being a good listener. All that changed late in 591 CY, when he was to all appearances slain during a failed kidnapping attempt just before the wedding of Lord Sott. Powerful magic restored life to Lord Verle, though many Skeptics deny it all as clever fakery.

In any case, since that incident, Seoman Verle has been a changed man. He has shorn his once unruly beard, given up drink, and become an outspoken voice for change and reform within the Honorable Chamber. He remains an ally of the elves and humans of the Celadon Forest, but has also become a champion for the common man, advocating an end to the “outmoded and short-sighted chains of our past”.

Lord Verle is also an outspoken proponent of reinstating the heads of the major churches of the Duchy of Urnst to their long-vacated seats in the Honorable Chamber. This has been roundly criticized by the pro-Skeptic majority of the Honorable Chamber, who shrilly claim it as proof that Seoman’s “miracle” is but a thinly disguised power grab by the churches.

Seoman’s concern for his brother is sincere, though a Sense Motive check (DC 20) reveals that Verle is motivated more by family loyalty than by any great love for this brother. Verle is concerned that political rivals may be involved in the apprehension of his brother, but does not mention this to the party. He hopes to bypass official channels by recruiting assistance directly from the public.

Seoman Verle wears a *ring of mind shielding*, a sensible precaution for a noble of his importance.

Encounter One – Where’s Aetham?

While most of Leukish seems to be constructed of grayish brick and tiles, the majestic structures of the Temple District tend to be stone. The common style is tall and narrow to conserve space, with pointed Gothic arches and square towers. The tiled roofs are steeply peaked and the gutter-spouts are often ornately carved in the form of magical beasts.

The best course of action here is for the heroes to interact with some of the local denizens of the Temple District. This can be done simulated by using a Gather Information check to determine who they can find, or run into.

Gather Information Results:

DC 15: Nobody other than the priests of the Cathedral of Kord or House Verle knows anything about Aetham.

DC 20: *“I heard there was a mad giant down in the sewers! If Aetham went down there the giant might have eaten him!”*

DC 25: *A small female human child, scruffy and tired looking approaches you and asks, “Can you spare a penny? I’ve not eaten in two days.”*

If they refuse she sits down and starts crying.

The small human child is actually **Delbrook Softtoe** (male Halfling Rog4/Ftr2; Bluff +12, Disguise +14). Delbrook is a member of the Bakery Street Gang and is trying to find ways to scam money off people.

If anyone in the party has met Delbrook before, they get a +4 circumstance bonus to their Spot check to see through his disguise. If his disguise and bluff hold up, he will try to con the party out of some coin, then run away.

If they see through his deception, he will warn them about going into the sewers: *“You’re looking for this chump, eh? Well, I suggest you avoid going into the sewers to look for him. That place ain’t healthy, if you know what I mean. Some of our boys went down there a few days ago and ain’t been seen since.”*

DC 30: *“I work down in the sewers. I saw somebody just like that earlier today, while we were repairing the water main in the North End of the Merchant District! He was chained hand and foot, but still came shambling towards us out of the mist, yelling like a madman about a Honeysuckle Rose. We didn’t stick around to find out why he was so upset about a rosebush.”*

Mosh Brokenstone (male Hill Dwarf Com3) is a city employee. He is one of the repair crew who normally work in the sewers.

If asked about getting into the sewers, Mosh will tell the party about the access doors in the public toilets (see Encounter Three). Mosh can be bribed, and for sufficient gold (minimum 20 gp per APL, half that on a successful Diplomacy check, DC 20) he will unlock the door to the sewers for the party. If asked about roses, he will direct them to the Leukish Gardens.

NOTE: Mosh is the easiest way to get the party back on track. If they have spent half the time slot searching the city and still haven't gotten to the sewers, have Mosh find the party, explain that he's heard about their search for Aetham, and lead them to the nearest public restroom where he will unlock the door to the sewers (for a small fee).

Encounter Two – The Temple District

Key Locations in the Temple District:

- A. City Crier's Post
- B. Cathedral of Kord
- C. City Watch Precinct Office
- D. Temple of Lendor
- E. Bakery Street Gang Hideout
- F. Leukish Gardens
- G. Temple of Lydia
- H. Shrine to Ehlonna
- I. Leukish Government Hall
- J. Public Restrooms

A. City Crier's Post

The City Crier on duty is Girstan Raftershaker (male gnome 1st level commoner). This is what he has to announce:

"Hear ye! Hear ye! I have the news for the City of Leukish on this day! Lord Seoman Verle is offering a reward for the safe return of his brother, Aetham Verle! Anyone with information as to the whereabouts of Aetham should make haste to contact House Verle."

The Cathedral of Kord is looking for stout labor to assist with an official project. Applicants should have a strong back and no fear of heights. Apply at Kord's Cathedral.

Guided tours of the World Famous Leukish Cemetery and Mausoleum are being held daily at the temple of Wee Jas, weather permitting. Other tours available upon request include a scenic tour of the great historical sites of the old Leukish Temple District. Be sure to see the spectacular view from the Corrimel Bell Tower of Kord's Cathedral, while it is still available

B. The Cathedral of Kord

This is the tallest building in the district, with a bell tower over a hundred feet tall. The ornate stained glass has been removed and the building is covered with scaffolding and canvas. Workers seem to be occupied with taking the huge building apart. (See Appendix 4 for more information about the Cathedral of Kord.)

High Priest Kohlath Maladaptor, the Mighty (Pure Suel human male, 10th-level Cleric of Kord/2nd level aristocrat) and his assistant, Lacquitt (Pure Suel human male, 6th-level Cleric of Kord), are reluctant to talk about their missing cleric, but will answer a few short questions about what little they know. They know (because a cleric of Lendor figured it out for them) that Aetham has been missing for 6 days. They know that Aetham greatly enjoys visiting the now closed Leukish Gardens (his family was able to get a permanent access pass for him). Otherwise, they are very focused on their construction project.

The Kordites are currently in the process of moving their cathedral. Cheerful acolytes are disassembling the massive stone structure and moving it, block by block, to the new site, where it is being rebuilt - twenty feet to the North of the present location. This will allow the High Priest to plant a flower garden, which will take advantage of the terrific southern exposure on that side of the lot. The flower garden is considered to be a major improvement to the aesthetic appeal of the cathedral and

it is hoped that it will attract more members. The High Priest will be happy to organize a proper search party for Aetham as soon as the reconstruction of the cathedral is complete - in about two years.

If asked why they are building a flower garden, the High Priest will claim that it was his idea, but will admit that Aetham Verle was the first to suggest it. Aetham apparently spent a lot of time in the rose garden portion of the Leukish Gardens.

All the priests and acolytes of Kord are wearing heavy woolen gray pants with leather gauntlets, boots and wide belts. All are bare-chested, save for a medallion-like holy symbol of polished brass. The High Priest's holy symbol appears to be gold.

Anyone with Knowledge (architecture and engineering) or even a bit of common sense can offer a suggestion or two to help the priests with their moving project. But, they are a stubborn bunch once they set their minds on something and will only accept suggestions on a successful Diplomacy or Bluff check of DC 25 or better. If it turns out to be a definite improvement to the project, the High Priest will take credit for the idea and thank the party for their inspiration.

Nothing the party does will cause the priests to stop working on the project or complete it in less than two years. If a cleric of Lendor orders it, they will select a small team of three acolytes (1st-level clerics) to search the city. The acolytes are not very bright and will not be of any real help. Under no circumstances will they enter the sewers.

The only advice the High Priest can give the party about finding Aetham is to contact the Temple of Lendor, which has authority over the Temple of Kord, or the City Watch, which has a precinct office across the street from the cathedral.

Any PCs speaking to both High Priest Kohlath and his assistant Lacquitt at the same time can make a Sense Motive check (DC 20) to realize that Lacquitt is the "brains" behind the temple, and virtually all commands of the High Priest begin as suggestions from Lacquitt.

C. Leukish City Watch, Temple District Precinct Office

District Chief Constable Dragan Pserchyal (pronounced Dray-gahn Search-y'all) (Suel human male, 8th level Fighter) is responsible for covering the Temple District of Leukish. He will complain loudly about how short-handed and under-budgeted he is and how he is

expecting the whole district to devolve into anarchy at any moment.

There have been several clerics of various faiths that have gone missing in recent months, but Dragan is unable to discern a pattern or find clues to what happened to them.

He has only one clue about Aetham: there have been reports of a large man yelling like a lunatic and rattling chains at workers in the sewers. He would send a patrol in to investigate, but doesn't have the manpower to spare. He suggests the party search the sewers in the North end of the Temple District, which is where the most recent report came from. If asked, he will instruct the party that the proper, legal means of entering the sewers is to apply for a permit from Government Hall (area I). He cannot be bribed.

D. Cathedral of Lendor

This huge old building appears to be made of pure white marble with golden streaks (known as "Maure Marble", brought from the original quarry in the Cairn Hills - Bardic Lore or Knowledge (architecture and engineering) DC 15 - all other stone here is quarried locally). The lightly wooded temple grounds are surrounded by a stone wall, and an intricate rock garden is visible beyond the cathedral, laid out in the pattern of gentle cresting waves.

Arch-Priest Altorn Alokno, Patriarch of the Duchy of Urnst, (Pure Suel human male 3rd-level Aristocrat/14th-level Cleric of Lendor) is the widely acknowledged leader of the Old Suel religion in the Duchy of Urnst. All questions about Aetham are referred to the Arch-Priest, and seeing the Arch-Priest is not an easy task. An acolyte, Norlan Khaeloran, greets the party at the door. He is a 1st-level Cleric of Lendor, who will ask the party to sit in the Room of Patience. He will escort them to the room and ask if they require refreshments. He will then bring a tray with cups and a pot of lukewarm green tea. He will point out the archives (door to the east), the solarium (door to the south), and the lavatory facilities (door to the north, unisex restroom with running water). If asked how long they are to wait, he will only say:

"Waiting is a blessing from Lendor."

Other Lendorian sayings:

“Patience is the gift of Lendor.”

“Lendor will reward your patience in time.”

The Room of Patience is tiled on the floor, ceiling and walls with green marble. There are benches and tables along the walls made of the same material.

There are a lot of monks standing around carrying greatswords anywhere the party goes in the cathedral, including the lavatory, effectively acting as temple guardians. The greatswords are more for display than for fighting, being too ornately decorated to be of any use. If the monks need to fight, they sheath their swords and fight open-handed.

The monks will not speak with the party, unless one of them is a cleric of Lendor, and then they will only answer simple yes-or-no questions.

After two full hours, Father Pytar Phadarth will come in and address the party:

“May the blessings of Lendor be upon you, my children. It is my honor to enquire as to the nature of your visit. Do you wish to see the Arch-Priest?”

If the answer is affirmative, he continues:

“The Arch-Priest is currently in meditation and is not expected to rise for another twenty days. You are more than welcome to wait here, if you like.”

To any other question, he replies:

“I’m afraid that I am not authorized to discuss this matter. You should speak directly with the Arch-Priest.”

However long the party waits, they will not get to see the Arch-Priest unless it is a matter of life-and-death. After the first twenty days, Pytar will find other excuses not to let the party see him.

E. Bakery Street Gang

This is the location of the gang’s hideout. The party will not know about this unless they have met the gang

before or they have a favorable encounter with the gang and are invited to enter.

They don’t know anything about Aetham, but they have been losing members lately. Any halfling that goes into the sewers in the Temple District is likely to disappear without a trace. They don’t know why it happens, but it has them all very scared.

F. The Gardens of Leukish

The gate is locked and a sign is posted:

“Admission to registered guests only. Passes may be obtained at Leukish Government Hall.”

After obtaining the required pass, the party will be let into the gardens by Groundskeeper Bronice U’Mothrok (Suel human female 6th level Druid). Her pure white hair is tied back in a long braid. Her eyes are bright blue and her complexion darkly tanned from more than 20 years working outdoors. She is overseeing a work party of 6 1st level druids and 20 1st level commoners. They are busily weeding the flower garden, pruning the trees of the arboretum, and spreading compost as needed.

If asked about roses, she will happily point out the city’s display of prize-winning roses. There is one bush of which she is especially proud, the Suel Blonde Rose. The flowers are very large and a bright, vivid yellow with a scent that is strong and sweet. A small sign near the base of the bush reads:

“Suel Blonde Rose (Rosa Lorinari). Hybrid first cultivated by Duke Justinian Lorinar in 569 CY.”

If shown the poster or given a description of Aetham, she will smile brightly and say:

“Yes, I know Aetham. He used to come by every day and spend time admiring the roses. I haven’t seen him for about a week, however. Is he all right?”

If asked about the “Honeysuckle Rose”, she will reply:

“There is no such flower that I know of. The Honeysuckle is a very common flower, almost a weed.”

I believe the term is used to show a contrast, like a 'purse from a sow's ear' or a 'diamond in the rough'."

She knows nothing of his current whereabouts. She would like to help look for Aetham, but her duty is to oversee the work on the city garden.

G. Temple of Lydia

By far the brightest and most well-attended of the churches of Leukish, with so much stained glass you wonder what holds the roof up. The effect is dazzling to the eye, and the acoustics are also well-designed, as you can hear the quiet singing of the single performer from any part of the nave.

High Priestess Evonn Light (Suel human female, 10th level Cleric of Lydia) is in charge and greets every one at the door as they arrive. There is a musical performance here every day at noon. Currently, donations are optional, and all are welcome to enjoy the fine singing and harp-playing of Aristae Heartsong, half-elven female 7th level bard.

H. Shrine to Ehlonna

Groundskeeper Bronice U'Mothrok, 6th level druid, maintains this shrine, located within the Leukish Gardens. She is currently at work in the grounds of the garden (area F). The shrine is attended by an acolyte, Timthek Genntill (mixed human male, 1st level Druid/2nd level Cleric of Ehlonna), who refers all questions to Groundskeeper Bronice. He can, however, provide the characters with an exemption notice, Form EGA (for Ehlonna Garden Access), which will allow the party to get the fees waived for access to the Gardens (see area I).

There is a larger Church of Ehlonna near the edge of the city, outside of the Temple District. This is the church referenced in *URD2-05: Theft of a Flower*; the shrine is an older building built inside the Leukish Gardens.

