

FUR6-07

# Conjuring Trouble

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Furyondy Regional Adventure

Version 1.0

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edited by Michelle Sharp

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For good or for ill, it seems you have gained the attention of the Furyondy Mage Council. They even trust you enough to send you on an important errand...or perhaps it's just that you're expendable. An adventure for APLs 2-8 and part two of the Eight of Wands arc. Recommended for arcane spellcasters, particularly members of the Furyondy Mage Council. Members of the Twilight Hunters and church-related metaorganizations may also benefit from playing this scenario.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison. This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit [www.wizards.com/d20](http://www.wizards.com/d20)

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

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

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or

animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

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

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

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

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

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

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

## Adventure Background

**Note:** While this scenario has a lot of encounters, many of them may not occur depending upon where the PCs explore and what decisions they make. They also need not occur in order. If you are running this scenario as part of a timed slot (i.e., at a convention or game day) then guidelines have been provided in some of the encounters to help you stay on schedule. In any case, you are under no obligation to prod the players into seeking out all the available encounters.

It's no secret that King Belvor's Chamber of Four is currently a council of three. Karzalin, the fire elemental, has mysteriously disappeared from Chendl and it appears he will not be returning.

Recently, the Mage Council has begun looking for someone. Overtly their looking for a replacement for Karzalin: a powerful wizard who can be trusted to give wise advice to the king on matters arcane. Covertly, the mage council is looking for those among their profession who might be siding with Thrommel in what is shaping up to be a serious bid for the throne.

Given the seriousness of the situation, King Belvor has commanded that any candidate to replace Karzalin be interviewed by three groups: the council itself, a high-ranking representative of a lawful church and an independent party of citizens, preferably of the adventuring persuasion. Belvor has indicated that he intends to consider the opinions of all these representatives before making his final decision. The decision to include the opinions of adventurers has earned Belvor a fair amount of grief from the council but his long experience has taught him that those with the

adventurous spirit are most likely to find trouble that others might overlook.

One or more of the PCs have garnered the attention of the Furyondy Mage Council and as a result, they've been selected to be this third interviewing party for the first candidate. In this adventure, the PCs are hired to interview the court wizard at Littleberg: an elderly gnome named Afronidious the Daft. Afronidious is one of the most powerful wizards in the kingdom but he's been overlooked for the council in the past because he has a reputation for getting into trouble. Nonetheless, he's an obvious candidate and, as such, he has been selected for this first round of interviews.

Afronidious' specialty is extra-planar travel. In particular, he is interested in discovering and exploring unknown planes and demi-planes. He has long espoused the theory of alternate material planes but, thus far, has been unable to reach them.

While the PCs are in route to Littleberg, Afronidious makes a major breakthrough in his research. Unfortunately, in his exploration of what he believes is an alternate material plane, Afronidious is captured by the natives. The gate used to get him there is slowly collapsing and his apprentices are getting frantic and desperately fatigued. Enter our heroes...

## Adventure Summary

Encounters that should be abbreviated in a four-hour time slot have a recommended time listed in square brackets after the description.

**Introduction:** The PCs receive a summons from someone on the Mage Council (or indirectly via their metaorganization). [15 minutes]

**Encounter One:** The PCs meet with Telmus, a representative of the Mage Council. He gives them two missions: an overt mission to interview a wizard named Afronidious and a covert mission to watch for signs that Afronidious might be in league with Prince Thrommel. [15 minutes]

**Encounter Two:** The PCs reach the small tower home of Afronidious but no one seems to be there. If they let themselves in, they have an opportunity to search the tower unimpeded. Taking advantage of this opportunity might lead them to find something interesting. [25 minutes]

**Encounter Three:** At the top floor of the tower the party finds two apprentices who explain the situation. PCs discover they must go through the untrustworthy looking planar gate if they wish to find Afronidious. The

apprentices provide some hints about what to expect on the other side. [10 minutes]

**Encounter Four:** The PCs enter the portal and find themselves on a Plane of Mirrors in a room filled with several human NPCs watching a scrying device. One of them, a man named Thape, offers to help the PCs find Afronidious in exchange for a certain piece of equipment.

**Encounter Five:** If the PCs draw too much attention to themselves, they encounter a pair of hostile nerras who aggressively attempt to detain them. The PCs must use diplomacy, subterfuge or force to escape.

**Encounter Six:** The PCs enter dormitory rooms that are currently unoccupied and explore. [20 minutes for the first room, 5 for additional rooms.]

**Encounter Seven:** The PCs enter a dormitory room occupied by a large human who lies crying in a bed. He has been tied down and is unable to move but makes pleading gestures and sounds to the PCs. If he is freed he engages them (willing or not) in a good natured wrestling match.

**Encounter Eight:** The PCs enter a room that resembles a small temple filled with several mirrors that are, in fact, portals to other planes. [10 minutes]

**Encounter Nine:** The PCs enter a room that appears to be a workshop of some sort. Exploration and search reveal several bizarre materials and items stored there. One occupant of the workshop might give the PCs a gift.

**Encounter Ten:** The PCs reach a room that is protected by a guard. If they catch his attention, he releases some large critters to attack the PCs and then escapes. If they thwart this guard or defeat his spiders they find the room beyond occupied by a helpless (drugged) Afronidious.

**Encounter Eleven:** Depending upon their actions, they may be attacked by Thape as they make their way back to the portal.

**Encounter Twelve:** Some parties may wish to rescue the nerras prisoners. This encounter described how that can be adjudicated.

**Encounter Thirteen:** The party finally gets a chance to interview Afronidious the Daft.

**Conclusion:** The PCs report the results of their adventure to the Furyondy Mage Council.

## Preparation for Play

The bulk of this scenario is an open ended dungeon crawl. The encounters listed are not likely to occur in

order and some of them may not occur at all. You should be thoroughly familiar with *DM's Aid #2: Nerrexis, A Plane of Mirrors* before running this adventure.

- Determine which PCs have played *FUR6-06 Invocation and Intrigue* (the preceding adventure in this story arc) as this plays a role in the Introduction. In particular, determine which PCs had *Lielenna's Foretelling* and drew the Void or Fool cards.
- Determine which metaorganizations the PCs are members of as this may impact how the PCs are drawn into this scenario.
- Determine if any PCs have played *FUR5-4 A Mine. A Plan. A Canard. Pandemonium!* These PCs recognize the apprentice wizard Preak Osshius who appears in Encounters Two and Three.
- For Encounter Four, select a PC who is opening carrying a dagger (preferably of masterwork quality or better) to trade with Thape. If none of the PCs is carrying a dagger select another weapon that's similar if possible (kama, shortsword, etc). The type of weapon is more important than its quality (i.e., a normal dagger is better than a masterwork kama).
- For the wrestling match in Encounter Seven, you should very comfortable with the rules for grappling in the PHB as well as the clarifications in the D&D FAQ. At APL 8, you should understand all three uses of the Elusive Target feat.

## Introduction

This adventure begins when the PCs receive a summons from Furyondy's Mage Council. The circumstances that lead to this invitation vary depending upon who the PCs are and, in particular, what metaorganizations they belong to. There are no in-game mechanical benefits for one invitation or the other. This is purely a role-playing benefit. Expound upon it as much as befits the players.

Use one of the following "hooks" to get the PCs involved. These hooks are listed in order of preference, so if a PC is eligible for multiple of these hooks, select only the first one from the list that they qualify for. At least one PC at the table should receive a hook, but no PC should receive more than one. It is possible but not necessary for every PC at the table to receive the hook.

- PCs who have successfully completed *FUR6-06 Invocation and Intrigue* receive an invitation directly from Telmus. Give these PCs Player's Handout #1.

- PCs who are members of the Furyondy Mage Council metaorganization receive a summons from the council. The council deems them an excellent candidate due to their talents and ostensible loyalty to the council. Give these PCs Player's Handout #2.
- Members of a lawfully-aligned church metaorganization (FAST-C, Heironeous, St. Cuthbert, Rao, Mayaheine) receive a letter from their organization notifying them that they have been selected by their church to participate in the assignment. The letter hints that they should keep an eye out for info that might be useful to the church. Give these PCs Player's Handout #3.
- Members of the Twilight Hunters receive notice that an agent within the Mage Council has secured him/her a position on the adventuring company. A warning is given to watch for suspicious behavior. Give these PCs Player's Handout #4.

PCs who are eligible for none of the above hooks are presumed to be invited by one of the other PCs at the table who is eligible for a hook. Have the players determine at this point who was invited by whom.

If no PCs at the table are eligible for any of the above hooks then select one PC (preferably wizard or warmage) and give him/her Player's Handout #5. All the other PCs are presumed to be invited by this PC.

## Encounter One: A Dual Mission

Note: If you are running this scenario in a four-hour time slot, this encounter should not require more than 15 minutes of real time. If necessary, immediately roleplay the answers to questions the PCs might ask Telmus rather than waiting for the questions to be asked.

***Though most of you are here for different reasons, all of you have ended up being selected by Telmus, a high ranking scribe in Furyondy's Mage Council, for a mission that you are finally going to be briefed on this morning.***

***So it is that you find yourself sitting around a stone table in a musty conference room deep in the basement of the Mage Council offices. Telmus' office was much too small to accommodate all of you. Telmus himself sits at the head of the table. He is the only one who appears to be alert at this pre-dawn hour. He's a plain-faced man with short black hair and a keen eye. He seems to have a firm command of his duties for the council. As you wait for the***

*remaining members of your party to stumble in, he sits calmly and studies his notes.*

Use this opportunity to have the PCs introduce each other before proceeding.

*Telmus clears his throat. "Since we're all finally here," he says, "we should start. As you know, the Chamber of Four is missing a member. We'd rather that weren't public knowledge but, alas, it is. I must ask you to keep the remaining content of this meeting confidential. I won't ask for an oath but I will say that discretion will serve you as well as it will serve us."*

*"The king has determined to find a replacement for Karzalin as soon as possible. He has chosen to honor the Furyondy Mage Council by hearing our opinion on the decision. However, he's also indicated he will base his decision on the opinions of a committee of 'professionals,' which we've been allowed to select. We've selected you." Telmus pauses again as if he can't believe this statement.*

*"I feel obligated to inform you that that this directive has met with widespread disapproval from Mage Council members. The nobility, the churches and even many members of the Mage Council are insulted that your opinion is being given the same weight as their own. At the very least, I expect you to act at your utmost courtesy towards Mage Council members while you perform this mission. Ideally you would exhibit as much discretion as you possibly can. Are there any questions before I proceed?"*

PCs may have several questions indeed. Possible questions and their answers are below. In addition, a complete outline of the selection process, as Telmus understands it, is in DM's Aid #3 for questions not covered here.

- Whom are we interviewing?

If the PCs ask this question, skip to the next read-aloud text below and return to these questions afterwards.

- Why are Mage Council wizards upset about adventurers interviewing candidates?

*"Ah. Well forgive me for being blunt but most adventurers know little the arcane arts and much less about the affairs of the state. Most members believe you are ill qualified for this task and certainly far less qualified than they are."*

- Why were we selected?

*"There were different factors involved for each of you. I would prefer not to elucidate the council's motives.*

*I assure you that you are all quite...qualified for the job."* Telmus looks meaningfully at PCs who are here because of their metaorganization membership.

- Why is discretion important?

*"I will address that at the end of this meeting."*

- Who are the other candidates? or How many candidates are there?

*"I'm not at liberty to give you that information. I can tell you that there are more than two and less than twenty."*

- Are you a candidate?

Telmus laughs if asked this. *"No I'm certain that I'm not."*

- Can I apply for the position?

*"Of course not." Telmus fails to suppress a smile.*

- What's the pay?

*"Your pay is commensurate with the service you render and that has yet to be determined. I assure you that the Mage Council amply rewards those who perform at the council's expectations."*

- I must negotiate our payment in advance.

*"If you require a firm figure then perhaps I should find a more suitable candidate for this committee?"*

[This is not an idle threat. The scenario is over for PCs who persist along this line.]

When the players are ready to continue, read the following:

*"The first candidate you have been assigned to interview is the gnome Afronidious, court wizard for Countess Rhavelle of the Gold County. I can tell you that he is quite elderly and, like all the candidates, quite accomplished at the arcane craft. His knowledge of the outer planes is among the best on Oerth. I may tell you little else."*

*Telmus pushes a sealed letter and sheet of parchment toward you. "This is a letter of introduction. Afronidious has been informed of your coming but the letter is still an essential formality. This other parchment is a map showing the location of his home, which lies along the Libernen-Littleberg highway."*

*"I expect you to leave as soon as possible. Given your profession, I see no reason you can not be on the road when the sun rises."*

PCs with Knowledge (local-Iuz) or Bardic Knowledge may have some information about Afronidious. PCs who spend some time talking with others in town may also learn the information noted below with a successful Gather Information check. Remember that DC 10 Knowledge checks can be made untrained.

- DC 10 Afronidious is commonly known as "Afronidious the Daft"
- DC 16 Afronidious is known to have arcane accidents from time to time. Most common folk try to avoid the area around his home.
- DC 19 Afronidious is an exceptionally powerful wizard, perhaps as powerful as Karzalin. Tenser himself is rumored to have visited Afronidious on at least one occasion. Afronidious was once a member of the Mage Council but was ejected from the organization.
- DC 26 Afronidious was ejected because he accidentally sent two noblemen to the plane of Carceri while demonstrating one of his many dangerous experiments. He currently has two apprentices who must be very brave or rather foolish. (PCs who achieve this DC and have played *FUR5-04 A Mine. A Plan. A Canard. Pandemonium!* know that one of the apprentices is none other than Preak Oshious, the apprentice wizard that designed *The Canard*.)
- DC 29 Afronidious has recently been experimenting with gates to planes beyond even the Outer Planes. Most wizards don't even believe that these planes exist.

The PCs may want to ask more questions at this point (refer to the list above). Telmus provides no more information about Afronidious claiming that he doesn't want to bias their opinion. Once the PCs have indicated that they are ready to go, read the following:

*As you prepare to leave, Telmus clears his throat again. "There is one other delicate issue I've been asked to bring up with you. It may surprise you to learn that there is a small but powerful faction acting in Furyondy. I'm not at liberty to tell you more except that the leader of this faction is someone well known and that there is evidence..." Telmus pauses here to look you in the eye. "There is strong evidence that he may be trying to try to usurp the throne.*

*"Obviously, such an individual is quite dangerous. The Mage Council has reason to believe that one or more of its own members might be in*

*league with this enemy of the state. By entering the homes of these high ranking wizards, you have a priceless opportunity to investigate certain things that otherwise would be impossible for us to see. The Mage Council would be grateful if you would keep your eyes open for such opportunities.*

*"BUT I must temper that by reminding you that the most important directive is the one I gave you earlier. Show courtesy and discretion toward members of the council. That directive is the priority in this situation. When there is a conflict between these two, please use your best judgment.*

*"May I answer any further questions before you leave?" Telmus seems anxious for you to be on your way.*

The PCs may certainly have even more questions now. Here are a few of the ones they might ask:

- Who is this enemy of the state?

*"I'm not at liberty to say."*

- Are you talking about Prince Thrommel?

*Telmus pauses for a moment before responding, "I'm afraid I can't say more about it but I remind you that discretion is key to your success in this mission."* A DC 11 Sense Motive check makes it clear that the PCs have guessed correctly.

- You are asking us to spy on our countrymen?

*"Spy' is a strong word. If you see a thief cut a purse it is not spying to report it, no? You just happen to be in a position where you are more likely to see something that others wish to keep hidden."*

- Do you think Afronidious is a traitor?

*"It would be a sad day if we found out that that were so."*

Most other questions are met with an expressionless face and the response: "I'm not at liberty say." Use your best judgement of how to answer.

Here are *some* things that Telmus knows but does not share with the PCs (short of a successful Intimidate check):

- Anything known with a DC 26 Knowledge (local-Iuz) check (see above).
- Afronidious is largely disdained by council members and unlikely to be selected for the post. The PCs are being sent to him first as a kind of "test" to see if they can reach a similar conclusion. Failure to do so

impugns the results of future interviews in the eyes of the council.

- Prince Thrommel is indeed the traitor that the Mage Council is worried about. They have no proof but many believe that Karzalin may be working for Thrommel. If they're right then it's likely that Karzalin left a contact in the council. This is pure speculation, however.
- Telmus does not know who the other candidates are but he is fairly certain that his own master, Thimme DeLevine, is on the short list. Thimme played a peripheral role in FUR6-06 *Invocation and Intrigue*.

**Treasure:** The PCs are paid after they have completed the mission regardless of their success. Success, as measured by their evaluation of Afronidious, also grants them the Trust of the Mage Council on the adventure record (see the Conclusion for details).

APL 2: Loot – 0 gp, Coin – 8 gp, Magic – ogp.

APL 4: Loot – 0 gp, Coin – 17 gp, Magic – ogp.

APL 6: Loot – 0 gp, Coin – 25 gp, Magic – ogp.

APL 8: Loot – 0 gp, Coin – 33 gp, Magic – ogp.

## Encounter Two: On the Doorstep

**Note:** If you are running this scenario in a four-hour time slot, the process of approaching the tower and/or speaking with the old gnome are not necessary to the plot and should take less than five minutes of real time.

Once the PCs are ready to travel, reaching the home of Afronidious the Daft is uneventful and relatively easy. Feel free to invent a grand tale about the journey if you wish. Once the PCs arrive, read the following:

***Even from a distance you were able to make out the sturdy looking stout three story stone tower with a dome on the roof. Clearly this is the home of a wizard. The windows are small but the one on the top floor clearly bears some frightening looking scorch marks as if there was a large explosion inside sometime in the distant past.***

Once the PCs approach the tower, keep reading.

***As you approach the tower a small cart being pulled by a large mastiff approaches from the opposite direction. The cart appears to be empty except for an elderly gnome farmer sleeping in the driver's seat but it's no cause for alarm; the dog clearly knows the way home.***

If the PCs wake the driver of the cart, skip the text below. The old gnome is pleasant and talkative. His name is Ziffranalbop ("call me 'Zif'") and he's been farming dresadoes in these parts for "nigh on two centuries." He's currently headed for home (a half hour's ride away) after a long day in the fields. As soon as the PCs admit they are going to visit Afronidious, Zif becomes visibly alarmed. He makes an improbable excuse and hurries away. If the PCs press him hard, Zif tells a story about the havoc Afronidious has caused (pick one):

- The time his crops were ruined by a herd of "angry giants made o' nuthin' but the air we breathe I tell you!"
- The young gnomeling who ventured too close to the tower and came back 50 years older and "mad as a wood elf."
- His son-in-law took a job putting a new roof on the tower after the old one "was blown off." "I dunno what happened, and Ninearlyploobuttum doesn't like to talk about it. But I do know that it took that pot-bellied fool more than a year to find his way from Zeif."

Further questioning can yield more stories but eventually Zif becomes so agitated with fright he becomes uncommunicative.

If the PCs do nothing in particular about the gnome in the cart, Zif makes a quick exit.

***You turn off the road just before the cart reaches you and find yourself before a stout wooden door about six feet tall with a smaller gnome-sized door built cut into it. As you contemplate this door, the wizened farmer in the cart jerks awake and he regards you with a wide-eyed and open-mouthed stare. "Giddyap!" He cries in a hoarse whisper and the mastiff begins to trot a bit faster up the road and away from you.***

If the PCs chase after him he eventually calms down and explains the danger of disturbing Afronidious (see above).

Once PCs have arrived, there are several actions available to them:

- **Knock at the Door:** This is the most likely action. Unfortunately, no one answers the door regardless of how hard they knock. The lab on the top floor has been reinforced and magically warded. This keeps most accidents in but also keeps sound out. Preak and Drenna can not hear the knocking.
- **Wait:** Given Telmus's orders to be courteous, they may opt not to enter the house. If they wait in a



clearly visible location then there is a cumulative 20% chance per hour that Drenna or Preak glimpses them out the window. When this happens, Preak comes and fetches them up to the lab.

- **Scout the Tower:** All the windows are closed but neither locked nor shuttered so it's easy for the PCs to peer inside any of the rooms (see DM's Aid #1 *Map of Afronidious Tower*). Climbing in a window is impossible for medium-sized PCs but can be accomplished by a small-sized PC with a DC 20 Escape Artist check. If a PC peers inside a top floor window then give Preak and Drenna a Spot check (+0 modifier) opposed by the peeper's Hide check. If they see the PC then they frantically wave him/her inside. Proceed to Encounter 2a below.
- **Break the Door Down:** The door is not locked but the PCs don't know that unless they check. As a result, they may try to break the door down. Doing so means that they've insulted Afronidious. If the PCs commit two or more insults, they negate his favor on the adventure record.

**Wooden Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

- **Open the Door:** They can just open the door. (If the PCs attempt to pick the lock they immediately discover that it is not locked.)

Once the PCs are inside refer to DM's Aid #1 *Map of Afronidious Tower*. Descriptions of the rooms in this small tower are below.

### **Afronidious' Tower**

**Note:** If you are running this scenario in a four-hour time slot, exploring this tower should take no more than 20 minutes of real time. Nonetheless, there is the possibility of making a discovery in room I, so avoid hurrying the players unless it is necessary.

Refer to *DM's Aid #1 Map of Afronidious' Tower*. While the PCs are in the house, they have multiple opportunities to insult Afronidious (usually by breaking something that belongs to him). If the PCs commit two or more insults, they negate his favor on the adventure record.

Stealing items from the house is not only an insult to Afronidious but also cause for him to have them pursued by authorities. Afronidious lends magical aid to the pursuit if it is needed. Unless the PC(s) who stole the item(s) can demonstrate a way to avoid being located and

apprehended by a 17<sup>th</sup> level wizard, they are caught. The items are confiscated and returned to their rightful owner. The PC(s) are fined an amount equal to twice the value of the items stolen (minimum 100gp). In addition, all favors that they would receive on the AR are revoked and the PC(s) are no longer eligible to participate in the other scenarios in this story arc. Mark *Theft from Afronidious* on the AR.

For each hour that the PCs spend in the tower, there is a cumulative 20% chance that they are discovered by one of the apprentices or Drenna's familiar. Decrease this chance if the PCs are being particularly stealthy. Once the apprentices know the PCs are in the house, they assume the PCs are visitors seeking Afronidious' wisdom. Proceed to Encounter 2a, below.

### **General Features:**

- All doors are simple wooden doors that are medium sized with a small-sized door inset. None are trapped or locked unless otherwise specified.

**Wooden Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

- The walls are stone. Outer walls are two feet thick and enchanted to prevent dimensional or extraplanar travel in or out of the tower. Inner walls are about one foot thick.
- The ceilings are six feet high, so tall PCs may be squeezed.
- Most of the furniture is gnome-sized. Exceptions are the chairs in areas A and B and the furniture in area E.
- Several unseen servants patrol the tower and perform odd jobs. If the PCs litter, besmirch the house, break the china, use the chamber pot etc. then the unseen servants become apparent as the mess is cleaned up. Thus, it is difficult for them to insult Afronidious simply by making a mess.

#### **A. Sitting Room**

*The floor of this cozy room is layered with several carpets and contains a half dozen very comfortable chairs. Two chairs are medium sized and the rest are small. A stone fireplace is built into the south wall though no fire is lit given the warm weather. A small table by the door has three unopened letters atop it. Coat hooks line the wall to your left and a gnome-sized piano sits in a corner to the east. The wall in front of you is lined with bookshelves.*

If the PCs open the letters they have insulted Afronidious. One of the unopened letters is clearly from the Mage Council and (if opened) announces the upcoming interview with the PCs. The other two letters are from Afronidious' sister and a colleague in Verbobonc respectively.

The books on the shelves cover a variety of mundane subjects with a particular focus on things that generally appeal to gnomes (mining, practical jokes, etc.) None of the books deal particularly with arcane subjects.

#### B. Dining Room

***This room is dominated by a large dining table with six chairs. Two of the chairs are sized for medium humanoids and the rest are small.***

#### C. Kitchen

***This kitchen is large and elaborate. It is equipped with several unidentifiable and unsettling gadgets in addition to traditional cooking equipment.***

A search of the room turns up a trap door leading to a food cellar that is otherwise unremarkable. Trying to activate any of the gadgets requires a DC 12 Disable Device check. Gnome PCs receive a +4 bonus on the check. Failure results in breaking the device and insulting Afronidious.

#### D. Apprentices' Bedroom

***This room contains two beds, two nightstands, two wardrobes, two footlockers, two bookshelves and two desks. An orange tom cat is sleeping on one of the beds.***

One of the desks is fairly neat but the other is strewn and untidy. One bed is made, the other is not. The cat is Drenna's familiar. He is sleeping on Drenna's bed (which is made). If the PCs enter the room and begin to search it, the cat alerts Drenna via their empathic link. Drenna sends Preak down to investigate.

If anyone searches the notes on the desk, a DC 10 Knowledge (Arcana) check indicates they are the studies of a wizard (though not a terribly experienced one). Each of the bookshelves contains a spellbook (belonging to its respective apprentice). The footlockers and wardrobes contain typical robes, traveling cloaks and the like. The footlockers are locked with simple locks (Open Lock DC 20). Preak's footlocker contains a toolbox that looks oft used. Drenna's footlocker contains a collection of rocks and minerals including some semi-precious stones. Both footlockers contain a small amount of coin.

#### E. Guest Bedroom

***This bedroom's furniture is sized for a small humanoid. It appears to be unoccupied.***

It is unoccupied.

#### F. Guest Bedroom

***This bedroom's furniture is sized for a medium humanoid. It appears to be unoccupied.***

It is unoccupied.

#### G. Bath

***This small bathroom contains a tub that would be a squeeze for a medium sized humanoid. A large cupboard contains linens, candles, bath soaps and other mundane supplies.***

#### H. Afronidious' Bedchamber

***This bedchamber clearly belongs to the master of the house. A large feather bed occupies the center of the room surrounded by several pieces of expensive looking furniture. Several large mirrors line the walls and the carpeting is particularly thick.***

The contents of the dresser and wardrobe are mundane and typical for a gnomish wizard.

