

IUZ4-04

Walking in His Shoes

A One-Round D&D LIVING GREYHAWK[®]
Iuz's Border States Regional Adventure

Version 1.0

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The search is on! The Old One's agents are on the trail of a missing paladin and it is up to you to find him before it is too late. This scenario is part three of the Purification Cycle. An adventure for APL's 8-16.

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

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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

	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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

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

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

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Iuz's Border States. Characters native to the Bandit Kingdoms, Perrenland, Highfolk, Furyondy, and the Shield Lands pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

For several months, agents of the Old One have been seeking to isolate powerful servants of good for the purposes of testing the capabilities of a new tool. Much to their delight, they found a perfect victim in the form of a paladin of Al'Akbar.

Isadi ibn Behreuz Al-Amjad is a kind and dedicated servant of the Exalted Faith. Dedicated to the church of Al'Akbar for his entire adult life, he has faced many dangers and perils in the service of the High Cleric. However, his generous nature and compassion are his greatest strengths – and his greatest weakness.

Fatin bint Parsa Al-Sorush was a beautiful woman wed to Isadi's childhood friend, Mahdi bin Ratib Al-Gamal. Having known each other for years, Isadi and Fatin had developed a rapport with each other that was dangerously close to indecency in the conservative society of Ekbir. Isadi was aware of how precarious their relationship was and always ensured that the correct propriety was observed.

Enter Caspar Al-Javar. A servant of Iuz who once served as an advisor in Ket during the pact between the two Empires in the Greyhawk Wars, Caspar was now a merchant and business associate of Mahdi. During one of his frequent visits to the Al-Gamal estate in Ekbir, he noticed a clandestine conversation between Isadi and Fatin and recognized the tension between the two. Consulting with his superiors, he was instructed to do what he could to encourage the relationship between the two, preferably resulting in Isadi breaking his vows.

Caspar began a subtle campaign to undermine Mahdi's business, frequently requiring the merchant to travel to oversee his holdings. On the occasions Mahdi was at home, Caspar would keep him distracted with ledgers and paperwork, while drugging him with agents that kept him ill tempered and in foul humor. Over the course of several weeks, the relationship between Mahdi and Fatin grew worse, with Mahdi frequently shouting at his wife or storming off on business.

Fatin confided her problems to Isadi and he attempted to investigate. Traveling with his friend, Mahdi seemed well mannered, if frustrated, as Caspar was not present to administer the drugs. Isadi also attempted to help Mahdi with his problems, but as he had no head for business, he could not see the manipulations that were the source.

Fatin, tears in her eyes, visited Isadi shortly after his return to Ekbir. Mahdi had cursed her when she had tried to take him to bed to soothe his frustrations. In anguish, she turned to Isadi, certain that Mahdi no longer loved or longed for her and seeking comfort in the arms of her trusted friend. Fearful of the damage his rejection might mean to Fatin as well as ill-prepared to

resist her beauty and charms, Isadi was unable to turn her away and they spent the night together in sin.

Through magic, Caspar learned of the deed and slipped an antidote to Mahdi. When Fatin returned home the following day she found her husband in good spirits. Taken aback by the sudden change in behavior and wracked with guilt over her affair, she fled to her chambers. Surprised, Mahdi summoned Isadi to ask his friend what he might do to make amends to his wife for the last several weeks of ill treatment. Choked by his guilt, Isadi was speechless until a cry was heard from Fatin's chambers.

Rushing to her rooms, Mahdi and Isadi found a window thrown open and Fatin dead on the ground below, an apparent suicide. Mahdi grieved for he believed that his ill treatment of his wife was the cause and Isadi grieved for he believed that the guilt of their affair was the cause. In truth, unknown to both men, Caspar silently slipped away after throwing Fatin to her death.

Following Fatin's death, Mahdi made the preparations to retire to a monastery of Al'Akbar. Isadi, now fallen from grace for his indiscretion, began to seek atonement for his misdeed. Unwilling to admit his crime to the church (and thus desecrate the memory of Fatin), he had to seek reprieve elsewhere.

Isadi began hearing rumors that the Cup and Talisman of Al'Akbar had been found, but unclaimed. Such rumors are not uncommon among the Baklunish, for long has the Cup and Talisman been sought, but this time Isadi was finding many more details. He began to learn of a lost tomb far to the northeast in the Old One's territories, where the artifacts were sealed, guarded by servants of Al'Akbar himself. Desperate to redeem himself, Isadi prepared for a journey...

...And Caspar laughed quietly as he paid the last of his rumormongers their gold.

In other news...

A paladin of St. Cuthbert was sent to Vlekstaad several months ago by his church to attempt to infiltrate the community and monitor the leadership of the Rhelt's armies, watching for suitable allies and contacts to use in future missions against the Old One. The church has not heard from the paladin in several weeks and although concerned, has not been in a position to send another agent to try and locate their missing servant.

Adventure Summary

The heroes arrive in Vlekstaad at the request of the Drinkers, searching for clues regarding a missing paladin, Wytan Rook. An agent of the Drinkers is present as

well, serving as a point-of-contact between the organization and the PC's.

The PC's have the opportunity to learn some clues while in Stonehold. Wystan was last seen nearly a month ago (three weeks before the PC's arrived) and had been conducting business with several tradesmen, particularly a blacksmith and a merchant. They may speak with several individuals in town whom Wystan worked with and also learn some rumors regarding a Bakluni who passed through town recently and the shifty merchant that Wystan had been working with. When the party attempts to speak to the merchant, they find his shop closed with a sign announcing that he is out of town.

If the party breaks into the storehouse, the party will find Wystan imprisoned in the cellar. The paladin suspects that the merchant traveled to Grossfort to collect a bounty on him and will return with the Old One's soldiers to bring him in. Leaving the shop, Wystan's fears are confirmed as the party is attacked by a group of disguised Marauders sent to capture the paladin.

After defeating the Iuzians, the party gets Wystan to safety and meets with Keth. During their conversation, Keth receives a message that indicates that there is another paladin in danger nearby. Working with Keth, the party identifies the paladin as the Bakluni traveler.

Tracking the Bakluni south, the party will ascend into the Griff Mountains. Along with dealing with the natural hazards of the steep rocky slopes, the party will be attacked by inhabitants of the mountains.

Finally, the party will arrive at a gate into the mountainside marked in Baklunish script as the "Sacred Resting Place of Asim Abdul-Rahim bin Akram Al-Hashim" with the symbol of the Cup and Talisman marked above the doorway.

Within the tomb are several chambers; each symbolically linked with the "Four Footsteps of the Dragon", the ancient tenets of Baklunish faith. The chambers (and actually the entire tomb) are illusionary constructs that are intended to replay scenes from Isadi's life, particularly in relation to how he failed to follow each of the tenets. Careful observation by the PC's will reveal flaws in the illusions or reveal details into the circumstances of Isadi's pilgrimage. In addition, each of the chambers contains a dial covered with symbols linked to the footsteps. Successfully interpreting the tenet or disabling the dial mechanism is necessary to unlock the vault door and disable the traps into the tomb itself.

Family – In this chamber, the PC's will witness a wedding in a beautiful mosque. A paladin of Al'Akbar attends the groom. Careful examination of the scene reveals that many details are missing, such as the faces of the guests. In addition, once the party has visited other chambers, they may realize that all of the "main

characters" of the illusion – the bride, groom, and the paladin are the same age in all of the images.

Honor – In this chamber, the PC's will see the husband and the paladin in conversation. The groom is visibly tired, the paladin consoling him. The scene will switch to the front door of a humble apartment. The wife, her face tear stained, arrives at the door, which is opened by the paladin. After a moment, he wraps his arm around her and brings her inside, closing the door. Careful examination of the scene reveals a third figure standing nearby, a Baklunish man hiding in the shadows.

Piety – Here the PC's witness the paladin in an acolyte's robes, kneeling before an elder priest of Al'Akbar who is holding open a sacred text before him. The acolyte proceeds through his holy vows, ending with his vow of celibacy, before the scene switches to a bedchamber where the paladin lays with the wife of his friend. Careful examination reveals a barely visible face in a window, the same man seen in the street outside the apartment.

Generosity – The scene begins in a luxurious sitting room, with the paladin and the wife talking quietly about nothing. After a few moments, the husband comes in to the chamber in an ill temper, raging about his business, before storming out of the room. The wife bursts into tears, and leans into the paladin for comfort. The scene switches to the paladin and a calmer-seeming husband running side-by-side through a home, before coming to an open balcony. Looking downward, they can see the body of the wife lying broken on the street below. Careful examination reveals the strange Baklunish man pouring tea in a side room and adding the contents of a small vial to a cup. Shortly after, the husband enters the room and drinks the tea. A few moments later, he enters the sitting room and begins his rage. The second scene reveals the Baklunish man slipping away from the balcony behind a curtain.

The final outer chamber is a simple vault with a large stone door carved into the wall. In the center of the room is a stone pedestal with a lever facing the door. Pulling the lever with the dials in the chambers successfully disabled or set will open the vault door; otherwise several traps will be set off in the vault. Disabling the lever will allow the vault door to be opened, but will not disable any of the traps.

The tomb is a large natural cavern lit by a glowing red cup that floats over the chamber. The paladin waits in vigil next to a well along with the ghost of the wife. She has told him that it is necessary for him to sacrifice his life if she is to rest in peace. Distraught by the images he saw in the outer chambers and feeling unworthy of the cup that he sought, Isadi intends to follow through with the sacrifice after a ritual purification (which the vigil is a part of). The PC's must convince him not to

sacrifice his life, using the details that they learned in the outer chambers as well as the knowledge that the Old One is seeking him.

As the PC's try to convince Isadi to hold his hand, the ghost of Fatin will get more and more agitated. If the heroes continue to argue against the sacrifice as they fight the ghost, he will come to his senses and choose to live. Once he makes that choice, the ghost will reveal her true identity as a doppelganger and hidden allies will come through the well to attack the paladin and the party.

Once the ghost and her allies are defeated, the illusions over the tomb fade away, revealing a well fading away into darkness and walls marked with the symbols of the Drow and warnings written in Undercommon.

With the information the heroes gave him, Isadi should have enough to know that someone manipulated the circumstances behind Fatin's death. He will thank the party for opening his eyes and showing him the true path of his redemption. He intends to return to Ekbir and seek justice for himself, Mahdi, and Fatin.

Note to DM's:

This scenario contains themes which need to be dealt with in a respectful manner, particularly infidelity. Some players (particularly our younger players and their parents) may not feel comfortable with the topic as it is presented in the scenario. Be sensitive to your players feelings regarding this and take the necessary steps to accommodate them, while trying to maintain as much of the intent of the scenario as possible.

Introduction

The journey northeast to Vlekstaad was nearly unbearable, with the trip taken during the late spring as storms that blew in from the north, dropping sleet and snow upon you the entire distance.

If it wasn't for the stressed importance of your mission, you likely would have made for a comfortable inn and holed up next to a mug of ale and a warm fire until the weather improved. But the knowledge gained from Father Leonius of the Billet, as well as the urgings of Keth, your current contact with the shadowy organization known as the Drinkers, has made certain that you have spent only the minimum of time enjoying any comfort at all.

Two weeks ago, you received an unsigned message urging you to visit the small temple of St. Cuthbert that lies outside Critwall and ask about their man in Vlekstaad. Upon your arrival and mention of Vlekstaad, you were ushered off to a private chamber by the senior priest who pressed you for news of a man named Wystan Rook. Unfamiliar with the name

and the lack of recognition apparent on your faces, the priest explained that a paladin of the Billet had been sent to Stonehold to observe the Rhelt's court so that the Church might lend its assistance against the forces of the Old One, while watching for possible allies against Sevvord for the future. Wystan had done well, sending messages as regularly as the weather and caravans would allow, but with the coming of spring none of the caravans from Vlekstaad have borne any messages.

Father Leonius rebuffed any offers to send a rescue mission, as he did not wish to expose Wystan if he was in fact well. His only hope was that he might be able to send another agent of the church later in the summer to uncover the mystery.

That evening, you were met in the tavern by an older gentleman named Keth. Taking you aside he asked if you had received his message and visited the priest. Once confirmed, he explained the situation...

"I do a lil' work now and again for a group that you've had some dealings with before. This group has gotten word that the Old One," he pauses to spit upon the floor, "is expecting the 'delivery' of a paladin sometime in the near future. My bosses are concerned that this Wystan Rook may be the paladin in question and they are not at all interested in the enemy getting their grubby mitts on 'em."

"We ain't been able to scry Wystan none, like as not he's got something to protect him from that, given what his job was. However, we have a few people that were able to talk to a couple of folks upstairs and divine that the Old One ain't got his hands on the paladin just yet and we have til the end of the next full moon before he falls into his clutches. That gives us about three weeks to get him away from the Old Man."

"I know some of you are all heroic and will do this out of the kindness of yer souls...and I appreciate that. I also know that some of ya'll are mercenary bastards who won't do a dang thing unless it's got a coin promised with it. I can understand that too, been there myself. But I'll be frank with ya. If yer looking for payment from me, yer scratch out of luck. I ain't got but what I'm carrying and it ain't enough to pay you fellas. But if you consider it good a day if the Old One is made unhappy, well folks, payday's a comin'."

Its funny how, two weeks, several hundred miles, and all of your dry clothes later, payday doesn't seem all that big of a deal compared to a warm bed. Fortunately, Vlekstaad is just down the hill and that just might be the sun peeking out from behind those clouds.

Note to DMs: During this scenario, the weather will be cold and frequently miserable. While in Vlekstaad, the temperatures will range from 0° to 40° F, with nighttime temperatures from -20° to 20° F. DM's should be familiar with the information presented in the DMG regarding Cold Dangers (p.302).

Encounter One: Vlekstaad

Stepping into the town, you notice that much of the community is in ruins, burnt shells from a battle long since past. The buildings immediately adjacent to the road are well built and in good repair, but looking down the alleys and between buildings as you continue into town you would guess that only a third of the town is functional, the rest ruins from a time when Vlekstaad was much larger.

There is a fair amount of activity as you make your way further into the town, with burly Flannish men and women going about their business, adults of both sexes brandishing weapons at their sides regardless of whether they wear the trappings of a soldier or a fisherman. Even the children that run through the streets seem rugged; play fighting with wooden swords and shields. A young boy, no more than 12 winters old, watches as you pass, eyeing you up and almost challenging you with his eyes, his knuckles tightening on the hilt of his wooden weapon.

After a few more moments, you reach a large building that stands alongside a huge plinth of stone. Turning to you, Keth gestures at the building.

"This is the Oulu Inn, probably the most decent establishment in town. I'll be staying here while we are in town, although you are free to find your own rooms if you want. If you need to get a hold of me and I'm not in, you can leave a message with the owner, Juri. But, please for the sake of all of us, be discrete. I need to do other business while we are in town, but if I hear anything that will help ya'll I'll be sure to pass it on." With that, Keth adjusts his backpack and walks into the inn.

This encounter is an investigation to get information regarding Wystan's whereabouts before he is turned over to the forces of the Old One to be carted off to Grosskopf, and ends when the party arrives at the home of Siggurd the Merchant. The party will have until dusk of the second day (the adventure starts at noon of the first day), to locate Wystan and either free him or prevent him from being taken into custody by the Marauders of the North.

Keth has accompanied the PC's to Vlekstaad, although he will not be actively participating in the search for Wystan. He has several other tasks to

complete (passing messages on to other agents of the Drinkers and picking up a small package for delivery to Radigast City). He will get a room at the Oulu Inn, where the PC's can contact him as they get information. If the party is having difficulty finding Rook's trail (either due to bad dice rolls or lack of the right skills in the party), Keth may be able to point them in the right direction after checking with his contacts, although the PC's shouldn't get the story XP if Keth does their work for them.