I. In Government Hall

An ancient stone building in the Great Kingdom/Oeridian style, with massive stone columns and small square windows. The marble is weather-stained gray and some of the windows appear cracked.

There is an information desk in the lobby. The clerk, Tamaraca Mamavoxin (Suel human female, 3rd level aristocrat), will greet the party with a well-practiced cheerful smile as they come through the door:

"Welcome to Leukish! I'm Tamaraca Mamavoxin, how may I help you today?"

If the party asks about the "Town Historian" or wants to get a map of the city:

"You want the City Archivist? He is in the City Records room down the stairs to the right."

The City Archivist is Derwynt Gysmoras (Oeridian human male, 6th level expert). Derwynt is very old and hard of hearing. He refers to himself as a simple town historian. He knows nothing about Aetham, but can provide a map of the City Sewers for the Temple District. The party cannot take the map with them, but he will allow them to copy it.

If the party asks Tamaraca about getting a pass to the Gardens of Leukish (area F):

"Passes to the City Gardens are available for a fee of 10 Gold Dukes per person per day, or we have a special tour group rate of 30 Gold Dukes for first-time visitors to Leukish who are traveling in groups of 4 or more." She will take your money and give you a card with the word PASS stamped on it in red ink. (This can be duplicated using the Forgery skill with a DC of 10.)

If the party has Form EGA (from area H) then the fees are waived for this pass.

If the party asks about getting the key to the sewers, she will patiently explain the following:

"The City Public Works Office, which is on the first floor through the door to the left, requires form ATCS* to be filled out in triplicate and notarized by the City Controller's Office, which is on the third floor, first door to your right at the top of the stairs. The City Controller's Office requires a fee of 50 Gold

Dukes for each notarization, which comes to 150 Gold Dukes to notarize all three copies of the form. After the forms have been filed with the City Public Works office, which charges a filing fee of 20 Gold Dukes, you will be issued a Sewer Access Permit, which you need to keep with you at all times while you are in the sewers. A city employee will accompany you to the door, unlock it, and wait for you to return so she can lock it again."

*Note: form ATCS stands for Access To City Sewers. The total cost to get one comes to 170 gp.

The clerk at the Leukish City Public Works Office is Acrice Valtross. The clerk at the Leukish City Controller's Office is Camrari Rekken. Both are Suel human female 2nd level aristocrats. The clerk with the keys is D'Arsa Paedornel, Suel human female, 1st level aristocrat. All the clerks are Lawful Neutral and absolutely incorruptible.

Any offer of a bribe or threat of violence will cause the clerks to warn characters of the dire consequences of such an act. Further offense will have the clerks summon the City Watch, who will haul the offender(s) to the Leukish City Gaol. A trial will be held the next day. The Judge will be Korac Banotrad, 3rd level aristocrat/7th level cleric of Wee Jas (Skill focus: Sense Motive). If convicted, the offenders serve time at the Ducal Prison, 15 miles south of Leukish. This also where executions are held.

Standard Punishments for the City of Leukish:

Bribing a city employee or official - 2 TU for each offence.

Illegal Access to Restricted City Property (i.e. being caught in the sewers without a permit) - 2 TU or 200 gp fine.

Assaulting (i.e. threatening) a city employee or official - 4 TU for each offence.

Battery (i.e. attacking) of a city employee or official - 8 TU for each offence.

Assaulting a member of the Ducal Guard - 20 TU.

Battery of a member of the Ducal Guard - 40 TU.

Attempted Murder (i.e. attacking with a deadly weapon) - Life imprisonment at hard labor.

Murder - Death by Magic.

J. Entering the Sewers of Leukish

Access to the Leukish sewer system is through a locked door in one of the many public toilets provided by the city. There is a sign on the door with small print:

"The key to this door can be obtained only from the City Public Works Office on the first floor of Government Hall."

The door is a strong steel door that is almost impossible to break down (DC 30, add +2 for every APL over 4). The lock, however, is fairly simple and has a DC 15 (add +2 for every APL over 4) to pick.

Beyond the door is a rusty iron spiral staircase that leads directly into the sewers.

Encounter Three:

Watch it Wiggle

In the Sewers of Leukish:

The sewer tunnels are five feet wide and ten feet high. There is about a foot of murky water and a foul-smelling mist that seems to cling to you and makes you feel sticky all over. This is the worst smelling place you have ever been in.

The mist reduces visibility to 10 feet, even with torches or lanterns. A rattling noise can be heard in the distance through the sewers, drawing the character towards Encounter Three. The rattling noise is Aetham's chains, see Encounter Four.. The room below is encountered just a short ways from the entrance.

As you wind your way through the sewer of Leukish, a distant rattling noise draws your attention. Following the noise leads you into an intersection of sewer tunnels, 20 feet wide and 30 feet long. Opposite the room from you, an oozing tentacled mass draws back from a narrow tunnel, seemingly aware of fresh prey.

No map is provided for this encounter. Sketch out a square 20 foot by 30 foot room (the long sides running north-south) with two tunnels entering on the northern corners and two one the south corners.

One of Xantax's pets has been roaming the sewers since Aetham's escape, sent to clean up an untidy witness. The creature is hot on Aetham's trail, but has been distracted by the appearance of fresh and tempting pray. Aetham is about 300 feet away down the tunnels, and does not notice the battle in his addled state.

APL 2 (EL 3)

Pseudonatural Grick: hp 9; see *Appendix I*. The grick is already in pseudonatural form, as an indistinct oozing mass with four tentacles and a gaping mouth. It is not easily recognizable as a grick.

APL 4 (EL 5)

Ochre jelly: hp 60; see *Monster Manual*. The tentacles are actually pseudopods.

APL 6 (EL 7)

Black pudding: hp 115; see *Monster Manual*. The tentacles are actually pseudopods.

APL 8 (EL 8)

Gibbering Mouther, Advanced 12 HD: hp 90; see *Appendix I*.

APL 10 (EL 10)

Leechwalker: hp 97; see *Appendix I*.

APL 12 (EL 12)

Leechwalker, Advanced 26 HD: hp 195; see *Appendix I*.

Encounter Four:

Enter Aetham

Encounter Location: Aetham should be encountered staggering through the sewer tunnels shortly after Encounter Three. His location varies depending on if the party approached Encounter Three from the north (placing Aetham south of the room) or from the south (placing Aetham north).

The mist reduces visibility to 10 feet, even with torches or lanterns. Even so, finding Aetham is not difficult; he is tired but still yelling feebly and incoherently. Every once in a while he screams for no apparent reason. The rattling of his chains adds to the noise he's making. He is shackled with masterwork manacles on his wrists and ankles. The chains are just long enough to allow him to walk in a shuffling manner. He is exhausted and sobbing, but still trying to find his way out of the sewers. He is wearing only a rough dirty tunic, very unlike the usual garb for a cleric of Kord. He also has dirty bandages wrapped around his head, which has been shaved of all hair including his eyebrows.

He only starts making sense after someone has calmed him down with a Diplomacy check, DC 20, or after he has had a strong swig of something alcoholic. Even then, he soon starts screaming again when he talks about what happened to him.

Aetham cannot cast even 0-level divine spells, due to his low wisdom. His only clerical ability is the Strength ability once per day, which he already used to escape.

DM's NOTE: Aetham Verle is a big, strong man who isn't very bright. He has experienced something that has driven him insane. Half the time he is sobbing over his lost "Honeysuckle Rose", the other half he's screaming about things too horrible to think about.

"My poor Honeysuckle Rose! Please help! I must free my Honeysuckle Rose! She is lost without me! ALMIGHTY KORD!! Why did you desert me when she needed me most?!"

If the PC's ask about this "Honeysuckle Rose":

"She is all that I live for! She is the sun and moon and stars, all trapped in a dark place! I must set her free! I must free her from the... THE EYE!! THE EYE IS LOOKING AT HER!! MAKE IT STOP!! AAAAAAAGH!!"

If the PC's ask where she is:

"It is a dark, cold place! It took all my strength and Kord's mighty aid to bend the bars of my own cage, but I could not bend the iron bars that hold her! You must help my Honeysuckle Rose! Help her or she is lost! Please help me to free her! Get her away from that... THAT EYE!! SAVE HER FROM THE UNBLINKING EYE!! AAAAAAGH!!"

If the PC's ask him to show them where she is:

"I can't go back there! The beasts! THE AWFUL BEASTS! THE SLIME! THE ARMS! THE EYE!! THE EYE IS LOOKING AT ME!! MAKE IT STOP!! MAKE IT STOP LOOKING AT ME!! AAAAAAGH!!!"

If the PC's want to take him back to the surface to rest, or do anything else except save his "Honeysuckle Rose" right away:

"We cannot leave her in that awful place! You must help me! I beg you, in the name of Kord! Please help me save her! PLEASE!! SAVE HER FROM THE EYE!! THE UNBLINKING EYE!! AAAAAAGH!!"

Aetham tries to walk further, but collapses from exhaustion and shock, then passes out cold. The party can do nothing to revive him, magically or otherwise, and must carry him out of the sewers and back to the Cathedral of Kord (he weighs 260 pounds). Even a *heal* spell will only make him rest easier, not wake him up. If the players wish to take him straight to the Verle estates, Seoman will ask them to help him bring Aetham to the Cathedral anyway, to get looked after properly.

The Kordite clerics are very concerned about Aetham's condition, but cannot spare anyone to look after him. The clerics of Lendor are also concerned, and Pytar Phadarth insists that he be brought to their infirmary for treatment.

If the party goes looking for Seoman Verle after dropping Aetham off with the Lendorians, he will be easy to find, but will insist the party stay with him at Aetham's side until he recovers. After the party has waited for news of Aetham's condition in the Room of Patience for a few hours, Pytar enters the room and says:

"It is worse than we thought. His mind has been shattered by something too horrible for him to accurately describe and it may be some time before he will recover completely. He has also had some portions of his brain physically removed! How awful. However, we have studied his insane ramblings and have determined a likely location to search for his tormentor and hopefully his lost 'Honeysuckle Rose'.

"You are going back to find her, aren't you?"

If the party agrees to go back, the Lendorians will ask that they find out more about why he was missing. They have lost another cleric lately, and they would be grateful if the party could put a stop to it.

Pytar is especially adamant about finding the girl that Aetham has been babbling about. A successful Sense Motive check opposed by his Bluff skill (+8) will reveal that he may know who she is, but that's all that can be determined. He will admit nothing.

If the party decides not to go back to the sewers, they still get the gold and experience for finding Aetham, but the adventure is over.

Encounter Five:

Honeysuckle Rose

If the party follows Aetham's directions:

You head through the sewers once again. The mist still clings to you as you tread along narrow walkways, praying that you don't fall into the muck below. As you near what you hope is your destination, you can indeed make out the outlines of a hole in the ceiling. There is a small heap of rubbish at the base of the heap, and just as you close to examine it, it slides

into the slowly running stream of filth at your feet and sinks away.

Aetham's directions lead the party to an old garbage chute in the ceiling that empties directly into the sewers. A Medium-size PC could let someone stand on his/her shoulders to reach the chute, where they will have to make a Climb skill check (DC 15) to climb up into the room above. Climbing directly up the slimy walls to get to the chute is harder (DC 20).

Once up the chute, the party will be in a 10 ft. by 10 ft. square room with a spiral staircase leading up. The heaps of refuse suggest that trash is hurled down from the upper level, not all of which makes it into the sewer.

Area A

Description: At the top of the stairs is a series of three 30 ft. diameter dome-shaped rooms, with a single strong wooden door (break DC 23, hardness 5, hp 20) at the far end, which is locked

- APL2, DC 20;
- APL4, DC 22;
- APL6, DC 24;
- APL8, DC26;
- APL10, DC28;
- APL12, DC30;

and possibly trapped (see below). The ceilings are domed vaults 20' high at the apex.

Contents: All of this is of secondary importance, however, as there is also a hydra in this room that will attack as soon as the first PC appears (see below).

Hold Monster Trap

APLs 2-6

No trap is present at lower APLs.

APL 8

Hold Monster Trap: CR 6; magic device; proximity trigger; automatic reset; spell effect (*hold monster*, 15th level Wizard, Will save [DC 17] negates; *magic missile*, 1st level Wizard, 1d4+1 damage); Search DC 30; Disable Device DC 30.

APL 10

Hold Monster Trap: CR 7; magic device; proximity trigger; automatic reset; spell effect (*heightened* (6th level) *hold monster*, 15th level Wizard, Will save [DC 19] negates; *magic missile*, 1st level Wizard, 1d4+1 damage); Search DC 31; Disable Device DC 31.

APL 12

Hold Monster Trap: CR 9; magic device; proximity trigger; automatic reset; spell effect (*heightened* (8th level) *hold monster*, 15th level Wizard, Will save [DC 22] negates; *magic missile*, 1st level Wizard, 1d4+1 damage); Search DC 33; Disable Device DC 33.

The trap is triggered if any creature of type **humanoid** passes through the door to the next area. It only works once per round, on the first subject to pass through the door that round. The *hold monster* targets the character stepping through the door, and the *magic missile* targets the largest target within range (likely the hydra, but the largest other creature if the hydra is dead). This will of course draw the attention and anger of the hydra toward the person who is now (in theory) held motionless in the doorway.

Hydra

Note: the only exception to the description of the Hydra in the Monster Manual is that each head only has one eye.

APL 2 (EL 4)

Five-Headed Hydra: CR 4; hp 52 (10 per head); see *Monster Manual*.

APL 4 (EL 6)

Seven-Headed Hydra: CR 6; hp 73 (10 per head); see *Monster Manual*.

APL 6 (EL 8)

Nine-Headed Hydra: CR 8; hp 94 (10 per head); see *Monster Manual*.

APL 8 (EL 10)

Nine-Headed Pyrohydra: CR 10; hp 94 (10 per head); see *Monster Manual*.

APL 10 (EL 12)

Eleven-Headed Pyrohydra: CR 12; hp 115 (10 per head); see *Monster Manual*.

APL 12 (EL 14)

Twelve-Headed Lernaean Hydra: CR 14; hp 126 (10 per head).