One of the mirrors on the wall is a *Mirror of Mental Prowess* (DMG p.262). Afronidious maintains a *Nystul's magic aura* upon the mirror so it detects as nonmagical. A second *Nystul's magic aura* has been placed on a nearby mirror so that it radiates strong conjuration and divination magic. Touching this decoy mirror activates a permanent magic mouth that speaks in Afronidious' squeaky voice:

***"Careful! There's no good to come of poking about where you don't belong."***

If the decoy mirror is shifted in any way, the following events occur simultaneously:

- A *forcecage* (barred version, caster level 15<sup>th</sup>) appears around the 20' square before the mirror
- A *wall of force* with a permanent duration (caster level 15<sup>th</sup>) appears in the hallway blocking the door to the stairs.
- A silent *alarm* (caster level 15<sup>th</sup>) triggers, alerting Afronidious (who does not receive it as he is on another plane).
- An audible *alarm* (caster level 15<sup>th</sup>) triggers which alerts Drenna and Preak. Preak arrives in 1d4 rounds and knows the password to deactivate the wall of force. The apprentice frowns at the PCs but if they explain themselves

and/or apologize he retrieves potions of gaseous form from the lab's stores in order to liberate any *forcecaged* PCs. Go to Encounter 2a, below.

- The real mirror of mental prowess teleports to a sealed cache beneath the floor of the sitting room of the house.

Activating these traps is, of course, an insult to Afronidious although activating the magic mouth is not.

#### I. Afronidious' Study

This room is only accessible via area H, above:

***This room is clearly a study. A massive three-sided desk faces the south wall. It is covered with piles of papers, unidentifiable objects, magical toys, a half dozen different writing implements, a set of scales, alchemical reagents, etc. and etc. Every square inch of the walls is lined with bookshelves with some jammed in atop each other with only limited respect to some form of filing system. Several boxes and chest of various sizes are piled about the room. A large chair whose leather was taken from a scaled animal rears among the mess like a keep under siege.***

The PCs can determine a lot about this room if they opt to Search it. A Search of the entire room requires 3d12 minutes and reveals:

- |       |  |
|-------|--|
| DC 10 | One of the magical items listed below. Multiple checks reveal multiple items.  |
| DC 16 | Afronidious' log book (see below).   |
| DC 31 | The locked compartment on the side of the desk that contains Afronidious' spellbooks. Opening this compartment without first speaking a command word causes the books to teleport to a cache below the floor in the sitting room. Thus the compartment is empty when opened by all but the most paranoid of parties. |

A DC 23 Knowledge (arcana) check reveals that the chair is actually green dragon hide and dates to Afronidious' adventuring days almost two centuries ago.

An Appraise check reveals:

- |       |  |
|-------|--|
| DC 13 | The study could be looted for a net gain of at least 50,000gp.                                   |
| DC 19 | Actually it's more like 150,000gp.   |
| DC 24 | Perhaps 500,000gp depending on what can be found and where you're willing to go to find a buyer. |

There are several magical items in the study in various places. Each can be located with a Search check (see above) or via a *detect magic* spell: a *deck of illusions*, a wooden box containing one of each *Quaals' feather token*, a *horn of fog*, a set of *pipes of sounding*, a jar of *stone salve*, a *ring of water walking*, and an *immovable rod*. Taking any items from this study is an insult to Afronidious and results in the legal action for theft as defined at the beginning of this section.

The real find is a leatherbound ledger that's on the desk. It matches a set of almost 100 such ledgers that occupy one of the bookshelves. Each ledger is a record an entire year of Afronidious' activities. The ledger on the desk is labeled "Common Year 596." It's not so much a journal as a notebook full of notes and observations from everything to perceived patterns in the battles of the Blood War to what subspecies of dresado seeds to purchase for the next season. There is some interesting information to be found on page 71 of this ledger. However, finding the right entry requires a DC 11 Search check and 3d12 minutes. Multiple checks could be made, except that time spent here eventually leads to the PCs being discovered by the apprentices upstairs, preventing future searches.

The PC who finds the entry gets the *Something Interesting* entry on the AR, which describes how to get the details. Be sure to tell this PC that the information was found on page 71. If a PC discovers this entry, ask the player if s/he hides his/her discovery or shares the info with the party. If the information is shared then those who read it also get the *Something Interesting* entry on their AR.

#### J. Laboratory

The entire top floor of this tower is occupied by a massive wizard's laboratory (described in the next encounter). Both apprentices are here trying to keep an experimental extra-planar gate open. Once the PCs reach this lab on their own (without being detected by the apprentices) proceed to the next encounter.

#### K. Observatory/Roof

The roof of the tower is topped with a domed observatory. The roof around the dome is flat and easy to walk upon. Both the door to the dome and the trap door leading down are locked with a good lock (Open Locks DC 25). Attempts to open the trap door lock draw the attention of apprentices below unless the attempt is done carefully (giving a -2 circumstance penalty to the roll).

## Encounter 2a: Found Out!

Eventually, the PCs are noticed by the apprentices or vice-versa. If the apprentices become aware of the party, Preak rushes down to greet them and usher them upstairs. They are delighted to see would-be rescuers and don't consider the possibility that the party might bear hostile intent unless the PCs are hostile to them. Even if they catch the PCs poking around in Afronidious' private rooms they choose to ignore the issue for the matter at hand. If the PCs have set off the alarm, they're a bit less trusting but can be quickly won over by fast talking PCs. However, they do insist that the entire party leave the private rooms and come up to the lab.

*Aburptly, a young gnome approaches you with a pleasant smile on his face. He is wearing wizard's robes with a large ink stain on one sleeve. A pair of spectacles with particularly large lenses is perched on his nose. Despite their size he has the look of someone who sees much but observes very little. "Greetings! My name is Preak, Preak Osshius, accomplished inventor and distinguished apprentice to Afronidious the Conjurer!" When you don't seem impressed, the gnome adds: "But you knew that didn't you? I assume you're here to see my master?"*

PCs who have played *FUR5-04 A Mine. A Plan. A Canard. Pandemonium!* immediately recognize Preak as the inventor of "The Canard." Preak does not recognize these PCs unless they make a point of reminding him. This isn't arrogance, just absent-mindedness. If the PCs do make a point of reintroducing themselves, Preak responds with something like:

*"Oh, my, yes! You're one of those capable heroes that demonstrated the efficacy of my device. I assure you it's only a matter of time before every mining operation quadrupled its output. It will revolutionize the industry. Won't that be magnificent?"*

Once the PCs have explained themselves and/or introduced themselves, Preak immediately asks them up to the laboratory. While they are talking, the PCs notice that Preak shows signs of fatigue. He has dark circles under his eyes and his robes look like they've been slept in. Preak tries to invite them up to the lab as soon as the conversation allows:

*"Yes, well if you're here to see Afronidious you'll have to wait. I hope that it won't be too much longer..." Preak's attention drifts for a moment before he continues. "I'm afraid I have to return to the lab right away. Won't you come up? Maybe you can help."*

PCs who make a DC 13 Sense Motive check realize that Preak is even more distracted than he might normally be

as if something has him worried. Preak would like to avoid talking about the situation before the party reaches the lab. He promises answers once they get inside but if they insist he answers questions before they go up (see Encounter Three).

## Encounter Three: Watch that First Step...

This encounter begins when the PCs enter the lab on the top floor of the tower.

*The entire top floor of the tower is dominated by a wizard's laboratory. Three ornate summoning circles are carved directly into the smooth stone floor. In the center of one floats something that resembles a gigantic drop of mercury. It makes faint pulsating humming noise that sounds a little dangerous. Patches of darker and lighter color swirl together across its surface in a softly turning maelstrom that seems to descend to infinity.*

*Seated in a chair next to the gate is young dwarf. She turns her head briefly to examine you as you enter the room but after a moment turns back to staring at the gate with a look of weary concentration.*

*Preak speaks as you enter the room. "Afronidious stepped through there about this time yesterday. I do hope he'll return soon. The gate is somewhat instable and showing signs of continuing degradation. I can't guess how much longer it will remain."*

### Creatures:

**Preak Osshius:** Male gnome Wiz3.

**Drenna Stonefist:** Female dwarf Wiz4.

Most of the PCs should realize at this point that they're going to have to enter the gate and rescue Afronidious from wherever he is. If the PCs don't immediately realize this, have Preak drop a few obvious hints until they get it. They are heroes after all. If they are smart heroes they may choose to ask a few questions first. Preak is generally the spokesman for the two apprentices but Drenna does answer questions directed to her and gives the same answers (if less verbosely and less absentmindedly).

Note: If you are running this scenario in a four-hour time slot, preparing for the trip to the gate (once the PCs realize this is what they must do) should take no more than 10 minutes.

Here are some of the questions the PCs might ask:

- Where does the gate go?

*"Afronidious was uncertain of the terminus but optimistic that it might connect the material plane to new congruence...uh...one of a set of planes even beyond the outer planes...um...a different sort of reality I think. To be honest he seemed uncertain and I didn't quite comprehend.*

- Why (the heck) did Afronidious go in there?

*"Well this gate is clearly stable...well somewhat stable. It's by far the most stable gate he's created in this manner." Preak shudders a little as if remembering some unpleasant failures in the past. "Anyway our master was quite excited. He was able to ascertain a few properties of the destination plane but they only raised more questions. He decided that the only way to get answers was to visit the plane himself...It seemed like a good idea at the time."*

- Did Afronidious say when he would return?

*"He clearly expected to be gone only a few minutes at most."*

- What did you find out about the plane?

*"We aren't certain of anything but the plane appears to have a hospitable environment at least where the gate emerges. Afronidious thought it was likely that there are life forms there too but we have no way to know anything about their physiology. The plane shows clear signs of being highly resistant to some forms of magic which probably hampered our analysis."*

- Can you tell me more about the plane's magical resistance?

If the questioner is not clearly a wizard Preak says *"Some spells won't work. Others won't work as expected."*

If the questioner is obviously a wizard then Preak says, *"Spells from the Divination and Conjunction schools are not likely to function in a predictable manner. They may behave erratically or not function at all."*

- How long has the gate existed?

*"About 36 hours"*

- How long until the gate collapses?

*"Oh that's entirely uncertain. I expect you have at least an hour though."*

- Can you come with us?

Preak blanches if asked a question like this and hesitates before answering. *"Well I suppose I could but I think I'd be most efficacious applying my knowledge of these gates to keep this one stable as long as possible."*

*Drenna and I have been using our burgeoning expertise to keep the gate more stable than it could be without us. Indubitably you can see the sagacity of commissioning us with continuing our ministrations."*

- Can you offer any equipment/magic items to help us?

Afronidious' lab is particularly well stocked and Preak is perfectly willing to loan the PCs a limited amount of equipment from the stores. However, they must return any borrowed equipment that is not lost, broken or otherwise expended. There is a 75% chance that the lab has any 1d4 of mundane item in the PHB worth 100 gp or less. If the item is alchemical, the odds are 100% that there are 1d4 of these items available. There is a 75% chance the lab's library is equipped with one scroll of any wizard spell (up to 3<sup>rd</sup> level) in the PHB. For scrolls of 4<sup>th</sup> – 6<sup>th</sup> level spells the odds are 25%. Scrolls of 7<sup>th</sup> - 9<sup>th</sup> level spells or of any spell from outside the PHB are not available. There is a 50% chance that the lab is equipped with one potion (of wizard spells) listed in the DMG.

The lab never has more than one scroll or potion of the same spell, with the exception that there are six *potions of gaseous form*. The PCs are expected to pay the normal price for any items they use during the scenario.

### Examining the Portal

One or more of the PCs may wish to perform their own investigation of the portal. Touching the gate in any way is sufficient to trigger it and transport the touching creature to the other side (see Encounter Four).

PCs who examine the gate with a *detect magic* spell (and make the requisite DC24 Spellcraft check) can determine that the portal is radiating strong conjuration (which is consistent with a *gate* spell); however, the center of the gate is entirely devoid of magic. A PC who makes this check receives a +4 circumstance bonus on further skill checks that directly involve the portal (e.g., below).

Information is available with a Knowledge (arcana) and/or Knowledge (the planes) check if the PC examines the gate. If a single PC has 5 or more ranks in both skills, she gets a +2 bonus on these checks. A PC who thinks to examine Afronidious' notes (which are sparse but useful) gains a +4 bonus on the check.

Examination with Knowledge (arcana)

DC 19 Gates don't usually last more than a few seconds but this one has likely been shored up in some way by the conjuring circle. How long the gate will remain in existence is

- unknown but the time is probably hours, possibly minutes and definitely not days.
- DC 24 The player may read the *gate* spell description in the Player's Handbook. Traversing the gate will be jarring and possibly physically dangerous. The gate will probably remain for about an hour before it does finally collapse.
- DC 34 The behavior of this gate is not consistent with any gate to any known major plane of existence. The magic circle surrounding is nothing short of ingenious.

#### Examination with Knowledge (the planes):

- DC 24 To a trained eye, the "depth" of the gate is quite large. Most gates are transparent but this one is nearly opaque. Only undecipherable dark shadows are visible in the shiny surface. The plane on the other side of this gate is very far from the material plane. Conjunction spells (particularly those that involve inter-dimensional travel) are very likely to fail.
- DC 29 The magic of the gate seems to "wash over" it like water beading on a smooth surface. The plane seems to repel magic on some manner. Divination spells are going to be temperamental at best.
- DC 34 It appears that the plane is actively resisting the gate in some way. It is likely that only a portion of the plane (likely spherical) will be accessible to visitors from the material plane.

**Treasure:** There is no treasure to be had here, at least not for long. PCs who steal (or borrow without asking) any item from the lab have insulted Afronidious and are almost certainly captured by Furyondian authorities. See the section titled "Afronidious' Tower" in Encounter Two.

## Encounter Four: Scrying Gallery

The remainder of this adventure takes place on Nerrexis. This plane is detailed in DM's Aid #2 *Nerrexis, a Plane of Mirrors*. You should be thoroughly familiar with this appendix before proceeding with this adventure. If you have not yet done so, take the time right now to briefly review it before proceeding.

The plane is controlled entirely by the nerras, a race of creatures who are native to various Planes of Mirrors.

This plane is used as a prison of sorts for creatures who have been replaced by mirror duplicates. The prisoners are brainwashed and led to believe that they are happy here. The prisoners are kept here indefinitely while their mirror duplicates further the nerra's enigmatic ends.

The PCs have a limited amount of time to search this plane and discover Afronidious before he is killed. The clock starts once this encounter begins. The PCs begin with exactly one hour of in-game time to find Afronidious and get him out of his cell before he is crushed against the walls by the collapsing gate. Throughout the remainder of this adventure take careful note of how long the PCs are taking. Lots of time spent searching rooms and speaking to prisoners may cost them their mission. Fortunately, the shrinking bubble provides them with somewhat of a sense of urgency (since it is visible to PCs, although not to others – see the DM Aid for more details). As time passes, the PCs should notice the shrinking and get a sense that they are running out of time.

This encounter begins when the PCs touch the gate and are transported to the other plane. If any PC drew the Void card while receiving *Lielenna's Foretelling* in *FUR6-06 Invocation and Intrigue*, pull that PC aside as soon as he or she enters the gate and read the following:

*As you are drawn into the gate, you find yourself in Feldrake Inn again sitting before the Rhenee fortuneteller. Slowly she turns your final card, your future. You tense, expecting to see The Void again and the woman's violent reaction to it. Instead, the card laid upon the rough wooden table is... The Rogue. You lift your eyes and see a most serious expression on the face of the woman. Then, the scene around you begins to flow like ink running on parchment. You find yourself hurtling down a dark tunnel. The old woman's voice echoes in your mind. "Choose your allies carefully..."*

Read the following to all the players:

*The instant you touch the gate, you feel your body wrenched off of its feet and hurtled down a black and purple tunnel at an unbelievable rate of speed. Unimaginable distances pass by in an instant as you careen off the sides of the tunnel, yet it is only heartbeats before you land with crash upon a hard floor.*

*Looking about, you see a medium sized room filled with a score of humans all seated upon identical brilliantly colored chairs. They are all dressed in identical white linen robes and woolen slippers. Several of them wheel about to stare at you as you land abruptly. However, an equal number continue to*

*stare transfixed at a large scrying device through which you can see two more humans engaged in a heated argument in a language you can not understand. The room is dimly lit but the area viewed by the scrying device is outdoors and fills the room with a soft glow.*

PCs who fail a Reflex save (DC 15) take 1d6 points of non-lethal damage from the crash landing and are prone.

The gate the PCs used to get here manifests in the surface of a large mirror set in the wall behind the room's occupants. The gate's presence is not apparent at a glance but a DC 10 Search check is sufficient to locate it. The PCs are free to return to material plane at any time. Each trip (regardless of whether they are coming or going) carries the potential for 1d6 nonlethal damage. Since they now know what to expect, this damage can be avoided with either a DC 15 Jump or DC 15 Tumble check (but they may only attempt one of the two).

The scrying device (a mirror) looks out on the home plane of the creatures who are imprisoned here. Looking through this mirror is one of the few sources of entertainment for them.

**Creatures:** All but one of the humans in this room are noncombatants. If any one of them is attacked, they flee loudly and in all directions which immediately triggers Encounter Five.

PCs who successfully communicate with the humans (verbally or non-verbally) get a sense of unease. These humans do not behave in a manner that the PCs are used to due to their different planar origin. Some don't respond to the PCs at all. Some walk away in the middle of a conversation. Even when they talk, their answers seem off, or nonsensical. Several of them have odd behaviors that are reminiscent of nervous tics. They have no sense of personal space and casually touch the PCs or try to handle unusual objects born by the PCs. They do not steal items belonging to the PCs. If prevented from touching the PCs or their gear, they look confused, comply for a short time but then forget and try again.

#### All APLs (EL o)

**Human Expert 1 (3):** hp 6 each.

**Human Commoner 1 (4):** hp 4 each.

**Human Commoner 2 (2):** hp 6 each.

**Human Commoner 3 (1):** hp 8 each.

**Human Aristocrat 2 (4):** hp 6 each.

#### APL 2 (EL 5)

**Thape Zwepena:** Male human Ftr2/Rog3; hp 33; see *Appendix Two*.

#### APL 4 (EL 7)

**Thape Zwepena:** Male human Ftr2/Rog3/Invisible Blade2; hp 43; see *Appendix Three*.

#### APL 6 (EL 9)

**Thape Zwepena:** Male human Ftr2/Rog3/Invisible Blade4; hp 53; see *Appendix Four*.

#### APL 8 (EL 11)

**Thape Zwepena:** Male human Ftr2/Rog4/Invisible Blade5; hp 63; see *Appendix Five*.

If you are running this scenario in a four-hour time slot, Thape approaches the PCs as soon as reasonable rather than waiting for them to ask about Afronidious (see Development, below).

If the PCs attempt to talk to the denizens of the scrying gallery, they quickly discover they don't speak the language. The humans here are from an alternate prime material plane and their common is certainly not based upon Oeridian like it is in the Flanaess. PCs who wish to communicate directly with them have to make the requisite Spellcraft check (see DM's Aid #2) to cast *comprehend languages* (DC 21) or similar magic. If they succeed, they can extract a limited amount of information from the humans who are here provided they can make a DC 10 Diplomacy check.

However, *comprehend languages* only works one way and the PCs have to pantomime their questions. This requires a Bluff check. For most questions, the DC is 5 + 3 times the number of words in the question. Thus, for example, a six-word question requires a DC 23 Bluff check. Adjust these DCs as circumstances warrant. Multiple checks are allowed but each check requires approximately 15 seconds of game time. If the PCs "take 20" the cost per question is 5 minutes.

A PC who attempts to communicate nonverbally can still attempt a more difficult DC 14 Diplomacy check to get one of the natives to answer questions. The Bluff check required to ask questions is the same. However, the answers are much shorter (usually one word or gesture). If time is available, encourage roleplaying in this situation!

Below are some questions that the PCs might ask along with the Bluff check required. The long answer is

only available if the PCs have cast *comprehend languages* or have a similar active magical effect.

**Who are you? (DC 14)**

Long and Short Answer: "My name is X." (Some example names are Pytent, Exagrik, Jowyn, and Juzn.)

**What's that scrying device? (DC 17)**

Short: "Happiness."

Long: "We like to watch the pictures. You should watch the pictures too."

**Have you seen a gnome wizard? (DC 23)**

Short: "Yes."

Long: "Oh! Oh, yes! He was happy to be here. He looked at all of us and talked to us like you talk to us."

**Where did the gnome go? (DC 20)**

Short: (points to the door)

Long: "The friends came to help him rest. He'll probably come back in a few days." The word "friends" is a reference to the nerra guards.

**What do the friends look like? (DC 23)**

Short: "Shiny!"

Long: "Like us but with mirror-like skin and no clothes. They take good care of us. We like them." A DC 16 Knowledge (The Planes) check is sufficient to recognize nerra from this description.

**Where are the friends? (DC 17)**

Short: None. (The PCs can not ask this question without the long answer to the previous question.)

Long: The answerer points to the exit from the room and says, "They're out there. Should I call for them? They will come..." If the PCs agree to this, proceed to Encounter Five.

**Can you show us where the gnome went? (DC 26)**

Short: "No." (see Development below)

Long: "The friends want us to stay here and scry."

**Where are we?/What is this place? (DC 14)**

Short: "Happiness."

Long: "We live here. You can live here with us now. The friends are usually nice."

**Why do you live here? (DC 17)**

Short: "Happiness."

Long: "Because we have to live here. You can live here too. You'll like it here."

**Why are you all dressed alike? (DC 20)**

Short: (removes his/her robe and offers it to the PC)

Long: "The friends pick our clothes. These are nice clothes and they're all the same! Would you like my robe?"

The only piece of useful information that can be extracted from the humans is that Afronidious was taken or went with the "friends." These "friends" are in fact the guards in Encounter Five.

**Development:** Once the PCs begin to ask about Afronidious they draw the attention of Thape and he steps forward after they finish their current interaction with any other NPCs. Read the following text:

*While all these humans appear a little shorter than usual, a particularly short little man steps from behind another resident and presents himself to you with a broad grin. Unlike the other residents, this man seems more alert and focused. His long hair is unkempt and his robe has been smudged with dust. "Thape!" he says to you in a loud and friendly manner whilst pointing at his chest.*

Thape is an unusual resident here. First, he seems almost normal (if a little enthusiastic). He responds in a friendly manner and gives sensible answers to questions. Second, he seems much more aware of what's going on around him (i.e., the brainwashing didn't work as well on him). Like his fellows, he lacks a sense of personal space but when first rebuffed for touching someone or handling someone's possessions he smiles and nods in understanding and does not do so again. However, he later attempts to steal an item from the PC in question using Sleight of Hand.

The third difference between Thape and his fellows is that Thape is a homicidal maniac. For reasons lost in his troubled past, Thape simply does not understand that killing is wrong. For the moment he's content to let his curiosity rule his actions but eventually he hopes to murder one of the PCs (see Encounter Eleven). Select this victim now using the following criteria:

- Anyone who is brusque, mean or dismissive with Thape is the mark.
- Thape would prefer not to kill someone who is wearing medium or heavy armor.
- Thape would prefer to kill someone who seems rich. A big shiny weapon, or an amulet or holy symbol



might be appropriate. Thape's sense of wealth is skewed so he may misinterpret these signs.

- Thape would prefer not to kill someone who goes out of their way to be nice to him.

Thape's responses to the PCs questions are the same as for the other residents. However, there is one question he answers differently. If the PCs ask something like "Can you show us where the gnome went?" then select a random PC in the party who has a dagger (preferably of masterwork quality or better). If no PC has a dagger then select the most similar weapon that is available. Then read (or play act) the following:

***The little man's eyes light up and he nods vigorously and points toward the door. He takes a few steps toward it as if to take you to Afronidious. Then, he pauses, eyes you carefully and points meaningfully toward your dagger.***

Thape is looking for a trade. He's willing to escort the PCs to the gnome in exchange for a dagger (or a similar weapon if no dagger is available). If the players don't get this right away allow an easy DC 10 Sense Motive check to figure it out. If the PCs have successfully cast *comprehend languages* then Thape just tells them he wants to trade. Thape has a made his own makeshift dagger but would prefer to use a real one if he can. (At higher APLs he has the Two Weapon fighting feat and can use both!). Allow the PCs a Sense Motive check vs Thape's Bluff check. If they succeed, they detect a certain over-eagerness on Thape's part to acquire the dagger. If the PCs hesitate or haggle, Thape offers other possessions of his to sweeten the deal:

- A flask of an effervescent lavender-colored, liquid in a small glass bottle. This liquid is an *elixir of love*.
- A pale yellow liquid in a glass vial. This is an alchemical dexterity booster that provides a +2 bonus to Dexterity for one hour. Thape imbibed one just before approaching the PCs but he has a second one to trade. A DC 17 Craft (Alchemy) check [or *comprehend languages* allowing an explanation from Thape] discovers the purpose of the liquid.
- Eight pale brown coins with a hexagonal shape. These coins are much thicker than usual and are drilled with a hole in the center. Thape keeps them on a leather thong. A DC 13 Appraise check, DC 8 Craft (blacksmithing, weaponsmith, or similar) check or DC 11 stonecunning check discovers that the coins are an alloy of copper and electrum worth about 1 gp each.

- A roughly three-inch square hunk of a sticky off-white substance wrapped in oiled paper. This is a sweet that is popular in Thape's home plane. It has a pleasant salty/sweet flavor with a tropical undertone. It's also very chewy. Anyone eating the sweet gains a -1 circumstance penalty to Spot checks and Initiative checks for the next ten minutes while they chew on it. Thape's sweet has no appreciable value.

If the PCs agree to trade a dagger for Thape's assistance out right, Thape still offers to trade the above items for other things belonging to the PCs. He's particularly fond of any liquid consumables. Potions, in particular, are highly desirable for him even if he has no idea what they do.

Convincing Thape to escort the party for anything other than a dagger requires that they adjust his attitude from indifferent to helpful using a DC 30 Diplomacy or Intimidation check. Apply a -4 penalty to the check due to the lack of a common language.

