

SHE7-04

Out of Sight, Out of Mind

A One-Round D&D® LIVING GREYHAWK™

Sheldomar Valley Metaregional Adventure

by Steve Hess

Reviewers: Michael Moore, Sheldomar Valley Triads

Circle Reviewer: Steven Conforti

The discovery of an ancient temple dedicated to the benign Suel deity Lydia deep in the Jotens has brought together many disparate elements in service to the greater good. A community has been founded, offering the miners and explorers gathered there shelter and rest from their work; such a project also requires adventurers to help keep the darkness at bay. Who knows what threats lurk just outside those comfortable confines? A Sheldomar Valley metaregional adventure for APLs 8-12 and Part Two of the "Not One of Us" series.

Resources: *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Monster Manual IV* [various], *Races of Stone* [David Noonan, Jesse Decker, Michelle Lyons].

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com.

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

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

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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 Metaregional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

It is highly recommended that judges running this adventure should have already judged SHE6-07 *Sight Unseen*, Part One of this series. Those familiar with SHE6-07 may skip this background briefing. Those in need of a refresher, read on.

Ethnic and religious tensions erupted in the city of Westkeep in extreme southern Keoland a short while ago when a group of Pelorites doing charity work in the poorest districts of the city were assaulted by fire and magic, leaving several dead and many dozens blinded. A small but vocal group of Pholtans were blamed for the crime, and suspicions also fell upon certain followers of the Suel deity Lydia, whose worship is popular among the Keoish nobility.

The PCs chased a string of blindness-related tragedies deep into the Hool Marshes, where they stumbled upon evidence of the discovery of an ancient relic by a Suel slaver of the old Hold of the Sea Princes. The PCs also found isolated Olman communities deep in the Hool, and hopefully aided them in finding a cure for the plague of blindness.

Increased religious tension in the southern Sheldomar Valley between deities with "light" in their spheres of influence was one result of SHE6-07; a great increase in the number of Olman-heritage humans emigrating north into the Sheldomar was another.

ADVENTURE SUMMARY

From the blurb, or perhaps from the epilogue of *Sight Unseen*, the PCs know that an ancient temple of Lydia has been discovered in the Jotens. The adventure will put them in a position to care about its recovery and eventually to fight to preserve its unique nature from defilers. The temple provides a setting for the physical threats to be faced by the PCs; it also serves as a focal point for the emotionally-charged issue of Olman immigration into the Sheldomar Valley.

This adventure begins in Baransford, a town on the west bank of the Sheldomar River in Keoland's County of Cryllor first described in SHE5-06, *A Study in Contrasts*. Far from the typically sedate and conservative Keoish town, Baransford is the largest human settlement in a rapidly-growing frontier area, on the west bank of the Javan River due east of the line that separates the Little Hills from the Jotens. Its population includes all of the more common races and a smattering of everyone else.

A few weeks before the PCs step into the adventure, a group of more than 200 Olman emigrants arrived at Stranger's Gate, the southern entrance into Baransford, from out of the Yeomanry. These newcomers, with their very different looks, language, and ways, were viewed with suspicion by many residents. Certain Flan-heritage humans, themselves relatively recent arrivals from the troubles in the north, were quite vocal in their criticism of these "outlanders." Only one Olman family stayed in

Baransford; the rest moved on to the north with a promise of employment from a group of Lydian clerics.

Enter the PCs, who are in Baransford resting, recuperating, and re-arming for the adventuring life. The bulk of the adventure in town is circular in nature, with a set of non-sequential encounters whose order will change depending on PC actions. The PCs witness the harassment of the Olman family; they are asked to perform an “extermination” of monsters at Ladylight Pass, the secret location of the lost temple of Lydia; they are themselves victims of racist harassment as “outlander allies”; they are enlisted to aid the town’s moderate elements in containing the radicals’ increasingly-hostile behavior. The adventure approaches its conclusion as the PCs discover the Lydians dead or badly wounded by a teleportation mishap. The PCs must go blindly into what was once Ladylight Pass and defeat the creatures who have occupied the Lydian temple for their own dark purposes. In so doing, they may discover that the power behind the anti-Olman hysteria, and the power behind the epidemic of blindness that began down in Westkeep, is *the Olman themselves*. The cult of Tezcatlipoca, chaotic evil deity of sun and moon, darkness and light, has been commanded by their dark god to reestablish the purity of the Olman by forcing them back to the jungles of the south, back to the ‘old ways’ of human sacrifice and theocratic subjugation.

Without PC intervention, events in and around Baransford will follow a very definite path. The Olman family and the Lydians for whom they work will become increasingly isolated and will eventually leave Baransford for points unknown. The excavation at Ladylight Pass will vanish without a trace, and the area around the abandoned temple will gain a reputation as a haven for vicious monsters and foul rites.

PREPARATION FOR PLAY

The DM first needs to find out if any of the PCs present have played SHE6-07 *Sight Unseen*, and then determine if any of these PCs has the AR item *Sunblinded* not crossed off. If the PC still suffers from the full effects of this, they are blind in all conditions except total darkness (where they possess blindsight out to 60 ft.). If a PC suffered from sunblindness but had it cured, they still must deal with light sensitivity (dazzled in bright sunlight or within the radius of a *daylight* spell) unless they have used *miracle* or *wish* to rid themselves of the problem.

Any PC who suffers or at one time suffered from sunblindness will gain special advantages in this adventure: They will be able to clearly see the person who bears the evil artifact holy to Tezcatlipoca, and they will have a much better chance at identifying that person’s hidden allies.

Please also note any unusual appearances or animal companions. PCs who do not resemble (at least to casual inspection) the standard humanoid races while in town

might be stopped by the Guard of the County of Cryllor on a regular basis and questioned politely yet firmly. Persons with the *Gratitude of Baransford* from SHE5-06 *A Study in Contrasts* need only point this out to the guards (by showing the AR to the judge) and the word will be put out that they are to be trusted.

Animals size Large or smaller may be stabled or boarded at any inn listed in Appendix 5; owners assume all liability for the unusual appetites or habits of their “pets.” Non-herbivore Large animals are not allowed on the side streets at any time. No animal or companion creature larger than Large size is permitted in town, and overflights of the town by either magic or creature except in time of emergency are illegal. Persons who violate these laws will be fined for each offense; see the AR for details.

Finally, please make a note of each PCs alignment and deity worshipped (if any), using initiative cards or any other method of your choice. There are effects in the last two encounters that are alignment-dependent, with special benefits for worshippers of the Suel deity Lydia.

INTRODUCTION: WHITHER BARANSFORD?

The party may use this time to introduce themselves if they’re not playing with characters known to each other. The game starts in Baransford, a town of 2500 on the west bank of the Javan River in the County of Cryllor in the Kingdom of Keoland. The setting is a crowded but comfortable inn, the River Rest, a place on the waterfront that caters mostly to transients.

Baransford is hospitable towards those in the adventuring game, probably as friendly a town as can be found within the borders of Keoland. As long as there’s coin to be spent, this place seems willing to provide goods and services of both a quality and a quantity sure to please.

See Appendix 5 for more information on Baransford. Any player who requests it can have already made purchases, keeping in mind the gp limit of the town.

ENCOUNTER 1: NOT TO EVERYONE’S TASTE

The River Rest common room is crowded, noisy and smoky tonight just like every night, but the dwarven ale imported from the Rakers is of excellent quality and the catch of the day, Javan catfish, was done in a very new, very spicy style that strongly encouraged beverage sales. The entertainment for the evening is at first hard to hear over the cacophony of the room; still, the music eventually captures the attention of nearly everyone. As the crowd grows silent and sits to listen, the source is revealed as a group of Olman humans: three young men playing an

assortment of exotic wood drums, a twin flute, and a deep-toned lute-like instrument, all led by a female singer in her late teens. The song alternates between chanted choruses and a melodious refrain in a strange language that showcases the young woman's amazing vocal range and soulful style.

Anyone who can understand Olman knows that she is singing a song of mourning directed at the ancient practice of sacrificing children to Tlaloc, the evil Olman deity of rain. The refrain translates poorly into Common: "They were killed for a lie, they were murdered in vain / Though the killing's long stopped, still we see the rain / Still we feel the rain / Still we drink the rain / Love and hate the rain"

Respectful and enthusiastic applause greets the end of the song, and the singer bows low to the audience, smiling through her tears. As the clapping winds down, a single figure over by the main entrance suddenly begins to applaud loudly and whistle. "Let's all hear it for the outlanders and their so-called 'music'! Fancy that, singin' with a mouth full o' marbles and all!" His voice drips with disdainful sarcasm and outright hostility.

Knowledge (local – Sheldomar), Bardic Knowledge, or Int check for Flan speakers, DC 15: The man's accent is that of Geoff.

Spot, DC 20: All things considered, the man is very well dressed considering the informality of his surroundings this evening. His outfit would be more appropriate up at the Lord's Rest in the best part of town.

PCs with no Int penalty will recognize the speaker's pure Flan heritage. (PCs with Int penalties are probably too busy trying to calculate the correct tip for their server.)

The man's jeers are greeted by a chorus of angry shouts and pleas for calm from patrons all around; the din grows with alarming speed. The heckler continues to rant at top volume against the "outlanders and their alien ways." He appears to have a few tough-looking men with him as bodyguards, and it looks like he might actually need them...when the crowd suddenly becomes calm.

Spellcraft, DC 22 (20 plus spell level because the PCs were unable to see the caster, only the effect): Someone just cast *calm emotions*. You were not targeted, but almost everyone between yourselves and the door, including the heckler, was affected.

Into the sudden calm, the reasonable and logical discussion that was bordering on a riot only moments before, an older Oeridian man steps. He wears simple black robes adorned with a heavy gold chain from which hangs a symbol: two hands grasping a bag. When he speaks, it is with conviction and confidence and a decidedly unusual accent. The heckler and his henchmen seem unimpressed, but the bulk of the crowd backs off respectfully as he speaks.

Int check or Bardic Knowledge, DC 15: The speaker is a native of the realms once known as the Great Kingdom.

Knowledge (religion): Hands grasping a bag? That's the holy symbol of Zilchus.

"Harra, old fellow, I do believe that you're better off preaching to the converted. These are decent folk looking to share the rewards of their hard work and support the many arts and crafts for sale here. Where is the profit in demanding that everyone think as you? I can see only loss in it, and hasn't the community been deep enough in the red lately?"

Uninterrupted stretches of read-aloud text are a nightmare for most players, so we're pausing here to give the PCs time to react. Since a person of obvious authority in town is handling the situation, it would be grossly inappropriate for the PCs to interfere...but allow them to move closer if they wish.

Speaking in a calm tone that does not match his words, the heckler referred to as Harra replies. "It's easy for you to welcome all with open arms, Fastau. You make money from us all, and the more, the merrier. But these..." He gestures towards the stage. "...that girl, singing her foreign filth...she's not one of us. Her ways are dark and dangerous, and best kept far from decent folk." Harra looks as though he'd rather be shouting, but he keeps a relaxed, pleasant tone as he motions to his men to go and turns to leave. "Mark my words, there will be blood in the streets and it will be their fault." He continues speaking as the door closes behind him; the noise of the crowd continues at a low murmur.

Listen check, DC 25 (20 for any PC who moved over to the scene of the altercation): As he leaves, Harra says to his men "Imagine that...she was singing about killing children. I mean, *killing children*...how sick is that?"

Fastau, the man in black robes, turns to the crowd as Harra and his men depart. "They were just leaving, apparently. Maybe we can encourage our performers to give us another song?" He starts clapping slowly and rhythmically, and the crowd starts clapping along with him, albeit without passion. Fastau urges the crowd on, cajoling them to show their appreciation for the talent onstage. The applause picks up speed, the musicians seem reassured by the display, and then suddenly the whole crowd cheers wildly, shouting out support for the young woman and her back-up band. The drummer launches into a flashy intro, and soon the room is once again captivated by the strange and wonderful music of the exotic south.

Spellcraft, DC 17: Apparently, *calm emotions* can be dismissed, and that's what Fastau did just now after applying some deft diplomacy to get the crowd back into a good mood.

PCs who played SHE5-06 *A Study in Contrasts* might recognize Fastau, cleric of Zilchus and one of

Baransford's most influential citizens. Any PC who has that AR and who did not earn the *Enmity of Baransford* will find Fastau an enthusiastic ally. If this is the case, read the following and skip the next box-text section; if not, skip this section.

Fastau notices the party and makes his way over to you. "It is good to see you again! The worth of a coin lies in the many hands through which it travels, it seems. There have been miles and months since your last visit, but the ledger balances out in the end. Come to think of it, I have a job for talents such as yours...but first, how have you been?"

If no PC has a previous history with Fastau:

With a practiced and educated eye, Fastau examines your group and makes his way over to you. "I must apologize to you, my friends: We are usually a tolerant town, but persons of poor account have grown loud lately. You are new in town; I take it that you are of the adventuring life, no? I may know someone who needs talents such as yours. Would you care to tell me about yourselves?"

If the PCs inquire about Harra:

"It is a story as old as human civilization: New immigrants are always resented by the next-most-recent group. Harra came here with many of his people out of the northern mountain valleys during the giant invasions seven years ago. Dozens of Flan families came to Baransford at just about the same time the Keoish took over. Some have moved on, and some have moved up, but many still work low-paying jobs requiring strong backs and little skill. I'm not sure where Harra's money comes from, but there seems to be no shortage of it. He speaks for people who fear that these Olman immigrants will flood the area and work for even less than they do; they fear that their families will starve and they will become refugees again."

On the Olman influx:

They've been coming north in small groups, mostly single extended family groups, for years now. Lately, though, with all the upset down in Westkeep and that Sakatha thing in the Hool Marshes, their numbers have increased greatly. 200 of them, with a train of some thirty wagons, showed up at Stranger's Gate last week. We haven't seen an influx of newcomers like that since that fake gold rush a while back.

"That's when the trouble started. Harra began speaking in any public forum he could, denouncing the Olman as "outlanders" and saying that we'd all suffer if we let them settle. He's managed to convince a good number of humans, mostly the poor and the Originals that were here before the Keoish came.

"It's not like the Olman stayed, though...I helped them find work out towards the Little Hills with

some building site that needed a lot of labor. There's but one family left in town. They mostly work here: that's one daughter singing so nicely up there, and her father cooked the catfish special tonight."

If the players ask questions about the town, consult Appendix 5. If they inquire as to the nature of the job, Fastau keeps it simple.

Fastau leans in close, speaking in a low tone. "There is a man in town, a scholar from Niole Dra staying up at the Lord's Rest for ten times the price you're paying here. He and I had a fascinating conversation on the topic of the religions of the old Suel Imperium the other day; he has made this topic his life's work, apparently. He asked me just this morning if I knew of any reliable persons in the business of 'slaying monsters for profit.' I was considering taking on the task myself, but it's plain to see that your group provides many times my value in that department.

"He is a short stout fellow who wanders the town with a pair of scribes to record his every thought, all three of them dressed in an outlandish whirl of rainbow colors. His name is Tar-orotal. If you are near the Lord's Rest at noon, the hour he goes out and about, you cannot miss him."

ENCOUNTER 2: TRANSPORTATION INCLUDED

The PCs meet a Suel scholar who is in need of heroes, but with a very special restriction: He must ask them to teleport to the site where they are needed without knowing precisely where it is. This is an exercise in trust, or the lack thereof. The encounter starts with the assumption that the PCs are following Fastau's advice and seeking out the Suel scholar Tar-orotal at the Lord's Rest Inn.

Conditions: The weather today in Baransford is cool, with an early afternoon high around 17 C. (63 F.) and a thin low cloud cover. The wind is out of the northeast and very light. A DC 15 Survival check indicates that there is rain on the way, probably by midnight tonight.

The neighborhood surrounding the Lord's Rest Inn rests on the slopes and crest of the last of a narrow line of hills that fade back in the distance to the west, all the way to the distant, looming Little Hills. It is here in Hilltop that the first families of Baransford lay their heads, go about their business, and ignore the less serene, more vulgar districts all around them. Patrols of the County Guard are all around; their headquarters is the tallest building in town, right next door to the Lord's Rest.

Spot check, DC 15: The guards, who travel on horseback in groups of at least three, keep a close eye on

you. (This scrutiny might increase if the PCs are obviously heavily armed or if they have one or more very unusual-looking members.)

DC 36: Something odd catches your eye: Three young Keoish men, all very well-dressed, stroll past the front of the Lord's Rest towards Guardhall, and just as you glance at them, the center of the three *changes* for an instant, looking very unlike the Suel-Oeridian mix so common in Keoland of just a moment before...and looking a lot like that rabble-rouser Harra from the altercation at the inn last night.

Spellcraft, DC 21 (only applies to those who succeeded at the DC 36 Spot check): You just got a glimpse through an ongoing *disguise self* spell.

At this precise moment a short, stout man in multicolored finery erupts from the elegant, glass-doored front of the Lord's Rest Inn in a flourish of silk. He is closely followed by two younger attendants, one male and one female: Both carry large leather-bound books and plumed writing instruments. All are of mostly Suel ancestry.

Tar-orotal: Male Human (Suel) Expert5 (Decipher Script +16, Knowledge (arcana) +11, (arch & eng) +11, (geography) +11, (history) +11, (nobility) +11, (religion) +11, Search +11, Spot +8).

Neisa and Elish: 1 Female, 1 Male Human (Suel) Expert1 (Listen +5, Spot +5).

If anyone made the DC 36 Spot check earlier, inform them that the trio moves around the corner and out of sight at this point. If anyone tries to follow, the men are gone by the time any PC can get to the corner.

"Today, my children, we will listen to the ancient wisdom of the gnome community." The large Suel man announces this in an overly loud voice, as if his comings and goings were of vital importance to all those within fifty feet or so. "Coincidentally, our path to the Downside neighborhood will take us past the Sign of the Rising Moons, the only pastry shop in town licensed to provide for the Lord Mayor's family and thus, a highly appropriate spot for us to continue our studies of the baking traditions in the Javan valley..."

If the PCs decide to follow discreetly, they get a lot more of this, a self-important but obviously learned man pontificating on whatever comes to mind. When they decide to approach him, he will drag them into the large back booth at the pastry shop to talk amid a mountain of flaky, incredibly rich goodness.

"I am Tar-orotal of Niole Dra; these are my apprentices Neisa and Elish." He indicates the girl first, her manner a study in late-teenage awkwardness, and then the boy, who barely looks up from his scrawling. Anyone can see that he is expertly copying down every syllable uttered by his master.

After much comment on the apple strudel ("Not the Perrenlander recipe, mind you, but still, a classic.") and the variety of teas on the menu ("And where is the Spendlowe Silverleaf? So the Hold of the Sea Princes has collapsed into anarchy and genocidal civil war: Is that any reason to be uncivilized?"), the PCs might begin to wonder about him just a bit.

Sense Motive, DC 10: Apparently this man has no "inner monologue." He says out loud whatever is on his mind.

DC 15: You get the feeling that he's telling the truth at every turn...telling a great deal of truth.

DC 20: Even in mundane descriptions, he is achingly, compulsively honest about everything.

DC 25: He is clearly under an enchantment that compels him to be absolutely truthful. Add that to his wide body of knowledge and his obvious love for the sound of his own voice, and you get a real earful.