Area B

Description: Room with attached pantry. 15' high ceiling.

Contents: This area is used (now) as a kitchen. All the conveniences are here, a stove, a water pipe, easy access to a trash compactor (hydra). All of the facilities are built to be useful to a Small chef.

There is a small herb garden set up, apparently using hydra manure as compost. The room's original purpose is unclear, but it was likely a common room for a dormitory of some sort at one time. It hasn't been used for its original purpose in roughly 10 years, and a large portion of the former room has been buried by a roof collapse.

Mixed in with a pile of common cookbooks is an interesting book. It is titled "Hydra Care" and details the

nutritional and training requirements for the various varieties of hydras, as well as a chapter suggesting ways to magically subdue and shrink them for easy transport and placement as guards.

Area C

Description: 15' x 20' storage room with low (10') ceiling.

Contents: This area is stocked with vegetables, smoked meat, and various foods in jars and barrels. Whoever is doing the cooking here seems to have a thing for pickled herring. Most of the herring is in barrels marked "Cifert - Gosferd".

Area D

Description: 35' x 45' (roughly) room with high (20') vaulted ceiling.

Contents: This large room looks like it may once have been an area of worship. A Knowledge (religion) check [DC 18] will identify the repeating symbol of hands clutching a bag of coins as the holy symbol of Zilchus. A Knowledge (history) or (local, Duchy of Urnst) check (DC 15) will identify the Temple of Zilchus as having been destroyed in the Temple Coalition Revolt twelve years ago (in CY 571).

There is a storage closet here, unlocked, that contains three holy symbols (Kord, Lendor, and Lydia), as well as two spell component pouches, a dagger, and a light mace.

Area E

Description: The rooms down this five foot wide hallway appear to have once been cells for monks or acolytes of some sort. Five of the six doors are closed and locked, but all the doors have one foot square barred windows. Rooms are roughly 10' x 12'; ceilings are 10' high.

The only open door appears to have been burst open from the inside. Inside the empty cell you find that the occupant had smashed his cot to pieces and had then used the pieces to smash against the door, walls, floor, and even ceiling for quite some time.

One of the closed doors appears to have been beaten on from the outside for an extended period, but it is still intact.

Contents: The only occupant of the closed cells is a lovely young woman with long blond hair and green eyes, wearing only a rough, dirty tunic like what Aetham was wearing. Her hair is a bright yellow, similar to the Suel Blonde Roses in the city garden. This is obviously the “Honeysuckle Rose” that Aetham has been pining for.

The door to her cell is, of course, locked. It is an iron door (break DC 28, hardness 10, hp 60 [currently 54, due to Aetham's beating]) with a fairly good lock [DC 22].

Background: Her name is Laila Laschana and she claims to be a cleric of Lydia. (She is actually a cleric of Syrul and a spy for the Scarlet Brotherhood, see *Appendix III*.) If the party can free her, she will help them explore the rest of the place. She is wearing restraints similar to what Aetham was wearing.

She will insist on finding the person who imprisoned her and Aetham before they can escape to do more harm to others (actually, she wants something the Skeptic has that belongs to her. She also wants revenge).

She can tell the party only a little bit of what is going on, and some of what she tells is untrue. The following will be summarized as boxed-text for her, but here it is described what is true and untrue.

Her tale begins when she was captured while out walking one night (true). She was near the Temple of Lydia (untrue, she was really near the Temple of Lendor, heading for a meeting with her co-conspirator). She was frozen in space by what she assumes was a *hold person* spell, and beaten unconscious with a blunt object of some sort (true).

She awoke here, stripped of her possessions, locked in this room (true). She found that there were three other prisoners, a female dwarf cleric of Moradin, a male cleric of Lendor, and a male cleric of Kord (true). The four clerics spoke for some time, and then the Lendorian was taken away by a small insect-man. He never came back, and it has been at least a few days now (true).

At times, the insect man would come and take away Aetham, but he would be brought back, weeping and babbling. Laila and this cleric of Kord spoke at length, and became quite fond of each other (partly true, Laila cares nothing for Aetham).

He said that he could bash his way out of the cage, but she didn't believe him (untrue, she knows about the Strength domain ability). He gave a great shout, and then crashed right through his door (true). He then tried and tried to break down Laila's door, but to no avail (true). He

decided to try to escape, and bring back help (partly true, Laila convinced him to leave).

When the party appears she says:

“Hurry! Free me so we can stop that madman from killing another innocent victim!”

Further explanation, if asked:

“Oh, please save me from this horrible place! I was captured while I was walking the grounds of the Temple of Lydia; I was frozen in place by magic, and then I was pummeled until I blacked out.

When I woke up, I was here in this cell, without my holy symbol or any of my things. I was so sad and lonely, until I heard other voices from out in the hallway.

There were other people here! There was Lucinta, a female dwarf cleric, and Harrell, a cleric of Lendor, and dear Aetham, a cleric of Kord. Isn't it strange that all four of us were clerics? Anyway, we spoke often, although Lucinta did not join in very much.

After a few days, poor Harrell was taken away by a small insect-man, and he never came back.

Several times over the next couple of days, my Aetham was also taken away, but he was returned, sobbing and babbling. I think he was hurt pretty bad.

A day or two ago (it's hard to keep track of time down here) Aetham calmed down a bit, and said he could break us out of here. He gave a great shout, and he broke down his cell door! I had no idea he was so strong, he just snapped that iron door like a twig!

He came over to my door, but though he tried and tried, he just couldn't get it to break. He then said that he would try to escape and bring back help. I begged him not to leave me, but he left all the same.

After a while, the little insect-man came back and took away Lucinta, and then I was all alone until you brave folk came here.

If told about Aetham:

"Is he all right? The poor dear boy tried so hard to free me. I do hope nothing bad happens to him."

She asks to be taken to the storage closet in Area D, to get her holy symbol (Lydia), spell component pouch, healer's kit, and dagger back. She finds the symbol, pouch, and dagger, but she can't find the healer's kit anywhere. After a bit of frantic searching, she stops looking for it altogether.

Once she has her possessions, she will ask the PC who looks the most like a front-line fighter if she can bless his weapon. She will ask another PC if she is refused, but keep in mind that she is a VERY attractive woman, and knows how to use it. She will cast *greater magic weapon* (for an enhancement bonus of +3) on the weapon she is given.

She will also cast cure spells for any injured PCs. She will explicitly mention that she can convert other spells to healing, so that she can do lots of it. She can't really convert spells for healing, but she has many cure spells prepared to give the illusion that she can.

The symbol of Lydia (a spray of colors coming from an open hand) contains the forked tongue of Syrul hidden inside, this allows Laila to cast spells normally.

If the party is unable to free her, she still asks for her possessions, and still offers to "bless" the weapon of a front-line fighter. She also tells the party that the evil man's insect henchman usually has the keys to the cells.

Laila knows about the door to Area F, but doesn't know what lies beyond it.

with metal restraints lies a gaunt, hairless man. He is bleeding from numerous places on his body, and he begins to feebly struggle as the air in the room flows toward the newly open door. As you draw near, you can see that his eyes and ears have been delicately removed from his head with surgical precision, and his mouth is a gaping hole from which the tongue has been removed. There are numerous scars up and down his torso, which have been roughly stitched shut with thick cord. Hanging above the tortured body are racks and racks of surgical tools, blades, pincers, pliers, and clips. All of the tools are immaculately clean, and there is the scent of astringent soap in the air. The thing that strikes you the most about all of this is the complete and utter lack of blood, whether fresh or stains.

This is the lab proper, where another victim is found strapped to an examination table; barely alive, completely insane. The mad victim is Harrell Covenant, a minor cleric of Lendor. He is tongueless, exhausted, raving mad, and attacks anyone who lets him loose. He only has 0 hit points left and drops to -1 hit points after his attack.

Harrell Covenant, male human Clr2: hp 15 (currently 0); AC 10; Atk +1 melee (1d3, improved unarmed strike, 50% miss chance)

His bonds are masterwork manacles (break DC 28, hardness 10, hp 10, and lock DC 30).

Even if fully healed (this would take powerful healing magic), Harrell will not fight against Xorl or his minions. He is too terrified of them. All he wants to do at this point is leave.

On a shelf in the back of the room can be found (Search DC 20) a rare uncensored copy of the widely banned anatomy text "Yarg's Anatomy: The Secrets Within" worth up to 100 gp to a collector. Also there are copies of "Necromantic Theorems and Practices" by Czutaz Urlirel worth 200 gp, "Philosophical Questions" by Daesnar Braden worth 150 gp, "Demons, Devils, and Celestials: The Outsiders I Have Known" by Grivel worth 200 gp, and "Cultivating the Mind" by Justinian Lorinar, worth 350 gp.

After the party has been in this room for one minute, the sounds of battle will start coming from the next room (Area G). The door to that room is a strong iron door with

Encounter Six:

The Skeptic Vivisectionist

Area F

Description: Dome-shaped room roughly 30' diameter and 20' high at the apex, with a 7' wide hall to the South, 10' wide hall to the West.

Contents: You enter the door that Laila has told you leads further into the deranged complex. The torches glow brightly within, but you quickly wish instead for the sweet ignorance of darkness. Strapped to a table

an *arcane lock* [+10 to break DC for a total DC of 38] that has 5 locks that each are amazingly good [Open Lock DC 40]. It can be bashed, but the door is four inches thick, so it has a hardness of 10 and 120 hp.

Through the heavy iron door, you hear the sounds of a battle of titanic proportions. You hear voices chanting spells, and you hear the growls and shrieks of a multitude of strange beasts. On more than one occasion the sounds become unearthly howling.

Thirteen rounds after the combat begins, the iron door suddenly bursts from its hinges and flies across the room, along with the badly mangled and fried corpse that was thrown against it. Anyone standing in front of the door, including anyone trying to pick the lock or bash the door, will need to make a Reflex save (DC 20) in order to avoid taking damage from the flying steel door (2d6+6 points of damage).

If Harrell has not been released from the examination table, the door will hit him and he will take full damage, killing him instantly. The party will not lose experience points for his death in this manner, nor will they gain any for freeing him.

The body that struck the door hard enough to blast it from its hinges is that of a Lucinta, the dwarven cleric of Moradin, still with her newly recovered *+1 warhammer* in hand. She is quite dead.

If the party breaks through or opens the door before the thirteen rounds are up, the body of Lucinta strikes the wall next to the door just as the door is opened.

Area G

Description: Very large room, 79' x 128', with a high vaulted ceiling composed of a series of complex interlocking arches. It is astonishing that such a large underground chamber has no supporting pillars. In spite of this, parts of the ceiling have collapsed and rubble fills the Northwest and Southeast corners of the room.

Contents: *This room appears to be the personal study of Xorl Xantax. It has been wrecked by a terrible battle between two high-level spellcasters. Scorch marks cover most surfaces; the walls and ceiling are cracked in several places and all the furniture has been smashed to bits except for a stone table in the*

back of the room and a folding metal operating table next to it. A haze of smoke hangs in the air, which also smells sharply of ozone, burned flesh and... something unknown to this world.

The rest of the scene depends on the APL:

APLs 2 and 4

An unconscious and badly wounded human male lies in the middle of the floor. A strange insectoid creature is standing over the body, chattering in a menacing manner. It's about the size of a German Shepard dog, but looks a bit like a giant ant with arms. The insect-man looks up at you, and even though it is from another world, you can see the grief in its... three eyes? As you look in shock, it leaps toward you aggressively.

APL 2 (EL 5)

Fluffy, pseudonatural Formian worker familiar: hp 13; spells active: *extended jump*, see *Appendix II*.

APL4 (EL 7)

Fluffy, pseudonatural Formian worker familiar: hp 29; spells active: *extended jump*, *expeditious retreat*, see *Appendix I*.

This is "Fluffy", Xorl's familiar. He will defend the body of his master to the death, and will attack anyone who enters the room. Xorl, the body on the floor, is currently at -4 hp. He will not successfully stabilize if the PCs don't heal him.

APLs 6 and 8

A tall gaunt man with a third eye growing out of the middle of his forehead is standing at the back of the room. There are other beings scattered around the room. At first glance they are merely huge animals, but a second look reveals them to be strange, otherworldly things with writhing tentacles and unnerving third eyes.

The man is sobbing with grief and appears to be wounded.

"She killed Fluffy! That... that... CLERIC!"

When he notices the party, he screams and attacks immediately.

"No! You can't stop me now! Not when I'm so close to the secrets! I'll kill you first! Kill you all!"

APL 6 (EL 9)

Xorl Xantax: hp 46; see *Appendix II* for current stats.

Pseudonatural Giant Crocodile: see *Appendix II* for stats and expiration round.

Pseudonatural Dire Ape: see *Appendix II* for stats and expiration round.

Pseudonatural Crocodile: see *Appendix II* for stats and expiration round.

Pseudonatural Hyena: see *Appendix II* for stats and expiration round.

APL 8 (EL 11)

Xorl Xantax: hp 61; see *Appendix II* for current stats.

Pseudonatural Dire Bear: see *Appendix II* for stats and expiration round.

Pseudonatural Giant Crocodile: see *Appendix II* for stats and expiration round.

Pseudonatural Dire Ape: see *Appendix II* for stats and expiration round.

Pseudonatural Crocodile: see *Appendix II* for stats and expiration round.

APLs 10 and 12

A tall gaunt man with a third eye in the middle of his forehead is standing at the back of the room, examining some objects on the stone table. Beside him stands a strange insectoid creature, about the size of a German Shepherd dog. There are other beings

scattered around the room: strange, otherworldly things with writhing tentacles and eyestalks.

If Laila or any cleric (who is not a halfling) enters the room:

"What are you doing here?! Get back to your cell, you miserable cretin! You will never stop me from finding the TRUTH that you have kept from us all these years!"

He will then attack the cleric(s) and anyone else who is with them. (NOTE - Laila will not want to enter this room first, and would prefer to avoid Xorl if possible, but she wants the item that Xorl is looking at on the stone table.)

On sight of a halfling:

"NO! They've found me! They've come for me at last! Monsters! You'll never take me alive!"

