

ULP 8-05

Serious Inquiries Only

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure

Version 1.2

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Playtesters: xx

The Principality's religious figures need help in recovering several incredibly powerful artifacts, stolen by a follower of Roykyn. Of particular interest to clerics and self-described tricksters of all races, and those who have played KEO 4-07 Footsteps of the Fallen. A one-round Regional adventure starting in the Principality of Ulek for characters level 1-15 (APLs 2-12).

Resources for this adventure [and the authors of those works] include *Monster Manual IV*, *Heroes of Horror* [James Wyatt], *Complete Champion* [Ed Stark, Chris Thomasson, Ari Marmell, Rhiannon Louve and Gary Astleford], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, and Kolja Raven Liquelette], *KEO 4-07 Footsteps of the Fallen* [Kevin Lawson], and *ULP 7-03 Against the Dying of the Light* [Rene Alfonso].

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

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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 rule 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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session 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). You need one copy of this for each participating player.

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), use the table below to determine the number of levels you add to the sum of step one. Animals with different CRs are determined separately using the chart below; then, take the highest CR animal (or animals), and add 2 (drop fractions). A single PC may only bring four or fewer animals of this type.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
C R o f A n i m a l	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	5	6	7
	4	4	6	7	8
	5	5	7	8	9

	6	6	8	9	10
	7	7	9	10	11

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Disputed Territories. All characters pay 1 Time Units per round.

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

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the

character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about lifestyle and upkeep can be found in the Lifestyle and Upkeep section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The churches of the Principality of Ulek have always guarded souls, but many of them also guard secrets that only the highest in the sects would know.

Roykyn the Merciless, a gnome hero-god of cruelty, has spent her time collecting these secrets over the last several years through her gnomish followers, who keep their alignments and allegiances secret and have often posed as clerics of other churches.

A former cleric of Urdlen, gnome god of bloodlust, evil and uncontrolled impulses, Roykyn abandoned her faith and turned over an entire temple of her own clerics to a conclave of mindflayers as a cruel joke and insult to her former patron whom she didn't feel rewarded well enough for her work. She was sponsored to divinity by Erythnul for the humor her acts brought to him. Roykyn has been biding her time and gathering followers looking for ways to bring down the subterranean cultures of the gnomes and dwarves. An aspect of hers caused trouble in the Gnomish region of Prinzfeld years ago and her dirty work has been done in Keoland as well. In recent years, Roykyn manifested herself in an abandoned temple there as the puppeteer behind the greatly feared Green Warlock.

He was possessed with a thirst of vengeance after the death of Count Dreng and willingly became the minion of Roykyn in order to ally himself with all sorts of evil creatures.

Back in the Principality, the high clerics of Berronar Truesilver, Corellon Larethian, Garl Glittergold, Moradin, Lydia, St. Cuthbert, Ulaa, and Yondala have been compromised and great secrets have been stolen.

The secrets themselves are sealed away with powerful magic in the scrolls, given to the church by the clerics as a form of repentance and trust. To have them stolen and, even worse, revealed,

could mean embarrassment and scandal among the righteous, diffusing the good work the churches are able to continue in their missions.

Two NPC clerics of Roykyn – Burdt and Errni Poppylane, ousted turncoat agents of the Pomarj--have sent a message that a ransom for the secrets is required, and has given a time and a place that the clerics whose secrets she controls, can come to them and barter for the condemning evidence they has against them.

All the clerics are well aware that Roykyn's agents are not ones to easily give up an advantage, and expect that this is simply a trap to whittle away the forces of the other churches, and possibly even convert some of its members to her clergy. After all, it is a short step from innocent crimes, to guilt ridden motives, and then to covering up those crimes.

In a sense of Gnomish irony, Roykyn's followers have decided that the temple of Urdlen that Roykyn herself was raised to deity status in would be the best place to attempt to convert these new clerics. Burdt and Errni have set up an exchange by leaving a magic mouth in the main room of the Urdlen temple where the clerics can sacrifice gold and/or blood in an offering to Roykyn. This is actually a magical trap that is tied to an atonement spell. A victim must willingly sacrifice gold and XP(in the form of blood) to benefit, and while they don't know it's an atonement, the clerics are coming to "buy off" the clerics of Roykyn, and cover their guilty consciences, which in a way is an admission to a loss of ideals. If the clerics were to succeed they'd be granted divine power enough to raise an Unseelie army, and retake portions of the recently war torn Prinzfeld Province.

Elizar Lightbringer, a recently atoned cleric of Lydia (ULP 7-03 Against the Dying of the Light), was approached by the agents of Roykyn, who attempted to blackmail him into coming to the exchange, and guiltily cover up his past. Elizar, however, unbeknownst to the Roykynites, has atoned, confessed, and received forgiveness for his actions, even receiving a principle pardon from Corond himself. Elizar, thus, not feeling threatened by this blackmail, has come forward to the local churches, and discovered that several other churches have members who would likely have been approached. Seeking these members out individually, Elizar has discussed with them his plan to send adventurers in their place, to try and recover the blackmail documents, and thus protect their secrets. Borrowing a holy symbol from each, and using it as a focus for a delayed misdirection spell, Elizar will bring them to a group of PCs and

give each one a different symbol, to allow them to appear as clerics for the initial exchange.

PCs unfamiliar with Elizar, will be approached by any of the churches, and recommended to Elizar, so as to keep their pious appearances in tact.

ADVENTURE SUMMARY

Introduction

PCs are asked through various methods to find Elizar Lightbringer, a cleric of Lydia in Havenhill, The PCs will be directed to the office of Gladys Holysmiter, in the church of Berronar Truesilver.

Encounter One

Gladys Holysmiter and Elizar Lightbringer request help in recovering scrolls from a sect of evil clerics.

Encounter Two

Finding the temple: PCs are directed to a portal, which they reach without incident. Once they step into the portal, they re-appear in an underground cavern where a temple looms in front of them.

The door is wide-open and can be walked through, starting encounter three.

PCs who try to fly up or use a grappling hook to enter a window in a turret experience encounter 2 b. If the PCs successfully enter a tower window, they begin at encounter four.

Encounter Three

PCs are confronted with several mole constructs, who will demand the ransom (through magic mouth). Whether the PCs try to give a ransom or not, the "animated objects" begin to attack. Meanwhile, the Poppylane brothers are spying on the PCs with an invisible servant.

They then go up a staircase to enter encounter four.

Encounter Four

Maze of hallways: Several intertwining passages, which have various scrolls and ledgers within them, allowing the PCs to find out more about Roykyn, her slaughter in the temple and her plan to raise disciples through blackmail of clergy and nobility. All the while, the Poppylane Brothers are gathering up their supplies and moving to escape.

When the PCs find the last room, they begin the fight of this encounter.

There is a door to leave. The door is magically sealed and cannot be passed by any reliable means.

An incorporeal creature, bound to the room, attacks the PCs as they try to open the door or stop a countdown. If the runes are pressed, the countdown starts over and the door remains shut.

PCs must wait for the countdown to finish before the door opens on its own.

At higher APLs Burdt has yet to make his escape out of the portal at the back of the temple, and helps the incorporeal creatures.

Encounter Five

The scrolls: The PCs encounter a room with the eight scrolls in plain sight but under a key lock. The PCs must get as many scrolls as possible before the bridges they're standing on collapse.

The door is sealed; the PCs must either break through the door before the rafter collapses, or open it through some spell. If PCs are on a rafter that collapses, they fall in the muck below. Bog imps, hiding below the rafters, force the PCs to either solve their riddle or battle them. If the PCs solve the riddle, they are led safely out of the castle by the imps and are even given a portal back. If they battle the imps, they must climb back up to the sealed door or find a secret tunnel and squeeze through on their own.

At higher APLs Errni has yet to make his escape out of the portal at the back of the temple, and prevents such silly foolishness from the swamp creatures. Beyond Errni is the room shared by the two gnomes, filled with their belongings they have left behind or failed to yet retrieve.

Conclusion

PCs must decide if they are to turn in the scrolls to Elizar Lightbringer as promised or their own deity's clerics – who have expressed interest in the scrolls.

PREPARATION FOR PLAY

Note the deity of each player. In the introduction, relate the character's dream to the god closest to the one that the PC worships. The eight gods and goddesses that the dream can be about are Berronar Truesilver, Corellon Larethian, Garl Glittergold, Moradin, Lydia, St. Cuthbert, Ulaa, and Yondala.

Note the alignment of each PC.

PCs who have played *KEO 4-07 Footsteps of the Fallen* should be checked to see if they “Signed on the Dotted Line” or became a “Minion of Roykyn” during the adventure.

If the “Signed on the Dotted Line,” they will have to make a DC 10 Will save every round of combat with a gnome (APLs 10 and 12 in the presence of Burdt and/or Errni) while inside the Temple of Urdlen, or charmed.

PCs who became a Minion of Roykyn will adopt the template once again upon entering the temple. The template is in Appendix 2 and should be told to PCs privately.

The Stained-Glass Golems in Encounter 3 were updated to 3.5 rules through the Dungeons and Dragons v. 3.5 Accessory Update for the Monster Manual II.

The Nimblewrights in Encounter 3 were updated to 3.5 rules through the Dungeons and Dragons v. 3.5 Accessory Update for the Monster Manual II.

NEW RULE ITEMS

Core adventures often utilize new rules items – including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. All the information required to run these characters is presented in this adventure. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

INTRODUCTION

Since the Disputed Territories have been freed, Havenhill has become a major trading route in the principality. You've found your way here, looking for deals while awaiting your next adventure. However, your shopping has been limited by your lack of sleep, and you're wishing these strange dreams would stop coming.

Feel free to personalize each PC's dream. PCs with divine or arcane caster levels should get the feeling that they are scrying on this writer, and the writer is unaware that anyone is watching in. Other characters should be getting the idea that they're spying, like from a closet, or through a window. Either way it should be apparent that they are witnessing a glimpse of something evil being done, and the evil is unaware that they know.

But for the eighth night in a row, you fall asleep and see the same black-haired gnome as the previous nights. And just like the previous nights, she grins devilishly as she kneels in an earthen room. She dips a scroll into blood-red liquid – is it actually blood? -- and writes on it, in that fine, scripted lettering you've become familiar with.

Here is where you pick a god for each PC present. More than one PC can have a dream about the same god.

“Berronar Truesilver / Corellon Larethian / Garl Glittergold / Moradin / Lydia / St. Cuthbert / Ulaa / Yondala” she writes.

PCs may also make a Gather Information check to find the church of the deity.

- DC 10: You pass a disappointed human in a long black veil. “All religious services have been closed,” she cries. “How will Zilchus reward me now?”
- DC 15: A half-orc rolls his eyes at you. “Me thot everbodies know da churches are dat way,” he points.

Once the characters find their way to one of the churches, acolytes should direct them to the church of Berronar Truesilver to speak to Gladys Holysmiter.

1: CAN YOU TELL ME HOW TO GET...

After being directed to the church of Berronar Truesilver, an acolyte informs you that services are closed. However, as you begin to rebut a voice from behind you states, “They're here to meet with me Hordid. Be at peace.”

Gladys Holysmiter: female dwarf. Paladin 5/ Combat Medic 5. (Bluff: 4, Sense Motive: 15)

An elderly dwarf with gray hair pulled into a tight bun rises from prayer and turns to face you. She carries a heavy mace at her side, though it looks highly decorative. She wears a badge signifying her service in the Army of the Principality, during the time of the Hateful wars.

“Greetings, strangers,” she says to you. “I am Gladys Holysmiter and I appreciate you

coming so quickly, we have a matter of great importance – and secrecy – to discuss, if you will follow me to my quarters?” She leads you down a side hall of the church.

When you arrive at her quarters, she opens the door and allows you entrance before her. Inside you see an aged human sitting in one of the chairs pulled up to a round table in the room.

“This is Elizar Lightbringer, cleric of Lydia. He's the source of our information about these thefts, and the one who came up with our solution,” Gladys says.

“Several churches have suffered grave thefts lately, leaving powerful information in the hands of an evil woman who must be stopped at all costs,” Elizar interrupts.

“We know who this woman is, and we know where the scrolls she stole are. Your task couldn't be simpler. Will you help us?”

PCs have the chance to ask questions. Questions with names indicate who should answer each question. No matter what, Holysmiter and Elizar should be evasive and become nervous if discussing the scrolls or their disappearance in particular. Sense Motive DCs and results will follow each response.

Why us? (Gladys)

Sometimes we find it easier to send agents not of the church, so that we can't be put in compromising situations. After all it wouldn't do to have it look like we're paying off someone who can steal our secrets. (DC 10, Gladys is matter of fact about this precedent, and seems to be rolling out a preformed speech.)

What do we get out of it? (Gladys)

Why, the divine favor of the gods should be reward enough. (15: The paladin seems sassy, but genuinely believes that her people will offer you sufficient reward.)

Who stole the scrolls? (Elizar)

The agents of Roykyn the Merciless took the scrolls for their own gain. Roykyn is a fallen cleric of Urdlen who has gained incredible powers of pain and revenge and has started to gather followers who are as filled with bloodlust, as she is herself. (0: Elizar genuinely hates the agents of

Roykyn and Urdlen, and seems to be positive that they are the culprits.)

How did she acquire the scrolls?(Gladys)

Well, through devious means. (10: she's obviously not telling you the details of how someone broke into the churches.)

What devious means? (Elizar)

I'm afraid that was different for each church and isn't particularly relevant to your task. (20:There's something fishy about the way these scrolls were stolen.) (pressed, the two answer that for security reasons, they can't give more details.)

What are on the scrolls? (Gladys)

Powerful information that only the highest clerics in the Principality are privy to. (30: these don't seem to be religious secrets)

How do we get the scrolls back? (Elizar)

Well, Roykyn's clerics have arranged for a bribe to be delivered through a portal that will be opened for a half-hour period tomorrow near here. You should be able to go through the portal and gather the scrolls from her temple. (15: Elizar believes this to be a trap, and thus is not sending the real clerics.) The demand was that one cleric from each church was to come and bring that church's bribe. We have created these holy symbols for each of you to allow you to pretend to be said clerics, and hopefully bring the ransomers out of hiding. We'll be providing you with a small parcel designed to mask you from divinations, and to appear like the ransom. However, there will be no money in the parcel. Once there you're on your own to recover the scrolls, but we're sure you'll identify them when you see them. We ask that you do not search their contents, simply return them to us. To ease your return you may break your holy symbol in half and it will send you to a place of refuge here in the temple.

On a successful diplomacy or intimidate check, she reveals the following information:

The scrolls themselves contain great secrets of the high clerics of both this church and others. I'm afraid I can tell you no more without endangering you, your mission, and the churches.

The adventurers are given their choice of holy symbol and a map to the portal location, which is only a half-day's journey away. The portal will be open early tomorrow morning. They have time to

purchase things if they'd like, or they can head straight to the portal and wait.

DM NOTE: These symbols are personally marked to give off the alignments (as misdirection) and auras of the clerics who used to own them.

Gathering Information:

The PCs may make gather information or Knowledge Religion checks about Elizar, Gladys, Roykyn and Urdlen, and attempt to gather information about the secret scrolls. The DC is the same for all Bardic Knowledge checks.

Elizar Lightbringer:

DC 10: A well known figure of Lydian faith in the Principality.

DC 15: Elizar was recently excommunicated and exiled for his activities pertaining to a holy relic of the country.

DC 25: Elizar was even more recently pardoned and given back his rights within the church.

Gladys Holysmiter:

DC 10: High Priest of the temple of Berronar Truesilver.

DC 15: Veteran of the Army, and soldier during the Hateful wars.

DC 20: Known for her healing prowess, and defending several hospital tents from assault by Cave Trolls with her unit of combat medics.

Roykyn:

DC 15: Roykyn is a greatly disliked hero-deity of the gnomes. She is known for her skills in revenge and blackmail.

DC 25: Roykyn is known for her plots in certain portions of the Sheldomar Valley involving nobility and corruption of other deity's faiths and temples.

DC 30: Roykyn has been involved in few dealings in the Principality, but has had a consistent cult following in the displaced gnomes of Prinzfeld province.

Urdlen: (-2 to the DC for all gnomes)

DC 12: Urdlen is the Gnomish god of Bloodlust and slaughter. He takes the image of a mole with blood drenched claws.

DC 17: Urdlen is known to dwell in the underground places of the Abyss, and his followers generally emulate this in his temples.

DC: 22: Urdlen once had a powerful cleric follower, Roykyn, but was betrayed by her.

2: HELLO EVERYBODEEEEEEEEEEE!

As the party arrives to the spot where the portal was scheduled to be, a light appears before them, and opens up. All party members must step through to continue. Once they do, they enter an underground swamp. Now would be a good time to ask the party members what source of light they're using – low-light vision is sufficient to allow them to see 10 feet, but PCs who don't have such sight need a light source.

Bright and early the next morning, you make your way to the teleport circle. Elizar Lightbringer is there to see you off. He makes a last check that you have your holy symbols with you and wishes you luck. Seconds later, you find yourself in an underground swamp with the visage of a mammoth rodent staring at you. The creature is made of limestone and obviously part of the architecture of the cavern.

This is a large cavern whose wall's only feature is the rodent's open mouth, seeming to invite visitors inside. Where eye sockets would be, there are voluminous holes. The long, extended nose provides an overhead ledge. Sharp, jagged but occasionally broken teeth of the stone creature line the edge of the buildings entrance and another room opens up beyond.

Adventurers can make a Knowledge (Nature) check (DC 10) to know the stone is in the shape of a mole.