After the very attentive servers have left, and more than a few morsels have been utterly demolished, Tar-orotal leans in and speaks softly: "Fastau is a reliable friend, and he tells me that you may be trusted. I need help in clearing a nest of unnatural, monstrous things that lies in the path of great, perhaps even holy work...but I cannot tell you where this place is. So that you might come to trust me and my friends in this matter, I come to you bearing a ring of truth: I cannot lie, and it is very difficult to tell an undetected lie in my presence. I invite you to test this thing so that you will know that I am truthful." He removes a simple gold band from his left ring-finger and offers it across the table.

If a PC takes him up on the offer, the item proves to be a *ring of truth* as he said.

Knowledge (arcana) DC 19: The wearer of this ring cannot knowingly tell a lie, and as per *discern lies*, anyone within 30 ft. of the wearer who knowingly and deliberately tells a lie must succeed on a DC 16 Will save or have that fact revealed to the wearer.

Tar-orotal puts the ring back on his finger and continues. "I am the least part of a great effort by the faith of Lydia, Lady of Light, to recover a long-lost temple to her glory. The faith of Lydia teaches many things: the nobility of learning and music, the dignity of all beings who respect the dignity of others, and a balance between structure and freedom are but a few of her precepts. This temple is many miles from here, and we do not wish to reveal its location to the world until we are sure of its authenticity.

"Unfortunately, entry to the temple is blocked by murderous creatures of darkness. They have killed or kidnapped several of our people and we do not have the means to fight them. I have been asked to find heroes who will do so...but these heroes must agree to teleport to the temple location blindly, so we may

keep our efforts secret until it is time to reveal the sacred mysteries to the world entire. We have set up a small settlement to house our workers and explorers nearby; there is a place here in town from where we can access that hamlet magically. Please tell me that I have found the heroes we require."

We will assume that the PCs will agree to Tar-orotal's proposition. If they do not, then they lose the XP and treasure for Encounter 3 and do not gain the AR item "Lydian Friendship"; the encounter ends here for them.

At any point in this encounter the PCs may want to verify the veracity of Tar-orotal and his fellows via their own spells or skills. This is perfectly acceptable to the Lydians: They understand full well that they are asking the PCs to put an enormous amount of trust in them. They will cooperate with any divination or respectful interrogation, and in every case the PCs will be reassured that they are putting themselves in the hands of honest, decent folk in dire need.

If the PCs accept Tar-orotal's offer, he will proceed to the west into Downside, the largest of Baransford's neighborhoods and home to the bulk of the town's gnomes and halflings. Only about one in four persons seen on these streets is not one of the small folk. At one point he turns off of the main road into a maze of narrow side-streets and alleys, and becoming uncharacteristically quiet, enters a nondescript house without knocking.

It is a house like many others in the area, with a stone foundation up to about four feet in height topped by plastered timber walls. It is three stories tall with ceilings a bit low for a tall human, and doorways through which most humans would need to duck. A few pieces of badly-used furniture are scattered around the place.

"This is how we move in and out of town without attracting attention. The gnome who owns the place is sympathetic to our cause. No one in the neighborhood questions the coming and going of a few humans, especially when those humans generously patronize local businesses for all manner of supplies."

A woman in conservative, scholarly clothing steps to the top of the stairs at the far side of the main room. The contrast between her jet black hair and her china-white skin is remarkable. Tar-orotal greets her in a serious tone. "These are our volunteers, Illumia. We are to see them off immediately." The woman nods gravely and motions for all to come up the stairs.

Illumia: Female Human (Suel) Wizard5/
DivineOracle2 (Knowledge (arcana) +14, (religion) +14

There are three doorways at the top of the stairs: open to the left and right, and closed straight ahead. Your guide gestures to the right and goes into the room before you; to the left you glimpse a simply-furnished bed-chamber in which a young woman

with white-blond hair wearing rough hides sits. She looks up from her reading and smiles as you pass.

The room into which you are led is 10 ft. by 20 ft.; you enter at the center point of one long side. This room is bare of furniture. Its only features are a single boarded-up window and a loop of silken rope that encircles a 10 ft. diameter area on the floor to the right of the door. The woman previously called Illumia speaks. "We thank you for your aid in this very delicate matter. It pains us to keep you in the dark, so to speak, concerning our efforts, but please be assured that you are aiding a noble cause...and that we have no interest in whatever treasure you might find in the possession of those, those monsters. Please, all must stand in the circle."

If any PCs voice doubts at this point, the Lydians will do their best to convince them of their sincere need. Once the PCs are all within the circle (crowding is required, and naturally, no mounts may be taken), Illumia steps up to it, places her foot against the rope and speaks:

"To Ladylight Pass!"

It is suddenly very dark and quite cold.

Knowledge (arcana) DC 22: How interesting: A device that allows anyone with the *teleport* spell memorized to relocate other willing targets without making the trip herself...

ENCOUNTER 3: MINER DIFFICULTIES

The dark is dispelled a moment later as a door opens into the room in which the party finds itself. The bright light of midday streams into the larger space beyond from many windows and skylights; so much sunlight also heats the room beyond, and a wave of warmth sweeps over you. The room is an empty 20 ft. by 30 ft. rectangle; its only feature is a loop of silken rope that encircles the 10 ft. diameter space in which you arrived. A human woman steps into the doorway. Her Suel ancestry is unmistakable, but her age is a puzzle: She is athletic and graceful, yet the crinkling about her eyes and mouth as she smiles at you are sure indicators of the accumulation of wisdom through a long life.

"Welcome to Ladylight Pass, my friends. My name is Scintilla. I have only moments ago had a message from Tar-Orotal that he had recruited you. Again I apologize for the ignorant state in which we must keep you; such secrecy is a violation of my beliefs for which I must surely atone." She seems genuinely upset at needing to keep information from the party.

Sense Motive, DC 15: There is no deception here: Scintilla is genuinely sorry.

"There is no time to lose and innocent lives to be saved. I will answer such questions of yours as I can while we walk." She gestures for you to follow behind. The room into which you teleported looks to be at one end of a long log structure with a nearly-seamless granite-block foundation. At least thirty persons, mostly humans of Olman ancestry, work in the large main room; most are cooking, weaving cloth, or sewing.

Scintilla leads you outside and the lower temperature is suddenly explained: Wherever you are on Oerth, you are high up in the mountains, just below the tree-line. The sun stands almost directly overhead, but the air is thin and chilly. Close by all around you are small structures fashioned of well-cut stone or fresh pine logs or both. The only other large structure aside from the hall in which you arrived is a low, wide all-stone building boasting nine tall chimneys belching smoke that lies just to the right of Scintilla's path: The sounds of smithy-work emerge noisily from it.

There are people all around, mostly humans of either Suel or Olman ancestry going about the work one might associate with a small, thriving mining hamlet. A good many dwarves are also present, along with a few gnomes and halflings. As you pass, however, everyone stops to look at you, their faces a mixture of sorrow and dim hope. All, except for some of the dwarves, whisper as you pass and gesture in your direction, an upraised left hand with fingers spread.

Listen, DC 16: In Common, Ancient Suel, and even Gnomish, you hear over and over again "Lady light your way."

Knowledge (religion) DC 15: The gesture is imitative of the spray of colors that is the holy symbol of Lydia; the saying is the most common blessing of her faith.

Further out, the town is surrounded by tall conifers that climb the steep slopes around you. To the left of Scintilla's path is the only obvious exit from this narrow valley. The land drops steeply away but the view is blocked by the sheer sides of the next peak.

Knowledge (nature) or Survival, DC 15: The party is easily 5,000 ft. or more above sea level, given the chill and the thin air. A great many mountain ranges in the Flanaess might have valleys like this one, at this altitude and containing these kinds of plants.

DC 20 *plus* success at a DC 20 Knowledge (arcana) check as well by the same PC: Given the angle of the sun when you left Baransford, it's only a little earlier in the day here. You may have been teleported thousands of miles to the north or south, but you definitely moved no more than two hundred miles or so to the west.

Remember that Scintilla cannot answer too many questions in detail if the PCs decide to be inquisitive. For

the most part, she will repeat what Tar-orotal said earlier in response to questions concerning the discovery of the temple.

If asked about the Olman workers, she laughs and smiles knowingly: *"I understand that we caused a bit of a stir back in Baransford with their arrival, yes? I myself adventured a bit back during the so-called Greyhawk Wars; it was on the front lines against the hordes of the Old One that I met Thurak Stonebrow, and in the far south that I met Onextlal and his people. Finding this place and knowing from the songs of old how difficult it would be to unearth it, I called upon them both to repay that which they owed to Lydia and aid me.*

"Thurak brought a few dozen of his clan to coax secrets out of the stone; perhaps you noticed the quality of the masonry back in town? Onextlal's folk proved to be quite ready to flee the chaos of the Hold of the Sea Princes and come north to serve our noble cause: A great many Olman folk were already entering Keoland and the Yeomanry, and more were moving north every day. They are the children of cruel inhuman deities, slaves to dark tradition every bit as much as are the Scarlet Brotherhood, and the gentle light of Lydia must come as a relief to those Olman who remember and fear the old ways."

She knows nothing of the true nature of the threat to her expedition, if asked.

Scintilla leads the company past the forges, which ring with the combined efforts of a dozen crafts-dwarves, and onto a well-trodden path that angles steeply up through the rapidly-thinning trees. At a point a little more than a hundred yards beyond the settlement, the path levels off somewhat: Scintilla stops and gestures to her right.

Note for the judge: Scintilla is delivering a clue for the PCs to follow later in the adventure, a clue that she herself will not remember discussing with the PCs if the topic is brought up after they continue walking. She is channeling the will of Lydia at this moment and is completely unaware of all that she says.

"There is an inscription on the flat stones just off of the path here...it was the first discovery that led us to believe that we had stumbled across Lydia's Hall of Light after so many centuries. Like all of the Lady's lessons, it is rhymed for easier memorization." She points to a recently-cleared area of flat stone; spidery carvings in the dark grey surface are readily visible. Scintilla reads the Ancient Suel poem aloud in Common:

*"The Light can only guide you if you
Open up and use your eyes:
A willful blindness renders useless
Brightest sun and clearest skies."*

The Lydian cleric keeps walking without further comment; she seems lost in thought and unwilling to converse lightly. Perhaps half a mile from the small settlement, she stops and softly calls out a greeting. "Thurak! Our heroes are here! What news?"

Two breastplate-clad dwarves bearing war-axes step out from behind some large rocks just up ahead a dozen yards or so; the path seems to level off as you approach them. The older of the two bows to Scintilla. "My lady, we are still attacked by well-aimed daggers out of the dark if we pass out of the sunlight at the entrance. There is no sign from the miners except...except for this, which was thrown out of the entrance only a few minutes ago." The younger dwarf reaches beneath his cloak and produces a clever bit of stonework that resembles, in exquisite detail and full scale, a human arm clutching a pickaxe.

Int check, DC 10, failure: Who would threaten these people with a replica of a human arm clutching a pickaxe?

Success: Hmmm...maybe this isn't a replica of an arm carved in stone. It looks like a petrified human arm.

Knowledge (arcana, dungeoneering, or nature), DC 15: There are many monsters with petrification attacks, and almost all of them can be found underground.

Thurak continues grimly. "Two o' my men here recognized the ring on the least finger. This is Thom Farl's arm, broken off after he was turned to stone." He turns the arm over to reveal a carved message in crude Common: LEAVE OR MORE DIE. "I hope for all of our sakes that you're prepared for something like this." The elder dwarf looks at you appraisingly. "The entrance is right up ahead."

The PCs might be interested in casting some defensive or informational spells at this point; indeed, the EL of the encounter assumes that the PCs will put their foreknowledge to good use.

The trail levels off and leads to a low, wide fissure in the face of the mountain, an opening that has obviously been expanded recently. The cave recedes into darkness past the fifty-foot point. Thurak retrieves a small sheet of paper from his belt-pouch and offers it to you. "We call the first room the Well-house; you'll see why when you're inside. We'd been past it for weeks, cleaning out the chambers along the long stairs to the peak, when our miners were first attacked. It looks like these things have a liking for that first room; that's where they came up in force and cut us off from our workers." He gives a glance towards Scintilla. "I'd be dead and my corpse would be one of Iuz's own zombies if it weren't for the lady here. It shames me to know that what's in that cavern there is a problem beyond the weight of my axe to solve. I don't know why you're volunteerin' to do this for all of us...but you have my thanks as well."

There is no player handout for the map that Thurak is handing them; instead, draw what appears in Appendix 6 (Thurak's Map).

Conditions: This entire room is cut out of pale grey granite that has been polished to a high shine. The ceiling is 20 ft. overhead at the walls, angling up to 50 ft. high at the center where the "well" goes up a further 50 ft. The shaded squares represent floor-to-ceiling pillars that are fashioned from the original stone of the cavern. Every square within 10 ft. of the room's walls (but not the corridors leading in and out) is affected by a *deeper darkness* spell heightened to 9th level.

Creatures: Dark leapers (tauric dark creeper-blink dogs) and earth whispers share a hatred of the light and the inhabitants of the outside world. Together for many years they have conducted dark rituals in this place to celebrate for the absence of the Lydians. They're infuriated at the return of surface-dwellers to "their" home, and have captured six miners in order to drive away the others. One is already dead, petrified and smashed to pieces to send a message; the others huddle at the bottom of the "well" awaiting their fate.

APL 8 (EL 10)

Dark Leaper, Male Tauric Dark Creeper-Blink Dog Rogue3/Master Thrower2: hp 70; see *Appendix 1*.

Advanced Earth Whisper: hp 99; see *Appendix 1*.

APL 10 (EL 12)

Dark Leaper, Male Tauric Dark Creeper-Blink Dog Rogue3/Master Thrower2 (2): hp 70; see *Appendix 2*.

Advanced Earth Whisper (2): hp 99; see *Appendix 2*.

APL 12 (EL 14)

Dark Leaper, Male Tauric Dark Creeper-Blink Dog Rogue3/Master Thrower2 (4): hp 70; see *Appendix 3*.

Advanced Earth Whisper (4): hp 99; see *Appendix 3*.

Tactics: These monsters will use tactics designed to maximize the dark leapers' sneak attack damage. Creatures running in panic lose their Dex bonus, so the earth whispers will attempt to force PCs to flee deeper underground using their *cavern fear* ability. These creatures are intimately familiar with the passages leading into the mountain, so they will have no trouble using *dimension door* to arrive within easy striking distance of their panicked foes. The dark leapers may also sneak-attack from within the *deeper darkness* using their blindsense. The earth whispers will use their incorporeal nature and the Flyby Attack feat to keep out of harm's way while they attack.

One last note: *Cavern fear* always forces its victims to flee deeper into the ground. A PC so affected who is closer to the well than the far passage will attempt to climb down rather than run for the far end of the room. The Climb DC is 30: 25 for a rough vertical natural wall, +5 for rushing. The pit is 50 ft. deep.

Treasure:

APL 8: L: 1006 gp, C: 0 gp, M: *Gloves of dexterity* +4 (1333 gp), *mithral chain shirt* +1 (175 gp).

APL 10: L: 2012 gp, C: 0 gp, M: 2 *gloves of dexterity* +4 (2666 gp), 2 *mithral chain shirts* +1 (350 gp).

APL 12: L: 4024 gp, C: 0 gp, M: 4 *gloves of dexterity* +4 (5332 gp), 4 *mithral chain shirts* +1 (700 gp).

After the combat, the cries of the hostages can be clearly heard from the bottom of the well. There are 3 humans and 4 dwarves, all Expert1 miners, trapped there along with the sadly-shattered rocky remains of Thom Farl. All have taken massive Dexterity damage from the repeated attentions of earth whispers; they will have to be helped to the surface. Thurak and half-a-dozen other dwarves will rush in with ropes and other rescue equipment as soon as the PCs indicate that the coast is clear.

Development: The PCs earn the AR item “Lydian Gratitude” simply for attempting to drive off the creatures that prevent the further exploration of the lost temple. If at least half of the creatures present are slain, there will be no further visits from the denizens of the dark to this place.

If at least half the defending creatures are slain, the “well” into the ceiling and floor lights up with a *daylight* spell heightened to 9th level. This effect results in a 10 ft. square beam of bright light passing from floor to ceiling, with the outer edges of the room shrouded in darkness.

ENCOUNTER 4: ALL AROUND THE TOWN

Regardless of their level of success in combatting the creatures in Encounter 3, the PCs are not allowed to rest or recuperate in Ladylight Pass. They are rushed into the unlit room and sent back to the Baransford home from which they arrived. Scintilla cannot spare her limited healing spells for the party's use, but remember, if the PCs earned the AR item “Lydian Gratitude”, it applies if they need to seek healing in Baransford.

The Lydians in the Baransford home are much more welcoming. Given their late-afternoon arrival back in town, the PCs are invited to dine with them: Tar-orotal arranged the meal ahead of time with several of Hilltop's most prominent inn-keepers and chefs; the repast is both hearty and of the finest quality. All of the Lydians based in Baransford will be in attendance, including Tar-orotal,

his assistants Neisa and Elish, the mage Illumia, and Luxani, the young woman glimpsed as they left the house earlier in the day.

Luxani: Female human (Suel) Adept6 (Heal +13, Knowledge (religion) +11, Survival +13)

Luxani is one of the Frutzii, called the Frost Barbarians by ignorant southerners; her Common is accented curiously. She heard the call of Lydia at a young age, and has wandered far in search of the voice in her dreams.

The meal and the conversation go far into the night. One comment made at the very end of the evening might arouse the PCs' interest:

“I don't mean to be a bother, but as long as you're still in Baransford, do you think you could speak to that horrible Harra person?” Tar-orotal sips from his mug of Olman-spiced chocolate and grimaces. You haven't known him for long, but you know that he's not making a face at the exotic heat of the drink, but rather at the thought of the man who heckled the Olman musicians at the River Rest Inn last night. “He's still going about town lying to anyone who'll listen about the sinister intentions of our Olman friends, and I think he or one of his thugs have been following me. We don't advertise that this house is our base of operations, and it might make things difficult for us should he follow me here. My friends and I are all going to Ladylight Pass in the morning, but we'll be back in a day. I trust you'll be available for dinner tomorrow night?”

If the PCs attempt to locate Harra at this late hour, they will be unsuccessful. No useful information can be found at the few taverns that are still open this late.

4A: Harassing the Harasser

If the PCs choose to pursue Harra, they must seek him out in either the Stranger's Gate or Downside neighborhoods, the areas where Flan refugees are known to live. A DC 15 Gather Information check will reveal this. Further checks, involving visits to local merchants and lots of dead ends, will reveal the following:

DC 10: Harra is disliked by most, who think of him as a troublemaker whose “head has grown more than a few hat-sizes lately.”

DC 15: Harra is out of town this morning, having left last night to visit friends in the nearby farm-country. No one can say specifically who these friends are or where they might live, but it is well-known that he intends to return to Baransford by mid-day.

DC 20: Harra has spent a good bit of cash in town lately, mostly on clothes and some nice pieces of silver jewelry. One cobbler tells you that he's placed an order for a pair of alligator-hide boots just like a set the Lord Mayor had done a few months ago, complete with a 200 gp deposit.

When Harra returns to town, the PCs may attempt to confront him in any one of several places, from the Stranger's Gate when he reenters the town to the Broken Spear Inn where he intends to spend the balance of the day. In the event that the PCs failed all of the previous Gather Information checks, they'll run into him and a few of his toughs on the street.

In a very real sense, this is a trap encounter. Harra is a nasty, greedy, self-centered bigot...but he's not truly evil, he's a pawn being manipulated by powers he can't comprehend, and he's of so low a level that he and his thugs do not even pose a measurable challenge to the PCs. The trap is this: Will the PCs over-react? Will they commit crimes against the town, county, and Keoland while illegally engaging in an interrogation of a Keoish citizen, or will they give subtlety a chance?