☛ **Keth:** Male human Ftr5/Dvdf4.

While Keth is a skilled warrior, he is not present to fight, simply to act as a go between for the Drinkers. While he is a trusted agent of the group, he is not privy to details of their operations and is only slightly more informed than the PCs.

👑 **Vlekstaad (Small Town):** Conventional; AL neutral evil; 800 gp limit; Assets 36,400 gp; Population 910; Mixed (human 96%, orc 2%, dwarf 1%, other races 1%).

Authority Figures: His Most Grim and Terrible Might, Rhelt Sevvord I, Master of Stonehold (CE male human Ftr20+), Ataman Dolan Olaksma (NE male human Ftr15).

There are several routes that the party can take to try to track down Wystan (or as he is known locally, "Hedgend Olafson").

- ☛ Use divination magic to try to locate the paladin (see **Divinations** below).
- ☛ Attempt to gather information on Hedgend / Wystan, by throwing down a few coins at some of the cities taverns (see **Gather Information** below).
- ☛ Visit either the Rhelt's court (not recommended) or by visiting Hedgend's commanding officer, Telgar Stonecrush (see **The Court** below).
- ☛ Locate some of the merchants that Wystan was attempting to work with (see **The Merchants** below).

In addition, it is possible that the party may come up with solutions of their own. Feel free to improvise using the material given to accommodate the players; however, it is important to the later scenario that some of the information regarding the Baklunish traveler (see below) is transmitted to the players as well.

The Bakluni

There has been one event of note in the last week and that is the recent arrival and departure of a Bakluni

adventurer. Arriving in the city a week ago by a small sail boat coming in from the White Fanged Bay during a season when even the local sailors frequently don't attempt the waters, the Bakluni spent two days in town purchasing supplies for himself and getting trail advice from the locals before heading south towards the Griff Mountains.

While he was in town, the Bakluni attracted a fair bit of attention, not only for his unusual appearance and manners, but also for some of his activities. He magically healed a child who had been injured play-fighting with his friends and obtained the respect of several large sailors who are guarding his ship until his return.

The Bakluni is a well-dressed and armored man in his thirties, with black hair, goatee, and mustache. He is well equipped for the cold weather, wearing a beautifully crafted fur cloak and sealskin leathers. He carries a large curved sword (a falchion) and has a large golden goblet that hung from his belt with a star medallion dangling from the handle. He also wears a bandolier across his chest containing many small vials.

Divinations

In attempting to locate Wystan, it is possible that the party may attempt to use divination magic in order to make their job easier. Unfortunately, the *ring of nondetection* (as an *amulet of proof against detection and location*) that Wystan wore to protect him is now helping keep him prisoner, as Siggurd determined the nature of the ring and used a locked gauntlet to keep it on Wystan's hand while he traveled to collect the bounty hunters.

If a divination spell is attempted against Wystan, the caster must succeed on a caster level check (DC 19).

Discern Location: The party has never seen Wystan before, so unless they get one of his possessions from Telgar (see The Court below) or Reiger (see The Merchants), the spell will not work. If the party does get one of his possessions, the spell will direct them to Siggurd's Shop (Encounter Two).

Divination: This spell has been cast previously by both the clergy of St. Cuthbert and by clerics allied with the Drinkers, with dramatic differences. When Father Leonius cast the spell, he was unable to gain any information regarding Wystan (whether it was due to the *nondetection* or due to bad veracity is unknown).

Regardless, a cleric of St. Cuthbert or any cleric who asks specifically about Wystan Rook will receive the following information when asking about a paladin in danger: "A hand clenched around a purse cannot take a hand offered in friendship. A lamb sits in darkness, waiting to be sold to the slaughterhouse."

If a cleric who doesn't worship St. Cuthbert asks about a paladin in danger without being specific to

Wystan Rook, they will receive the following information instead: "Walking in the footsteps of his faith, a broken man crosses seas and scales mountains in search of a forge to remake himself."

Legend Lore: Wystan is not of legendary importance, so no information may be gained about him in this fashion.

Locate Creature: Even at its minimum caster level, this spell will can locate Wystan if cast anywhere in Vlekstaad. It will lead the party to the southern merchant district (specifically to the doors of Siggurd's shop, see Encounter Two.)

Locate Object: The party has been given no leads regarding any specific items that Wystan might be carrying.

Scrying and Greater Scrying: While Wystan is hopeful that St. Cuthbert will send aid, he is pragmatic and acknowledges none may arrive in time. Because of this, he will resist any spells cast on him (including divinations) as they may be attempts to dominate or read his mind by the forces of the Old One. As the PC's only have secondhand knowledge of Wystan, his Will save to resist scrying is +10.

If scrying is successful, describe Wystan's cell (see Encounter Two). If the party is able to communicate with him (via a *message* spell cast through the sensor), he can tell the party specifically where he is located if they assure him they are trying to rescue him (as he figures the enemy already knows where he is).

Gathering Information

In Vlekstaad there are over a dozen different bars and taverns, including the one that Keth is staying at, the Oulu Inn. The majority of them are low quality hole-in-the-wall establishments, serving swill that only a half-orc would consider acceptable. The drink and food at the Sideways Table is a step up, the equivalent of most roadside taverns in the Flanaess, although making it through your dinner without getting dragged into a brawl is a feat. The Oulu Inn is the only tavern in town that also has rooms for rent, and is the preferred choice for travelers that make their way to Vlekstaad. As one of the first buildings rebuilt after the city was razed seven years ago, the Oulu has managed to get a reputation for its quality and has raised its prices to match.

When the PC's visit these taverns, they may make Gather Information checks regarding several topics (refer to Appendix IV for the information tables). Be sure to ask the players specifically what they are trying to get information about and if it is outside of the topics provided, you may need to improvise.

Depending on what type of establishment the party visits, there may be modifiers to the DC of the check to

learn certain information. These modifiers are listed with the topics, as well as the cost in gold to get a +5 circumstance bonus to the check.

In addition, there is a problem with asking too many questions. Wystan has spent a lot of time building up a false identity in town and if the party asks too many people, word will get back to Telgar that there might be something up with his new bodyguard. For each time a PC asks about Hedgend Olafson (on his own or aiding another), the party earns ½ suspicion point. For each time a PC asks about Wystan Rook (on his own or aiding another), the party earns 1 suspicion point. If the party earns a total of 5 suspicion points, they have likely compromised Wystan's cover and if freed he will have to make arrangements to leave the city.

The Court

Currently, the Rhelt's Court is out of session, with most of the members with their armies in other portions of the nation. Only three members of the Court are currently present in Vlekstaad: Rhelt Sevvord I, Ataman Dolan Olaksma, and Telgar Stonecrush, the commander of the Fist that defends the city. Of these, the only one that PC's should readily be able to meet is Telgar Stonecrush, Hedgend's commander.

Finding Telgar requires a Gather Information check (DC 15) that will point the party to his residence near the heart of town.

Approaching a small home crafted of stone and wood, you see a plume of smoke from the chimney, indicating that someone is home, or at least left a few logs in the fireplace.

Knocking on the door, you wait for a moment before the door opens slightly, revealing the face of a large dark-skinned man looking down at you. He scowls as he looks over you, his eyes darting between each of you, before settling on the closest.

"What do you want? I've no business with the likes of you."

Telgar wants a prompt, reasonable explanation for the PCs presence at his door. If the party is forthright and claims they are friends of Hedgend or that they are enemies of the Old One, he will reluctantly accept their response with a DC 15 Diplomacy check and allow them to enter. Otherwise, it will take a Diplomacy check (DC 25) to get him to admit them, as he is currently a little paranoid and having several armed individuals at his door that he does not recognize is making him more than a little uncomfortable.

☛ **Telgar:** Male human Ftr12.

If Telgar is not satisfied with the PC's explanation, he'll slam the door in their face and will not come back out. If the party persists (continues to knock or tries to force entry), he will call for guards that will arrive within 1 minute (10 rounds). The guards will not attempt to fight the party (they are low-level and will recognize the PC's as superior combatants), but will try to escort the party from the building. If the PC's resist, soldiers from the garrison will arrive and attempt to eliminate the party (eight soldiers arrive initially; use the stats for the Marauder Soldiers in Appendix I for the party's APL. Each five rounds thereafter, three soldiers of the next higher APL arrive as reinforcements. At APL16, six APL16 soldiers arrive per round instead.)

Once inside, read or paraphrase the following:

Looking around the interior of the home, you immediately notice how dark it is. The few small windows in the room are blocked with heavy furs and aside from the flickering flames from the fireplace, the room is un-illuminated.

As the man backs into the room, you notice a large sword that he carries in his hand, which was hidden behind the door when he answered. Sitting on a straight backed chair that is pressed against the wall, you can see that there is a loaded crossbow on table within arm's reach of him, along with a large clay stein. Eying your group, he rests his hand near the mug...and near the crossbow, while he rests his sword against his leg.

"So, you wanted to talk. Talk."

Telgar has become paranoid in the last few weeks. He is certain that Hedgend was killed in retaliation for exposing a spy of the Old One in Savor's Court and expects the assassins to come for him next. He does not suspect that his bodyguard is a spy, nor does he have any other doubts about Hedgend's intentions as he was becoming fast friends with the pragmatic warrior.

Telgar can share the following with the party.

The Footlocker - Hedgend stayed in the barracks with the other soldiers. When he disappeared, Telgar took custody of the possessions left at the barracks, which consisted of a footlocker containing several changes of clothing, a whetstone, and tools to maintain armor. If the PC's ask, he will show them the locker, which is buried under a stack of furs. The locker is a strong wooden box with a simple (DC 20) lock. The contents are largely unremarkable, although they can be used as material links to Wystan for divination spells (see above).

In addition, if the PC's empty the locker and make a successful Search check (DC 20) they will locate a false bottom. Opening the panel will reveal a metal (lead) lined compartment that holds a silver holy symbol of St. Cuthbert. However, if this is done in front of Telgar he will begin to panic, cursing Hedgend for betraying him. It will require a DC 15 Diplomacy check to calm him down, but the party will earn 1 suspicion point (see Gather Information above). If the party beats DC 25 or greater on the check, they manage to calm him sufficiently to prevent earning a suspicion point.

Telgar will allow the party to take a small item (such as the whetstone or an article of clothing), if the party tells him it will help them locate Hedgend, but he will not allow them to take the footlocker under any circumstances.

The Spy - If asked about the spy that was exposed in the Rhelt's court, read or paraphrase the following:

Hedgend had been complaining to me for weeks about this fella that was attending the court as a clerk in Ataman Olaksma's entourage. Kept saying that something didn't feel right about him, that he didn't trust him. I took his concerns privately to the Ataman, but I was rebuffed, assured that his agent was a loyal servant of the throne.

It went on like that for a few weeks. Then, Hedgend started getting real twitchy in court, more distracted than I had ever seen him. All of a sudden, he leapt across the room and tackled Ataman's clerk. There was an uproar as swords were drawn, and I was sure that the Rhelt was going to ask for my head because of my bodyguard. All of a sudden, Hedgend reaches into the clerk's robes and pulls out a red disk with a skull on it, the Old One's symbol. Sevvord was furious and called for the clerk to be hauled off to the brig. The Ataman protested at first, but after a few moments he was calling for his clerk to be put to death.

Afterwards, Sevvord awarded me for Hedgend's action, and I began to get more of his ear. Hedgend was offered a promotion, but he refused, saying his duty was to serve. Anyways, he told me afterwards that he always suspected that the clerk was a cleric of the Old One, but he never had proof. The day he exposed him, he thought he heard something like spellcasting coming from him, so that's when he attacked, knowing that he would have a holy symbol on him. Before they killed the clerk, they found out that he had enchanted the Ataman and was passing information on to Groucester.

Siggurd - If asked about Hedgend's other activities read or paraphrase the following:

"For a soldier, he spent a lot of time talking with merchants. I know that he and Reiger the Blacksmith were good friends, but he was all over town...the fish market, the docks, even that little bastard he couldn't stand Siggurd.

Siggurd runs a trading post on the south side of town that is hardly ever open. He's only in town a few days at a time, usually to sell a wagon full of wares that he's gotten from Vatun knows where and then he's off again. Hedgend couldn't stand him, said he was a slimy lil toad, but that he was the only merchant who could get him decent booze. Which is pretty ironic, since I don't ever remember Hedgend drinkin."

Recent Events - If asked about recent events, read or paraphrase the following:

"The fists are anxious to get back out in the field. The fights in the taverns are getting worse each night and if the Rhelt doesn't get them out in the field killing something soon, they are going to tear Vlekstaad down. I'm just hoping he'll remember my advice to take them west into the Barrens.

Oh yeah, and the strangest thing I heard about. Last week, a small little sailboat came into port, after some of the worst weather that we've had on the Fang (White Fanged Bay) in a couple winters. The sailor, well, he caused a lot of raised eyebrows. I think I overheard someone say something about him being from Ekbir, which is pretty far to the west of here and not an easy trip at this time of year. He was only in town for a day or two before he headed south into the Griff's, but it was still something to talk about."

Other than the above, there isn't a lot of other information that Telgar can share with the PC's. He will not admit his fears regarding an assassin, although it is likely that the party may decide that on their own given his behavior.

The Merchants

There are only a few merchants in Vlekstaad that Wystan could work with. The majority of merchants have businesses directly tied to the major industries of the community – fishing and warfare. Along the docks, there are many fisherman selling their catches as well as weavers who repair and sell nets and sails to the fishermen. Along the southern edge of town, there is a rough merchant's quarter where several craftsmen have

shops set up, including a tanner and a cobbler. There are also two blacksmiths, a miller, and a small square where a “farmer’s market” exists during the summer and autumn months.

For PC’s, there are two locations of note among Vlekstaad’s merchants – the smithy of Reiger the Blacksmith and the shop of Siggurd the Merchant. Reiger’s smithy is detailed here, while Siggurd’s shop is detailed in Encounter Two.

The sound of ringing metal leads you to a small forge nestled in between two larger buildings. The doors of the building are spread wide open to the cold winter air, although as you get closer you can feel warmth emanating from inside the building.

Stepping into the doorway, you see a large dark skinned man stripped to his waist working over a large anvil, the heavy steel hammer in his hand beating down against a rod of glowing iron in steady rhythm. Rivets of sweat bead against his skin and if he feels any draft from the open doors, you see no sign of it.

It is a few moments before you can get his attention, but when you do he simply nods in your direction and continues working for another minute before driving the rod into a bucket of water and resting his hammer on the anvil.

“Sorry about the wait. What can I do for you?”

The blacksmith, Reiger, has been in business in Vlekstaad since the community was first rebuilding in 588CY. Due to a horse accident as a child, Reiger has difficulty walking at more than a slow pace, although he has little problem standing at the forge to work. This injury prevented him from seeking a career as a warrior, and instead he has mastered the hammer and forge.

♣ **Reiger the Blacksmith:** Male human Exp4/War2; Spd 20 ft. (cannot run); Skills: Craft (armorsmith) +10, Craft (blacksmithing) +13, Craft (weaponsmithing) +13.

Reiger is a confidant and ally of Hedgend, the two men becoming fast friends in the last several months. Although Wystan had not revealed his identity to the blacksmith, he did introduce the teachings of St. Cuthbert to him, loaning him a small prayer book from which to learn more.

Unless the party says otherwise, Reiger assumes the party has been referred to him for his wares. He will hobble over to a cabinet next to the wall which displays most of his goods, including a few weapons (including a masterwork greatsword), several boxes of different size nails, a rack of horseshoes, and a nearly empty sack of

pitons (basically, if it’s a metal only item with no complicated parts, he’s got one available at PHB prices).