If the PCs decide to ignore Thape and proceed on their own then he's fine with this. In fact, Thape *seems* almost gleeful. He follows the PCs on their explorations and pretends to be a member of the party. If the PCs tell him not to (or try to shoo him off) he smiles and nods but doesn't go away. A DC 30 Diplomacy or Intimidate check (with the -4 penalty due to lack of a common language) is needed to make him leave.

If the PCs attack Thape, he flees. He is likely to return again in Encounter Eleven.

If the PCs trade Thape the dagger he hides it on his person and eagerly escorts them out the door at the conclusion of their trading. He urges silence and stealth on their part before proceeding to the main stairwell (which may trigger the next encounter if the party is not stealthy enough). Thape can unlock this stairwell easily with his thieves' tools. If the PCs decide to explore other doors first Thape smiles patiently and follows them about until they are ready to proceed.

**Treasure:** If the PCs defeat Thape (either here or, more likely, in Encounter Eleven) they may loot his equipment.

All APLs: Loot – 2 gp, Coin – 1 gp, Magic – *alchemical dexterity booster* (2) (25gp each), *elixir of love* – (12gp).

## Encounter Five: Trouble Calling

The prison/plane of Nerrexix is not particularly well guarded because the prisoners really have no where to go without a nerra's mirror jump ability. However, there are two guards on duty (or just one at APL 2) and they do

leave their post and patrol the halls. This encounter occurs the first time the PCs are spotted by the guards or if the PCs draw attention to themselves in some way. Once the PCs have defeated this encounter, it does not recur (since there are no other guards).

For each round that the PCs are in the halls there is a *cumulative* 1% chance that the nerra guards get a chance to Spot them. If the PCs aren't trying to Hide, assume the PCs "take zero" on their Hide check.

If the PCs enter an Area H, there is a flat 50% chance the guards are there. Unless the PCs are Hiding, the guards automatically see the PCs. If the PCs are Hiding, the guards must Spot the PCs as normal. Even if the PCs avoid being spotted, they can draw attention to themselves in other ways. Examples of activities that would trigger this encounter include the following:

- Combat (which is most likely to occur in Encounters Seven, Ten and Eleven)
- Loud noises (e.g., shouting) or bright flashes of light (e.g., a *fireball*)
- Disturbing the prisoners such that they run from the PCs.
- Hacking on the walls of the building
- Breaking any mirror on the plane

If any of these activities (or something equivalent) occurs then the nerra guards find the party in 2d6 rounds and immediately attack.

When this encounter occurs, begin the combat with the nerras having just rounded the nearest corner from which the PCs could not have seen them coming. If the PCs are in a room, the nerras probably appear in the doorway.

If the PCs have been discovered by chance, then both the nerras and the PCs receive a DC 15 Spot check to avoid being surprised. If the nerras have arrived because the PCs have drawn attention to themselves, the nerras always get to act in the surprise round and have already cast *mirror image* before they arrive.

#### **Creatures:**

##### **APL 2 (EL 3)**

**Guard:** Kalareem nerra, hp 19; see *Appendix Two*.

##### **APL 4 (EL 5)**

**Guards (2):** Kalareem nerra, hp 19 each; see *Appendix Three*.

##### **APL 6 (EL 7)**

**Guards (2):** Kalareem nerra Ftr2; hp 43; see *Appendix Four*.

##### **APL 8 (EL 9)**

**Guards (2):** Kalareem nerra Ftr4; hp 63; see *Appendix Five*.

**Tactics:** The nerras begin by casting *mirror image* if they have not already done so. They then move forward and attack at once. One of the nerra possesses *bracers of quick strike* which it uses at first opportunity. The nerra do not use their shard spray ability unless (below half hit points). Under no circumstances do the two nerra both use their shard spray in the same round.

Once the guards find the PCs, Thape wants to stay out of the way. Unless circumstances prevent it, Thape begins the combat fortuitously as far away from the nerra guards as possible. At first opportunity, he moves to a position of full cover and hides. If the PCs defeat the nerras, Thape comes back grinning and bobbing and generally happy at their success. If the PCs aren't looking, he attempts to loot the door key from one of the fallen nerra for future use.

Any other prisoners who are in the area immediately flee as well.

**Development:** The nerras are not averse to Diplomacy in this situation. If the PCs attempt to talk, the nerras stand down for the one minute required for the PCs to state their case. The nerras can speak Common. From the nerras' perspective, the PCs already know too much by virtue of being here. The nerras' aim is to kill or incapacitate the PCs to prevent them from returning and reporting to others the existence of this place. A successful Diplomacy check must not only move the nerras from Hostile to Friendly (DC 35) but also convince the nerras that the PCs intend to leave immediately, won't be returning to Nerrexis and won't divulge the nerras' secrets. The nerra inform the PCs of their requirements but do not offer any ideas for how the PCs can meet them. Some role-playing alternative must be proposed beyond a simple skill check.

If Diplomacy is successful, the nerra escort the PCs until they leave for the material plane. Asking the nerras to also release Afronidious requires a subsequent DC 20 Diplomacy check to move the nerras from Friendly to Helpful (see PHB page 76 for information on adjusting NPC attitudes). If this happens, the adventure is over and the PCs are successful (though they do not get any treasure from this encounter).

An unsuccessful Diplomacy check results in the nerras demanding that the PCs drop their weapons and surrender. Restart the initiative at this point. If the PCs do not comply within two rounds or if the PCs attack, the nerras resume their attack. Similarly, if the PCs resume the attack then also restart the initiative.

PCs who surrender or are defeated by the nerras are stripped of their weapons and locked (Open Lock DC 25) in a nearby dormitory room until reinforcements can be summoned. Fortunately, Thape arrives immediately after the nerras leave. At this point the PCs have only five minutes before the nerras return and start hunting for them. If they wish to recover their weapons they'll have to attack the nerras in the guard room.

**Treasure:** The nerras (one nerra at APL 2) are each equipped with two *shard longswords*. These weapons are +2 wounding weapons. Once they leave Nerrexix, much of their magical properties are lost but their core material is incredibly strong and razor sharp. One of the *nerra* is also equipped with *bracers of quickstrike*.

APL 2: Loot – 0 gp, Coin – 0 gp, Magic – *shard longsword* (2) – (176 gp each), *bracers of quick strike* – (100 gp).

APL 4-8: Loot – 0 gp, Coin – 0 gp, Magic – *shard longsword* (4) – (176 gp each), *bracers of quick strike* – (100 gp).

## Encounter Six: Snooping

This encounter occurs the first time the PCs enter one of the dormitory rooms on the sides of the building. All these rooms are effectively identical save one (see the next Encounter and Area E on the map in DM's Aid #2). Each time the PCs enter a dormitory room, refer to this encounter. When the PCs first enter a dormitory room, read the following:

***You find yourself looking at a small dormitory room. The odor of unwashed bodies is dominant here but not overwhelming. Two bunkbeds stick out from the opposite wall with a two level nightstand between them. The blankets on the beds are rumpled and look slept in. On the wall beside you is a set of four armoires with shelves on top and drawers below. A large, full length mirror dominates another wall. A pair of small stools are placed near the beds. All of the furniture looks simple but well made. Aside from the one you're standing in, two other doors exit the room.***

The two doors lead to a walk-in closet and a bathroom respectively. The closet contains 2d6 robes and 2d6 pairs of slippers of different sizes for small and medium creatures (but otherwise identical).

While each room is laid out the same, the humans have each acquired a few personal items (usually gifts from the nerras for good behavior) that make the rooms a bit different. Add a little flavor to each room by adding one or two of these features:

- A deck of cards is spread out on the floor, obviously in the middle of a game. The PCs recognize neither the cards nor the game being played.
- The room is occupied by a prisoner who is sleeping. He wakes upon the PCs' entry and smiles at them before rolling over and going back to sleep.
- A collection of small stones of various shapes is kept in a small wooden box in one of the armoires.
- One of the prisoners has carefully painted a breathtaking diorama of a mountain scene on one wall. A caravan travels a tight, switch-back trail down the mountain while a large, amethyst hued dragon wheels in the distant sky.
- A complex mechanical device sits on a small table in the corner. It resembles a water clock but contains about two dozen small iron balls. Occasionally, one of them rolls about from one track to another.
- The furniture in the room has been rearranged to the occupants' taste. The bunk beds have been separated and all set on the floor. Each bed and armoire has been placed in its own quadrant of the room. Navigating the room is a little tricky.
- A small plate with buttered bread (slightly stale) and two apples sits uneaten on one of the beds.
- A crude target has been drawn on one wall with charcoal. There are pits and scratches in the wall where a hard metal object has been repeatedly thrown at the target.
- An inkpen and ink sit on the nightstand. Tucked under a pillow is a large sheaf of paper with about half of the papers written on in a tiny script of an unknown language. A DC 23 Decipher script or *comprehend languages* is sufficient to determine that the papers are a novel titled *The Adventures of Dangerous Dan* that is in the progress of being written. While the novel is incomplete it's already a wonderful and engaging story about a rogue and his pet pseudodragon.

Once the PCs open the door to the bathroom, read the following:

***This is clearly a large and well appointed bathroom. A large sink with a rust-tinged steel bucket is immediately in front of you. At the end of the room is***

*a stone bath with room for two occupants. A stone pipe hangs above it from the ceiling. A toilet sits near the bath. Grey wool towels hang in a neat row along one wall.*

The bathrooms are all essentially identical and kept relatively clean by the prisoners. The drains in the sinks and hole in the toilet are all much too small for even a *reduced* halfling to traverse. All drains empty out into a massive cistern in one room in the basement of the building where it is consumed via magic.

Hot water is available in limited quantities from the pipe by pulling a steel chain attached to it. No more than 100 gallons can be extracted before the water shuts off. Like the drains, the water pipe is too small to traverse. The water is conjured daily and heated via magic.

While each bathroom is the same, the humans have acquired a few personal items that make the rooms a bit different. Add a little flavor to each room by adding one of these features:

- A small jar of soft, herbal scented soap.
- A rubber duck, painted yellow that squeaks when squeezed.
- The towels in the room have been dyed a light blue color.
- A long brush with a wooden handle

## Encounter Seven: The Wrong Prisoner

In the unlikely event that the PCs have already been attacked by Thape (see Encounter Eleven) this encounter does not occur. Instead treat this as another unoccupied dormitory room and use Encounter Six instead.

This encounter takes place in the dormitory room marked as Area E on the Nerrexix map in DM's Aid #2. This room is identical to the other dormitory rooms (see the previous encounter). If the PCs have not entered any other dorm rooms yet, read the boxed text description from that encounter and omit the first sentence from this introductory text:

*This room appears the same as the other dormitory room(s) you've seen. However this room contains a lone occupant. The top half of one of the bunk beds has been set to one side and a large human male lies on the open lower half. The man is naked and has been securely strapped to the bed with a large hempen rope that cuts wickedly into his massive biceps. As he becomes aware of your presence his*

*arms strain mightily but futilely at the bonds and he rocks back and forth in the bed trying to break free. As abruptly as he began, he ceases his effort and emits a pitiful sob of anguish.*

The man, Mergha, has very recently been kidnapped and is not responding well to captivity. Mergha is a gladiator who entertained large crowds by wrestling wild animals in the arena. He longs to return to his simple but gratifying life. Mergha's behavior is unstable and playfully violent.

Because of violent outbursts, the nerras have opted to give Mergha a few days before they resume his "re-education." He has not been visited in several days aside from another prisoner who feeds him meals and changes his bedpan.

If the PCs approach his bedside, read the following:

*You can see that the large man is crying. Big tears stream down his cheeks and he sniffles audibly. As you move to a position where he can see you a look of confusion crosses his face. Then he speaks in the now-familiar unintelligible language you've heard from everyone else here. The words are unclear but the tone is clearly pleading.*

Mergha is begging the PCs to free him. Mergha is not very bright and his hands are tied. As a result, communicating with him is much more difficult. Asking a question requires a Bluff check (DC 10 + 5 times the number of words in the question). If the PCs manage to ask him if he'll attack them his answer is an emphatic "No" and quite truthfully so. Mergha doesn't intend to attack the PCs at this point. As the PCs debate whether to free him or not he becomes frustrated and thrashes at his bonds again.

**Creatures:** If the PCs free Mergha, he gives them a broad smile of thanks and moves to hug one of them. However, his competitive nature immediately gets the better of him. Days of captivity have left him itching for a good fight and the hug immediately turns into a many-on-one wrestling match (Mergha vs. the party).

**NOTE:** An EL adjustment of -1 has been applied to this encounter due to Thape's aid (see below), the PCs' opportunity to prepare for the encounter, Mergha's use of non-lethal damage and his willingness to surrender (see below).

### APL 2 (EL 5)

**Mergha:** Male Human RogI/BbnI/Ftr 4, hp 55; see *Appendix Two*.

#### APL 4 (EL 7)

**Mergha:** Male Human Rog1/Bbn1/Ftr4/Reaping Mauler2, hp 73; see *Appendix Three*.

#### APL 6 (EL 9)

**Mergha:** Male Human Rog1/Bbn1/Ftr4/Reaping Mauler4; hp 91; see *Appendix Four*.

#### APL 8 (EL 11)

**Mergha:** Male Human Rog1/Bbn1/Ftr6/Reaping Mauler4; hp 109; see *Appendix Five*.

**Tactics:** Mergha does not want to kill the PCs. He merely wants to beat them senseless so they can all laugh about it later. He *never* attacks for lethal damage but instead makes ample use of his grappling and stunning abilities. During the fight, be clear to the players that the PCs are not being attacked for lethal damage.

Mergha initially concentrates his attacks on the strongest looking PCs in the party. However, if anyone attacks for lethal damage (including damage dealing spells) Mergha shifts his focus to that PC (tumbling around other opponents if necessary).

Additionally, at APL 6, Mergha prefers to use Stunning Fist against opponents with no armor or light armor. He wrestles (grapples) opponents with medium or heavy armor. Mergha attempts to knock his wrestling partner unconscious with his Sleeper Lock ability. Mergha can potentially do this in one round by using his iterative attacks to first grapple, pin on his second action and then holding the pin until his next action. At APL 8, Mergha also makes ample use of his Elusive Target feat.

If the PCs have traded a dagger to Thape and Mergha is in a grapple (which is likely) Thape steps up and sneak attacks the wrestler hoping to feed his insane drive to murder. If Mergha is not currently in a grapple, Thape retreats until Mergha is once again in a grapple. Mergha may, however, come after the little rogue due to any previous lethal damage that's been inflicted on him by Thape.

If Mergha is dropped unconscious, Thape attempts to coup de grace the giant human. Regardless of his success or failure in attack, Thape immediately flees the PCs and does not return. If the PCs attack him, he does not fight back but continues to flee (or attempt to flee) at the best of his ability until he is successful, unconscious or dead. Thape does not attack the PCs under any circumstances.

Mergha surrenders if either of the following conditions are met:

- Mergha drops below 20% of his hit points.
- Mergha is pinned by whomever he is grappling. Mergha's uses his Counter Grapple ability if a PC attempts to pin him.
- If Encounter Five has not occurred yet, then the nerra guards arrive in 2d6 rounds. When this happens Mergha effectively surrenders by aiding the PCs against the nerras (see below).

**Development:** If the PCs manage to defeat Mergha without dealing any lethal damage to him (Thape's attacks do not count) then they have earned his friendship. If the wrestling match has attracted the attention of the nerras, Mergha joyously wades into the fight to aid the PCs. Thape flees the scene if he is able.

If the PCs used non-lethal damage against Mergha and are defeated by him, then they automatically earn his friendship for being such good sports. Thape flees the scene if he is able. If the nerras are attracted by the fight after the PCs are defeated then Mergha defends his new friends to the best of his ability. (One of the players can run Mergha as an NPC in this case).

If the PCs used lethal damage against Mergha then he becomes indifferent to them. He attempts to flee the nerra if they arrive.

If the nerras manage to defeat both Mergha and the PCs then they are stripped of all possessions and locked (Open Lock DC 25) in Mergha's dormitory room with Mergha until nerra reinforcements can be summoned. Thape is allowed to go (if he hasn't already left) since the nerra consider him harmless. Thape does not return to aid them. The PCs have only five minutes to escape before the nerras return with reinforcements. Mergha does his best to aid them in this situation. If they wish to recover their weapons they'll have to attack the nerras in the guard room.

**Treasure:** None.

## Encounter Eight: Temple of Many Shrines

This room is used as a waystation for nerra travelers moving from plane to plane. When the PCs first enter, read the following:

*A faint breeze brushes across your face as you open the door. The temperature in this room is a few degrees cooler than the hallway you came from and much brighter. The room is divided up into a dozen alcoves with a hallway down the middle. On the back wall of each alcove is a large full length mirror. The*

*light seems to be coming from them. The mirrors visible from where you stand radiate a swirl of white and blue light.*

PCs who examine the mirrors can make a Knowledge (arcana) and/or Knowledge (the planes) check to learn more about them.

Knowledge (Arcana):

- DC 14 These appear to be planar gates of some sort but the PC can not be certain.
- DC 19 The gates all bear some sort of warding.
- DC 24 The gates are warded to self destruct if the wrong person attempts to use them.
- DC 29 These are definitely planar gates of some sort.

Knowledge (The Planes):

- DC 14 These appear to be planar gates of some sort but the PC can not be certain.
- DC 19 These are definitely planar gates of some sort.
- DC 24 The gates all go to different locations on an alternate material plane.

The mirrors in this room are indeed warded. Any non-nerra who attempts to pass through a gate immediately causes it to shatter. This draws the attention of the nerra guards (see Encounter Five) in 2d6 rounds. There are multiple ways to evade the warding:

- Once one mirror has been shattered, the warding does not reset for one minute. So the PCs are able to use other mirror gates during this short period of time.
- The warding can be disabled for one minute via a successful *dispel magic* (or similar) spell against a 15<sup>th</sup> level caster.
- A PC can use the mirror gates via the DC 25 Use Magic Device skill to emulate being a nerra.
- The warding can also be disabled for one minute with the DC 25 Disable Device skill.

Attempting to use a mirror gate from the other side can also cause it to shatter. The PC(s) must use the same tactics to return that they used to traverse the gate. If they fail, they are effectively stranded on the other plane unless they have access to a *plane shift* spell or similar.

A stranded PC is removed from the remainder of the adventure. Returning to Furyondy (and Oerth!) requires 10 TUs for most PCs. If the PC in question has ranks in Knowledge (the planes), he may subtract 1 TU from the

travel time for every 2 ranks he has in that skill. This bonus would also apply to all PCs stranded together; in the case of multiple PCs with ranks in Knowledge (the planes), use the highest bonus (they do not stack).

If the PCs do traverse the mirror, they arrive at one of the locations listed below. If the PCs spend too much time here, remind them that they are on a deadline.

If you are running this scenario in a four-hour time slot, discourage the players from spending more than 10 minutes on this encounter.

#### Location #1

*You find yourself standing in a dark storage room. The air is noticeably drier here and the temperature somewhat warmer. The only available light is coming from the ornate full length mirror you just stepped through. Stacked about you are dozens of crates and furniture draped with dust cloths. Off to your left you can just make out the wide outline of a wooden door.*

This is a storage room in the subbasement of a large palace that is the home of the head of state of a small desert kingdom. There is nothing of value in the crates and none of it is portable.

#### Location #2

*You step through the mirror, face first into the back side of a large tapestry. You can't tell what it depicts since it's in your face, but you can clearly make out the sounds of voices in the room beyond. The mirror behind you is dusty and probably long forgotten.*

This is the summer home of a powerful merchant. He is currently not at home but two of his servants are chatting idly while polishing the furniture.

#### Location #3

*You are standing ankle deep in raw sewage. Several rats chitter in surprise while they scurry away from you. The mirror behind you is almost completely covered with sludge and slime. You might not even notice it if you didn't know it was there. Above your head you can clearly hear the sounds of a bustling marketplace. A ladder to your left leads up to a trapdoor to the ceiling. The smell of unfamiliar spices just reaches you past the stink of the sewer.*

This is a sewer beneath a marketplace in a large city.

**Treasure:** None. The mirrors in this room shatter if tampered with. There is nothing else of value here.

## Encounter Nine: Workshop of the Bizarre

When the PCs first enter this room (Area C on the map in *DM's Aid* #2), read the following:

*This large room is much better lit than the hallway you came from. Six large worktables are spaced evenly in the center of the room and a score of cabinets, shelving units and storage bins line the walls. The equipment stored in these bins is an amazing haphazard mess. The tables are little better.*

*At one table, a tall man with a handlebar mustache is working feverishly on a painting. The canvas is propped upright on a small easel set on the table and a spectrum of paints sits next to him. He glares menacingly at you when you open the door but promptly returns to his work, muttering under his breath.*

*Seated at another table is a young gnome wearing the same garb as the other residents of this place. She is peering intently at a small object that she is manipulating with a strange set of fine steel tools. The object seems to radiate a soft glow of blue light. She does not look up as you enter.*

This room is an all purpose craft room. It is regularly equipped with supplies by the nerras and heavily used by the bored prisoners. The room has supplies to support just about any mundane art form that the players can think of (and several others that they have never seen).

Aside from interacting with the NPCs who are present (see below), the PCs may Search the workshop. Doing so mostly wastes their time. A Search of one area of the workshop (e.g., one worktable or one storage unit) requires five minutes. PCs who wish to “take twenty” should be warned that this would take an excessive amount of time, given the large amount of materials on the tables/storage units (e.g. 30 minutes each). A DC 15 Search check is sufficient to find something of note. Some example items are as follows (the PCs should always find the alchemical setup first):

- A small alchemical setup is being used to brew various exotic smells. Completed works include: “dusty horse”, “burning raccoon” and “blacksmith's shop.” Their contents smell remarkably like their labels. The current (unlabeled) brew smells strongly of wet dog. (The “burning raccoon” scent is on the AR).
- A half-finished stained glass work depicting a gargantuan frog eating a dragon.

- Along one wall, under a lamp are four small bonsai trees.
- A large glass box with no lid. The box is filled with sand of various colors. A score of tiny lobster-like crustaceans race around moving the sand from place to place. It's impossible to tell how but somehow they are moving the sand to form a portrait of a pair of aquatic elves hunting amongst seaweed.
- One table appears to bear multiple old blood stains. A DC 18 Heal check confirms that it is human blood.

### Creatures:

**Ciquexim:** Male human Ari1.

**Odyssila:** Female gnome Exp4/Sor3.

Ciquexim scowls again if any PCs approach him but does nothing further about it. Unless the PC returns his aggression he just ignores the PC and continues to work. If they return his aggression, he flees. Ciquexim is painting a picture a forest filled with wolves. He's a mediocre artist and his work is not impressive. At the moment he appears to be obsessing intensely over trees. He's painting lots and lots of happy trees. There are so many trees that the picture almost seems like just a brown/green pattern across the canvas.

Odyssila has been resident here for almost 100 years and she is also the only gnome in residence (besides Afronidious). Her initial brainwashing was very traumatic and ten decades of captivity have curdled her mind more so she can no longer speak or even communicate nonverbally (e.g., with a shrug, or a nod). She understands others when they speak to her but can no longer make words herself. Instead, she expresses herself with her art.

Odyssila is a luminist, an artist who creates with light and magic. She works with a special alchemically created substance called luminal that looks and feels like glass but has the weight and durability of a fine hardwood. Light that shines on a luminal is absorbed and reemitted in coherent shape that hovers in the air above the substance and shifts as the luminal is turned. Raw luminal makes a random wavelike pattern but when carved luminal can create beautiful three dimensional images. A skilled luminist can carve the luminal so that when it is rotated, the subject(s) move about and in a simple repeating animation.

The nerras find Odyssila's lumite artwork particularly pleasing and thus they allow her to perform her simple magics in Nerrexix. Once completed, Odyssila's works are taken by the nerras.

If the PCs approach, they can see that the luminal piece is set above a small *light* (as per the spell) and is currently projecting the image of a humanoid bearing a pack and a walking staff. As the luminal turns the subjects takes brave steps down a long road. The piece appears nearly finished and already it looks like a masterpiece.

Odyssila is not used to anyone noticing her or interacting with her and therefore does not acknowledge the PCs even if they speak to her. To get her attention they must tap her or move to within inches of her. When they do get her attention she starts in surprise and gives the initiator a confused and slightly fearful look. Subsequent attempts to speak with her simply yield a sad look. Odyssila would like to answer them but does not remember how. She does, however, obey any command, suggestion or request that the PCs voice.

If a PC is especially kind to her (particularly if he compliments her work) then that PC (and only that PC) has earned the Affection of Odyssila on their AR.

**Treasure:** If the PCs find the alchemical setup, they can retrieve burning raccoon scent.

All APLs 2: Loot – 4 gp, Coin – 0 gp, Magic – ogp.

## Encounter Ten: Showdown and Rescue

The encounter begins when the PCs reach the bottom of the stairwell (Area I on the basement map in DM's Aid #2) and are ready to move into the hallway beyond (Area J). If Thape is with the PCs then he stops the party at the doorway. If Thape is not present, adjust the text accordingly.

*At the bottom of the stairwell, the little man you've been following pauses and elaborately gestures for silence. Then he silently unlocks the door with his lockpicks. He carefully opens the door just enough to peer through a crack into the room beyond. Then he draws back and gestures for you to do the same.*

If the PCs are not accompanied by Thape, then they must pick the lock themselves (Open Lock DC 25). The nerra on the other side of the door automatically hears the lock picking unless the PC shows care to do so quietly. If the PCs are detected, the nerra uses its spell-like ability to cast *mislead* (which makes no sound) and Moves Silently to position across the hall from its illusionary self. The PCs have a small chance of hearing the nerra's movements (Move Silently +12, -6 penalty to Listen due to door and distance). Once in position, the nerra

prepares an action to shatter the glass wall of the spider cage (see Tactics below).

If the PCs attempt to pick the lock quietly, allow the nerra a Listen check opposed by the lock opener's Move Silently check. In this case, the nerra's Listen check suffers a -6 penalty (for a net modifier of +8). If the nerra hears the PCs it acts as above.

If the PCs peer into the hallway they can make out a silver-skinned humanoid figure in a black robe who is seated about ten feet away from the stairwell door. If they've already battled the guards then they note that this creature is smaller than the other nerras they fought.