The first task of the judge in this encounter is to gauge the effectiveness of the PCs in isolating Harra and his henchmen so that they can be interrogated. If an NPC witnesses magic being used to do this, they will most certainly inform the authorities, and the PCs will gain the AR item "Fined" as a result.

The judge's second task is to ascertain if the PCs commit a crime against Harra's person or property that can be proven in a Keoish court. If the PCs inflict lethal damage to Harra or his men and do not heal it via magic, or if they are found to be in possession of any of Harra's property, they will face an additional "Fined" penalty and lose 4 TUs to community service as well. If they kill Harra or any of his thugs or any bystanders, they will have committed an overtly evil act that must be reported to their home Triad. By RPGA rules, PCs about to perform such an act must be given the chance to "undo" it and choose another course of action. If the PCs use lethal force, they will feel the full weight of Keoish justice. The adventure ends here for them; they lose any previously-gained "Lydian Friendship" or "Lydian Gratitude" AR items, and they gain the AR item "Wanted in Keoland."

Harra, Male Human (Flan) Bard2/Marshal1: hp 21; see *Appendix 4*.

Dewey, Killum, and Howe, 3 Male Human (Flan) Warrior1: hp 8; see *Appendix 4*.

For the purposes of resisting the Intimidate skill, Harra has a modified level check of 1d20+6 (+3 for level, -1 for Wisdom, and a +4 morale bonus from his "secret friends"); his thugs have modified level checks of 1d20+6 as well.

Here is the truth to which Harra will grudgingly admit if successfully interrogated:

He was approached by three men in red robes a month ago who paid him a thousand Keoish lions (gold pieces) to incite hatred against the Olman. He describes these three men as having blond, nearly white hair and pale complexions, the pure Suel stereotype. He also describes their private conversations as taking place in Ancient Suel, a language he recognizes (thanks to his

bardic knowledge ability) but does not speak. Harra has no personal knowledge of the Scarlet Brotherhood and has drawn no conclusions about the motives of his employers: To him, this was a job and nothing more.

4B: Spoils of War

There is no reason to role-play the conversion of the loot gained in Encounter 3 to cash: It can be assumed that Baransford's 375,000 gp cash limit will hardly be stressed by the resale of a few used magical mithral chain shirts and a stack of masterwork daggers. However, transactions of this size most certainly will attract the attention of the local clergy of Zilchus, and our friend Fastau will approach the PCs as they put together their final deals in the late afternoon.

"I trust everything went well with our mutual friends?" Fastau steps out from the money-changer's back room with a knowing smile as the staff of smartly-dressed halflings rushes to process your accounts. "I have not heard from the scholar today, but I understand that he and his friends will be back in town tonight."

Give the PCs a chance to brief Fastau on the events at Ladylight Pass. If they press him for further information on the place, he will truthfully say that he knows less than they.

Fastau appears as a man immersed in his greatest joy, nodding in approval as coins are counted and gems bagged for easy, safe transport. "Of course you recall the musicians from the unfortunate incident down at the River Rest Inn the night before last? It seems that the Lord Mayor's two children saw the show last night, without any impolite interruptions. I have heard that his daughter has demanded a cloak of feathers from her father's most skilled tailors, and his son has already acquired a most unusual tattoo. It seems that the whims of fashion might just aid the Olman in their quest for acceptance."

4C: Full Circle

Make sure that the players are done with their actions for the business day in Baransford. By now, the minor threat of Harra should have been dealt with and the PCs should be feeling wealthy and confident...provided they kept within the letter of the law and didn't overdo things with Harra. Their business in town concluded, they have an invitation to dinner with the Lydians on their schedule.

Once again you find yourselves at that house like many others, the simple and secret base of the followers of Lydia in Baransford. You knock, but no one answers the door.

No one answers any knock or call. The PCs may make Listen checks, but all they hear are the indistinct noises of the street. The door is closed but unlocked.

Use the floor-plan in Appendix 7 as a guide; it is probably not necessary to sketch it out for the players. A search of the house reveals nothing unusual until the PCs reach the room on the second floor that holds the teleportation device. There they find Tor-orotal the scholar, his two assistants Neisa and Elish, the barbarian adept Luxani, and the wizard Illumia...

...all dead on the floor, slumped across the circumference of the teleportation device.

Heal check, DC 15: There are no marks on the bodies, no sign of violence or even pain, no evidence of poisoning. The bodies are all cold to the touch: These poor people have been dead for many hours.

Search check, DC 15, and at least 10 minutes of time: There is no sign of a struggle in this room or in any other, and no valuables appear to be missing.

Detect magic: The teleportation loop radiates strong conjuration magic, and various small items in the Lydians' possession do as well, including Tar-orotal's *ring of truth*, Illumia's headband, and a periapt worn by Luxani.

Detect evil: Nothing.

Spellcraft, DC 20: On a success, allow the players to peruse the PHB *teleport* spell entry, and guide them to the conclusion that these persons died as a result of a teleportation mishap. On a failure, allow them to speculate only.

If at least one party member succeeds at the Spellcraft roll, allow a DC 20 Knowledge (arcana) check. PCs who succeed are convinced that the odds against such massive damage being inflicted by a teleportation mishap are extreme...unless the Lydians were trying to reach a "false destination" as defined by the spell text.

In the end, there is only one even remotely-logical conclusion that the assembled PCs can reach: Ladylight Pass is not there anymore.

Attempts at divinations at this point will all have the same result: Any divination spell of 2nd level or higher will result in the caster hearing a soft feminine voice speak the words of the poem etched in the rock on the path to the hidden temple of Lydia, the poem that Scintilla read aloud:

**"The Light can only guide you if you
Open up and use your eyes:
A willful blindness renders useless
Brightest sun and clearest skies."**

Along with this poem, the caster will see a clear vision of the chiseled words, and the rocks around them, and the slope of the mountainside beyond, and be sure that they can use the teleportation circle to get the party to that location.

(If the PCs are stumped by either the skill checks or the obscure nature of the information presented, they

may have to seek help. Fastau can aid them: He'll cast *divination* in order to gain more information, and thus advance the plot as shown above.)

ENCOUNTER 5: SOMETHING HAS CHANGED...

It is assumed that the PCs will figure out that they can use the teleportation device to get to whatever is left of Ladylight Pass, and that they will do so as soon as is practical. They may wish to cast defensive or supportive spells before they depart.

Conditions: After sunset but not yet full dark, the sky is full of scudding clouds that alternately conceal and reveal a full Luna. Except for a 20 ft. radius around the inscription, the entire area that once was the hamlet of Ladylight Pass is under the bury zone of a huge avalanche. The slide zone extends up slope all the way to the mouth of the cavern in which the PCs fought in Encounter 3. The judge should give every player 6 tokens or dice to throw on the battle-mat; mark these squares as rough terrain for all Medium or smaller creatures. Place the 20 ft. by 20 ft. clear square close to one edge of the mat and continue.

Note on Sunblindness: Any PC who suffers or suffered from Sunblindness knows without knowing how that the damage done to Ladylight Pass was brought about by the mask that causes that blindness.

All around you are the unmistakable signs of a massive avalanche. It appears that much of the mountain face up to and beyond the cavern entrance slid down into the valley, shearing off ancient trees like harvested wheat and completely erasing Ladylight Pass from existence. Wisps of smoke rise fitfully from the spot where you know you saw the great dwarven forge just over a day ago; otherwise there is no evidence that there was ever a thriving settlement here. The preservation of the poem carved in stone, the clue that allowed you to teleport safely to this place, cannot possibly be natural: A perfect circle exactly 20 feet in diameter centered on the carving remains free of debris.

If the PCs are visible: Call for a DC (d20+16) Spot check from everyone; the Lunar Ravager party left behind to hide in the ruins has been watching the untouched zone. If anyone in the party succeeds, they'll notice something big and humanoid suddenly become invisible at the far edge of the battle-mat. If no one succeeds, then they'll be dealing with one or more invisible Lunar Ravagers with little or no warning.

If the PCs are invisible or otherwise harder than normal to detect visually: The Lunar Ravagers all have Spot +19 and Listen +20, and they're paying close attention to the untouched area. On a successful DC (d20+16) Spot check, the PCs will see the following:

A pair (group) of tall, muscular humanoids in a silvery breastplates lurks a distance off, clearly staring in your direction with shining, malevolent eyes. They carry massive axes and seems to become insubstantial, even ghostly as the moon slides behind a cloud. One figure holds a much smaller, struggling humanoid form by the arm with little apparent care for its comfort or safety.

Alter the text if more than one Lunar Ravager is present. If the ravagers detect the PCs, they will use *invisibility* as before and move to attack.

Creatures: Describe any combatants the PCs might encounter here. This section provides a physical description, mannerisms, general motivations, and background of the monster, if needed. If there are any environmental or situational modifiers to the Encounter Level, they should be described here and a specific modifier assigned. Include this modifier in the ELs listed by APL below. If the combatant is a standard *Monster Manual* creature, use the abbreviated stat block with page reference. Otherwise, use the abbreviated stat block with Appendix reference and detail the combatant in the appropriate Appendix. The hit points for a combatant are always determined as the total hit points possible (max dice rolls plus max modifiers from Con, etc.) multiplied by 75%; round this amount up.

APL 8 (EL 10)

Moon Knight, Lunar Ravager Barbarian₁ (2): hp 129 each; see *Appendix 1*.

Male Wendigo Kobold Warrior₃ (4): hp 16 each; see *Appendix 1*.

APL 10 (EL 12)

Moon Knight, Lunar Ravager Barbarian₁ (4): hp 129 each; see *Appendix 2*.

Male Wendigo Kobold Warrior₃ (8): hp 16 each; see *Appendix 2*.

APL 12 (EL 14)

Moon Lord, Spellwarped Lunar Ravager Barbarian₁ (4): hp 151 each; see *Appendix 3*.

Male Wendigo Kobold Warrior₃ (16): hp 16 each; see *Appendix 3*.

Tactics: The wendigos lurk about 60 ft. up the mountainside; they'll use their *maddening whispers* attack against as many PCs as possible at the same time the Lunar Ravagers become invisible. After that, their job is to maximize the ravagers' Power Attack feat by zooming past the PCs and using the aid another action to each give +2 to a ravager's next attack. The judge may have them divide among the available ravagers or unite to take on a particularly tough PC. Only if the ravagers feel that they're winning the fight will the wendigos use their other powers or attacks.

Treasure:

APL 8: L: 401 gp, M: 2 large keen +2 greataxes (3056 gp), 2 large mithral breastplates +2 (1950 gp), 2 rings of protection +2 (1333 gp).

APL 10: L: 802 gp, M: 4 large keen +2 greataxes (6112 gp), 4 large mithral breastplates +2 (3900 gp), 4 rings of protection +2 (2666 gp).

APL 12: L: 802 gp, M: 4 large keen +2 greataxes (6112 gp), 4 large mithral breastplates +2 (3900 gp), 4 rings of protection +2 (2666 gp).

Development: If the fight concludes in the PCs' favor, the small human mentioned earlier will rise and call out to the PCs.

"I remember you; you are the ones who rescued the miners yesterday. I was with my mother yesterday and I saw you walk by. Don't worry, there are no more of them...no more outside, at least."

The speaker is a boy, a male human of Olman descent and around 10 years of age. He is dressed in a light tunic and wrapped in an overly-large blanket against the chill mountain air. Allow the PCs to ask what questions they will; all of the answers that they boy can give are given here:

"My name is Axian. These things..." He gestures towards the defeated lunar ravagers but does not look at them. "...they came with many others like them and others smaller at sunset, led by three men with pale hair in red robes. They killed all who were not humans that they could catch, but I saw some of the dwarves get away up the mountainside and three of the gnomes vanish by magic. The humans they rounded up and took into the caves, into the place sacred to that Lady of Light person my mother won't stop talking about. They wanted to take me inside too...but I think that you should be the ones to take me there. They need me. Everyone in there needs me."

Sense Motive, DC 15: The child is telling the simple truth as far as he knows.

DC 20: He seems very calm for someone who just saw his home, friends, and family either slaughtered or herded off to some awful fate. Still you sense no duplicity about him.

DC 25: His speech and manner are very mature for his age, but you do not detect any compulsion or enchantment behind his words.

Axian: Male human (Olman) FavoredSoul₁ (Diplomacy +7, Heal +6, Sense Motive +6)

Have anyone who succeeds at the DC 20 Sense Motive check make a Spot check at DC 20; on a success, they notice that the boy seems annoyed by something on his back. He reaches around to scratch himself constantly while talking. Anyone who inspects his back (to which he will assent with a confused look) will see

that he has two patches of dry, reddened, scaly skin over his shoulder blades. A Heal check at DC 15 shows that this is nothing but a minor skin irritation; at this time, no other skill checks will reveal any further meaning to this condition.

The boy repeats himself if the PCs do not initially agree:

"I think that you should be the ones to take me inside. They need me. Everyone in there needs me."

Any divination performed at this time will result in a paraphrasing of the statement above from a separate perspective:

"I think that you should be the ones to take him inside. They need him. Everyone in there needs him."

If the PCs refuse to allow the boy to accompany them inside the mountain, then he will follow them at a minimum of 100 ft.

ENCOUNTER 6: REARGUARD

Conditions: Until the Hall of Light itself is reached, the only light sources present are those brought in by the PCs.

The entry into the mountain is familiar to you; you pass quickly through the room in which you so recently battled the mutant creatures that were believed to be the town's fiercest enemies. There is no resistance as you follow the only path inward and upward, a broad, shallow spiral stair whose many exits are all choked with the stone of ancient collapses: No scouts that you can detect have been left to report intrusion; no skirmishers seek to delay or harry you.

Allow the PCs to precast spells if they wish at any point during the climb. A successful DC 20 Knowledge (nature) or DC 15 Survival check indicates that a climb to the top of the mountain via this stair will take between forty minutes and an hour; PCs with this knowledge may choose to wait before casting spells.

Attempts to find tracks all along this path are automatically successful because of the sheer number of tracks present: A large number of Medium-sized creatures, most with bare feet but a few in boots, passed into the mountain and upwards along the stairs only a few hours ago. Anyone with the Track feat may still roll the Survival check; success at DC 20 reveals the presence of at least six Large-size humanoids in bare feet among the other tracks; also, if any of these PCs examined the tracks left by the lunar ravagers in Encounter 5, they will recognize these tracks.

After roughly a half-hour of travel, read the following:

The way upward has been a uniform ten-foot-wide corridor and stairway, one often choked with

rubble but still passable, but this changes up ahead. The passage widens to reveal a large room, one illuminated by a soft, gentle light.

As they approach, have the PCs make Spot checks. On a success at DC (1d20+25), the mimic pretending to be a pile of rubble at the entrance to the room will be noticed. As soon as either it is noticed, or it is trodden upon by at least three people, it will attack. See Tactics below for further details.

APL 8(EL 10)

Ulteotl, Wizard7/Divine Oracle2: hp 48; see *Appendix 1*.

Fell Floor (Advanced Mimic): hp 115; see *Appendix 1*.

Half-Dragon (Black) Kobold Cultist Adept5: hp 30; see *Appendix 1*.

APL 10(EL 12)

Ulteotl, Wizard9/Divine Oracle2: hp 58; see *Appendix 2*.

Fell Floor (Advanced Mimic, 2): hp 115 each; see *Appendix 2*.

Half-Dragon (Black) Kobold Cultist Adept5 (3): hp 30 each; see *Appendix 2*.

APL 12(EL 14)

Ulteotl, Wizard11/Divine Oracle2: hp 68; see *Appendix 3*.

Foulest Floor (Spellwarped Advanced Mimic, 2): hp 124 each; see *Appendix 3*.

Half-Dragon (Black) Kobold Cultist Adept5 (4): hp 30; see *Appendix 3*.

Tactics, all APLs: The blank rectangles on the Appendix 8 map represent piles of loose stone (difficult terrain), while the rectangle M-shapes represent mimics pretending to be piles of loose stone. The wizard will wait until the first mimic has struck if it gains surprise on at least one PC; otherwise, he will step out of the far hall and drop his best offensive spell when the mimic is discovered. He will attack with his most powerful acid-damage spells until he is dead. The half-dragon(s) will try to target as many PCs as possible with their acid breath and then cast spells for as long as possible.

At APL 8, only the mimic by the lower entrance to the room is present; it will strike as described as above. At the higher APLs, the second mimic will wait until a PC either moves into its space or comes within striking distance without noticing it, and then strike.

Treasure:

APL 8: L: 20 gp, M: amulet of health +2 (333 gp), cloak of resistance +2 (333 gp), headband of intellect +2 (333 gp), periapt of wisdom +2 (333 gp), small +1 morningstar (192 gp).

APL 10: L: 60 gp, M: M: amulet of health +2 (333 gp), bracers of armor +3 (750 gp), cloak of resistance +2 (333 gp), headband of intellect +2 (333 gp), 3 periapts of wisdom +2 (333 gp each), 3 small +1 morningstars (192 gp each).

APL 12: L: 80 gp, M: M: amulet of health +2 (333 gp), bracers of armor +3 (750 gp), cloak of resistance +2 (333 gp), headband of intellect +4 (1333 gp), 4 periapts of wisdom +2 (333 gp each), 4 small +1 morningstars (192 gp each).

Development: All these combatants are fanatical, fighting to the death and refusing to speak if taken prisoner. The wizard is a human male of odd ethnic stock, showing clearly Olman facial features with pale skin, blue eyes, and pale blond hair. If by some spell he is forced to cooperate with the PCs he will divulge all that he has been told:

"The masters have come to take back what is theirs. All over this accursedly cold land they have let the slaves wander, but no more. A great reckoning is at hand, and none shall escape the sight of He that sees all."

As soon as there are no beings with an evil alignment conscious in this room, the soft, gentle light of the place increases to a comfortable and bright full illumination. Inscriptions become visible on the wall in the fresh light.

All around, deeply-carved symbols appear in the smooth rock walls. (Speakers of Ancient Suel will recognize that language. If no PCs speak or read that language, have Axian translate for them.) *All are rhymes that teach some kind of lesson from the Lydian point of view, phrased as a question and answer:*

"Lady of Light, what is evil?"

*First ask this: Can it stand the light?
It's true that not all born to night
Are evil, but the simplest test
Is "Light or dark, which one's loved best?"*

*"Lady of Light, which is better: To follow the law,
or to follow one's conscience?"*

*A civilized society
Must prize responsibility
As fully and as equally
As it must value liberty:
Someone alone is truly free
But even when just two or three
The Light points out to all that we
Must have some structure, and agree
That what is best for you or me
Is settled realistically.*

Past this chamber, the passage continues upwards towards the peak of the mountain for another ten minutes at a marching pace.

Encounter 7: The Hall of Light

The stairs finally come to an end in a short hall that opens up into a cavernous space. Soft flickers of light are visible coming from the high-arched passage up ahead. Loud voices can be heard coming from the passage.

Listen check, DC 5: Some voices are booming and bold; others are subtle and of a more reasonable tone. They appear to be arguing in several languages; mostly Common, but others also. (Speakers of same will recognize Ancient Suel, Olman, Fey, and Ignan.)

DC 15: Snippets of the conversation can be understood:

One voice speaks at great volume with equally-great arrogance: "If this deity of whom you speak is so powerful, why have your slaves all scattered like birds? We are the moon-hunters, the ravagers of the night, and we would see more signs of your strength before we consider an alliance." Many voices, all as loud and as belligerent, express agreement in both Common and Fey. All sound very much like the creatures you defeated among the avalanche-covered ruins of Ladylight Pass.