If any of the PC’s are bearing a symbol of St. Cuthbert, read the following:

The blacksmith’s eyes widen for a moment as he notices your holy symbol. He throws a glance out the open doors and mutters in a hushed voice, “Excuse me sir, but I’ve never seen a starburst before. Are you with the Cudgel?”

Once the PC acknowledges:

“Have you been sent to look for Hedgend? He’s in trouble, I’m sure of it, but I’m in no shape to help him. I tried to get another fella to help me a week ago, but he couldn’t stay in town long enough to help.”

The following are responses to questions the PC’s are likely to ask. If none of the PC’s are worshippers of St. Cuthbert, you will need to paraphrase responses to reflect that he will not reveal his worship of St. Cuthbert to strangers.

Where is Hedgend?:

The blacksmith sighs and leans back against a support beam. “Sorry, friend, but I don’t know where Hedgend’s gotten off to. This isn’t like him, that’s for sure, and I’m not ashamed to admit that I’m worried for him.”

When did you last see him?

“About two weeks ago. He and I were up late talking (about St. Cuthbert’s teachings) and eventually he went home. I know that he had business with some of the other merchants the next day, but from what I’ve heard he never made it to them.”

Do you have anything of his?

“Well, he gave me a prayer book to get me started, but that’s it.”

What do you know about Siggurd?

“I can’t stand him. Unfortunately, with so little trade coming in from outside Stonehold, he’s the only one who can get goods in from outside, including a lot of the better iron I use. I know that Hedgend couldn’t stand him either, but he had to tolerate him in order to send packages out of the country.”

What sort of packages?

"He killed a lot of time carving wood into little animals and soldiers. When he got enough, he would pack them in a box and send them south to be given to poor children."

Who was the other person you tried to get to help you? / Did the Bakluni come here?

"His name was Isadi. He had a very thick accent, I could barely understand him. He came into the forge for pitons, looked like he was heading up into the mountains.

(He had a star-shaped medallion hanging off of a cup on his belt, so I thought he might have been a worshipper of St. Cuthbert. When I asked, he even said he was a servant of the High Cleric. I was sure that he had been sent to help Hedgend, but when I asked, he apologized and said that he had another soul to attend to.)"

A Knowledge (religion) DC 15 check (DC 10 for characters from Baklunish regions) will recognize the High Cleric as another name for Al'Akbar and the cup and talisman as his symbol.

If asked, Reiger will give the PC's the prayer book to use for divination purposes.

Troubleshooting

At the end of this encounter, the PC's should have at least enough to go on to lead them to Siggurd's shop, as well as at least a little bit of information about the Bakluni that visited town. If the party is stuck, they can find Keth at the Oulu Inn and he can point them in the right direction.

Encounter Two: Siggurd's Shop

Heading towards Siggurd's shop you notice that the building you arrive at is in ramshackle condition, looking nearly abandoned. There is no sign of smoke from the chimney, and the few small windows are boarded up from the inside. The only sturdy part of the whole building is the heavy wooden door, with a heavily tacked parchment fastened to its surface claiming "Out of Town – Closed til Return" in Common.

Looking around the exterior of the building the PCs can learn the following:

- A Tracking check (DC 16; firm ground, 1 day) will show that someone approached the shop in the last day, but did not enter.
- A Tracking check (DC 29; firm ground, fresh snow, 4 day) will reveal that a single humanoid entered and left the shop about four days ago.
- Any older tracks have been obscured by snow and time.
- A Spot check (DC 20) will notice a faint whisp of smoke rising from the chimney, as from a dying fire.
- If the PC's knock at the front door, or otherwise make noise like they are trying to force their way in, they may make a Listen check (DC 25) to hear the faint sound of someone yelling inside. A DC 35 check will allow the listener to hear "Help, please, I'm locked in the cellar!"

• **Wooden Door:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23; Open Lock DC 30.

Hopefully between the information the PCs have gathered to this point and evidence they can find on the site, they will have sufficient reason to force entry into the shop.

No map is provided or necessary for the shop. The upper floor is divided up into two rooms, a large stockroom containing a variety of common goods and a smaller office in the back. In the floor of the office is a wooden trapdoor that leads into a narrow passageway. In the cellar there are two rooms, a small wine cellar and an improvised cell where Wystan is currently imprisoned.

A. The Stockroom

Entering the shop, you are nearly overwhelmed by a terrible smell. Looking about you notice many barrels and racks of smoked and dried fish lining the walls and aisles of the shop, mixed in with a variety of other goods. On the rear wall is a narrow doorway leading into another smaller room. The room is unlit, although with the sunlight behind you, you can make out several crates in the room with the seals of merchant houses and nations far distant from this northern settlement.

Examining the contents of the room, the party will be able to find a variety of goods, including most of the items from the Goods and Services tables in the PHB, along with a selection of cheap art items (most worth less than 5 gp, total value of the items is about 100gp). Most of the crates are marked with the symbols of merchant houses, which can be identified with a Knowledge (Nobility and Royalty) or Profession (merchant) DC 15

check. The houses range largely from the ruined nation of Tenh, the County of Urnst, the Theocracy of Pale, Ratik, and Nyronnd, although there is one or two from the Shield Lands and Highfolk.

If the party makes any noise in the room (talking at normal volume, breaking open boxes, etc), allow them a Listen check DC 20 to faintly hear yelling coming from somewhere in the back of the shop. A DC 30 check can make out "Help me; I'm locked in the cellar!"

B. The Office

Heading into the back of the shop, you see a small and messy office. A crude desk occupies much of the room, its surface littered with papers, ledgers, and maps. A small stove sits cold and idle in the corner, while a wooden trapdoor sits closed nearby, trash apparently moved aside to provide access to it.

The maps and papers on the desk are used by Siggurd to plan his trips. If the PCs examine the maps currently laid out, they contain information about the entire Stonehold (including many small villages) as well as the routes south and west into Tenh and the Empire of Iuz. A quick check of the ledgers (DC 20 Search check) will reveal that Siggurd left three weeks ago, and was traveling to Grossfort to pick up goods. His notes indicate that he expected to return yesterday.

When the party enters the room, allow them a Listen check (DC 15) to faintly hear yelling coming from below. A DC 25 check can make out "Help me; I'm locked in the cellar."

The trapdoor is not locked or trapped.

C. The Passage and the Cell

Opening the trapdoor, you see an unlit narrow passage six feet below you leading back underneath the stockroom.

From the darkness you clearly hear, "By Cold Iron, I never thought help would arrive. Please get me out of here."

The passage is fifteen feet long before it widens into a ten foot wide room. Along one wall is a wine rack, stocked with a variety of cheap imported wines. Along the back of the chamber is a heavy iron door with a barred window and a narrow slit at ground level. Cluttered around the base of the door are several tin plates cluttered with the remains of meals.

❖ **Iron Door:** 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28; Open Lock DC 30.

Looking through the cell they see a weary and emaciated man, matching Wystan's description, but made old and weak by hunger. As they approach, they can see that he wearing tattered clothing and a heavy gauntlet on his right hand. A Spot check (DC 20) will note that his right wrist has many fresh scars and that the gauntlet seems to be crimped around his wrist, preventing him from removing it. His cell contains a small fireplace, a dwindling stack of firewood, a barrel full of water, and a stack of furs which he has been sleeping on.

❖ **Wystan Rook:** Male Human Pal6/Rog2 of St. Cuthbert; hp 40 (currently at 15hp and exhausted due to starvation); see Appendix I.

Wystan will encourage the party to free him rather than to just talk to them through the bars of the cell. However, if necessary he can corroborate any information needed from the Player's Handout. In addition he can share the following:

- ❖ *"I had been doing business with Siggurd for a few weeks. I disliked the man, but he was the only merchant that traveled outside of the country from here. Unfortunately, I should have trusted my instincts. He found a message I had hidden in a shipment and decided to try to collect on a bounty. When I stopped by for to drop off my next package, he drugged a drink he offered me and knocked me out. When I woke up, I was in here, with this damn gauntlet locked on me."*
- ❖ *"I have a magical ring that I use to help avoid detection. It's useful, especially when you have to spend a lot of time among evil folks. Unfortunately, I think Siggurd figured out what it was, and he crimped the gauntlet on my hand to prevent me from removing it while he went for the Old One's soldiers. Didn't stop me from trying, although I think I nearly removed my hand instead."*
- ❖ *"An old man has been by several times in the last few weeks, dropping off a few plates of food. I tried to talk to him, tried to get him to free me, but he wouldn't speak to me at all. I don't think he was helping Siggurd willingly though. The bastard was probably blackmailing him to help."*
- ❖ Wystan knows nothing about the Bakluni, as his arrival was during Wystan's imprisonment.
- ❖ Wystan will ask if anyone else had uncovered his secret, as he would like to resume his post as soon as he is well enough.

Heading Up

Once the party has rescued Wystan, they can head upstairs. However, as they prepare to leave the building, a wagon pulls up to the shop containing several cloaked and hooded soldiers.

Walking back out into the dim northern daylight, you are surprised by the arrival of a horse-drawn wagon outside of the shop, with several burly cloaked figures unloading baggage from it. One of them looks up at you, raising the hood of his cloak from his eyes. He glances over your party, before his eyes widen, settling on Wystan. "They've got him. Capture them!"

The cloaked figures are a patrol of soldiers from the Marauders of the North, sent to capture Wystan in response to Siggurd's report.

The Marauders of the North

During the Greyhawk Wars, priests of the Old One gained control of a large group of bandits in the city of Grossfort through magical coercion of their leader. Unlike Stonehold, however, Iuz never lost control of these bandits, which have spent the last decade raiding both into Sevvord's realm and the Rover Barrens. Although many of them have adopted the mannerisms and dress of the Rovers, their loyalty to Old Wicked has been honed over years of conditioning and guidance.

APL 8 (EL 10)

- ✦ **Telkyr, Marauder Lieutenant, Male Human Ftr5:** hp 42, see Appendix I.
- ✦ **Durik the Ill-Tempered, Male Human Wiz5:** hp 22; see Appendix I.
- ✦ **Marauder Soldier, Human Bbn2/Ftr2 (6):** hp 32; see Appendix I.

APL 10 (EL 12)

- ✦ **Telkyr, Marauder Sergeant, Male Human Ftr5/PsTmplr2:** hp 59, see Appendix I.
- ✦ **Durik the Ill-Tempered, Male Human Wiz7:** hp 31; see Appendix I.
- ✦ **Marauder Soldier, Human Bbn2/Ftr4 (6):** hp 47; see Appendix I.

APL 12 (EL 14)

- ✦ **Telkyr, Marauder Sergeant, Male Human Ftr6/PsTmplr3:** hp 76, see Appendix I.
- ✦ **Durik the Ill-Tempered, Male Human Wiz9:** hp 40; see Appendix I.
- ✦ **Marauder Soldier, Human Bbn4/Ftr4 (6):** hp 64; see Appendix I.

APL 14 (EL 16)

- ✦ **Telkyr, Marauder Captain, Male Human Ftr6/PsTmplr5:** hp 93, see Appendix I.
- ✦ **Durik the Ill-Tempered, Male Human Wiz11:** hp 49; see Appendix I.
- ✦ **Marauder Soldier, Human Bbn6/Ftr4 (6):** hp 81; see Appendix I.

APL 16 (EL 18)

- ✦ **Telkyr, Marauder Captain, Male Human Ftr6/PsTmplr7:** hp 110, see Appendix I.
- ✦ **Durik the Ill-Tempered, Male Human Wiz13:** hp 58; see Appendix I.
- ✦ **Marauder Soldier, Human Bbn8/Ftr4 (6):** hp 98; see Appendix I.

Tactics: The Marauders want to finish off this fight as quickly as possible, so they can get away with Wystan before Stonehold's guards can respond.

Initially, the soldiers will delay long enough for Durik to hit the party with an area effect spell, before rushing in to engage. After his initial attack, Durik will take cover behind the wagon and continue to support the soldiers with spells.

If the party attempts to take shelter within the building and hold the doorway, the soldiers will back off and throw vials of alchemist's fire onto the building, setting fire to it. Once set on fire, the fire will spread slowly for the first two rounds with no real effect. During that period, any cold or water based effect will be sufficient to put out the fire (such as *cone of cold*). After that, instantaneous cold effects will have no effect on putting out the fire. On the third round, the fire will start generating smoke that provides 20% concealment within a 5 ft. radius of the building. On the sixth round, characters within the building must begin making Fortitude saves due to smoke inhalation (see DMG p. 304). On the tenth round, the area of the building is in extreme heat, causing characters to take 1d6 points of damage per minute and make Fortitude saves every 5 minutes to avoid additional nonlethal damage (see DMG p. 303).

Wystan will attempt to stay out of the party's way, as he is in no condition to fight. He will seek shelter inside of the shop, or if the building begins to burn, he will make a run for it, heading down the street. However, he is the target of the Marauder's interest and they will pursue him rather than remain engaged with the PCs.

After two minutes (or one minute after a fire starts), twenty Stonefist soldiers will arrive. If the party is still engaged with the Marauders, the soldiers will cordon off the area and will attempt to put down anyone who tries

to flee. If the party has defeated the Marauders, the captain of the soldiers will step in to look over the bodies. As soon as he spots Telkyr's armor, he'll spit on the corpse and lead the soldiers away, gruffly thanking the party for doing them a favor. If the Marauders manage to defeat the party, the Stonefist guards will eliminate the Marauders and stabilize any wounded PC's, but claim the Marauders' loot as well as claim APLx50gp worth of gold or items from each of the unconscious PC's as payment.

Troubleshooting

At the end of this encounter, the PC's should have Wystan in their custody and have defeated the Marauder patrol. If the party chose not to investigate the shop, Keth may suggest that it may require a more in-depth look. However, if the PC's don't free Wystan by dusk of the second day, the Marauder patrol arrives, captures Wystan, and leaves during the night.

Encounter Three: The Wrong Paladin

Following the battle with the Marauders, the PCs are open to what they want to do. Wystan does not wish to return to his unit yet, as he is not in any shape to take up his guise as Hedgend at the present. In addition, he is desperately in need of a good meal.

Most likely the PC's will choose to head back to the Oulu Inn to meet with Keth and close the deal, as well as to feed Wystan. If the party decides to go elsewhere, have them happen across Keth as he is walking across town on his business.

Read or paraphrase the following, depending on where the PC's meet up with Keth.

Keth looks over Wystan and furrows his brow, wiping his hand back through his grey hair. "Well, he certainly seems to be our man. I'm sure Father Leonius will be pleased to hear that you are alive, and soon to be well."

"Aye, sir," Wystan replies. "I just hope that I can recover the time I lost in that damn cellar."

"Well, from what I've heard," Keth pauses mid-sentence and his eyes begin to dart around the room, as if trying to find some unseen object.

If a member of the party has *detect scrying* up, the spell detects a sensor in the immediate area and on a successful opposed caster level check against a 12th level caster the spell reveals the scryer as a cloaked and hooded humanoid female standing over a basin of water in an undecorated room. In addition, PC's with Intelligence

scores greater than 12 may make a DC 20 Intelligence check to notice the sensor, but not to see the scryer.

If a member of the party acts as though they are going to attempt to dispel the sensor, Keth will raise his hand and say "Hold on..."

After a moment, Keth's eyes close briefly, before he opens them and lets out a deep sigh. "Sorry about that folks. I just got a message from the bosses back south. Um, Wystan, I'm glad we could help you, but me and the folks here need a few minutes by ourselves. Are you ok for now?"

Wystan raises an eyebrow in surprise and looks strangely at Keth. "Don't consider this ingratitude, but I'm not familiar with the rescue and run school of heroics."