Adventurers can make a Knowledge (Religion) check (DC 25) to know that the mole is a symbol of Urdlen.

Ask the party to make a spot check. NOTE: If no one in the party makes the required spot check, they do not initiate this encounter. They can bypass it entirely if they choose to go through the mouth and not investigate upstairs.

The windows are about 15 feet higher than the PCs. Spot check DC 20 shows a booted humanoid foot dangling off the edge of the earthen mole's nostril.

At APLs 2 and 4, the spot check is against the stirges' hide check (DC 28). Note the stirges' +4 bonus for cover, due to hiding inside the statue's nostrils, and +1 for distance.

At APLs 6, and 8, the spot check is against the Dreadblossom's hide check (DC 26), which is rooted in a corpse on top of the nose.

At APL 10 and 12, the spot check is against Snuphl Ofagus's hide check.

APLs 2, 4: **You see multiple rust-colored beasts that look like strange, large, furry mosquitoes.**

Have players roll for initiative at this point. The stirges will attack if assaulted, or if the PCs are loud or indecisive (take more than a few rounds to creep toward the entrance) about entering the temple. The stirges get a surprise round if players failed to see them; the players get a surprise round if they did see the stirges.

APL 2 (EL 2)

Stirges (3) 8, 8, 8 *Monster Manual* 236, See Appendix 1

APL 4 (EL 4)

Stirges (8) 8, 8, 8, 8, 8, 8, 8, 8 *Monster Manual* 236, See Appendix 2

Tactics:

APLs 6, 8: If players see the Deadblossom Swarm: **You see hundreds of beautiful large red flowers growing on top of the earthen mole's nose.**

If players attempt to ascend the mole in any way, they initiate combat. The Dread Blossom will get a surprise round unless a player has identified the creature and warned whomever is ascending to the nose.

APL 6 (EL 6)

Dread Blossom Swarm (1): hp 51 *Monster Manual* III 45, See Appendix 3

APL 8 (EL 8)

Dread Blossom Swarm (2): hp 51, 51
Monster Manual III 45 See Appendix 4

APLs 10: If the players see Snuphl Ofagus: **You see a tall, hairy creature who is looking at you from the roof of the cave's nose. He rears back, lets out a yell and starts climbing down the ledges.**

The Gargans will attack if the PCs point them out, make any loud noises or attempt to scale the mole.

APL 10 (EL 10)

Snuphl Ofagus: Male feral gargan, scout 8.
hp 102 *Races of Stone* 91 and *Complete Adventurer* 12, *See Appendix 5*

APL 12: If the players see Snuphl Ofagus: **You see two tall, hairy creatures who are looking at you from the roof of the cave's nose. They rear back, let out a yell and start climbing down the ledges.**

APL 12 (EL 12)

Snuphl Ofagus: Male feral gargan scout 8 hp 88, *See Appendix 6*

Payar Ograndus: Male feral gargan scout 8 hp 88, *See Appendix 6*

Loot:

APL 2: Loot 50 gp

APL 4: Loot 100 gp

APL 6: Loot 150 gp

APL 8: Loot 200 gp

APL 10: Loot 25 gp; Magic 180 gp; *scroll of protection from arrows* (13 gp), *ring of protection +1* (167 gp); Total 205 gp.

APL 12: Loot 16 gp; Magic 214 gp; 2 *potions of cure light wounds* (8 gp each), *scroll of haste* (31 gp), *ring of protection +1* (167 gp); Total 230 gp.

If players choose to enter the mole's mouth, they begin at Encounter 3. If they choose to go through the eyes, read the following and then go to Encounter 4.

After climbing through the intense visage, you let yourselves down into a balcony overhanging a large altar room. On the floor below you are rows of pews, and a plethora of mole-like decor. To your left is a hallway that leads to a short descending flight of stairs.

3: GET LOST! SCRAM!

You enter a large foyer. Lining the wall in front of you are large, ferocious-looking mole statues. Their stone mouths are wide open and their claws are outreached. Flickering flames dance behind the stained-glass windows lining either side of you, sending eerily-colored shadows across the faces of your fellow adventurers. You hear a demand, as the mouth of the statue behind the altar begins to move. "Give us the ransom, or prepare for your death."

The altar room/chapel is 70 feet by 60 feet. The ceiling is 20 feet high, although there is a balcony 10 feet high going along the southern edge of the room (around the entrance).

If the PCs offer any monetary amount upon the altar, the constructs will not attack, and the statue behind the altar will tilt forward, engulf the offering in its mouth, and shut its mouth consuming the gold (this is a mundane mechanical effect). Once this has been done, a compartment in the mole's stomach will slide open. Note this for the adventure record. If they provided an offering, a second magic mouth in the altar face will speak the following.

"Now that you have paid the cost of your sins, you may complete the exchange with a signature in blood. Write your name on the scroll above."

This scroll is a form of atonement spell. Signing your name in blood activates the spell completion, and casts the scroll on the signer. The atonement is not immediate, but has a slow shifting effect. If PCs sign this scroll in blood, they will have sold their soul over to Roykyn, and begun converting to Chaotic Evil. The total shift will take one hour per alignment shift needed, proceeding along the Law/Chaos axis first, then the Good/Evil axis. After signing, DM **MUST** let the PC know that their alignment is compromised. PCs with Knowledge Religion or Spellcraft can realize they need an atonement within hours or they'll convert to CE. The first shift will happen in one hour from the time of signing. This **SHOULD** give the PCs an opportunity to finish the module, but retire their characters with some exotic flavor, as evil NPCs. An atonement spell cast upon the PC who does not wish for this alignment conversion will save that PC from the eventual change, however this

must be cast before the PC converts to CE, because at that point the character will be wholly removed from play. This atonement cost no extra experience from the caster, but does consume gold pieces equal to the amount the PC sacrificed to Roykyn on the altar.

PCs can attempt to use diplomacy but it has no effect on these constructs. The constructs will either repeat their demand for a ransom one more time before attacking, or attack in response to a direct attack.

APL 2, 4: **The mole golems attack.**

APL 2 (EL 3)

Animated Object, Medium (1): hp 31
Monster Manual, 13

APL 4 (EL 5)

Animated Object, Medium (2): hp 31, 31
Monster Manual, 13

APL 6, 8: **The stained-glass windows come out of the wall and descend upon your group**

APL 6 (EL 7)

Golem, Stained Glass (2): hp 86, 86 *Monster Manual II, 116*

APL 8 (EL 9)

Golem, Stained Glass (4): hp 86, 86, 86, 86
Monster Manual II, 116

APL 10, 12: **One (two) of the larger statues in this room suddenly extend the center claw of each of their hands and spring to the floor in an acrobatic leap.**

APL 10 (EL 11)

Advanced Nimblewright (1): (173 hp)
See Appendix 5

APL 12 (EL 13)

Advanced Nimblewrights (2): (173 hp)
See Appendix 6

Once the PCs either defeat the constructs or offer a tribute, they are free to wander around. There is a kitchen-type room to the left, an empty room to the right which might have once been a library and a staircase leading up. An invisible, minor image is spying on the PCs, see Errni's stat block and tactics for details.

After the fight, read the following:

As the din of battle dies down, you look around for the scrolls you came to find. They are apparently not in this room.

Upon ascending the staircase, you enter a hallway, part of which heads up to the balcony, while the other direction extends toward two parallel hallways that jut off to the right, one 30 feet away and one 60.

4: WELCOME TO MONSTERPIECE THEATRE

The PCs will have a chance to explore the underground complex, which leads away from the altar room with a short staircase leading up. They're most likely to check the closer hallway first, below are a list of descriptions to give for those rooms. All ceilings are 5 feet high (making it uncomfortable for anyone larger than this and squeezing for any creating large or larger in size).

Storage Closets: *These doors are closed shut. Inside you find a short wide room full of shelves. All manner of things are stored here, and much of those items have been broken, eroded, rotted or chewed up. The few intact items you do find lead you to believe this area once stored a variety of objects, from food storage to what you can only assume were ingredients in dark ritual sacrifices. The striking disparity between the wall lined with brooms and mops, and the wall upon which a collapsible torture device is stored, shows much about the nature of this temple's previous occupants.*

Barracks and Kitchen: *These rooms all have their doors smashed in, and about the rooms are littered a few skeletal figure. The motif of the main temple continues here, with bloodstained mole statues, subterranean textures and claw marks down the walls. The age of items here must be near one hundred years old and many things are rotted through, chewed apart or simply broken beyond repair. One small chest in the barracks area though, seems intact, and relatively airtight. (Inside the PCs will find Player's handout 2).*

Bloodroom: *This seems to be the bathing area of the temple facility. No curtain for modesty is present, and the room itself is simply round with what we once mosaic walls, now since*

defaced, destroying any evidence of what the mosaic could have portrayed. The most striking feature though is the steaming pool of pure blood which takes up all but a small walkway around the room. The pool seems to radiate heat, like a large creature's body would, almost as if the pool were alive. A small set of bloody footprints leads away from the bath, and on the rim is a small stuffed bird.(Closer examination reveals that the bird is a stuffed Vrock, that is either very young, or has been reduced magically. Around its neck is a collar that says "Duqie". The footprints are small sized, and those of a relatively heavysset gnome.)

Shrine: *This area, seems to have been desecrated. Or, given the original design and statues, perhaps re-desecrated is a better term. The subterranean mole motif that has been through the temple so far, is defaced, shattered, covered with flaxen tapestries, or otherwise concealed or destroyed. The new decor seems to be primarily of a feminine figure, cloaked in shadows, and holding a quill in one hand and a scroll dripping blood in the other. An octopus-like head sits on a spike in one corner, and a gnomish skull sits on the other. The central wall directly across from the entrance, and flanked by the spiked heads, holds a large mural, of a shadowed female figure with a devilishly sly grin.*

End of the hall: *This hall ends in a handleless door.* (Neither trapped nor locked, but when this door is raised up into the ceiling, or is bashed asunder, it lowers the door on the far side of the hall alerting both gnomes to the presence of intruders) **Beyond the door is a short flight of stairs, leading to a door strikingly similar to the one you just went through.**

As PCs pass through this next door, they see two overstuffed bookshelves on their right. To the left, on the far end of the wall, is a set of runes. Once someone enters the room, start initiative. The runes will display the gnomish characters for the number 30 on the wall.

This room is 30 feet by 30 feet with a 10-foot feet high ceiling.

DM NOTE: The stone is magically enhanced to prevent ethereal creatures from entering or exiting, so the joystealers cannot leave the room. Also the room is *dimensionally locked*, preventing escape

by the refuge tokens built into the holy symbols. Any attempt to break said items fails, as the magic refuses to be released, and the item is thus resisting breakage.

You see two bookshelves to your right stuffed with scrolls, papers and books of every kind. Crumbling pages stand alongside smooth leather covers. (If the PCs look at the bookshelf for any length of time they can find Player handout 3. At APL 2-8 there are 2 scrolls as well, 1 of lesser restoration, and one LABELED lesser restoration, that is actually a scroll of bestow curse that grants a penalty to one ability score. PCs who "Read Magic" the scrolls can easily discover the difference).

On the far left wall a set of raised runes are shifting. The runes look like they could easily be pushed back into the wall.

Any player who reads gnomish knows the runes have the number 30 written on them and are probably a countdown of some sort. Any character who reads dwarven or terran can make an Intelligence check of 15 to realize the same thing.

At all APLs, joystealer(s) hide inside individual bookcases. He will come out if someone comes within 5' of the bookcase (so he can initiate combat) or if everyone heads toward the runes (so he can prevent them from touching the runes).

At APL 10 and up, Burdt is in this room. He is here gathering up scrolls and tomes he needs at the last minute. He and Errni realize that their plan has failed, and are trying to recover the evidence and their belongings before the PCs can get to the blackmail scrolls.

When the PCs enter the room Burt will begin by swiftly creating vision impairing magic: *cloudkill*, *glitterdust*, *obscuring mist*, etc. and summoning allies to attack the PCs through the fog. He will do his best to remain in full concealed from the PCs, and let his spells and summons defeat them, when he needs to he will target a dispel on a PC he can see, and then move out of sight. He is a highly intelligent caster, who uses others to do his labors for him, and he favors clouds of gas, as he knows with his amulet he is immune.

APL 2 (EL 5)

The Count: male joystealer, hp 27 *Monster Manual IV* 78.

APL 4 (EL7)

The Count: male joystealer, rogue 2. hp 37

APL 6 (EL 9)

The Count: male joystealer, rogue 4. hp 45

APL 8 (EL 11)

The Count: male joystealer, rogue 4 hp 45

The Cookie: female joystealer, rogue 4, hp 45

APL 10 (EL 13)

Burdt Popylane: gnome male wizard 6/wild soul 6

The Count: male joystealer, rogue 4 hp 45

The Cookie: female joystealer, rogue 4, hp 45

APL 12 (EL 15)

Burdt Popylane: gnome male wizard 6/wild soul 8

The Count: male joystealer, rogue 4, hp 45

The Cookie: female joystealer, rogue 4, hp 45

The Grover: female joystealer, rogue 4, hp 45

The runes will countdown at every point in combat. So at the beginning of each round, the runes go down by 6 (24, then 18, then 12, then 6, then 0). At zero, the runes sink into the wall and a door opens to the right of the runes. If the runes are pushed into the wall, the room flips (basically rotate the players 180 degrees so they should be in the opposite square of where they were before. This is a non-magical, physical effect that doesn't effect the joystealers since they are incorporeal). The runes also restart their countdown. After 5 rounds (another 30 seconds on the countdown) of the door being open the timer will reset (to 240) and the door will close, opening the door the PCs came in.

If PCs wait for the runes to reach 0, they can exit the door safely. The joystealers cannot follow but in higher APLs, Burdt will follow and fight to the death. In fact if the door opens, Burdt will try to make a break for it and trap the PCs inside. He will lay down spells to slow and ensnare the PCs until the 5th round where he'll make a break for the door, hoping to make it through just in time for the timer to reset, trapping the PCs in for 4 minutes on the far side.

Treasure:

APL 2: Magic 525 gp; *scroll of lesser restoration* (150 gp), *scroll of bestow curse* (375 gp) ; Total 88 gp.

APL 4: Magic 525 gp; *scroll of lesser restoration* (150 gp), *scroll of bestow curse* (375 gp) ; Total 88 gp.

APL 6: Magic 525 gp; *scroll of lesser restoration* (150 gp), *scroll of bestow curse* (375 gp) ; Total 88 gp.

APL 8: Magic 525 gp; *scroll of lesser restoration* (150 gp), *scroll of bestow curse* (375 gp) ; Total 88 gp.

APL 10: Magic 26125 gp; *Necklace of Adaptation* (9,000), *Headband of Intelligence +2* (4000), *Belt of Battle* (12000), *Scroll of Teleport* (1125); Total 2177 gp.

APL 12: Magic 45125 gp; *Necklace of Adaptation* (9000), *Circlet of Rapid Casting and Int +2* (23000), *Belt of Battle*(12000), *Scroll of Teleport* (1125); Total 3761 gp.

5: IT'S NOT EASY BEING GREEN

Safely making it out of the countdown, you travel down a narrow tunnel toward the only opening in the rock. The next room opens up before you, a change from the narrow hall. The floor consists of a criss-cross of unstable-looking beams, each leading to a pillar with a glass case on top of it. In each case is a scroll wrapped in a simple twine string. There are eight total scrolls scattered across the room and a doorway on the other side.

Below you is a muck-ridden bog, the stench of which can be smelt from even this high up.

The PCs enter this room 20 feet above the floor, and are walking across an intricate rafter set up. The ceilings are another 10 feet above the PCs. The scrolls have been set up here as forms of defense, allowing the gnomes to hold off pursuers until they can get out with the scrolls. PCs enter the grid room and see eight locked glass containers holding a single sheaf of scrolls each. The eight containers are all on the ends of gridded beams as seen in the map.

DM NOTE: This room is *dimensionally locked*, preventing escape by the refuge tokens built into the holy symbols. Any attempt to break said items fails, as the magic refuses to be released, and the item is thus resisting breakage.

Any beam will require a DC 10 balance check to walk across (DC 0 to stand still). Any beam that's stood on for more than a round will begin to crumble, destroying that five-foot length of beam and requiring a DC 15 balance check to avoid a

fall and hop to a nearby square. See attached map.

At the end of each beam is a small one-foot column holding up the pedestal. Standing on the column without knocking over the pedestal is difficult for medium sized creatures who have to squeeze and balance. For small sized creatures it's simply a balance check. The locks on each container can be opened with a knock spell, a DC 30 lockpicking check or can be smashed open (with a DC 25 strength check). The glass itself can be shattered but requires an attack roll with each swing, hitting AC 20 so as not to knock the scroll off the pedestal and into the swamp. (Basically, this works like a sunder. If you roll a natural 1, you miss. If you hit AC 1-19, you have hit imprecisely and have broken the glass but have knocked the scroll into the muck below. If you hit AC 20, you can safely retrieve the scroll.

The room is 15 feet above the damp earth below. The whole party has to make it to the other side of the room (see map) to leave. Party members may assist others, use rope or magic to get to the other side.

PCs can make a spot check. A spot check of 0 notices a keg down below in the muck. A spot check of 15 notices the keg has "XXX STOUT" on the side of it. A DC 15 appraisal check identifies the keg as a valuable type of dwarven stout.

An appraisal DC 20, once opened, identifies the stout as stagnant and unpotable. The container is full of stagnant ale. Anyone who drinks it will have a DC 14 fortitude save against being nauseated for 1d3 hours.