"We too are unsure of your motives here", says a voice as subtle, soft and sibilant as the sand sifting across a storm-savaged seashore. "We who stare unblinking into the Eye know full well his powers. All things will come to dust, and yet there are many paths into that final desert. Why must we follow yours?" At least a dozen similar voices speak in unison a two-syllable phrase. (Those who can understand Ignan know that the respondents said "Tell us.")

In answer, an impatient voice snaps "We are the masters here, masters of both light and dark, of sun and moon. This day all over this continent we have come to find our wandering children and bring them home." The language is Common, but the speaker seems oddly unaccustomed to its use. "If they have been allowed to taste freedom, then it is only to instruct them as to its futility. They know that their fate is to labor for their betters, to provide for their natural superiors. So has it ever been; so will it ever be. We expect our ill-mannered children to understand. Those of you invited here to witness the rebirth of our power? I suppose that demonstrations can be arranged, should your questions vex me sufficiently."

DC 20: The voices appear to be coming from somewhere ahead and below, as if the space beyond the passage opens downward as well as outward.

Call for a Spot check at DC 10; success leads the PCs to notice that a large inscription appears on the floor of

the passage between themselves and the large room ahead. Anyone who has been using the Track feat to follow the Olman and their captors will notice that the tracks pass right over the words without pause. It too is in Ancient Suel; if no PC indicates that they are reading it aloud, then Axian will do so.

“Dearly beloved and greatly despised,
Allies and rivals from huge to pint-sized,
Forget how in battles and wars you have fared
Because, in this Hall of Light, *peace* is declared.
No weapon may bite; the worst spell will not blast
you;
Forget how your enemies’ comments have sassed
you.
The goal of this place is an honest discussion,
Exchanging opinions without repercussion;
By Lydia’s grace, should you try to attack,
You will find that all offensive powers you lack.
This damper’s not permanent: You didn’t LOSE
them,
It’s just quite impossible for you to use them.
The same goes for mental suggestions and such;
In here they’re negated, so don’t mind too much
When whomever you thought was your mind-
controlled thrall
Becomes independent while within this hall.
In here, you need fear neither arrow nor axe,
So speak, listen, learn, and above all, relax.”

Give out Appendix 9.

Important Note: For as long as any good-aligned PC who was present at the reading remains in this passage or in the Hall of Light beyond, *no violence of any kind is possible there*. They have invoked enormously powerful abjurations by reading the benediction, and by the will of Lydia, even devils and eladrins, demons and archons will not fight. They might *want* to...but they can’t. The rule of thumb is quite simple: Any action that would cause damage (lethal or otherwise), restrain movement, inflict a condition other than increased health, or result in a loss of free will, just can’t happen. Anyone who attempts such an action will instead fail to do anything. The only way to settle disputes here is to talk...and that’s the way Lydia likes it.

The room beyond the passage may be reached by a pair of large staircases to the left and right just past the entrance arch that connect to the floor fifty feet below. The ceiling arches to over 200 ft. above the floor; the room is an irregular oval more than 300 ft. in diameter with natural features sculpted by years of gentle use. Gold-veined marble is the most common stone.

The exact population of the room is difficult to determine; the out-loud text below does not give specifics. Present in the Hall of Light are eight towering lunar ravagers (two are of the spellwarped variety), twenty dark leapers, the tauric monsters fought at the excavations’ entrance, fifteen red-skinned harssafs, some

150 humans from Ladylight Pass, all of whom are bound and gagged, and three persons of average human height completely concealed by red hoods and cloaks.

Note on Sunblindness: PCs who suffer from, or at one time suffered from, Sunblindness can immediately perceive the entire room with perfect visual clarity. They know that the middle of the three red-cloaked men wears the mask that caused their blindness. They also know that the mask is currently powerless.

The three hooded humans are clearly the focus of attention in the room; they stand almost a hundred feet into the room on a rise around ten feet off of the floor. The sibilant, sand-like voices are those of the harssafs, while the lunar ravagers’ voices drip with arrogance. The dark leapers do not participate in the conversation. All three groups remain separate from each other, with the harssafs gathered near the three humans, the lunar ravagers off to one side, and the dark leapers clustered together on the far opposite side. The captive humans of Ladylight Pass are huddled up against the base of the balcony, directly below the PCs as they step out towards the stairs.

The room before you cannot have been crafted by mortal hands. It is quite literally the very tip of the mountain hollowed out to create a space more than 300 ft. in diameter with a ceiling that arches to 200 ft. off of the floor. The whole area is infused with a gentle light; enough to read by, but not enough to trouble those creatures sensitive to sunlight...as if the stone of the ceiling was translucent, allowing just the right amount of sunlight through.

The floor below you teems with life...and in some cases, mockeries of it. Fifty feet below the balcony huddle the captive humans of Ladylight Pass; all seem bound and gagged, and few struggle. Out in the room’s center, an argument seems to be taking place: Eight lunar ravagers off to one side gesture derisively and scoff while close to two dozen dark leapers, the tauric monstrosities fought earlier today at the excavation’s entrance, keep to themselves on the opposite side of the room. At the room’s center, a raised stone platform holds three red-robed, hooded human-sized forms above the discussion while a knot of at least a dozen tall, red-skinned, vaguely-reptilian humanoids argue with them.

Knowledge (nature), DC 16: The red-skinned reptilian beings are harssafs, a species of monstrous humanoid found in the deepest, hottest deserts.

DC 21: Harssafs are uniquely adapted to hot desert life: They live and travel in tight-knit nomadic tribes, and they are immune to fire damage and blindness.

DC 26: Harssafs are capable of blasting their enemies with pulses of sand and grit, and they can transform into fine sand to escape combat. All in all, they are perfectly adapted to life any hot desert...even the Sea of Dust.

This scene may be played quickly if time is a problem. Otherwise, follow this sequence: 1- The PCs go into the room, causing the assembled monsters to unleash a torrent of attacks that utterly fail to happen. 2- While the creatures are desperately trying to figure out their failures, the humans of Ladylight Pass realize that their bonds no longer hold them. 3- The dark leapers will *dimension door* out of the room, sensing that there's no longer any point to this meeting. 4- After a gruff acknowledgement of the PCs' power, and a flurry of insults at the three humans in red...

A gigantic blue-white fey creature with writhing hair and hideous scarring steps threateningly towards the three men in red. "Your slaves are freed, and your power is broken by their rescuers. They have bested our brothers and we cannot even claim revenge in this place! I say that your deity Tez-cat-lee-po-ka is weak, puny humans, and your claim that he controls the sacred moons is the foulest blasphemy. I say that one day the head of your Smoking Mirror will be a trophy to the greatest of my kind. By the moons this I swear!"

...the lunar ravagers fade over a few seconds like moonbeams among thickening clouds, fading into nothingness and disappearing.

5- The harssafs, being more polite than most, will all bow deeply to the PCs and then vanish into sand that blows away on a nonexistent wind. 6- The three men in red will try to invoke the power of the mask one of them wears in a vain attempt to command the Olman refugees from Ladylight Pass to follow them, and the mask will naturally fail to work. PCs who played SHE6-07 will recognize the mask as the weapon that caused mass blindness in the Keoish city of Westkeep not too long ago.

"I wield divine might, not mere mortal magic. The power of the True Master of Light and Darkness will teach you all a lesson!" The tallest red-clad man bellows. The eyes of the mask glow a fiery red, but nothing else happens: no blinding beams, no fiery death, nothing. Instead, after a moment, the mask vanishes into dust, revealing the strong Olman features of the extremely angry, extremely frustrated speaker.

Knowledge (religion), DC 15: Given the speaker's Olman background and his statements about light and darkness, he's probably making reference to Tezcatlipoca ("tez-cat-lih-poh-ka"), the chaotic evil Olman deity of the sun and moon.

With an animal snarl, the speaker pulls back from you. His voice, the only weapon left to him, is thick with hate. "You have ruined much in your ignorance, northlanders. The world will not be as it should for these cattle thanks to you." He gestures towards the refugees from Ladylight Pass with contempt. "There is a way that things should be, a natural order to life and death ruled over by the Smoking Mirror, and

such as these are destined to serve and die in his name. You rob them of their true purpose by thwarting me."

Knowledge (religion), DC 10: The "smoking mirror" reference cements it: This is a priest of Tezcatlipoca raging impotently before you.

"Still, my brothers all over the northlands may have succeeded where I have failed. Many will be returning south with us this day, and preparing for the great sacrifice to come. Soon one will be born who will defy the Sunblinder, who will bring the all-seeing gaze of the Smoking Mirror to all these cold lands. I cannot force any of these to come..." Again he waves dismissively at the Olman gathered all around him. "...but you cannot keep me from leaving."

A familiar voice cuts in to the conversation. "I know of the Sunblinder prophecy, sir. My father told me about it." Axian steps forward to come face to face with the priest in red. "I am the right age, am I not? Take me with you, and perhaps your mission here will not have been entirely in vain."

In spite of your intentions, you cannot even lift your arms from your sides to stop Axian. He turns back to you with a smile. "The priests of the Smoking Mirror always pamper their sacrifices before cutting out their hearts. Trust me, you will know when the time comes to rescue me as you rescued my people." He winks broadly at you, and you can't help but notice that his eyes are suddenly bright shining green. The three men in red robes step back; one takes Axian by the arm. The man on the left grasps a pendant and the four of them vanish.

CONCLUSION

The humans of Ladylight Pass, the Olman and their fellow followers of Lydia, are enormously grateful for their deliverance. The PCs are thanked copiously and invited to stay for a while so the wondrous magic of the Hall of Light can be studied.

EPILOGUE

Scintilla speaks privately with you once her people have begun the march out of the mountain. "We will rebuild, of course", she says with optimistic finality. "Once and for all you have confirmed that this is the hidden shrine that we seek, and nothing can now stop the faithful of Lydia from reclaiming it. There are years of work ahead of us, but from here we will one day spread the Light to all."

She looks at each of you in turn. "I know this...and I know that each of you know this: The magic that makes violence impossible will last only as long as one of those who invoked it remain here. I do not know when, if at all, that magic can be invoked again. You are all invited to stay for a time so that we

can study these wonders and share this gift with the world. There are Lydians of great power and influence who would reward your sacrifice of time, I am sure."

Powerful friends are a blessing; powerful enemies, quite the opposite. Each of you knows that you have thwarted the plans of an ancient cruel god, and that the followers of Tezcatlipoca, the Smoking Mirror, He of Light and Its Absence, will not soon forget...

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3

Defeat the dark leapers and earth whispers that infest the temple entrance.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Encounter 5

Defeat or drive off the lunar ravagers and their wendigo allies who guard the ruined Ladylight Pass.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Encounter 6

Overcome the ambush set by the wizard and his mimic friends.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Story Award I

Encounter 2: The Lydians are a trusting , and some might say naïve, group. Give this award if the PCs deal with them in the context of their individual alignments and religious beliefs.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

Story Award II

Encounter 4: The troublemaker Harra may be a bigot and a bully, but the PCs must not stray into unnecessary violence in reigning him in. Give this award if no PC ends up either fined by or wanted in Keoland for crimes committed against Harra.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

Discretionary Roleplaying Award

Make the Hall of Light the focus of this award, which should be given if at least one PC takes advantage of the hall's unique powers to try and learn from their enemies.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

Total possible experience

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 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.

item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter 3:

APL 8: L: 1006 gp, C: 0 gp, M: Gloves of dexterity +4 (1333 gp), mithral chain shirt +1 (175 gp).

APL 10: L: 2012 gp, C: 0 gp, M: 2 gloves of dexterity +4 (2666 gp), 2 mithral chain shirts +1 (350 gp).

APL 12: L: 4024 gp, C: 0 gp, M: 4 gloves of dexterity +4 (5332 gp), 4 mithral chain shirts +1 (700 gp).

Encounter 5:

APL 8: L: 401 gp, M: 2 large keen +2 greataxes (3056 gp), 2 large mithral breastplates +2 (1950 gp), 2 rings of protection +2 (1333 gp).

APL 10: L: 802 gp, M: 4 large keen +2 greataxes (6112 gp), 4 large mithral breastplates +2 (3900 gp), 4 rings of protection +2 (2666 gp).

APL 12: L: 802 gp, M: 4 large keen +2 greataxes (6112 gp), 4 large mithral breastplates +2 (3900 gp), 4 rings of protection +2 (2666 gp).

Encounter 6:

APL 8: L: 20 gp, M: amulet of health +2 (333 gp), cloak of resistance +2 (333 gp), headband of intellect +2 (333 gp), periapt of wisdom +2 (333 gp), small +1 morningstar (192 gp).

APL 10: L: 60 gp, M: M: amulet of health +2 (333 gp), bracers of armor +3 (750 gp), cloak of resistance +2 (333 gp), headband of intellect +2 (333 gp), 3 periapts of wisdom +2 (333 gp each), 3 small +1 morningstars (192 gp each).

APL 12: L: 80 gp, M: M: amulet of health +2 (333 gp), bracers of armor +3 (750 gp), cloak of resistance +2 (333 gp), headband of intellect +4 (1333 gp), 4 periapts of wisdom +2 (333 gp each), 4 small +1 morningstars (192 gp each).

Total Possible Treasure (Maximum Reward)

APL 8: L: 1427 gp, M: 7847 gp – Total: 9274 gp (1,300 gp).

APL 10: L: 1871 gp, M: 10,547 gp – Total: 12,418 gp (2,300 gp).

APL 12: L: 4906 gp, M: 20,893 gp – Total: 25,799 gp (3,300 gp).

Items for the Adventure Record

Fined: You have broken a law in Keoland that requires you to pay restitution to the family of the victim. Under “Other Coin Spent” on this AR, enter 20 times the APL in gp. You are allowed to go into negatives on the cash side of an AR just as long as the FINAL GP TOTAL at the bottom right is a positive number.

Wanted in Keoland: You have become of interest to the lawful authority of Keoland. You gain no benefits from Keoland meta-organizations, lifestyle costs for all Keoland regional adventures are doubled, and the value of all your influence points with Keoish nobles or organizations are halved. In order to remove this status, you must pay for your crimes via a Special Mission. Contact SpecialMission.keoland@gmail.com for more information.

Lydian Friendship: You are renowned among the followers of Lydia for having risked your own life for the sake of their deity's gentle teachings. They will gladly repay their debt to you by casting any one clerical spell of 6th level or lower for you at absolutely no charge; you need only spend 1 TU at the end of any regional or metaregional adventure set in the Sheldomar Valley. If you wish to expend this favor for one or more other PCs, then all involved must spend the TU, and the cost of any material components must also be paid. In addition, for a period ending 1 calendar year after the date on this AR, you pay half the normal regional price for all clerical spellcasting.

Lydian Gratitude: The followers of Lydia are grateful for your aid in securing the safety of Ladylight Pass. Due to their influence throughout the Sheldomar Valley, for a period ending 1 calendar year after the date on this AR, you pay half the normal regional price for all clerical spellcasting.

Legacy of Lydia: You chose to stay behind in the Hall of Light for a period of time in order to allow the Lydians to study the ultra-powerful magic that resides therein. Pilgrims from all over the Flanaess flock to the place, and you reap rewards both material and metaphysical. For each TU up to 4 you choose to spend in the Hall, you gain 100 gp plus 10 gp for each point of your combined Int, Wis, and Cha bonuses (if positive) in gifts from grateful Lydians.

Combined positive Int, Wis, Cha bonuses:

Total extra gp gained: ____

You also gain access (metaregional) to any one magic item from a LG-legal “Complete” book or the DMG according to the following chart:

TUs Sacrificed	Item GP Value
1	4000
2	8000
3	16,000
4	32,000

The item chosen has one additional restriction: It’s description cannot include the ability to cause any form of damage.

Known to the Smoking Mirror: You have made yourself a thorn in the side of one of the great evil powers of the universe. This fact may have serious consequences in subsequent adventures.

Item Access

APL 8:

- *Cloak of Resistance +2* (Adventure, *Dungeon Master’s Guide*)
- *Gloves of Dexterity +4* (Adventure, *Dungeon Master’s Guide*)
- *Large keen +2 greataxe* (Adventure, *Dungeon Master’s Guide*)

- *Mithral breastplate +2* (Adventure, *Dungeon Master’s Guide*)
- *Mithral chain shirt +1* (Adventure; *Dungeon Master’s Guide*)
- *Ring of Protection +2* (Adventure; *Dungeon Master’s Guide*)

APL 10 (all of APL 8 plus the following):

- *Bracers of Armor +3* (Adventure; *Dungeon Master’s Guide*)
- *Gem of Brightness* (Adventure; *Dungeon Master’s Guide*)
- *Ring of truth* (Adventure; see Appendix 9)
- *Wand of searing light* (6th) (Adventure; *Dungeon Master’s Guide*)

APL 12 (all of APLs 8 and 10 plus the following):

- *Headband of Intellect +4* (Adventure; *Dungeon Master’s Guide*)
- *Scarab of Protection* (Adventure; *Dungeon Master’s Guide*)
- *Staff of Illumination* (Adventure; *Dungeon Master’s Guide*)
- *Twisted Loop* (Adventure, see Appendix 9)

APPENDIX 1 – APL 8

ENCOUNTER 3

DARK LEAPER

CR 8

Male Tauric Dark Creeper/Blink Dog Rogue 3/Master Thrower 2

CE Medium monstrous humanoid

Init +7; **Senses** Blindsight 60 ft., Darkvision 60 ft., low-light vision; Listen +3, Spot +13

Languages Common, Undercommon

AC 24, touch 16, flat-footed 18

(+6 Dex, +5 armor, +3 natural)

Miss Chance see Shadow Cloak SQ

hp 70 (10 HD)

Fort +7 (+7 against poison), **Ref** +19, **Will** +5

Weakness Light sensitivity

Speed 40 ft. (8 squares)

Melee Masterwork dagger +10/+5 (1d4)

Ranged Masterwork dagger +20/+15(1d4)

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

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

Atk Options Palm throw, sneak attack +4d6

Special Actions Blink, dimension door, shadow cloak

Combat Gear *Gloves of dexterity* +4, *mithral chain shirt* +1, 40 masterwork daggers

Abilities Str 10, Dex 29, Con 14, Int 8, Wis 16, Cha 8

SQ Improved evasion, trapfinding, trap sense +1

Feats Point Blank Shot, Precise Shot, Quick Draw, Deadeye Shot, Track, Weapon Focus (dagger)

Skills Hide +15, Move Silently +15, Sleight of Hand +16, Spot +10, Tumble +18

Palm Throw (Ex) This master thrower may throw two daggers with a single attack roll. Damage is resolved separately; no Strength bonus is added to damage rolls.

While sneak attacking using the Palm Throw feat and a full attack, a dark leaper gets 2 attacks (+20/+15); each attack uses 2 daggers doing 1d4+4d6 damage each.

Shadow Cloak (Su) 3/day, a dark leaper can wrap itself in shadows. In shadowy or dark conditions they grant total concealment and a 50% miss chance; in bright light, they grant concealment and a 20% miss chance. Darkvision does not penetrate these shadows, but creatures that can see through magical darkness ignore them.

Blindsight (Ex) These creatures use hearing and smell to ascertain their surroundings and pinpoint enemies. They do not normally need to make Listen or Spot checks to notice creatures within range of their blindsight.

Blink (Su) A dark leaper can use *blink* as the spell (caster level 8th) and can evoke or end the effect as a free action.