He will focus his attack at the halfling(s) and will not stop until he or they are dead. Don't forget to apply the +/-6 penalties in this case (see *Appendix II* for details).

If a party members who are neither halfling nor obviously clerical (druids don't count) enter the study:

"You're just in time! I have nearly unlocked the secret of the so-called "divine power" that these pitiful puppets squawk about! Come in! Look at my notes and you will see the TRUTH! They laughed at my theories at the College of Sages and Sorcery. LAUGHED! But I'll show them! I'll show them ALL!!! I've almost located the source of Divine Power. It seems to dwell deep within the human heart. But when I try to cut into it, the heart tends to stop and the magic dies along with the host. Blood washes all trace of the power away. Then I had an idea. An epiphany, if you will..."

He laughs insanely for a moment, his third eye leering and moving independently of his normal eyes (it has no eyelids or eyelashes and is open at all times), and then continues:

"I have made a special potion which will preserve life without blood or heartbeat. I tested it on many of my creatures and it doesn't harm them in any way. Of course they don't have blood or hearts as we know them, but I think the principle should work on humans just the same..."

"Here, drink this and tell me how it makes you feel..."

He hands you a vial of black liquid.

If any of the PCs drinks it or allows the liquid to touch their skin, it acts like a poison (Dragon Bile - Contact poison, DC 26, Initial 3d6 Str., Secondary 0). There is no other effect. NOTE – A character who has a 0 Strength is effectively paralyzed.

(If the PC simply throws it in Xorl's face, he will be completely taken by surprise, but his minions will attack immediately. Fluffy and the others are immune to the poison, but Xorl is not.)

If the PC drinks the poison, Xorl will then instruct his minions to place the PC on the unfolded operating table so he can prep him or her for surgery. If he or she struggles, they will attempt to grapple.

"Let's see how well it works. I know you don't have any divine magical power, but I should now be able to cut your heart right out of your body without harming you at all. I'm afraid you'll most likely die when the potion wears off, but you should be proud of making such a sacrifice in the name of TRUTH!"

If nobody tries to stop him, the PC will be strapped to the operating table with masterwork steel restraints and Xorl will perform a "Coup de Grace" as he cuts out the PC's heart.

If anyone tries to stop him, or the PC objects to the process at any point, Xorl will become violent and attack, shouting:

"The TRUTH will not be denied!"

APL 10 (EL 13)

Xorl Xantax: hp 70; see *Appendix II* for current stats.

Fluffy, pseudonatural Formian worker familiar: hp 31; spells active: *extended jump*, *expeditious retreat*; see *Appendix II*.

Pseudonatural Dire Tiger: see *Appendix II* for stats and expiration round.

Pseudonatural Dire Bear: see *Appendix II* for stats and expiration round.

Pseudonatural Giant Crocodile: see *Appendix II* for stats and expiration round.

Pseudonatural Dire Ape: see *Appendix II* for stats and expiration round.

APL 12 (EL 15)

Xorl Xantax: hp 82; see *Appendix II* for current stats.

Fluffy, pseudonatural Formian worker familiar: hp 41; spells active: *extended jump*, *expeditious retreat*, *mage armor*; see *Appendix II*.

Pseudonatural Legendary Bear: see *Appendix II* for stats and expiration round.

Pseudonatural Dire Tiger: see *Appendix II* for stats and expiration round.

Pseudonatural Dire Bear: see *Appendix II* for stats and expiration round.

Pseudonatural Giant Crocodile: see *Appendix II* for stats and expiration round.

Tactics: With all APLs, many of Xorl's and/or Fluffy's spells have been cast already. Some have been dispelled, and some are set to expire in a few rounds, including summoning spells. See *Appendix II* for a complete list. Fluffy will cast his remaining useful spells before engaging in melee. Xorl will try to keep summoned creatures between himself and the PCs as much as possible, and use ranged spells. The summoned creatures will move toward the party and use their best attacks first on whoever is closest, while Fluffy and/or Xorl will concentrate their attacks first on any halflings, then on clerics, then on other spellcasters.

During the fight, Laila will cast cure spells as needed to support the party, but will avoid combat herself. If pressed, she will use her *searing light* and *flame strike* spells, as they are on Lydia's domain spell lists. If things

start going *really* badly she will flee the scene, returning only when the fighting has ended.

When the fighting is over (or while the fighting is at its most heated, if possible), Laila will go to the table in the back of the room and take an item from it. It is a healer's kit marked with a holy symbol of Lydia. Laila will then quietly go with the party. She will answer no questions about herself or the item she took from the table, other than that it is hers, and was taken.

In a drawer under the examination table is a book - the "Journal of Henvayt Kolir/Xorl Xantax" (see Player Handout #2). Laila will find this if nobody else does. **THE PARTY MUST HAVE THIS ITEM!**

If the party accuses Laila of anything (and they really should have no reason to do this), she will deny any wrongdoing:

"I only wish to leave this awful place and return to my beloved Aetham!"

Conclusion – Honeysuckle Brother

There is a door in the lab that leads to a spiral staircase, which leads to a door to the street. Once outside, the party can see that the door was well concealed and is part of the ruins of the old Temple of Zilchus.

Or, they can go back into the sewers the way they entered, and then out to the public toilet.

It has started raining and the roof of the cathedral has already been removed. The Kordians ignore the rain and are happily soaked. Everyone else is trying to stand under an arch or something.

Presumably, the party brings the lab notes, Harrell (if he survived), and Laila back to the Cathedral of Kord. There they are met by Seoman and Aetham Verle, High Priest Maladaptor, and Lacquitt.

Aetham has recovered most of his sanity (if not his wits) when the party returns, and is waiting for the return of his Honeysuckle Rose. He is very happy to see her. When they are re-united and have a chance to talk, he is overcome with joy. He begs her forgiveness for not rescuing her himself and pledges his undying love. She melts into his arms as they kiss. It's a very romantic moment.

Aetham then happily introduces his new fiancé to his brother. There is much rejoicing and High Priest

Kohlath Maladaptor, the Mighty, calls off work for the rest of the day.

For everyone but Lacquitt, that is, as he is given the task of looking over the recovered journal. He heads off into the temporary chapel to study, accompanied by a couple of Kordites.

They are then asked to wait while the Temple of Lendor is notified. Although the Lendorians are not noted for their haste, in this case they arrive in less than an hour!

When the representatives from the Cathedral of Lendor finally arrive, they are very grateful for the party saving Aetham and Laila (and Harrell, if applicable) and want to take the lab notes with them for study. Laila also seems very eager to go with them; she wishes to give them her personal account of the incident. She suggests that Aetham wait for her here, she'll see him later to discuss their upcoming wedding.

At that point, Lacquitt steps forward (he's smarter than your average Kordite, apparently):

"I have found something very interesting in these notes! Xorl was insanely paranoid, of course, but just because a man is paranoid doesn't mean there aren't real plots against him. He uncovered such a plot."

Lacquitt steps forward and snatches the healer's kit from Laila. He opens it to reveal a hidden compartment. While the burly clerics of Kord move to restrain Laila, he pulls a slip of parchment from the compartment.

"This is a list of Scarlet Brotherhood contacts within the Duchy! This woman is not a cleric of Lydia, but an evil member of the Scarlet Brotherhood!"

Aetham is shocked. He looks bewildered at Laila and says: "My Honeysuckle Rose is a Scarlet Brother?"

Lacquitt turns and points a finger at Pytar Phadarth, who was leading the Lendorians that just entered: "Your name is on this list! Seize him!" More clerics of Kord rush forward and grapple with the clerics of Lendor, easily overcoming them with their brute strength.

Just then, District Chief Constable Dragan Pserchyal appears with his men. "I came as soon as I got your message, Brother Lacquitt. Are these the traitors?"

"Yes! And you may find these interesting, as well." He hands the parchment and the healer's kit to Dragan.

As they are being dragged away by the city guard, Pytar sneers: "Fools! You can never defeat the Scarlet Brotherhood!" He suddenly vanishes in a puff of smoke. Laila disappears at the same time, but without the smoke or clever banter.

Dragan shouts:

"Search the city, men! They must be close!"

He and his men scatter in all directions, combing the streets for the evil pair.

If the party wants to go looking for them, Seoman steps in and says:

"They must have had their escape planned, so I doubt anyone can find them. Besides, their cover is blown, so they will most likely try to escape the city and head back to their homeland. Good riddance, I say!"

Lacquitt turns to the party and says:

"I wish to thank you again for all you have done. You have earned the trust and respect of the Temple of Kord. I am sure that the Temple of Lendor will also be grateful, once things have settled down. In fact, you may have saved the Duchy, itself, today."

Pytar's body is later discovered by the waterfront, with a dagger in his back. Laila is nowhere to be found.

Aetham is heartbroken, but glad that the truth was revealed before he made a serious mistake. He still has a very long recovery ahead of him. Most of his time will be spent in the rose gardens, trying to forget...

Seoman is more than happy to see the safe return of his younger brother. He will reward the party in gold, as promised. As the adventurers depart, Aetham can be heard remarking "I liked you better with the beard, brother".

The End

Experience Point Summary

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

Encounter Three

Defeat monster

APL 2	90 xp
APL 4	150 xp
APL 6	210 xp
APL 8	240 xp
APL 10	300 xp
APL 12	360 xp

Encounter Four

Rescue Aetham

APL 2	45 xp
APL 4	60 xp
APL 6	90 xp
APL 8	105 xp
APL 10	135 xp
APL 12	150 xp

Encounter Five

Encounter Trap

APLs 8-12 only	30 xp
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Defeat hydra

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Encounter Six

Rescue Harrell Covenant

APL 2	45 xp
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APL 4	75 xp
APL 6	90 xp
APL 8	120 xp
APL 10	135 xp
APL 12	165 xp

Defeat foes

APL 2	150 xp
APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Total Experience Possible

APL 2	450 xp
APL 4	675 xp
APL 6	900 xp
APL 8	1125 xp
APL 10	1350 xp
APL 12	1575 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 character’s total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy (calculated at 50% of book price); C = Coin, Gems, Jewelry, and other valuables (calculated at 100% of value); M = Magic Items (calculated at 75% of book price).

Encounter Six

Find valuable books

All APLs – C: 166 gp.

Recover *+1 warhammer*

All APLs – M: 192 gp each.

Capture vivisectionist’s equipment

All APLs – M: *ring of protection +4* (2666 gp each)

Conclusion

Receive Seoman Verle’s reward

All APLs – C: 50 gp.

All APLs – C: 75 gp.

All APLs – C: 100 gp.

All APLs – C: 150 gp.

All APLs – C: 200 gp.

All APLs – C: 250 gp.

Total Possible Treasure

The value of Xorl Xantax's equipment exceeds the maximum treasure available at all APLs. Award the APL maximum if the calculated treasure exceeds the APL maximum.

APL 2: 400 gp
APL 4: 600 gp
APL 6: 800 gp
APL 8: 1250 gp
APL 10: 2100 gp
APL 12: 3000 gp

Adventure Record Entries

Cross out any entries the character is not eligible to receive.

Augmented Summoning

The books and notes of the insane wizard Xorl Xantax have given you insight into the secrets of summoning powerful creatures. This allows the character to select Augment Summoning as feat in the future, assuming the prerequisites are met and a feat slot is open. Augmented Summoning is described in the *Tome and Blood* guidebook.

Adrenaline Surge

Xorl Xantax's spellbook contains the spell *adrenaline surge* from the *Masters of the Wild* guidebook. Wizards may scribe this spell into the spellbook for the usual costs (or as one of the 2 free spells gained when going up a level), while sorcerers may choose it as a spell when gaining new spells for going up a level. Druids gain access to casting this spell directly.

Favor of Kohlath Maladaptor the Mighty

Your rescue of his wayward priest has earned the favor of Kohlath Maladaptor, High Priest of Kord in the city of Leukish. In return for this favor, the Cathedral of Kord in Leukish will offer the assistance of 15 strong men for any manual labor-based project the character requires, so long as the location is within a day's travel of the city of Leukish. The men will labor for up to 3 days, but will not engage in combat or perform any illegal activities.

Recognition of Seoman Verle

In recognition of your service, Seoman Verle has provided you with valuable trade connections with the elves of the Celadon forest. These connections allow you to acquire the items listed for purchase below, some on a regional basis, some after this adventure only.

If you were unsuccessful in rescuing Aetham Verle, only the following items are available:

Ring of protection +4

Scroll of adrenaline surge

Wand of cure light wounds

Wand of Gentle Repose

When invoked by a character with *gentle repose* on their spell list, this wand casts the *gentle repose* spell. It has 50 charges initially.

Caster Level: 3rd; *Prerequisites:* Craft Wand, *gentle repose*; *Market Price:* 4,500 gp.

Adventure Record Access

APL 2

Potion of animal logic (Regional; 150 gp; Masters of the Wild)

Sleep arrow (Regional; 132 gp; DMG)

Wand of cure light wounds – 50 charges (Regional; 1st level caster; 750 gp; DMG)

APL 4

All of APL 2 plus:

Boots of elvenkind (Adventure; 2,000 gp; DMG)

Cloak of elvenkind (Adventure; 2,000 gp; DMG)

Quiver of Ehlonna (Adventure; 2,000 gp; DMG)

APL 6

All of APLs 2-4 plus:

Keoghtom's ointment (Regional; 4,000 gp; DMG)

Wand of gentle repose – 50 charges (Adventure; 3rd level caster; 4,500 gp; DMG)

+2 *shortbow, longbow, composite shortbow, or composite longbow*, including mighty versions (Regional; cost varies; DMG)

Add the *hunting* enhancement to an existing magical weapon (Regional; cost varies; Masters of the Wild)

APL 8

Stone of good luck (Adventure; 10,000 gp; DMG)

Vestments, druid's (Adventure; 5,800 gp; DMG)

APL 10

Torc of animal speech (Regional; 12,000 gp; Masters of the Wild)

APL 12

Ring of evasion (Adventure; 25,000 gp; DMG)

Ring of protection +4 (Adventure; 32,000 gp; DMG)

Appendix I: Encounter Stat Blocks

Pseudonatural Grick: CR 3; Medium-size outsider; HD 2d8; hp 9; Init +2; Spd 30 ft., climb 20 ft.; AC 16 (touch 12, flat-footed 14); Atk +3 melee (1d4+2, 4 tentacle rakes), -2 melee (1d3+1, bite); SQ Scent, DR 15/+1, electricity and acid resistance 5, SR 6; AL N; SV Fort +0, Ref +2, Will +5; Str 14, Dex 14, Con 11, Int 3, Wis 14, Cha 5.