Keth groans and shakes his head. "Look, I can't explain it right now. We've done our good deed for the day and now we've got to move on to the next one. If you can handle yourself, I'd appreciate it, but if you need us to help you, we'll make do."

The paladin's face is covered in disbelief. "I...see. Well, I guess I can hobble myself to somewhere sa..."

"Great," Keth interrupts. "Folks, lets get going."

At this point, Keth will attempt to usher the party into his room at the Oulu Inn, leaving Wystan in the tavern or on the street. If the PC's question Keth, he'll quietly tell them, "He'll be ok. He's just the *wrong* paladin. We've got to go!"

Once back at his room at the Inn, Keth will close and lock his door.

Keth paces back and forth in front of you for a moment, apparently trying to wrap his mind around how to explain something. After a moment, he turns to you while his hand rubs down his face in an act of frustration.

"While we were in the street, I got a message from Lari...um," he pauses, "from the Drinkers. Turns out Wystan wasn't the paladin that they were concerned about. I'm sure it was well and good that we rescued him, but the one they are worried about is still on his way to the Old One. Unfortunately, they don't have any further leads other than an always useful cryptic divination – 'Recent heroes will be made heroes again, by walking in the shoes of the troubled soul.' Lovely, ain't it?"

Keth sits down on the bed. "Anyways, the Drinkers figure that with ya'll just having rescued Wystan that you might be 'recent heroes'. Unfortunately with the deadline from the earlier prophecy so close, that doesn't leave you with much

time to find the other paladin. I don't suppose you've heard any good rumors lately?"

Hopefully by this point, the party will have heard at least one or two rumors about the Bakluni that they can share with Keth.

There are four main pieces of information the PC's may have gathered:

- His name was Isadi.
- He is a servant of Al'Akbar.
- He headed south into the Griff Mountains nearly a week ago.
- He was not seen using magic, although he used potions.

While the rest will help the party know more about their target, knowing where he is heading is the most important thing.

Divinations

The party may attempt to use divination spells in order to help them locate Isadi. Below is what they might be able to learn.

Discern Location. The party has never seen Isadi nor do they have any of his possessions, so this spell will be of no use.

Divination. Attempting to learn the location of Isadi via the divination spell will reveal the following "The devoted servant travels to a tomb crafted in the trappings of his faith, and a trap made of his faith."

Legend Lore. Isadi is of sufficiently high level to learn something via this spell, if they at least know his first name and his faith. "Isadi ibn Behreuz Al-Amjad is a kind and dedicated servant of the Exalted Faith. Driven by a need for redemption, Isadi has taken up the holy quest of the faith – to locate the Cup and Talisman."

Locate Creature / Locate Object. Isadi is well away from Vlekstaad, and therefore out of range of this spell.

Scrying and Greater Scrying. Isadi will attempt to resist any attempt to scry on him (Will save +10, as the PC's only have secondhand information). If successful, the caster will get an image of an illuminated, empty chamber sixty feet square with statues of Baklunish soldiers standing in each of the four corners and double doors leading out of the center of each wall. There is no sign of Isadi, or anyone else for that matter. (The image is a *false vision* created by the drider Pliztik to protect the tomb until their ritual can be completed). While Isadi is presently in the Inner Tomb (see Encounter Five), the image is of the outer tomb (Encounter Four). If the party wishes to teleport using the image from scrying, they

may, but keep in mind that unless the party is able to cast *greater scrying* and study the chamber for an hour, they are considered to have "viewed once." The chamber is roughly 26 miles away (if the party is off-target) and there are no similar chambers in range.

Investigation

The party can attempt to gather more information on the Bakluni or revisit some of the areas in Encounter One in order to get the info they need. In addition, they can spend some time trying to determine more about Isadi's destination.

A Knowledge (geography) (DC 20) check will estimate that the Bakluni could only have covered about 24-48 miles if he headed into the mountains, less if he started climbing.

If the party has the maps of the region from Siggurd's office, they can refer to it for details of the area.

- The foothills of the mountains begin about 15 miles away, with spurs of the actual mountain range to the southwest and southeast within 30 miles.
- The southeastern spur is home to several small villages of Stoneholders. On the other hand, the western spur does not appear to have any settlements.
- On the southwestern spur there is a mark on the southern slope of a mountain. A Knowledge (dungeoneering) check (DC 25) will identify the mark as indicating a passage to the Underdark.

The party can also attempt to track Isadi. While they cannot locate his tracks in town if they head about a half-mile outside of Vlekstaad and begin searching, they have a chance of picking up the trail of a lone human heading southwest. If the party is searching in that direction, it will take a single DC 19 check to locate the path. Otherwise, the party will have to search for 1d8 hours before they have a chance of finding the path.

Getting Underway

Once the party has enough information to determine Isadi's likely destination, Keth encourages them to make pursue Isadi before the Old One takes him. He will not travel with the party, choosing to remain in Vlekstaad and continue his business. If a PC suggests he should look after Wystan, he will agree.

The Journey

The journey to the spur is broken into several sections. The times listed are for parties moving at 30 ft. / round. Slower and faster parties will have to adjust these times.

- 15 miles across trackless plains (6.5 hours)
- 8 miles across trackless hills (5.5 hours)
- 3 miles across difficult trackless mountains (4 hours)

Keep in mind that the party may only travel 8 hours per day unless under a forced march (PHB p. 264).

The journey will actually be uneventful. There is no sign of Stonefist war bands or of hostile wildlife, and aside from the cold the weather is accommodating to travel.

While the journey does involve some climbing, the slopes at this elevation are fairly easy to navigate and can be done successfully with a DC 5 Climb check using a rope and pitons. (As long as PC's can succeed by taking 10, don't worry about making them roll the checks).

Troubleshooting

Some PC's may feel that their job was done by getting Wystan to safety and have no interest in pursuing the matter further. If this is the case, Keth will simply accept their decision and free them to their own devices. Only if the entire party balks at the notion of having to go to rescue Isadi will he attempt to win them over to the cause, appealing to their better natures and the espousing the need to work against the Old One.

There is also the possibility that the party may not have enough information regarding the Bakluni to undertake the quest. If that happens, Keth may have overheard some of the rumors, at least enough to get the party started on their own investigation.

Encounter Four: Walking in his Shoes

You've spent the last several hours scaling the rough slopes of a low mountain. Although the peak still extends several thousand feet above you, you think that you finally can make out a shadowy alcove along the side of the mountain, a likely home for the tunnels you are looking for.

When the party reaches the mountains, they begin to gain altitude fairly quickly. By the time they near the entrance to the tomb, they will be roughly a mile high, and subject to the penalties for high altitude (every hour the PC must succeed on a Fortitude save (DC 15, +1 per previous check) or be fatigued. The party will need to make their first check twenty minutes prior to arriving at the tomb.

After another few minutes of climbing, you arrive on a smooth outcropping with enough room for you to stretch out and lay down your packs. The thin

mountain air makes your lungs burn from your exertion and you pause for a moment of rest.

Examining the outcropping, you can more clearly see the alcove you spotted from down the slope. At the surface, the alcove is a crevice that stretches some fifty or sixty feet in height and is over thirty feet wide, although it seems to narrow in both height and width down to a ten foot wide natural tunnel twenty feet back into the mountain. Another fifteen feet or so down the tunnel, you can make out a large set of stone double doors set into the tunnel, blocking further passage. The only marking you can distinguish on the surface of the doors is a large eight-pointed star resting alongside a chalice.

Refer to Appendix V: The Outer Tomb for a map of this area.

The double doors, while heavy, are not barred nor otherwise blocked. Any one or two PC's capable of pushing 1,000 lbs. will be able to push open a door.

● **Stone Doors:** 6 in. thick; hardness 8; hp 90; AC 5.

Features of the Tomb:

Each chamber within the outer tomb notes the lighting conditions of the room, as well as any other unusual conditions. In addition, all of the chambers have the following feature.

Walls: The interior of the tomb is lined with rough, brick walls (DC 25 Climb). Any dwarf (or other character possessing stonecunning) may make a Search check (DC 20) to realize that the stone is not natural to this location, even though in some places, it has merged with the existing stone. Once aware that it is unnatural, a Spellcraft check (DC 25) can determine that the walls were likely created using the spell *wall of stone*.

Chamber A – The Outer Tomb

Opening the stone doors, you are greeted by a large square chamber, possibly twenty yards to a side, with smooth stone walls and a polished marble-like floor. In the four corners of the room stand ten-foot high statues, carved in the likeness of Baklunish warriors, with flowing sashes and bearing curved swords of various sizes.

Opposite you and to either side stand closed double doors similar to the one you just entered through, although these are elaborately carved with Baklunish imagery. Above each of the doors is a bronze scroll etched in curled Baklunish script.

Light: Each of the four statues in the chamber have had a continual flame cast on some portion of them, while a small bronze orb hangs from the center of the ceiling, also illuminated with a continual flame. The total effect is that the corners and the center of the room are brightly illuminated, while the 10 foot area in front of each of the doors is shadowy.

Ceiling: The ceiling of the chamber is 15 feet high and seems to be of smoothly hewn stone.

The Statues:

The statues are each approximately 10 feet tall and made of granite. None are masterfully carved, although they are of decent quality.

All of the statues have been *stone shaped* to anchor them to the floor. In addition, the walls behind them have been shaped to further enhance the statues, by providing an appropriate background.

Each of the statues represents one of the “Four Pillars of the Dragon”, tenets of Baklunish faith. A Knowledge (religion) check (DC 20) will identify the pillar that each is associated with. Reduce the DC by 5 if the character is Baklunish or a cleric of a Baklunish faith (-10 if both).

Northwest corner – Honor

This statue is carved as a female dervish. She stands poised on one leg, with a scimitar held high, while another sweeps down in a low cut. Behind her, the wall contains carvings of similar warriors charging forward into battle alongside her.

Northeast corner – Generosity

This statue is carved as a male Bakluni with a bald head and a thick, heavy beard that hangs down over his robes. A scimitar hangs from his side, while the sleeves of a chain shirt peek out from under his robes. In his hands he holds a coin purse, which empties stone coins into his open palm. Behind him are the carved images of several poor and destitute looking individuals looking hopeful at a coin in their hand.

Southwest corner - Family

This statue is carved as a male warrior, wearing a decorated breastplate and a turbaned helm. He holds a falchion in both hands in front of him, in a ready stance. Carved into the wall behind him are carved images of a woman and two young children. His eyes stare straight ahead into the room, challenging any who would harm those behind him.

Southeast corner - Piety

This statue is carved as a female warrior. She wears a veil across her face, which is bowed low, with her hands fingers pressed against her lips in prayer. The wall behind her displays images of high arched windows overlooking a calm seaport.

The Doors:

There are no additional markings on the doors the PC's entered through. However, the remaining doors are all carved stone doors, with bronze scrolls hanging over them. They are not as heavy as the outer doors, and are not barred or locked in any fashion.

☛ **Stone Doors:** 2 in. thick; hardness 8; hp 30; AC 5; Break DC 26.

Western Door

The doors on the western are carved similarly to the images on the walls behind the statues. In this case, the double doors bear an image of a Baklunish city, with onion shaped minarets rising overhead in the distance with a large army of Baklunish soldiers facing you, shields and scimitars in hand, as if readied for a charge.

The bronze scroll above the door reads “Hall of Service” in Baklunish.

Eastern Door

The eastern doors are elaborately carved with the image of an army of Baklunish soldiers charging down a mountain slope. Most are wounded and bloody, but there is no sign of exhaustion or doubt in their eyes as they move forward.

The bronze scroll above the door reads “Hall of Sacrifice” in Baklunish.

Northern Door

These doors are carved simply as though they might be a window onto a hallway that stretches into darkness. Hanging in midair is a glowing chalice with a star-shaped medallion hanging from its neck on a thin ribbon.

The bronze scroll above the door is larger than over the other doors. It reads “The Sacred Resting Place of Asim Abdul-Rahim bin Akram Al-Hashim. Let none disturb his rest who do not understand the meaning of service and sacrifice” in Baklunish.

The Trap:

When the tomb was constructed, there was concern that other adventurers might hear the (false) rumors regarding the location of the Cup and Talisman and may

come in search of the artifacts. In preparation, the tomb's designers crafted a trap intended to prevent unintended visitors from being able to penetrate the inner tomb and possibly discover their plans.

The trap is nearly undetectable – the trigger (an *alarm* spell) is located just on the other side of the northern doors leading to the inner tomb. While the doors are closed, the detection radius of the *alarm* is blocked, but as soon as the door is opened, it will detect any creature within 10 feet of the doorway (including invisible PC's, but not ethereal or astral ones).

When the *alarm* is triggered, it activates up to 4 *cone of cold* traps, each projected from a hidden nozzle above the statues heads, 15 feet from the floor. A PC with trapfinding can only locate the nozzle if they are flying or levitating while searching, or by climbing on one of the statues. A PC stating that they are “searching the room” without specifying that they are flying to search above ground level are not assumed to do this and will have no chance of finding a nozzle.

If a nozzle is located, a rogue can attempt to disable the device. This “fix” is makeshift (as they are not affecting the actual trap, just blocking up the nozzle). There is no chance of setting the trap off this way, however, if the PC fails the check by 5 or more, they think they have successfully blocked the nozzle, but it was actually ineffectual.

The “proper” way to disarm the *cone of cold* traps is by entering each of the four side chambers (B-E) and either giving the correct answer to a magic mouth present in those rooms, or by locating and disabling the device from that side. Disabling a device from a side chamber, will keep that particular trap de-activated until 10 minutes after the next time the trap would be triggered.

On the map in Appendix V, the area of the four *cone of cold* spells is marked, with letters indicating which areas are affected by which cones (F = Family, H=Honor, P= Piety, G=Generosity). Note that some of the spells have failed at various APLs, meaning that some areas will receive less coverage by *cones of cold* if the trap is sprung. For example, at APL 14, someone standing in the center of the room will be hit by only 3 *cones of cold*, needing to make 3 Reflex saves, for each batch of 10d6 damage. Despite being broken, their corresponding room still ask their questions and still radiate magic.

APL 8 (EL 9)

↗ ***Cone of Cold Trap (2)***: CR 9; spell; proximity trigger (*alarm*); automatic reset (10 minutes); spell effect (*cone of cold*, 9th level wizard, 9d6 cold, DC 17 Reflex save half damage); Search (DC 30); Disable Device (DC 30). (Cones F and G do not function at this APL)

APL 10 (EL 11)

↗ ***Cone of Cold Trap (2)***: CR 11; spell; proximity trigger (*alarm*); automatic reset (10 minutes); spell effect (*cone of cold*, 11th level wizard, 11d6 cold, DC 17 Reflex save half damage); Search (DC 30); Disable Device (DC 30). (Cones F and G do not function at this APL)

APL 12 (EL 13)

↗ ***Cone of Cold Trap (3)***: CR 13; spell; proximity trigger (*alarm*); automatic reset (10 minutes); spell effect (*cone of cold*, 9th level wizard, 9d6 cold, DC 20 Reflex save half damage); Search (DC 30); Disable Device (DC 30). (Cone F does not function at this APL)

APL 14 (EL 15)

↗ ***Cone of Cold Trap (3)***: CR 13; spell; proximity trigger (*alarm*); automatic reset (10 minutes); spell effect (*cone of cold*, 10th level wizard, 10d6 cold, DC 22 Reflex save half damage); Search (DC 30); Disable Device (DC 30). (Cone F does not function at this APL)

APL 16 (EL 17)

↗ ***Cone of Cold Trap (4)***: CR 17; spell; proximity trigger (*alarm*); automatic reset (10 minutes); spell effect (*cone of cold*, 9th level wizard, 9d6, DC 24 Reflex save half damage); Search (DC 33); Disable Device (DC 33).