Dimension Door (Su) A dark leaper can teleport, as the *dimension door* spell (caster level 8th, maximum range 720 ft.) once per round as a free action. This ability affects only the dark leaper, which never

appears within a solid object and can act immediately after teleporting.

Light Sensitivity (Ex) When exposed to sunlight or to light equivalent to a *daylight* spell, a dark leaper takes a -2 morale penalty on all attacks, saves, skill checks, and damage rolls.

Skills While in shadowy or dark areas, a dark leaper has a +8 racial bonus on Hide checks and a +4 racial bonus on Move Silently checks.

Description The creature you see before you is human-sized, although it appears to have a small humanoid torso grafted to a quadruped body. It is swathed in layers of black and grey clothing and surrounded by obscuring shadows that constantly shift and hide any details you might otherwise see.

Sources Dark Creeper (FF), Tauric template (MMII)

Tactics As long as it remains within complete darkness, this creature uses *dimension door* to move within 30 ft. of its targets so it can use its blindsense and the full attack action while sneak attacking. Should its targets bring magical light into play, it teleports to the shadows and hides, waiting for targets to present themselves.

EARTH WHISPER

CR 8

(Maximum hit dice and heroic array ability scores)

NE Medium elemental (earth, extraplanar, incorporeal)

Init +9; **Senses** Darkvision 60 ft., Listen +16, Spot +17

Languages Common, Dwarven, Gnome, Terran

AC 26, touch 26, flat-footed 17

(+9 Dex, +7 deflection)

Miss Chance 50% (incorporeal)

hp 99 (12 HD)

Immune Poison, sleep effects, paralysis, stunning

Fort +11 (+11 against poison), **Ref** +13, **Will** +6

Speed fly 40 ft. (8 squares) (perfect)

Melee incorporeal touch +18 (1d4 Dex)

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

Base Atk +9; **Grp** -

Atk Options Avarice, cavern fear, petrification, spell-like abilities

Special Actions Control earth creatures, dexterity damage

Abilities Str -, Dex 28, Con 16, Int 12, Wis 14, Cha 24

SQ elemental traits, incorporeal traits

Feats Ability Focus (avarice), Ability Focus (cavern fear), Ability Focus (petrification), Blind-fight, Flyby Attack

Skills Concentration +18, Listen +17, Spot +17

Possessions none

Avarice (Sp) As a standard action, an earth whisper can induce overwhelming greed in one creature within 30 feet. The creature targeted with the *avarice* ability must succeed on a DC 25 Will save or attack the nearest creature that has valuable metal or mineral wealth. The affected creature attacks with lethal force, although it is not compelled to cast any spells on the creature carrying the metal or mineral wealth. This effect lasts for 1d4+1 rounds. A

successful save means the creature is immune to that earth whisper's *avarice* ability for 24 hours, but not the *avarice* ability of other earth whispers. *Avarice* is a mind-affecting ability. In cases where the affected creature is presented with more than one source of wealth, the earth whisper chooses the affected creature's target. The save DC is Charisma-based.

Cavern Fear (Sp) As a standard action, an earth whisper can induce an irrational fear of being pushed out of the earth in one creature within 30 feet. The creature targeted by the *cavern fear* ability must succeed on a DC 25 Will save or become panicked (see page 301 of the *Dungeon Master's Guide*). Unlike with the normal effects of the panicked state, the affected creature does not flee along a random path. Instead, it attempts to head as deep within the earth as possible. When presented with a pit, chasm, or other surface too steep to walk down, it attempts to climb. If the creature is presented with more than one way to go and it does not know which way might lead deeper under the earth, it chooses randomly. A successful save means the creature is immune to that earth whisper's *cavern fear* ability for 24 hours, but not the *cavern fear* ability of other earth whispers. This ability only functions underground. Should the affected creature be pushed or forcibly moved into the open, it cowers. This effect lasts for 1 minute. *Cavern fear* is a mind-affecting fear effect. The save DC is Charisma-based.

Control Earth Creatures (Su) An earth whisper can rebuke or control earth creatures in the same way that an evil cleric rebukes or controls undead. This earth whisper rebukes earth creatures as a 12th level cleric, and can use this ability 10 times a day.

Dexterity Damage (Su) An earth whisper deals 1d4 points of Dexterity damage each time it hits with its incorporeal touch attack. A creature whose Dexterity is reduced to 0 by this attack must succeed on a DC 21 Fortitude save or become petrified. The save DC is Constitution-based.

Spell-like Abilities At will – *stone shape* (20 cu. ft.). 3/day – *spike stones* (DC 23), *wall of stone* (up to 10 5-ft. squares in area; 3-inch thickness). Caster level 10th; save DC is Charisma-based.

Description *Barely a whisper of ghostly luminescence, the creature has the bulky outline and rocky countenance of an earth elemental without any of the mass or solidity.*

Sources *Races of Stone* pp. 187-188

ENCOUNTER 5

MOON KNIGHT

CR 8

Male Lunar Ravager Barbarian 1

CE Large fey

Init +8; **Senses** superior low-light vision, Listen +20, Spot +19

Languages Common, Giant

AC 27, touch 15, flat-footed 23

(-1 size, +4 Dex, +7 armor, +2 deflection, +5 natural)

hp 129 (15 HD); **DR** 5/magic and cold iron

Fort +11, **Ref** +13, **Will** +11

Speed 50 ft. (10 squares)

Melee +2 *large keen greataxe* +20/+15 (3d6+17, 19-20/x3)

Ranged masterwork javelin +12 (1d8+10)

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

Base Atk +8; **Grp** +22

Atk Options Power Attack (see chart below)

Combat Gear +2 *large keen greataxe*, *mithral breastplate* +2, *ring of protection* +2, 8 masterwork javelins

Spell-Like Abilities (CL 14th):

At will—*air walk*, *faerie fire*

3/day—*invisibility* (self only), *pass without trace*

1/day—*clairaudience/clairvoyance* (see text)

Abilities Str 30, Dex 18, Con 20, Int 8, Wis 14, Cha 8

SQ moon rider

Feats Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (greataxe)

Skills Hide +16, Jump +18, Listen +20, Move Silently +20, Spot +19, Survival +20

Advancement by character class; **Favored Class** barbarian

Possessions combat gear plus

Age (Ex) 1/day, 10 round duration; new statistics as follows: AC 20, touch 13, flat-footed 21; hp 184; Fort +13, Will +13; Melee +2 *large keen greataxe* +22/+17 (3d6+19, 19-20/x3); Ranged masterwork javelin +12 (1d8+12); Grp +24.

Superior Low-Light Vision (Ex) A lunar ravager can see five times as far as a human can in shadowy illumination, and ten times as far if moonlight is present.

Clairaudience/Clairvoyance (Sp) Visual only; a lunar ravager can view only areas it is familiar with, which must be illuminated with moonlight at the time of the viewing.

Moon Rider (Su) As the *greater teleport* spell; at will; caster level 18th. Using this ability requires 1 minute of concentration. When outside a lunar ravager lodge, a lunar ravager must stand in moonlight to use this ability, and it can transport only itself and items it carries to the nearest lodge. When inside a lodge, a lunar ravager can use this ability to travel to any point within 10 miles of the lodge. A lunar ravager becomes misty and insubstantial the moment before it teleports.

Skills A lunar ravager gains a +10 racial bonus on Hide checks made outdoors at night.

Description *For a moment, the tall humanoid figure seems to flicker like moonlight reflected on a pond. It hefts a massive, crescent-bladed greataxe with both hands; its silvery breastplate is emblazoned with crescent moons. Its eyes have a pale, malevolent glint.*

Sources Lunar Ravager (MM4)

Power Attack Chart

Half Power Attack, 2-handed weapon:

+16/+11 attack bonus (3d6+25/19-20x3)

Full Power Attack, 2-handed weapon:

+12/+7 attack bonus (3d6+31/19-20x3)

HUNGER DOGS

CR 2

Male wendigo kobold Warrior 3

CE Small fey (cold)

Init +6; **Senses** Darkvision 60 ft., low-light vision, Listen +1, Spot +1

Languages none

AC 23, touch 22, flat-footed 17

(+1 size, +6 Dex, +5 deflection, +1 natural)

hp 16 (3 HD); regeneration 5

Immune cold

Fort +4, **Ref** +7, **Will** +2

Weaknesses Takes normal damage from fire; light sensitivity

Speed Fly 120 ft. (perfect)

Melee Bite +10 (1d4-1, 18-20/x3)

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

Base Atk +3; **Grp** -1

Atk Options Disease, maddening whispers, ravenous bite

Special Actions Corner of the eye, wind walk

Abilities Str 9, Dex 23, Con 12, Int 8, Wis 13, Cha 16

SQ Cold subtype

Feats Flyby Attack, Track, Weapon Finesse

Skills Hide +18, Intimidate +9, Listen +1, Move Silently +14, Search +1, Spot +1, Survival +9

Disease (Su) Any creature hit by this wendigo's bite attack must succeed on a DC 13 Fort save or be infected with wendigo hunger. Incubation = 1d3 days; 1d3 Wis damage. Each day that Wis damage is taken, the victim must succeed on a DC 15 Will save or succumb to an insatiable cannibalistic desire. If the disease reduces the victim's Wis score to zero, he becomes a wendigo.

Maddening Whispers (Su) 1/day, 1 target within 120 ft. hears insane whispers (*"Oh, but this place is so cold and so empty...so cold and empty, like your belly...if only you could fill it with sweet, warm meat... sweet, warm meat all around you...they are so weak, and you are so very strong and so very, very hungry and cold and empty..."*). Victim must make a DC 15 Will save or take 1d3 Wis damage.

Ravenous Bite (Ex) Bite crit threat is 18-20, x3 multiplier. A confirmed crit wound bleeds for 3 hp per round thereafter, which can be stopped by a DC 10 Heal check or any *cure* spell.

Corner of the Eye (Su) One chosen victim stalked by a wendigo in *wind walk* form takes a -2 penalty on all Wis-based checks due to the distraction.

Regeneration 5 (Ex) Fire deals normal damage to a wendigo.

Light sensitivity (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Wind Walk (Su) A wendigo can *wind walk* at will, transforming from physical form to incorporeal form or back again as a move action.

Skills Kobolds have a +2 racial bonus on Search checks; wendigos have a +8 racial bonus on Hide, Move Silently, and Survival checks.

Description *The figures screaming through the air at incredible speeds all around you are small and*

vaguely humanoid...but their legs end in shattered, burned stumps and their grossly-distended mouths slaver and howl with insane hunger.

Sources Wendigo template (FF pp. 186-188).

ENCOUNTER 6

ULTEOTL

CR 9

Male human (Olman) Wizard 7/Divine Oracle 2

NE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Ancient Suel, Olman

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 48 (9 HD)

Fort +8, **Ref** +8, **Will** +8

Speed 30 ft. (6 squares)

Melee Club +3 [+4 BAB, -1 Str] (1d6-1)

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

Base Atk +4; **Grp** +3

Atk Options spells

Wizard Spells Prepared (CL 9th, save DC 17 plus spell level):

5th—*cone of cold*, empowered *fireball*, empowered *lightning bolt*

4th—*fire shield*, *ice storm* x3

3rd—*fireball* x3, *lightning bolt* x2

2nd—*scorching ray* (2 rays) x4, *flaming sphere* x3

1st—*burning hands* x4, *shocking grasp* x3

0—*detect magic* x4

Underlined spells do acid damage instead of their listed energy type due to the Energy Substitution feat.

Abilities Str 8, Dex 12, Con 16, Int 22, Wis 10, Cha 8

Feats Empower Spell^B, Energy Substitution (acid), Scribe Scroll^B, Skill Focus (Concentration)^H, Skill Focus (Knowledge (religion)), Spell Focus (evocation), Sudden Empower

Skills Concentration +18, Knowledge (arcana) +18], Spellcraft +20

Prescient Sense (Ex): On a successful Reflex save vs. an attack that normally inflicts half damage on a successful Reflex save, he instead takes no damage.

Possessions combat gear plus *amulet of health* +2, *headband of intellect* +2, *cloak of resistance* +2

Sources Energy Substitution and Sudden Empower feats (CA)

FELL FLOOR

CR 6

Mimic (advanced to 11 hit dice and Huge size)

Huge aberration (shapechanger)

Init +0; **Senses** Darkvision 60 ft., Listen +8, Spot +8

Languages Common

AC 16, touch 8, flat-footed 16

(-2 size, +8 natural)

hp 115 (11 HD)

Immune acid

Fort +8, **Ref** +3, **Will** +8

Speed 10 ft. (2 squares)

Melee Slam +15 (2d6+9); full attack 2 slams +15 (2d6+9)

Space 15 ft.; **Reach** 20 ft.

Base Atk +8; **Grp** +21

Atk Options crush

Combat Gear none

Abilities Str 28, Dex 10, Con 21, Int 10, Wis 13, Cha 10

SQ mimic shape

Feats Ability Focus (adhesive), Extended Reach, Improved Toughness, Skill Focus (Disguise)

Skills Climb +9, Disguise +25, Listen +8, Spot +8

Possessions none

Adhesive (Ex) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-coated mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 22 Reflex save. A successful DC 20 Strength check is needed to pry it off.

Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Crush (Ex) A mimic deals 2d6+9 points of damage with a successful grapple check.

Mimic Shape (Ex) A mimic can assume the general shape of any object that fills roughly 1200 cubic ft. (10 ft. by 10 ft. by 12 ft.) such as a massive pillar or an altar with steps. The creature cannot alter its size substantially, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check (1d20+25).

Skills A mimic has a +8 racial bonus on Disguise checks.

Description *What originally appeared to be an object now shows signs of organic life as the creature sprouts a lashing pseudopod.*

KOBOLD CULTIST

CR 4

Male half-dragon/half-kobold Adept5

NE Small dragon

Init +3; **Senses** Darkvision 60 ft., low-light vision; Listen +2, Spot +2

Languages Draconic

AC 23, touch 14, flat-footed 20

(+1 size, +3 Dex, +4 armor, +5 natural)

hp 30 (5 HD)

Immune acid, paralysis, sleep

Fort +3, **Ref** +4, **Will** +6

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee +1 *small morningstar* +12[+1 size, +3 BAB, +6 Str, +1 weapon, +1 feat] (1d6+8) and bite +5 [+1 size, +3 BAB, +6 Str, -5 secondary] (1d4+2)

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

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

Atk Options breath weapon, spells

Combat Gear +1 *small morningstar*, masterwork chain shirt

Adept Spells Prepared (CL 5th):

2nd— *scorching ray* x2 (2 rays each)

1st— *burning hands* x2, *protection from good*

0— *touch of fatigue* x3

Abilities Str 21, Dex 16, Con 14, Int 10, Wis 16, Cha 10

Feats Ability Focus (breath weapon)1, Light Armor Proficiency3

Skills Concentration +10[+8 ranks, +2 ability], Hide +6[+4 size, +3 ability, -1 armor], Spellcraft +8[+8 ranks]

Possessions combat gear plus *peripat of wisdom* +2

Breath Weapon (Su) 1/day, 60 ft. line of acid; 6d8 damage; Reflex save DC 14 half.

APPENDIX 2 – APL 10

ENCOUNTER 3

DARK LEAPER

CR 8

Male Tauric Dark Creeper/Blink Dog Rogue 3/Master Thrower 2

CE Medium monstrous humanoid

Init +7; **Senses** Blindsight 60 ft., Darkvision 60 ft., low-light vision; Listen +3, Spot +13

Languages Common, Undercommon

AC 24, touch 16, flat-footed 18

(+6 Dex, +5 armor, +3 natural)

Miss Chance see Shadow Cloak SQ

hp 70 (10 HD)

Fort +7 (+7 against poison), **Ref** +19, **Will** +5

Weakness Light sensitivity

Speed 40 ft. (8 squares)

Melee Masterwork dagger +10/+5 (1d4)

Ranged Masterwork dagger +20/+15 (1d4)

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

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

Atk Options Palm throw, sneak attack +4d6

Special Actions Blink, dimension door, shadow cloak

Combat Gear *Gloves of dexterity* +4, *mithral chain shirt* +1, 40 masterwork daggers

Abilities Str 10, Dex 29, Con 14, Int 8, Wis 16, Cha 8

SQ Improved evasion, trapfinding, trap sense +1

Feats Point Blank Shot, Precise Shot, Quick Draw, Deadeye Shot, Track, Weapon Focus (dagger)

Skills Hide +15, Move Silently +15, Sleight of Hand +16, Spot +10, Tumble +18

Palm Throw (Ex) This master thrower may throw two daggers with a single attack roll. Damage is resolved separately; no Strength bonus is added to damage rolls.

Shadow Cloak (Su) 3/day, a dark leaper can wrap itself in shadows. In shadowy or dark conditions they grant total concealment and a 50% miss chance; in bright light, they grant concealment and a 20% miss chance. Darkvision does not penetrate these shadows, but creatures that can see through magical darkness ignore them.

Blindsight (Ex) These creatures use hearing and smell to ascertain their surroundings and pinpoint enemies. They do not normally need to make Listen or Spot checks to notice creatures within range of their blindsight.

Blink (Su) A dark leaper can use *blink* as the spell (caster level 8th) and can evoke or end the effect as a free action.

Dimension Door (Su) A dark leaper can teleport, as the *dimension door* spell (caster level 8th, maximum range 720 ft.) once per round as a free action. This ability affects only the dark leaper, which never appears within a solid object and can act immediately after teleporting.

Light Sensitivity (Ex) When exposed to sunlight or to light equivalent to a *daylight* spell, a dark leaper takes a -2 morale penalty on all attacks, saves, skill checks, and damage rolls.

Skills While in shadowy or dark areas, a dark leaper has a +8 racial bonus on Hide checks and a +4 racial bonus on Move Silently checks.

Description The creature you see before you is human-sized, although it appears to have a small humanoid torso grafted to a quadruped body. It is swathed in layers of black and grey clothing and surrounded by obscuring shadows that constantly shift and hide any details you might otherwise see.

Sources Dark Creeper (FF), Tauric template (MMII)

Tactics As long as it remains within complete darkness, this creature will use *dimension door* to move within 30 ft. of its targets so it can use its blindsense and the full attack action while sneak attacking. Should its targets bring magical light into play, it will teleport to the shadows and hide, waiting for targets to present themselves.

While sneak attacking using the Palm Throw feat and a full attack, a dark leaper gets 2 attacks (+20/+15); each attack uses 2 daggers doing 1d4+4d6 damage each. For those keeping track, that's an *average* of 64 points of damage if both attacks, and thus all 4 daggers, hit their target.

EARTH WHISPER

CR 8

(Maximum hit dice and heroic array ability scores)

NE Medium elemental (earth, extraplanar, incorporeal)

Init +9; **Senses** Darkvision 60 ft., Listen +16, Spot +17

Languages Common, Dwarven, Gnome, Terran

AC 26, touch 26, flat-footed 17

(+9 Dex, +7 deflection)

Miss Chance 50% (incorporeal)

hp 99 (12 HD)

Immune Poison, sleep effects, paralysis, stunning

Fort +11 (+11 against poison), **Ref** +13, **Will** +6

Speed fly 40 ft. (8 squares) (perfect)

Melee incorporeal touch +18 (1d4 Dex)

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

Base Atk +9; **Grp** -

Atk Options Avarice, cavern fear, petrification, spell-like abilities

Special Actions Control earth creatures, dexterity damage

Abilities Str -, Dex 28, Con 16, Int 12, Wis 14, Cha 24

SQ elemental traits, incorporeal traits

Feats Ability Focus (avarice), Ability Focus (cavern fear), Ability Focus (petrification), Blind-fight, Flyby Attack

Skills Concentration +18, Listen +17, Spot +17

Possessions none

Avarice (Sp) As a standard action, an earth whisper can induce overwhelming greed in one creature within 30 feet. The creature targeted with the *avarice* ability must succeed on a DC 25 Will save or attack the nearest creature that has valuable metal or mineral wealth. The affected creature attacks with lethal force, although it is not compelled to cast any spells on the creature carrying the metal or mineral wealth. This effect lasts for 1d4+1 rounds. A successful save means the creature is immune to

that earth whisper's *avarice* ability for 24 hours, but not the *avarice* ability of other earth whispers. *Avarice* is a mind-affecting ability. In cases where the affected creature is presented with more than one source of wealth, the earth whisper chooses the affected creature's target. The save DC is Charisma-based.