Skills and Feats: Climb +10, Hide +4, Listen +7, Spot +7; Alertness.

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

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass, but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 moral penalty to their attack rolls against pseudonatural creatures in this alternate form.

The grick is already switched into its alternate form.

Gibbering Moulder, Advanced 12 HD: CR 9; Large aberration; HD 12d8+36; hp 110; Init +4; Spd 10 ft., swim 20 ft.; AC 19 (touch 9, flat-footed 19); Atk +17 melee (5 points of damage, 6 bites); Face 5 ft. by 10 ft.; SA Gibbering, spittle, improved grab, blood drain, engulf, ground manipulation; SQ Amorphous; AL N; SV Fort +7, Ref +6, Will +9; Str 18, Dex 11, Con 16, Int 4, Wis 13, Cha 13.

Skills and Feats: Listen +16, Spot +20; Improved Initiative; Lightning Reflexes, Weapon Focus (bite).

Gibbering (Su): As soon as a moulder spots something edible, it begins a constant gibbering as a free action. All creatures (other than moulers) within a 60-foot spread must succeed at a Will save (DC 17) or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic, mind-influencing, compulsion effect. Opponents who successfully save cannot be affected by the same gibbering moulder's gibbering for one day.

Spittle (Ex): At the start of every combat, and every two rounds thereafter, a gibbering moulder looses a stream of spittle. This ignites on contact with the air, creating a blinding flash. All sighted creatures within 60 feet must succeed at a Fortitude save (DC 19) or be blinded for 1d3 rounds.

Improved Grab (Ex): To use this ability, the gibbering moulder must hit with a bite attack (grapple bonus +17). If the moulder chooses to grapple with just the mouth that bit the target, it takes a -20 penalty to grapple checks, but is not considered grappled.

Blood Drain (Ex): On a second successful grapple check after grabbing, that mouth attaches to the opponent. It automatically deals bite damage and drains blood, dealing 1 point of temporary Constitution damage each round. A mouth can be ripped off (dealing 1 point of damage) with a successful strength check (DC 12) or severed by a normal attack that deals at least 2 points of damage (AC 18). A severed mouth continues to bite and drain blood for 1d4 rounds after such an attack.

Engulf (Ex): A gibbering moulder can try to engulf a Large-size or smaller opponent grabbed by three or more mouths. The opponent must succeed at a Reflex save (DC 14) or fall and be engulfed. On the next round, the moulder makes twelve bite attacks instead of six (each with a +4 attack bonus). An engulfed creature cannot attack the moulder from within. The previously attached mouths are now free to attack others.

Ground Manipulation (Su): At will, as a standard action, a gibbering moulder can cause stone and earth within 5 feet of it to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Amorphous (Ex): A gibbering moulder is not subject to critical hits. It has no clear front or back, so it cannot be flanked.

Skills: Thanks to their multiple eyes, gibbering moulers receive a +4 racial bonus to Spot checks.

Leechwalker: CR 10; Medium-size vermin; HD 13d8+39; hp 97; Init +0; Spd 30 ft., swim 20 ft.; AC 12 (touch 10, flat-footed 12); Atk +13 melee (1d8+4 plus wounding, 2 tentacle rakes); SA Blood drink, improved grab, wounding; SQ All-around vision, immunities, vermin traits; AL N; SV Fort +11, Ref +4, Will +5; Str 18, Dex 11, Con 16, Int -, Wis 13, Cha 7.

Skills: Hide +3, Listen +5, Move Silently +5, Search +4, Spot +8, Swim +12.

Blood Drink (Ex): A leechwalker can drink the blood from a grabbed victim with a successful grapple check. This attack deals 2d4 points of Constitution drain.

Improved Grab (Ex): If a leechwalker hits an opponent of its own size or smaller with a tentacle rake attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +13). If it gets a hold, it can use its blood drink ability in the same round. Thereafter, the leechwalker has the option to conduct the grapple normally, or simple use its tentacle to hold the opponent (-20 on grapple check, but the leechwalker is not consider grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tentacle rake and blood drink damage.

Wounding (Ex): A wound resulting from a leechwalker's tentacle rake attack bleeds for an additional 3 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 6 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 10) or the application of a *cure* spell or some other healing spell (*heal*, *healing circle*, or the like).

All-Around Vision (Ex): A leechwalker can see in all directions at once. Because of this ability, it gains a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

Immunities: Because of the verminous covering of its body, a leechwalker takes half damage from bludgeoning weapons. It is not subject to subdual damage, ability damage, ability drain, or death from massive damage.

Vermin Traits: A leechwalker is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision (60-foot range).

Leechwalker, Advanced 26 HD: CR 12; Medium-size vermin; HD 26d8+78; hp 195; Init +0; Spd 30 ft., swim 20 ft.; AC 12 (touch 10, flat-footed 12); Atk +23 melee (1d8+4 plus wounding, 2 tentacle rakes); SA Blood drink, improved grab, wounding; SQ All-around vision, immunities, vermin traits; AL N; SV Fort +18, Ref +8, Will +9; Str 18, Dex 11, Con 16, Int –, Wis 13, Cha 7.

Skills: Hide +3, Listen +5, Move Silently +5, Search +4, Spot +8, Swim +12.

Blood Drink (Ex): A leechwalker can drink the blood from a grabbed victim with a successful grapple check. This attack deals 2d4 points of Constitution drain.

Improved Grab (Ex): If a leechwalker hits an opponent of its own size or smaller with a tentacle rake

attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +23). If it gets a hold, it can use its blood drink ability in the same round. Thereafter, the leechwalker has the option to conduct the grapple normally, or simple use its tentacle to hold the opponent (-20 on grapple check, but the leechwalker is not consider grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tentacle rake and blood drink damage.

Wounding (Ex): A wound resulting from a leechwalker's tentacle rake attack bleeds for an additional 3 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 6 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 10) or the application of a *cure* spell or some other healing spell (*heal*, *healing circle*, or the like).

All-Around Vision (Ex): A leechwalker can see in all directions at once. Because of this ability, it gains a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

Immunities: Because of the verminous covering of its body, a leechwalker takes half damage from bludgeoning weapons. It is not subject to subdual damage, ability damage, ability drain, or death from massive damage.

Vermin Traits: A leechwalker is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision (60-foot range).

Appendix II: The Skeptic Vivisectionist

Xorl Xantax is insane.

He was once, decades ago and under a different name, a rising star in the Skeptic movement. As Henvayt Kolir, he wrote a series of stirring speeches in the early CY560s that were delivered with thunderous success (by academic standards) by his brother Molfkar. He was also engaging in steady research, trying to determine the difference between religious and non-religious people.

Things were going well, until Molfkar started taking credit for the speeches written by Henvayt. Henvayt confronted his brother in the midst of a meeting of high ranking Skeptics in Stavner-Brode's Public House (a pricey tavern in the College Mill Chase, Nellix), and was shouted down. The mass of followers believed the charismatic Molfkar over his reclusive, intellectual brother.

Seething with rage, Henvayt became determined, obsessed even, to show up his brother. His research became more and more grisly, moving away from questioning and gentle experiments and into the realm of dissection and torture. He was finally, after many warnings but no direct evidence, discovered pulling the organs out of a still feebly resisting peasant in his laboratory in the College of Sages and Sorcery.

He was arrested and put on trial, in 564CY. The College was the body conducting the trial, as they have authority over such crimes when they are related to research projects on their own property. Henvayt was found guilty, and was sentenced to be killed. When guards came to his cell to escort him to his execution, however, all they found was an empty cell covered in a thin layer of a viscous, mucus-like substance.

Where Henvayt Kolir went, nobody knows. His experiences during the 38 years of his absence are a complete mystery. But when he returned decades later, he didn't appear to have aged a day. He now calls himself Xorl Xantax, and he has resumed his terrible experiments.

It appears that he dispatched his familiar, a corrupted formian worker, to prepare a laboratory. Comparing the size of his hydra "garbage disposal" to the size of the door into its room, the formian has been preparing this area for many years, at least the age of the hydra.

DM Note: Xorl has an insane fear of halflings. As a class feature, he has developed a phobia against halflings, suffering a -6 penalty to saving throws, attack rolls, and Charisma-based skill and ability checks in regard to them. Halflings gains a +6 morale modifier to AC and saving throws against the phobic alienist.

This is Xorl at full power. He is at progressively lower strength at lower APLs. In fact, at APL 2 and 4, he is already unconscious and dying before the PCs encounter him at all. **Xorl Xantax, Male Once-Human Conjurer 5/Alienist 10:** CR 15; Medium-size outsider; HD 15d4+30; hp 76; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +6/+1 melee (1d6-1, quarterstaff) or +9/+4 ranged (1d4-1/19-20, dagger); SQ Summon alien, alien blessing, mad certainty (Halflings), pseudonatural familiar, extra summoning, insane certainty (Halflings), timeless body, transcendence, DR 20/+1, electricity resistance 20; AL CN; SV Fort +7, Ref +7, Will +12; Str 9, Dex 14, Con 14, Int 20, Wis 10, Cha 8.

Skills and Feats: Concentration +20 (+24 casting defensively), Craft (sculpture) +23, Heal +11, Knowledge (Arcana) +23, Knowledge (Planes) +13, Knowledge (Skeptic philosophy) +23, Listen +10, Spellcraft +23, Spot +10; Augment Summoning, Combat Casting, Alertness, Empower Spell, Extend Spell, Improved Familiar, Improved Initiative, Repeat Spell, Sanctum Spell.

Possessions: Spellbook, spell component pouch, *ring of protection* +4

Spells Prepared (5/7/6/6/6/6/4/3/2; DC = 16 + spell level within lair, 14 + spell level outside of lair): 0 – *detect magic*, *mage hand* (2), *prestidigitation*, *ray of frost*; 1st – ~~*expeditious retreat*~~, ~~*mage armor*~~, *magic missile* (3), *summon monster I*; 2nd – *adrenaline surge*, *extended mage armor*, ~~*extended jump*~~, *see invisibility*, *extended protection from chaos*, *summon monster II*; 3rd – *extended adrenaline surge*, *haste*, *lightning bolt*, *empowered magic missile*, *extended Melf's acid arrow*, *summon monster III*; 4th – *charm monster*, *enervation* (2), *repeated magic missile*, *extended summon monster III*, *summon monster IV*; 5th – *hold monster*, *empowered lightning bolt* (2), *extended summon monster IV*, *summon monster V*, *wall of force*; 6th – *empowered enervation*, ~~*imbue familiar with spell ability*~~, *repeated empowered magic missile*, *summon monster VI*; 7th – *repeated enervation*, *prismatic spray*, *summon monster*

VII; 8th – *extended power word stun, summon monster VII*.

All spells are prepared with the Sanctum Spell metamagic feat. Crossed out spells have been imbued to his familiar. Xorl's barred schools are Abjuration and Illusion.

Spells in Spellbook: 0 – all Player's Handbook cantrips; 1st – *animate rope, expeditious retreat, jump, mage armor, magic missile, protection from chaos, summon monster I, true strike*; 2nd – *adrenaline surge, Melf's acid arrow, see invisibility, summon monster II*; 3rd – *clairaudience/clairvoyance, haste, hold person, lightning bolt, summon monster III*; 4th – *charm monster, enervation, Evard's black tentacles, summon monster IV*; 5th – *hold monster, summon monster V, telekinesis, wall of force*; 6th – *acid fog, imbue familiar with spell ability, summon monster VI, true seeing*; 7th – *phase door, power word stun, prismatic spray, summon monster VII*; 8th – *mass charm, summon monster VIII*.

Spells Remaining and Spells Already Active at Different APLs

When encountered, Xorl has already cast many of his spells. The entries below described the spells available at APLs 6-12, the APLs in which Xorl is still conscious.

APL 6

Spells Prepared: 0 – *detect magic, mage hand* (2), *prestidigitation, ray of frost*; 1st – *magic missile* (2), *summon monster I*; 2nd – no spells remaining; 3rd – *extended adrenaline surge, lightning bolt, empowered magic missile, extended Melf's acid arrow*; 4th – *charm monster, enervation*; 5th level and above – no spells remaining.

Precast spells: *Summon monster V, summon monster IV, summon monster III, summon monster II, extended mage armor, see invisibility, adrenaline surge*.

Round	Spell Expiring
2	<i>summon monster V</i> (giant crocodile)
3	<i>adrenaline surge</i>
4	<i>summon monster IV</i> (dire ape)
5	<i>summon monster III</i> (crocodile)

6 *summon monster II*(hyena)

The other spells all have at least 28 more minutes of duration remaining.

APL8

Spells Prepared: 0 – *detect magic, mage hand* (2), *prestidigitation, ray of frost*; 1st – *magic missile* (2), *summon monster I*; 2nd – *summon monster II*; 3rd – *extended adrenaline surge, lightning bolt, empowered magic missile, extended Melf's acid arrow*; 4th – *charm monster, enervation* (2); 5th – *hold monster, empowered lightning bolt*; 6th – *empowered enervation*; 7th level and above – no spells remaining.

Precast spells: *Summon monster VI, summon monster V, summon monster IV, summon monster III, extended mage armor, see invisibility, adrenaline surge, haste*

Round	Spell Expiring
2	<i>haste, summon monster VI</i> (dire bear)
3	<i>adrenaline surge</i>
4	<i>summon monster V</i> (giant crocodile)
5	<i>summon monster IV</i> (dire ape)
6	<i>summon monster III</i> (crocodile)

The other spells all have at least 28 more minutes of duration remaining.