Hall of Service:

Ceiling: The ceiling of the hall is 10 feet high and of smoothly hewn stone. Dwarves (or other PC's with stonemasonry) may make a Search check (DC 15) to note that either the impeccable craftsmanship, as there is no sign of tools being used on the stone. A Spellcraft check (DC 23) will suggest that a *stone shape* spell was likely used.

Light: An *everburning torch* is fitted in a sconce directly across from the double doors leading into the central chamber.

Opening the doors, you see that it leads into a short hallway that branches left and right fifteen feet ahead. The wall opposite you has a bronze sconce fitted to it, holding a lit torch. Below it, glowing script flows along the wall.

(In Baklunish) “Confession is the path to absolution.”

Chamber B – Family:

Light: The chamber is initially unlit. When the PC's enter the room and trigger the *permanent illusion*, the room becomes brightly lit and remains so until the room is vacant again.

As you enter what appeared to be an unlit and empty chamber, a warm light rises from the heart of the room. The walls slowly shift and pull back opening into a much larger room, with a rounded ceiling painted with beautiful imagery of angels and golden armored knights. As the walls take shape, the murmur of voices begins to fill the room as dozens of Baklunish men wearing fine silk tunics begin to appear on one side of the room, while a near equal number of veil clad woman fill the other side of the chamber. Their attention is drawn to the center of the room where a handsome man in a lavish white robe stands facing a beautiful woman wearing an elaborate red gown and a finely crafted beaded veil. They stare into each others eyes with a deep love, blinded to the others in the chamber as a priest bearing the symbol of the Cup and Talisman begins a wedding prayer. A dashing young soldier wearing fine armor stands behind the groom, watching over the ceremony with joyous approval. After a few moments, the scene resets to how it began a few moments ago, repeating the same motions as a new voice fills the chamber.

The voice (a *magic mouth*) speaking in Baklunish states "This is where you first failed your teachings, where you miss-stepped from the path. Do you know the name of your failure?" If it receives the answer "family", it will deactivate that cone of cold for the next ten minutes.

While in the chamber, the scene will replay over and over again, stopping only when the room is again vacant. If the party re-enters the room, the image will reappear and the magic mouth will again ask its question.

The party may attempt to search the room, but it will be made more difficult (-4 penalty) with the *permanent illusion* masking the details of the walls. If a PC wishes to disbelieve the illusion, they may make a Will save (DC 19) to do so, removing the penalty to Search the room, but adding the penalty to examine the illusion itself. *True seeing* will remove the penalty to search the room, but will prevent the character from examining the illusion at all.

Searching the nearest corner has a chance of locating the trap for this chamber (see The Trap above). If found it can be fully disarmed from here (unlike in the main chamber).

Examining the Illusion

There are three individuals in the illusion – the bride (Fatin), the groom (Mahdi), and the soldier (Isadi) – that recur in the other illusions in the tomb. The remaining individuals, including the guests and the priest, are

mostly indistinct, with rough features that waver if examined too closely.

Chamber D – Honor:

Light: The chamber is initially unlit. When the PC's enter the room and trigger the *permanent illusion*, the room becomes brightly lit and remains so until the room is vacant again.

Entering the empty chamber, the room begins to glow softly as its features change expanding into a sitting room, filled with large overstuffed cushions and comfortable couches. A tired and worn looking Baklunish man sits on one of the couches, his fists curled in apparent frustration, while an soldier wearing the familiar Cup and Talisman on his tunic stands next to him.

(In Baklunish) The sitting man looks up at the soldier, "This is the third deal that has fallen through in the last month! I can't understand what's going on, these are beginner's mistakes!"

"You are tired, my friend," the soldier comforts. "With the other deals that fell through, you are just letting stress get to you. You need to trust that the High Cleric will see to you and Fatin..."

"Fatin," the first man interrupts. "Oh, how she suffers for my foolishness! Too many times already have I cursed her for no more than trying to comfort me."

"I know, Mahdi. The dawn will come for you soon my friend, and you and Fatin can know peace again."

With that the scene fades away to be replaced with a view of a quiet side street in a large city. A beautiful young woman with cheeks stained black from tears and kohl runs along the street to a narrow doorway to an unremarkable building. Frantically, she beats upon the door, until it opens revealing the soldier from the earlier scene. Looking at her, his face softens and he steps aside letting her inside before closing the door behind her.

As the image fades and returns to that of the sitting room, a voice begins to speak.

(In Baklunish) "You betrayed your friend's trust. You know nothing of this sacred pillar of the faith."

The voice (a *magic mouth*) expects to receive a reply in the form of "honor". If it is spoken, it will deactivate that cone of cold for the next ten minutes.

While in the chamber, the scene will replay over and over again, stopping only when the room is again vacant. If the party re-enters the room, the image will reappear and the magic mouth will again ask its question.

The party may attempt to search the room, but it will be made more difficult (-4 penalty) with the *permanent illusion* masking the details of the walls. If a PC wishes to disbelieve the illusion, they may make a Will save (DC 19) to do so, removing the penalty to Search the room, but adding the penalty to examine the illusion itself. *True seeing* will remove the penalty to search the room, but will prevent the character from examining the illusion at all.

Searching the nearest corner has a chance of locating the trap for this chamber (see The Trap above). If found it can be fully disarmed from here (unlike in the main chamber).

Examining the Illusion

There are three individuals in the illusion – the merchant (Mahdi), the soldier (Isadi), and the woman (Fatin) – that recur in the other illusions in the tomb. A Spot check will reveal that in both scenes (the sitting room and the street); there is another individual present in the area.

DC Information

- | | |
|----|---|
| 18 | In the sitting room, the man stands quietly behind a doorway watching the interchange between the two men. |
| 23 | On the street, the same man is hiding in an alcove near the soldier's apartment watching the woman's arrival. |

The man is in his forties, with a thick brown beard and dark eyebrows. He bears no visible holy symbol, although his fingers are covered with many, many rings. (This man, Caspar, is present in several of the other illusions as well).

Hall of Sacrifice:

Ceiling: The ceiling of the hall is 10 feet high and of smoothly hewn stone. Dwarves (or other PC's with stonecunning) may make a Search check (DC 15) to note that either the impeccable craftsmanship, as there is no sign of tools being used on the stone. A Spellcraft check (DC 23) will suggest that a *stone shape* spell was likely used.

Light: An *everburning torch* is fitted in a sconce directly across from the double doors leading into the central chamber.

Opening the doors, you see that it leads into a short hallway that branches left and right fifteen feet ahead. The wall opposite you has a bronze sconce fitted to it, holding a lit torch. Below it, glowing script flows along the wall.

(In Baklunish) "Confession is the path to absolution."

Chamber C – Piety:

Light: The chamber is initially unlit. When the PC's enter the room and trigger the *permanent illusion*, the room becomes brightly lit and remains so until the room is vacant again.

A warm glow begins to emanate from the center of the room as you enter, the walls of the chamber shifting to take the appearance of an abbey or monastery.

An elderly man wearing a priest's vestment stands over a young man wearing the robes of an acolyte. Kneeling on the ground with a prayer book opened in front of him, the youth begins to recite verses.

Once finished, the priest stops the man with a hand placed on his shoulder. (In Baklunish) "You are ready to join the order, my son. Are you ready for your vows?"

"Yes, sire."

Turning to the altar at the front of the room, the priest begins lighting candles. "Begin."

"I swear by the blessed cup and the symbol of my lord, the High Cleric Al'Akbar, to serve the Baklunish people and to spread his faith to all. I will take up the sacred blade and lay low his enemies, and I shall keep myself pure, knowing neither the temptations of the vine nor the vices of sin."

With that the scene shifts to a room illuminated only by the light of a moon through the window, featuring little furniture other than a small table and chair, a narrow chest, and a bed. However, in the darkness you can make out the movement of two forms underneath the blankets on the bed. After a moment, the blanket slips aside and you see the young man embracing a beautiful dark haired woman, their eyes locked in a tender moment.

The room darkens and returns to the scene in the abbey, as a voice begins to speak. (In Baklunish) "Your oath given and highly sworn, your devotion was as empty as a fallen urn in the desert. Your failure in this pillar was not the end of your fall."

The voice (a *magic mouth*) expects to receive a reply in the form of "piety". If it is spoken, it will deactivate that cone of cold for the next ten minutes.

While in the chamber, the scene will replay over and over again, stopping only when the room is again vacant. If the party re-enters the room, the image will reappear and the magic mouth will again ask its question.

The party may attempt to search the room, but it will be made more difficult (-4 penalty) with the *permanent illusion* masking the details of the walls. If a PC wishes to disbelieve the illusion, they may make a Will save (DC 19) to do so, removing the penalty to Search the room, but adding the penalty to examine the illusion itself. *True seeing* will remove the penalty to search the room, but will prevent the character from examining the illusion at all.

Searching the nearest corner has a chance of locating the trap for this chamber (see The Trap above). If found it can be fully disarmed from here (unlike in the main chamber).

Examining the Illusion

There are two individuals in the illusion – the soldier (Isadi), and the woman (Fatin) – that recur in the other illusions in the tomb. A Spot check (DC 20) will reveal that in the bedroom scenes, there is another individual present in the area. Outside the window, a bearded man watches the tryst, his hands resting on the sill.

The man is in his forties, with a thick brown beard and dark eyebrows. He bears no visible holy symbol, although his fingers are covered with many, many rings. (This man, Caspar, is present in several of the other illusions as well).

Chamber E – Generosity:

Light: The chamber is initially unlit. When the PC's enter the room and trigger the *permanent illusion*, the room becomes brightly lit and remains so until the room is vacant again.

Entering the empty chamber, the room begins to glow softly as its features change expanding into a sitting room, filled with large overstuffed cushions and comfortable couches. An armored man sits on a chair, across from where a beautiful woman sits on a stack of cushions with the beginnings of a tapestry laid out on the floor in front of her. She laughs quietly at an unheard joke, before looking up at the man.

“(In Baklunish) Isadi, you should not know such things. You took vows you know.”

The man snickers quietly. “I simply overheard it, I know not what it means, but if it is amusing, I will have to take your word for it.”

Suddenly another man storms into the room, throwing a satchel of scroll cases against the far wall over the warrior's head. His face flushed with anger, he turns to the man in the chair. “Two more shipments were delivered spoiled! The merchant in

Lopolla wants nothing to do with my caravans and the caravan master quit, rather than admit to his failure.” He slams his fist into a pillar, pulling it away with bloody knuckles. Looking down at his hand, he grunts and turns away, disappearing from sight down a hallway.

The woman bursts into tears and crawls across the space between her and the warrior, leaning against him and burying her face into his thigh as her body rocks from her sobbing. The warrior looks very uncomfortable at her proximity, but slowly he slides a hand up to her back, gently caressing her and trying to ease her sorrow.

As he comforts her, the scene shifts to a hallway where the warrior and the husband race towards a large decorated door. Throwing it open, they arrive in a lavishly decorated bedroom with tapestries hanging from all the walls. The pair quickly scans the room before advancing on an open window overlooking the street. As they look over the railing, the illusion pivots looking downward onto the street, revealing the body of the woman lying broken across the flagstones. After a moment, the illusion returns to a normal point of view, focusing on the two men. The husband is clutching his face in anguish, quiet cries of “Fatin” leaving his lips, while the warrior stands there quietly, all color drained from his face.

As the scene shifts and returns to the sitting room, a voice begins to speak, “(In Baklunish) Your failure, her life. An act of deceit masked as an act of kindness, you perverted this pillar of your faith.”

The voice (a *magic mouth*) expects to receive a reply in the form of “generosity”. If it is spoken, it will deactivate that cone of cold for the next ten minutes.

While in the chamber, the scene will replay over and over again, stopping only when the room is again vacant. If the party re-enters the room, the image will reappear and the magic mouth will again ask its question.

The party may attempt to search the room, but it will be made more difficult (-4 penalty) with the *permanent illusion* masking the details of the walls. If a PC wishes to disbelieve the illusion, they may make a Will save (DC 19) to do so, removing the penalty to Search the room, but adding the penalty to examine the illusion itself. *True seeing* will remove the penalty to search the room, but will prevent the character from examining the illusion at all.

Searching the nearest corner has a chance of locating the trap for this chamber (see The Trap above). If found it can be fully disarmed from here (unlike in the main chamber).

Examining the Illusion

There are three individuals in the illusion – the warrior (Isadi), the woman (Fatin), and the husband (Mahdi) – that recur in the other illusions in the tomb. A Spot check will reveal that in the both scenes, there is another individual present in the area.

DC Information

- 15 In the sitting room, examination reveals the bearded man pouring tea in a side room and adding the contents of a small vial to a cup. Shortly after, the husband enters the room looking exhausted and drinks the tea. A few moments later, he enters the sitting room and begins his rage.
- 20 In the bedroom, he stands behind a tapestry, watching the pair run into the room, before slipping out the door behind them.

The man is in his forties, with a thick brown beard and dark eyebrows. He bears no visible holy symbol, although his fingers are covered with many, many rings. (This man, Caspar, is present in several of the other illusions as well).

Troubleshooting

Ideally, the party will take the time to look over the four side chambers and learn something about Isadi before they press forward into the inner tomb. If not, the remainder of the scenario will be much more difficult. First of all, they are unlikely to disarm the trap on the outer tomb which is likely to heavily damage the party. Second, they will not have any information with which to steer Isadi from his course of action (see Encounter Five).

Encounter Five: The Sacred Resting Place of Asim Abdul–Rahim bin Akram Al–Hashim

Continuing down the hallway from the outer tomb, the walls of the tomb return to natural stone, rather than the bricked walls above. The floor slopes steadily downward and you have likely descended fifty or sixty feet over about 200 feet of corridor.

Advancing, you make out a light ahead of you, coming from a source just outside of view. Illuminated in the light is an armored man, kneeling and head pressed down to the floor away from you.

At this distance (40 feet from the room, 80 feet from the man), the party cannot make out any other features in the room. Examining the man reveals that he appears to have a large curved sword slung across his back and is wearing a fur cloak.

A Listen check (DC 23) will be able to hear the man whispering. A character that speaks Baklunish and makes a DC 33 Listen check can make out the words, a versed prayer to Al'Akbar. A Knowledge (Religion) check (DC 15) will identify the prayer as one commonly recited during vigils, particularly rituals of purification.

If the party calls out to the man, he will not respond (he's in the middle of a verse that cannot be interrupted for several minutes). However, they will hear a female voice call out to them, inviting them to come forward in Baklunish. The voice sounds like that of the woman in the illusions (Fatin).

Continuing forward, the tunnel quickly opens up into a large vaulted chamber, probably forty feet high and sixty feet across. Directly in front of you, the man remains kneeling prostrate on the floor, facing a large white marble sarcophagus that lies behind an open well.

APL8-10

Standing directly in front of the sarcophagus, a pale woman stands; her silken clothes gently flowing over her glowing body as she calmly looks across at the penitent knight.

APL12+

Floating above the sarcophagus, an immaterial woman flies; her silken clothes gently flowing over her body as she calmly looks down at the penitent knight.

All APL's

And floating at the center of the roof is a large gem encrusted chalice that glows with holy light upon the room. A star shaped talisman crafted of gold and silver circles the cup in a slow orbit, lending the chamber an eerie air as its shadow circles the room.

The man is Isadi ibn Behreuz Al-Amjad, a fallen paladin of Al'Akbar. Following an affair with the wife of his childhood friend and her suicide thereafter, he has sought redemption for his misdeeds. Following rumors of the Cup and Talisman, he arrived at this tomb three days ago.