Cavern Fear (Sp) As a standard action, an earth whisper can induce an irrational fear of being pushed out of the earth in one creature within 30 feet. The creature targeted by the *cavern fear* ability must succeed on a DC 25 Will save or become panicked (see page 301 of the Dungeon Master's Guide). Unlike with the normal effects of the panicked state, the affected creature does not flee along a random path. Instead, it attempts to head as deep within the earth as possible. When presented with a pit, chasm, or other surface too steep to walk down, it attempts to climb. If the creature is presented with more than one way to go and it does not know which way might lead deeper under the earth, it chooses randomly. A successful save means the creature is immune to that earth whisper's *cavern fear* ability for 24 hours, but not the *cavern fear* ability of other earth whispers. This ability only functions underground. Should the affected creature be pushed or forcibly moved into the open, it cowers. This effect lasts for 1 minute. *Cavern fear* is a mind-affecting fear effect. The save DC is Charisma-based.

Control Earth Creatures (Su) An earth whisper can rebuke or control earth creatures in the same way that an evil cleric rebukes or controls undead. This earth whisper rebukes earth creatures as a 12th level cleric, and can use this ability 10 times a day.

Dexterity Damage (Su) An earth whisper deals 1d4 points of Dexterity damage each time it hits with its incorporeal touch attack. A creature whose Dexterity is reduced to 0 by this attack must succeed on a DC 21 Fortitude save or become petrified. The save DC is Constitution-based.

Spell-like Abilities At will – *stone shape* (20 cu. ft.). 3/day – *spike stones* (DC 23), *wall of stone* (up to 10 5-ft. squares in area; 3-inch thickness). Caster level 10th; save DC is Charisma-based.

Description *Barely a whisper of ghostly luminescence, the creature has the bulky outline and rocky countenance of an earth elemental without any of the mass or solidity.*

Sources Races of Stone pp. 187-188

ENCOUNTER 5

MOON KNIGHT

CR 8

Male Lunar Ravager Barbarian 1

CE Large fey

Init +8; **Senses** superior low-light vision, Listen +20, Spot +19

Languages Common, Giant

AC 27, touch 15, flat-footed 23

(-1 size, +4 Dex, +7 armor, +2 deflection, +5 natural)

hp 129 (15 HD); **DR** 5/magic and cold iron

Fort +11, **Ref** +13, **Will** +11

Speed 50 ft. (10 squares)

Melee +2 *large keen greataxe* +20/+15 (3d6+17/19-20x3)

Ranged masterwork javelin +12 (1d8+10)

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

Base Atk +8; **Grp** +22

Atk Options Power Attack (see chart below)

Combat Gear +2 *large keen greataxe*, *mithral breastplate* +2, *ring of protection* +2, 8 masterwork javelins

Spell-Like Abilities (CL 14th):

At will—*air walk*, *faerie fire*

3/day—*invisibility* (self only), *pass without trace*

1/day—*clairaudience/clairvoyance* (see text)

Abilities Str 30, Dex 18, Con 20, Int 8, Wis 14, Cha 8

SQ moon rider

Feats Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (greataxe)

Skills Hide +16, Jump +18, Listen +20, Move Silently +20, Spot +19, Survival +20

Possessions combat gear plus

Rage (Ex) 1/day, 10 round duration; new statistics as follows: AC 20, touch 13, flat-footed 21; hp 184; Fort +13, Will +13; **Melee** +2 *large keen greataxe* +22/+17 (3d6+19, 19-20/x3); **Ranged** masterwork javelin +12 (1d8+12); Grp +24.

Superior Low-Light Vision (Ex) A lunar ravager can see five times as far as a human can in shadowy illumination, and ten times as far if moonlight is present.

Clairaudience/Clairvoyance (Sp) Visual only; a lunar ravager can view only areas it is familiar with, which must be illuminated with moonlight at the time of the viewing.

Moon Rider (Su) As the *greater teleport* spell; at will; caster level 18th. Using this ability requires 1 minute of concentration. When outside a lunar ravager lodge, a lunar ravager must stand in moonlight to use this ability, and it can transport only itself and items it carries to the nearest lodge. When inside a lodge, a lunar ravager can use this ability to travel to any point within 10 miles of the lodge. A lunar ravager becomes misty and insubstantial the moment before it teleports.

Skills A lunar ravager gains a +10 racial bonus on Hide checks made outdoors at night.

Description *For a moment, the tall humanoid figure seems to flicker like moonlight reflected on a pond. It hefts a massive, crescent-bladed greataxe with both hands; its silvery breastplate is emblazoned with crescent moons. Its eyes have a pale, malevolent glint.*

Sources Lunar Ravager (MM4)

Power Attack Chart

Half Power Attack, 2-handed weapon:

+16/+11 attack bonus (3d6+25/19-20x3)

Full Power Attack, 2-handed weapon:

+12/+7 attack bonus (3d6+31/19-20x3)

HUNGER DOGS

CR 2

Male wendigo kobold Warrior 3

CE Small fey (cold)

Init +6; **Senses** Darkvision 60 ft., low-light vision, Listen +1, Spot +1

Languages none

AC 23, touch 22, flat-footed 17

(+1 size, +6 Dex, +5 deflection, +1 natural)

hp 16 (3 HD); regeneration 5

Immune cold

Fort +4, **Ref** +7, **Will** +2

Weaknesses Takes normal damage from fire; light sensitivity

Speed Fly 120 ft. (perfect)

Melee Bite +10 (1d4-1, 18-20/x3)

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

Base Atk +3; **Grp** -1

Atk Options Disease, maddening whispers, ravenous bite

Special Actions Corner of the eye, wind walk

Abilities Str 9, Dex 23, Con 12, Int 8, Wis 13, Cha 16

SQ Cold subtype

Feats Flyby Attack, Track, Weapon Finesse

Skills Hide +18, Intimidate +9, Listen +1, Move Silently +14, Search +1, Spot +1, Survival +9

Disease (Su) Any creature hit by this wendigo's bite attack must succeed on a DC 13 Fort save or be infected with wendigo hunger. Incubation = 1d3 days; 1d3 Wis damage. Each day that Wis damage is taken, the victim must succeed on a DC 15 Will save or succumb to an insatiable cannibalistic desire. If the disease reduces the victim's Wis score to zero, he becomes a wendigo.

Maddening Whispers (Su) 1/day, 1 target within 120 ft. hears insane whispers (*"Oh, but this place is so cold and so empty...so cold and empty, like your belly...if only you could fill it with sweet, warm meat... sweet, warm meat all around you...they are so weak, and you are so very strong and so very, very hungry and cold and empty..."*). Victim must make a DC 15 Will save or take 1d3 Wis damage.

Ravenous Bite (Ex) Bite crit threat is 18-20, x3 multiplier. A confirmed crit wound bleeds for 3 hp per round thereafter, which can be stopped by a DC 10 Heal check or any *cure* spell.

Corner of the Eye (Su) One chosen victim stalked by a wendigo in *wind walk* form takes a -2 penalty on all Wis-based checks due to the distraction.

Regeneration 5 (Ex) Fire deals normal damage to a wendigo.

Light sensitivity (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Wind Walk (Su) A wendigo can *wind walk* at will, transforming from physical form to incorporeal form or back again as a move action.

Skills Kobolds have a +2 racial bonus on Search checks; wendigos have a +8 racial bonus on Hide, Move Silently, and Survival checks.

Description *The figures screaming through the air at incredible speeds all around you are small and vaguely humanoid...but their legs end in shattered, burned stumps and their grossly-distended mouths slaver and howl with insane hunger.*

Sources Wendigo template (FF pp. 186-188)

ENCOUNTER 6

ULTEOTL

CR 11

Male human (Olman) Wizard 9/Divine Oracle 2

NE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Ancient Suel, Olman

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 *bracers of armor*)

hp 58 (11 HD)

Fort +8, **Ref** +8, **Will** +9

Speed 30 ft. (6 squares)

Melee Club +4 [+4 BAB, -1 Str] (1d6-1)

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

Base Atk +5; **Grp** +4

Atk Options spells

Wizard Spells Prepared (CL 11th, save DC 17 plus spell level):

6th—*chain lightning* x3

5th—*cone of cold* x2, empowered *fireball*,

empowered *lightning bolt*

4th—*fire shield*, *ice storm* x4

3rd—*fireball* x3, *lightning bolt* x3

2nd—*scorching ray* (2 rays) x4, *flaming sphere* x3

1st—*burning hands* x4, *shocking grasp* x3

0—*detect magic* x4

Underlined spells do acid damage instead of their listed energy type due to the Energy Substitution feat.

Abilities Str 8, Dex 12, Con 16, Int 22, Wis 10, Cha 8

Feats Empower Spell^B, Energy Substitution (acid), Scribe Scroll^B, Skill Focus (Concentration)^H, Skill Focus (Knowledge (religion)), Spell Focus (evocation)⁶, Sudden Empower

Skills Concentration +20, Knowledge (arcana) +20, Spellcraft +22

Prescient Sense (Ex): On a successful Reflex save vs. an attack that normally inflicts half damage on a successful Reflex save, he instead takes no damage.

Possessions combat gear plus *amulet of health* +2, *bracers of armor* +3, *headband of intellect* +2, *cloak of resistance* +2

Sources Energy Substitution and Sudden Empower feats (CA)

FELL FLOOR

CR 6

Mimic (advanced to 11 hit dice and Huge size)

Huge aberration (shapechanger)

Init +0; **Senses** Darkvision 60 ft., Listen +8, Spot +8

Languages Common

AC 16, touch 8, flat-footed 16

(-2 size, +8 natural)

hp 115 (11 HD)

Immune acid

Fort +8, **Ref** +3, **Will** +8

Speed 10 ft. (2 squares)

Melee Slam +15 (2d6+9); full attack 2 slams +15 (2d6+9)

Space 15 ft.; **Reach** 20 ft.

Base Atk +8; **Grp** +21

Atk Options crush

Combat Gear none

Abilities Str 28, Dex 10, Con 21, Int 10, Wis 13, Cha 10

SQ mimic shape

Feats Ability Focus (adhesive), Extended Reach, Improved Toughness, Skill Focus (Disguise)

Skills Climb +9, Disguise +25, Listen +8, Spot +8

Adhesive (Ex) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-coated mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 22 Reflex save. A successful DC 20 Strength check is needed to pry it off.

Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Crush (Ex) A mimic deals 2d6+9 points of damage with a successful grapple check.

Mimic Shape (Ex) A mimic can assume the general shape of any object that fills roughly 1200 cubic ft. (10 ft. by 10 ft. by 12 ft.) such as a massive pillar or an altar with steps. The creature cannot alter its size substantially, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check (1d20+25).

Skills A mimic has a +8 racial bonus on Disguise checks.

Description *What originally appeared to be an object now shows signs of organic life as the creature sprouts a lashing pseudopod.*

KOBOLD CULTIST

CR 4

Male half-dragon/half-kobold Adept5

NE Small dragon

Init +3; **Senses** Darkvision 60 ft., low-light vision; Listen +2, Spot +2

Languages Draconic

AC 23, touch 14, flat-footed 20

(+1 size, +3 Dex, +4 armor, +5 natural)

hp 30 (5 HD)

Immune acid, paralysis, sleep

Fort +3, **Ref** +4, **Will** +6

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee +1 *small morningstar* +12 (1d6+8) and bite +5 (1d4+2)

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

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

Atk Options breath weapon, spells

Combat Gear +1 *small morningstar*, masterwork chain shirt

Adept Spells Prepared (CL 5th):

2nd— *scorching ray* x2 (2 rays each)

1st— *burning hands* x2, *protection from good*

0— *touch of fatigue* x3

Abilities Str 21, Dex 16, Con 14, Int 10, Wis 16, Cha 10

Feats Ability Focus (breath weapon)1, Light Armor Proficiency3

Skills Concentration +10, Hide +6, Spellcraft +8

Possessions combat gear plus *periapt of wisdom* +2

Breath Weapon (Su) 1/day, 60 ft. line of acid; 6d8 damage; Reflex save DC 14 half.

APPENDIX 3 – APL 12

ENCOUNTER 3

DARK LEAPER

CR 8

Male Tauric Dark Creeper/Blink Dog Rogue 3/Master Thrower 2

CE Medium monstrous humanoid

Init +7; **Senses** Blindsight 60 ft., Darkvision 60 ft., low-light vision; Listen +3, Spot +13

Languages Common, Undercommon

AC 24, touch 16, flat-footed 18

(+6 Dex, +5 armor, +3 natural)

Miss Chance see Shadow Cloak SQ

hp 70 (10 HD)

Fort +7 (+7 against poison), **Ref** +19, **Will** +5

Weakness Light sensitivity

Speed 40 ft. (8 squares)

Melee Masterwork dagger +10/+5 (1d4)

Ranged Masterwork dagger +20/+15 (1d4)

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

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

Atk Options Palm throw, sneak attack +4d6

Special Actions Blink, dimension door, shadow cloak

Combat Gear *Gloves of dexterity* +4, *mithral chain shirt* +1, 40 masterwork daggers

Abilities Str 10, Dex 29, Con 14, Int 8, Wis 16, Cha 8

SQ Improved evasion, trapfinding, trap sense +1

Feats Point Blank Shot, Precise Shot, Quick Draw, Deadeye Shot, Track, Weapon Focus (dagger)

Skills Hide +15, Move Silently +15, Sleight of Hand +16, Spot +10, Tumble +18

Palm Throw (Ex) This master thrower may throw two daggers with a single attack roll. Damage is resolved separately; no Strength bonus is added to damage rolls.

Shadow Cloak (Su) 3/day, a dark leaper can wrap itself in shadows. In shadowy or dark conditions they grant total concealment and a 50% miss chance; in bright light, they grant concealment and a 20% miss chance. Darkvision does not penetrate these shadows, but creatures that can see through magical darkness ignore them.

Blindsight (Ex) These creatures use hearing and smell to ascertain their surroundings and pinpoint enemies. They do not normally need to make Listen or Spot checks to notice creatures within range of their blindsight.

Blink (Su) A dark leaper can use *blink* as the spell (caster level 8th) and can evoke or end the effect as a free action.

Dimension Door (Su) A dark leaper can teleport, as the *dimension door* spell (caster level 8th, maximum range 720 ft.) once per round as a free action. This ability affects only the dark leaper, which never appears within a solid object and can act immediately after teleporting.

Light Sensitivity (Ex) When exposed to sunlight or to light equivalent to a *daylight* spell, a dark leaper takes a -2 morale penalty on all attacks, saves, skill checks, and damage rolls.

Skills While in shadowy or dark areas, a dark leaper has a +8 racial bonus on Hide checks and a +4 racial bonus on Move Silently checks.

Description The creature you see before you is human-sized, although it appears to have a small humanoid torso grafted to a quadruped body. It is swathed in layers of black and grey clothing and surrounded by obscuring shadows that constantly shift and hide any details you might otherwise see.

Sources Dark Creeper (FF), Tauric template (MMII)

Tactics As long as it remains within complete darkness, this creature will use *dimension door* to move within 30 ft. of its targets so it can use its blindsense and the full attack action while sneak attacking. Should its targets bring magical light into play, it will teleport to the shadows and hide, waiting for targets to present themselves.

While sneak attacking using the Palm Throw feat and a full attack, a dark leaper gets 2 attacks (+20/+15); each attack uses 2 daggers doing 1d4+4d6 damage each. For those keeping track, that's an *average* of 64 points of damage if both attacks, and thus all 4 daggers, hit their target.)

EARTH WHISPER

CR 8

(Maximum hit dice and heroic array ability scores)

NE Medium elemental (earth, extraplanar, incorporeal)

Init +9; **Senses** Darkvision 60 ft., Listen +16, Spot +17

Languages Common, Dwarven, Gnome, Terran

AC 26, touch 26, flat-footed 17

(+9 Dex, +7 deflection)

Miss Chance 50% (incorporeal)

hp 99 (12 HD)

Immune Poison, sleep effects, paralysis, stunning

Fort +11 (+11 against poison), **Ref** +13, **Will** +6

Speed fly 40 ft. (8 squares) (perfect)

Melee incorporeal touch +18 (1d4 Dex)

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

Base Atk +9; **Grp** -

Atk Options Avarice, cavern fear, petrification, spell-like abilities

Special Actions Control earth creatures, dexterity damage

Abilities Str -, Dex 28, Con 16, Int 12, Wis 14, Cha 24

SQ elemental traits, incorporeal traits

Feats Ability Focus (avarice), Ability Focus (cavern fear), Ability Focus (petrification), Blind-fight, Flyby Attack

Skills Concentration +18, Listen +17, Spot +17

Avarice (Sp) As a standard action, an earth whisper can induce overwhelming greed in one creature within 30 feet. The creature targeted with the *avarice* ability must succeed on a DC 25 Will save or attack the nearest creature that has valuable metal or mineral wealth. The affected creature attacks with lethal force, although it is not compelled to cast any spells on the creature carrying the metal or mineral wealth. This effect lasts for 1d4+1 rounds. A successful save means the creature is immune to that earth whisper's *avarice* ability for 24 hours, but

not the *avarice* ability of other earth whispers. *Avarice* is a mind-affecting ability. In cases where the affected creature is presented with more than one source of wealth, the earth whisper chooses the affected creature's target. The save DC is Charisma-based.

Cavern Fear (Sp) As a standard action, an earth whisper can induce an irrational fear of being pushed out of the earth in one creature within 30 feet. The creature targeted by the *cavern fear* ability must succeed on a DC 25 Will save or become panicked (see page 301 of the *Dungeon Master's Guide*). Unlike with the normal effects of the panicked state, the affected creature does not flee along a random path. Instead, it attempts to head as deep within the earth as possible. When presented with a pit, chasm, or other surface too steep to walk down, it attempts to climb. If the creature is presented with more than one way to go and it does not know which way might lead deeper under the earth, it chooses randomly. A successful save means the creature is immune to that earth whisper's *cavern fear* ability for 24 hours, but not the *cavern fear* ability of other earth whispers. This ability only functions underground. Should the affected creature be pushed or forcibly moved into the open, it cowers. This effect lasts for 1 minute. *Cavern fear* is a mind-affecting fear effect. The save DC is Charisma-based.

Control Earth Creatures (Su) An earth whisper can rebuke or control earth creatures in the same way that an evil cleric rebukes or controls undead. This earth whisper rebukes earth creatures as a 12th level cleric, and can use this ability 10 times a day.

Dexterity Damage (Su) An earth whisper deals 1d4 points of Dexterity damage each time it hits with its incorporeal touch attack. A creature whose Dexterity is reduced to 0 by this attack must succeed on a DC 21 Fortitude save or become petrified. The save DC is Constitution-based.