If the PCs simply open the door then the nerra sees the PCs at the same time they see it. Skip to the read-aloud text below and then roll initiative normally to begin combat.

If the PCs peer out at the nerra without being detected (whether because of Thape's aid or their own stealth) then each PC has the opportunity to act in a surprise round before the nerra can react. Remember that one PC must spend his surprise round action to open the door (even though it may already be slightly ajar).

### Entering the Hallway

Once the PCs actually open the door (more than just a crack) and can see into the hallway, read the following text.

*This hallway is similar to the one upstairs. It is clean but drab and dimly lit. Directly across from the door you stand in, a large section of the wall is made entirely of glass. The room beyond is not lit and it's difficult to see what's inside due to the darkness. However, something large and ominous shifts behind the glass. On your left, less than a dozen feet away, is a silver-skinned humanoid in a black robe who sits on a wooden chair. It is clearly startled by your approach.*

Any PCs with darkvision immediately make out the shape of two large spiders (one at APL 2) in the room beyond the glass wall. Any PC with low light vision is entitled to a DC 15 Spot check to detect the presence of the spiders.

If the nerra has detected the PCs' approach and already used its *mislead* ability and thus it merely appears to be sitting in the chair by the door. The PCs must interact with this illusion (e.g., attack it) before they are entitled to disbelieve it.

### Creatures:



## All APLs (EL 6)

**Nerra Inquisitor:** Sillit Nerra, hp 45; see *Appendix One*.

## APL 2 (EL 4)

**Harpoon Spider:** hp 47; see *Appendix Two*.

## APL 4 (EL 6)

**Harpoon Spiders (2):** hp 47; see *Appendix Three*.

## APL 6 (EL 8)

**Advanced Harpoon Spiders (2):** hp 102; see *Appendix Four*.

## APL 8 (EL 10)

**Advanced Harpoon Spiders (2):** hp 168; see *Appendix Five*.

**Tactics:** Once it becomes clear that the PCs represent a rescue party and not a prisoner uprising or other lesser mischief, the nerra assumes that the PCs have already neutralized the guards upstairs and that it too is at risk. Word of the PCs' intrusion must reach the other nerras, so at that point his first priority is to escape. The nerra does *not* attack the PCs for any reason.

However, given any opportunity, the nerra attempts to release the harpoon spiders to slow down (and perhaps frighten off) the PCs. It does this using its *shard spray* ability on as much of the glass wall as possible. To be effective, the spray must hit the top part of the glass, and therefore the nerra angles its cone upward (over the heads of the PCs). All parts of this wall that fall within the cone of effect for the *shard spray* are shattered and may be passed through freely.

If pressed, the nerra uses its *mislead* ability first to buy itself enough time to use its *shard spray* to free the spiders. It then uses *mislead* again to escape. Once the spiders are free, the nerra moves down the hall away from the PCs and dives into a nearby mirror. If the PCs manage to drop the nerra before it can release the spiders then they still earn experience as if they had defeated the spiders. Similarly, if the PCs corner the nerra or otherwise place it in a position where it can neither escape nor free the spiders, then it surrenders in hopes of escaping later. In this situation, the PCs also earn experience as if they had defeated the spiders.

If the wall is shattered (which is likely), the spiders immediately attack. Long hours of conditioning by the nerras have left the harpoon spiders shy of attacking the shiny creatures. Therefore, they attack the PCs first and only attack the nerra if no other targets are available.

The relative darkness of the spider cage provides the spiders with partial concealment (20% miss chance) against any creatures that lack darkvision or low light vision. As a result, the spiders prefer to stay in the darkened area and use their harpoons to drag PCs to them one at a time. A *light* spell or similar eliminates the concealment.

Finally, note that the bubble created by the gate (see *DM's Aid #2*) encloses a smaller area in the basement. The PCs have a limited space that they can move around in during this encounter.

**Development:** Afronidious is currently held prisoner in the room labeled as Area K on the second map in *DM's Aid #2*. As time has passed, the bubble has slowly closed. It has lifted Afronidious off of his bed and onto the floor. If the PCs arrive particularly late then the door to the room is barely accessible and Afronidious is being pushed against a set of armoires on the wall. In this situation, the PCs may have to squeeze into the room and extract him before he is crushed.

If any PC drew the Fool card while receiving *Lielenna's Foretelling* in *FUR6-06 Invocation and Intrigue*, pull that PC aside and read the following:

*As your eyes fall upon the helpless gnome wizard, your vision fills with mist. Suddenly you are in Feldrake Inn again sitting before the Rhenee fortuneteller. Slowly she turns your final card, your future. You see again the The Fool laid upon the rough wooden table and her voice echoes in your mind: "Fear not this card, destined one. A child could see the wisdom in your eyes. This card speaks of another..."*

Afronidious has been drugged by the nerras. While he is still conscious, he can barely walk without aid. He can't speak coherently or cast spells. A *delay poison*, *neutralize poison* or similar spell is enough for Afronidious to recover immediately. In this situation, he is grateful to the PCs and immediately aids them in any plan they have that involves him returning to the material plane in the near future. Afronidious has no combat spells prepared, nor does he have any weapons and refuses to wield a weapon unless pressed.

**Afronidious the Daft:** Male gnome conjurer 17, hp 86; see *Appendix One*.

**Treasure:** One of the spiders has the remains of a human adventurer impaled on its carapace. This unlucky fellow was its last meal before being captured by the nerra. At APLs 6 and 8, the PCs can find some treasure on the adventurer's body.

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – *scroll of fist of stone* (2 gp).

APL 8: Loot – 0 gp, Coin – 0 gp, Magic – *scroll of fist of stone* (2 gp), *scroll of blast of flame* (58 gp), *armbands of might* (342 gp each).

## Encounter Eleven: Thape Attacks!

This encounter only occurs when and if all of the following conditions are met:

1. Afronidious has been recovered and the PCs are on their way up the stairs to reach the gate.
2. The PCs have not encountered Mergha.
3. The PCs have not disabled Thape or otherwise made him unable to follow them (whether invited or not).

As the PCs ascend the stairwell with Afronidious, Thape attacks them. If the PCs have hired him and trust him enough to travel with them then he simply attacks his chosen victim. If the PCs hired Thape but made a point of watching him or keeping him at bay then Thape found a hiding place in the stairwell while the PCs were occupied with the nerra and the spiders.

If Thape has had to follow PCs at a distance, then he slipped into the stairwell from upstairs while the PCs fought the spiders downstairs.

If Thape is waiting in ambush, allow the PCs a Spot check vs. Thape's Hide check. Thape "takes 10" on his Hide check (APL 2: DC 22; APL 4: DC 24; APL 6: DC 27; APL 8: DC 29). Parties who have trusted Thape to travel with them do not get a chance to avoid surprise (short of a favor or a *Feign Surprise* card).

The stairwell itself is not steep and has no railing. This means that during combat the PCs are not restricted to moving up or down the stairs. They can climb up or down the side of the stairway with a DC 0 Climb check. Attacking someone on the bottom half of the stairway from the top half grants the attacker a +1 bonus on melee attacks for higher ground.

### Creatures:

#### APL 2 (EL 5)

**Thape Zwepena:** Male human Ftr2/Rog3; hp 31; see *Appendix Two*.

#### APL 4 (EL 7)

**Thape Zwepena:** Male human Ftr2/Rog3/InvisbleBlade2; hp 41; see *Appendix Three*.

#### APL 6 (EL 9)

**Thape Zwepena:** Male human Ftr2/Rog3/InvisbleBlade4; hp 51; see *Appendix Four*.

#### APL 8 (EL 11)

**Thape Zwepena:** Male human Ftr2/Rog4/InvisbleBlade5; hp 61; see *Appendix Five*.

**Tactics:** In all cases, Thape waits until his chosen victim is adjacent and begins with a sneak attack in the surprise round. In subsequent rounds Thape tries to feint to get a sneak attack every round (see PHB p.155). At APLs 2 and 4 he uses his Improved Feint feat to do this as a move action. At higher APLs, he uses Uncanny Feint which is a move action at APL6 and a free action at APL8. At APL8, he uses Feint Mastery to take 10 on the check and attacks with two weapons if he has acquired a dagger from the PCs.

If Thape's target moves away, Thape pursues him/her (using Tumble if necessary). Thape does not attack other members of the party unless he has no choice but to do so. If reduced below 50% of his hit points, Thape makes use of his Bleeding Wound ability on subsequent attacks. Thape attempts to flee if reduced to 25% of his hit points. Thape waits until his target PC has dropped and then stabs him one more time to be certain he has perished. Thape flees once he's convinced himself that his target is dead (not just unconscious).

**Treasure:** See Encounter Four.

## Encounter 12: Rescuing Prisoners

PC attempts to bring captives with them out of Nerrexis meet with limited success at best. First, the brain washing that the prisoners have undergone has left them reluctant to break the rules, which includes escaping. Second, the closing bubble around Afronidious' gate makes it impossible for the PCs to reach most of the prisoners in the complex. However, if the PCs attempt to rescue prisoners, allow them a Bluff, Diplomacy or Intimidate check to represent their efforts to persuade prisoners to come along. If multiple PCs are involved allow the others to Aid Another or just take the highest of multiple checks. Divide the result by 3. This number is how many prisoners were rescued.

There are two NPCs who always respond favorably to attempts for their rescue:

- If Mergha the gladiator/wrestler has been rescued by the PCs he happily follows them through the gate. Mergha knows he's not going

home, but if the PCs are any indication he figures that the wrestling on their plane is worth the trip.

- If one of the PCs befriended Odyssila, the gnome luminist from Encounter Nine, then the party finds her in the scrying room when they return with Afronidious. She has packed her meager belongings – a change of clothes, her artisan's tools and some raw lumite – into sack and is clearly intending to travel with the PCs if they'll have her. Her facial expression is a mix of fear, uncertainty, happiness and brazen courage. It should be obvious she intends to go with them if they allow it.

## Encounter 13: An Interview with Afronidious

It's up to the PCs to remember that their original mission was to interview Afronidious for a position on the Furyondy Mage Council. The gnome wizard does not know why they called on him and does not think to ask. Upon returning, Afronidious is clearly weary from his ordeal. He expresses his gratitude and offers them his hospitality. If the PCs accept, Afronidious temporarily evicts his apprentices from their room on the second floor of his tower and offers that room to the PCs along with his two guest bedrooms. He uses *major creation* spells to craft sufficient beds and bedding for everyone.

The night is relaxing and uneventful. PCs who attempt to sneak about in the night are not caught *unless* they enter Afronidious' bed chamber or study. In this case they are immediately detected by the wizard's elaborate alarm systems. A DC 17 Bluff or Diplomacy check is enough to explain their mistake. Otherwise, the PCs are kindly asked to leave his home immediately. Subsequent attempts to invade the bedroom result in their immediate forceful eviction.

If the PCs mind their manners they are served breakfast the following morning. This is the PCs opportunity to explain why they came to visit and (with Afronidious' permission) begin the interview. Again, if the PCs do not initiate the interview it does not happen.

During the interview, the PCs should get the impression that while Afronidious is informed about current events in Furyondy, he's clearly more interested in his research than in politics. Afronidious would serve on the Mage Council if asked out of loyalty to his country but he has no political ambition and no significant ideas for improving his country.

Some specific questions the PCs might ask (and Afronidious' answers) are below:

- What service could you provide to Furyondy as a member of the Furyondy Mage Council?

*"Ah! My expertise at conjuring magic would allow me to counter those used by the Old One. I won't live in Chendl though. The winters are too cold up there and the locals can hardly make a fair dresadoe tea. I also need time for my own studies. I'd probably send my trusted apprentice, Preak Osshius to sit in for me in most non-critical situations. He's a fine chap. You've met him, yes?"*

- What do you think of Thrommel's attempts to usurp the throne?

*"It sounds like hearsay to me. Oh, I'm sure someone out there is pretending to be Thrommel but I expect the real boy is long dead. Alas. He was a nice lad. Let that be a lesson to you! Wanderlust has ruined more than one nobleman's career."*

- What do you think of King Belvor?

*"The king is a good man. One of the best king's we have. I'm happy to serve my country and pay my taxes."*

- Do you know anything about Karzalin's disappearance? / What do you think of Karzalin?

*"Well that is a puzzle! I'm afraid I don't know any more about it than anyone else does."*

- What do you know Thimme de Levine/Satiana?

*"Funny you should ask. I know I've heard something interesting about him/her lately but I can't recall what it was."*

- What do you think about rumors of corruption in the Mage Council?

*"I fear I've heard a few of these rumors and it distresses me greatly. Whenever I'm distressed I just make a nice cup of chamomile tea. It helps a lot! You should try it. Would you like a cup?"*

- What advice would you give King Belvor if you were on the Mage Council?

*"Oh-ho! Why I'd tell him he's doing a great job. I'm certainly no expert on wars and such. The Old One's a menace, no question and the king's doing a fine job keeping him at bay. That Molag invasion was a fine move."*

- What's this we hear about your experiments going awry?

*"Oh, my! I am very sorry about that. I'm sure it won't happen a fourth time. The third time's a charm. I'm most careful in my studies now. I certainly don't open gates to outer planes anywhere other than my laboratory."*

- How do you feel about adventurers?

*"A good party of adventurers at the right time and place can change the course of history...but usually they just end up making fools of themselves if they don't kill themselves first."*

- Are there any types of magic/magic-users you think should be outlawed? / How do you feel about licensing/controlling magic users?

*"I've never really thought about it. The Mage Council has little tolerance for sorcerers and I must admit they make me nervous as well. I think a little bit of control of magic in our kingdom would go a long way but I think there are many others on the Council who have firm beliefs on the subject and can back them up."*

- What would you hope to gain, personally, from this position?

*"Nothing I guess. Well...perhaps the king would favor funding an experiment I've been dying to try out. I need about two pounds of star metal to do it and the stuff is dreadfully expensive."*

- What are your religious beliefs? / How do you feel about \_\_\_\_ church/god?

*"I'm afraid religion has not had much impact in my life. I see some wisdom in the writings of Boccob's clergy."*

- What do you think about half-orcs/centaurs?

*"If they are a citizen of Furyondy they deserve the rights and protections thereof. If they are not, then I respect them until I have reason to do otherwise."*

Answer other questions as best you can. The PCs should get the general impression that Afronidious, while brilliant, is indeed as daft as his nickname implies.

## Conclusion

Once you have completed the conclusion, if this is the premiere, please complete the Critical Event Summary at the end of the event and return it to the Furyondy Plots coordinator, Michelle Sharp, or RPGA HQ. While you do not need to advise the players of the questions (and it is preferable you do not), please make them aware you ARE completing this bit of paperwork and that their actions

do make a difference. Any PC actions that are not adequately covered by the questions but may become relevant in future modules or for the region in general should be explained on the backside of the paper.

Once the PCs leave Afronidious' home, they are expected to return the Chendl with their opinions. If time is available, roleplay this final encounter with Telmus. At the least, gather feedback from each player about what they recommend to the Mage Council regarding Afronidious. In either case, Telmus *insists* that each PC give a recommendation for or against Afronidious. PCs that refuse to give a non-neutral opinion do **not** receive the *Trust of the Mage Council* on their Adventure Record. Regardless of the party's success or failure, Telmus gives a bland thank you:

*Telmus blots his parchment and nods approvingly. "The Mage Council thanks you for your efforts," he says while drawing forth a sizable sack of coin. The council will review your report and if they feel your insights are worthwhile it is likely you will hear from me again. I'm sure that next time your interview won't be quite so... interesting..."*

If at least half of the PCs are opposed to Afronidious being a member of the Mage Council then they have passed the "test" of whether they are any good at evaluating candidates. As a result, all PCs but those who earlier refused to give an opinion, earn the *Trust of the Mage Council* entry on the Adventure Record.

If the PCs successfully rescued Afronidious *and* they did not insult him while they were in his home (see, in particular, Encounter Two) then they receive the Favor of Afronidious.

If any PC was asked to participate in this adventure by their metaorganization, *and* they received the Favor of Afronidious *and* their behavior did not violate the tenets of their metaorganization then she receives an influence point with that metaorganization. Fill in the appropriate blanks on the adventure record.

Finally, remember that only one PC at the table can earn the Affection of Odyssila and *only* if that person made an earnest effort to befriend her and help her escape Nerrexis. If multiple PCs seem to qualify for this favor, select the one who would be most likely to draw her affection based on race, charisma and circumstances.

## The End

## Experience Point Summary

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

### Encounter Four or Eleven

Stop Thape from murdering a party member. [This combat is mutually exclusive with the combat in Encounter Seven. The party either has one or the other].

APL2 150 xp

APL4 210 xp

APL6 270 xp

APL8 330 xp

### Encounter Five

Defeat or avoid the nerra guards.

APL2 90 xp

APL4 150 xp

APL6 210 xp

APL8 270 xp

### Encounter Seven

Win the wrestling match with Mergha. [This combat is mutually exclusive with the combat in Encounter Four/Eleven. The party has either one or the other].

APL2 150 xp

APL4 210 xp

APL6 270 xp

APL8 330 xp

### Encounter Ten

Defeat the harpoon spiders *or* prevent the sillit nerra from releasing them.

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

### Discretionary roleplaying award

APL2 90 xp

APL4 135 xp

APL6 180 xp

APL8 225 xp

### Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 xp

## Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time

Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

### Introduction

APL 2: L: 0 gp, C: 8 gp, M: 0gp.

APL 4: L: 0 gp, C: 17 gp, M: 0gp.

APL 6: L: 0 gp, C: 25 gp, M: 0gp.

APL 8: L: 0 gp, C: 33 gp, M: 0gp.

### Encounter Four/Eleven: Thape Attacks!

All APLs: L: 2 gp, C: 1 gp, M: 62 gp – *alchemical dexterity booster* (2) - (25 gp each), *elixir of love* – (12 gp each).

### Encounter Five: Trouble Calling

APL 2: L: 0 gp, C: 0 gp, M: 452 gp – *shard longsword* (2) - (176 gp each), *bracers of quick strike* – (100 gp each).

APL 4-8: L: 0 gp, C: 0 gp, M: 804 gp – *shard longsword* (4) - (176 gp each), *bracers of quick strike* – (100 gp).

### Encounter Nine: Workshop of the Bizarre

All APLs: L: 4 gp, C: 0 gp, M: 0 gp.

### Encounter Ten: Showdown and Rescue

APL 2-4: L: 0 gp, C: 0 gp, M: 0gp.

APL 6: L: 0 gp, C: 0 gp, M: 2 gp – *scroll of fist of stone* (2 gp each).

APL 8: L: 0 gp, C: 0 gp, M: 402 gp – *scroll of fist of stone* (2 gp each), *scroll of blast of flame* (58 gp each), *armbands of might* (342 gp each).

### Total Possible Treasure

APL 2: L: 6 gp; C: 9 gp; M: 514 gp - Total: 529 gp (max 450 gp)

APL 4: L: 6 gp; C: 18 gp; M: 866 gp - Total: 890 gp (max 650 gp)

APL 6: L: 6 gp; C: 26 gp; M: 868 gp - Total: 900 gp

APL 8: L: 6 gp; C: 34 gp; M: 1268 gp - Total: 1308 gp (max 1300 gp)

### Special

#### Influence Point with the Mage Council.

**Trust of the Mage Council:** PCs who possess the Ring of the Arcane from FUR6-06 *Invocation and Intrigue*, may upgrade the ring with the ability to extend (as the metamagic feat) one *mage armor* or *greater mage armor* spell per day. This upgrade costs 750gp.

**Favor of Afronidious:** This favor grants one of the following (Cross off this favor once used):

- Access to one of the following spells from the Spell Compendium (cross off all others): *benign transposition*, *baleful transposition*, *nauseating breath*, *translocation trick*, *greater dimension door*, *wall of gears*, *stun ray*.
- Repair a weapon that has been sundered at half the normal cost.

**Alchemical Dexterity Booster:** This liquid grants a +2 alchemical bonus to Dexterity for one hour (cost: 300gp).

**Burning Raccoon Scent:** This scent grants a +6 alchemical bonus to Intimidate checks vs. raccoons for one hour (cost: 50gp).

**Shard Longsword:** While on the plane of mirrors (or in the hands of a Nerra), this sword acts as a +2 *wounding* weapon. On any other plane it acts as a +1 weapon. In either case, it requires the Exotic Weapon Proficiency (shard longsword) to use without penalty.

**Influence Point (IP)** with the \_\_\_\_\_ metaorg. This influence point grants one time Regional access to any one item for which the PC currently has Adventure access from a Year 6 Furyondy regional adventure. This IP is consumed once used. Item: \_\_\_\_\_ AR#\_\_\_\_\_.

**Affection of Odyssila:** The gnome artisan has given you a gift: a lumite image of you on a journey. Once per week, the piece can be used as a *quaal's feather token* (bird) except that the messenger is a tiny image of you made of light (with a speed of 30 ft.) which cannot fly. This piece has no monetary value and you lose this favor if you attempt to sell it.

**Theft from Afronidious:** This PC has earned the disfavor of the gnome wizard. They lose the Favor of Afronidious and are ineligible to play future adventures in the Eight of Wands plot arc.

**Something Interesting:** You found some information in Afronidious' study. To find out what it was, email [nuxoll@furyondy.com](mailto:nuxoll@furyondy.com) and inform him on what page in the journal you found the information.

# Items for the Adventure Record

## Item Access

APLs 2-4:

- Alchemical Dexterity Booster (Adventure; see above; 300 gp)
- Burning Raccoon Scent (Adventure; see above; 50 gp)
- Elixir of Love (Adventure; DMG; 150 gp)
- Shard longsword (Adventure; 2115 gp)
- Bracers of Quickstrike (Adventure; MH; 1200 gp)

APL 6 (all of APLs 2-4 plus the following):

- Arcane scroll of fist of stone (Adventure; SC; 25 gp)

APL 8 (all of APLs 2-6 plus the following):

- Arcane scroll of blast of flame (Adventure; SC; 700 gp)
- Armbands of Might (Adventure; CV; 4100 gp)

## Appendix One – All APLs

### Encounter Twelve

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**Afronidious the Daft:** CR 17; Male Gnome Wiz 17 (conjurer); Small Humanoid (gnome); HD 17d4+34; hp 86; Init +0; Spd 20 ft.; AC 11, touch 11, flat-footed 11; Base Atk/Grp: +8/+3; Atk: none; SQ low-light vision, gnome spell-like abilities; AL CG; SV Fort +7, Ref +5, Will +8; Str 8, Dex 10, Con 14, Int 22, Wis 6, Cha 10.

*Skills and Feats:* Craft (Alchemy) +28, Craft (Trapmaking) +18, Craft (Weaponsmith) +16, Knowledge (Arcana) +26, Knowledge (Architecture and Engineering) +11, Knowledge (Geography) +11, Knowledge (History) +11, Knowledge (Local) +11, Knowledge (Nobility and Royalty) +11, Knowledge (Religion) +11, Knowledge (The Planes) +29, Spellcraft +28; Languages: Common, Gnome, Draconic, Dwarven, Elven, Orc; Brew Potion, Craft Magic Arms and Armor, Craft Staff, Craft Wondrous Item, Extend Spell, Forge Ring, Greater Spell Focus (Conjuration), Scribe Scroll, Skill Focus (Knowledge (The Planes)), Spell Focus (Conjuration).

*Spells Prepared\** (4+1/6+1/6+1/5+1/5+1/5+1/5+1/3+1/2+1/1+1 base DC = 16 + spell level, conjuration spells DC = 18 + spell level): 0 - *detect magic* (~~2~~), *mage hand*, *open/close*, *read magic*; 1st - *expeditious retreat*, *mage armor* (~~2~~), *shield* (~~2~~), *unseen servant*; 2nd - ~~*darkvision*~~; 3rd - *nondetection*; 4th - *arcane eye*, *detect scrying*, *dimension door*, *dimensional anchor*, *Leomund's secure shelter*; 5th - ~~*dismissal*~~, *fabricate*, *major creation* (2), *passwall*, *Rary's telepathic bond*; 6th - *analyze dweomer*, *greater dispel magic*, ~~*globe of invulnerability*~~, *legend lore*, *true seeing*; 7th - ~~*greater arcane sight*~~, *teleport object*, *greater teleport*; 8th - *dimensional lock*, ~~*greater prying eyes*~~; 9th - ~~*gate*~~ (~~x2~~).

\*Afronidious has fewer spells memorized than he is allowed. This is because he did not see the need to make the effort or take the extra time from his research to memorize extra spells that he believed would not be useful for that research. Since he also did not see the need to take his spellbook along to “just briefly check out” the gate, he is unable to memorize more.

Note: After losing his third familiar to an unexpected alchemical explosion, Afronidious has opted not to summon another one.



## Appendix Two – APL 2

### Encounter Four/Eleven

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**Thape Zwepena:** CR 5; Male Human Rog3/Ftr2; Medium Humanoid (human); HD 3d6+2d10+5; hp 33; Init +4; Spd 30 ft.; AC 14, touch 14, flat-footed 10; Base Atk/Grp: +4/+4; Atk: +8 melee (1d4 dagger\*); Full Atk: +8 melee (1d4 dagger\*) or +8 ranged (1d4 dagger\*); SQ sneak attack (2d6), trapfinding, evasion, trap sense; AL CE; SV Fort +5, Ref +7, Will +0; Str 10, Dex 19, Con 12, Int 16, Wis 8, Cha 8.

*Skills and Feats:* Bluff +7, Climb +5, Escape Artist +10, Hide +12, Jump +5, Knowledge (Local) +9, Listen +5, Move Silently +10, Open Lock +10, Search +9, Sense Motive +7, Sleight of Hand +12, Spot +5, Tumble +10; Combat Expertise, Far Shot, Improved Feint, Point Blank Shot, Weapon Finesse.

*Possessions:* alchemical dexterity booster, dagger\*, elixir of love, shank, 8 strangely shaped coins, sweet, thieves' tools.