The ghostly woman floating above the room appears to be Fatin, the wife of Mahdi. She is here to be a reminder to Isadi of his sins and to offer him hope of absolution. For the last three days, Fatin has visited him

and told him how the spiritual guardian of this place, Asim Abdul-Rahim bin Akram Al-Hashim, is ready to ascend to the Gardens of Al'Akbar. In order to do so, another must take up the duty of guarding the Cup and Talisman and Al'Akbar wishes this for Isadi. In doing so he must give up his life, but his service as a spirit will pave his path to the Garden...

Or so Fatin has told him. In truth Fatin is an exceptionally skilled doppelganger known as "Ghost", who has been hired by agents of the Old One to get a powerful servant of good to sacrifice themselves for a noble purpose. Having worked with an agent in Ekbir today is the culmination of a years work. In an hour, Isadi will climb onto the sarcophagus and take his place inside. Once inside, an insidious creature granted to him by a Drider will strike through the floor of the coffin and draw out his soul, killing the paladin and drawing his power into the beast which will escape through its own tunnels.

In order to facilitate this elaborate ruse, Ghost has many precautions in place:

- His costume is a combination of a mundane disguise and his change shape ability. As such, *true seeing* will only negate the bonus (+10) for change shape, not penetrate the entire disguise. Attempts to see through the disguise are based upon Ghost taking 10 on his disguise check (apply penalties for appearing as a different race and gender and the bonus for change shape). At lower APLs (8 & 10), he applies the disguise to appear pale and lifeless, with a waxy cast to the skin.
- Prior to visiting Isadi, Ghost casts *misdirection*, linking himself to a coin that hangs inside the well, 10 feet down. Any caster attempting to read his aura or use spells like *detect undead* or *detect evil*, must make a Will save (DC 17 / 17 / 18 / 19 / 19) or read the aura of the rock instead (no alignment, not lying, etc).
- At APL12 or higher, Ghost also casts *ghostform* in order to further the illusion that Fatin is a ghost. At lower APL's he does not have this ability, and simply uses prestidigitation to create the dim glow that radiates from him.
- Ghost is staying in the well below. At higher APL's he simply flies up the well to visit Isadi, but at lower APL's he arrives via a hidden passage at the back of the chamber that is masked by an illusionary wall.
- The well is a shaft 60 feet straight down that opens in to a forty by forty room where a drider allied with Ghost and his pets lay in wait. Halfway down the shaft, a silence spell has been placed, suspended in the shaft, blocking sound in both directions. Another ally of Ghost's, a shadow demon, flies

through the walls of the chamber watching the activities. If combat begins, he will fly down to alert the drider, before returning to assist in the battle above.

- The Cup and Talisman floating above the room are a *permanent illusion*.

The Game

Ghost is confident that he has sufficiently convinced Isadi to sacrifice himself that he does not attempt to challenge the PCs. To him, his victory is assured. However, it is likely that the party will try to convince Isadi to turn from his path, and if the party collected evidence from the outer tomb, they may have enough to turn him back.

While talking to Isadi and Fatin, there are certain topics that are key to either changing Isadi's mind or that set of warning alarms in Ghost's mind. Each of these topics is worth one point. As points are earned by the party, Isadi becomes more incredulous to Fatin's claims or Fatin becomes agitated. Once five points are earned, Isadi challenges Fatin or Ghost launches his attack on the party.

Talking to Isadi

As you enter the chamber, the kneeling man stands and turns to face you. Although his face is covered with the ragged growth of several days beard and a worn and tired expression, you recognize him as the warrior displayed in the images in the outer tomb. He places his hand on his shoulder, near the hilt of his falchion, though he does not draw the weapon.

"Welcome to the Tome of Asim Abdul-Rahim bin Akram Al-Hashim and the resting place of the Cup and Talisman. I wish you no ill will, but if you seek to remove these artifacts from this place, I cannot permit you to do so.

Isadi believes that the party is treasure hunters seeking the Cup and Talisman and is initially unfriendly to the party. However, he is willing to tolerate questions and conversation from them so long as they are not hostile. Fatin (Ghost) will not interrupt or otherwise comment.

Who are you?

"I am Isadi ibn Behreuz Al-Amjad of Ekbir, servant of Al'Akbar."

What are you doing here?

"I too came seeking the Cup and Talisman, and now the duty of protecting it has fallen to me."

What do you mean?

"The guardian of this place is being called to sit with the High Cleric in his gardens. It is time for another to take his place."

What do you mean by "take his place"?

"I will sacrifice my life to set my spirit to guard this tomb, as he did before me."

What are the images in the chambers above about?

The warrior sighs. "I am saddened that you have witnessed the errors of my ways. But as they say, absolution comes from confession."

"I have long been friends with Mahdi bin Ratib Al-Gamal. As children we played together, and although we were separated as adults, he to university and I to the church, I found him afterwards and renewed our friendship."

"During his time in university, he met a most respectable woman named Fatin. They had a whirlwind courtship, and soon after his graduation they married, me at his side as his best man."

"Over the next few years, he put his education to practice, becoming a respected merchant in the West, while I marched in the armies of the Exalted Faith, hunting down the enemies of the Al'Akbar. When I returned to Ekbir, I would spend my days at Mahdi's estate and while away the time with my good friend. In time, Fatin and I also became friends, although we both respected the boundaries such a relationship, mindful of the teachings of the prophet."

A year ago, Mahdi's business began to fall apart. Shipments were missing, the books mis-kept, and merchants angry. He had to spend more and more time away from home trying to keep his business together, and even when he was at home, he was in an ill-mood. These days were particularly hard on Fatin, as he would frequently take out his frustrations on her, yelling at her or leaving her to clean the remains of his tantrums.

She began to turn to me for comfort. It was awkward for me, as the rules of conduct between men and women in my homeland are strict, and Fatin required more compassion than kind words could convey. A touch became an embrace, and an embrace became a kiss. This was too much for us, and I left before more damage could be done.

A day later, she came to me at my home, tears in her eyes. Mahdi had shattered a thrown a vase in their home and she was afraid to return to him. She cried in my arms and again, an embrace became a kiss, became a...

Isadi's eyes tear up at his recollection of events. He sighs and wipes them on his sleeve before continuing. "When we returned to their estate the

next day, Mahdi was in finer spirits than we had seen him in weeks. He was kind and loving to Fatin, and I think the guilt of our actions the night before was too much for her. She fled to her bedchamber in tears, leaving Mahdi and I to face each other. He asked me what he should do to make up for his many weeks of ill-temper to his wife, when we heard a scream from Fatin. We ran to her, but when we arrived, we found that she had leapt from her window. Mahdi blamed himself for her death, but I knew the truth. The guilt of our infidelity was too much for her.

This is why I seek my redemption, and why Fatin is here now to guide me to it. This was her price, and I must pay mine."

Who is the bearded man?

"What bearded man?"

(If the player's further describe him...)

"That is strange that you should mention him. His name is Caspar Al-Javar. He is a business partner of Mahdi. Where did you see him?"

(Each chamber that the party saw Caspar in and describes earns them one point. If the party puts together that he may have thrown Fatin from the window or that he drugged Mahdi, they earn an additional point).

In addition to the topics above, the party can attempt to turn Isadi from his path with Diplomacy. A DC 25 check is worth 1 point, a DC 40 check is worth 2 points. Grant the party up to a +5 circumstance bonus for a particularly moving or well-role-played argument.

Talking to Fatin (Ghost)

Pretty much everything that comes out of Fatin's mouth is a lie. However, with Ghost's bluffing and acting skills, it will be very challenging for most parties to see through her act.

Who are you?

"In life I was Fatin bint Parsa Al-Sorush."

Why are you a still here / why are you undead?

"I cast my life away, while my soul was burdened with sin. My only hope is to help Isadi fulfill his destiny and earn my redemption with his."

Why don't you detect as undead then?

"A minor blessing of Al'Akbar, I suppose."

How did you get here all the way from Ekbir?

"Al'Akbar brought me to where I was needed." (1 point)

So Al'Akbar wants Isadi to sacrifice himself? That doesn't seem like something a "good" god would ask for.

"I do not question the High Cleric's wisdom." (1 point)

Why did you commit suicide?

A tear begins to form at the corner of Fatin's eye. "I was overwhelmed with grief over what Isadi and I had done. The pain was so great; I did not think I could go on."

In addition to the topics above, if the party is able to see through Ghost's disguise or recognize that the Cup and Talisman are illusions, he will send a signal (Sense Motive vs. his Bluff check to recognize) to the shadow demon to summon the drider. Until the drider arrives, he will attempt to hold off the PC's attack by claiming that they are mistaken and attempting to make excuses.

The Attack

Once it is obvious that he will not be able to claim Isadi's soul, Ghost will launch an attack on the party. He put a year of his life into this project and to have a group of heroes just wander into it and ruin it has him very, very angry.

APL 8 (EL 11)

➤ "Ghost", Male Doppelganger Sor7: hp 69, see Appendix I.

➤ Shadow Demon: hp 45; see Appendix I.

➤ Drider Cleric: hp 45; see *Monster Manual* p. 89 and Appendix I.

➤ Large Monstrous Hunting Spiders (6): hp 22 each, see *Monster Manual* p. 289.

APL 10 (EL 13)

➤ "Ghost", Male Doppelganger Sor9: hp 80, see Appendix I.

➤ Advanced Shadow Demon: hp 63; see Appendix I.

➤ Pliztik, Male Drider Clr1 of Iuz: hp 53, see Appendix I.

➤ Huge Monstrous Hunting Spiders (4): hp 52 each, see *Monster Manual* p. 289.

APL 12 (EL 15)

➤ "Ghost", Male Doppelganger Sor11: hp 91, see Appendix I.

➤ Advanced Shadow Demon: hp 120; see Appendix I.

➤ Pliztik, Male Drider Clr3 of Iuz: hp 67, see Appendix I.

➤ Huge Monstrous Hunting Spiders (6): hp 52 each, see *Monster Manual* p. 289.

APL 14 (EL 17)

➤ "Ghost", Male Doppelganger Sor13: hp 102, see Appendix I.

➤ Advanced Shadow Demon: hp 150; see Appendix I.

➤ Pliztik, Male Drider Clr5 of Iuz: hp 80, see Appendix I.

➤ Advanced Huge Monstrous Hunting Spiders (6): hp 98 each, see Appendix I.

APL 16 (EL 19)

➤ "Ghost", Male Doppelganger Sor16: hp 118, see Appendix I.

➤ Advanced Shadow Demon: hp 150; see Appendix I.

➤ Pliztik, Male Drider Clr7 of Iuz: hp 93, see Appendix I.

➤ Advanced Fiendish Huge Monstrous Hunting Spiders (6): hp 98 each, see Appendix I.

Tactics: At lower APL's, Ghost will attempt to stay out of combat until Pliztik and his spiders arrive to draw attacks away (starting at the bottom of the shaft, it takes a full round for a spider to reach the top of the shaft as a run action). In the meantime, he'll cast defensive spells while the shadow demon attempts to put the room in darkness, first by blacking out the cup and talisman illusion that is illuminating the chamber, then by using its *damning darkness* ability.

At higher APL's, Ghost will already have several key defensive spells in place (*ghostform*, *false life*), so he will instead immediately start attacking the party, starting with any apparent wizards. He will use his most powerful area spells first, then use quickened spells to inflict additional damage to the casters. (He sees the casters as the greatest threat to him as they can remove his buffs and enable the party's fighters to fly to engage him). He will disengage from fighters if he can, although at APL 16 he will use forcecage to imprison a particularly threatening one.

The shadow demon will sweep through the room taking advantage of its incorporeal nature to duck into the walls and floor following flyby attacks.

At low APL's, Pliztik will focus on buffing and enhancing the spiders he brought with him from the Underdark. However, as he gets more powerful at higher levels, he will hang back to buff himself after casting mass bear's endurance on the spiders, then press into melee.

Assuming the party doesn't just blindly begin attacking Fatin as soon as they come into the room; Isadi will join the party in combat if they have uncovered the truth about Fatin. However, even if Isadi was unconvinced, he will be shortly after Fatin begins casting spells...

Troubleshooting

The goal of this encounter is for the party to show Isadi the truth of what has happened. If they did not get enough information in the outer tomb or if they are not able to diplomatically convince him, they may be left in a stalemate where they don't have enough to change his course or to provoke Ghost into action.

If this happens, you need to leave it to the party to resolve. It is entirely possible that a party could walk away and leave Isadi to his choice, for good or for ill.

Conclusion

The last of your foes fallen, you take stock of your allies and tend to your wounds. Isadi sits on the edge of the sarcophagus and his chest heaves with a heavy sob.

"All this, just to draw me here? Fatin died, Mahdi is heartbroken, and my vows broken, for what? What did they want of me?"

Later, you found his answer. Descending down the well, you find a chamber that served as the enemies' lair. Besides their possessions and the husks of several elk that must have served as food for the spiders, you find the remains of a magical circle etched into the floor. Although the lines of the circle have been broken, the pattern of a large black spider remains at the heart of the circle.

In addition, you find a journal among the drider's possessions. You are surprised to learn that he was a cleric of the Old One, rather than the goddess of his own kind, Lolth. However, more surprising is a recent passage in the tome.

"The soul of the redeemed paladin shall soon be delivered, borne on the legs of Her infernal machine."

Although you have saved Isadi from the fate planned for him, and you are able to return to Vlekstaad to report back to Keth, for a while you are unable to shake your imagination from what that passage portends.

Resolution

If the party freed Wystan without raising suspicion (fewer than five suspicion points), in addition to the experience award, Wystan will make arrangements for followers of St. Cuthbert to receive training to learn the feat "Cuthbert's Smite". In gratitude to others, he makes arrangements with Father Leonius to grant access to an *axiomatic* weapon upgrade or to purchase a +3 weapon of their choice.

If the party rescues Isadi and he survives the battle with Ghost, he will thank the party for their efforts.

Refocused on his faith, he intends to return to Ekbir to seek proper atonement. Upon completion of the journey, he will make arrangements for followers of Al'Akbar to gain access to the feat "Invoke the Cup and Talisman". In gratitude to others, he will make arrangements with Mahdi and his church to provide access to a *carpet of flying* (5' x 10') or a *flaming burst* weapon upgrade.

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 Two

Locate Wystan without drawing suspicion to him
APL8 45 xp; APL10 60 xp; APL12 75 xp;
APL14 90 xp; APL16 105 xp.

Defeat the Marauder patrol

APL8 300 xp; APL10 360 xp; APL12 420 xp;
APL14 480 xp; APL16 540 xp.

Keep Wystan alive during the combat with the Marauders

APL8 45 xp; APL10 60 xp; APL12 75 xp;
APL14 90 xp; APL16 105 xp.

Encounter Four

Survive / disable the *cone of cold* trap

APL8 270 xp; APL10 330 xp; APL12 390 xp;
APL14 450 xp; APL16 510 xp.

Encounter Five

Defeat Ghost and his underlings

APL8 330 xp; APL10 390 xp; APL12 450 xp;
APL14 510 xp; APL16 570 xp.

Keep Isadi alive during the combat with the Ghost

APL8 35 xp; APL10 50 xp; APL12 65 xp;
APL14 80 xp; APL16 95 xp.

Discretionary roleplaying award

APL8 100 xp; APL10 100 xp; APL12 100 xp;
APL14 100 xp; APL16 100 xp.

Total possible experience:

APL8 1,125 xp; APL10 1,350 xp;
APL12 1,575 xp; APL14 1,800 xp;

APL16 2,025 xp.

Treasure Summary

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

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

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

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

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

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

Encounter One: Introduction

APL 8: L: 402 gp; C: 10 gp; M: Ill-Tempered Spellbook Vol I (30 gp), *+1 breastplate* (112 gp).