APL 2 can simply make it to the door unless someone drops down to inspect the ale. This is a skill encounter, and a puzzle for them.

If APLs 4, 6 or 8 drop down, they will encounter Auskyr. In these APLs, if the adventurers can discover the bog imp creed through diplomacy, they can pass through freely. In APLs 10 and 12, Errni does not allow such foolishness.

APL 4 (EL 6)

Auskyr: male bog imp hp 22. *Appendix 2.*

APL 6 (EL 8)

Auskyr: male bog imp hp 22. See Appendix 3.

Helmoe: male bog imp hp 22 See Appendix 3.

APL 8 (EL 10)

Auskyr: male advanced bog imp hp 86. See Appendix 4.

Helmoe: male advanced bog imp hp 86. See Appendix 4.

APL 10 (EL 12)

Errni Poppylane: cleric 11. See Appendix 5.

Auskyr: male advanced bog imp hp 86. See Appendix 5.

Helmoe: male advanced bog imp hp 86. See Appendix 5.

APL 12 (EL 14)

Errni Poppylane: cleric 13. See Appendix 6.

Auskyr: male advanced bog imp hp 86. See Appendix 6.

Helmoe: male advanced bog imp hp 86. See Appendix 6.

Tactics:

APL 4-8: Auskyr and Helmoe (If present) are members of a clan of Bog Imps that live by a strict code of Faerie laws. Theseimps REQUIRE that they treat guest to their homes with hospitality. Now these rules only apply to guest, and the PCs initially begin as intruders, not guests. But if the PCs attempt to negotiate with the imps, and don't simply attack when the imp issues a challenge, the imp may be swayed with a diplomacy check (unfriendly to indifferent is a good enough result, unless the PCs have attacked). If the imp is convinced that the PCs aren't intruders he offers the PCs a drink from his flask. IF the PCs accept the drink, then they are at once under the protection of his laws of hospitality, and the imp will do anything in his power to ensure that the PCs aren't harmed in his home. However, seeing as his home doesn't extend past this room the most he can offer is an alternate escape route under the bog marsh (DC 15 swim check without the help of the bog imp to make and DC 25 search check to find otherwise).

APL 10-12: Errni is in this room securing the few things he's come to get, the 8 scrolls. He has just come into the room from the far side, where he retrieved the belongings of the two gnomes, and is coming here to gather the scrolls. Knowing that the rafters are unstable Errni will command the Bog imp to gather the scrolls for him, using his key to unlock the cases and then leave out the way the PCs came in to teleport away with Burdt.

When the PCs enter he will send the bog imp after them, and create a duplicate of himself to confuse the PCs. Then if the PCs have yet to

engage him he will meld into stone using his illusion to see what is going on, and buff himself while the PCs fight the imp and engage the illusion. When ready he will break out of the stone meld and engage PCs in melee. If the PCs engage him or otherwise threaten his survivability he will instead draw a *divine scroll of timestop*, attempt to cast it (DC 18 CL check), and meld into stone that way. He will first heal himself if needed then cast his higher level buff spells: *dampen magic*, *righteous might*, *divine power*, *divine might*.

Treasure: The PCs can gain the following treasure here:

APL 2: Loot 240 gp; Total 40 gp.

APL 4: Loot 240 gp; Total 40 gp.

APL 6: Loot 480 gp; Total 80 gp.

APL 8: Loot 480 gp; Total 80 gp.

APL 10: Loot 480 gp; Magic 27825 gp; *scroll of timestop* (3825 gp), *periapt of wisdom +2* (4000 gp), *strand of prayerbeads (bead of karma)* (20000 gp); Total 205 gp.

APL 12: Loot 480 gp; Magic 32925 gp; *scroll of timestop* (3825 gp), *periapt of wisdom +2* (4000 gp), *strand of prayerbeads (bead of karma)* (20000 gp) *Helm of Glorious Recovery* (5600); Total 32925 gp.

Beyond the room with the rafters, is a room with a pair of bunks. This area is littered with small gems, refuse from dining, and bedding for two gnomes. Amongst the rubbish is a pile of papers, each with small amounts of gnomish writing upon them.

If the PCs search through this pile, and can read gnomish, they'll find a pile of memos and notes about different religious figures in the Principality, and an analysis of whether their past deeds and flaws are likely to net any worth through blackmailing them. Also inside will be a simple line of text written in dried blood by a magnificent hand: "Bring me 9 souls, tempt them with redemption, and make them my pawns, and I will give you the power to get back what you desire."

At APL 6 and above they will also find a *golembane scarab*, a *hand of glory* and 20 gp.

CONCLUSION

Once the PCs have recovered the scrolls they should be able to break the refuge tokens located in each individual holy symbol to make it back to Havenhill without further incident. While most PCs will likely give the scrolls up to Elizar, PCs may

also choose to sell the secrets for their own profit, or choose to turn the scrolls in elsewhere – either a legal authority, their own churches or something more nefarious.

The scrolls themselves are clearly protected by a power that the PCs cannot overcome and no amount of prodding or spells will allow the scrolls to be unfurled or read, though physical harm or fumbling will be clearly evident because of the nature of parchment.

If the PCs use their token of refuge: **You break the holy symbol that was given to you and barely have time to blink before you are standing before an eager Elizar Lightbringer. "Do you have them?" he asks solemnly.**

If turned in to Elizar, the PCs end with his gratitude and that of the church. If they do not return with the scrolls, or the scrolls have obviously been tampered with, Elizar will not be so pleased.

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.

2: Hello everybodeeeeeeeeeee!

Defeat the ambush.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

OR

3: Get lost! Scram!

Defeat the construct guardians.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

4: Welcome to MonsterPiece Theatre

Escape the room (and defeat Burdt if present).

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

5: It's Not Easy Being Green

Retrieve the scrolls, and defeat Errni if present.

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

Story Award

Deliver the scrolls, escape the cavern, and (if present) deal with the cultists.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP
APL 12	180 XP

Discretionary roleplaying award

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP
APL 12	180 XP

Total Possible Experience

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies

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

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

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

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

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

1: Introduction

ALL APLs:

2: Hello everyoneeeeeeeeeee!

APL 2: Loot 300 gp; ; Total 50 gp.

APL 4: Loot 600 gp; Total 100 gp.

APL 6: Loot 900 gp; Total 150 gp.

APL 8: Loot 1200 gp; Total 200 gp.

APL 10: Magic +1 Chain shirt (4250), +1 Large Frost Great Club (8305), +1 Large Composite (Str +6) Shortbow (1925), Gauntlets of Ogre Power +2 (4000), Anklet of Translocation (1400); Total 1407 gp.

APL 12: Loot 16 gp; Magic 2 +1 Chain shirt (4250), 2 +1 Large Frost Great Club (8305), 2 +1 Large Composite (Str +6) Shortbow (1925), 2 Gauntlets of Ogre Power +2 (4000), 2 Anklet of Translocation (1400); Total 2814 gp.

3: Get lost! Scram!

APL 2: Loot 2 rubies (50 gp); Magic 1125 gp; *scroll of atonement* (1125 gp); Total 98 gp.

APL 4: Loot 4 rubies (100 gp); Magic 1125 gp; *scroll of atonement* (1125 gp); Total 102 gp.

APL 6: Magic 1345 gp; *scroll of atonement* (1125 gp), 2 *torch of continual flame* (220gp); Total 112 gp.

APL 8: Magic 1564 gp; *scroll of atonement* (1125 gp), 4 *torch of continual flame* (440 gp); Total 131 gp.

APL 10: Magic 1564 gp; *scroll of atonement* (1125 gp), 4 *torch of continual flame* (440 gp); Total 131 gp.

APL 12: Magic 1564 gp; *scroll of atonement* (1125 gp), 4 *torch of continual flame* (440 gp); Total 131 gp.

4: Welcome to MonsterPiece Theatre

APL 2: Magic 525 gp; *scroll of lesser restoration* (150 gp), *scroll of bestow curse* (375 gp) ; Total 88 gp.

APL 4: Magic 525 gp; *scroll of lesser restoration* (150 gp), *scroll of bestow curse* (375 gp) ; Total 88 gp.

APL 6: Magic 525 gp; *scroll of lesser restoration* (150 gp), *scroll of bestow curse* (375 gp) ; Total 88 gp.

APL 8: Magic 525 gp; *scroll of lesser restoration* (150 gp), *scroll of bestow curse* (375 gp) ; Total 88 gp.

APL 10: Magic 26125 gp; *Necklace of Adaptation* (9,000), *Headband of Intelligence +2* (4000), *Belt of Battle* (12000), *Scroll of Teleport* (1125); Total 2177 gp.

APL 12: Magic 45125 gp; *Necklace of Adaptation* (9000), *Circlet of Rapid Casting and Int +2* (23000), *Belt of Battle*(12000), *Scroll of Teleport* (1125); Total 3761 gp.

5: It's not Easy Being Green

APL 2: Loot 240 gp; Total 40 gp.

APL 4: Loot 240 gp; Total 40 gp.

APL 6: Loot 500 gp; Magic *Golembane scarab* (2500), *Hand of Glory* (8000); Total 917 gp.

APL 8: Loot 500 gp; Magic *Golembane scarab* (2500), *Hand of Glory* (8000); Total 917 gp.

APL 10: Loot 500 gp; Magic 27825 gp; *scroll of timestop* (3825 gp), *periapt of wisdom +2* (4000 gp), *strand of prayerbeads (bead of karma)* (20000 gp); Total 2318.75 gp.

APL 12: Loot 480 gp; Magic 32925 gp; *scroll of timestop* (3825 gp), *periapt of wisdom +2* (4000 gp), *strand of prayerbeads (bead of karma)*

(20000 gp) *Helm of Glorious Recovery* (5600); Total 2743.75 gp.

Conclusion:

APL 2: Loot 1200 gp; Total 200 gp.

APL 4: Loot 2400 gp; Total 400 gp.

APL 6: Loot 3600 gp; Total 600 gp.

APL 8: Loot 4800 gp; Total 800 gp.

APL 10: Loot 6000 gp; Total 1000 gp.

APL 12: Loot 7200 gp; Total 1200 gp.

Treasure Cap

APL 2: 450

APL 4: 650

APL 6: 900

APL 8: 1300

APL 10: 2300

APL 12: 3300

Total Possible Treasure

APL 2: 476 gp

APL 4: 730 gp

APL 6: 1827 gp

APL 8: 2137 gp

APL 10: 7034 gp

APL 12: 10650 gp

ADVENTURE RECORD ITEMS

Sunny Day: The churches caught up in Roykyn's plot are pleased with your actions. You get a +2 charisma bonus to all worshippers of Berronar Truesilver, Corellon Larethian, Garl Glittergold, Moradin, Lydia, St. Cuthbert, Ulaa, and Yondala. The churches will also provide you access to one of the following armor upgrades (Frequency: Regional) (MIC) healing, sacred, restful, radiant, blueshine, death ward, daylight or heartening.

Sweeping the Clouds Away: You assumed the visage of a minion of Roykyn for a short time and been through the special atonement process, but you can never fully shake the taint of the goddess of trickery. For the year of play following this ceremony, you detect faintly as evil, gains resistance (acid) 5 and find yourself susceptible to commands and suggestions of gnomes. Simple non-magical spoken commands or suggestions are treated as a *command* or *suggestion*, which you must make a DC 10 Will save to resist. Saves against magical enchantments cast by gnomes are made at -4.

Every Door Will Open Wide: You have pleased one person, but betrayed a great number of powerful religious sects in the Principality and your name has been spread to the faithful masses. You gain influence from whatever organization you sold the scrolls to, as well as 100gp over the cap for each scroll. However, you can no longer benefit from divine NPC spellcasting anywhere in the Principality.

Minion of Roykyn: You have joined the cult of Roykyn through your donation of coin and blood. Your primary goal is to go to Prinzfeld and spread rumors, discover secrets and blackmail the populace in service to Roykyn as she begins her quest to take the gnomes as her own. Your character is removed from play. Please forward your name, levels and short biography to the Triad (poutriad@gmail.com) for tracking.

Brought to You by the Letter "Owe": You have pleased Roykyn with your donation to her coffers and she believes you to be of some service to her. For 1 year after this adventure, you can choose to use the Favor of Roykyn: You may, once ever, save an ally from certain death (failed saving throw, reduced below 0 hit points or other death effect), but in exchange, you must, as an immediate action, roll a d100 and submit to the consequences in the following chart.

1-25 You immediately become a gnome, as if subject to a reincarnate spell.

26-75 You immediately lose the ability to speak or read common, but you gain the ability to speak gnomish and to speak with burrowing animals at will.

76-100 You immediately lose 50 percent of your maximum hit points, even if this would put you at negative.

- *Necklace of Adaptation* (Adventure; DMG)
- *Belt of Battle* (Adventure, Limit 1; MIC)
- *Divine scroll of timestop* (Adventure, limit 1; DMG)

APL 12 (all of APLs 4-10 plus the following):

- *Helm of Glorious Recovery* (Adventure; MIC)
- *Circlet of Rapid Casting and Int +2* (Adventure; MIC, 23000 gp)

ITEM ACCESS

APL 2-4:

- *Scroll of bestow curse* (Adventure; DMG)
- *Scroll of atonement* (Adventure; DMG)

APL 6-8 (all of APL 4 plus the following):

- *Continual flame torch* (Any; DMG)
- *Golembane scarab* (Adventure; DMG)
- *Hand of Glory* (Adventure; DMG)

APL 10 (all of APLs 4-8 plus the following):

- *Anklet of Translocation* (Adventure; MIC)
- *+1 Large Frost Great Club* (Adventure; DMG)
- *+1 Large Composite (Str +6) Shortbow* (Adventure; DMG)

APPENDIX 1: APL 2

2: HELLO EVERYBODEEEEEEEEEEE!

STIRGES (4)	CR 3
Male Stirges NN Tiny Beast (Magical) Init +4; Senses Listen +4, Spot +4	
AC 16, touch 16, flat-footed 12 (+2 size, +4 Dex) hp 5 (1 HD) Fort +2, Ref +6, Will +1	
Speed base movement 10 ft. (2 squares), fly 40 ft. (average) Melee Touch +7 (attach) Space 2 ft.; Reach 0 ft. Base Atk +1 Grp -11/+1 when attached Atk Options If a stirge hits with a touch attack, it uses its pinchers to latch onto the opponent's body, effectively grappling its prey. It loses its dexterity bonus to AC. Attached stirges can be struck with a weapon or grappled itself. Special Actions Blood Drain (Ex): A stirge drains blood, dealing 1d4 points of Constitution damage in any round, when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If this victim dies before the stirge's appetite has been sated, the stirge detaches itself and seeks a new target.	
Abilities Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6 Feats Alertness, Weapon Finesse Skills Hide +4, Listen +4, Spot +4	

3: GET LOST! SCRAM!

ANIMATED OBJECT, MEDIUM (2) CR 5
NN Medium construct Init +0; Senses Listen +0, Spot +0, dark vision 60 ft., low-light vision
AC 14, touch 10, flat-footed 14 (+4 natural) hp 31 (2 HD) Hardness: 8 Immune All mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromancy effects, any effect that requires a fortitude save (unless the effect also works on objects or is harmless). Fort +0, Ref +0, Will +5
Speed 30 ft. in no armor (6 squares), base movement 30 ft. Melee Slam +2 (1d6+1) Space 5 ft.; Reach 5 ft. Base Atk +1; Grp +2 Atk Options Slam
Abilities Str 12, Dex 10, Con 0, Int 0, Wis 1, Cha 1 SQ Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue,

exhaustion or energy drain. Destroyed when hit points reach 0.

4: WELCOME TO MONSTERPIECE THEATRE

THE COUNT	CR 5
Male Joystealer NE Medium fey (Incorporeal) Init +7; Senses Low-light vision, Sense emotions 60 ft. Listen +12, Spot +12 Languages Common, Sylvan, Khen-Zai(Ethergaunt)	
AC 17, touch 17, flat-footed 14 (+4 size, +3 Dex) Miss chance 50% (incorporeal) hp 27 (6 HD); DR 5/cold iron	
Fort +3, Ref +8, Will +6 Speed fly 30 ft. (perfect) (6 squares) Melee Touch +6 (1d4 Cha) Space 5 ft.; Reach 5 ft. Base Atk +3 Grp n/a Special Actions Drain Emotions	
Abilities Str -, Dex 17, Con 12, Int 13, Wis 12, Cha 19 Feats Alertness, Improved Initiative, Track Skills : Bluff +13, Diplomacy +8, Disguise +4 (+6 Acting), Hide +16, Intimidate +6, Knowledge (nature) +8, Knowledge (the planes) +5, Listen +12, Sense Motive +10, Spot +12, Survival +10 (+12 in aboveground natural environments) Sense Emotions : This works just like blind sense except the joystealer can only sense the locations of living creatures. Drain Emotions : Once a joystealer has reduced a living creature to 0 Charisma, it can drain emotion completely from that opponent as a standard action. A creature so drained can't be affected by morale bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear affects. Drain emotions effect can be countered only by finding and destroying the joystealer who caused it or by casting remove curse on the victim within a hallow.	

APPENDIX 2: APL 4

2: HELLO EVERYBODEEEEEEEEEEE!