**\*If the PCs did not trade a dagger to Thape then his only weapon is his improvised weapon (a shank that deals 1d2 damage and only scores a critical hit on a natural 20 but is otherwise identical to a dagger).**

### Encounter Five

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**Nerra Guard:** CR 3; Kalareem Nerra, Medium Outsider (Extraplanar); 3d8+6; hp 19; Init +3; Spd 30 ft.; AC 18; touch 13; flat-footed 15; Base Atk/Grp +3/+4; Atk: +9 melee (1d8+3 plus wounding/19-20, shard longsword); Full Atk +5 melee (1d8+3 plus wounding/19-20, shard longsword) and +5 melee (1d8+2 plus wounding/19-20, shard longsword); SA shard spray, spell-like abilities; SQ darkvision 60ft; cold resistance 10, electricity resistance 10, fire resistance 10, mirror jump, outsider traits, reflective spell resistance 15, sonic vulnerability; SV Fort +5, Ref +6, Will +5; AL N; Str 13, Con 15, Dex 16, Int 10, Wis 14, Cha 13.

*Skills and Feats:* Bluff +7; Diplomacy +6; Disguise +7 (+9 acting); Hide +9; Intimidate +7; Knowledge (The Planes) +6; Knowledge (Arcana) +6; Listen +8; Move Silently +9; Sense Motive +7; Spot +8; Languages: Common, Nerra; Exotic Weapon Proficiency (shard longsword), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (shard longsword).

*Possessions:* chain mail, key to stairwell and guardroom, shard longsword (2).

**Mirror Jump (Su):** Nerras can move through mirrored and reflective surfaces at will. This effect is similar to shadow walk, but the nerra travels along the Plane of Mirrors. As a standard action, the nerra must touch a mirror or other highly reflective surface. The nerra then exits from another mirror that is no further than 1 mile away.

If a nerra touches a regular mirror, the mirror jump happens automatically. A nerra can also touch a highly reflective surface, such as a polished metal shield or armor. This surface must be clear glass, a still pool of water, or shiny metal. There is a 30% chance that the surface is reflective enough for the nerra to make the mirror jump. However, a nerra can only enter a nonmirrored surface - it can return only through a normal mirror.

If another mirror is not within the range of the mirror jump, the nerra must wander the Plane of Mirrors and exit through another random mirror portal.

**Reflective Spell Resistance (Sp):** A nerra has a special type of spell resistance that causes any targeted spell it successfully resists to bounce off and reflect back at the caster. The caster becomes either the spell's target or the point of origin for the spell's effect, as appropriate. In addition, nerra are immune to gaze attacks, and such an effect is reflected back to its origin.

**Shard Spray (Su):** Three times per day, a kalareem can release a spray of mirrorlike shards from its hands that can flay flesh and cause massive lacerations. The spray is a 30-foot cone and it deals 1d4 points of damage per level of the kalareem to a maximum of 5d4.

In addition, a wound resulting from a kalareem's shard spray bleeds for an additional 2 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 4 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 any cure spell or other healing spell (heal, healing circle, or the like).

**Sonic Vulnerability (Ex):** All nerras take half again as much (+50%) damage as normal from an attack

involving sonic energy, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Spell-Like Abilities:** 1/day mirror image, Caster level 12th; save DC 11+spell level.

### **Encounter Seven**

**Mergha:** CR 6; Male Human Rog1/Bbn 1/Ftr4; Medium Humanoid (human); HD 1d6+1d12+4d10+18; hp 55; Init +1; Spd 40 ft.; AC 11, touch 11, flat-footed 10; Base Atk/Grp: +5/+8; Atk: +9 melee (1d3+5 unarmed strike); Full Atk: +9 melee (1d3+5 unarmed strike); SQ sneak attack (+1d6), trapfinding, rage; AL CG; SV Fort +9, Ref +4, Will +4; Str 17, Dex 13, Con 16, Int 4, Wis 16, Cha 6.

**Skills and Feats:** Balance +7, Escape Artist +6, Intimidate +3, Perform +2, Tumble +8, Jump +14, Climb +3, Craft -3, Ride +1, Swim +3; Clever Wrestling, Dodge, Earth's Embrace, Improved Unarmed Strike, Reckless Rage, Weapon Focus (Unarmed), Weapon Specialization (Unarmed).

**Possessions:** none.

**Power-Up Suite (Rage):** hp 67, AC 9, touch 9, flat-footed 8, Grp: +11; Atk: +11 melee (1d3+7 unarmed strike); Full Atk: +11 melee (1d3+7 unarmed strike); Fort +11, Ref +4, Will +6.

### **Encounter Ten**

**Nerra Inquisitor:** CR 6; Sillit Nerra; Medium outsider (extraplanar); 7d8+14; hp 48; Init +6; Spd 30 ft.; AC 21; touch 12; flat-footed 19; Base Atk/Grp +7/+8; Atk +12 melee (1d8+3 plus wounding/19-20, shard longsword); Full Atk +12 melee (1d8+3 plus wounding/19-20; shard longsword); SA Shard spray, spell-like abilities; SQ Darkvision 60ft; cold resistance 15, electricity resistance 15, fire resistance 15, mirror jump, outsider traits, reflective spell resistance 19, sonic vulnerability; SV Fort +7, Ref +7, Will +7; AL N; Str 13, Con 14, Dex 15, Int 17, Wis 14, Cha 18.

**Skills and Feats:** Bluff +14, Diplomacy +8, Disguise +14 (+16 acting), Gather Information +14, Hide +12, Intimidate +16, Knowledge(The Planes) +13, Listen +14, Move Silently +12, Search +12, Sense Motive +14, Spot +14, Survival +2; Languages: Common, Nerra; Alertness, Exotic Weapon Proficiency (shard longsword), Improved Initiative, Weapon Finesse, Weapon Focus (shard longsword).

**Possessions:** chain mail, shard longsword.

**Mirror Jump (Su):** Nerras can move through mirrored and reflective surfaces at will. This effect is

similar to shadow walk, but the nerra travels along the Plane of Mirrors. As a standard action, the nerra must touch a mirror or other highly reflective surface. The nerra then exits from another mirror that is no further than 1 mile away.

If a nerra touches a regular mirror, the mirror jump happens automatically. A nerra can also touch a highly reflective surface, such as a polished metal shield or armor. This surface must be clear glass, a still pool of water, or shiny metal. There is a 30% chance that the surface is reflective enough for the nerra to make the mirror jump. However, a nerra can only enter a nonmirrored surface- it can return only through a normal mirror.

If another mirror is not within the range of the mirror jump, the nerra must wander the Plane of Mirrors and exit through another random mirror portal.

**Reflective Spell Resistance (Sp):** A nerra has a special type of spell resistance that causes any targeted spell it successfully resists to bounce off and reflect back at the caster. The caster becomes either the spell's target or the point of origin for the spell's effect, as appropriate. In addition, nerras are immune to gaze attacks, and such an effect is reflected back to its origin.

**Shard Spray (Su):** Three times per day, a sillit can release a spray of mirrorlike shards from its hands that can flay flesh and cause massive lacerations. The spray is a 30-foot cone and it deals 1d6 points of damage per level of the sillit to a maximum of 5d6.

In addition, a wound resulting from a sillit's shard spray bleeds for an additional 2 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 4 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 any cure spell or other healing spell (heal, healing circle, or the like).

**Sonic Vulnerability (Ex):** All nerras take half again as much (+50%) damage as normal from an attack involving sonic energy, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Spell-Like Abilities:** At will – *disguise self*, *false vision*; 3/day – *mislead*. Caster level 16th; save DC 14+spell level.

**Harpoon Spider:** CR 4; Large aberration; HD 5d8+20+5; hp 47; Init +4; Spd 40 ft., climb 20 ft.; AC 16; touch 13; flat-footed 12; Base Atk/Grp: +3/+10; Atk: +5 melee (1d8+3 plus poison, bite) or +6 ranged (1d4+1

plus harpooning, fang); Full Atk: +5 melee (1d8+3 plus poison, bite) or +6/+6 ranged (1d4+1 plus harpooning, fangs); Space/Reach 10 ft./5 ft.; SA harpooning, poison; SQ darkvision 120ft, evasion, spines, web movement; SV Fort +5, Ref +5, Will +5; AL CE; Str 17, Con 18, Dex 19, Int 14, Wis 12, Cha 9.

*Skills and Feats:* Balance +8; Climb +16; Hide +8; Jump +21; Spot +7, Tumble +13; Combat Reflexes; Improved Toughness; Improved Trip<sup>B</sup>.

**Harpooning (Ex):** As ranged attacks, a harpoon spider can fire one or two fangs up to 20 feet (no range increment). The spider can fire at two different targets if it chooses. A successful hit deals 1d4+1 points of damage as the harpoon hooks the flesh of the target and immediately exudes a thick, sticky glue. The spider can reel in a harpoon as a free action; treat this as a trip attack (+10 bonus) against any creature attached to the fang. Failure indicates that the harpoon rips free (and deals another 1d4+1 points of damage to the victim). Success indicates that the victim is pulled off its feet and dragged back to the spider, who can immediately make a free bite attack against the victim. A harpoon spider can only pull a creature smaller than itself in this manner. Attempts to retract a creature of its own size or larger automatically causes the fang to rip free as if the trip attack failed. The glue exuded by the spider's fangs decomposes quickly, and at the end of the spider's turn the fang automatically detaches.

**Poison (Ex):** Injury Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution-based.

**Spines (Ex):** Any creature striking a harpoon spider with its body or a handheld weapon must make a DC 16 Reflex save or take 1d6 points of piercing damage from the spider's spines. (Creatures wielding reach weapons, such as longswords, are not subject to this damage.) The spines also deal an extra 1d6 points of damage on a successful grapple check (much like armor spikes). The save DC is Dexterity-based.

As a full-round action, a harpoon spider can pick up a Medium or smaller helpless creature with its legs and impale the body on its spines, dealing 2d6 points of piercing damage. The spider can carry up to 2 Medium, 8 Small, 32 Tiny or 128 Diminutive or smaller creatures in this manner. Harpoon spiders often use this method to carry their next meals.

**Web Movement (Ex):** Although they cannot spin webs themselves, harpoon spiders can climb around and through webs with ease using their climb speed. They are immune to the effects of a web spell.

**Skills:** A harpoon spider has a +8 racial bonus on Climb checks and Jump checks, and it can always choose to take 10 on a Climb check, even if rushed or threatened.

## Appendix Three – APL 4

### Encounter Four/Eleven

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**Thape Zwepena:** CR 7; Male Human Rog3/Ftr2/InvisibleBlade2; Medium Humanoid (human); HD 3d6+2d6+2d10+7; hp 43; Init +4; Spd 30 ft.; AC 14, touch 14, flat-footed 10; Base Atk/Grp: +6/+6; Atk: +11 melee (1d4/19-20, dagger\*); Full Atk: +11/+6 melee (1d4/19-20, dagger\*) or +11/+6 ranged (1d4/19-20, dagger\*); SQ sneak attack (+3d6), trapfinding, evasion, trap sense, bleeding wound; AL CE; SV Fort +5, Ref +10, Will +0; Str 10, Dex 19, Con 12, Int 16, Wis 8, Cha 8.

*Skills and Feats:* Bluff +9, Escape Artist +12, Hide +14, Knowledge (Local) +9, Listen +7, Move Silently +12, Open Lock +9, Search +9, Sense Motive +8, Sleight of Hand +12, Spot +7, Tumble +12; Combat Expertise, Far Shot, Improved Feint, Point Blank Shot, Weapon Finesse, Weapon Focus (Dagger).

*Possessions:* alchemical dexterity booster, dagger\*, *elixir of love*, shank, 8 strangely shaped coins, sweet, thieves' tools.

**Bleeding Wound (Ex):** An invisible blade of 2nd level or higher that makes a successful dagger sneak attack can choose to deal a bleeding wound, sacrificing 1d6 points of the extra damage from the dagger sneak attack. Such an attack deals damage as normal in the round when the attack hits. Thereafter, the wound caused by the invisible blade's dagger bleeds for 1 point of damage per round. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a DC 15 Heal check or the application of any cure spell or other healing spell (heal, healing circle, and so on). Creatures immune to sneak attack damage are immune to bleeding wounds as well.

**\*If the PCs did not trade a dagger to Thape then his only weapon is his improvised weapon (a shank that deals 1d2 damage and only scores a critical hit on a natural 20 but is otherwise identical to a dagger).**

### Encounter Five

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**Nerra Guard:** CR 3; Kalareem Nerra, Medium Outsider (Extraplanar); 3d8+6; hp 19; Init +3; Spd 30 ft.; AC 18; touch 13; flat-footed 15; Base Atk/Grp +3/+4; Atk: +9 melee (1d8+3 plus wounding/19-20, shard longsword); Full Atk +5 melee (1d8+3 plus wounding/19-20, shard longsword) and +5 melee (1d8+2 plus wounding/19-20, shard longsword); SA

shard spray, spell-like abilities; SQ darkvision 60ft; cold resistance 10, electricity resistance 10, fire resistance 10, mirror jump, outsider traits, reflective spell resistance 15, sonic vulnerability; SV Fort +5, Ref +6, Will +5; AL N; Str 13, Con 15, Dex 16, Int 10, Wis 14, Cha 13.

*Skills and Feats:* Bluff +7; Diplomacy +6; Disguise +7 (+9 acting); Hide +9; Intimidate +7; Knowledge (The Planes) +6; Knowledge (Arcana) +6; Listen +8; Move Silently +9; Sense Motive +7; Spot +8; Languages: Common, Nerra; Exotic Weapon Proficiency (shard longsword), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (shard longsword).

*Possessions:* chain mail, key to stairwell and guardroom, shard longsword (2).

**Mirror Jump (Su):** Nerras can move through mirrored and reflective surfaces at will. This effect is similar to shadow walk, but the nerra travels along the Plane of Mirrors. As a standard action, the nerra must touch a mirror or other highly reflective surface. The nerra then exits from another mirror that is no further than 1 mile away.

If a nerra touches a regular mirror, the mirror jump happens automatically. A nerra can also touch a highly reflective surface, such as a polished metal shield or armor. This surface must be clear glass, a still pool of water, or shiny metal. There is a 30% chance that the surface is reflective enough for the nerra to make the mirror jump. However, a nerra can only enter a nonmirrored surface - it can return only through a normal mirror.

If another mirror is not within the range of the mirror jump, the nerra must wander the Plane of Mirrors and exit through another random mirror portal.

**Reflective Spell Resistance (Sp):** A nerra has a special type of spell resistance that causes any targeted spell it successfully resists to bounce off and reflect back at the caster. The caster becomes either the spell's target or the point of origin for the spell's effect, as appropriate. In addition, nerra are immune to gaze attacks, and such an effect is reflected back to its origin.

**Shard Spray (Su):** Three times per day, a kalareem can release a spray of mirrorlike shards from its hands that can flay flesh and cause massive lacerations. The spray is a 30-foot cone and it deals 1d4 points of damage per level of the kalareem to a maximum of 5d4.

In addition, a wound resulting from a kalareem's shard spray bleeds for an additional 2 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 4 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 any cure spell or other healing spell (heal, healing circle, or the like).

**Sonic Vulnerability (Ex):** All nerras take half again as much (+50%) damage as normal from an attack involving sonic energy, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Spell-Like Abilities:** 1/day mirror image, Caster level 12th; save DC 11+spell level.

## Encounter Seven

**Mergha:** CR 8; Male human Rog1/Reaping Mauler2/Bbn1/Ftr4; Medium humanoid (human); HD 1d6+2d10+1d12+4d10+24; hp 73; Init +1; Spd 40 ft.; AC 11, touch 11, flat-footed 10; Base Atk/Grp: +7/+12; Atk: +12 melee (1d3+6 unarmed strike); Full Atk: +12/+7 melee (1d3+6 unarmed strike); SQ sneak attack (+1d6), trapfinding, rage, adept wrestling; AL CG; SV Fort +12, Ref +7, Will +4; Str 18, Dex 13, Con 16, Int 4, Wis 16, Cha 6.

**Skills and Feats:** Balance +7, Escape Artist +6 (+7 opposed), Intimidate +3, Perform +2, Tumble +10, Jump +13; Clever Wrestling, Dodge, Earth's Embrace, Improved Grapple, Improved Unarmed Strike, Mobility, Reckless Rage, Weapon Focus (Unarmed), Weapon Specialization (Unarmed).

**Possessions:** none.

**Adept Wrestling (Ex):** Beginning at 2nd level, a reaping mauler who is wearing light armor or no armor gains a +1 bonus on all grapple checks and opposed Dexterity or Strength checks. This bonus increases to +2 at 4th level.

**Power-Up Suite (Rage):** hp 89, AC 9, touch 9, flat-footed 8, Grp: +15; Atk: +14 melee (1d3+8 unarmed strike); Full Atk: +14/+9 melee (1d3+8 unarmed strike); Fort +14, Ref +7, Will +6.

## Encounter Ten

**Nerra Inquisitor:** CR 6; Sillit Nerra; Medium outsider (extraplanar); 7d8+14; hp 48; Init +6; Spd 30 ft.; AC 21; touch 12; flat-footed 19; Base Atk/Grp +7/+8; Atk +12 melee (1d8+3 plus wounding/19-20, shard longsword); Full Atk +12 melee (1d8+3 plus wounding/19-20; shard longsword); SA Shard spray, spell-like abilities; SQ

Darkvision 60ft; cold resistance 15, electricity resistance 15, fire resistance 15, mirror jump, outsider traits, reflective spell resistance 19, sonic vulnerability; SV Fort +7, Ref +7, Will +7; AL N; Str 13, Con 14, Dex 15, Int 17, Wis 14, Cha 18.

**Skills and Feats:** Bluff +14, Diplomacy +8, Disguise +14 (+16 acting), Gather Information +14, Hide +12, Intimidate +16, Knowledge(The Planes) +13, Listen +14, Move Silently +12, Search +12, Sense Motive +14, Spot +14, Survival +2; Languages: Common, Nerra; Alertness, Exotic Weapon Proficiency (shard longsword), Improved Initiative, Weapon Finesse, Weapon Focus (shard longsword).

**Possessions:** chain mail, shard longsword.

**Mirror Jump (Su):** Nerras can move through mirrored and reflective surfaces at will. This effect is similar to shadow walk, but the nerra travels along the Plane of Mirrors. As a standard action, the nerra must touch a mirror or other highly reflective surface. The nerra then exits from another mirror that is no further than 1 mile away.

If a nerra touches a regular mirror, the mirror jump happens automatically. A nerra can also touch a highly reflective surface, such as a polished metal shield or armor. This surface must be clear glass, a still pool of water, or shiny metal. There is a 30% chance that the surface is reflective enough for the nerra to make the mirror jump. However, a nerra can only enter a nonmirrored surface- it can return only through a normal mirror.

If another mirror is not within the range of the mirror jump, the nerra must wander the Plane of Mirrors and exit through another random mirror portal.

**Reflective Spell Resistance (Sp):** A nerra has a special type of spell resistance that causes any targeted spell it successfully resists to bounce off and reflect back at the caster. The caster becomes either the spell's target or the point of origin for the spell's effect, as appropriate. In addition, nerras are immune to gaze attacks, and such an effect is reflected back to its origin.

**Shard Spray (Su):** Three times per day, a sillit can release a spray of mirrorlike shards from its hands that can flay flesh and cause massive lacerations. The spray is a 30-foot cone and it deals 1d6 points of damage per level of the sillit to a maximum of 5d6.

In addition, a wound resulting from a sillit's shard spray bleeds for an additional 2 points of damage per round thereafter. Multiple wounds from such attacks

result in cumulative bleeding loss (two wounds for 4 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 any cure spell or other healing spell (heal, healing circle, or the like).

**Sonic Vulnerability (Ex):** All nerras take half again as much (+50%) damage as normal from an attack involving sonic energy, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Spell-Like Abilities:** At will – *disguise self*, *false vision*; 3/day – *mislead*. Caster level 16th; save DC 14+spell level.

**Harpoon Spider:** CR 4; Large aberration; HD 5d8+20+5; hp 47; Init +4; Spd 40 ft., climb 20 ft.; AC 16; touch 13; flat-footed 12; Base Atk/Grp: +3/+10; Atk: +5 melee (1d8+3 plus poison, bite) or +6 ranged (1d4+1 plus harpooning, fang); Full Atk: +5 melee (1d8+3 plus poison, bite) or +6/+6 ranged (1d4+1 plus harpooning, fangs); Space/Reach 10 ft./5 ft.; SA harpooning, poison; SQ darkvision 120ft, evasion, spines, web movement; SV Fort +5, Ref +5, Will +5; AL CE; Str 17, Con 18, Dex 19, Int 14, Wis 12, Cha 9.

**Skills and Feats:** Balance +8; Climb +16; Hide +8; Jump +21; Spot +7, Tumble +13; Combat Reflexes; Improved Toughness; Improved Trip<sup>B</sup>.

**Harpooning (Ex):** As ranged attacks, a harpoon spider can fire one or two fangs up to 20 feet (no range increment). The spider can fire at two different targets if it chooses. A successful hit deals 1d4+1 points of damage as the harpoon hooks the flesh of the target and immediately exudes a thick, sticky glue. The spider can reel in a harpoon as a free action; treat this as a trip attack (+10 bonus) against any creature attached to the fang. Failure indicates that the harpoon rips free (and deals another 1d4+1 points of damage to the victim). Success indicates that the victim is pulled off its feet and dragged back to the spider, who can immediately make a free bite attack against the victim. A harpoon spider can only pull a creature smaller than itself in this manner. Attempts to retract a creature of its own size or larger automatically causes the fang to rip free as if the trip attack failed. The glue exuded by the spider's fangs decomposes quickly, and at the end of the spider's turn the fang automatically detaches.

**Poison (Ex):** Injury Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution-based.

**Spines (Ex):** Any creature striking a harpoon spider with its body or a handheld weapon must make a DC 16 Reflex save or take 1d6 points of piercing

damage from the spider's spines. (Creatures wielding reach weapons, such as longswords, are not subject to this damage.) The spines also deal an extra 1d6 points of damage on a successful grapple check (much like armor spikes). The save DC is Dexterity-based.

As a full-round action, a harpoon spider can pick up a Medium or smaller helpless creature with its legs and impale the body on its spines, dealing 2d6 points of piercing damage. The spider can carry up to 2 Medium, 8 Small, 32 Tiny or 128 Diminutive or smaller creatures in this manner. Harpoon spiders often use this method to carry their next meals.

**Web Movement (Ex):** Although they cannot spin webs themselves, harpoon spiders can climb around and through webs with ease using their climb speed. They are immune to the effects of a web spell.

**Skills:** A harpoon spider has a +8 racial bonus on Climb checks and Jump checks, and it can always choose to take 10 on a Climb check, even if rushed or threatened.

## Appendix Four – APL 6

### Encounter Four/Eleven

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**Thape Zwepena:** CR 9; Male humanoid Rog3/Ftr2/InvisibleBlade4; Medium humanoid (human); HD 3d6+4d6+2d10+9; hp 53; Init +5; Spd 30 ft.; AC 15, touch 15, flat-footed 10; Base Atk/Grp: +8/+8; Atk: +14 melee (1d4/19-20, dagger\*); Full Atk: +12/+7 melee (1d4/19-20, dagger\*) and +12 melee (1d2 shank) or +12/+7 ranged (1d4/19-20, dagger\*) and +12 ranged (1d2 shank); SQ sneak attack (+4d6), trapfinding, evasion, trap sense, bleeding wound, uncanny feint, feint mastery; AL CE; SV Fort +6, Ref +12, Will +1; Str 10, Dex 20, Con 12, Int 16, Wis 8, Cha 8.

*Skills and Feats:* Bluff +11, Escape Artist +15, Hide +17, Knowledge (Local) +9, Listen +9, Move Silently +15, Open Lock +10, Search +9, Sense Motive +9, Sleight of Hand +13, Spot +9, Tumble +15; Combat Expertise, Far Shot, Point Blank Shot, Quick Draw, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Dagger).

*Possessions:* alchemical dexterity booster, dagger\*, *elixir of love*, shank, 8 strangely shaped coins, sweet, thieves' tools.

**Bleeding Wound (Ex):** An invisible blade of 2nd level or higher that makes a successful dagger sneak attack can choose to deal a bleeding wound, sacrificing 1d6 points of the extra damage from the dagger sneak attack. Such an attack deals damage as normal in the round when the attack hits. Thereafter, the wound caused by the invisible blade's dagger bleeds for 1 point of damage per round. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a DC 15 Heal check or the application of any cure spell or other healing spell (heal, healing circle, and so on). Creatures immune to sneak attack damage are immune to bleeding wounds as well.

**Uncanny Feint (Ex):** At 3rd level, an invisible blade gains the ability to feint in combat (see page 68 of the Player's Handbook) as a move action rather than a standard action. At 5th level, the character can feint in combat as a free action. An invisible blade can use uncanny feint only when armed with a dagger, kukri, or punching dagger.

**Feint Mastery (Ex):** At 4th level, an invisible blade armed with a dagger, kukri, or punching dagger

becomes so sure of his ability to mislead opponents that he can take 10 on all Bluff checks when feinting in combat (see page 68 of the Player's Handbook), even if stress and distractions would normally prevent him from doing so.

**\*If the PCs did not trade a dagger to Thape then his only weapon is his improvised weapon (a shank that deals 1d2 damage and only scores a critical hit on a natural 20 but is otherwise identical to a dagger).**

### Encounter Five

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**Nerra Guard:** CR 5; Kalareem nerra Ftr2; Medium outsider (extraplanar); HD 3d8+2d10+20; hp 43; Init +5; Spd 30 ft.; AC 23, touch 14, flat-footed 19; Base Atk/Grp: +5/+7; Atk: +13 melee (1d8+4/19-20 plus wounding/19-20, shard longsword); Full Atk: +9 melee (1d8+4/19-20 plus wounding/19-20, shard longsword) and +9 melee (1d8+3/19-20 plus wounding/19-20, shard longsword); SQ darkvision, cold resistance 10, electricity resistance 10, fire resistance 10, mirror jump, outsider traits, spell-like abilities, reflective spell resistance 17, sonic vulnerability; AL N; SV Fort +10, Ref +8, Will +5; Str 14, Dex 20, Con 18, Int 10, Wis 14, Cha 11.