APL 10: L: 274 gp; C: 10 gp; M: Ill-Tempered Spellbook Vol I (30 gp), *+1 breastplate* (7 @ 112 gp each), *potion of cure light wounds* (4gp), *potion of fox's cunning* (25 gp), *potion of bull's strength* (6 @ 25 gp each).

APL 12: L: 303 gp; C: 15 gp; M: Ill-Tempered Spellbook Volume I (30 gp), Ill-Tempered Spellbook Volume II (54 gp), *+1 breastplate* (7 @ 112 gp each), *potion of cure light wounds* (4 gp), *potion of fox's cunning* (25 gp), *potion of bull's strength* (6 @ 25 gp each).

APL 14: L: 99 gp; C: 15 gp; M: Ill-Tempered Spellbook Volume I (30 gp), Ill-Tempered Spellbook Volume II (54 gp), *+1 greatsword* (7 @ 195 gp each), *+1 breastplate* (7 @ 112 gp each), *headband of intellect +2* (333 gp), *potion of cure light wounds* (4 gp), *potion of bull's strength* (6 @ 25 gp each).

APL 16: L: 99 gp; C: 15 gp; M: Ill-Tempered Spellbook Volume I (30 gp), Ill-Tempered Spellbook Volume II (54 gp), *+1 greatsword* (7 @ 195 gp each), *+1 breastplate* (6 @ 112 gp each), *+2 breastplate* (362 gp), *headband of intellect +2* (333 gp), *amulet of natural armor +1* (166 gp), *potion of cure light wounds* (4 gp), *potion of bull's strength* (6 @ 25 gp each), *scroll of enervation* (58 gp).

Encounter Four:

APL 8: L: 30 gp; C: 33 gp; M: *circlet of persuasion* (375 gp), *cloak of charisma +2* (333 gp).

APL 10: L: 85 gp; C: 116 gp; M: *circlet of persuasion* (375 gp), *cloak of charisma +2* (333 gp), *gloves of dexterity +2* (333 gp).

APL 12: L: 85 gp; C: 116 gp; M: *circlet of persuasion* (375 gp), *cloak of charisma +4* (1,333 gp), *gloves of dexterity +2* (333 gp).

APL 14: L: 85 gp; C: 116 gp; M: *scepter of obedience* (1041 gp), *cloak of resistance +2* (333 gp), *gloves of dexterity +2* (333 gp), *rod of splendor* (2,083 gp).

APL 16: L: 85 gp; C: 366 gp; M: *scepter of obedience* (1041 gp), *cloak of resistance +3* (750 gp), *gloves of dexterity +2* (333 gp), *periapt of proof against poison* (2,250 gp), *rod of splendor* (2,083 gp).

Total Possible Treasure

APL 8: L: 432 gp; C: 43 gp; M: 850 gp - Total: 1,300 gp.

APL 10: L: 359 gp; C: 126 gp; M: 2,034 gp - Total: 2,300 gp

APL 12: L: 388 gp; C: 131 gp; M: 3,088 gp - Total: 3,300 gp

APL 14: L: 184 gp; C: 131 gp; M: 6,510 gp - Total: 6,600 gp

APL 16: L: 184 gp; C: 381 gp; M: 9,651 gp - Total: 9,900 gp

Special

Gratitude of Wystan Rook

In thanks for freeing him from captivity, the spy Wystan Rook has made arrangements for the following rewards.

Followers of St. Cuthbert gain access to the feat Cuthbert's Smite (Source: *Living Greyhawk Journal* #20; *Dragon Magazine* #306).

In addition, the PC may purchase one of the following: a single +3 weapon of their choice from the PHB or pay to have the *axiomatic* special ability added to an existing magical weapon (the PC pays the cost difference for the new item). Once this portion of the Wystan's gratitude is used, cross it off.

Gratitude of Isadi ibn Behreuz Al-Amjad

In thanks for turning him from an unrighteous path, Isadi ibn Behreuz Al-Amjad intends to make the following arrangements for the PC in the future.

Followers of Al'Akbar gain access to the feat Invoke the Cup and Talisman (Source: *Dungeon/Polyhedron Magazine* #105). Training in the feat will require 2 TU's as the character learns the ability in Ekbir.

In addition, the PC may purchase one of the following: a *carpet of flying* (5' x 10') or pay to have the *flaming burst* special ability added to an existing magical weapon (the PC pays the cost difference for the new item). Purchasing either will require 2 TU's as the PC travels to Ekbir to acquire the item. Once this portion of the Isadi's gratitude is used, cross it off.

Ill-Tempered Spellbook Volume I

This spellbook is fairly typical of what a wizard might buy at an arcanists shop in Greyhawk – simple brown leather binding with a wooden slat in the spine. The feature of note is that the interior margins and white spaces are filled with insane ramblings and rants on a variety of topics.

Spellbook: 0—[*all cantrips from the PHB*]; 1st—[*comprehend languages, enlarge person, expeditious retreat, mage armor, magic missile, ray of enfeeblement, true strike, unseen servant*]; 2nd—[*blur, fox's cunning, scorching ray, see invisibility*]; 3rd—[*fireball, haste, protection from energy, suggestion*]; 4th—[*mass enlarge person, polymorph*]. (55 pages used; Value 2,750 gp)

Ill-Tempered Spellbook Volume II

This spellbook is physically similar to Volume I above, although it is newer and in better condition.

Spellbook: 3rd—[*fly*]; 4th—[*enervation*]; 5th—[*cone of cold, dominate person, feeblemind, waves of*

fatigue]; 6th—[*mass cat's grace, mass suggestion, Otiluke's freezing sphere, repulsion*]; 7th—[*insanity, prismatic spray*]. (65 pages used; Value 3,250 gp)

Items for the Adventure Record

Item Access

APLs 8 and 10:

circlet of persuasion (Adventure, DMG)

Ill-Tempered Spellbook Vol I (Adventure, see above)

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

cloak of charisma +4 (Adventure, DMG)

Ill-Tempered Spellbook Volume II (Adventure, see above)

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

cloak of resistance +2 (Adventure, DMG)

rod of splendor (Adventure, DMG)

scepter of obedience (Adventure, Miniatures Handbook)

APL 16: (All of APLs 8-14 plus the following)

+2 breastplate (Adventure, DMG)

cloak of resistance +3 (Adventure, DMG)

periapt of proof against poison (Adventure, DMG)

Appendix I: Encounters

Encounter Two

All APL's

☛ **Wystan Rook, Male Human (Mixed) Pal6/Rog2 of St. Cuthbert:** CR 8; Medium Humanoid (human); HD 6d10+2d6; hp 40 (currently 15 due to starvation); Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 10)[+1 Dex]; BA/G: +7/+9; Atk +9 melee (1d3+2, unarmed); Full Atk +9/+4 melee (1d3+2, unarmed); SA Lay on hands, smite evil 4/day, sneak attack +1d6, spells, turn undead; SQ Aura of courage, aura of good, *detect evil*, divine grace, evasion, remove disease, *special mount*, trapfinding; AL LG; SV Fort +6, Ref +7, Will +5; Str 14, Dex 12, Con 10, Int 12, Wis 14, Cha 12.

Skills and Feats: Speak Languages (Common, Frutzi), Appraise +5, Bluff +8, Decipher Script +5, Diplomacy +10, Disguise +6 (+8 acting), Gather Information +8 (+10 in Iuz's Border States or Core areas), Handle Animal +6, Intimidate +5, Knowledge (Local – Iuz's Border States) +6, Knowledge (Local – Core) +6, Knowledge (Nobility & Royalty) +6, Knowledge (Religion) +5, Listen +5, Profession (merchant) +5, Ride +5, Search +8, Sense Motive +10, Spot +5; Cuthbert's Smite, Extra Smite, Investigator, Persuasive.

Aura of Courage (Su): Wystan is immune to fear, magical or otherwise. Allies within 10 feet of him gain a +4 morale bonus on saving throws against fear effects.

Aura of Good (Ex): Wystan's aura of good (see the *detect good* spell) is equal to that of a 6th-level cleric.

Detect Evil (Sp): At will, as the spell of the same name.

Divine Grace (Su): Wystan gains a bonus on saving throws equal to his Charisma bonus (already added above).

Divine Health (Ex): Wystan is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Evasion (Ex): If Wystan is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Lay on Hands (Sp): Wystan can cure 6 hit points of wounds per day.

Smite Evil (Su): Wystan may attempt to smite evil with one normal melee attack. He adds +1 to his attack roll and deals 5 extra points of damage. Smiting a creature that is not evil has no effect, but counts as a use of the ability for that day.

Special Mount (Sp): Wystan's special mount is a heavy warhorse, which has the statistics presented in

the Monster Manual, plus 2 more Hit Dice, +4 bonus to natural armor, +1 Strength, and improved evasion. The paladin has an empathic link with the mount and can share spells and saving throws with it. He can call his mount once per day for up to 10 hours as a full-round action.

Trapfinding (Ex): Wystan can use the Search skill to locate traps when the task has a DC higher than 20.

Turn Undead (Su): As a 2nd-level cleric.

Possessions: tattered clothing.

Encounter Two

APL 8:

☛ **Telkyr - Marauder Lieutenant, Male Human Ftr5:** CR 5; Medium Humanoid (Human); HD 5d10+15; hp 42; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 15)[+1 Dex, +6 breastplate]; BA/G: +5/+8; Atk +10 melee (2d6+4 [19-20/x2], greatsword); Full Atk +10 melee (2d6+4 [19-20/x2], greatsword) or +6 ranged (1d8 [x3], composite longbow); AL NE; SV Fort +6, Ref +2, Will +4; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Speak Languages (Common), Bluff +3, Handle Animal +4, Intimidation +0, Knowledge (Religion) +4, Ride +5; Dodge, Improved Toughness, Power Attack, True Believer, Weapon Focus (Greatsword), Iron Will.

Possessions: Masterwork greatsword, +1 breastplate, composite longbow, arrows (20), holy symbol of Iuz, backpack, bedroll, 2 torches, manacles, pouch w/ 11 gp

☛ **Durik the Ill-Tempered, Male Human Wiz5:** CR 5; Medium Humanoid (Human); HD 5d4+10; hp 22; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10)[+1 Dex]; BA/G: +2/+2; Atk +3 melee (1d6, quarterstaff) or +4 ranged touch (various, ray); Full Atk +3 melee (1d6, quarterstaff) or +4 ranged touch (various, ray); SA Spells; AL NE; SV Fort +3, Ref +2, Will +5; Str 10, Dex 13, Con 14, Int 16, Wis 12, Cha 8.

Skills and Feats: Speak Languages (Abyssal, Common, Draconic, Frutzi), Concentration +10, Decipher Script +11, Knowledge (Arcana) +11, Knowledge (Geography) +11, Spellcraft +16; Empower Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Evocation), Weapon Focus (ray).

Spells Prepared (4/4/3/2; base DC = 13 + spell level, **evocation** DC = 14 + spell level) 0—[*detect magic*, *mage hand*, *mending*, **ray of frost**]; 1st—[*enlarge person*, *mage armor*, **magic missile**, *magic missile*]; 2nd—[*blur*, **scorching ray**, *see invisibility*]; 3rd—[*fireball*, *haste*].

Spellbook: 0—[acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open / close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue]; 1st—[comprehend languages, enlarge person, expeditious retreat, mage armor, magic missile, ray of enfeeblement, true strike, unseen servant]; 2nd—[blur, fox's cunning, scorching ray, see invisibility]; 3rd—[fireball, haste, protection from energy, suggestion]; 4th—[mass enlarge person, polymorph].

Possessions: Ill-Tempered Spellbook Volume I, spell component pouch, masterwork quarterstaff.

☛ **Marauder Soldiers, Human Bbn2/Ftr2 (6)**: CR 4; Medium Humanoid (Human); HD 2d12+2d10+8; hp 32; Init +1; Spd 40 ft.; AC 16 (touch 11, flat-footed 16)+1 Dex, +5 chainmail; BA/G: +4/+7; Atk +9 melee (2d6+4 [19-20/x2], greatsword); Full Atk +9 melee (2d6+4 [19-20/x2], greatsword); SA Rage 1/day; SQ Uncanny Dodge; AL CE; SV Fort +8, Ref +1, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Speak Languages (Common), Climb +8, Jump +8, Listen +6, Survival +6, Swim +8, Tumble +6; Endurance, Iron Will, Power Attack, Run, Weapon Focus (greatsword).

Possessions: Masterwork greatsword, masterwork chainmail, backpack, bedroll, 2 torches, manacles, vial of alchemist's fire, pouch w/ 8 gp.

APL 10:

☛ **Telkyr - Marauder Sergeant, Male Human Ftr5/PsTmplr2 of Iuz**: CR 7; Medium Humanoid (Human); HD 7d10+21; hp 59; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16)+1 Dex, +6 breastplate; BA/G: +7/+10; Atk +12 melee (2d6+4 [19-20/x2], greatsword); Full Atk +12/+7 melee (2d6+4 [19-20/x2], greatsword) or +9/+4 ranged (1d8+3 [x3], composite longbow); SA Smite 1/day, spells; SQ Mettle; AL NE; SV Fort +9, Ref +2, Will +7; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Speak Languages (Common), Bluff +4, Concentration +6, Handle Animal +4, Intimidation +2, Knowledge (Religion) +4, Ride +5; Dodge, Improved Toughness, Mobility, Power Attack, True Believer, Weapon Focus (Greatsword), Iron Will.

Smite (Su): Once per day, the sergeant may make a single melee attack with a +4 attack bonus and a +2 damage bonus.

Mettle (Su): If the sergeant makes a successful Will or Fortitude saving throw that would normally reduce the spell's effects, he suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar

entries can be negated through this ability.

Spells Prepared (1; base DC = 11 + spell level): 1—[corrupt weapon].

Possessions: Masterwork greatsword, +1 breastplate, masterwork composite longbow (+3), arrows (20), holy symbol of Iuz, backpack, bedroll, 2 torches, manacles, *potion of cure light wounds*, pouch w/ 5 gp.

☛ **Durik the Ill-Tempered, Male Human Wiz7**: CR 7; Medium Humanoid (Human); HD 7d4+14; hp 31; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10)+1 Dex; BA/G: +3/+3; Atk +4 melee (1d6, quarterstaff) or +5 ranged touch (various, ray); Full Atk +4 melee (1d6, quarterstaff) or +5 ranged touch (various, ray); SA Spells; AL NE; SV Fort +4, Ref +3, Will +6; Str 10, Dex 13, Con 14, Int 16, Wis 12, Cha 8.

Skills and Feats: Speak Languages (Abyssal, Common, Draconic, Frutzi), Concentration +12, Decipher Script +13, Knowledge (Arcana) +13, Knowledge (Geography) +11, Knowledge (Nobility and Royalty) +7, Spellcraft +18; Empower Spell, Point-Blank Shot, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Evocation), Weapon Focus (ray).

Spells Prepared (4/5/4/3/1; base DC = 13 + spell level; **evocation** DC 14 + spell level): 0—[detect magic, mage hand, mending, **ray of frost**]; 1st—[mage armor, **magic missile (3)**, ray of enfeeblement]; 2nd—[blur, **scorching ray (2)**, see invisibility]; 3rd—[**empowered magic missile**, **fireball**, haste]; 4th—[mass enlarge person].

Spellbook: 0—[acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open / close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue]; 1st—[comprehend languages, enlarge person, expeditious retreat, mage armor, magic missile, ray of enfeeblement, true strike, unseen servant]; 2nd—[blur, fox's cunning, scorching ray, see invisibility]; 3rd—[fireball, haste, protection from energy, suggestion]; 4th—[mass enlarge person, polymorph].

Possessions: Ill-Tempered Spellbook Volume I, masterwork quarterstaff, spell component pouch, *potion of fox's cunning*, pouch w/ 25 gp.