Spell-like Abilities At will – *stone shape* (20 cu. ft.). 3/day – *spike stones* (DC 23), *wall of stone* (up to 10 5-ft. squares in area; 3-inch thickness). Caster level 10th; save DC is Charisma-based.

Description *Barely a whisper of ghostly luminescence, the creature has the bulky outline and rocky countenance of an earth elemental without any of the mass or solidity.*

Sources *Races of Stone* pp. 187-188

ENCOUNTER 5

MOON LORD

CR 10

Male Spellwarped Lunar Ravager Barbarian 1

CE Large aberration (augmented fey)

Init +8; **Senses** superior low-light vision, Listen +20, Spot +19

Languages Common, Giant

AC 30, touch 16, flat-footed 25

(-1 size, +5 Dex, +7 armor, +2 deflection, +7 natural)

hp 151 (15 HD); **DR** 5/magic and cold iron

Fort +13, **Ref** +14, **Will** +11

Speed 50 ft. (10 squares)

Melee +2 *large keen greataxe* +22/+17 (3d6+20/19-20x3)

Ranged masterwork javelin +13 (1d8+12)

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

Base Atk +8; **Grp** +24

Atk Options Power Attack (see below)

Combat Gear +2 *large keen greataxe*, *mithral breastplate* +2, *ring of protection* +2, 8 masterwork javelins

Spell-Like Abilities (CL 14th):

At will—*air walk*, *faerie fire*

3/day—*invisibility* (self only), *pass without trace*

1/day—*clairaudience/clairvoyance* (see text)

Abilities Str 34, Dex 20, Con 24, Int 12, Wis 14, Cha 8

SQ moon rider

Feats Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (greataxe)

Skills Climb +20, Hide +17, Jump +37, Listen +20, Move Silently +21, Spot +19, Survival +20

Advancement by character class; **Favored Class** barbarian

Rage (Ex) 1/day, 10 round duration; new statistics as follows: AC 28, touch 14, flat-footed 23; hp 170; Fort +15, Will +13; **Melee** +2 *large keen greataxe* +24/+19 (3d6+22/19-20x3); **Ranged** masterwork javelin +13 (1d8+14); Grp +26.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell effect is resolved.

Might: Gain a +4 enhancement bonus to Str for 1 minute.

Agility: Gain a +4 enhancement bonus to Dex for 1 minute.

Endurance: Gain a +4 enhancement bonus to Con for 1 minute.

Life: Gain temporary hp equal to 5x the level of the failed spell.

Speed: Base speed increases by ft. equal to 5x the level of the failed spell.

Resistance: Gain resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Superior Low-Light Vision (Ex) A lunar ravager can see five times as far as a human can in shadowy illumination, and ten times as far if moonlight is present.

Clairaudience/Clairvoyance (Sp) Visual only; a lunar ravager can view only areas it is familiar with, which must be illuminated with moonlight at the time of the viewing.

Moon Rider (Su) As the *greater teleport* spell; at will; caster level 18th. Using this ability requires 1 minute of concentration. When outside a lunar ravager lodge, a lunar ravager must stand in moonlight to use this ability, and it can transport only itself and items it carries to the nearest lodge. When inside a lodge, a lunar ravager can use this ability to travel to any point within 10 miles of the lodge. A lunar ravager becomes misty and insubstantial the moment before it teleports.

Skills A lunar ravager gains a +10 racial bonus on Hide checks made outdoors at night.

Description *For a moment, the tall humanoid figure seems to flicker like moonlight reflected on a pond. It hefts a massive, crescent-bladed greataxe with both hands; its silvery breastplate is emblazoned with crescent moons. Every visible bit of its skin is covered in oozing sores and hideous scars. Its eyes have a pale, malevolent glint, and its silvery hair whips and writhes in the still air.*

Sources Spellwarped template (MM3), Lunar Ravager (MM4)

Power Attack Full: +14/+9 (3d6+36)

Power Attack Full, Raging: +16/+11 (3d6+38)

HUNGER DOGS

CR 2

Male wendigo kobold Warrior 3

CE Small fey (cold)

Init +6; **Senses** Darkvision 60 ft., low-light vision, Listen +1, Spot +1

Languages none

AC 23, touch 22, flat-footed 17

(+1 size, +6 Dex, +5 deflection, +1 natural)

hp 16 (3 HD); regeneration 5

Immune cold

Fort +4, **Ref** +7, **Will** +2

Weaknesses Takes normal damage from fire; light sensitivity

Speed Fly 120 ft. (perfect)

Melee Bite +10 (1d4-1/18-20x3)

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

Base Atk +3; **Grp** -1

Atk Options Disease, maddening whispers, ravenous bite

Special Actions Corner of the eye, wind walk

Abilities Str 9, Dex 23, Con 12, Int 8, Wis 13, Cha 16

SQ Cold subtype

Feats Flyby Attack, Track, Weapon Finesse

Skills Hide +18, Intimidate +9, Listen +1, Move Silently +14, Search +1, Spot +1, Survival +9

Disease (Su) Any creature hit by this wendigo's bite attack must succeed on a DC 13 Fort save or be infected with wendigo hunger. Incubation = 1d3 days; 1d3 Wis damage. Each day that Wis damage is taken, the victim must succeed on a DC 15 Will save or succumb to an insatiable cannibalistic desire. If the disease reduces the victim's Wis score to zero, he becomes a wendigo.

Maddening Whispers (Su) 1/day, 1 target within 120 ft. hears insane whispers ("Oh, but this place is so cold and so empty...so cold and empty, like your belly...if only you could fill it with sweet, warm meat... sweet, warm meat all around you...they are so weak, and you are so very strong and so very, very hungry and cold and empty..."). Victim must make a DC 15 Will save or take 1d3 Wis damage.

Ravenous Bite (Ex) Bite crit threat is 18-20, x3 multiplier. A confirmed crit wound bleeds for 3 hp per round thereafter, which can be stopped by a DC 10 Heal check or any cure spell.

Corner of the Eye (Su) One chosen victim stalked by a wendigo in *wind walk* form takes a -2 penalty on all Wis-based checks due to the distraction.

Regeneration 5 (Ex) Fire deals normal damage to a wendigo.

Light sensitivity (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Wind Walk (Su) A wendigo can *wind walk* at will, transforming from physical form to incorporeal form or back again as a move action.

Skills Kobolds have a +2 racial bonus on Search checks; wendigos have a +8 racial bonus on Hide, Move Silently, and Survival checks.

Description *The figures screaming through the air at incredible speeds all around you are small and vaguely humanoid...but their legs end in shattered, burned stumps and their grossly-distended mouths slaver and howl with insane hunger.*

Sources Wendigo template (FF pp. 186-188).

ENCOUNTER 6

ULTEOTL

CR 13

Male human (Olman) Wizard 11/Divine Oracle 2

NE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Ancient Suel, Olman

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 *bracers of armor*)

hp 68 (13 HD)

Fort +9, **Ref** +9, **Will** +10

Speed 30 ft. (6 squares)

Melee Club +4 (1d6-1)

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

Base Atk +5; **Grp** +4

Atk Options spells

Wizard Spells Prepared (CL 13th, save DC 19 plus spell level):

7th—*delayed blast fireball*, empowered *cone of cold* x2

6th—*chain lightning* x3

5th—*cone of cold* x2, empowered *fireball*, empowered *lightning bolt*

4th—*fire shield*, *ice storm* x5

3rd—*fireball* x3, *lightning bolt* x3

2nd—*scorching ray* (2 rays) x4, *flaming sphere* x3

1st—*burning hands* x4, *shocking grasp* x3

0—*detect magic* x4

Underlined spells do acid damage instead of their listed energy type due to the Energy Substitution feat.

Abilities Str 8, Dex 12, Con 16, Int 25, Wis 10, Cha 8

Feats Empower Spell^B, Energy Substitution (acid), Greater Spell Focus (evocation), Scribe Scroll^B, Skill Focus (Concentration)^H, Skill Focus (Knowledge (religion)), Spell Focus (evocation), Sudden Empower

Skills Concentration +22, Knowledge (arcana) +22, Spellcraft +24

Prescient Sense (Ex): On a successful Reflex save vs. an attack that normally inflicts half damage on a successful Reflex save, he instead takes no damage

Possessions combat gear plus *amulet of health* +2, *bracers of armor* +3, *headband of intellect* +4, *cloak of resistance* +2
Sources Energy Substitution and Sudden Empower feats (CA)

FOULEST FLOOR

CR 8

Spellwarped Mimic (adv. to 11 HD and Huge size)
NE Huge aberration (shapechanger)
Init +1; **Senses** Darkvision 60 ft., Listen +15, Spot +15
Languages Common
AC 19, touch 9, flat-footed 18
(-2 size, +1 Dex, +10 natural)
hp 124 (11 HD)
Immune acid
Fort +10, **Ref** +4, **Will** +8
Speed 10 ft. (2 squares)
Melee Slam +17 (2d6+11); full attack 2 slams +17 (2d6+11)
Space 15 ft.; **Reach** 20 ft.
Base Atk +8; **Grp** +23
Atk Options crush
Abilities Str 32, Dex 12, Con 25, Int 14, Wis 13, Cha 10
SQ mimic shape
Feats Ability Focus (adhesive), Extended Reach, Improved Toughness, Skill Focus (Disguise)
Skills Climb +23, Disguise +25, Listen +15, Spot +15
Adhesive (Ex) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-coated mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.
A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 24 Reflex save. A successful DC 22 Strength check is needed to pry it off.
Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.
Crush (Ex) A mimic deals 2d6+11 points of damage with a successful grapple check.
Mimic Shape (Ex) A mimic can assume the general shape of any object that fills roughly 1200 cubic ft. (10 ft. by 10 ft. by 12 ft.) such as a massive pillar or an altar with steps. The creature cannot alter its size substantially, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check (1d20+25).

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell effect is resolved.

Might: Gain a +4 enhancement bonus to Str for 1 minute.

Agility: Gain a +4 enhancement bonus to Dex for 1 minute.

Endurance: Gain a +4 enhancement bonus to Con for 1 minute.

Life: Gain temporary hp equal to 5x the level of the failed spell.

Speed: Base speed increases by ft. equal to 5x the level of the failed spell.

Resistance: Gain resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Skills A mimic has a +8 racial bonus on Disguise checks.

Description *What originally appeared to be an object now shows signs of organic life as the creature sprouts a lashing pseudopod.*

KOBOLD CULTIST

CR 4

Male half-dragon/half-kobold Adept5
NE Small dragon
Init +3; **Senses** Darkvision 60 ft., low-light vision; Listen +2, Spot +2
Languages Draconic
AC 23, touch 14, flat-footed 20
(+1 size, +3 Dex, +4 armor, +5 natural)
hp 30 (5 HD)
Immune acid, paralysis, sleep
Fort +3, **Ref** +4, **Will** +6
Weakness light sensitivity
Speed 30 ft. (6 squares)
Melee +1 *small morningstar* +12 (1d6+8) and bite +5 (1d4+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +3
Atk Options breath weapon, spells
Combat Gear +1 *small morningstar*, masterwork chain shirt
Adept Spells Prepared (CL 5th):
2nd— *scorching ray* x2 (2 rays each)
1st— *burning hands* x2, *protection from good*
0— *touch of fatigue* x3
Abilities Str 21, Dex 16, Con 14, Int 10, Wis 16, Cha 10
Feats Ability Focus (breath weapon), Light Armor Proficiency
Skills Concentration +10, Hide +6
Possessions combat gear plus *periapt of wisdom* +2
Breath Weapon (Su) 1/day, 60 ft. line of acid; 6d8 damage; Reflex save DC 14 half.

HARRA

CR 3

Male human (Flan) Bard 2 / Marshal 1
N Medium humanoid (human)
Init +0; **Senses** Listen +4, Spot -1
Languages Common, Flan, Olman
AC 13, touch 10, flat-footed 13 (+3 armor)
hp 21 (3 HD)
Fort +4, **Ref** +5, **Will** +4
Speed 30 ft.
Melee masterwork scimitar +3 (1d6+1/18-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2
Atk Options spells
Special Actions bardic music
Combat Gear masterwork studded leather armor, masterwork scimitar
Bard Spells Known (CL 2nd):
1st (1/day)—*charm person, disguise self*
0 (3/day)—*ghost sound, lullaby, mending, message, prestidigitation*
Abilities Str 12, Dex 10, Con 14, Int 14, Wis 8, Cha 16
Feats Lightning Reflexes, Persuasive, Skill Focus (Diplomacy), Skill Focus (Perform (oratory))
Skills Bluff +14, Diplomacy +19, Disguise +11, Gather Information +11, Hide +5, Intimidate +14, Listen +4, Perform (oratory) +15, Sense Motive +4, Sleight of Hand +7
Possessions combat gear plus *hat of disguise*
Bardic Knowledge (Ex) 1d20+4 to know trivial items.
Bardic Music: 2/day, includes Countersong (Su), Fascinate (Sp) (1 target), and Inspire Courage (Su) (+1).
Auras (Ex) May project 1 minor aura at a time. Minor aura: Motivate Charisma (+3 on Cha checks and Cha based skills)
Sources Marshal class (MH)

HARRA'S THUGS

CR 2

2 male human (Flan) Warrior 1
N Medium humanoid (human)
Init +1; **Senses** Listen +1, Spot +1
Languages Common, Flan
AC 15, touch 11, flat-footed 14
(+1 Dex, +3 armor, +1 shield)
hp 8 (1 HD)

APPENDIX 4 – ALL APLS

Fort +4, **Ref** +1, **Will** +1 **Speed** 30 ft.
Melee masterwork morningstar +5 (1d8+2)
Ranged masterwork light crossbow +3 (+4 within 30 ft.)
(1d8, +1 within 30 ft.)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +3
Combat Gear Masterwork studded leather armor, masterwork morningstar, masterwork light crossbow
Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8
Feats Point Blank Shot, Weapon Focus (morningstar)
Skills Climb +4, Intimidate +3, Ride +5

TAR-OROTAL

CR 4

Male human (Suel) Expert 5
NG Medium humanoid (human)
Init +2; **Senses** Listen +0, Spot +8
Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling, Undercommon, Ancient Baklunish, Flan, Old Oeridian, Olman, Ancient Suloise
AC 15, touch 12, flat-footed 13
(+2 Dex, +3 armor)
hp 27 (5 HD)
Fort +4, **Ref** +3, **Will** +4
Speed 30 ft.
Melee masterwork morningstar +3 (1d8-1)
Ranged masterwork light crossbow +6 (1d8/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +2
Combat Gear masterwork studded leather armor, masterwork morningstar, masterwork light crossbow
Abilities Str 8, Dex 14, Con 12, Int 17, Wis 10, Cha 8
Feats Diligent, Great Fortitude, Skill Focus (Decipher Script)
Skills Decipher Script +16, Knowledge (arcana) +11, (arch & eng) +11, (geography) +11, (history) +11, (nobility) +11, (religion) +11, Search +11, Spot +8
Possessions combat gear plus *ring of truth*.
Description This man is of obvious Suel descent, with pale skin and golden-blond hair going grey at the temples. He looks to be in his mid- to late-fifties; he is quite stout around the middle. He favors bright, colorful outfits of rich make and material.

DM REFERENCE – THE TOWN OF BARANSFORD

Size: Large Town
Population 2,500
GP Spending Limit 3,000
Ready Cash: 375,000 GP

Population	Racial	Breakdown	(Integrated community, human-centered):
Human	925	(37%)	
Gnome	500	(20%)	
Halfling	450	(18%)	
Dwarf	250	(10%)	
Elf	175	(7%)	
Half-elf	125	(5%)	
Half-orc	75	(3%)	

Power Center Type: Nonstandard – Baransford is nominally under the jurisdiction of Count Ignaz Manz of Cryllor, a province of the Kingdom of Keoland. The count maintains a unit of thirty of his personal guard here, at the southernmost frontier of Keoland on the west bank of the Javan River, close by the border with the Yeomanry and under the shadows of the Little Hills and the Jotens. Trellich Brym, the Lord Mayor appointed by the old Count, commands this guard; the militia adds around 125 souls to his small force. The mayor is advised by a council of community and business leaders. According to the charter granted by the count, the council only advises the mayor...but political reality is often quite different.

The “nonstandard” label applies because Baransford was only added to Keoland a few years ago, when it was a fishing village of just more than 500 souls just beyond the northeastern frontier of, and loosely allied with, the Yeomanry. Blaming the giant and goblin incursions out of the Jotens on a lack of security in that area, the Count of Cryllor sent a thousand-strong force to the west bank of the Javan River in CY 588. He greatly increased the size of his county by annexing this thinly-populated region between Sterich and the Yeomanry, but he has yet to earn the cooperation, much less the trust, of its original residents.

Around 300 of the humans, 100 of the halflings, and many of the half-elves and half-orcs listed above lived with minimal tax burdens and a loose affiliation with the Yeomanry until the Count of Cryllor took over this area in the name of Keoland. These Originals, as the more independent-minded humans and half-breeds are known to all, tend to gather in self-styled patriot taverns and sing songs about the old times; the halflings, as is typical of that race, have done a better job of assimilating. The Lord Mayor might argue the point, but maintaining good relations with the halfling community in and around Baransford is an excellent way to keep out of trouble with any of the factions.

In general, the Originals obey the laws of Cryllor and of Keoland and do not make too much trouble for the

Mayor. Occasionally there are acts of civil disobedience, especially when a “patriot” is accused of a crime (falsely or otherwise). Considering that the halfling community has unified into a power-bloc only slightly less influential than his own, the Mayor keeps up a façade of cooperation. He would be hard-pressed to act in any military capacity without the halflings’ support, and the conditions placed on this support have resulted in an increased acceptance of refugees and tolerance of the Originals’ religions and culture.

Primary Power Center Alignment: Lawful Neutral – Humans loyal to Count Ignaz, known as the Countymen (“Counties”, a derisive term, is popular with the Originals), hold all the top-level positions in the town government and armed forces; they are supported by the vast majority of the human recent immigrants from Keoland. A military atmosphere permeates the town, particularly near the south gate and the Hilltop district. There is a dusk-to-dawn closure of the city gates, and persons who cannot give a satisfactory account of themselves are subject to search, seizure of goods, and arrest at any time. Participating in the defense of the town by repelling a raid or by scouting out the countryside will earn a penniless adventurer a hot meal and a bed for the night at the very least, a modicum of respectability in the eyes of the Countymen, and quite possibly a regular job with the County Guard.

Secondary Power Center Alignment: Lawful Good – The halflings act as the leaders of the nonhuman community in and around Baransford. Their council members vote in unison on most issues, and their influence with the gnome and dwarf population is considerable. The gnomes of Baransford are either refugees from the northern valley realms or immigrants from Cryllor or farther west; they are not disposed to trust the government of Cryllor in either event, due to the Count’s well-known territorial ambitions involving the Good Hills. The dwarves and elves of the area are almost all refugees as well, and side with the halflings on most issues.

Tertiary Power Center Alignment: Chaotic Good – The original human inhabitants of Baransford are a small but vocal minority. Considered rabble-rousers and troublemakers by most Keoish immigrant humans, the Originals are largely farmers and herdsfolk from the lands immediately around the town. Wanting to be left alone and only grudgingly paying their taxes, these families nevertheless contribute without reservation to the defense of the area against predator and humanoid threat alike. Acting as scouts and guides, they use their knowledge of the nearby Littles and Jotens to their advantage, whether hunting down raiding parties or hiding a fellow Original who has been declared an outlaw by the Lord Mayor.