*Skills and Feats:* Bluff +7, Diplomacy +7, Disguise +6 (+8 acting), Hide +11, Intimidate +7, Listen +8, Knowledge (The Planes) +6, Knowledge (Arcana) +6, Move Silently +11, Sense Motive +8, Spot +8; Languages: Common, Nerra; Exotic Weapon Proficiency (Shard Longsword), Power Attack, Quick Draw, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Shard Longsword).

*Possessions:* chain shirt, key to stairwell and guardroom, shard longsword (2).

**Mirror Jump (Su):** Nerras can move through mirrored and reflective surfaces at will. This effect is similar to shadow walk, but the nerra travels along the Plane of Mirrors. As a standard action, the nerra must touch a mirror or other highly reflective surface. The nerra then exits from another mirror that is no further than 1 mile away.

If a nerra touches a regular mirror, the mirror jump happens automatically. A nerra can also touch a highly reflective surface, such as a polished metal shield or armor. This surface must be clear glass, a still pool of water, or shiny metal. There is a 30% chance that the surface is reflective enough for the nerra to make the mirror jump. However, a nerra can only

enter a nonmirrored surface - it can return only through a normal mirror.

If another mirror is not within the range of the mirror jump, the nerra must wander the Plane of Mirrors and exit through another random mirror portal.

**Reflective Spell Resistance (Sp):** A nerra has a special type of spell resistance that causes any targeted spell it successfully resists to bounce off and reflect back at the caster. The caster becomes either the spell's target or the point of origin for the spell's effect, as appropriate. In addition, nerra are immune to gaze attacks, and such an effect is reflected back to its origin.

**Shard Spray (Su):** Three times per day, a kalareem can release a spray of mirrorlike shards from its hands that can flay flesh and cause massive lacerations. The spray is a 30-foot cone and it deals 1d4 points of damage per level of the kalareem to a maximum of 5d4.

In addition, a wound resulting from a kalareem's shard spray bleeds for an additional 2 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 4 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 any cure spell or other healing spell (heal, healing circle, or the like).

**Sonic Vulnerability (Ex):** All nerras take half again as much (+50%) damage as normal from an attack involving sonic energy, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Spell-Like Abilities:** 1/day mirror image, Caster level 12th; save DC 11+spell level.

### Encounter Seven

**Mergha:** CR 10; Male human Rog1/Reaping Mauler4/Bbn1/Ftr4; Medium humanoid (human); HD 1d6+4d10+1d12+4d10+30; hp 91; Init +1; Spd 40 ft.; AC 11, touch 11, flat-footed 10; Base Atk/Grp: +9/+15; Atk: +14 melee (1d3+6 unarmed strike); Full Atk: +14/+9 melee (1d3+6 unarmed strike); SQ sneak attack (+1d6), trapfinding, rage, adept wrestling, counter grapple, sleeper lock; AL CG; SV Fort +13, Ref +8, Will +5; Str 18, Dex 13, Con 16, Int 4, Wis 16, Cha 6.

**Skills and Feats:** Balance +7, Escape Artist +6 (+8 opposed), Intimidate +3, Perform +2, Tumble +11, Jump +14; Clever Wrestling, Dodge, Earth's Embrace, Improved Grapple, Improved Unarmed Strike,

Mobility, Reckless Rage, Stunning Fist, Weapon Focus (Unarmed), Weapon Specialization (Unarmed).

**Possessions:** none.

**Adept Wrestling (Ex):** Beginning at 2nd level, a reaping mauler who is wearing light armor or no armor gains a +1 bonus on all grapple checks and opposed Dexterity or Strength checks. This bonus increases to +2 at 4th level.

**Counter Grapple (Ex):** When grappling or pinned, a reaping mauler of 3rd level or higher wearing light armor or no armor can attempt either a grapple check or an Escape Artist check opposed by his opponent's grapple check to free himself as normal. If he fails the check he has chosen, he can immediately attempt the other check as a free action.

**Sleeper Lock (Ex):** At 3rd level, a reaping mauler learns how to render an opponent unconscious with pressure. If Mergha pins his opponent while grappling and maintains the pin for one full round, the opponent must make a Fortitude save (DC 17) at the end of the round or fall unconscious for 1d3 rounds. A creature with no discernible anatomy has immunity to this effect.

**Power-Up Suite (Rage):** hp 101, AC 9, touch 9, flat-footed 8, Grp: +18; Atk: +16 melee (1d3+8 unarmed strike); Full Atk: +16/+11 melee (1d3+8 unarmed strike); Fort +15, Ref +8, Will +7.

### Encounter Ten

**Nerra Inquisitor:** CR 6; Sillit Nerra; Medium outsider (extraplanar); 7d8+14; hp 48; Init +6; Spd 30 ft.; AC 21; touch 12; flat-footed 19; Base Atk/Grp +7/+8; Atk +12 melee (1d8+3 plus wounding/19-20, shard longsword); Full Atk +12 melee (1d8+3 plus wounding/19-20; shard longsword); SA Shard spray, spell-like abilities; SQ Darkvision 60ft; cold resistance 15, electricity resistance 15, fire resistance 15, mirror jump, outsider traits, reflective spell resistance 19, sonic vulnerability; SV Fort +7, Ref +7, Will +7; AL N; Str 13, Con 14, Dex 15, Int 17, Wis 14, Cha 18.

**Skills and Feats:** Bluff +14, Diplomacy +8, Disguise +14 (+16 acting), Gather Information +14, Hide +12, Intimidate +16, Knowledge(The Planes) +13, Listen +14, Move Silently +12, Search +12, Sense Motive +14, Spot +14, Survival +2; Languages: Common, Nerra; Alertness, Exotic Weapon Proficiency (shard longsword), Improved Initiative, Weapon Finesse, Weapon Focus (shard longsword).

**Possessions:** chain mail, shard longsword.



**Mirror Jump (Su):** Nerras can move through mirrored and reflective surfaces at will. This effect is similar to shadow walk, but the nerra travels along the Plane of Mirrors. As a standard action, the nerra must touch a mirror or other highly reflective surface. The nerra then exits from another mirror that is no further than 1 mile away.

If a nerra touches a regular mirror, the mirror jump happens automatically. A nerra can also touch a highly reflective surface, such as a polished metal shield or armor. This surface must be clear glass, a still pool of water, or shiny metal. There is a 30% chance that the surface is reflective enough for the nerra to make the mirror jump. However, a nerra can only enter a nonmirrored surface- it can return only through a normal mirror.

If another mirror is not within the range of the mirror jump, the nerra must wander the Plane of Mirrors and exit through another random mirror portal.

**Reflective Spell Resistance (Sp):** A nerra has a special type of spell resistance that causes any targeted spell it successfully resists to bounce off and reflect back at the caster. The caster becomes either the spell's target or the point of origin for the spell's effect, as appropriate. In addition, nerras are immune to gaze attacks, and such an effect is reflected back to its origin.

**Shard Spray (Su):** Three times per day, a sillit can release a spray of mirrorlike shards from its hands that can flay flesh and cause massive lacerations. The spray is a 30-foot cone and it deals 1d6 points of damage per level of the sillit to a maximum of 5d6.

In addition, a wound resulting from a sillit's shard spray bleeds for an additional 2 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 4 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 any cure spell or other healing spell (heal, healing circle, or the like).

**Sonic Vulnerability (Ex):** All nerras take half again as much (+50%) damage as normal from an attack involving sonic energy, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Spell-Like Abilities:** At will – *disguise self*, *false vision*; 3/day – *mislead*. Caster level 16th; save DC 14+spell level.

**Advanced Harpoon Spider:** CR 6; Huge aberration; HD 9d8+54+9; hp 102; Init +4; Spd 40 ft., climb 20 ft.;

AC 18; touch 12, flat-footed 14; Base Atk/Grp: +6/+21; Atk: +11 melee (3d6+7 plus poison, bite) or +8 ranged (1d8+1 plus harpooning, fangs); Full Atk: +11 melee (3d6+7 plus poison, bite) or +8/+8 ranged (1d8+1 plus harpooning, fangs); Space/Reach 15 ft./10 ft.; SA harpooning; poison; SQ darkvision 120ft; evasion, spines, web movement; SV Fort +9, Ref +7, Will +7; AL CE; Str 25, Con 22, Dex 18, Int 14, Wis 12, Cha 9.

**Skills and Feats:** Balance +10, Climb +20, Hide +7, Jump +25, Spot +11, Tumble +13; Ability Focus (poison), Combat Reflexes; Improved Natural Attack, Improved Toughness; Improved Trip<sup>B</sup>.

**Harpooning (Ex):** As ranged attacks, a harpoon spider can fire one or two fangs up to 20 feet (no range increment). The spider can fire at two different targets if it chooses. A successful hit deals 1d4+1 points of damage as the harpoon hooks the flesh of the target and immediately exudes a thick, sticky glue. The spider can reel in a harpoon as a free action; treat this as a trip attack (+10 bonus) against any creature attached to the fang. Failure indicates that the harpoon rips free (and deals another 1d4+1 points of damage to the victim). Success indicates that the victim is pulled off its feet and dragged back to the spider, who can immediately make a free bite attack against the victim. A harpoon spider can only pull a creature smaller than itself in this manner. Attempts to retract a creature of its own size or larger automatically causes the fang to rip free as if the trip attack failed. The glue exuded by the spider's fangs decomposes quickly, and at the end of the spider's turn the fang automatically detaches.

**Poison (Ex):** Injury Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution-based.

**Spines (Ex):** Any creature striking a harpoon spider with its body or a handheld weapon must make a DC 16 Reflex save or take 1d6 points of piercing damage from the spider's spines. (Creatures wielding reach weapons, such as longswords, are not subject to this damage.) The spines also deal an extra 1d6 points of damage on a successful grapple check (much like armor spikes). The save DC is Dexterity-based.

As a full-round action, a harpoon spider can pick up a Medium or smaller helpless creature with its legs and impale the body on its spines, dealing 2d6 points of piercing damage. The spider can carry up to 2 Medium, 8 Small, 32 Tiny or 128 Diminutive or smaller creatures in this manner. Harpoon spiders often use this method to carry their next meals.

**Web Movement (Ex):** Although they cannot spin webs themselves, harpoon spiders can climb around

and through webs with ease using their climb speed. They are immune to the effects of a web spell.

**Skills:** A harpoon spider has a +8 racial bonus on Climb checks and Jump checks, and it can always choose to take 10 on a Climb check, even if rushed or threatened.

## Appendix Five – APL 8

### Encounter Four/Eleven

**Thape Zwepena:** CR 11; Male human Rog4/Ftr2/InvisibleBlade5; Medium humanoid (human); HD 4d6+5d6+2d10+11; hp 63; Init +5; Spd 30 ft.; AC 18, touch 18, flat-footed 15; Base Atk/Grp: +10/+10; Atk: +16 melee (1d4/19-20 dagger\*); Full Atk: +14/+9 melee (1d4/19-20 dagger\*) and +14 melee (1d2 shank) or +14/+9 ranged (1d4/19-20 dagger\*) and +14 ranged (1d2 shank); SQ sneak attack (+5d6), trapfinding, evasion, trap sense, bleeding wound, uncanny feint, feint mastery, uncanny dodge; AL CE; SV Fort +6, Ref +13, Will +1; Str 10, Dex 20, Con 12, Int 16, Wis 8, Cha 8.

*Skills and Feats:* Bluff +13, Escape Artist +17, Hide +19, Knowledge (Local) +10, Listen +11, Move Silently +17, Open Lock +11, Search +10, Sense Motive +13, Sleight of Hand +13, Spot +11, Tumble +17; Combat Expertise, Far Shot, Point Blank Shot, Quick Draw, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Dagger).

*Possessions:* alchemical dexterity booster, dagger\*, *elixir of love*, shank, 8 strangely shaped coins, sweet, thieves' tools.

**Bleeding Wound (Ex):** An invisible blade of 2nd level or higher that makes a successful dagger sneak attack can choose to deal a bleeding wound, sacrificing 1d6 points of the extra damage from the dagger sneak attack. Such an attack deals damage as normal in the round when the attack hits. Thereafter, the wound caused by the invisible blade's dagger bleeds for 1 point of damage per round. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a DC 15 Heal check or the application of any cure spell or other healing spell (heal, healing circle, and so on). Creatures immune to sneak attack damage are immune to bleeding wounds as well.

**Uncanny Feint (Ex):** At 3rd level, an invisible blade gains the ability to feint in combat (see PHB p. 68) as a move action rather than a standard action. At 5th level, the character can feint in combat as a free action. An invisible blade can use uncanny feint only when armed with a dagger, kukri, or punching dagger.

**Feint Mastery (Ex):** At 4th level, an invisible blade armed with a dagger, kukri, or punching dagger becomes so sure of his ability to mislead opponents

that he can take 10 on all Bluff checks when feinting in combat (see PHB p. 68), even if stress and distractions would normally prevent him from doing so.

**\*If the PCs did not trade a dagger to Thape then his only weapon is his improvised weapon (a shank that deals 1d2 damage and only scores a critical hit on a natural 20 but is otherwise identical to a dagger).**

### Encounter Five

**Nerra Guard:** CR 7; Kalareem nerra Ftr4; Medium outsider (extraplanar); HD 3d8+4d10+28; hp 63; Init +5; Spd 30 ft.; AC 23, touch 14, flat-footed 19; Base Atk/Grp: +7/+9; Atk: +15 melee (1d8+4/19-20 plus wounding shard longsword) or +11 melee (2d8+7 plus double wounding/19-20, dual strike with two shard longswords; Full Atk: +13/+8 melee (1d8+4/19-20 plus wounding/19-20, shard longsword) and +13/+8 melee (1d8+3/19-20 plus wounding, shard longsword); SQ darkvision, cold resistance 10, electricity resistance 10, fire resistance 10, mirror jump, outsider traits, spell-like abilities, reflective spell resistance 19, sonic vulnerability; AL N; SV Fort +11, Ref +9, Will +6; Str 14, Dex 20, Con 18, Int 10, Wis 14, Cha 12.

*Skills and Feats:* Bluff +7, Diplomacy +8, Disguise +6 (+8 acting), Hide +11, Intimidate +8, Listen +8, Knowledge (The Planes) +6, Knowledge (Arcana) +6, Move Silently +11, Sense Motive +8, Spot +8; Languages: Common, Nerra; Dual Strike, Exotic Weapon Proficiency (Shard Longsword), Improved Two-Weapon Fighting, Power Attack, Quick Draw, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Shard Longsword).

*Possessions:* chain shirt, key to stairwell and guardroom, shard longsword, shard longsword.

**Mirror Jump (Su):** Nerras can move through mirrored and reflective surfaces at will. This effect is similar to shadow walk, but the nerra travels along the Plane of Mirrors. As a standard action, the nerra must touch a mirror or other highly reflective surface. The nerra then exits from another mirror that is no further than 1 mile away.

If a nerra touches a regular mirror, the mirror jump happens automatically. A nerra can also touch a highly reflective surface, such as a polished metal shield or armor. This surface must be clear glass, a still pool of water, or shiny metal. There is a 30% chance that the surface is reflective enough for the nerra to make the mirror jump. However, a nerra can only

enter a nonmirrored surface - it can return only through a normal mirror.

If another mirror is not within the range of the mirror jump, the nerra must wander the Plane of Mirrors and exit through another random mirror portal.

**Reflective Spell Resistance (Sp):** A nerra has a special type of spell resistance that causes any targeted spell it successfully resists to bounce off and reflect back at the caster. The caster becomes either the spell's target or the point of origin for the spell's effect, as appropriate. In addition, nerra are immune to gaze attacks, and such an effect is reflected back to its origin.

**Shard Spray (Su):** Three times per day, a kalareem can release a spray of mirrorlike shards from its hands that can flay flesh and cause massive lacerations. The spray is a 30-foot cone and it deals 1d4 points of damage per level of the kalareem to a maximum of 5d4.

In addition, a wound resulting from a kalareem's shard spray bleeds for an additional 2 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 4 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 any cure spell or other healing spell (heal, healing circle, or the like).

**Sonic Vulnerability (Ex):** All nerras take half again as much (+50%) damage as normal from an attack involving sonic energy, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Spell-Like Abilities:** 1/day mirror image, Caster level 12th; save DC 11+spell level.

### Encounter Seven

**Mergha:** CR 12; Male human Rog1/Reaping Mauler4/Bbn1/Ftr6; Medium humanoid (human); HD 1d6+4d10+1d12+6d10+36; hp 109; Init +1; Spd 40 ft.; AC 11, touch 11, flat-footed 10; Base Atk/Grp: +11/+17; Atk: +16 melee (1d3+6 unarmed strike); Full Atk: +16/+11/+6 melee (1d3+6 unarmed strike); SQ sneak attack (+1d6), trapfinding, rage, ranged precision, adept wrestling, counter grapple, sleeper lock; AL CG; SV Fort +14, Ref +9, Will +6; Str 19, Dex 13, Con 16, Int 4, Wis 16, Cha 6.

**Skills and Feats:** Balance +7, Escape Artist +6 (+8 opposed), Intimidate +3, Perform +2, Tumble +12, Jump +16; Clever Wrestling, Dodge, Earth's Embrace, Elusive Target, Improved Grapple, Improved Unarmed

Strike, Mobility, Power Attack, Reckless Rage, Stunning Fist, Weapon Focus (Unarmed), Weapon Specialization (Unarmed).

*Possessions:* none.

**Adept Wrestling (Ex):** Beginning at 2nd level, a reaping mauler who is wearing light armor or no armor gains a +1 bonus on all grapple checks and opposed Dexterity or Strength checks. This bonus increases to +2 at 4th level.

**Counter Grapple (Ex):** When grappling or pinned, a reaping mauler of 3rd level or higher wearing light armor or no armor can attempt either a grapple check or an Escape Artist check opposed by his opponent's grapple check to free himself as normal. If he fails the check he has chosen, he can immediately attempt the other check as a free action.

**Sleeper Lock (Ex):** At 3rd level, a reaping mauler learns how to render an opponent unconscious with pressure. If Mergha pins his opponent while grappling and maintains the pin for one full round, the opponent must make a Fortitude save (DC 17) at the end of the round or fall unconscious for 1d3 rounds. A creature with no discernible anatomy has immunity to this effect.

**Power-Up Suite (Rage):** hp 133, AC 9, touch 9, flat-footed 8; Grp: +20; Atk: +18 melee (1d3+8 unarmed strike); Full Atk: +18/+13/+8 melee (1d3+8 unarmed strike); Fort +16, Ref +9, Will +8.

### Encounter Ten

**Nerra Inquisitor:** CR 6; Sillit Nerra; Medium outsider (extraplanar); 7d8+14; hp 48; Init +6; Spd 30 ft.; AC 21; touch 12; flat-footed 19; Base Atk/Grp +7/+8; Atk +12 melee (1d8+3 plus wounding/19-20, shard longsword); Full Atk +12 melee (1d8+3 plus wounding/19-20; shard longsword); SA Shard spray, spell-like abilities; SQ Darkvision 60ft; cold resistance 15, electricity resistance 15, fire resistance 15, mirror jump, outsider traits, reflective spell resistance 19, sonic vulnerability; SV Fort +7, Ref +7, Will +7; AL N; Str 13, Con 14, Dex 15, Int 17, Wis 14, Cha 18.

**Skills and Feats:** Bluff +14, Diplomacy +8, Disguise +14 (+16 acting), Gather Information +14, Hide +12, Intimidate +16, Knowledge(The Planes) +13, Listen +14, Move Silently +12, Search +12, Sense Motive +14, Spot +14, Survival +2; Languages: Common, Nerra; Alertness, Exotic Weapon Proficiency (shard longsword), Improved Initiative, Weapon Finesse, Weapon Focus (shard longsword).

*Possessions:* chain mail, shard longsword.

**Mirror Jump (Su):** Nerras can move through mirrored and reflective surfaces at will. This effect is similar to shadow walk, but the nerra travels along the Plane of Mirrors. As a standard action, the nerra must touch a mirror or other highly reflective surface. The nerra then exits from another mirror that is no further than 1 mile away.

If a nerra touches a regular mirror, the mirror jump happens automatically. A nerra can also touch a highly reflective surface, such as a polished metal shield or armor. This surface must be clear glass, a still pool of water, or shiny metal. There is a 30% chance that the surface is reflective enough for the nerra to make the mirror jump. However, a nerra can only enter a nonmirrored surface- it can return only through a normal mirror.

If another mirror is not within the range of the mirror jump, the nerra must wander the Plane of Mirrors and exit through another random mirror portal.

**Reflective Spell Resistance (Sp):** A nerra has a special type of spell resistance that causes any targeted spell it successfully resists to bounce off and reflect back at the caster. The caster becomes either the spell's target or the point of origin for the spell's effect, as appropriate. In addition, nerras are immune to gaze attacks, and such an effect is reflected back to its origin.

**Shard Spray (Su):** Three times per day, a sillit can release a spray of mirrorlike shards from its hands that can flay flesh and cause massive lacerations. The spray is a 30-foot cone and it deals 1d6 points of damage per level of the sillit to a maximum of 5d6.

In addition, a wound resulting from a sillit's shard spray bleeds for an additional 2 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 4 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 any cure spell or other healing spell (heal, healing circle, or the like).

**Sonic Vulnerability (Ex):** All nerras take half again as much (+50%) damage as normal from an attack involving sonic energy, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Spell-Like Abilities:** At will – *disguise self*, *false vision*; 3/day – *mislead*. Caster level 16th; save DC 14+spell level.

**Advanced Harpoon Spider:** CR 8; Huge aberration; HD 15d8+90; hp 168; Init +4; Spd 40 ft., climb 20 ft.; AC 18; touch 12, flat-footed 14; Base Atk/Grp: +11/+27; Atk: +17 melee (3d6+8 plus poison, bite) or +13 ranged (1d8+1 plus harpooning, fang); Full Atk: +17 melee (3d6+8 plus poison, bite) or +13/+13 ranged (1d8+1 plus harpooning, fangs); Space/Reach 15 ft./10 ft.; SA harpooning; poison; SQ darkvision 120ft; evasion, spines, web movement; SV Fort +11, Ref +11, Will +10; AL CE; Str 26, Con 22, Dex 18, Int 14, Wis 12, Cha 9.

*Skills and Feats:* Balance +18; Climb +25; Hide +12; Jump +26; Spot +19; Ability Focus (poison), Combat Reflexes; Improved Natural Attack, Improved Toughness; Improved Trip<sup>B</sup>, Lightning Reflexes, Power Attack.

**Harpooning (Ex):** As ranged attacks, a harpoon spider can fire one or two fangs up to 20 feet (no range increment). The spider can fire at two different targets if it chooses. A successful hit deals 1d4+1 points of damage as the harpoon hooks the flesh of the target and immediately exudes a thick, sticky glue. The spider can reel in a harpoon as a free action; treat this as a trip attack (+10 bonus) against any creature attached to the fang. Failure indicates that the harpoon rips free (and deals another 1d4+1 points of damage to the victim). Success indicates that the victim is pulled off its feet and dragged back to the spider, who can immediately make a free bite attack against the victim. A harpoon spider can only pull a creature smaller than itself in this manner. Attempts to retract a creature of its own size or larger automatically causes the fang to rip free as if the trip attack failed. The glue exuded by the spider's fangs decomposes quickly, and at the end of the spider's turn the fang automatically detaches.

**Poison (Ex):** Injury Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution-based.

**Spines (Ex):** Any creature striking a harpoon spider with its body or a handheld weapon must make a DC 16 Reflex save or take 1d6 points of piercing damage from the spider's spines. (Creatures wielding reach weapons, such as longswords, are not subject to this damage.) The spines also deal an extra 1d6 points of damage on a successful grapple check (much like armor spikes). The save DC is Dexterity-based.

As a full-round action, a harpoon spider can pick up a Medium or smaller helpless creature with its legs and impale the body on its spines, dealing 2d6 points of piercing damage. The spider can carry up to 2 Medium, 8 Small, 32 Tiny or 128 Diminutive or smaller

creatures in this manner. Harpoon spiders often use this method to carry their next meals.

**Web Movement (Ex):** Although they cannot spin webs themselves, harpoon spiders can climb around and through webs with ease using their climb speed. They are immune to the effects of a web spell.

**Skills:** A harpoon spider has a +8 racial bonus on Climb checks and Jump checks, and it can always choose to take 10 on a Climb check, even if rushed or threatened.

## Appendix Six – New Rules Items

### Feats

#### Clever Wrestling [General] (CW p97)

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

**Prerequisites:** Small or Medium size, Improved Unarmed Strike.

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

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

#### Dual Strike [General] (CV p108-109)

You are an expert skirmisher skilled at fighting with two weapons. Your extensive training with two weapons allows you to attack with both while moving through a chaotic combat or fighting a running battle.

**Prerequisites:** Improved Two-Weapon Fighting, Two-Weapon Fighting

**Benefits:** As a standard action, you can make a melee attack with your primary weapon and your off-hand weapon. Both attacks use the same attack roll to determine success, using the worse of the two weapons' attack modifiers. If you are using a one-handed weapon or a light weapon in your primary hand and a light weapon in your off hand you take a -4 penalty on this attack roll, otherwise you take a -10 penalty.

**Special:** When you make this attack, you apply precision-based damage (such as from sneak attack) only once. If you score a critical hit, only the weapon in your primary hand deals extra critical hit damage; your off-hand weapon deals regular damage.

#### Earth's Embrace [General] (CW p97)

You can crush opponents when you grapple them.

**Prerequisites:** Str 15, Improved Grapple or improved grab, Improved Unarmed Strike

**Benefits:** While grappling, if you pin your opponent, you deal an extra 1d12 points of damage in each round that you maintain the pin. You must hold your opponent immobile as normal (with an opposed grapple check), but you must also remain immobile, giving opponents (other than the one you're pinning) a +4 bonus on attack rolls against you (but you are not helpless). You do not gain this extra damage against creatures that are immune to critical hits.

**Normal:** You may deal normal damage to a pinned opponent by making a successful grapple check.

#### Elusive Target [Tactical] (CW p110)

Trying to land a blow against you can be a maddening experience.