STIRGES (4)	CR 3
Male Stirges NN Tiny Beast (Magical) Init +4; Senses Listen +4, Spot +4	
AC 17, touch 17, flat-footed 14 (+3 Dex, +4 deflection) hp 5 (1 HD) Fort +2, Ref +6, Will +1	
Speed base movement 10 ft. (2 squares), fly 40 ft. (average) Melee Touch +7 (attach) Space 2 ft.; Reach 0 ft. Base Atk +1 Grp -11/+1 when attached Atk Options If a stirge hits with a touch attack, it uses its pinchers to latch onto the opponent's body, effectively grappling its prey. It loses its dexterity bonus to AC. Attached stirges can be struck with a weapon or grappled itself. Special Actions Blood Drain (Ex): A stirge drains blood, dealing 1d4 points of Constitution damage in any round, when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If this victim dies before the stirge's appetite has been sated, the stirge detaches itself and seeks a new target.	
Abilities Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6 Feats Alertness, Weapon Finesse Skills: Hide +4, Listen +4, Spot +4	

3: GET LOST! SCRAM!

ANIMATED OBJECT, MEDIUM (2) CR 5	
NN Medium construct Init +0; Senses Listen +0, Spot +0, dark vision 60 ft., low-light vision	
AC 14, touch 10, flat-footed 14 (+4 natural) hp 31 (2 HD) Hardness: 8 Immune All mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromancy effects, any effect that requires a fortitude save (unless the effect also works on objects or is harmless). Fort +0, Ref +0, Will +5	
Speed 30 ft. in no armor (6 squares), base movement 30 ft. Melee Slam +2 (1d6+1) Space 5 ft.; Reach 5 ft. Base Atk +1; Grp +2 Atk Options Slam Abilities Str 12, Dex 10, Con 0, Int 0, Wis 1, Cha 1 SQ Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion or energy drain. Destroyed when hit points reach 0.	

4: WELCOME TO MONSTERPIECE THEATRE

THE COUNT	CR 7
Male Joystealer Rogue 2 NE Medium fey (Incorporeal) Init +9; Senses Low-light vision, Sense emotions 60 ft. Listen +14, Spot +14	
AC 17, touch 17, flat-footed 12 (+2 size, +5 Dex) Miss chance 50% (incorporeal) hp 37 (8 HD); DR 5/cold iron	
Fort +3, Ref +11, Will +6 Speed fly 40 ft. (perfect) (6 squares) Melee Touch +9 (1d4 Cha) Space 5 ft.; Reach 5 ft. Base Atk +4 Grp n/a Special Actions Drain Emotions	
Abilities Str -, Dex 20, Con 12, Int 13, Wis 12, Cha 19 SQ Evasion, Trap finding, Trap sense +1, Sneak Attack +1d6 Feats Alertness, Improved Initiative, Track Skills: Bluff +15, Diplomacy +10, Disguise +5 (+6 Acting), Hide +19, Intimidate +8, Knowledge (nature) +10, Knowledge (the planes) +7, Listen +14, Sense Motive +11, Spot +14, Survival +11 (+13 in aboveground natural environments) Sense Emotions: This works just like blind sense except the joystealer can only sense the locations of living creatures. Drain Emotions: Once a joystealer has reduced a living creature to 0 Charisma, it can drain emotion completely from that opponent as a standard action. A creature so drained can't be affected by morale bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear affects. Drain emotions effect can be countered only by finding and destroying the joystealer who caused it or by casting remove curse on the victim within a hallow.	

5: IT'S NOT EASY BEING GREEN

AUSKYR THE DRUNK	CR 6
Male Bog Imp LE Tiny Fey (Aquatic) Init +9; Senses Listen +11, Spot +11 Aura Stagnate Languages Common, Sylvan, Elven	
AC 18, touch 16, flat-footed 13 (+1 size, +5 Dex, +2 natural) hp 22 (4d6+8 HD); DR 5/cold iron Immune acid, paralysis, poison, and sleep Fort +3, Ref +9, Will +6 (+4 against mind-affecting) Weakness Code of Law Speed 30 ft.(6 squares), burrow 60 ft.(12 squares), swim 30ft.(6 squares) [see text];	

Melee 2 claws +8 (1d3-1 plus sicken)

Ranged none (see sink)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** -3 **Atk Options**

Special Actions Sink

Combat Gear none

Abilities Str 8, Dex 21, Con 15, Int 15, Wis 15, Cha 12

SQ Amphibious, low-light vision, liquid burrow.

Feats Ability Focus (sink), Improved Initiative, Weapon Finesse

Skills Hide +16, Listen +11, Move Silently +12, Search +10, Spot +11, Survival +9, Swim +14 (Racial: +2 Spot, Search, Listen; +8 Hide in bogs and Swim to perform special actions in water)

Possessions combat gear plus barrel of stagnant rum, 200g.

Sicken (Ex): Anyone struck by a bog imp's claw attack must succeed on a DC 14 Fortitude Save or be sickened for 2d4 minutes. Failure on more than one save does not stack, but it does extend the duration of the sickening. The Save DC is Constitution-based.

Sink (Su): A bog imp can with a single glance, cause anyone standing on or in water, mud, or any other non solid surface to sink. This ability functions within 60 feet. A successful DC 15 will negate the attack and renders the target immune to the sink ability of that particular Bog Imp for 24 hours. The save DC is Charisma-based. If the save fails, the target is dragged beneath the surface by a spectral force; this takes 1 full round, plus 1 additional round per point of the target's strength bonus, if any. Once beneath the surface, the target is subject to drowning (standard drowning rules apply). A target can be rescued if aided by another who succeeds at a DC 30 strength check, but this simply begins the process over again. The effect ends instantly if the bog imp is slain, if the target is placed on solid stone or lifted 5 feet or more above the surface of the bog, or if the target moves out of range (more than 60 feet away from the bog imp).

Stagnate (Su): Any nonmagical liquids that come within 60 feet of a bog imp immediately stagnate. This effect renders water, wine Milk, and other liquids unpotable; anyone who drinks them must succeed on a DC 14 Fortitude save or be nauseated for 1d3 hours. This ability has no effect on potions. The save DC is Constitution-based.

Amphibious (Ex): Bogimps can survive comfortably on land or in water.

Code of Law (Ex): Every clutch of bogimps has a code of behavior they must follow. A bog imp who violates that code of law cannot use its sink ability and it loses its immunities and resistances.

Auskyr's Code of Law:

- Always greet visitors to your realm in person.
- Challenge intruders, be hospitable to guests.
- Never let visiting elves imbibe foul drinks.

-Those who break bread with you, are under your protection.

-Never let a bad situation come in the way of fun

-Never let a good meal go to waste.

-Always return in kind a gift or a prank.

Liquid Burrow (Ex): When moving through stagnant, slime-filled water or other liquids more viscous than clear water, a bog imp can use its burrow speed in place of its swim speed.

Skills Racial: +2 Spot, Search, Listen; +8 Hide in bogs and Swim to perform special actions in water; can take 10 on swim checks, even if distracted or endangered. Can run while swimming, provided it runs in a straight line.

APPENDIX 3: APL 6

2: HELLO EVERYBODEEEEEEEEEEE!

DREADBLOSSOM CR 6

NN Tiny Plant (Extraplanar, Swarm)

Init +3; **Senses** Listen +2, Spot +2, low-light vision

AC 16, touch 15, flat-footed 13
(+2 size, +3 Dex, +1 natural)

hp 45 (7 HD); regeneration 5 (except for fire and cold)

Resistances: takes half damage from slashing and piercing weapons

Fort +7, **Ref** +7, **Will** +2

Speed fly 60 ft. (12 squares), good

Melee swarm 2d6

Space 10 ft.; **Reach** 0 ft.

Base Atk +5; **Grp** +0

Special Actions Blood Drain, Distraction, Poison Pollen

Abilities Str 2, Dex 17, Con 14, Int --, Wis 10, Cha 3

SQ Swarm traits, plant traits, low-light vision, regeneration

Feats Alertness, Ability Focus: Pollen, Lightning Reflexes

Skills Hide +11, Spot +2, Listen +2

Possessions none

Blood Drain (Ex) Can deal 1d6 constitution damage to any paralyzed or otherwise immobilized living creature whose space it occupies at the end of its turn.

Distraction (Ex) Any living creature who is vulnerable to the Dreadblossom's swarm damage that begins its turn with a swarm in its square is nauseated for one round; a DC 15 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a concentration check (DC 20 plus spell level). Using skills requiring patience and concentration requires a DC 20 concentration check. The save DC is concentration based.

Poison Pollen (Ex) A dreadblossom swarm constantly exudes an airborne contact poison in a 15-foot radius. Creatures within the area or within the swarm must succeed on a DC 17 Fortitude save or be paralyzed for one round. Secondary damage is paralysis for one minute. The save DC is constitution based.

3: GET LOST! SCRAM!

GOLEM, STAINED GLASS CR 7

NN Medium Golem (Stained Glass)

Init +0; **Senses** Listen +X, Spot +X, darkvision 60 ft.

Languages Common

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 86 (12 HD); fast healing 5; DR 10/adamantine

Immune Any spell or spell-like ability that allows spell resistance, all mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromancy effects, any effect that requires a

fortitude save (unless the effect also works on objects or is harmless).

Fort +4 **Ref** +4, **Will** +13

Weakness Shatter and sonic spells work normally

Speed base movement 30 ft. (6 squares),

Melee 2 Rakes +10 (1d8+1/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +10

Atk Options As an unintelligent creature, Stained-Glass Golem would likely Power Attack for either none, 5 or full depending on how easily he is hitting his enemies.

Abilities Str 13, Dex 10, Con 0, Int 4, Wis 13, Cha 7

SQ Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion or energy drain. Destroyed when hit points reach 0.

Feats Blind-Fight, Cleave, Great Cleave, Power Attack, Skill Focus (Hide)

4: WELCOME TO MONSTERPIECE THREATRE

THE COUNT CR 9

Male Joystealer Rogue 4

NE Medium fey (Incorporeal)

Init +8; **Senses** Low-light vision, Sense emotions 60 ft. Listen +116, Spot +116

AC 17, touch 17, flat-footed 12
(+2 size, +5 Dex)

Miss chance 50% (incorporeal)

hp 45 (10 HD); **DR** 5/cold iron

Fort +4, **Ref** +13, **Will** +7

Speed fly 40 ft. (perfect) (6 squares)

Melee Touch +11 (attach)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6/+1 **Grp** n/a

Special Actions Drain Emotions

Abilities Str -, Dex 19, Con 12, Int 13, Wis 12, Cha 19

SQ Evasion, Uncanny Dodge, Trapsense +1, Trapfinding, Sneak Attack +2d6

Feats Alertness, Improved Initiative, Track, Cunning Evasion

Skills: Bluff +14, Diplomacy +9, Disguise +5 (+6 Acting), Hide +17, Intimidate +7, Knowledge (nature) +9, Knowledge (the planes) +6, Listen +13, Sense Motive +10, Spot +13, Survival +10 (+12 in aboveground natural environments)

Sense Emotions: This works just like blind sense except the joystealer can only sense the locations of living creatures.

Drain Emotions: Once a joystealer has reduced a living creature to 0 Charisma, it can drain emotion completely from that opponent as a standard action. A creature so drained can't be affected by morale bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear affects.

Drain emotions effect can be countered only by finding and destroying the joystealet who caused it or by casting remove curse on the victim within a hallow.

5: IT'S NOT EASY BEING GREEN

AUSKYR THE DRUNK & HELMOE CR 6

Male Bog Imp

LE Tiny Fey (Aquatic)

Init +9; **Senses** Listen +11, Spot +11

Aura Stagnate

Languages Common, Sylvan, Elven

AC 18, touch 16, flat-footed 13

(+1 size, +5 Dex, +2 natural)

hp 22 (4d6+8 HD); **DR** 5/cold iron

Immune acid, paralysis, poison, and sleep

Fort +3, **Ref** +9, **Will** +6 (+4 against mind-affecting)

Weakness Code of Law

Speed 30 ft.(6 squares), burrow 60 ft.(12 squares), swim 30ft.(6 squares) [see text];

Melee 2 claws +8 (1d3-1 plus sicken)

Ranged none(see sink)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** -3

Atk Options

Special Actions Sink

Combat Gear none

Abilities Str 8, Dex 21, Con 15, Int 15, Wis 15, Cha 12

SQ Amphibious, low-light vision, liquid burrow.

Feats Ability Focus (sink), Improved Initiative, Weapon Finesse

Skills Hide +16, Listen +11, Move Silently +12, Search +10, Spot +11, Survival +9, Swim +14 (Racial: +2 Spot, Search, Listen; +8 Hide in bogs and Swim to perform special actions in water)

Possessions combat gear plus barrel of stagnant rum, 200g.

Sicken (Ex): Anyone struck by a bog imp's claw attack must succeed on a DC 14 Fortitude Save or be sickened for 2d4 minutes. Failure on more than one save does not stack, but it does extend the duration of the sickening. The Save DC is Constitution-based.

Sink (Su): A bog imp can with a single glance, cause anyone standing on or in water, mud, or any other non solid surface to sink. This ability functions within 60 feet. A successful DC 15 will negates the attack and renders the target immune to the sink ability of that particular Bog Imp for 24 hours. The save DC is Charisma-based. If the save fails, the target is dragged beneath the surface by a spectral force; this takes 1 full round, plus 1 additional round per point of the target's strength bonus, if any. Once beneath the surface, the target is subject to drowning (standard drowning rules apply). A target can be rescued if aided by another who succeeds at a DC 30 strength check, but this simply begins the process over again. The effect ends instantly if the bog imp

is slain, if the target is placed on solid stone or lifted 5 feet or more above the surface of the bog, or if the target moves out of range (more than 60 feet away from the bog imp).

Stagnate (Su): Any nonmagical liquids that come within 60 feet of a bog imp immediately stagnate. This effect renders water, wine Milk, and other liquids unpotable; anyone who drinks them must succeed on a DC 14 Fortitude save or be nauseated for 1d3 hours. This ability has no effect on potions. The save DC is Constitution-based.

Amphibious (Ex): Bogimps can survive comfortably on land or in water.

Code of Law (Ex): Every clutch of bogimps has a code of behavior they must follow. A bog imp who violates that code of law cannot use its sink ability and it loses its immunities and resistances.

Auskyr's Code of Law:

- Always greet visitors to your realm in person.

- Challenge intruders, be hospitable to guests.

- Never let visiting elves imbibe foul drinks.

- Those who break bread with you, are under your protection.

- Never let a bad situation come in the way of fun

- Never let a good meal go to waste.

- Always return in kind a gift or a prank.

Liquid Burrow (Ex): When moving through stagnant, slime-filled water or other liquids more viscous than clear water, a bog imp can use its burrow speed in place of its swim speed.

Skills Racial: +2 Spot, Search, Listen; +8 Hide in bogs and Swim to perform special actions in water; can take 10 on swim checks, even if distracted or endangered. Can run while swimming, provided it runs in a straight line.

APPENDIX 4: APL 8

2: HELLO EVERYBODEEEEEEEEEEE!

DREADBLOSSOM CR 6

NN Tiny Plant (Extraplanar, Swarm)

Init +3; **Senses** Listen +2, Spot +2, low-light vision

AC 16, touch 15, flat-footed 13

(+2 size, +3 Dex, +1 natural)

hp 45 (7 HD); regeneration 5 (except for fire and cold)

Resistances: takes half damage from slashing and piercing weapons

Fort +7, **Ref** +7, **Will** +2

Speed fly 60 ft. (12 squares), good

Melee swarm 2d6

Space 10 ft.; **Reach** 0 ft.

Base Atk +5; **Grp** +0

Special Actions Blood Drain, Distraction, Poison Pollen

Abilities Str 2, Dex 17, Con 14, Int --, Wis 10, Cha 3

SQ Swarm traits, plant traits, low-light vision, regeneration

Feats Alertness, Ability Focus: Pollen, Lightning Reflexes

Skills Hide +11, Spot +2, Listen +2

Possessions none

Blood Drain (Ex) Can deal 1d6 constitution damage to any paralyzed or otherwise immobilized living creature whose space it occupies at the end of its turn.

Distraction (Ex) Any living creature who is vulnerable to the Dreadblossom's swarm damage that begins its turn with a swarm in its square is nauseated for one round; a DC 15 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a concentration check (DC 20 plus spell level). Using skills requiring patience and concentration requires a DC 20 concentration check. The save DC is concentration based.

Poison Pollen (Ex) A dreadblossom swarm constantly exudes an airborne contact poison in a 15-foot radius. Creatures within the area or within the swarm must succeed on a DC 17 Fortitude save or be paralyzed for one round. Secondary damage is paralysis for one minute. The save DC is constitution based.

3: GET LOST! SCRAM!

GOLEM, STAINED GLASS CR 7

NN Medium Golem (Stained Glass)

Init +0; **Senses** Listen +X, Spot +X, darkvision 60 ft.

Languages Common

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 86 (12 HD); fast healing 5; DR 10/adamantine

Immune Any spell or spell-like ability that allows spell resistance, all mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects,

necromancy effects, any effect that requires a fortitude save (unless the effect also works on objects or is harmless).

Fort +4 **Ref** +4, **Will** +13

Weakness Shatter and sonic spells work normally

Speed base movement 30 ft. (6 squares),

Melee 2 Rakes +10 (1d8+1/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +10

Atk Options As an unintelligent creature, Stained-Glass Golem would likely Power Attack for either none, 5 or full depending on how easily he is hitting his enemies.

Abilities Str 13, Dex 10, Con 0, Int 4, Wis 13, Cha 7

SQ Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion or energy drain. Destroyed when hit points reach 0.