APL 10

Spells Prepared: 0 – *detect magic, mage hand* (2), *prestidigitation, ray of frost*; 1st – *magic missile* (2), *summon monster I*; 2nd – *summon monster II*; 3rd – *extended adrenaline surge, lightning bolt, empowered magic missile, extended Melf's acid arrow*; 4th – *charm monster, enervation* (2), *repeated magic missile*; 5th – *hold monster, empowered lightning bolt* (2), *wall of force*; 6th – *empowered enervation, repeated empowered magic missile*; 7th – no spells remaining; 8th – *extended power word stun*.

Precast spells: *Summon monster VII*, *summon monster VI*, *summon monster V*, *summon monster IV*, *extended mage armor*, *see invisibility*, *adrenaline surge*, *haste*.

Round	Spell Expiring
2	<i>haste</i> , <i>summon monster VII</i> (dire tiger)
3	<i>adrenaline surge</i>
4	<i>summon monster VI</i> (dire bear)
5	<i>summon monster V</i> (giant crocodile)
6	<i>summon monster IV</i> (dire ape)

The other spells all have at least 28 more minutes of duration remaining.

APL 12

Spells Prepared: 0 – *detect magic*, *mage hand* (2), *prestidigitation*, *ray of frost*, 1st – *magic missile* (2), *summon monster I*; 2nd – *summon monster II*; 3rd – *extended adrenaline surge*, *lightning bolt*, *empowered magic missile*, *extended Melf's acid arrow*, *summon monster III*; 4th – *charm monster*, *enervation* (2), *repeated magic missile*, *summon monster IV*; 5th – *hold monster*, *empowered lightning bolt* (2), *wall of force*, 6th – *empowered enervation*, *repeated empowered magic missile*, 7th – *empowered enervation*, *prismatic spray*, 8th – *extended power word stun*.

Precast: *Summon monster VIII*, *summon monster VII*, *summon monster VI*, *summon monster V*, *extended mage armor*, *see invisibility*, *adrenaline surge*, *haste*

Round	Spell Expiring
2	<i>haste</i> , <i>summon monster VIII</i> (legendary bear)
3	<i>adrenaline surge</i> , <i>summon monster VII</i> (dire tiger)
4	<i>summon monster VI</i> (dire bear)
5	<i>summon monster V</i> (giant crocodile)

The other spells all have at least 28 more minutes of duration remaining.

Fluffy, Pseudonatural Formian Worker Familiar: CR – ; Small outsider; HD 15; hp 41; Init +2; Spd 40 ft.; AC 24 (touch 13, flat-footed 22); Atk +9 melee (1d4+1, bite); SQ Electricity, fire, acid, sonic resistance 20, immune to poison, petrification and acid, true strike, DR 10/+3, SR 25, alternate form, alertness, improved evasion, share spells, empathic link, touch, speak with master, spells; AL LN; SV Fort +5, Ref +6, Will +11; Str 13, Dex 14, Con 13, Int 9, Wis 10, Cha 9.

Skills and Feats: Climb +3, Craft (sculpture) +19; Skill Focus: Craft (sculpture).

Spells prepared (Caster level 15): *expeditious retreat*, *extended jump*, *mage armor*.

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

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form.

Summoned by *Summon Monster I*:

Pseudonatural Hawk: CR –; Tiny outsider (enhanced by the Augment Summoning feat); HD 1d8+4; hp 5; Init +3; Spd 10 ft., fly 60 ft. (perfect); AC 17 (touch 15, flat-footed 14); Atk +6 melee (1d4-1, claws); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ True strike, electricity and acid resistance 5, SR 2, alternate form; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 3, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6 (+14 in daylight); Weapon Finesse (claws).

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

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form.

Summoned by *Summon Monster II*:

Pseudonatural Hyena: CR –; Medium-size outsider (enhanced by the Augment Summoning feat); HD 2d8+6; hp 15; Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12); Atk +4 melee (1d6+2, bite); SQ Scent, trip, true strike, electricity and acid resistance 5, SR 4, alternate form; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1 (+5 when Tracking by scent); Weapon Finesse (bite).

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

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form.

Trip (Ex): A hyena that hits with a bite attack can attempt to trip the opponent 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.

Summoned by *Summon Monster III*:

Pseudonatural Crocodile: CR –; Medium-size outsider (aquatic) (enhanced by the Augment Summoning feat); HD 3d8+12; hp 25; Init +1; Spd 20 ft., swim 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +7 melee (1d8+7, bite) or +7 melee (1d12+7, tail slap); SQ Improved grab, true strike, electricity and acid resistance 5, SR 6, alternate form; SV Fort +6, Ref +4, Will +2; Str 19, Dex 12, Con 17, Int 3, Wis 12, Cha 2.

Skills and Feats: Hide +7 (+19 when submerged), Listen +5, Spot +5.

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

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form.

Improved Grab (Ex): To use this ability, the crocodile must hit a Medium-size or small opponent with its bite attack (grapple bonus +7). If it gets a hold, the crocodile grabs the opponent with its mouth and attempts to pin it as its next action. The crocodile automatically deals bite damage each round it maintains the pin.

Summoned by *Summon Monster IV*:

Pseudonatural Dire Ape: CR –; Large outsider (enhanced by the Augment Summoning feat); HD 5d8+15; hp 37; Init +2; Spd 30 ft.; AC 15 (touch 11, flat-footed 13); Atk +9 melee (1d6+7, 2 claws), +4 melee (1d8+4, bite); Reach 10 ft.; SQ Scent, rend, true strike, electricity and acid resistance 10, DR 5/+1, SR 10, alternate form; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 3, Wis 12, Cha 7.

Skills and Feats: Climb +14, Move Silently +9, Spot +9.

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

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form.

Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+13 points of damage.

Summoned by *Summon Monster V*:

Pseudonatural Giant Crocodile: CR –; Huge outsider (aquatic) (enhanced by the Augment Summoning feat); HD 7d8+35; hp 66; Init +1; Spd 20 ft., swim 30 ft.; AC 16 (touch 9, flat-footed 15); Atk +12 melee (2d8+13, bite) or

+12 melee (1d12+13, tail slap); Face/Reach 10 ft. by 20 ft./10 ft.; SQ Improved grab, true strike, electricity and acid resistance 10, DR 5/+1, SR 14, alternate form; SV Fort +9, Ref +6, Will +3; Str 27, Dex 12, Con 19, Int 3, Wis 12, Cha 2.

Skills and Feats: Hide +0 (+12 when submerged), Listen +5, Spot +5

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

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form.

Improved Grab (Ex): To use this ability, the crocodile must hit a Medium-size or small opponent with its bite attack (grapple bonus +17). If it gets a hold, the crocodile grabs the opponent with its mouth and attempts to pin it as its next action. The crocodile automatically deals bite damage each round it maintains the pin.

Summoned by *Summon Monster VI*:

Pseudonatural Dire Bear: CR –; Large outsider (enhanced by the Augment Summoning feat); HD 12d8+60; hp 114; Init +1; Spd 40 ft.; AC 17 (touch 10, flat-footed 16); Atk +19 melee (2d4+11, 2 claws), +14 melee (2d8+6, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SQ Scent, improved grab, true strike, electricity and acid resistance 20, DR 10/+3, SR 24, alternate form; SV Fort +9, Ref +9, Will +9; Str 31, Dex 13, Con 19, Int 3, Wis 12, Cha 10.

Skills and Feats: Listen +7, Spot +7, Swim +13.

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

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other

creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form.

Improved Grab (Ex): To use the ability, the dire bear must hit with a claw attack (grapple bonus +24).

Summoned by *Summon Monster VII*:

Pseudonatural Dire Tiger: CR –; Huge outsider (enhanced by the Augment Summoning feat); HD 16d8+64; hp 136; Init +2; Spd 40 ft.; AC 16 (touch 10, flat-footed 14); Atk +19 melee (2d4+9, 2 claws), +14 melee (2d6+5, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SQ Scent, improved grab, pounce, rake 2d4+5, true strike, electricity and acid resistance 20, DR 10/+3, SR 25, alternate form; SV Fort +13, Ref +12, Will +11; Str 27, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +0 (+4 in tall grass), Jump +11, Listen +3, Move silently +9, Spot +3, Swim +11.

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

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form.

Pounce (Ex): If a dire tiger leaps upon a foe during the first round of a combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire tiger must hit with its bite attack (grapple bonus +29). If it gets a hold, it can rake.

Rake (Ex): A dire tiger can make two rake attacks (+19 melee) against a held opponent with its hind legs for 2d4+5 damage each. If the dire tiger pounces upon an opponent, it may also rake.

Summoned by *Summon Monster VIII*:

Pseudonatural Legendary Bear: CR –; Large outsider (enhanced by the Augment Summoning feat); HD 20d8+160; hp 250; Init +2; Spd 50 ft.; AC 21 (touch 11, flat-footed 19); Atk +28 melee (2d6+14, 2 claws), +23 melee (4d6+7, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SQ Scent, improved grab, true strike, electricity and acid

resistance 20, DR 10/+3, SR 25, alternate form; SV Fort +19, Ref +14, Will +9; Str 36, Dex 14, Con 24, Int 3, Wis 16, Cha 10.

Skills and Feats: Hide -2, Listen +8, Spot +8, Swim +18.

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

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form.

Improved Grab (Ex): If a legendary bear hits a Medium-size or smaller opponent with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +33). Thereafter, the legendary bear has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the legendary bear is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage.

Appendix III: The Honeysuckle Rose

Laila Laschana (this name, of course, is an alias) is a lovely young woman with long curly blond hair and green eyes. Her face is oval with rosy cheeks and her smile can melt the coldest of hearts. Her body is shapely and supple, with perfect ivory skin that seems to have never known the sun.

Raised in the hidden city of Hesuel Ilshar, Laila was chosen to be trained in the clergy of Syrul rather than the more combat-oriented monasteries of the Brotherhood. When she was allowed to venture outside, it was only when covered with the hooded red robes worn by the nuns of the Scarlet Sign. Consequently, she is known by face to but a few of the Scarlet Brotherhood. She serves first and foremost the goddess Syrul, though she has been an agent of considerable value to the Brotherhood.

These days she enjoys greater freedom away from her homeland, though her years of training serve her well. Practiced in the dogma of deceit and treachery, she is an accomplished actress and manipulator. Her innocent-looking face and attractive features are her greatest weapons, and she enjoys using them to destroy the inferior and weak-minded. She could sway her targets with her considerable magical abilities, but prefers using her natural guile and persuasiveness whenever possible.

She has chosen the role of a sweet cleric of Lydia as her cover identity while spying on the government of the Duchy in Leukish, though she despises the worshippers of Lydia as pathetic weaklings. Actually, she despises most people - the men who fall for her charms, the women who passively let such pigs rule them, and even her own people for not following through with their bid for ruling the world.

Laila has never known real love - she considers it a symptom of weakness - but she understands the power it has over the hearts and minds of men. It is a tool, a weapon to be used against her enemies, just as she uses her own beauty, which she also does not believe in.

DM Tip: Don't give the PCs ANY clue that Laila is anything other than a simple cleric of Lydia. She is extremely talented in her role; it is one of her class abilities. In fact, she even thinks of herself as a simple cleric of Lydia during the entire adventure (at least until she is discovered). Don't role-play her in a manner that makes the players suspicious.

She has prepared several spells that mimic Sun domain spells. She will hesitate to use any of her Trickery domain spells until last resort.

Her teleportation ring has a *nondetection* effect built in, and it will only work for her. It will also only work if it is within 5 feet of the matching ring worn by the other Scarlet Brotherhood mole in the area, Pytar Phadarth. If either ring is activated under this condition, both rings work together.

Laila Laschana, Female Human (Suel) Clr9/Spymaster 2: CR 11; HD 11d8+11; hp 69; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +7/+2 melee (1d4/19-20, dagger) or +10/+5 ranged (1d4/19-20, dagger); ; SA Rebuke undead (7/day), Sneak attack +1d6; SQ Channel negative energy, Cover identity, undetectable alignment; AL LE (undetectable); SV Fort +7, Ref +9, Will +12; Str 10, Dex 16, Con 12, Int 20, Wis 17, Cha 18.

Skills and Feats: Bluff +20, Diplomacy +26, Disguise +22, Gather Information +20, Hide +11, Innuendo +13, Intimidate +8, Knowledge (religion) +5, Move Silently +11, Sense Motive +8, Spellcraft +12; Alluring, Charlatan, Persuasive, Skill Focus (Bluff), Trustworthy.

Possessions: Holy symbol of Lydia, spell component pouch, dagger, *teleportation ring*.

Spells Prepared (6/6/6/5/3/2; base DC = 13 + spell level): 0 – *cure minor wounds* (6); 1 – *change self*, *cure light wounds* (4), *endure elements*; 2nd – *cure moderate wounds* (4), *hold person*, *invisibility**; 3rd – *cure serious wounds* (3), *nondetection**, *searing light*; 4th – *cure critical wounds*, *divination**, *greater magic weapon*; 5th – *flame strike*, *true seeing**.

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills, cast divinations at +1 caster level), Trickery (Bluff, Disguise and Hide are class skills).

Cover Identity: Laila Laschana.

Appendix IV: Prestige Classes, Feats, and Spells

Sources used:

Tome and Blood: A Guidebook to Wizards and Sorcerers,

Song and Silence: A Guidebook to Bards and Rogues, and

Masters of the Wild: A Guidebook to Barbarians, Druids, and Rangers

Feats

Alluring [General]

Others have an inexplicable urge to believe your every word.

Prerequisite: Persuasive, Trustworthy

Benefit: You get a +2 bonus on Diplomacy checks and add +2 to the save DCs of all your mind-affecting, language-dependent spells.

Augment Summoning [General feat]

Your summoned creatures are better than normal.

Prerequisite: Spellcaster level 2nd+.

Benefit: Creatures you summon with any summon spell gain +1 hit point per Hit Die and a +1 competence modifier on attack and damage rolls.

Charlatan [General]

You're adept at fooling people. You know how to tell them just what they want to hear.

Benefit: You get a +2 bonus on Bluff and Disguise checks.

Improved Familiar [General feat]

As long as you are able to acquire a new familiar, you may choose your new familiar from a nonstandard list.

Prerequisite: Ability to acquire a new familiar, compatible alignment.