**Prerequisites:** Dodge, Mobility, base attack bonus +6.

**Benefits:** The Elusive Target feat enables the use of these tactical maneuvers.

*Negate Power Attack:* To use this maneuver, you must designate a specific foe to be effected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no benefit on the damage roll but still takes the corresponding penalty on the attack role.

*Diverting Defense:* To use this maneuver, you must designate one of the flanking attackers affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally. And its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

*Cause Overreach:* To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not gain a chance to trip you if your attempt fails.

#### Rapid Spell [Metamagic] (CD p84)

You can cast spells with long casting times more quickly.

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

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

### **Reckless Rage [General] (RS p143)**

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others. Goliath barbarians favor this feat.

**Prerequisites:** Con 13, rage ability

**Benefits:** Whenever you activate your rage ability, you take an additional –2 penalty to your armor class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.



## Prestige Classes

### **Invisible Blade (CW p44-46)**

Who is this fool who dares to challenge you in the arena? You brandish a greatsword, and he whips out a dagger. You unsheathe your longsword, and he throws off his armor. You advance menacingly, and he only smiles at you – a big, maniacal grin. Is he mad? Does he have a death wish? No, he is an invisible blade, and you have made the classic mistake of underestimating his prowess. As you fight, he seems almost relaxed, stepping lightly to the side, dodging your blows easily. His eyes note your every move, as though taking mental notes about your style. Then, in the split second when you lower your guard, he exploits your error, plunging his weapon into your heart.

Invisible blades are deadly fighters who prefer to use daggers and related weapons in combat. Their training and techniques with these weapons make them just as lethal as any well-armed fighter. Invisible blades enjoy cultivating misconceptions about the level of danger they present, and they relish any chance to demonstrate that the most unimposing weapons can be the most lethal. Thus, invisible blades are rarely impressed by how mighty their opponents appear.

An invisible blade specializes in fighting with the dagger, kukri, or punching dagger. He is not penalized for using other weapons with which he is proficient, but every class ability he possesses is tied into using one of these three weapons.

The typical invisible blade was once a rogue, who chose this path because his sneak attack ability dovetailed nicely with the abilities of this prestige class. Bards and monks are also good candidates, as are barbarians, fighters, and rangers who are willing to exchange their arsenals of weapons for a less cumbersome approach. Clerics and druids seldom choose this class, perceiving its members as faithless, while paladins ironically view invisible blades as too self-absorbed. Sorcerers and wizards rarely become invisible blades because they don't appreciate the class' lack of offensive options and tight focus on weapon use.

NPC invisible blades are silently egotistical gladiators who regard their fighting style as superior to all other martial philosophies. They place enormous emphasis on making a single decisive strike, thereby hoping to end a bout in a single round. Most invisible blades pick up their skills in a guild. A few, however, learn from seasoned professionals who expect a potential gladiator to practice fanatically with the dagger until he can pass the required rite-of-passage combat (see Requirements below).

**Hit Die:** d6.

**Requirements:** To qualify to become an invisible blade, a character must fulfill all the following criteria.

**Skills:** Bluff 8 ranks, Sense Motive 6 ranks.

**Feats:** Far Shot, Point Blank Shot, Weapon Focus (dagger, kukri, or punching dagger).

**Special:** The candidate must defeat a worthy opponent in single combat using one or more daggers, kukris, or punching daggers in any combination as his only weapons.

**Class Skills:** The invisible blade's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape artist (Dex), Jump (Str), Hide (Dex), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

**Skill Points at Each Level:** 4 + Int Modifier.

**Class Features:** All of the following are class features of the invisible blade prestige class.

**Weapon and Armor Proficiency:** Invisible blades gain no proficiency with any weapon or armor.

**Dagger Sneak Attack (Ex):** An invisible blade gains the sneak attack ability if he does not already have it, but the extra damage applies only to sneak attacks made with a dagger, kukri, or punching dagger (the DM may allow other similar weapons). When making a sneak attack with one of these weapons, he deals an extra 1d6 points of damage at 1st level, and this increases to 2d6 at 3rd level and to 3d6 at 5th level. If he already has the sneak attack ability from a previous class, the applicable bonuses on damage rolls stack.

**Unfettered Defense (Ex):** An invisible blade benefits from an increased survival instinct during combat. Because of this sixth sense, he adds 1 point of intelligence bonus (if any) per invisible blade class level to his Armor Class in addition to any other modifiers he would normally receive. If the invisible blade is caught flat-footed or is otherwise denied his Dexterity modifier to Armor Class, he also loses this bonus. Unfettered defense functions only when an invisible blade is not wearing armor and is armed with one or more daggers, kukris, or punching daggers as his only weapons.

**Bleeding Wound (Ex):** An invisible blade of 2nd level or higher that makes a successful dagger sneak attack can choose to deal a bleeding wound, sacrificing 1d6 points of the extra damage from the dagger sneak attack. Such an attack deals damage as normal in the round when the attack hits. Thereafter, the wound caused by the invisible blade's dagger bleeds for 1 point of damage per round. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on). Creatures immune to sneak attack damage are immune to bleeding wounds as well.

**Uncanny Feint (Ex):** At 3rd level, an invisible blade gains the ability to feint in combat (see page 68 of the *Player's Handbook*) as a move action rather than a standard action. At 5th level, the character can feint in combat as a free action. An invisible blade can use uncanny feint only when armed with a dagger, kukri, or punching dagger.

**Feint Mastery (Ex):** At 4th level, an invisible blade armed with a dagger, kukri, or punching dagger becomes so sure of his ability to mislead opponents that he can take 10 on all Bluff checks when feinting in combat (see page 68 of the *Player's Handbook*), even if stress and distractions would normally prevent him from doing so.

Table 2-16: The Invisible Blade					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Dagger sneak attack +1d6, unfettered defense
2nd	+2	+0	+3	+0	Bleeding wound
3rd	+3	+1	+3	+1	Dagger sneak attack +2d6, uncanny feint (move action)
4th	+4	+1	+4	+1	Feint Mastery
5th	+5	+1	+4	+1	Dagger sneak attack +3d6, uncanny feint (free action)

## Reaping Mauler (CW p75-77)

Truly wise adventurers are always wary of unarmed opponents, for such adversaries are usually more than they seem. Such an opponent might even be a reaping mauler – the worst nightmare of a character who depends on weapon skills to win. Anyone who dares to wield a weapon against a reaping mauler had better make use of it quickly, because the opportunity won't last for long.

Reaping maulers are the back-breakers, the limb-twisters, and the neck-snappers among pit fighters. Grapplers of the highest order, they wear nothing heavier than light armor in combat to maximize their flexibility, and they use no weapons to achieve their gruesome victories, for they prefer the intimacy of a barehanded kill. A reaping mauler wants to be close enough to taunt his opponent with whispers while crushing the life out of it, to smell its fear, and to watch the despair creep over its face when the opponent realizes just how useless its weapons are during a grapple.

Most of those attracted to the reaping mauler prestige class are fighters, but it is not uncommon for barbarians or rangers to embrace this path. Monks have natural ability in this direction, but the class sometimes feels too chaotic for such a character. Paladins and clerics have also been known to dabble in this prestige class, treating the combat style as both good, hearty sport and a means to render opponents unconscious without killing them. Druids sometimes become reaping maulers to enhance their ability to tame animals by hand, and even rogues occasionally adopt the class. Bards, sorcerers, and wizards usually lack the physical strength to be good candidates for the class, but they respect reaping maulers for their obvious spell-disrupting abilities.

NPC reaping maulers are burly, rowdy individuals who carry themselves with an air of invulnerability. When it comes to the simple pleasures of life – drink and food – they believe the world exists for their convenience. In a reaping mauler's mind, there is no problem that can't be solved with brawn. If something can be taken by force, he feels that it must naturally belong to him, and rarely does anyone oppose this concept.

**Hit Die:** d10.

<b>Table 2-30: The Reaping Mauler</b>					
<b>Level</b>	<b>Base Attack Bonus</b>	<b>Fort Save</b>	<b>Ref Save</b>	<b>Will Save</b>	<b>Special</b>
1st	+1	+2	+2	+0	Improved Grapple, Mobility
2nd	+2	+3	+3	+0	Adept wrestling +1
3rd	+3	+3	+3	+1	Counter grapple, sleeper lock
4th	+4	+4	+4	+1	Adept wrestling +2
5th	+5	+4	+4	+1	Devastating grapple

**Requirements:** To qualify to become a reaping mauler, a character must fulfill all the following criteria.

**Base Attack Bonus:** +5.

**Skills:** Escape Artist 5 ranks, Tumble 5 ranks.

**Feats:** Clever Wrestling, Improved Unarmed Strike.

**Special:** The candidate must have defeated at least three opponents one size category larger than himself with his bare hands.

**Class Skills:** The reaping mauler's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

**Skill Points at Each Level:** 2 + Int modifier.

**Class Features:** All of the following are class features of the reaping mauler prestige class.

**Weapon and Armor Proficiency:** Reaping maulers gain no proficiency with any weapon or armor.

**Improved Grapple (Ex):** When wearing light armor or no armor, a reaping mauler gains the benefit of the Improved Grapple feat, even if he does not meet the prerequisites.

**Mobility (Ex):** When wearing light armor or no armor, a reaping mauler gains the benefit of the Mobility feat, even if he does not meet the prerequisites.

**Adept Wrestling (Ex):** Beginning at 2nd level, a reaping mauler who is wearing light armor or no armor gains a +1 bonus on all grapple checks and opposed Dexterity or Strength checks. This bonus increases to +2 at 4th level.

**Counter Grapple (Ex):** When grappling or pinned, a reaping mauler of 3rd level or higher wearing light armor or no armor can attempt either a grapple check or an Escape Artist check opposed by his opponent's grapple check to free himself as normal. If he fails the check he has chosen, he can immediately attempt the other check as a free action.

**Sleeper Lock (Ex):** At 3rd level, a reaping mauler learns how to render an opponent unconscious with pressure. If the character pins his opponent while grappling and maintains the pin for 1 full round, the opponent must make a Fortitude save (DC 10 + the reaping mauler's class level + the reaping mauler's Wis modifier) at the end of the round or fall unconscious for 1d3 rounds. A creature with no discernible anatomy has immunity to this effect.

**Devastating Grapple (Ex):** If a 5th level reaping mauler pins his opponent while grappling and maintains the pin for 3 consecutive rounds, the opponent must make a Fortitude save (DC 10 + the reaping mauler's class level + the reaping mauler's Wis modifier) at the end of the third round or die. A creature with no discernible anatomy is immune to this ability.

## **Monsters**

### **Nerra (MM3 p127-130)**

Some scholars maintain that the common belief that mirrors reflect light is wrong – in truth, they allow the viewers to gaze into a reality that exists alongside the one they know. That reality is known as the Plane of Mirrors.

The rulers of the Plane of Mirrors are the creatures known as nerras. Enigmatic and contrary by nature, nerras lurk the eternal hallways of the Plane of Mirrors observing activities on the Material Plane by looking through any of the countless mirrors that serve as conduits between the two planes.

All nerras look like normal humanoids, but they have skin with a perfectly mirrorlike smooth surface.

Nerra occasionally cross the border between the planes to kidnap individual on the Material Plane. It has been theorized that they are planning an invasion of the Material Plane.

Sometimes nerras wander the Planes, gathering information and infiltrating a variety of organizations. They monitor the activity of a wide range of people. These are usually, but not always, individuals in positions of power. After a while, they try to capture the individual and bring him or her onto the Plane of Mirrors.

Nerras speak Common plus their own language. Their language is not particularly pleasant since it sounds like glass being scored by a rock. Over time, most nerras learn the language of the particular race they spend the most time observing.

### **Combat**

Nerras are accomplished and sneaky fighters that use ambush and cover to bring down their opponents. They prefer to lurk on the Plane of Mirrors and surprise an opponent by leaping out of a mirror. If a nerra is planning on kidnapping a victim, it uses weapons and techniques that capture or cause subdual damage.

When killed, a nerra shatters into a thousand mirrorlike shards. After about 10 minutes, these shards turn into pools of quicksilver before fading away into nothing.

**Mirror Jump (Su):** Nerras can move through mirrored and reflective surfaces at will. This effect is similar to *shadow walk*, but the nerra travels along the Plane of Mirrors. As a standard action, the nerra must touch a mirror or other highly reflective surface. The nerra then exits from another mirror that is no further than 1 mile away.

If a nerra touches a regular mirror, the mirror jump happens automatically. A nerra can also touch a highly reflective surface, such as a polished metal shield or armor. This surface must be clear glass, a still pool of water, or shiny metal. There is a 30% chance that the surface is reflective enough for the nerra to make the mirror jump. However, a nerra can only enter a nonmirrored surface- it can return only through a normal mirror.

If another mirror is not within the range of the mirror jump, the nerra must wander the Plane of Mirrors and exit through another random mirror portal.

**Outsider Traits:** Nerras have Darkvision (60-foot range). They cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life.)

**Reflective Spell Resistance (Sp):** A nerra has a special type of spell resistance that causes any targeted spell it successfully resists to bounce off and reflect back at the caster. The caster becomes either the spell's target or the point

of origin for the spell's effect, as appropriate. In addition, nerras are immune to gaze attacks, and such an effect is reflected back to its origin.

**Shard Weapon Specialty:** All nerra receive a bonus Exotic Weapon Proficiency feat with at least one shard weapon. Many also gain a bonus Weapon Focus feat for one or more types of shard weapon.

**Sonic Vulnerability (Ex):** All nerras take half again as much (+50%) damage as normal from an attack involving sonic energy, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Shard Weapons: Nerras employ swords and daggers that are made out of the substance of the Plane of Mirrors. They resemble shards of a broken mirror that have been set into a shiny hilt. Despite their fragile appearance, shard weapons are incredibly tough, deadly and razor-sharp. Shard weapons leave terrible wounds that bleed incessantly. Shard weapons are +2 wounding weapons. In the hands of someone without the appropriate Exotic Weapon Proficiency feat, the weapon is awkward (-4 penalty on wielder's attack rolls) and contributes only its enhancement bonus, not the wounding ability, on any attacks made with it.

### Nerra Society

Nerras are contrary by nature, and they balance on a knife's edge of different morality and ethics. They strive to maintain a neutral outlook, but see themselves as inherently superior beings to those that gaze not in their mirror portals. Sillits are the leaders of the nerras, but they rule through necessity more than for the sake of power. Individual varoots and kalareems can wield considerable power and even eclipse a sillit over time. Most, however, defer to the rule of the sillits with no qualms.

### Nerra Characters

The favored class of a varoot is rogue. Kalareems' favored class is fighter, and sillits are wizards. A nerra PC's effective character level (ECL) is its class level plus the appropriate modifier: kalareem +6, sillit +18, varoot +3. Thus, a 1<sup>st</sup>-level varoot rogue has an ECL of 4 and is the equivalent of a 4<sup>th</sup>-level character. A nerra character's spell resistance is equal to its class level +12.

### **Nerra, Kalareem**

Medium-Size Outsider (Extraplanar)

Hit Dice: 3d8+6 (19 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15

Base Attack/Grapple: +3/+4

Attack: Shard longsword +9 melee (1d8+3)

Full Attack: 2 shard longswords +5 melee (1d8+3 plus wounding or 1d8+2 plus wounding off hand)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Shard spray, spell-like abilities

Special Qualities: Cold resistance 10, electricity resistance 10, fire resistance 10, mirror jump, outsider traits, *reflective spell resistance* 15, sonic vulnerability

Saves: Fort +5, Ref +6, Will +5

Abilities: Str 13, Dex 16, Con 15, Int 10, Wis 14, Cha 13

Skills: Bluff +7, Diplomacy +6, Disguise +7 (+9 acting), Hide +9, Intimidate +7, Knowledge (any two) +6, Listen +8, Move Silently +9, Sense Motive +7, Spot +8

Feats: Exotic Weapon Proficiency (shard longsword)<sup>B</sup>, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (shard longsword)<sup>B</sup>

Environment: Any land and underground (Plane of Mirrors)

Organization: Company (2-4 3<sup>rd</sup>-level fighters) or squad (11-20 3<sup>rd</sup> level fighters plus 2 7<sup>th</sup> level fighters)

Challenge Rating: 3

Treasure: Standard

Alignment: Always neutral

Advancement: By character class

Level Adjustment: +6

While nerras are usually stealthy in combat, there are times when brute force is necessary. This special breed of warriors is called the kalareems, and they are ferocious warriors that fight with two shard swords. They are the chosen defenders of the Plane of Mirrors.

Kalareems look like bulky and muscular nerras. Instead of the smooth, naked form of varroots, they seem to wear mirrored armor that blends in with their natural form. They are quiet and taciturn, and they fight with fluid grace. Kalareems lack the ability to use change self as other nerras but they still reflect spells. A kalareem can be summoned using a *summon monster IV* spell.

### Combat

Kalareems move and fight with deadly accuracy, and they seem to flow more than walk. Kalareems prefer to soften up a target from a distance with their shard spray and will usually exhaust this option before moving into melee. Once in combat, they spin and twist in an acrobatic display wielding their shard swords with deadly accuracy.

**Shard Spray (Su):** Three times per day, a kalareem can release a spray of mirrorlike shards from its hands that can flay flesh and cause massive lacerations. The spray is a 30-foot cone and it deals 1d4 points of damage per level of the kalareem to a maximum of 5d4.

In addition, a wound resulting from a kalareem's shard spray bleeds for an additional 2 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 4 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 any cure spell or other healing spell (*heal*, *healing circle*, or the like).

**Spell-Like Abilities:** 1/day mirror image, Caster level 12<sup>th</sup>; save DC 11+spell level.

### **Nerra, Sillit**

Medium-Size Outsider (Extraplanar)

Hit Dice: 7d8+14 (45 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 21 (+2 Dex, +4 chainmail, +5 natural), touch 12, flat-footed 20

Base Attack/Grapple: +7/+8

Attack: Shard longsword +12 melee (1d8+3 plus wounding)

Full Attack: Shard longsword +12 melee (1d8+3 plus wounding)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Shard spray, spell-like abilities

Special Qualities: Cold resistance 15, electricity resistance 15, fire resistance 15, mirror jump, outsider traits, *reflective spell resistance* 19, sonic vulnerability

Saves: Fort +7, Ref +7, Will +7

Abilities: Str 13, Dex 15, Con 14, Int 17, Wis 14, Cha 18

Skills: Bluff +14, Diplomacy +8, Disguise +14 (+16 acting), Gather Information +14, Hide +12, Intimidate +16, Knowledge (the planes) +13, Listen +14, Move Silently +12, Search +12, Sense Motive +14, Spot +14, Survival +2 (+4 following tracks on other planes)

Feats: Alertness, Exotic Weapon Proficiency (shard longsword)<sup>B</sup>, Improved Initiative, Weapon Finesse, Weapon Focus(shard longsword)<sup>B</sup>

Environment: Any land and underground (Plane of Mirrors)

Organization: Solitary, pair, company (1-2 plus 2-9 kalareems and 11-20 varoots)

Challenge Rating: 6

Treasure: Standard

Alignment: Always neutral

Advancement: By character class

Level Adjustment: +18

Sillits are the leaders, planners and schemers of the nerras. Unless urgent business takes them to the Material Plane, sillits rarely leave the safety of the Plane of Mirrors. Physically, sillits look like other nerras. They have a humanoid shape covered with mirrorlike skin and their faces are completely smooth. Unlike varoots and kalareems, sillits prefer to wear clothing such as fine silk robes of shiny black with large hoods.

### Combat

Sillits do not like melee combat and engage opponents only if absolutely necessary. They make extensive use of their spell-like abilities and mirror jump ability to get out of situations that can be avoided, but they wield their shard swords with deadly accuracy if called upon. A sillit can be summoned using a *summon monster VI* spell.

**Shard Spray (Su):** Three times per day, a sillit can release a shard spray. It is exactly as the kalareem's shard spray described above, but it deals 1d6 points of damage per level of the sillit (maximum 5d6).

**Spell-Like Abilities:** At will – *disguise self*, *false vision*, *mirror image*, 3/day – *mislead*. Caster level 16<sup>th</sup>; save DC 14+spell level.

### **Nerra, Varoot**

Medium-Size Outsider (Extraplanar)

Hit Dice: 1d8+1 (5 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Base Attack/Grapple: +1/+1

Attack: Shard longsword +3 melee (1d8+2 plus wounding), or shard dagger +5 ranged (1d4+2 plus wounding)

Full Attack: Shard longsword +3 melee (1d8+2 plus wounding), or shard dagger +5 ranged (1d4+2 plus wounding)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Cold resistance 5, electricity resistance 5, fire resistance 5, mirror jump, outsider traits, *reflective spell resistance* 13, sonic vulnerability

Saves: Fort +3, Ref +4, Will +4

Abilities: Str 10, Dex 15, Con 12, Int 11, Wis 14, Cha 17

Skills: Bluff +7, Diplomacy +7, Disguise +7 (+9 acting), Gather Information +7, Intimidate +5, Listen +6, Knowledge (any one) +4, Sense Motive +6, Sleight of Hand +8, Spot +6

Feats: Exotic Weapon Proficiency (shard longsword)<sup>B</sup>, Exotic Weapon Proficiency (shard dagger)<sup>B</sup>, Improved Initiative

Environment: Any land and underground (Plane of Mirrors)

Organization: Company (2-4 3<sup>rd</sup>-level rogues plus 2 7<sup>th</sup>-level rogues)

Challenge Rating: 1

Treasure: Standard

Alignment: Always neutral

Advancement: By character class

Level Adjustment: +3

Varoots are the most common nerras to be found both on the Plane of Mirrors and the Material Plane. They are experts at spying, infiltration, and subterfuge. In their natural form, varoots have a basic humanoid shape that is covered with a mirrorlike sheen that reflects everything around them. Their facial features are smooth and rather indistinct. Varoots wear clothing only when they are mimicking a target.

When wandering the Material Plane on one of their missions, varoots move about while under a *disguise self* effect, and they typically take the form of their target or someone close to them.

### Combat

Varoots dislike getting into combat since they see it as a failure to be stealthy or deceptive enough. When they do have to fight, they prefer to create a *mirror image* to confuse their opponent or use *disguise self* to mimic an opponent's ally.

Varoots wield razor-sharp shard weapons. A typical tactic involves striking with a shard weapon, then retreating for a few rounds while the opponent bleeds. A varoot can be summoned using a *summon monster II* spell.

**Spell-Like Abilities:** 3/day – *disguise self*; 1/day – *mirror image*. Caster level 12<sup>th</sup>; save DC 13+spell level.

## **Harpoon Spider**

Large Aberration

Hit Dice: 5d8+20 plus 5 (47 hp)

Initiative: +4

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 16 (-1 size, +4 Dex, +3 natural), touch 13, flat-footed 12

Base Attack/Grapple: +3/+10

Attack: Bite +5 melee (1d8+3 plus poison), or fang +6 ranged (1d4+1 plus harpooning)

Full Attack: Bite +5 melee (1d8+3 plus poison), or 2 fangs +6 ranged (1d4+1 plus harpooning)

Space/Reach: 10 ft. / 5 ft.

Special Attacks: Harpooning, poison

Special Qualities: Darkvision 120ft., evasion, spines, web movement

Saves: Fort +5, Ref +5, Will +5

Abilities: Str 17, Dex 19, Con 18, Int 14, Wis 12, Cha 9



Skills: Balance +8, Climb +16, Hide +8, Jump +21, Spot +7, Tumble +13

Feats: Combat Reflexes, Improved Toughness, Improved Trip<sup>B</sup>

Environment: Underground

Organization: Solitary, pair or nest (2-5 plus 1-2 ettercaps and 2-4 Medium monstrous spiders)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 6-8 HD (Large); 9-15 HD (Huge)

Level Adjustment: —

*A creature the size of a large horse looms before you. It resembles a spider, except it has ten legs rather than eight, its body is covered with sharp spines, and its eight eyes look like they belong more on a human than a spider face. Two massive mandibles flex slowly as it glares.*

A subterranean creature, the harpoon spider is a lightning fast predator much feared by other denizens of its demesne.

Close examination reveals that harpoon spider isn't a true spider at all, but something far more sinister. It superficially resembles an enormous black widow, except that hundreds of razor-sharp spines cover its body. Each of its ten legs terminates in a tiny clawed hand, and its eight eyes are humanlike. It can extend either of its large mandibles on a long leathery tendril with surprising force. A harpoon spider measures around 8 feet long and weighs nearly 1,400 pounds.

Harpoon spiders are quite intelligent and can often be found nesting with ettercaps and monstrous spiders. Harpoon spiders use these creatures to bolster the defenses of their lair. They have a particularly morbid sense of humor and enjoy playing with their food while it ripens on their spines.

Harpoon spiders speak Common and Undercommon in whispery voices.

### Combat

A harpoon spider is a hunter, often stalking victims in a large territory around its lair. In combat, it uses its harpoon fangs and Improved Trip feat (see below) to reel in prey, then administers a bite once its opponent has been brought close. If the terrain permits, the spider prefers to attack victims from high vantage points (such as ledges).

**Harpooning (Ex):** As ranged attacks, a harpoon spider can fire one or two fangs up to 20 feet (no range increment). The spider can fire at two different targets if it chooses. A successful hit deals 1d4+1 points of damage as the harpoon hooks the flesh of the target and immediately exudes a thick, sticky glue. The spider can reel in a harpoon as a free action; treat this as a trip attack (+10 bonus) against any creature attached to the fang. Failure indicates that the harpoon rips free (and deals another 1d4+1 points of damage to the victim). Success indicates that the victim is pulled off its feet and dragged back to the spider, who can immediately make a free bite attack against the victim. A harpoon spider can only pull a creature smaller than itself in this manner. Attempts to retract a creature of its own size or larger automatically cause the fang to rip free as if the trip attack failed. The glue exuded by the spider's fangs decomposes quickly, and at the end of the spider's turn the fang automatically detaches.