Feats Blind-Fight, Cleave, Great Cleave, Power Attack, Skill Focus (Hide)

4: WELCOME TO MONSTERPIECE THREATRE

THE COUNT AND THE COOK CR 9

Male Joystealer Rogue 4

NE Medium fey (Incorporeal)

Init +8; **Senses** Low-light vision, Sense emotions 60 ft. Listen +116, Spot +116

AC 17, touch 17, flat-footed 12

(+2 size, +5 Dex)

Miss chance 50% (incorporeal)

hp 45 (10 HD); **DR** 5/cold iron

Fort +4, **Ref** +13, **Will** +7

Speed fly 40 ft. (perfect) (6 squares)

Melee Touch +10 (1d4 Cha)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6/+1 **Grp** n/a

Special Actions Drain Emotions

Abilities Str --, Dex 19, Con 12, Int 13, Wis 12, Cha 19

SQ Evasion, Uncanny Dodge, Trapsense +1, Trapfinding, Sneak Attack +2d6

Feats Alertness, Improved Initiative, Track, Cunning Evasion

Skills: Bluff +14, Diplomacy +9, Disguise +5 (+6 Acting), Hide +17, Intimidate +7, Knowledge (nature) +9, Knowledge (the planes) +6, Listen +13, Sense Motive +10, Spot +13, Survival +10 (+12 in aboveground natural environments)

Sense Emotions: This works just like blind sense except the joystealer can only sense the locations of living creatures.

Drain Emotions: Once a joystealer has reduced a living creature to 0 Charisma, it can drain emotion completely from that opponent as a standard action. A creature so drained can't be affected by morale bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear affects.

Drain emotions effect can be countered only by finding and destroying the joysteler who caused it or by casting remove curse on the victim within a hallow.

5: IT'S NOT EASY BEING GREEN

AUSKYR THE DRUNK & HELMOE CR 6

Male Bog Imp

LE Tiny Fey (Aquatic)

Init +9; **Senses** Listen +11, Spot +11

Aura Stagnate

Languages Common, Sylvan, Elven

AC 18, touch 16, flat-footed 13

(+1 size, +5 Dex, +2 natural)

hp 22 (4d6+8 HD); **DR** 5/cold iron

Immune acid, paralysis, poison, and sleep

Fort +3, **Ref** +9, **Will** +6 (+4 against mind-affecting)

Weakness Code of Law

Speed 30 ft.(6 squares), burrow 60 ft.(12 squares), swim 30ft.(6 squares) [see text];

Melee 2 claws +8 (1d3-1 plus sicken)

Ranged none(see sink)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** -3

Special Actions Sink

Combat Gear none

Abilities Str 8, Dex 21, Con 15, Int 15, Wis 15, Cha 12

SQ Amphibious, low-light vision, liquid burrow.

Feats Ability Focus (sink), Improved Initiative, Weapon Finesse

Skills Hide +16, Listen +11, Move Silently +12, Search +10, Spot +11, Survival +9, Swim +14 (Racial: +2 Spot, Search, Listen; +8 Hide in bogs and Swim to perform special actions in water)

Possessions combat gear plus barrel of stagnant rum, 200g.

Sicken (Ex): Anyone struck by a bog imp's claw attack must succeed on a DC 14 Fortitude Save or be sickened for 2d4 minutes. Failure on more than one save does not stack, but it does extend the duration of the sickening. The Save DC is Constitution-based.

Sink (Su): A bog imp can with a single glance, cause anyone standing on or in water, mud, or any other non solid surface to sink. This ability functions within 60 feet. A successful DC 15 will negates the attack and renders the target immune to the sink ability of that particular Bog Imp for 24 hours. The save DC is Charisma-based. If the save fails, the target is dragged beneath the surface by a spectral force; this takes 1 full round, plus 1 additional round per point of the target's strength bonus, if any. Once beneath the surface, the target is subject to drowning (standard drowning rules apply). A target can be rescued if aided by another who succeeds at a DC 30 strength check, but this simply begins the process over again. The effect ends instantly if the bog imp is slain, if the target is placed on solid stone or

lifted 5 feet or more above the surface of the bog, or if the target moves out of range (more than 60 feet away from the bog imp).

Stagnate (Su): Any nonmagical liquids that come within 60 feet of a bog imp immediately stagnate. This effect renders water, wine Milk, and other liquids non-potable; anyone who drinks them must succeed on a DC 14 Fortitude save or be nauseated for 1d3 hours. This ability has no effect on potions. The save DC is Constitution-based.

Amphibious (Ex): Bogimps can survive comfortably on land or in water.

Code of Law (Ex): Every clutch of bogimps has a code of behavior they must follow. A bog imp who violates that code of law cannot use its sink ability and it loses its immunities and resistances.

Auskyr's Code of Law:

-Always greet visitors to your realm in person.

-Challenge intruders, be hospitable to guests.

-Never let visiting elves imbibe foul drinks.

-Those who break bread with you, are under your protection.

-Never let a bad situation come in the way of fun

-Never let a good meal go to waste.

-Always return in kind a gift or a prank.

Liquid Burrow (Ex): When moving through stagnant, slime-filled water or other liquids more viscous than clear water, a bog imp can use its burrow speed in place of its swim speed.

Skills Racial: +2 Spot, Search, Listen; +8 Hide in bogs and Swim to perform special actions in water; can take 10 on swim checks, even if distracted or endangered. Can run while swimming, provided it runs in a straight line.

APPENDIX 5: APL 10

1: HELLO EVERYBODEEEEEEEEEEE!

SNUPHL OFAGUS CR 10

Male Feral Gargan Scout 8

CN Medium Humanoid (Goliath)

Init +4; **Senses** Listen +12, Spot +12; Darkvision 60 ft.

Languages Goliath

AC 20, touch 13 (15), flat-footed 17, Uncanny Dodge (+3 Dex, +5 armor, +2 natural) (+2 Dodge)*

hp 88 (10 HD)

Immune Altitude sickness

Resist Cold 5

Fort +7, **Ref** +12, **Will** +4, Evasion

Speed 40 ft. in light armor (8 squares), base movement 40 ft.

Melee weapon +15 (2d8+10) or 2 Claws +14 (1d6+6)

Ranged weapon +12 (2d6+7)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8/+3; **Grp** +18

Atk Options Power Attack, Cleave, Spring Attack, Skirmish +2d6

Combat Gear +2 *Chain shirt*, +1 *Large Frost Great Club*, +1 *Large Composite (Str +6) Shortbow*, *Gauntlets of Ogre Power* +2, *Anklet of Translocation*

Abilities Str 22, Dex 16, Con 18, Int 6, Wis 8, Cha 6

SQ Skirmish +2d6, Trapfinding, Uncanny Dodge, Evasion, Trackless Step, Flawless Stride, Camouflage

Feats Mobility (B), Spring Attack (B), Power Attack, Dodge, Cleave, Weapon Proficiency (Greatclub)

Skills Climb +18, Jump +18, Tumble +16, Spot +12, Listen +12, Hide +16

Possessions combat gear plus

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn.

This bonus improves by 1 for every four levels gained

above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

If she gains the skirmish ability from another class, the bonuses stack.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the *Player's Handbook*.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Evasion (Ex): Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the *Player's Handbook*.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Camouflage (Ex): Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the *Player's Handbook*. She loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Mountain Movement: Because feral gargans practically live on the ledges and cliffs of the most forbidding mountains, they are particularly adept at negotiating mountain hazards. A feral gargan can make standing long jumps and high jumps as if they were running long jumps and high jumps. He can engage in accelerated climbing (climbing half his speed as a move action) without taking the –5 penalty on the Climb check.

Powerful Build: The physical stature of a feral gargan lets him function in many ways as if he were one size category larger. Whenever a feral gargan is

subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the feral gargan is treated as one size larger if doing so is advantageous to him. A feral gargan is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A feral gargan can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

2: GET LOST! SCRAM!

ADVANCED NIMBLEWRIGHT CR 11

CE M Nimblewright

Init +9; **Senses** Listen +4, Spot +4

Languages Undercommon, Elven, Dwarven, Gnomish

AC 28, touch 18, flat-footed 19

(-1 size, +9 Dex, +10 natural)

hp 173 (26 HD)

Immune mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage.

SR 31

Fort +8, **Ref** +16, **Will** +12

Weakness Frost slows for 3 rounds, fire stuns for 1 round.

Speed 40 ft. (8 squares)

Melee 2 Rapier-hands +27 (3d6+7 and tripping thrust /15-20x2)

Space 10 ft.; **Reach** 10 ft.

Base Atk +19; **Grp** +30

Atk Options Spring Attack, Bounding Assault, Rapid Blitz, Tripping Thrust

Special Actions Rend (1d6+10), Combat Expertise

Combat Gear None

Spell-Like Abilities (CL 26th):

At Will—disguise self, cat's grace, entropic shield, feather fall, haste

Abilities Str 26, Dex 28, Con -, Int 10, Wis 18, Cha 19

SQ Augmented Critical, construct traits, SR 31, tripping thrust, Spell-like abilities

Feats Combat Expertise (B), Combat Reflexes (B), Dodge, Mobility, Spring Attack, Bounding Assault, Two-Weapon Fighting, Two-Weapon Rend, Quicken Spell-like Ability (Haste), Rapid Blitz

Skills Balance +30, Jump +36, Tumble +30

Vulnerabilities (Ex) A nimblewright who takes fire damage, is stunned for one round. A nimblewright who takes cold damage is slowed for one round, as the slow spell.

Tripping Thrust (Ex) A nimblewright's rapier-hand attacks are powerful enough to push over creatures

its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a reflex save DC 21 or fall prone, as if tripped. This save is Dex based, and includes a +2 racial bonus.

Augment Critical (Ex) A nimblewright's rapier-hands threaten criticals on a roll of 15-20, and if successful, cause a tripping thrust(see above).

3: WELCOME TO MONSTERPIECE THEATRE

BURDT POPPYLANE

CR 12

Male Rock Gnome Wizard 6/Wild Soul* 6

*Complete Mage

CE Small Humanoid (Gnome)

Init +2; **Senses** Listen +4, Spot +2

Languages Common, Gnome, Sylvan, Undercommon

AC 21, touch 13, flat-footed 19

(+1 size, +2 Dex, +4 armor, +4 shield)

Miss Chance 50% (Displacement)

hp 85 (12 HD); DR 10/adamantine

Immune Sleep

Resist

Fort +8, **Ref** +6, **Will** +10 (+2 vs. Illusions and Enchantments)

Speed 20 ft.

Melee touch +5

Ranged touch +9

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +0 (Heart of Water to Resist)

Atk Options Spells, Spontaneous spells

Special Actions Unseelie Ally

Combat Gear *Necklace of Adaptation*, *Headband of Intellect* +2, *Belt of Battle*, *Scroll of Teleport*

Wizard Spells Prepared (CL 11th):

6th—*Greater Dispel Magic*, *Summon Monster VI*, *Rapid Summon Monster V*

5th—*Lightning Leap* (DC 21), *Rapid Summon Monster IV*, *Cloudkill* (DC 23), *Heart of Fire*

4th—*Heart of Earth*, *Solid Fog*, *Evard's Black Tentacles*, *Wall of Fire* (DC 20), *Rapid Summon Monster III*

3rd—*Caustic Smoke* (DC 21), *Displacement*, *Heart of Water*, *Gaseous Form*, *Wind Wall*, *Stinking Cloud* (DC 21),

2nd—*Heart of Air*, *False Life*, *Glitterdust* (DC 20), *Glitterdust* (DC 20), *Mirror Image*, *Invisibility*, *See Invisibility*

1st—*Magic Missile*, *Magic Missile*, *Magic Missile*, *Mage Armor*, *Shield*, *Ray of Enfeeblement*, *Guided Shot*

0—*Detect magic*, *Read magic*, *Mending*, *Acid Splash*

Spell-Like Abilities (CL 12th):

3/day—Unseelie Ally

1/day—ghost sound, dancing lights, prestidigitation, speak with burrowing animals

Abilities Str 6, Dex 14, Con 18, Int 22, Wis 10, Cha 8

Feats Rapid Spell, Augment Summoning, Spell Focus (Conjuration)(B), Blind-fight, Cloudy Conjuration, Scribe Scroll (B), Greater Spell Focus (Conjuration)
Skills Concentration +19, Knowledge (Arcana) +20, Knowledge (Nature) +20, Decipher Script +20, Spellcraft +20, Bluff +12

Possessions combat gear plus

Spellbook spells prepared plus—All Core Spells

Seelie Courtier (Ex): At 1st level, you must choose either the seelie or the unseelie path. Good-aligned characters can't choose the unseelie path, while evil-aligned characters are barred from the seelie path. This choice determines certain benefits you gain from this prestige class. If your alignment later changes to make your choice illegal, you automatically exchange all seelie- or unseelie-related class features for their opposites.

In addition, you gain a bonus equal to your wild soul level on Bluff, Diplomacy, and Intimidate checks made in to influence fey and magical beasts.

Spontaneous Spells: A wild soul can tap into the magic that naturally infuses fey and magical beasts to cast spells that were not prepared ahead of time. You can sacrifice any prepared arcane spell (or, for a spontaneous caster, an arcane spell slot) to cast a particular spell of the same spell level or lower. Depending on whether you have chosen the seelie or unseelie path, you choose from different specific spells as specified on the table below. You gain access to these spontaneous spell options by level as shown on Table 3-11: The Wild Soul. Access to a spontaneous spell does not grant the ability to cast it if you do not have a prepared spell or spell slot of appropriately high level to lose in exchange. For example, a 5th-level wizard/4th-level wild soul who chose the seelie path could lose a prepared *ice storm* to cast *break enchantment* or a lower-level option (*invisibility sphere*, *Tasha's hideous laughter*, or *remove fear*). A 6th-level sorcerer/1st-level wild soul who chose the unseelie path can spontaneously cast *lesser confusion*, *detect thoughts*, or *poison*.

These spells are not considered to be part of your class spell list, so this feature doesn't grant you the ability to activate spell trigger or spell completion items using these spells.

1st *lesser confusion*

2nd *detect thoughts*

3rd *poison*

4th *bestow curse*

5th *endless slumber*"

Seelie Bond (Su): When you cast *summon seelie ally* or a *summon monster* spell to bring forth a creature from the *summon seelie ally* list, your connection to the seelie increases, granting you benefits. These benefits remain as long as one of the seelie or unseelie creatures you summoned is alive and the duration of the spell has not expired. The benefits described below are cumulative. Thus, a 10th-level wild soul would gain all of them upon summoning a seelie or unseelie ally.

At 2nd level, you gain immunity to magic and nonmagical sleep effects. This ability grants elves

immunity to nonmagical sleep effects, to which they are normally vulnerable.

At 4th level, you gain a +2 bonus on saves against enchantment spells or effects. The bonus against enchantment effects is untyped and thus stacks with an elf's or half-elf's +2 racial bonus against enchantment spells and effects.

At 6th level, your base land speed increases by 10 feet.

At 8th level, add 1 to the Difficulty Class of saving throws against illusion spells you cast.

At 10th level, add 1 to the Difficulty Class of saving throws against enchantment spells you cast.

Summon Seelie Ally (Sp): Starting at 2nd level, a wild soul can summon a seelie ally three times per day. This ability functions like *summon monster I* except that you choose a creature from a list of options, as detailed on the table below, based on your wild soul level and path. You can use this ability to summon one creature from the highest-level list available to you, 1d3 creatures of the same kind from the next highest-level list, or 1d4 +1 creatures of the same kind from any lower-level list. Your caster level is equal to your character level.

In addition, whenever you cast a *summon monster* spell of 4th to 8th level, you can choose a creature from the appropriate list below in place of one of the normal options.

2nd (Summon Monster IV)

Unseelie:

Aranea

Howler

4th (Summon Monster V)

Unseelie:

Joy stealer (Appendix 1)

Shadow mastiff

6th (Summon Monster VI)

Unseelie:

Displacer beast

Winter wolf

THE COUNT AND THE COOK CR 9

Male Joystealer Rogue 4

NE Medium fey (Incorporeal)

Init +8; **Senses** Low-light vision, Sense emotions 60 ft. Listen +116, Spot +116

AC 17, touch 17, flat-footed 12

(+2 size, +5 Dex)

Miss chance 50% (incorporeal)

hp 45 (10 HD); **DR** 5/cold iron

Fort +4, **Ref** +13, **Will** +7

Speed fly 40 ft. (perfect) (6 squares)

Melee Touch +10 (1d4 Cha)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6/+1 **Grp** n/a

Special Actions Drain Emotions

Abilities Str -, Dex 19, Con 12, Int 13, Wis 12, Cha 19

SQ Evasion, Uncanny Dodge, Trapsense +1,

Trapfinding, Sneak Attack +2d6

Feats Alertness, Improved Initiative, Track, Cunning Evasion

Skills: Bluff +14, Diplomacy +9, Disguise +5(+6 Acting), Hide +17, Intimidate +7, Knowledge(nature) +9, Knowledge(the planes) +6, Listen +13, Sense Motive +10, Spot +13, Survival +10 (+12 in aboveground natural environments)

Sense Emotions: This works just like blind sense except the joystealet can only sense the locations of living creatures.

Drain Emotions: Once a joystealet has reduced a living creature to 0 Charisma, it can drain emotion completely from that opponent as a standard action. A creature so drained can't be affected by morale bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear affects.

Drain emotions effect can be countered only by finding and destroying the joystealet who caused it or by casting remove curse on the victim within a hallow.