Benefit: When choosing a familiar, the following creatures are also available to you. You may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

Table 2-2: Improved Familiars

Familiar	Alignment	Arcane Caster Level
Shocker Lizard	Neutral	5
Stirge	Neutral	5
Formian Worker	Lawful Neutral	7
Imp	Lawful Evil	7
Pseudodragon	Neutral Good	7
Quasit	Chaotic Evil	7

The improved familiar is magically linked to its master like a normal familiar. The familiar uses the basic statistics for a creature of its kind, as given in the *Monster Manual*.

Hit Dice: Treat as the master's level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

Hit Points: One-half the master's total or the familiar's normal total, whichever is higher.

Attacks: Use the master's base attack bonus or the familiar's, whichever is better. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that kind.

Special Attacks: The familiar has all the special attacks of its kind.

Special Qualities: The familiar has all the special qualities of its kind.

Saving Throws: The familiar uses the master's base save bonuses if they are better than the familiar's.

Skills: Use the normal skills for a creature of its kind.

Familiar Special Abilities: Use Table 3-19 in the *Player's Handbook* to determine additional abilities as you would for a normal familiar.

Alternate Improved Familiars

The list in Table 2-2 presents only a few possible improved familiars. Almost any creature of the same general size and power as those on the list makes a suitable familiar. Nor is the master's alignment the only factor; for example, improved familiars could be assigned by the master's creature type or subtype, as shown in the examples below.

Table 2-3: Alternate Improved Familiars

Familiar	Type/Subtype	Arcane Caster Level
Celestial hawk*	Good	3
Fiendish viper**	Evil	3
Air elemental, small	Air	5
Earth elemental, small	Earth	5
Fire elemental, small	Fire	5
Shocker lizard	Electricity	5
Water elemental, small	Water	5
Homunculus#	Undead	7
Ice Mephit	Cold	7

*Or other celestia animal from the standard familiar list

**Or other fiendish animal from the standard familiar list

#The master must first create the homunculus, substituting ichor or another part of the master's body for blood if necessary.

Persuasive [General]

You could sell a tindertwig to a troll.

Benefit: You gain a +2 bonus on all Bluff and Intimidate checks.

Repeat Spell [Metamagic feat]

You can cast a spell that repeats the following round.

Prerequisite: Any other metamagic feat.

Benefit: A repeated spell is automatically cast again at the beginning of your next turn in the round. NO

matter where you are, the second spell originates from the same location and affects the same area as the original spell. You cannot use the feat on spells with a touch range. If the original spell designates a target, the repeated spell affects the same target if it is within 30 feet of its original position; otherwise the second spell fails. A repeated spell uses up a spell slot three levels higher than the spell's actual level.

Sanctum Spell [Metamagic feat]

Your spells have a home ground advantage.

Prerequisite: Any other metamagic feat.

Benefit: A sanctum spell has an effective spell level one level higher than normal if cast in your sanctum (see Special, below) -- but if not cast in your sanctum, it has an effective spell level one level lower than normal. All effects dependent on spell (such as save DCs or the ability to penetrate a *minor globe of invulnerability*) are calculated according to the adjusted level. A sanctum spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: Your sanctum is an area you have previously designated within a 10-foot/level radius from the center. This area can be a particular site, building, or structure. A sanctum can be designated within a larger structure, but its special advantages cut off beyond the maximum area. The designated area must be a site where you have spent a cumulative period of at least three months. Once designated, it takes seven days for the site to become a sanctum. If you designate a new area to be your sanctum, the benefits of the old one immediately fade. You may have only a single sanctum at one time.

Trustworthy [General]

Others feel comfortable telling you their secrets.

Benefit: You gain a +2 bonus on all Diplomacy and Gather Information checks.

Spells

Adrenaline Surge

Transmutation

Level: Drd 2, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 action

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

Area: Your summoned creatures within a spherical emanation with a radius equal to the range, centered on you.

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Each of your summoned creatures within the area receives a +4 enhancement bonus to Strength. This effect lasts until the spell ends or the creature leaves the area.

Spymaster Prestige Class

Some adventurers glory in their reputations – the wider their exploits are known, the happier they are. By contrast, the spymaster prefers to avoid attention. She does her work quietly and in private, keeping well away from public scrutiny. To allay suspicions, she often maintains a cover identity by pretending to be a member of some other character class – typically the one in which she began her career.

Spymasters are rarely popular, but as long as nation distrusts nation, there will be work for those who can gather information that others wish to keep hidden. Many a ruler who publicly claims to abhor spymasters secretly employs a stable of them, if only to protect his own secrets from the spymasters of other nations. The secrecy inherent in the profession and its high fatality rate make it impossible to determine how many spymasters are active in a setting at any given time.

Rogues make excellent spymasters because of their generous skill allotments and their propensity for stealth. Likewise, rangers have an edge when operating as spymasters in outdoor surroundings. In truth, however, characters of any class may become spymasters – the more unlikely the combination may seem, the better the cover it provides. Some wizards and sorcerers use their spellcraft as a cover for subterfuge, and some barbarians are far more subtle than they may seem. Spymasters may also be of any alignment. They range from self-serving information brokers who sell their services to the highest bidder to high-minded moles who penetrate and destroy corrupt organizations.

It's important for spymasters to keep personal emotions distinct from professional attachments. They must be ready to liquidate even someone close to them without a moment's thought if so ordered. Betrayal is their business, and their loyalty is always to their mission, not to the people encountered while carrying their mission out.

Occasionally, spymasters find it expedient to infiltrate adventuring parties heading for the area where the real mission lies.

Hit Die: d8.

Requirements

To become a spymaster, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Bluff 5 ranks, Gather Information 5 ranks, Innuendo 5 ranks.

Feat: Skill Focus (Bluff)

Special: The character must have 5 ranks in each of two skills from the following list: Diplomacy, Disguise, Forgery, and Sense Motive.

Class Skills

The spymaster's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Read Lips (Int), Scry (Int), Search (Int), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: A spymaster is proficient with light and medium armor and with all simple and martial weapons.

Cover Identity: A typical spymaster wishes to keep her true profession secret, so she pretends to be a simple rogue, ranger, or the like. In addition to allaying her companions' suspicions, maintaining a cover identity also leads opponents to underestimate the spymaster until it is too late. At 1st level, a spymaster establishes one specific cover identity (such as Murek the tailor from Sumberton). While operating in that identity, she gains a +4 circumstance bonus on Disguise checks and +2 circumstance bonus on Bluff and Gather Information checks. At 4th level and again at 7th level, the spymaster can maintain one additional cover identity that provides the same circumstance bonuses as the first.

Should the spymaster wish to "retire" a cover identity and develop a new one, she must spend one week rigorously practicing subtle vocal intonations and

body language before she earns the bonuses. Cover identities do not in themselves provide the spymaster with additional skills, proficiencies, or class features that others might expect of the professions pretended, though required ranks (see below) can bolster skills in the chosen area. However, the spymaster must be careful to choose identities that can withstand regular scrutiny.

Required Ranks: A spymaster makes it a point to know what she's doing while she's pretending to be someone else. At every spymaster level, she must spend at least two skill points on a Craft, Profession, or Knowledge skill relating to one of her chosen cover identities. The usual maximum rank limit still applies to these skills.

Sneak Attack: The spymaster gains the sneak attack ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) at 1st level if she does not already have it. She gains +1d6 damage with this attack initially, but this rises to +2d6 at 4th level and to +3d6 at 7th level. If she already has the sneak attack ability from a previous class, the damage bonuses stack.

Undetectable Alignment (Ex): The web of different identities and agendas inside the spymaster's mind makes it impossible to detect her alignment via any form of divination once she reaches 2nd level. This ability functions exactly like an *undetectable alignment* spell, except that it is always active. Only divinations are confounded; spells that function only against certain alignments, such as *protection from evil* and *holy smite*, affect the spymaster normally.

Quick Change (Ex): By 3rd level, the spymaster has become adept at quickly switching from one identity to another. She can now don a disguise in one-tenth the normal time (1d3 minutes) and put on or take off armor in one-half the normal time.

Uncanny Dodge (Ex): Also at 3rd level, the spymaster gains the uncanny dodge ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) if she did not already have it. She gains additional benefits of this ability as her spymaster level increases (see Table 1-6 on page 15). If she already had uncanny dodge from one or more previous classes, levels of those classes stack with spymaster levels for the purpose of determining the benefits, but she continues to progress in the ability along whichever track she was originally using for it. For example, if a rogue becomes a spymaster, then refer to Table 3-15: The Rogue in the *Player's Handbook* to determine the benefits of uncanny dodge at her new, combined level.

Slippery Mind (Ex): At 5th level, the spymaster gains the slippery mind ability (see the Rogue section in

Chapter 3 of the *Player's Handbook*) if she does not already have it.

Spot Scrying (Ex): Also at 5th level, the spymaster notices the magical sensor created by *arcane eye*, *scrying*, a crystal ball, or the like with a successful Spot check (DC 20).

Deep Cover (Ex): At 8th level, the spymaster can quiet her mind and completely immerse herself in her cover identity at will. While she is in deep cover, divination spells detect only information appropriate for her cover identity; they reveal nothing relating to her spymaster persona.

Hear Subharmonics: Also at 8th level, the spymaster can determine the true motives of others by listening carefully to the subtle inflections of their voices. Her ears are so well trained that she gains a +3 insight bonus on Sense Motive checks.

Detection Damper (Su): At 9th level, the spymaster can subconsciously create interference that hampers *detect magic* spells. The aura strengths for all magic items she holds, carries, or wears register as two categories weaker than they normally would. For example, a strong aura becomes faint, and faint or dim auras become completely undetectable.

Reactive Body Language (Ex): Also at 9th level, the spymaster learns the silent language of subconscious body movements. By mimicking the body language of those with whom she interacts, she gains a +2 insight bonus on Bluff and Disguise checks.

Mind Blank (Sp): At 10th level, the spymaster can become immune to all mind-affecting spells and divinations by rigorously silencing her mind. Using *mind blank* is a standard action, and the spymaster can do it a number of times per day equal to 3 + her Intelligence modifier. This ability works exactly like a *mind blank* spell cast by a 15th level sorcerer; except that it affects the spymaster only and its duration is 10 minutes.

Alienist Prestige Class

"Ah -- it all becomes clearer now. I can see... I can see!"

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 of 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 may, 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.

Hit Die: d4

Requirements

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

Knowledge (Arcana): 8 ranks.

Knowledge (The Planes): 8 ranks.

Feat: Alertness.

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

Special: Prior contact with an alienist or a pseudonatural creature,

Class Skills

The alienist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Gather Information (Cha), Handle Animal (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Speak Language, Spellcraft (Int), and Spot (Wis).

See Chapter 4: Skills in the Player's Handbook for skill descriptions.

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 additional proficiency in any weapon or armor.

Spells per Day: When a new alienist level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an alienist, she must decide to which class she adds each level of alienist for purposes of determining spells per day.

Summon Alien (Sp): When an alienist casts any summon monster spell, she summons a "pseudonatural" version of a creature chosen from the appropriate list on page 258 of the Player's Handbook. For example, by casting summon monster VI, she could summon a pseudonatural rat. This adds the pseudonatural template to the summoned creature (see Pseudonatural Creatures below). If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

Alien Blessing: An alienist applies a +1 insight bonus on all saving throws, but she permanently loses 2 points of Wisdom.

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

Mad Certainty: At 4th level, the alienist's mad certainty in the power of entities beyond the reach of normal space and time lend her unnatural fortitude. She gains an additional 3 hit points as though from the Toughness feat. However, constantly dwelling on such beings is mentally corrosive, and the alienist's mind begins to fracture. She develops a phobia against a specified kind of creature, suffering a -2 penalty to saving

throws, attack rolls, and Charisma-based skill and ability checks in regard to those creatures. The selected creature gains a +2 morale modifier to AC and saving throws against the phobic alienist. The DM determines the creature feared. Good choices include spiders, snakes, birds, or insects. Beings that share attributes with or those that resemble the selected creature also trigger the phobia.

Pseudonatural Familiar: On reaching 5th level the alienist's familiar, if any, gains the pseudonatural template (see Pseudonatural Creatures below) in addition to the powers and abilities normal for a familiar of the appropriate level. This does not replace the familiar – the original slowly takes on pseudonatural aspects, which become fully active at this point. From this point on, newly summoned familiars already possess the pseudonatural template.

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

Insane Certainty: At 8th level, the alienist's mad certainty crystallizes into a truly chilling mania. She gains an additional 3 hit points as though from the Toughness feat, but her phobia likewise intensifies. All penalties and bonuses listed under Mad Certainty for the selected creature increase to -6/+6.

Timeless Body: At 9th level, the alienist learns the secret of perpetual youth. She no longer suffers ability penalties for aging and cannot be magically aged (see Table 6-5: Aging Effects on page 93 of the Player's Handbook). Any penalties she may have already suffered, however, remain in place. Bonuses still accrue, but the alienist is stolen away by horrible entities when her time is up, and she is never seen again.

Transcendence (Su): at 10th level, the alienist, through 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," which means (among other things) that she is no longer affected by spells that specifically target humanoids, such as charm person, but she can be hedged out by a magic circle spell against her alignment. Additionally, the alienist gains damage reduction 20/+1 and electricity resistance 20.

Upon achieving transcendence, the alienist's appearance undergoes a minor physical change, usually growing a small tentacle or other strange addition or substitution, such as an extra appendage, organ, eye, or enigmatic lump. The 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.

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

Pseudonatural Creatures

Pseudonatural creatures dwell past the eons that lies between the stars, beyond the planes as we know them, nestled in far realms of insanity. When summoned to the Material Plane they often take the form of, and emulate the abilities of familiar creatures, though they are more gruesome in appearance than their earthly counterparts. Alternatively, they may appear in a manner more consistent with their origins: A mass of writhing tentacles is a favorite, although other terrible forms are always possible.

Creating a Pseudonatural Creature

"Pseudonatural" is a template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to "outsider." It uses all the base creature's statistics and special abilities except as noted here.