**Poison (Ex):** Injury Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution-based.

**Spines (Ex):** Any creature striking a harpoon spider with its body or a handheld weapon must make a DC 16 Reflex save or take 1d6 points of piercing damage from the spider's spines. (Creatures wielding reach weapons, such as longswords, are not subject to this damage.) The spines also deal an extra 1d6 points of damage on a successful grapple check (much like armor spikes). The save DC is Dexterity-based.

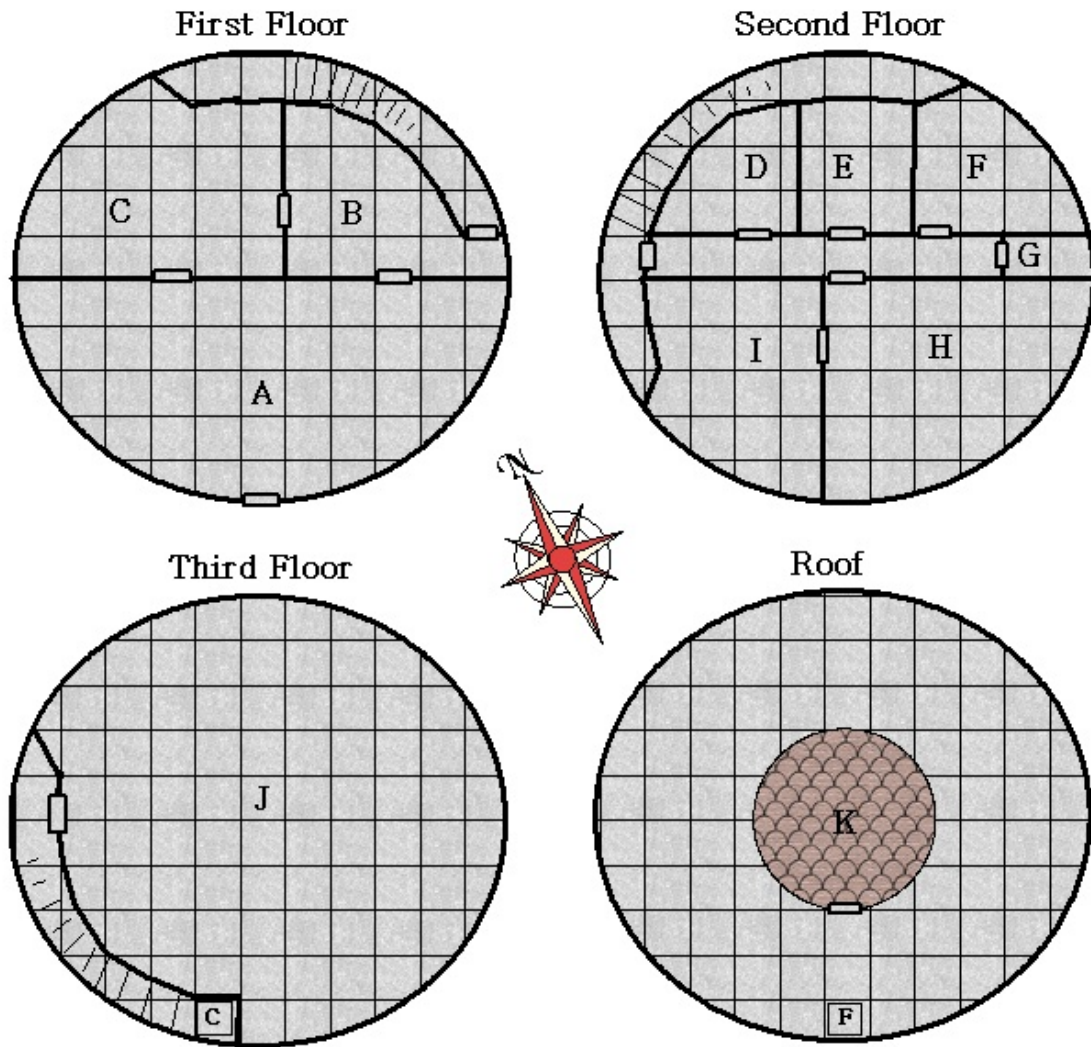
As a full-round action, a harpoon spider can pick up a Medium or smaller helpless creature with its legs and impale the body on its spines, dealing 2d6 points of piercing damage. The spider can carry up to 2 Medium, 8 Small, 32 Tiny or 128 Diminutive or smaller creatures in this manner. Harpoon spiders often use this method to carry their next meals.

**Web Movement (Ex):** Although they cannot spin webs themselves, harpoon spiders can climb around and through webs with ease using their climb speed. They are immune to the effects of a web spell.

**Skills:** A harpoon spider has a +8 racial bonus on Climb checks and Jump checks, and it can always choose to take 10 on a Climb check, even if rushed or threatened.

**Feats:** A harpoon spider gains Improved Trip as a bonus feat, even though it does not meet the prerequisites.

## Afronidious' Tower



## DM Aid #2: Nerrexix: A Plane of Mirrors

A large part of this adventure takes place on a Plane of Mirrors that is coterminous to an alternate Material Plane (i.e., a prime material plane that is *not Oerth*). As the DM for this adventure you should be thoroughly familiar with this appendix before running the adventure. The Planes of Mirrors are described on pages 204-205 of *The Manual of the Planes*. This particular Plane of Mirrors has these properties:

- Traits – All forms of elements and energies may be found here.
- Mildly Neutral Aligned
- Normal Gravity
- Normal Time
- Finite Size – This plane consists entirely of the “building” that the PCs are in. This building is depicted in the figures below.
- Alterable Morphic - Most planes of mirrors are static. However, that trait has been suppressed on this plane so that the Nerra could shape a prison out of it.
- No Elemental or Energy – However, some mirrors on the plane may have a different alignment.
- Impeded Magic – Magic functions normally on most planes of mirrors but this particular plane has been imbued with a strong resistance to divination and conjuration spells as a powerful form of protection vs. detection and incursion. Specifically:
  - Conjunction [summoning], Conjunction [teleportation], Conjunction [calling] and Divination spells do not function unless the caster makes a Spellcraft check (DC 15 + the level of the spell). Other Conjunction spells (e.g., Conjunction [Healing]) work normally.
  - Even if a Conjunction [summoning], Conjunction [teleportation], Conjunction [calling] or Divination spell is successfully cast, the plane actively resists the spell. In effect, this reduces the duration of the spell to ¼ normal. If a player casts such a spell upon himself or another creature, that creature senses this resistance as a building pressure and, as a result, is immediately aware of the reduced duration.

### A Gate into Nerrexix

The plane’s resistance to *gate* spells is particularly strong. Anyone who creates a *gate* to this plane must continually shore it up against the resistance of Nerrexix. If left untended, even a permanent *gate* becomes unstable, eventually eroding and collapsing. The plane’s resistance to gates manifests on Nerrexix as a “bubble” centered upon the gate. Creatures using a gate enter Nerrexix at the center of and inside this “bubble.” In effect, the plane has forced the gate’s influence out of those areas that are outside of the bubble.

The bubble appears as a shimmering wall to those who have used the gate to enter Nerrexix. Short of a *true seeing* spell, the bubble is not directly detectable to anyone else. Any PC who studies the bubble for at least a minute and makes a DC 15 Intelligence check can estimate how long they have until the bubble closes off a particular room or corridor. In general, the PCs have roughly an hour before it closes entirely. This gives them enough time to explore the plane but not enough time to rest.

The boundaries defined by the bubble are impenetrable by creatures and objects that have entered Nerrexix via the gate. Teleportation magic of any sort simply fails unless the destination is also inside the bubble. While those who entered Nerrexix via a mirror cannot normally detect the bubble directly, they can detect it indirectly by the fact that it prevents passage of creatures and objects that have used the gate. Thus, a nerra carrying a sword taken from someone who used a gate would find itself unable to take that sword beyond the boundary of the bubble. The effects of the bubble on one creature or object can be overcome with a *limited wish* spell (or stronger).

As the gate decays, the bubble shrinks (see the map below). This gradually forces all objects that entered Nerrexis back through the gate. If a creature or object that came through the gate ends up trapped between the shrinking bubble and a barrier, the bubble crushes the creature or object against the barrier with inexorable force and eventually forces it (or its crushed remains) through the barrier. There are a few exceptions to this rule but none of them come into play in this adventure.

The shrinking bubble is the reason the PCs must act quickly to save Afronidious' life. The bubble create by the wizard's gate will eventually crush Afronidious against the wall of his cell. Use the fact that this bubble is visible to the PCs provides a handy mechanic for illustrating the time sensitive nature of their mission.

### **Inhabitants of Nerrexis**

The only natives of Nerrexis are the Nerra, a race of humanoids with smooth, mirrored bodies. The details on the Nerra are in Appendix Six.

The PCs also meet humans on Nerrexis who have been kidnapped from their home plane. Humanoid prisoners (mostly humans) are kept on the first floor. Other races are kept in the basement. The plane has the capacity to hold about 70 humanoid prisoners but currently only 29 prisoners are present.

From a strict rules perspective, these humans are identical to humans from the material plane. However, as natives to another plane, these humans are subtly different than those on the material plane, mostly in terms of their mannerisms rather than their physical appearance. These differences are not immediately obvious but become apparent once the PCs interact with them for at least one minute.

### **Physical Features of Nerrexis**

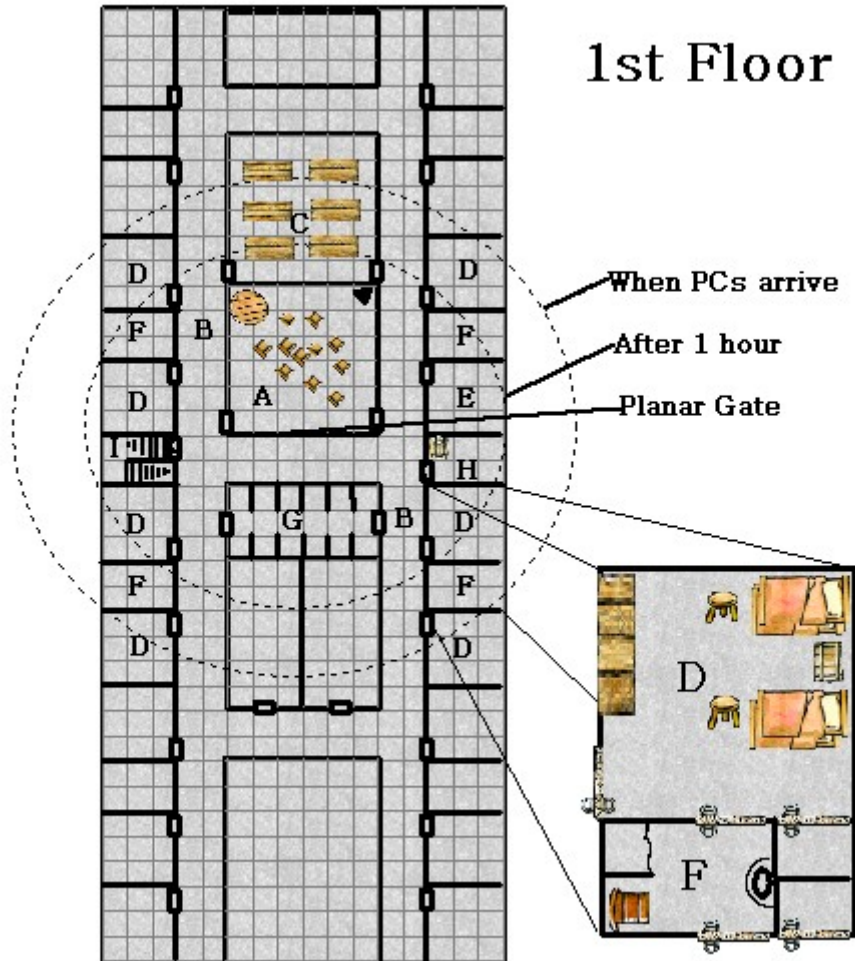
Nerrexis resembles a two-story rectangular building. The walls floors and ceilings are all fashioned of smooth, pale grey stone (DC 30 Climb). Interior walls are 8 inches thick. Exterior constitute the edges of the plane and therefore continue to infinity. There are no exterior windows in the building. However, every room in the building has at least one large, full-length mirror.

All the floors and corridors are covered in soft grey-green carpeting which lends a +4 circumstance bonus to Move Silently checks. All doors are simple wooden doors and are not locked unless specifically described as locked.

A permanent *dancing lights* has been cast upon the ceiling at regular intervals in most parts of the building. As a result, the light level in these parts of the building is dim but adequate for most tasks. The low light levels provide concealment at distances of 40' or greater.

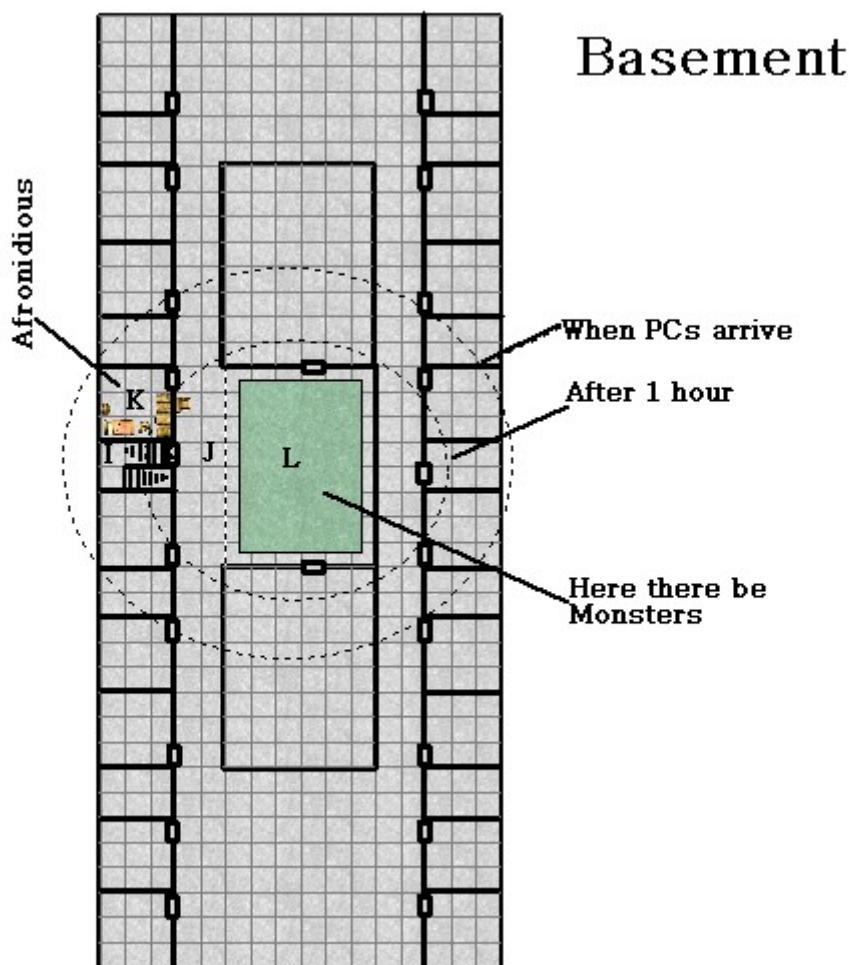
## Map of Nerrexis

The maps below depict the layout of Nerrexis. Each type of room is described here. Rooms which are not reachable by the PCs (due to the bubble) are not detailed. The outer dashed line shows the size of the bubble when they arrive. The inner dashed line shows its diameter after one hour.



- A. Screaming Chamber (Encounter 4): This is the room where the PCs first arrive (see Encounter 4).
- B. Hallways: The hallways are all dimly lit and quiet. Prisoners are allowed to freely move about the floor they are imprisoned upon and there is a 50% chance that 1d4 prisoners are in any particular hallway. However, the prisoners have an attitude of apathetic disinterest. They neither shy away from the PCs, nor speak to them unless they are attacked or spoken to (respectively). They won't betray the PCs to the nerra but they also won't interfere with the nerra if they come looking for the PCs.
- C. Craft Room: This room is described in Encounter Nine.
- D. Dormitory Bedroom: Each of these rooms is identical (see Encounter Six).
- E. Bedroom with Bound Prisoner: This room is identical to area D but has a special occupant as described in Encounter Seven.
- F. Dormitory Bathroom: Each Dormitory bathroom is identical and is shared by two bedrooms.
- G. Portal Room: This room is described in Encounter Eight.

- H. Guard Post: This room is used as a safe area of the nerra and as a result the door is always locked (Open Lock DC 25). The nerra guards each have a key that opens the locked doors to areas I and H. This room contains a desk with a large window that overlooks the hallways (parts of Area B). The room also contains several shelves with files of accounting information about the facility. It also contains a mirror portal back to another location where the nerra live. There are usually two nerra guards on duty at any one time (only one guard at APL 2). These guards are either in this room (50% chance) or wandering the halls and checking the rooms (50% chance). Due to the arrival of Afronidious, an additional nerra is present in the basement of the building (see Encounter Ten).
- I. Stairwell: The doors at both the top and bottom to this stairwell are always locked (Open Lock DC 25). The same key that opens the door to the guard post (Area G) also opens these doors.



- J. Basement Hallways: These hallways are the same as on the first floor (i.e., Area B). The wall between area J and area L is made entirely of reinforced glass. The area just beyond the stairwell door is described in Encounter Ten.
- K. Afronidious' Cell: This room is similar to the dormitory bedrooms on the first floor. However, it is specifically used for new prisoners who have not yet been “educated.” It contains only a single bed and the door is kept locked. When the room is occupied, a nerra inquisitor is on duty just outside the door.
- L. Monster Pen: For some reason, the Nerra have duplicated a mated pair of harpoon spiders (see Encounter Ten). The original pair is kept in this room. One wall of the room is made entirely of glass which looks out onto the hallway (area J).

## DM's Aid #3: Process for Selecting a Replacement Member for the Chamber of Four

1. Furyondy is a monarchy. The ultimate decision is being made by King Belvor. However it is likely that the opinions of the Chamber of Four and other selected delegations will weigh heavily on his decision.
2. When the first Chamber members were selected, King Belvor heard input from two delegations: a delegation of churches (made up of a representative of each major church in the land plus FASTC) and a delegation of nobles (with one representative selected by the leader of each province). This time around, Belvor has defined a third delegation: a delegation of adventurers selected and managed by the newly coined Furyondy Mage Council. His intent is that the adventurers in question be dominated by wizards but he's graciously left the delegation member selection up to the Council.
3. The size of the adventurers' delegation is determined by the Mage Council but can not exceed seven members.
4. Each of these delegations interviews each candidate. Each delegate registers an opinion on each candidate and these opinions are passed to the sponsoring organization (noble, church or mage council) which may alter the opinions, add to them, censor them or simply pass them on as they see fit.
5. The sponsoring organization weighs the advice of the delegation and provides a written opinion to King Belvor and the Chamber of Four. This opinion outlines the delegation's opinions of the candidate and makes a preliminary recommendation.
6. Once all the candidates have been interviewed, each sponsoring organization collects a final recommendation from their delegation. They, in turn, form their own final recommendation to the King (also forwarded to the Chamber of Four). The sponsoring organization has the option to completely ignore the input from the delegation. However, this is ultimately a poor political move since word of such actions tends to get out and discredit the sponsor.



## Player Handout #1: A Letter from a Recent Acquaintance

*I hope this missive finds you in good health and in good spirits. I have resumed my duties with the Mage Council and (barring a few nightmares) I seem to have made a full recovery.*

*Perhaps the events of last month are but a lesser event in the unusual life you've chosen to live. I assure you they remain an exceedingly poignant memory for me. I remain deeply impressed with your skills both as an investigator and as a warrior and deeply grateful for your assistance. I also have little doubt as to your loyalties to our king.*

*Thus, when the Council has asked me to hire some of your ilk for a mission I immediately thought of you. I expect you are exceptionally qualified for this mission though I must confess it is not likely to be a physical danger. I can assure that it is critical to the continued prosperity of our country. I can also tell you that it will require individuals with exceptional investigational skill: a quality that I have clearly seen in you and your companions. I can not say more in an open letter.*

*Therefore, I ask you to visit me at my office in Chendl in two weeks time to consider the assignment. I apologize for the needed haste and hope that enclosed coin will be sufficient to cover your travel expenses.*

*If you are unable to help me this time, please send your regrets with the courier who delivered this to you. If you do come, please do not hesitate to bring along a few of your most trusted companions. I have attempted to contact them as well but, as you probably are aware, they are not always easy to locate.*

*Kind Regards,*

*Telmus*

**Note to Player:** Your PC is entitled to free standard upkeep for this scenario.

## Player Handout #2: Orders from the Furyondy Mage Council

*As I am certain you are aware, the Council convened recently to discuss the continued unexplained absence of Karzalin. They have concluded that despite Karzalin's uncertain condition, the country's current political situation requires that the Chamber remain whole. Therefore, we have begun an immediate search for a new arcane advisor for the king.*

*While you obviously lack the skill and disposition to be a candidate for this position, you have demonstrated experience that will be valuable to us in searching for a replacement. Therefore, you are conscripted to report to the main office in Chendl no later than two weeks hence. The enclosed coin should cover your expenses. Feel free to bring a few trusted companions. Please do not delay.*

*Sincerely,*

*Baranak Sil*

*Chief Scribe*

*Furyondy Mage Council*

**Note to Player:** Your PC is entitled to free standard upkeep for this scenario.

### Player Handout #3: Orders from the Church

*King Belvor has recently decreed that he will seek a replacement Karzalin, the missing fire elemental from the Chamber of Four. Candidates for the position will be interviewed by multiple committees including, of course, a council of divine servants. The surprise is that King Belvoir has decreed that one of the committees will consist of adventurers and it's clear that he places high value on that committee's opinion. I suspect this is precipitated by some of the events of last Winter in which the King narrowly evaded capture by an unknown agent due to the assistance of a band of adventurers.*

*Regardless, this "adventurer committee" (as bizarre as that sounds) provides us with an opportunity to improve our influence over the final decision. Putting another voice friendly to our interests near the king would be of significant political value. While arcane knowledge is useful, divine wisdom is essential if our fair nation is to survive! Therefore, it is imperative that we weigh as much influence on the decision as we are able.*

*Your deeds and status as a wandering minister for our faith qualifies you to be on the committee. We've arranged (through no small effort) for you to be a member. Please report to the apprentice Telmus at the Mage Council office in Chendal with due haste. I trust the enclosed coin will be sufficient to pay for your expenses. If you think it is necessary may bring a few companions to aid you (at your own expense). I also need not remind you to keep this message confidential.*

*Yours in the exalted presence,*

*Brother Michel de la Coure*

*Chief Scribe of the Church*

**Note to Player:** Your PC is entitled to free standard upkeep for this scenario.

## Player Handout #4: A Message from “the Organization”

Upon returning to your room one evening, you found a letter in your coat pocket addressed to you by name. The text within was written in a low clearance cipher known to most members of the Twilight Hunters. The decoded text was as follows.

*To date our organization has had little success locating the wizard Karzalin. We do suspect, however, that he has joined with forces unfriendly to our king and is therefore freely sharing state secrets with an enemy when we could least afford to give them up. Mistakes like this are expensive and we'd like to avoid them in the future.*

*Hence, we've giving you a new assignment. We've arranged to have a few “friends” involved in the selection of the new member of the Chamber of Four. In particular, you've been “selected” for one of the interview committees. You should receive an official missive shortly from the Mage Council. Respond in the affirmative and show up on time. You will find sufficient coin to cover your expenses waiting for you at the safehouse in Worlende.*

*The first wizard you are interviewing is a gnome known as Afronidious the Daft. We have reason to believe that Afronidious was witness to a critical event that occurred about two months ago. Be on the lookout for an opportunity to investigate this. In particular, find out if Afronidious keeps a journal and if so, search it for information about this event. But above all, be discreet! If you are compromised we lose far more than we would gain if you are successful. Memorize any information you find and report to your main contact in Chendl.*

*Also keep an eye on any fellow committee members. Unless you know them and trust them, their allegiance is suspect. Bring a few trusted swordarms with you if you would like but try to avoid anyone who can't keep a low profile.*

*Destroy this letter when you are finished reading it.*

As promised, the invitation from the Mage Council arrived less than 24 hours later...

**Note to Player:** Your PC is entitled to free standard upkeep for this scenario.

## Player Handout #5: A Short Letter

*The Furyondy Mage Council has recently undertaken a project of great importance to the country. Your purported skills in the area of “special investigations” qualify you to apply to assist us with this endeavor. We expect this assignment will require approximately two weeks of your time and should not place you in undue peril. Payment will be commensurate with services rendered. If you are successful, you may be asked to perform other tasks for us in the future. The Mage Council is known for its generosity to its retainers.*

*If you are interested, please report to the scribe Telmus at the Mage Council headquarters in Chend! no later than two weeks hence. If you know of other candidates whom you feel may meet our needs you may extend this invitation them as well.*

*Sincerely,*

*Baranak Sil*

*Chief Scribe*

*Furyondy Mage Council*

## Critical Event Summary

### FUR6-07 – Conjuring Trouble

*(Return to HQ or to Michelle Sharp)*

*Please be sure to answer all questions. Thanks.*

1. Circle the meta organizations that one or more PCs were members of:  
Furyondy Mage Council      Twilight Hunters Church of Heironeous      Church  
of St. Cuthbert      Church of Rao      Church of Mayaheine      FASTC
2. Was there any intra-party conflict due to the secondary missions given by the metaorgs?  
Yes      No
3. Did any of the PCs find the information in Afronidious' journal? Yes      No
4. Did the PCs do anything to insult Afronidious?      Yes      No
5. Who was rescued from Nerrexix? (circle all that apply)  
Afronidious      Odyssila (gnome artisan)  
Mergha (human gladiator/wrestler)      One or more human prisoners
6. Did anyone win the Affection of Odyssila?      Yes      No
7. Did the PCs interview Afronidious?      Yes      No
  - a. If yes, did the PCs ask Afronidious any significant questions in the interview that weren't addressed in the module?
    - i. If yes, List question and general answer:
  - b. What was the party's majority consensus on Afronidious' suitability (circle one):  
A good candidate    A poor candidate    Equal votes for and against
8. What NPC would the players most like to see appear in future modules?
9. Comments (Optional). Please explain any unusual circumstances