4: IT'S NOT EASY BEING GREEN

ERRNI POPPYLANE

CR 11

Male gnome cleric 11

CE Small humanoid (gnome)

Init +2; **Senses** Listen +5, Spot +5; True seeing, Low-light Vision, Deathwatch

Languages Common, Gnome

AC 33, touch 17, flat-footed 31
(+1 size, +2 Dex, +11 armor, +5 shield, +4 deflection)

Miss Chance 20% miss chance against ranged attacks,

hp 124+15 temporary (11 HD)

Immune Movement impairing effects, most illusion effects

Fort +13, **Ref** +5, **Will** +10 (+1 vs. Fear, +2 vs. Illusions)

Speed 15 ft. in Mithral Full Plate (3 squares), base movement 20 ft., fly 60 ft. (good);

Melee Morningstar +11/+6 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +2

Special Actions Trickery Devotion, *Divine Retribution* when struck

Combat Gear *Periapt of Wisdom* +2, *Scroll of Timestop*, *Potion of Fly*

Cleric Spells Prepared (CL 11th):

6th—*Mislead* **D**, *Heal*

5th—*Bolts of Bedevilment* (DC 23) **D**, *Righteous Might*, *True Seeing*, *Divine Retribution* (DC 21; Int dmg)

4th—*Confusion* (DC 22) **D**, *Dampen Magic*, *Freedom of Movement*, *Divine Power*, *Greater Magic Weapon*

3rd—*Rage* (DC 21) **D**, *Dispel Magic*, *Magic Vestment*, *Magic Vestment*, *Meld into Stone*

2nd—*Invisibility* **D**, *Silence*, *Align Weapon*, *Bear's Endurance*, *Hold Person* (DC 20), *Aid*

1st—*Disguise Self* **D**, *Command* (DC 19), *Command* (DC 19), *Cure Light Wounds*, *Entropic Shield*, *Divine Favor*, *Deathwatch*, *Shield of Faith*
0—*Cure Minor*, *Mending*, *Create Water*, *Detect Poison*

D: Domain spell. Deity: Roykyn. Domains: Trickery, Madness

Spell-Like Abilities (CL 1st):

1/day—*Ghost Sound*, *Dancing Lights*, *Prestidigitation*, *Speak with Burrowing Animals*

‡ Already cast

Abilities Str 8, Dex 14, Con 22, Int 8, Wis 20, Cha 8

SQ Rebuke Undead 2/day, Evil Aura, Gnomish traits

Feats Sudden Silent, Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Trickery Devotion

Skills Concentration +20

Possessions combat gear plus *Strand of Prayer Beads*(*Bead of Karma*)(Used)

AUSKYR THE DRUNK & HELMOE CR 6

Male Bog Imp

LE Tiny Fey (Aquatic)

Init +9; **Senses** Listen +11, Spot +11

Aura Stagnate

Languages Common, Sylvan, Elven

AC 18, touch 16, flat-footed 13
(+1 size, +5 Dex, +2 natural)

hp 22 (4d6+8 HD); DR 5/cold iron

Immune acid, paralysis, poison, and sleep

Fort +3, **Ref** +9, **Will** +6 (+4 against mind-affecting)

Weakness Code of Law

Speed 30 ft.(6 squares), burrow 60 ft.(12 squares), swim 30ft.(6 squares) [see text];

Melee 2 claws +8 (1d3-1 plus sicken)

Ranged none(see sink)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** -3

Special Actions Sink

Combat Gear none

Abilities Str 8, Dex 21, Con 15, Int 15, Wis 15, Cha 12

SQ Amphibious, low-light vision, liquid burrow.

Feats Ability Focus (sink), Improved Initiative, Weapon Finesse

Skills Hide +16, Listen +11, Move Silently +12, Search +10, Spot +11, Survival +9, Swim +14 (Racial: +2 Spot, Search, Listen; +8 Hide in bogs and Swim to perform special actions in water)

Possessions combat gear plus barrel of stagnant rum, 200g.

Sicken (Ex): Anyone struck by a bog imp's claw attack must succeed on a DC 14 Fortitude Save or be sickened for 2d4 minutes. Failure on more than one save does not stack, but it does extend the duration of the sickening. The Save DC is Constitution-based.

Sink (Su): A bog imp can with a single glance, cause anyone standing on or in water, mud, or any other non solid surface to sink. This ability functions

within 60 feet. A successful DC 15 will negate the attack and renders the target immune to the sink ability of that particular Bog Imp for 24 hours. The save DC is Charisma-based.

If the save fails, the target is dragged beneath the surface by a spectral force; this takes 1 full round, plus 1 additional round per point of the target's strength bonus, if any. Once beneath the surface, the target is subject to drowning (standard drowning rules apply). A target can be rescued if aided by another who succeeds at a DC 30 strength check, but this simply begins the process over again. The effect ends instantly if the bog imp is slain, if the target is placed on solid stone or lifted 5 feet or more above the surface of the bog, or if the target moves out of range (more than 60 feet away from the bog imp).

Stagnate (Su): Any nonmagical liquids that come within 60 feet of a bog imp immediately stagnate. This effect renders water, wine, milk, and other liquids non-potable; anyone who drinks them must succeed on a DC 14 Fortitude save or be nauseated for 1d3 hours. This ability has no effect on potions. The save DC is Constitution-based.

Amphibious (Ex): Bog imps can survive comfortably on land or in water.

Code of Law (Ex): Every clutch of bog imps has a code of behavior they must follow. A bog imp who violates that code of law cannot use its sink ability and it loses its immunities and resistances.

Auskyr's Code of Law:

- Always greet visitors to your realm in person.
- Challenge intruders, be hospitable to guests.
- Never let visiting elves imbibe foul drinks.
- Those who break bread with you, are under your protection.
- Never let a bad situation come in the way of fun.
- Never let a good meal go to waste.
- Always return in kind a gift or a prank.

Liquid Burrow (Ex): When moving through stagnant, slime-filled water or other liquids more viscous than clear water, a bog imp can use its burrow speed in place of its swim speed.

Skills Racial: +2 Spot, Search, Listen; +8 Hide in bogs and Swim to perform special actions in water; can take 10 on swim checks, even if distracted or endangered. Can run while swimming, provided it runs in a straight line.

APPENDIX 6: APL 12

1:HELLO EVERYBODEEEEEEEEEEE!

SNUPHL OFAGUS, PAYAR OGRANDUS CR 10

Male Feral Gargan Scout 8

CN Medium Humanoid (Goliath)

Init +4; **Senses** Listen +12, Spot +12; Darkvision 60ft.

Languages Goliath

AC 20, touch 13 (15), flat-footed 17, Uncanny Dodge
(+3 Dex, +5 armor, +2 natural) (+2 Dodge)*

hp 88 (10 HD)

Immune Altitude sickness

Resist Cold 5

Fort +7, **Ref** +12, **Will** +4, **Evasion**

Speed 40 ft. in light armor (8 squares), base
movement 40 ft.

Melee weapon +15 (2d8+10) or 2 Claws +14 (1d6+6)

Ranged weapon +12 (2d6+7)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8/+3; **Grp** +18

Atk Options Power Attack, Cleave, Spring Attack,
Skirmish +2d6

Combat Gear +1 Chain shirt, +1 Large Frost Great
Club, +1 Large Composite (Str +6) Shortbow,
Gauntlets of Ogre Power +2, Anklet of
Translocation,

Abilities Str 22, Dex 16, Con 18, Int 6, Wis 8, Cha 6

SQ Skirmish +2d6, Trapfinding, Uncanny Dodge,
Evasion, Trackless Step, Flawless Stride,
Camouflage

Feats Mobility (B), Spring Attack (B), Power Attack,
Dodge, Cleave, Weapon Proficiency (Greatclub)

Skills Climb +18, Jump +18, Tumble +16, Spot +12,
Listen +12, Hide +16

Possessions combat gear plus

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn.

This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

If she gains the skirmish ability from another class, the bonuses stack.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the *Player's Handbook*.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Evasion (Ex): Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the *Player's Handbook*.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Camouflage (Ex): Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the *Player's Handbook*. She loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Mountain Movement: Because feral gargans practically live on the ledges and cliffs of the most forbidding mountains, they are particularly adept at negotiating mountain hazards. A feral gargan can make standing long jumps and high jumps as if they were running long jumps and high jumps. He can engage in accelerated climbing (climbing half his speed as a move action) without taking the –5 penalty on the Climb check.

Powerful Build: The physical stature of a feral gargan lets him function in many ways as if he were

one size category larger. Whenever a feral gargan is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the feral gargan is treated as one size larger if doing so is advantageous to him. A feral gargan is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A feral gargan can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

2: GET LOST! SCRAM!

ADVANCED NIMBLEWRIGHT CR 11

CE M Nimblewright

Init +9; **Senses** Listen +4, Spot +4

Languages Undercommon, Elven, Dwarven, Gnomish

AC 28, touch 18, flat-footed 19

(-1 size, +9 Dex, +10 natural)

hp 173 (26 HD)

Immune mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage.

SR 31

Fort +8, **Ref** +16, **Will** +12

Weakness Frost slows for 3 rounds, fire stuns for 1 round.

Speed 40 ft. (8 squares)

Melee 2 Rapier-hands +27 (3d6+7 and tripping thrust /15-20x2)

Space 10 ft.; **Reach** 10 ft.

Base Atk +19; **Grp** +30

Atk Options Spring Attack, Bounding Assault, Rapid Blitz, Tripping Thrust

Special Actions Rend (1d6+10), Combat Expertise

Combat Gear None

Spell-Like Abilities (CL 26th):

At Will—disguise self, cat's grace, entropic shield, feather fall, haste

Abilities Str 26, Dex 28, Con -, Int 10, Wis 18, Cha 19

SQ Augmented Critical, construct traits, SR 31, tripping thrust, Spell-like abilities

Feats Combat Expertise (B), Combat Reflexes (B), Dodge, Mobility, Spring Attack, Bounding Assault, Two-Weapon Fighting, Two-Weapon Rend, Quicken spell like ability (Haste), Rapid Blitz

Skills Balance +30, Jump +36, Tumble +30

Vulnerabilities (Ex) A nimblewright who takes fire damage, is stunned for one round. A nimblewright who takes cold damage is slowed for one round, as the slow spell.

Tripping Thrust (Ex) A nimblewright's rapier-hand attacks are powerful enough to push over creatures

its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a reflex save DC 21 or fall prone, as if tripped. This save is Dex based, and includes a +2 racial bonus.

Augment Critical (Ex) A nimblewright's rapier-hands threaten criticals on a roll of 15-20, and if successful, cause a tripping thrust (see above).

3: WELCOME TO MONSTERPIECE THEATRE

BURDT POPPYLANE

CR 14

Male Rock Gnome Wizard 6/Wild Soul* 8

*Complete Mage

CE Small Humanoid (Gnome)

Init +2; **Senses** Listen +4, Spot +2

Languages Common, Gnome, Sylvan, Undercommon

AC 21, touch 13, flat-footed 19

(+1 size, +2 Dex, +4 armor, +4 shield)

Miss Chance 50% (Displacement)

hp 100 (12 HD); DR 10/adamantine

Immune Sleep

Fort +8, **Ref** +6, **Will** +10 (+2 vs. Illusions and Enchantments)

Speed 20 ft.

Melee touch +6

Ranged touch +10

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +1 (Heart of Water to Resist)

Atk Options Spells, Spontaneous spells

Special Actions Unseelie Ally

Combat Gear *Necklace of Adaptation*, *Circlet of Rapid Casting* and *Int* +2, *Belt of Battle*

Wizard Spells Prepared (CL 13th):

7th—*Rapid Summon Monster VI*, ~~*Spell turning*~~

6th—*Greater Dispel Magic*, *Summon Monster VI*, *Rapid Summon Monster V*, *Acid Fog*

5th—*Lightning Leap* (DC 21), *Rapid Summon Monster IV*, *Cloudkill* (DC 23), ~~*Heart of Fire*~~, *Lightning Leap* (DC 21)

4th—~~*Heart of Earth*~~, *Solid Fog*, *Evard's Black Tentacles*, *Wall of Fire* (DC 20), *Rapid Summon Monster III*, *Orb of Fire* (DC 22)

3rd—*Caustic Smoke* (DC 21), ~~*Displacement*~~, ~~*Heart of Water*~~, *Gaseous Form*, *Wind Wall*, *Stinking Cloud* (DC 21)

2nd—~~*Heart of Air*~~, ~~*False Life*~~, *Fog cloud*, *Glitterdust* (DC 20), *Glitterdust* (DC 20), ~~*Mirror Image*~~, *Invisibility*, ~~*See Invisibility*~~,

1st—*Magic Missile*, *Magic Missile*, *Magic Missile*, ~~*Mage Armor*~~, ~~*Shield*~~, *Ray of Enfeeblement*, *Guided Shot*

0—*Detect magic*, *Read magic*, *Mending*, *Acid Splash*

Spell-Like Abilities (CL 12th):

3/day—Unseelie Ally

1/day—ghost sound, dancing lights, prestidigitation, speak with burrowing animals

Abilities Str 6, Dex 14, Con 18, Int 22, Wis 10, Cha 8

Feats Rapid Spell, Augment Summoning, Spell Focus (Conjuration)(B), Blind-fight, Cloudy Conjuration, Scribe Scroll (B), Greater Spell Focus (Conjuration)
Skills Concentration +20, Knowledge (Arcana) +21, Knowledge (Nature) +21, Decipher Script +21, Spellcraft +21, Bluff +13

Possessions combat gear plus

Spellbook spells prepared plus—All Core Spells

Special Attack/Quality

Seelie Courtier (Ex): At 1st level, you must choose either the seelie or the unseelie path. Good-aligned characters can't choose the unseelie path, while evil-aligned characters are barred from the seelie path. This choice determines certain benefits you gain from this prestige class. If your alignment later changes to make your choice illegal, you automatically exchange all seelie- or unseelie-related class features for their opposites.

In addition, you gain a bonus equal to your wild soul level on Bluff, Diplomacy, and Intimidate checks made in to influence fey and magical beasts.

Spontaneous Spells: A wild soul can tap into the magic that naturally infuses fey and magical beasts to cast spells that were not prepared ahead of time. You can sacrifice any prepared arcane spell (or, for a spontaneous caster, an arcane spell slot) to cast a particular spell of the same spell level or lower. Depending on whether you have chosen the seelie or unseelie path, you choose from different specific spells as specified on the table below. You gain access to these spontaneous spell options by level as shown on Table 3-11: The Wild Soul. Access to a spontaneous spell does not grant the ability to cast it if you do not have a prepared spell or spell slot of appropriately high level to lose in exchange. For example, a 5th-level wizard/4th-level wild soul who chose the seelie path could lose a prepared *ice storm* to cast *break enchantment* or a lower-level option (*invisibility sphere*, *Tasha's hideous laughter*, or *remove fear*). A 6th-level sorcerer/1st-level wild soul who chose the unseelie path can spontaneously cast *lesser confusion*, *detect thoughts*, or *poison*. These spells are not considered to be part of your class spell list, so this feature doesn't grant you the ability to activate spell trigger or spell completion items using these spells.

1st *lesser confusion*

2nd *detect thoughts*

3rd *poison*

4th *bestow curse*

5th *endless slumber (CM)*

6th *mass suggestion*

Seelie Bond (Su): When you cast *summon seelie ally* or a *summon monster* spell to bring forth a creature from the *summon seelie ally* list, your connection to the seelie increases, granting you benefits. These benefits remain as long as one of the seelie or unseelie creatures you summoned is alive and the duration of the spell has not expired. The benefits described below are cumulative. Thus, a 10th-level wild soul would gain all of them upon summoning a seelie or unseelie ally.

At 2nd level, you gain immunity to magic and nonmagical sleep effects. This ability grants elves immunity to nonmagical sleep effects, to which they are normally vulnerable.

At 4th level, you gain a +2 bonus on saves against enchantment spells or effects. The bonus against enchantment effects is untyped and thus stacks with an elf's or half-elf's +2 racial bonus against enchantment spells and effects.

At 6th level, your base land speed increases by 10 feet.

At 8th level, add 1 to the Difficulty Class of saving throws against illusion spells you cast.

At 10th level, add 1 to the Difficulty Class of saving throws against enchantment spells you cast.

Summon Seelie Ally (Sp): Starting at 2nd level, a wild soul can summon a seelie ally three times per day. This ability functions like *summon monster I* except that you choose a creature from a list of options, as detailed on the table below, based on your wild soul level and path. You can use this ability to summon one creature from the highest-level list available to you, 1d3 creatures of the same kind from the next highest-level list, or 1d4 +1 creatures of the same kind from any lower-level list. Your caster level is equal to your character level.

In addition, whenever you cast a *summon monster* spell of 4th to 8th level, you can choose a creature from the appropriate list below in place of one of the normal options.

2nd (Summon Monster IV)

Unseelie:

Aranea

Howler

4th (Summon Monster V)

Unseelie:

Joy stealer (*Appendix 1*)

Shadow mastiff

6th (Summon Monster VI)

Unseelie:

Displacer beast

Winter wolf

8th (Summon Monster VII)

Unseelie:

Annis hag

Will-o'-wisp

THE COUNT & THE COOK

CR 9

Male Joystealer Rogue 4

NE Medium fey (Incorporeal)

Init +8; **Senses** Low-light vision, Sense emotions 60 ft. Listen +116, Spot +116

AC 17, touch 17, flat-footed 12
(+2 size, +5 Dex)

Miss chance 50% (incorporeal)

hp 45 (10 HD); **DR** 5/cold iron

Fort +4, **Ref** +13, **Will** +7

Speed fly 40 ft. (perfect) (6 squares)

Melee Touch +10 (1d4 Cha)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6/+1 **Grp** n/a

Special Actions Drain Emotions

Abilities Str -, Dex 19, Con 12, Int 13, Wis 12, Cha 19**SQ** Evasion, Uncanny Dodge, Trapsense +1, Trapfinding, Sneak Attack +2d6**Feats** Alertness, Improved Initiative, Track, Cunning Evasion**Skills:** Bluff +14, Diplomacy +9, Disguise +5(+6 Acting), Hide +17, Intimidate +7, Knowledge (nature) +9, Knowledge (the planes) +6, Listen +13, Sense Motive +10, Spot +13, Survival +10 (+12 in aboveground natural environments)**Sense Emotions:** This works just like blind sense except the joystealet can only sense the locations of living creatures.**Drain Emotions:** Once a joystealet has reduced a living creature to 0 Charisma, it can drain emotion completely from that opponent as a standard action. A creature so drained can't be affected by morale bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear affects.