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

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

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

-Electricity and acid resistance (see the table below)

-Damage reduction (see the table below)

-SR equal to double the creature's HD (maximum 25)

Hit Points	Acid, Electricity Resistance	Damage Reduction
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Dice	Resistance	
1-3	5	-
4-7	10	5/+1
8-11	15	5/+2
12+	20	10/+3

If the base creature already has one or more of these special qualities, use the better value.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or some form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form.

Saves: Same as the base creature

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

Skills: Same as the base creature

Feats: Same as the base creature

Climate/Terrain: Any land and underground.

Organization: Same as base creature.

Challenge Rating: Up to 3 HD, as base creature

4 HD to 7 HD, as base creature +1

8+ HD, as base creature +2

Treasure: Same as the base creature.

Alignment: Same as the base creature.

Advancement: Same as the base creature.

Appendix V: Monsters

Leechwalker (see Monster Manual II)

Medium-Size Vermin

Hit Dice: 13d8+39 (97 hp)

Initiative: +0

Speed: 30 ft., swim 20 ft.

AC: 12 (+2 natural), touch 10, flat-footed 12

Attacks: 2 tentacle rakes +13 melee

Damage: Tentacle rake 1d8+4 plus wounding

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Blood drink, improved grab, wounding

Special Qualities: All-around vision, immunities, vermin traits

Saves: Fort +11, Ref +4, Will +5.

Abilities: Str 18, Dex 11, Con 16, Int —, Wis 13, Cha 7.

Skills: Hide +3, Listen +5, Move Silently +5, Search +4, Spot +8, Swim +12.

Climate/Terrain: Any marsh or underground

Organization: Solitary, pair, or gang (3-5)

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 14-26 HD (Medium-size); 27-39 HD (Large)

The leechwalker is a thirsty vermin that can drain a creature of all its blood in a matter of moments. It usually lurks in swamps or damp underground areas.

A leechwalker appears to be a massive, 6-foot tall humanoid covered with thousands of dark, writhing leeches. Though it has a head, it possesses no recognizable facial features. Its body is slick, as if coated with a thin layer of clear slime, and it has an impossibly bloated stomach.

Combat

Leechwalkers are incapable of sizing up prey, so they fearlessly go straight for the kill, regardless of their opponents' capabilities. They usually try to grab their foes, hoping to drain blood through the thousands of mouths that make up their hide.

Blood Drink (Ex): A leechwalker can drink the blood from a grabbed victim with a successful grapple check. This attack deals 2d4 points of Constitution drain.

Improved Grab (Ex): If a leechwalker hits an opponent of its own size or smaller with a tentacle rake attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +13). If it gets a hold, it can use its blood drink ability in the same round. Thereafter, the leechwalker has the option to conduct the grapple normally, or simply use its tentacle to hold the opponent (-20 on grapple check, but the leechwalker is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tentacle rake and blood drink damage.

Wounding (Ex): A wound resulting from a leechwalker's tentacle rake attack bleeds for an additional 3 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 6 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 10) or the application of a *cure* spell or some other healing spell (*heal*, *healing circle*, or the like).

All-Around Vision (Ex): A leechwalker can see in all directions at once. Because of this ability, it gains a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

Immunities: Because of the verminous covering of its body, a leechwalker takes half damage from bludgeoning weapons. It is not subject to subdual damage, ability damage, ability drain, or death from massive damage.

Vermin Traits: A leechwalker is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision (60-foot range).

Have you seen this man?



His name is Aetham Verle.

His family wants him back safe and sound. If you have any information to his whereabouts or are interested in helping to find Aetham, please contact House Verle.

A reward for assistance leading to Aetham's safe return can be expected.

Player Handout #2

Journal of Henvayt Kolir/Xorl Xantax

The beginning of this volume talks of the early days of the Skeptic movement. It mentions the relationship between Henvayt Kolir and his brother Molfkar Kolir, whereby Henvayt wrote a series of stirring speeches and Molfkar delivered them to ever-expanding crowds.

It explains how Molfkar was more interested in the social questions raised within the Skeptic movement, while Henvayt was intrigued by the nature vs. nurture question: is Skepticism learned or innate?

The early parts of the journal are filled with quotes from Daesnar Braden's "Philosophical Questions" and Elbain Hothchilde's "The Divine Man." He seemed to agree with many of the conclusions, and he especially seemed to enjoy Hothchilde's detailed and direct writing style.

Molfkar gained greater and greater prestige within the movement, while the direction of Henvayt's research into the physiology of belief was becoming disturbing to the membership at large. Henvayt became more and more disillusioned with the movement as an entity, and more and more jealous of the attention his brother was receiving.

On one occasion, Henvayt confronted his brother in front of a large crowd in Stavner-Brode's Public House, a favorite hang out for prestigious intellectuals in the College of Sages and Sorcery neighborhood of Nellix. Henvayt grew angry, and they argued long. The crowd obviously sided with Molfkar, even to the point of hurling fruit and mugs at Henvayt. Henvayt fled from the jeering students, and returned to his laboratory.

From this point, the journal begins to get jumbled. There is mention of following a foreign student home one night, and then mention of removing his kidneys. There is a section railing against the close-minded council for forbidding his research, and then nothing more in this format. Pretty much any Duchy of Urnst PC will remember hearing about a trial of a Skeptic caught chopping people up. The Skeptic was convicted, but disappeared before his execution.

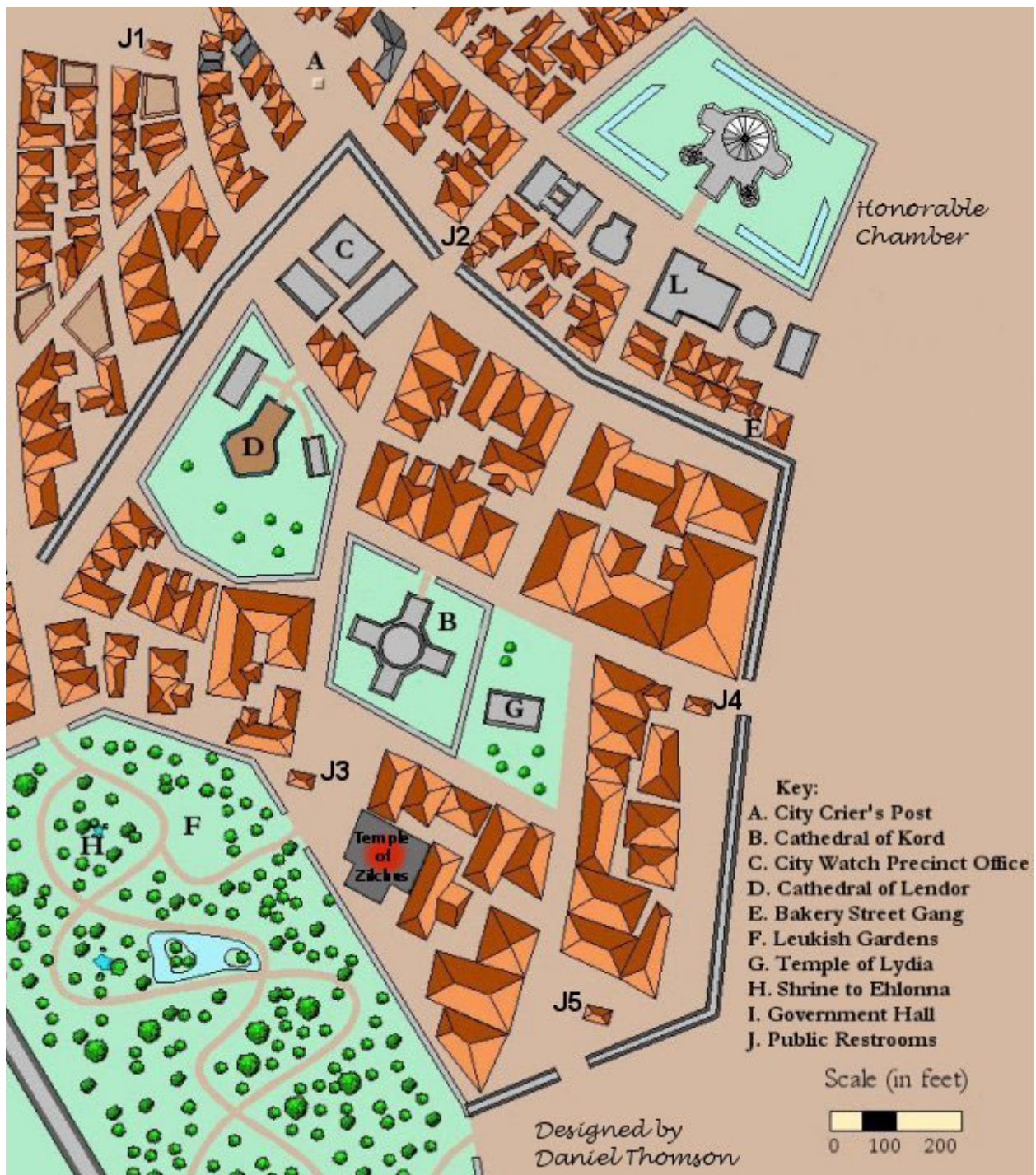
The journal is blank for a few pages, and then begins again. The first line of the new section says "Kolir is no more. This journal belongs to Xorl Xantax." The hand is the same, but the writing is different, more like strange arcane symbols than words. Here and there are words, sentences, even paragraphs that make no sense. There are long sections talking about how "the little people are coming to get me" and detailing exotic, complicated escape plans in case the nasty halflings come for him. It also mentions finding lone individuals of that accursed race, and setting up fiendish traps to eliminate them from afar.

The later parts of the journal talk of his continuing experiments. It mentions finding and capturing clerics and operating on them to try and find the difference between such pious folk and regular people. All sorts of grisly details are included, all the more horrifying because of the utterly clinical nature of the comments. It would appear that "Xorl" gets no joy whatsoever from the suffering of his subjects, they are merely requirements for his quest for knowledge.

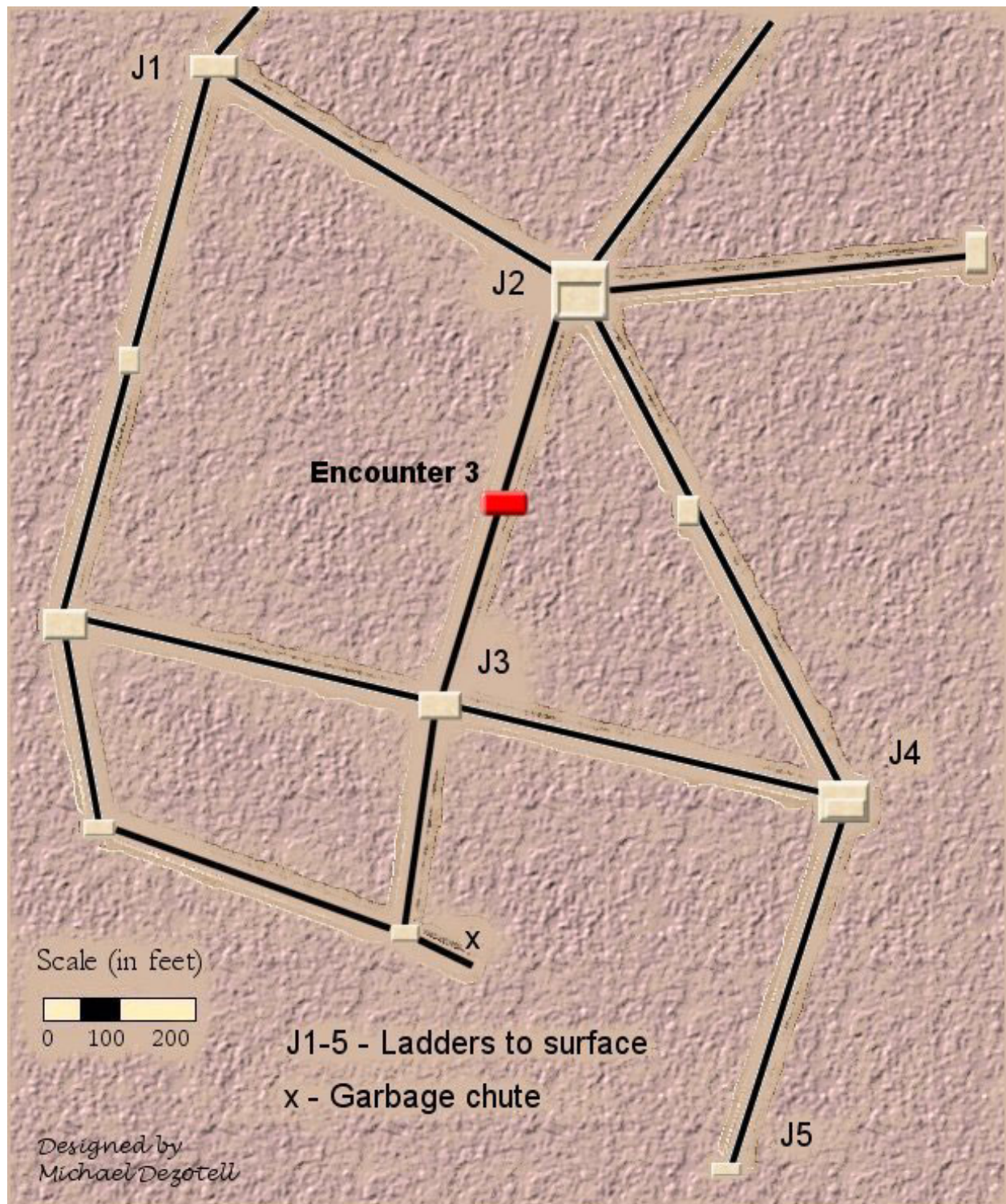
The farther along the journal proceeds, the more Xorl rants about some mysterious organization that is spying on him. He believes that his activities are being monitored at all times and he must be ever vigilant for spies and agents of his enemies.

The very last pages of the journal detail the four latest test subjects. A burly cleric of Kord, who will make an excellent subject for brain surgery; a cleric of Lendor who will be operated on shortly; a female dwarf cleric of Moradin with notes to be very careful with this one; and a female cleric of Lydia who troubles him for some reason.

Map of the Temple District



Map of the Leukish Sewers



Map of the Temple Ruins