Other Powers: Varied alignments – Parties and persons of a variety of species and philosophical perspectives have been drawn to Baransford due to its recent explosive growth. One can be sure that the giants have agents in the area, and what part of the Sheldomar Valley is free from the spies of the Scarlet Brotherhood? There have been numerous reports of encounters with fey creatures close to the Little Hills, and those curious folk almost certainly have visited the town in secret. Of course, these groups have little influence on the power structure of the town, but they can certainly exert their will by exacerbating existing tensions...

Neighborhoods of Baransford

Stranger's Gate: To step outside the south gate of Baransford is to step beyond the lands claimed by the Count of Cryllor in the name of the Lion Throne of Keoland, to go beyond the pale into the places wild and ungoverned. Strangers Gate is thus both an immigration portal and a customs house. The buildings that cluster just past this gate are home to many Original families and home to many businesses that cater to the long-distance overland traveler. Traffic flow through this gate is not too great, and the neighborhood is fairly stable. County Guards patrol this area regularly: They concentrate their efforts on the inspection of new arrivals coming overland from the Yeomanry.

Places of Public Accommodation: The Stranger's Gate neighborhood sees only limited transient foot traffic, given the tensions with Baransford's neighbors to the south. This area's one public inn, the Broken Spear (sign of a long spear broken twice to form an 'N'-shape) is run by Originals with poorly-disguised anti-Keoland sympathies. Two small taverns, the Ornerly Mule (sign of a mule kicking a man dressed in blue) and the Midwife (sign of a plump woman holding a mug) cater to the locals and to visitors, albeit with a suspicious eye towards anyone with known Keoish sympathies. Many Original families in this neighborhood offer room and board to travelers from the south: A number of persons traveling into Keoland avoid close scrutiny in this way.

Riverfront: More than half of all new arrivals come to Baransford by boat, and the majority of the raw materials consumed and the finished goods produced come and go through the docks. Riverfront is a lively and busy neighborhood, very cosmopolitan and unlikely to ask too many questions of travelers who mind their own business. A sizeable minority of Riverfront's population is made up of transients, except in the hottest days of summer when river traffic slows. The County Guard does not normally patrol here, leaving security up to the Teamsters' Guild. Rough pleasures are the stock-in-trade of Riverfront after dark, and its taverns can be dangerous for the smaller races unless they travel in groups or demonstrate martial prowess.

Places of Public Accommodation: Riverfront hosts a large number of transients, and thus boasts many ways to entertain them. The Boatman (sign of two oarsmen facing each other from either end of a flatboat) is a rough-and-tumble workingman's tavern that rents common-room space and features entertainments designed to separate the working person from his money pleasantly. The River Rest (sign of a sleeper reclining on a cresting wave) caters to the better element traveling the river and is owned by Meklir Dockman, the head of the local Teamsters Guild. The Rescued Swimmer (sign of a man clinging to a large tree-branch), run by clerics of Fharlanghn, offers cheap but secure accommodations. Gambling and other diversions, along with a superior selection of wines, are offered at the Red Tower (sign of the same), which is run by a pair of disreputable halflings. Most friendly to the 'adventuring professions' is The Perfect Balance (sign of laden scales), run by clerics of Zilchus. This place serves as a tavern, inn, and informal mercenary hiring hall. Strict rules against spell-casting or magic item activation in this place are posted at the entrance.

Trader's Gate: Home of the Market Square, Trader's Gate is the entrance into Baransford by which the agricultural products of the countryside pour in to be processed and consumed or packaged and shipped via the river. The average home or business of this neighborhood is neither as old nor as fancy as those of Stranger's Gate, but generally superior to Riverfront's ramshackle structures. The County Guard maintains a presence at the gate but sees little reason to patrol in any strength: It is considered light duty to be stationed here.

Places of Public Accommodation: This area sees a great deal of traffic from the farmers and miners spreading out towards the Jotens. Here one can find the Wandering Creek Tavern (sign of a meandering blue river), the sprawling and homey Inn of the Valley (sign of the Keoland lion superimposed over a sheaf of wheat; no gambling or other unseemly behavior allowed) and Baransford's only dwarven-owned inn, the Cozy Cave (sign of a stalactite set with a large gem). Humans are not welcomed in the Cave so much as they are tolerated, but Baransford's dwarves are largely former refugees who understand and appreciate what they owe to the Keoish for helping them resettle.

Hilltop: Centered on the government house (which is also the Lord Mayor's residence), Hilltop is where the elite of Baransford live and work. The goods and services offered for sale here are of the first quality, and many carry the Lord Mayor's seal of approval for the use of his household. Fully a third of the County Guard patrol this area in groups of at least three, guaranteeing that the serene contemplation of the powerful and influential is not disturbed.

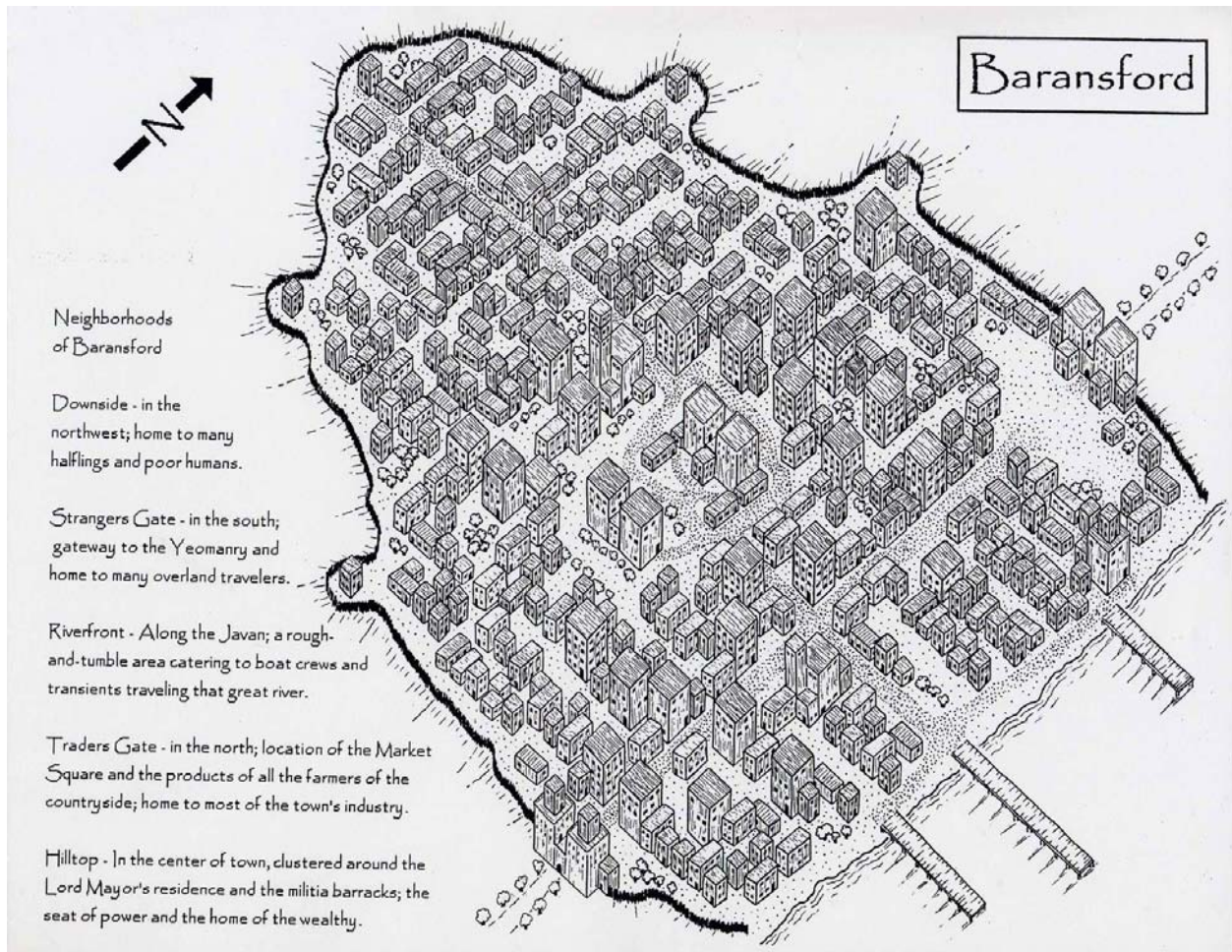
Places of Public Accommodation: There is only one tavern and inn in the Hilltop district, by

proclamation of the Lord Mayor. The high rates charged by the Lord's Rest (sign of the Cryllor coat of arms superimposed over a twin-peaked mountain) help keep the riff-raff at bay. (Anyone whose PC stays here must pay for "Rich" upkeep at least.)

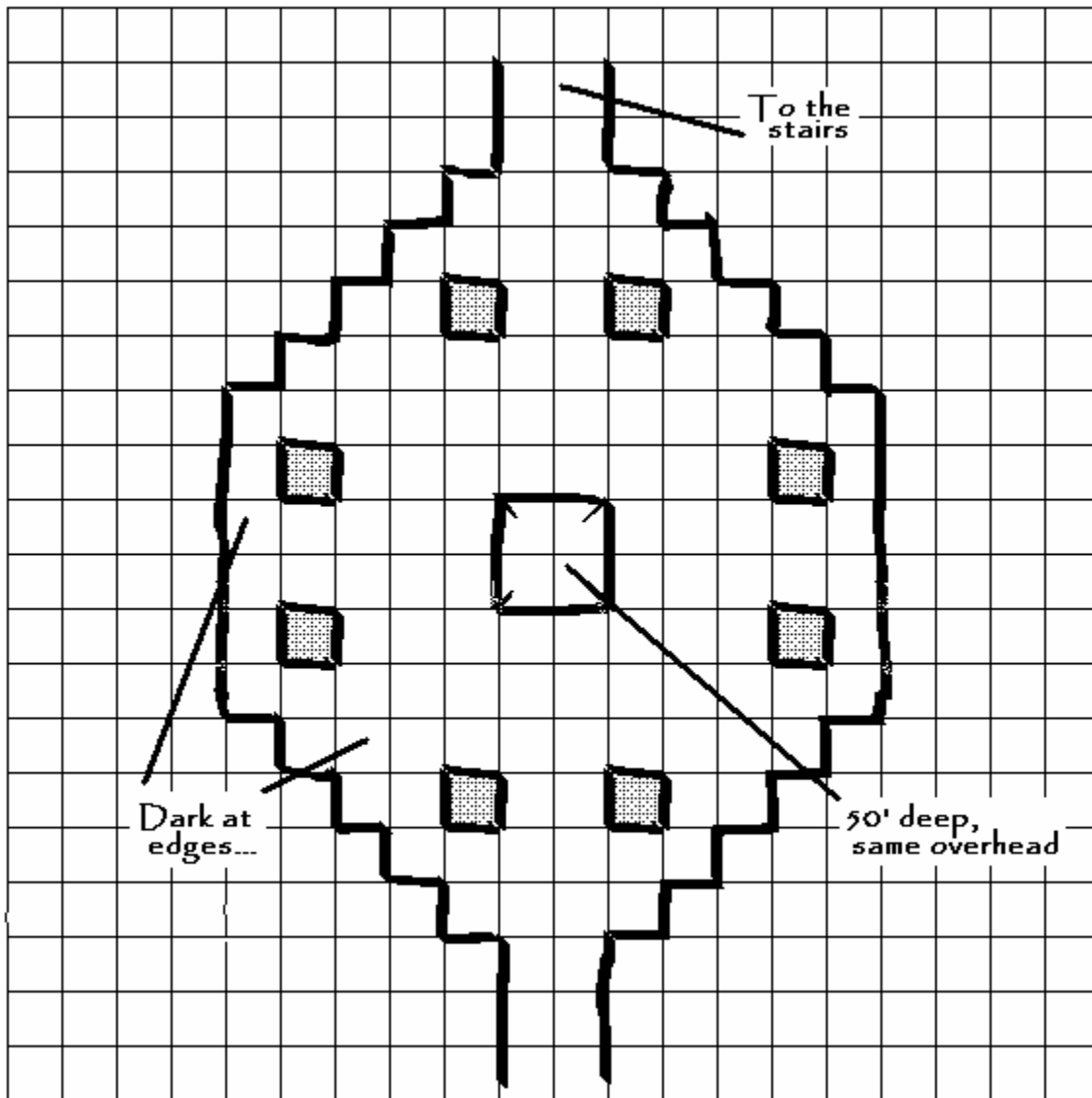
Downside: On the back slope of the gentle hill that peaks in the middle of Hilltop lies the small-folk neighborhood of Baransford. As the home of the majority of the halflings of the town and many Original humans as well, Downside is not always a safe place for the County Guard, especially after dark. There is little criminal activity here, although the Lord Mayor suspects the Originals and refugees and recent immigrants of all kinds of malfeasance.

Places of Public Accommodation: The humans of Downside gather in their patriot taverns come nightfall: The Weary Wayfarer (sign of a head sleeping on hands) is outwardly a respectable and clean establishment, but Nurin's Hostel (sign of two men hunched over a table) is as dank and dirty as they come. The Goodly Pitcher (sign of a large wine-jug with two figures drinking from it via straws) only recently opened and has not yet developed a following. The Pursuer's Pause (sign of the rune of pursuit, symbol of Trithereon) burned to the ground a few months back; the Lord Mayor has refused to let it be rebuilt. Most small folk gather at the very successful Short Rest Tavern and Inn to relax. (Taller patrons should mind the reverse-split door: Push on the knob and only the lower 4' moves. This gives the patrons a good laugh when an unknowing human tries to barge in.)

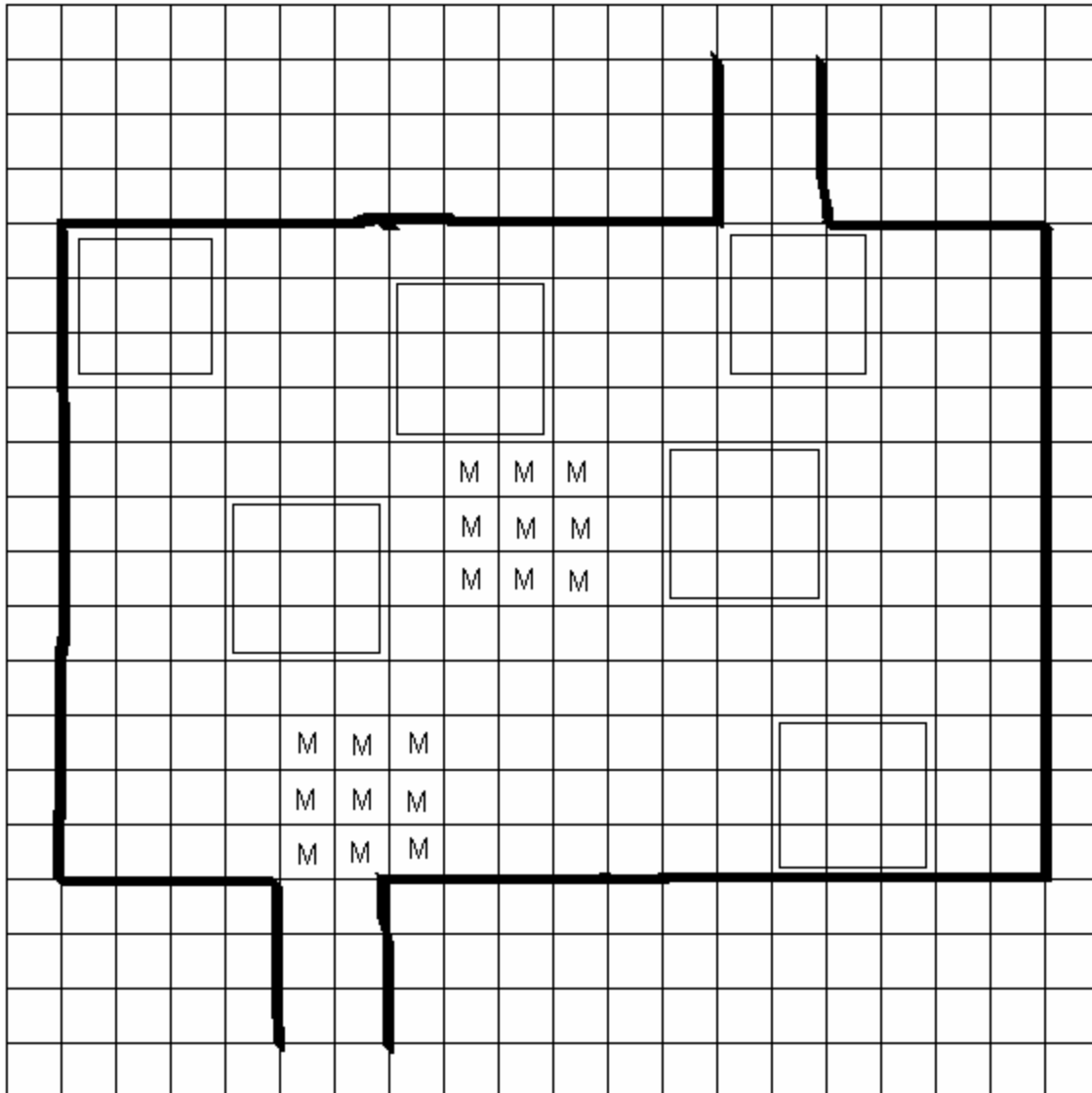
DM AID – MAP OF BARANSFORD



DM AID – THURAK'S SKETCH



DM AID – REARGUARD ACTION



APPENDIX 8 – THE BENEDICTION OF THE HALL OF LIGHT

Dearly beloved and greatly despised,
Allies and rivals from huge to pint-sized,

Forget how in battles and wars you
have fared

Because, in this Hall of Light, *peace*
is declared.

No weapon may bite; the worst spell
will not blast you;

Forget how your enemies' comments
have sassed you.

The goal of this place is an honest
discussion,

Exchanging opinions without
repercussion;

By Lydia's grace, should you try to
attack,

You will find that all offensive
powers you lack.

This damper's not permanent: You
didn't LOSE them,

It's just quite impossible for you to
use them.

The same goes for mental suggestions
and such;

In here they're negated, so don't
mind too much

When whomever you thought was your
mind-controlled thrall

Becomes independent while within this hall.

In here, you need fear neither arrow nor axe,

So speak, listen, learn, and above all, relax.

APPENDIX 9 – NEW MAGIC ITEMS

Ring of Truth: This ring always appears as a well-used, even battered piece of simple gold jewelry. Anyone putting it on knows its powers right away. For up to 10 minutes per day divided into as many as 10 1-minute periods, the wearer knows whenever anyone within a 20 ft. radius knowingly and deliberately speaks a lie. Liars are allowed a DC 16 Will save to avoid detection. Wearers of this ring cannot themselves deliberately and knowingly tell a lie.

Moderate divination; CL 7th; Craft Ring; *discern lies*; Price 11,200 gp.

Twisted Loop: Appearing as a closed 10 ft. diameter circle of silk rope shot with gold thread, these items are a great boon to spellcasters who regularly make use of conjuration (teleportation) spells. A single *twisted loop* may be used once per day to teleport (as the 5th level sorcerer/wizard spell) a group of up to 8 Small or Medium-size creatures (half or double that number as sizes increase or decrease respectively); each creature must either be within the loop or be touching it. The caster of the spell need not make the trip, but all the participants must be willing. If a pair of *twisted loops* are used for both the starting point and the destination, then they may be used in such a manner three times per day.

Strong conjuration; CL 9th; Craft Wondrous Item; *teleport*; Price 36,000 gp.