Drain emotions effect can be countered only by finding and destroying the joystealet who caused it or by casting remove curse on the victim within a hallow.

4: IT'S NOT EASY BEING GREEN**ERRNI POPPYLANE****CR 13**

Male gnome cleric 13

CE Small humanoid (gnome)

Init +2; **Senses** Listen +5, Spot +5; True seeing, Low-light Vision, Deathwatch**Languages** Common, Gnome

AC 33, touch 17, flat-footed 31

(+1 size, +2 Dex, +12 armor, +6 shield, +5 deflection)

Miss Chance 20% miss chance against ranged attacks,**hp** 145+16 temporary (11 HD)**Immune** Movement impairing effects, most illusion effects, Poison, Fear, Negative energy effects, magical death effects, energy drain**Fort** +14, **Ref** +6, **Will** +11 (+1 vs. Fear, +2 vs. Illusions)

Speed 15 ft. in Mithral Full Plate (3 squares), base movement 20 ft., fly 60 ft. (good);**Melee** Morningstar +17/+12 (1d6+5)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +3**Special Actions** Trickery Devotion, *Divine Retribution* when struck**Combat Gear** *Periapt of Wisdom* +2, *Scroll of Timestop*, *Potion of Fly*, *Helm of Glorious Recovery***Cleric Spells Prepared** (CL 11th):7th—*Insanity* D, Blasphemy,6th—*Mislead* D, *Heal*, ~~*Heroes Feast*~~5th—*Bolts of Bedevilment* (DC 23) D, *Righteous Might*, ~~*True Seeing*~~, *Divine Retribution* (DC 21; Int dmg), *Flame strike* (DC 21)4th—*Confusion* (DC 22) D, *Dampen Magic*, ~~*Freedom of Movement*~~, *Divine Power*, ~~*Greater Magic Weapon*~~, *Death Ward*3rd—*Rage* (DC 21) D, *Dispel Magic*, ~~*Magic Vestment*~~, ~~*Magic Vestment*~~, *Meld into Stone*2nd—*Invisibility* D, *Silence*, ~~*Align Weapon*~~, *Bear's Endurance*, *Hold Person* (DC 20), ~~*Bull's Strength*~~, *Hold Person* (DC 20)1st—*Disguise Self* D, *Command* (DC 19), *Command* (DC 19), *Cure Light Wounds*, ~~*Entropic Shield*~~, *Divine Favor*, ~~*Deathwatch*~~, *Shield of Faith*
0—*Cure Minor*, *Mending*, *Create Water*, *Detect Poison***D:** Domain spell. Deity: Roykyn. Domains: Trickery, Madness**Spell-Like Abilities** (CL 1st):1/day—*Ghost Sound*, *Dancing Lights*, *Prestidigitation*, *Speak with Burrowing Animals*‡ Already cast

Abilities Str 12, Dex 14, Con 22, Int 8, Wis 21, Cha 8**SQ** Rebuke Undead 2/day, Evil Aura, Gnomish traits**Feats** Sudden Silent, Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Trickery Devotion, Weapon Focus (Morningstar)**Skills** Concentration +22**Possessions** combat gear plus *Strand of Prayer Beads*(*Bead of Karma*)(Used)

AUSKYR THE DRUNK & HELMOE CR 6

Male Bog Imp

LE Tiny Fey (Aquatic)

Init +9; **Senses** Listen +11, Spot +11**Aura** Stagnate**Languages** Common, Sylvan, Elven

AC 18, touch 16, flat-footed 13

(+1 size, +5 Dex, +2 natural)

hp 22 (4d6+8 HD); DR 5/cold iron**Immune** acid, paralysis, poison, and sleep**Fort** +3, **Ref** +9, **Will** +6 (+4 against mind-affecting)**Weakness** Code of Law

Speed 30 ft.(6 squares), burrow 60 ft.(12 squares), swim 30ft.(6 squares) [see text];**Melee** 2 claws +8 (1d3-1 plus sicken)**Ranged** none(see sink)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** -3**Special Actions** Sink**Combat Gear** none

Abilities Str 8, Dex 21, Con 15, Int 15, Wis 15, Cha 12**SQ** Amphibious, low-light vision, liquid burrow.**Feats** Ability Focus (sink), Improved Initiative, Weapon Finesse**Skills** Hide +16, Listen +11, Move Silently +12, Search +10, Spot +11, Survival +9, Swim +14 (Racial; +2 Spot, Search, Listen; +8 Hide in bogs and Swim to perform special actions in water)**Possessions** combat gear plus barrel of stagnant rum, 200g.

Sicken (Ex): Anyone struck by a bog imp's claw attack must succeed on a DC 14 Fortitude Save or

be sickened for 2d4 minutes. Failure on more than one save does not stack, but it does extend the duration of the sickening. The Save DC is Constitution-based.

Sink (Su): A bog imp can with a single glance, cause anyone standing on or in water, mud, or any other non solid surface to sink. This ability functions within 60 feet. A successful DC 15 will negates the attack and renders the target immune to the sink ability of that particular Bog Imp for 24 hours. The save DC is Charisma-based.

If the save fails, the target is dragged beneath the surface by a spectral force; this takes 1 full round, plus 1 additional round per point of the target's strength bonus, if any. Once beneath the surface, the target is subject to drowning (standard drowning rules apply). A target can be rescued if aided by another who succeeds at a DC 30 strength check, but this simply begins the process over again. The effect ends instantly if the bog imp is slain, if the target is placed on solid stone or lifted 5 feet or more above the surface of the bog, or if the target moves out of range (more than 60 feet away from the bog imp).

Stagnate (Su): Any nonmagical liquids that come within 60 feet of a bog imp immediately stagnate. This effect renders water, wine Milk, and other liquids non-potable; anyone who drinks them must succeed on a DC 14 Fortitude save or be

nauseated for 1d3 hours. This ability has no effect on potions. The save DC is Constitution-based.

Amphibious (Ex): Bogimps can survive comfortably on land or in water.

Code of Law (Ex): Every clutch of bogimps has a code of behavior they must follow. A bog imp who violates that code of law cannot use its sink ability and it loses its immunities and resistances.

Auskyr's Code of Law:

- Always greet visitors to your realm in person.
- Challenge intruders, be hospitable to guests.
- Never let visiting elves imbibe foul drinks.
- Those who break bread with you, are under your protection.
- Never let a bad situation come in the way of fun
- Never let a good meal go to waste.
- Always return in kind a gift or a prank.

Liquid Burrow (Ex): When moving through stagnant, slime-filled water or other liquids more viscous than clear water, a bog imp can use its burrow speed in place of its swim speed.

Skills Racial: +2 Spot, Search, Listen; +8 Hide in bogs and Swim to perform special actions in water; can take 10 on swim checks, even if distracted or endangered. Can run while swimming, provided it runs in a straight line.

APPENDIX 2: NEW RULES ITEMS

FEATS

BOUNDING ASSAULT

Player's Handbook II, Page 75

You can move and attack with superior speed and power.

Prerequisites: Dex 13, Dodge, Mobility, Spring Attack, base attack bonus +12

Benefit: When using the Spring Attack feat, you designate two foes rather than one. Your movement does not provoke attacks of opportunity from either of these foes. While using an attack action with the Spring Attack feat, you can make a second attack with a -5 penalty. You can use both attacks against one of the opponents targeted with this feat, or split your attacks between them.

CLOUDY CONJURATION

Complete Mage, Page 40

Your conjured creations and summoned beings appear in a puff of sickening black smoke, and you vanish in a cloud of

the same when you teleport.

Prerequisite: Spell Focus (conjunction) or conjurer level 1st.

Benefit: When you cast a conjunction spell, you can choose to have a 5-foot-radius cloud of sickening smoke manifest. The cloud can appear in your space, adjacent to you, or in the space of or adjacent to your target (if any). The cloud lasts for 1 round. Any living creature is sickened while inside it (but not after exiting). The cloud in all other ways acts like a small area of the *fog cloud* spell. Creatures immune to poison are immune to the sickening effect. The cloud appears in conjunction with the spell taking effect (not before or after). Any creature you call or summon with the spell is immune to the sickening effect of the cloud.

Special: A conjurer can select this feat as a wizard bonus feat.

CUNNING EVASION

Player's Handbook II, Page 78

When an area attack detonates around you, you use the chaos and flash of energy to duck out of sight.

Prerequisites: Hide 9 ranks, evasion

Benefit: If you are caught without within an area attack whose damage you avoid completely due to your evasion or improved evasion ability, you can make a combined Hide check and a 5-foot step as an immediate action. You can attempt this check only if there is cover suitable for a Hide check, and you can take your 5-foot step into cover before making your Hide attempt.

Special: If you have the hide in plain sight class feature, you do not need cover near you to attempt the Hide check allowed by this feat.

RAPID BLITZ

Player's Handbook II, Page 82

You charge across the battlefield, combining your speed and fighting ability to move and attack with unmatched skill.

Prerequisites: Dex 13, Bounding Assault, Dodge, Mobility, Spring Attack, BAB +18

Benefit: You can designate a third target for your Spring Attack feat. In addition to the second attack you gain from your Bounding Assault feat, you can make a third attack with a -10 penalty.

RAPID SPELL [METAMAGIC]

Complete Divine, Page 84

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with 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.

TWO-WEAPON REND

Player's Handbook II, Page 84

You wield two weapons with an artisan's precision. Each strike builds on the next, allowing you to deal more damage.

Prerequisites: Dex 15, Two-Weapon Fighting, base attack bonus +11

Benefit: If you successfully hit an opponent with both of the weapons you wield, you deal extra damage equal to 1d6+1 ½ times your Strength bonus. This extra damage is treated as the same type that your off-hand weapon deals normally for the purpose of overcoming damage reduction and other effects related to damage type. You can gain this extra damage once per round against a given opponent.

Special: A fighter can select two-weapon rend as one of his fighter bonus feats. A ranger who has chosen the two-weapon combat style can select two-weapon rend as long as he has a base attack bonus of +11 and is wearing light or no armor.

SPELLS

CAUSTIC SMOKE

Conjuration (Creation)

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Acidic fog spreads in a 20-ft. radius, 20 ft. high

Duration: 5 rounds

Saving Throw: Fortitude partial

Spell Resistance: No

You create a bank of smoke, similar in effect to a *fog cloud*. In addition to obscuring sight, the cloud deals 1d6 points of acid damage per round to all creatures within. Furthermore, its acrid fumes burn the eyes, imposing a -5 penalty on all attack rolls and Search and Spot checks unless a creature succeeds on a Fortitude save (repeated each round the creature is within the cloud). These penalties last as long as the subject remains within the cloud, plus an additional 2 rounds thereafter. If a creature within the cloud takes acid damage from any other effect, it must succeed on a Fortitude save (using this spell's save DC) or be blinded for 1 round.

HEART OF AIR

Transmutation [Air]

Level: Druid 2, sorcerer/wizard 2, wu jen 2 (air)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

This spell converts part of your body into elemental air, freeing you somewhat from the bonds of gravity. You gain a +10 enhancement bonus on Jump checks, and if you have a fly speed, that speed gains a +10-foot enhancement bonus. Furthermore, while this spell is active, you can activate a *feather fall* effect (as the spell) on yourself as an immediate action. This benefit lasts for 1 round per level, at the end of which time the spell's entire effect ends. If *heart of air* is active on you at the same time as *heart of earth*, *heart of fire*, or *heart of water*, you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

HEART OF EARTH

Transmutation [Earth]

Level: Druid 4, sorcerer/wizard 4, wu jen 4 (earth)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

This spell converts part of your body into elemental earth, which toughens you considerably. You gain a +8 bonus on checks to resist a bull rush, overrun, or trip attack. You also gain temporary hit points equal to twice your caster level (up to 30 hp). Furthermore, while this spell is active, you can activate a *stoneskin* effect (as the spell) on yourself as a swift action. This benefit lasts for 1 round per level (or until the *stoneskin's* total protection is consumed), at the end of which time the spell's entire effect ends. See *Heart of Air*.

HEART OF FIRE

Transmutation [Fire]

Level: Druid 5,

sorcerer/wizard 5,

wu jen 5 (fire)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

This spell converts part of your body into elemental fire, which speeds your step and toughens your flesh. You gain a +10-foot enhancement bonus to your land speed and resistance to fire 20. Furthermore, while this spell is active, you can activate a *fire shield* effect

(as the spell; fire-based protection only) on yourself as a swift action. This benefit lasts for 1 round per level, at the end of which time the spell's entire effect ends. See *Heart of Air*

HEART OF WATER

Transmutation [Water]

Level: Druid 3, sorcerer/wizard 3, wu

jen 3 (water)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

This spell converts part of your body into elemental water, which makes you better able to navigate aquatic environments and slip through confined spaces. You gain a swim speed equal to your land speed, which grants you certain benefits (including a +8 racial bonus on Swim checks; see *MM* 311). You also gain the ability to breathe water (as if under the effect of a *water breathing* spell). Finally, you gain a +5 enhancement bonus on Escape Artist checks. Furthermore, while this spell is active, you can activate a *freedom of movement* effect (as the spell) on yourself as a swift action. This benefit lasts for 1 round per level, at the end of which time the spell's entire effect ends. See *Heart of Air*.

LIGHTNING LEAP

Transmutation [Electricity]

Level: Sorcerer/wizard 5

Components: V

Casting Time: 1 standard action

Range: Personal and 60 ft.

Target/Area: You/10-to-60-ft. line

Duration: Instantaneous

Saving Throw: None and Reflex half

Spell Resistance: No and Yes

You transform yourself into a line of lightning, similar to that created by the *lightning bolt* spell. This line can be of any length from 10 feet to 60 feet, measured in 5-foot increments. You reappear in any square adjacent to the last square entered by the line, along with any gear worn or carried (up to a maximum of your heavy load limit). You can't bring along other creatures except for your familiar.

The line deals 1d6 points of electricity damage per caster level (maximum 15d6) to anything in its area. A successful

Reflex save halves this damage, and spell resistance applies.

MAGIC ITEMS

ANKLET OF TRANSLOCATION

Price (Item Level): 1,400 gp (5th)

Body Slot: Feet

Caster Level: 7th

Aura: Moderate; (DC 18) conjuration

Activation: Swift (command)

Weight: ---

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect. You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object: if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you. An *anklet of translocation* functions two times per day.

Prerequisites: Craft Wondrous Item, *dimension door*.

Cost to create: 700 gp, 56 XP, 2 days

BELT OF BATTLE

Price (Item Level): 12,000 gp (13th)

Body Slot: Waist

Caster Level: 9th

Aura: Moderate; (DC 19) transmutation

Activation: --- and swift (mental)

Weight: ---

A *belt of battle* helps you avoid being caught off guard in combat and allows occasional bursts of extra activity.

While worn, it grants you a +2 competence bonus on initiative checks. This is a continuous effect and requires

no activation. In addition, a *belt of battle* has 3 charges, which are renewed each day at dawn. Each time you activate the belt, one of the black pearls set into its buckle turns white. The pearls return to normal when the belt's charges renew. Spending 1 or more charges grants you an extra action, which must be taken immediately (before you take any other action).

1 charge: 1 move action

2 charges: 1 standard action

3 charges: 1 full round action

Prerequisites: Craft Wondrous Item, *haste*

Cost to Create: 6,000 gp, 480 XP, 12 days

CIRCLET OF RAPID CASTING

Price (Item Level): 15,000 gp (14th)

Body Slot: Head

Caster Level: 11th

Aura: Moderate; (DC20), transmutation

Activation: Swift (command)

Weight: ---

A *circlet of rapid casting* allows you to cast a small number of spells each day more quickly. This circlet has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to cast a single spell as part of the same swift action you used to activate the circlet. This spell must be one that normally has a casting time of no longer than 1 standard action. Doing this expends the prepared spell or spell slot as if you had cast the spell normally.

1 charge: Cast a single spell of up to 2nd level.

2 charges: Cast a single spell of up to 3rd level

3 charges: Cast a single spell of up to 4th level

Prerequisites: Craft Wondrous Item, Quicken Spell

Cost to Create: 7,500 gp, 600 XP, 15 days

NEW TEMPLATE

Minion of Roykyn, Gnome God of Cruelty

No external change is visible, though the creature becomes prone to sadistic urges, and this change in personality may be reflected in different tastes, grooming, attire, etc. The Minion of Roykyn template may be added to any humanoid creature with an Intelligence score of 4 or more that has "Signed on the Dotted Line" in the Keoland Regional Scenario KEO4-07 *In the Footsteps of the Fallen*.

A Minion of Roykyn uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Minions of Roykyn are native outsiders.

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

Smite (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20).

Spell-Like Abilities: A Minion of Roykyn with a Charisma score of 10 or higher has spell-like abilities depending on its Hit Dice, as indicated on the table below. The abilities are cumulative. Caster level equals the creature's HD, and the save DC is Charisma-based.

HD Abilities

1–2 *Disguise Self* 3/day

3–4 *Misdirection* 1/day

5–6 *Major Image* 1/week

7–8 *Deceptive Double* 1/week

9–10 *Dominate Person 1/week*

11–12 *Otto's Irresistible Dance 1/week*

Special Qualities: A Minion of Roykyn has all the special qualities of the base creature, plus the following special qualities.

—Resistance to acid 10

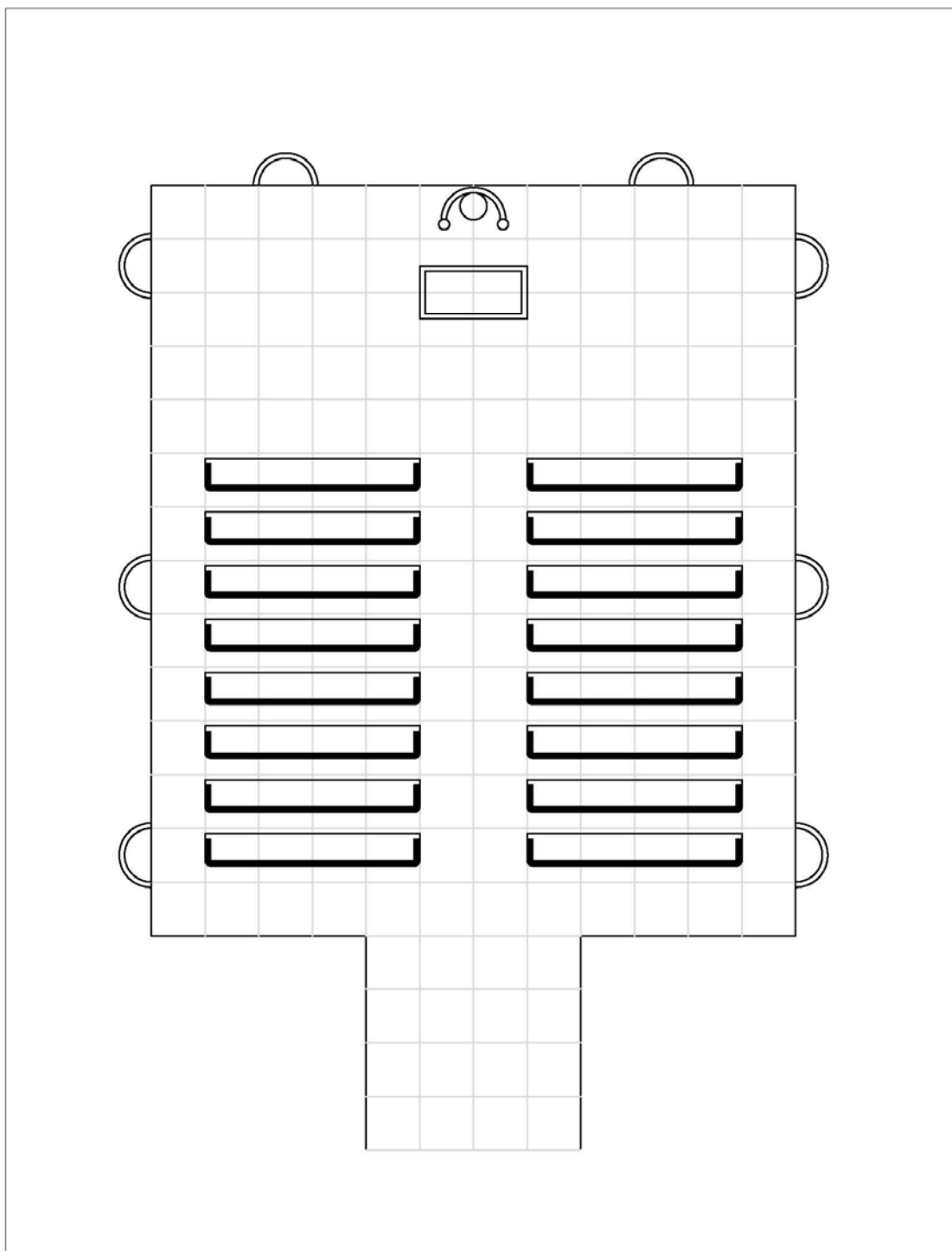
—Spell resistance equals HD+5

Abilities: Increase from the base creature as follows: Con +2, Cha +2.

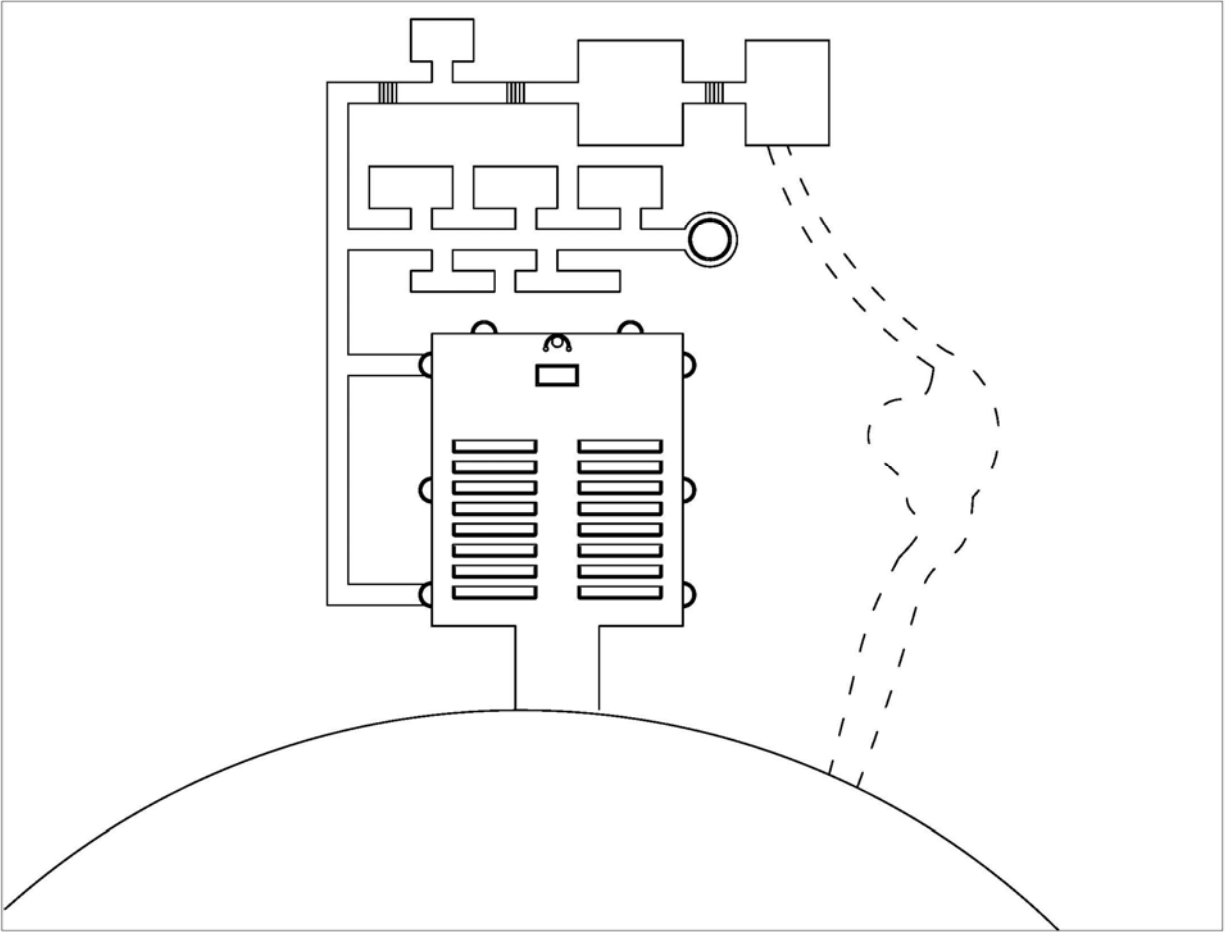
Alignment: NPC Minions of Roykyn are Chaotic Evil. PC Minions of Roykyn become Chaotic Evil at the conclusion of ULP 8-05 unless they meet the special conditions listed below.

Level Adjustment: This PC is considered one level higher for determination of APL.

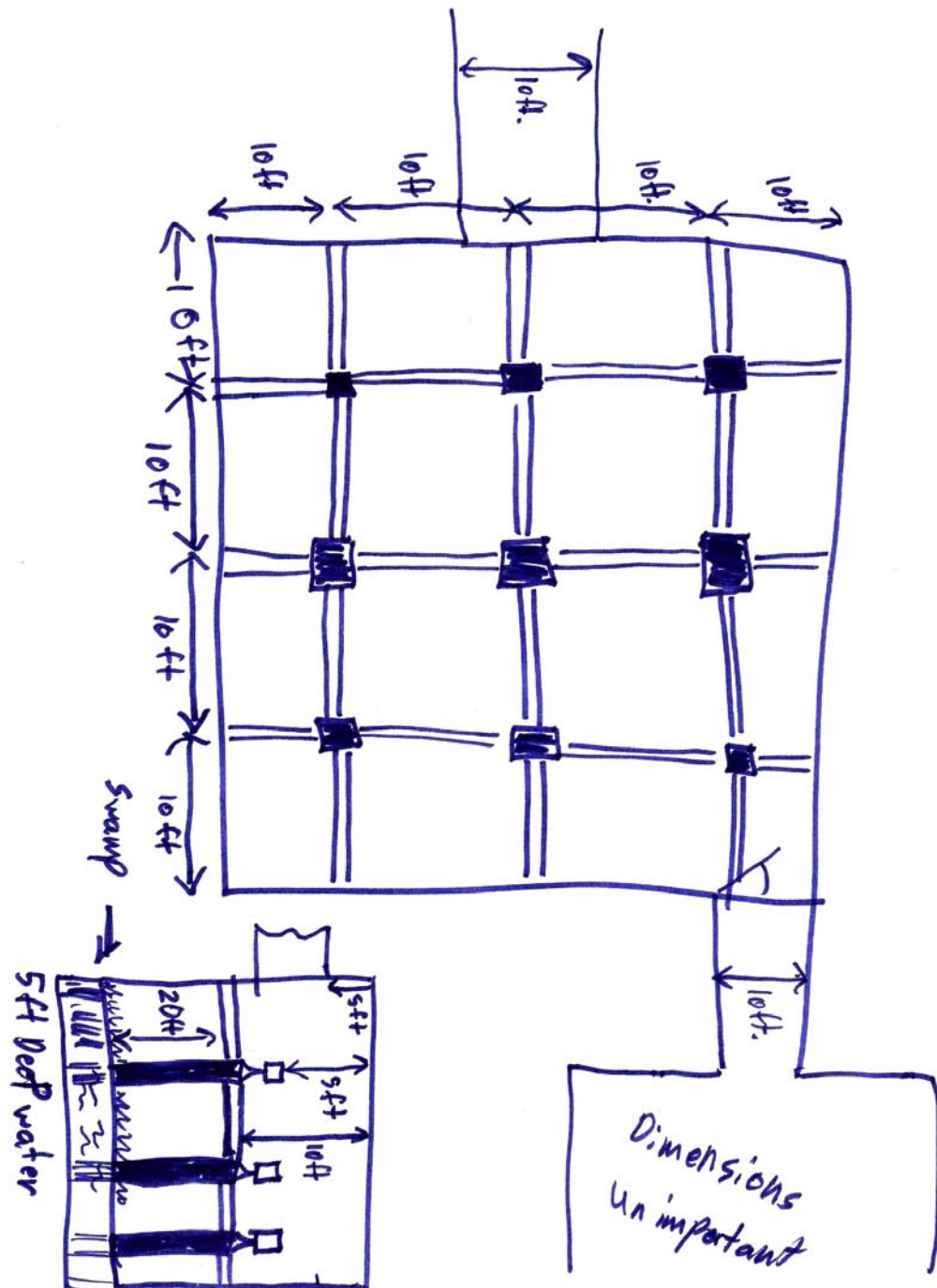
Special: This template may be removed through a ritual conducted by the Church of Lydia in Havenhill. This costs ½ the gp cap on the ULP 8-05 AR and 1 TU. For the year of play following this ceremony, the taint of Roykyn's curse remains with the PC. The PC detects faintly as evil, gains resistance (acid) 5 and find herself susceptible to commands and suggestions of gnomes. Simple non-magical spoken commands or suggestions are treated as a *command* or *suggestion*, which the PC must make a DC 10 Will save to resist. Saves against magical enchantments cast by gnomes are made at –4. PC Minions of Roykyn that do not undergo the ritual at the end of ULP 8-05 change alignment to CE and are removed from play.



Map for Encounter 2: Get Lost! Scram!: Monsters are in the alcoves, PCs will start at the south. The altar in the north (represented by the half-circle).



This is a birds-eye view of the complex. When you come up the balcony (going through the eye sockets), you can bypass the altar room entirely (though you can see down). PCs who chose this option can go straight down the left hallway. PCs who finish Encounter 2: Get Lost! Scram!, can explore the upstairs of the complex by going up a set of stairs and enter the same left hallway. In the first set of room, the circular room is the bloodroom. Other rooms are as detailed in the module text. In the north hallway, the first room is the shrine. The second room is the library (with the shifting runes on the wall). The third room is the rafters room with the scrolls.



Place holder for map of It's not Easy Being Green encounter.

PLAYER HANDOUT 1

Below is the scroll found on the altar after the PCs place their ransom upon it.

I, _____,
regret my sins, and wish to be forgiven the following:

above all things.

In exchange for this forgiveness, I give this ransom, and my blood to seal this promise.

Undersigned

Eternity

Date

PLAYER HANDOUT 2

Found in Bedroom

Coldeven 03, CY 507

Last night I solemnly participated in the ritual of blood, my day of awakening and into a new life under Urdlen. The Crawler Below has blessed us with a mineral-rich earthen temple, and tomorrow I begin my duties in the caverns.

Another acolyte has ended his duties. Instead of making a proper gem sacrifice for Urdlen, he brought instead a handful of scarab beetles. His trick wasn't made known until another follower thrust his hands into the gems, either donating some or stealing some for himself – it's unclear. But the beetles swarmed him and burrowed under his skin.

A stunning priestess stood by, laughing at the desperate man trying to rid himself of the infestation. As he wailed, her red lips curled traitorously. She waited until he was on the verge of being eaten alive before she created flame and burned him alive instead (and killing the jewel-like insects). She turned to the acolyte that caused the ruckus. "You are to come with me," she said, her voice full of malice. I don't know if he was rewarded or disciplined, but I think it's clear he won't be returning with us.

Coldeven 04, CY 507

I found several lovely rubies today. Their shine was my pride, and my secret. I didn't think it was fair for the coven to have my very first treasure – especially since I had worked so long and hard. No one will know, and besides, I may just be holding on to them until the Winter Solstice when my donation will be properly accepted by The Crawler Below.

Coldeven 09, CY 507

High Priestess Roykyn won't get out of my dreams. She sends me disturbing thoughts almost every night. I'm not sure if she noticed me looking at her questioningly since the night of my coming to this place, or if she knows about the gems. I know it's her sending me the dreams, too, because she'll ask me how I slept. And then this afternoon, I think she cut the rope on my grappling hook. I would have died but for grabbing onto another acolyte's foot.

The foreman said I was crazy, that she would never be caught out in the mining area. But there's something murderous about her. I just know it.

Coldeven 21, CY 507

cant think to myself. Know she
she is out there. killing. To kill me. us. All of us. they don't belong. Here. Not here . What would
HE think if he knew. I know she showed. me. All. Of it. So

That. I would know. But wouldn't act. not in time. not by myself. Who would I tell? who would believe
me. Mindflayers, here?

PLAYER HANDOUT 3

Found in Library:

From "What's More Godly Than My Moving Talking Mechanical Chicken: A Gnome's Perspective on Deities and Their Role in My Life," a bookmarked page on Roykyn.

ROYKYN

Runes: Disorder (minor ties to Evil & Chaos)

Known as the Merciless, Roykyn is the hero-goddess associated with cruel pranks and practical jokes.

Cult in the World

Though not truly a member of the gnomish pantheon, she is included here because of her origins. It is debatable whether her cult is properly a subcult of Urdlen (of whom she was formerly a priestess) or the Oerid deity Erythnul (to whom she turned after leaving Urdlen's service by sacrificing her previous temple 'as a prank').

Roykyn's High Holy Day is the 22nd of Coldeven, the day of her ascent in 507 CY. No temples to this capricious goddess exist, though nearly a hundred shrines have been uncovered (and destroyed) since her ascent.

Priests of Roykyn have no ritual attire, though most keep a golden amulet with a teardrop shaped crystal embedded in the center.

Lay Membership

Requirements: Open to members of any race, Roykyn's cult has no special requirements and teaches no skills.

Initiate Membership

Requirements: Standard. Initiates of Roykyn are typically tasked with rumor mongering and 'harassment'.

Priesthood

Requirements: Standard. Roykyn seldom has more than a single priest in any region, with most targeting large cities over small communities.

Each priest typically rides herd over a small pack of initiates, spreading rumors against the mighty, playing embarrassing pranks on the holy, and generally spreading chaos and ruination in their wake.

Virtues for Roykyn include Cruel and Misanthropic.

Associated Gods

Erythnul: provides Fear

Urdlen: provides Blood Offering