☛ **Marauder Soldiers, Human Bbn2/Ftr4 (6)**: CR 6; Medium Humanoid (Human); HD 2d12+4d10+12; hp 47; Init +1; Spd 40 ft.; AC 17 (touch 11, flat-footed 17)+1 Dex, +6 breastplate; BA/G: +6/+9; Atk +11 melee (2d6+6 [19-20/x2], greatsword); Full Atk +11/+6 melee (2d6+6 [19-20/x2], greatsword); SA Rage 1/day; SQ Uncanny Dodge; AL CE; SV Fort +9, Ref +2, Will +4; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Speak Languages (Common), Climb +10, Jump +8, Listen +6, Survival +6, Swim +10, Tumble +7; Cleave, Endurance, Iron Will, Power Attack, Run, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Masterwork greatsword, +1 breastplate, backpack, bedroll, 3 torches, manacles, *potion of bull's strength*, vial of alchemist's fire, pouch w/ 5 gp.

APL 12:

☛ **Telkyr - Marauder Sergeant, Male Human Ftr6/PsTmplr3 of Iuz:** CR 9; Medium Humanoid (Human); HD 9d10+27; hp 76; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16)[+1 Dex, +6 breastplate]; BA/G: +9/+12; Atk +14 melee (2d6+6 [18-20/x2], greatsword); Full Atk +14/+9 melee (2d6+6 [18-20/x2], greatsword) or +11/+6 ranged (1d8+3 [x3], composite longbow); SA Smite 1/day, spells; SQ Damage reduction 1/-, mettle; AL NE; SV Fort +10, Ref +4, Will +8; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Speak Languages (Common), Bluff +4, Concentration +6, Handle Animal +4, Intimidation +5, Knowledge (Religion) +4, Ride +5; Dodge, Improved Critical (greatsword), Improved Toughness, Iron Will, Mobility, Power Attack, Spring Attack, True Believer, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Smite (Su): Once per day, the sergeant may make a single melee attack with a +4 attack bonus and a +3 damage bonus.

Mettle (Su): If the sergeant makes a successful Will or Fortitude saving throw that would normally reduce the spell's effects, he suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Spells Prepared (2; base DC = 11 + spell level): 1st—[*corrupt weapon, cure light wounds*].

Possessions: Masterwork greatsword, +1 breastplate, masterwork composite longbow (+3), arrows (20), holy symbol of Iuz, backpack, bedroll, 2 torches, manacles, *potion of cure light wounds*, pouch w/ 10 gp.

☛ **Durik the Ill-Tempered, Male Human Wiz9:** CR 9; Medium Humanoid (Human); HD 9d4+18; hp 40; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10)[+1 Dex]; BA/G: +4/+4; Atk +5 melee (1d6, quarterstaff) or +6 ranged touch (various, ray); Full Atk +5 melee (1d6, quarterstaff) or +6 ranged touch (various, ray); SA Spells; AL NE; SV Fort +5, Ref +4, Will +7; Str 10, Dex 13, Con 14, Int 17, Wis 12, Cha 8.

Skills and Feats: Speak Languages (Abyssal,

Common, Draconic, Frutzi), Concentration +14, Decipher Script +15, Diplomacy +1, Knowledge (Arcana) +15, Knowledge (Geography) +11, Knowledge (Nobility and Royalty) +8, Knowledge (The Planes) +6, Spellcraft +20; Empower Spell, Point-Blank Shot, Precise Shot, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Evocation), Weapon Focus (ray).

Spells Prepared (4/5/5/4/2/1; base DC = 13 + spell level; **evocation** DC 14 + spell level): 0—[*detect magic, mage hand, mending, ray of frost*]; 1st—[*mage armor, magic missile (3), ray of enfeeblement*]; 2nd—[*blur, scorching ray (3), see invisibility*]; 3rd—[*empowered magic missile, fireball, fly, haste*]; 4th—[*enervation, mass enlarge person*]; 5th—[*feeblemind*].

Spellbook: 0—[*acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open / close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*]; 1st—[*comprehend languages, enlarge person, expeditious retreat, mage armor, magic missile, ray of enfeeblement, true strike, unseen servant*]; 2nd—[*blur, fox's cunning, scorching ray, see invisibility*]; 3rd—[*fireball, fly, haste, protection from energy, suggestion*]; 4th—[*enervation, mass enlarge person, polymorph*]; 5th—[*cone of cold, dominate person, feeblemind, waves of fatigue*]; 6th—[*mass cat's grace, mass suggestion, Otiluke's freezing sphere, repulsion*]; 7th—[*insanity, prismatic spray*].

Possessions: Ill-Tempered Spellbook Volumes I&II, masterwork quarterstaff, spell component pouch, *potion of fox's cunning*, pouch w/ 50 gp.

☛ **Marauder Soldiers, Human Bbn4/Ftr4 (6):** CR 8; Medium Humanoid (Human); HD 4d12+4d10+16; hp 64; Init +1; Spd 40 ft.; AC 17 (touch 11, flat-footed 17)[+1 Dex, +6 breastplate]; BA/G: +8/+11; Atk +13 melee (2d6+6 [19-20/x2], greatsword); Full Atk +13/+8 melee (2d6+6 [19-20/x2], greatsword); SA Rage 2/day; SQ Trap Sense +1, Uncanny Dodge; AL CE; SV Fort +10, Ref +3, Will +5; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Speak Languages (Common), Climb +10, Jump +10, Listen +10, Survival +10, Swim +10, Tumble +8; Cleave, Endurance, Iron Will, Power Attack, Run, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Masterwork greatsword, +1 breastplate, backpack, bedroll, 3 torches, manacles, *potion of bull's strength*, vial of alchemist's fire, pouch w/ 5 gp.

APL 14:

☛ **Telkyr - Marauder Captain, Male Human Ftr6/PsTmplr5 of Iuz:** CR 11; Medium Humanoid

(Human); HD 11d10+33; hp 93; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16)[+1 Dex, +6 breastplate]; BA/G: +11/+14; Atk +16 melee (2d6+7 [18-20/x2], +1 *greatsword*); Full Atk +16/+11/+6 ranged (2d6+7 [18-20/x2], +1 *greatsword*) or +13/+8/+5 ranged (1d8+3 [x3], composite longbow); SA Smite 1/day, spells; SQ Damage reduction 1/-, mettle; AL NE; SV Fort +11, Ref +4, Will +9; Str 16, Dex 13, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Speak Languages (Common), Bluff +4, Concentration +6, Handle Animal +4, Intimidation +8, Knowledge (Religion) +4, Ride +5; Cleave, Dodge, Improved Critical (*greatsword*), Improved Toughness, Iron Will, Mobility, Power Attack, Spring Attack, True Believer, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*).

Smite (Su): Once per day, the captain may make a single melee attack with a +4 attack bonus and a +5 damage bonus.

Mettle (Su): If the captain makes a successful Will or Fortitude saving throw that would normally reduce the spell's effects, he suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Spells Prepared (2/1; base DC = 11 + spell level): 1st—[*corrupt weapon*, *cure light wounds*]; 2nd—[*bull's strength*].

Possessions: +1 *greatsword*, +1 *breastplate*, masterwork composite longbow (+3), arrows (20), holy symbol of Iuz, backpack, bedroll, 2 torches, manacles, *potion of cure light wounds*, pouch w/ 10 gp.

☛ **Durik the Ill-Tempered, Male Human Wizi:** CR 11; Medium Humanoid (Human); HD 11d4+22; hp 49; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10)[+1 Dex]; BA/G: +5/+5; Atk +6 melee (1d6, quarterstaff); Full Atk +6 melee (1d6, quarterstaff); SA Spells; AL NE; SV Fort +5, Ref +4, Will +8; Str 10, Dex 13, Con 14, Int 17 (19), Wis 12, Cha 8.

Skills and Feats: Speak Languages (Abyssal, Common, Draconic, Frutzi), Concentration +16, Decipher Script +17, Diplomacy +1, Knowledge (Arcana) +17, Knowledge (Geography) +11, Knowledge (Local – Iuz's Border States) +5, Knowledge (Nobility and Royalty) +8, Knowledge (The Planes) +8, Spellcraft +22; Empower Spell, Maximize Spell, Point-Blank Shot, Precise Shot, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Evocation), Weapon Focus (ray).

Spells Prepared (4/5/5/5/4/2/1; base DC = 14 + spell level; **evocation** DC 15 + spell level): 0—[*detect magic*, *mage hand*, *mending*, **ray of frost**]; 1st—[*mage armor*, **magic missile** (3), *ray of enfeeblement*]; 2nd—

[*blur*, **scorching ray** (3), *see invisibility*]; 3rd—[**fireball**, *fly*, *haste*, *protection from energy*, *suggestion*]; 4th—[*enervation*, *mass enlarge person*, **maximized magic missile**, *polymorph*]; 5th—[**cone of cold**, **empowered fireball**]; 6th—[**Otiluke's freezing sphere**].

Spellbook: 0—[*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open / close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*]; 1st—[*comprehend languages*, *enlarge person*, *expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement*, *true strike*, *unseen servant*]; 2nd—[*blur*, *fox's cunning*, *scorching ray*, *see invisibility*]; 3rd—[**fireball**, *fly*, *haste*, *protection from energy*, *suggestion*]; 4th—[*enervation*, *mass enlarge person*, *polymorph*]; 5th—[*cone of cold*, *dominate person*, *feeblemind*, *waves of fatigue*]; 6th—[*mass cat's grace*, *mass suggestion*, *Otiluke's freezing sphere*, *repulsion*]; 7th—[*insanity*, *prismatic spray*].

Possessions: Ill-Tempered Spellbook Volumes I&II, masterwork quarterstaff, spell component pouch, *headband of intellect* +2, pouch w/ 50 gp.

☛ **Marauder Soldiers, Human Bbn6/Ftr4 (6):** CR 10; Medium Humanoid (Human); HD 6d12+4d10+20; hp 81; Init +1; Spd 40 ft.; AC 17 (touch 11, flat-footed 17)[+1 Dex, +6 breastplate]; BA/G: +10/+13; Atk +15 melee (2d6+7 [18-20/x2], +1 *greatsword*); Full Atk +15/+10 melee (2d6+7 [18-20/x2], +1 *greatsword*); SA Rage 2/day; SQ Improved uncanny dodge, trap sense +2; AL CE; SV Fort +11, Ref +4, Will +6; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Speak Languages (Common), Climb +11, Jump +11, Listen +14, Survival +11, Swim +11, Tumble +9; Cleave, Endurance, Improved Critical (*greatsword*), Iron Will, Power Attack, Run, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*).

Possessions: +1 *greatsword*, +1 *breastplate*, backpack, bedroll, 3 torches, manacles, *potion of bull's strength*, pouch w/ 5 gp.

APL 16:

☛ **Telkyr - Marauder Captain, Male Human Ftr6/PsTmplr7 of Iuz:** CR 13; Medium Humanoid (Human); HD 13d10+39; hp 110; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17)[+2 Dex, +7 breastplate]; BA/G: +13/+16; Atk +18 melee (2d6+7 [18-20/x2], +1 *greatsword*); Full Atk +18/+13/+8 ranged (2d6+6 [18-20/x2], +1 *greatsword*) or +16/+11/+6 ranged (1d8+3 [x3], composite longbow); SA Smite 2/day, spells; SQ Damage reduction 2/-, mettle; AL NE; SV Fort +12, Ref

+6, Will +10; Str 16, Dex 14, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Speak Languages (Common), Bluff +4, Concentration +10, Handle Animal +4, Intimidation +9, Knowledge (Religion) +4, Ride +5; Cleave, Dodge, Great Cleave, Improved Critical (greatsword), Improved Toughness, Iron Will, Mobility, Power Attack, Spring Attack, True Believer, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Smite (Su): Twice per day, the captain may make a single melee attack with a +4 attack bonus and a +7 damage bonus.

Mettle (Su): If the captain makes a successful Will or Fortitude saving throw that would normally reduce the spell's effects, he suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Spells Prepared (3/1/1; base DC = 11 + spell level): 1st—[*corrupt weapon*, *cure light wounds*]; 2nd—[*bull's strength*]; 3rd—[*protection from energy*].

Possessions: +1 greatsword, +2 breastplate, masterwork composite longbow (+3), arrows (20), holy symbol of Iuz, backpack, bedroll, 2 torches, manacles, *potion of cure light wounds*, pouch w/ 5 gp.

☛ **Durik the Ill-Tempered, Male Human Wiz13:** CR 13; Medium Humanoid (Human); HD 13d4+26; hp 58; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10)[+1 Dex]; BA/G: +6/+6; Atk +7 melee (1d6, quarterstaff); Full Atk +7/+2 melee (1d6, quarterstaff); SA Spells; AL NE; SV Fort +6, Ref +5, Will +9; Str 10, Dex 13, Con 14, Int 18 (20), Wis 12, Cha 8.

Skills and Feats: Speak Languages (Abyssal, Common, Draconic, Frutzi), Concentration +18, Decipher Script +20, Diplomacy +1, Knowledge (Arcana) +20, Knowledge (Geography) +12, Knowledge (Local – Iuz's Border States) +10, Knowledge (Nobility and Royalty) +10, Knowledge (The Planes) +10, Spellcraft +25; Empower Spell, Maximize Spell, Point-Blank Shot, Precise Shot, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Evocation), Spell Focus (Necromancy), Weapon Focus (ray).

Spells Prepared (4/6/5/5/5/4/2/1; base DC = 15 + spell level; **evocation** and **necromancy** DC 16 + spell level): 0—[*detect magic*, *mage hand*, *mending*, **ray of frost**]; 1st—[*mage armor*, **magic missile (4)**, **ray of enfeeblement**]; 2nd—[*blur*, **scorching ray (3)**, *see invisibility*]; 3rd—[**fireball**, *fly*, *haste*, *protection from energy*, *suggestion*]; 4th—[**empowered scorching ray**, **enervation**, *mass enlarge person*, **maximized magic missile**, *polymorph*]; 5th—[**cone of cold**, **empowered fireball**, *feeblemind*, *waves of fatigue*];

6th—[*mass cat's grace*, **Otiluke's freezing sphere**]; 7th—[**prismatic spray**].

Spellbook: 0—[*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open / close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*]; 1st—[*comprehend languages*, *enlarge person*, *expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement*, *true strike*, *unseen servant*]; 2nd—[*blur*, *fox's cunning*, *scorching ray*, *see invisibility*]; 3rd—[**fireball**, *fly*, *haste*, *protection from energy*, *suggestion*]; 4th—[*enervation*, *mass enlarge person*, *polymorph*]; 5th—[**cone of cold**, *dominate person*, *feeblemind*, *waves of fatigue*]; 6th—[*mass cat's grace*, *mass suggestion*, **Otiluke's freezing sphere**, *repulsion*]; 7th—[*insanity*, **prismatic spray**].

Possessions: Ill-Tempered Spellbook Volumes I&II, masterwork quarterstaff, spell component pouch, *headband of intellect* +2, *scroll of enervation*, pouch w/ 50 gp.

☛ **Marauder Soldiers, Human Bbn8/Ftr4 (6):** CR 12; Medium Humanoid (Human); HD 8d12+4d10+24; hp 98; Init +1; Spd 40 ft.; AC 18 (touch 11, flat-footed 18)[+1 Dex, +6 breastplate, +1 natural]; BA/G: +12/+16; Atk +18 melee (2d6+9 [18-20/x2], +1 greatsword); Full Atk +18/+13/+8 melee (2d6+9 [18-20/x2], +1 greatsword); SA Rage 3/day; SQ Damage reduction 1/-, improved uncanny dodge, trap sense +2; AL CE; SV Fort +12, Ref +4, Will +6; Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Speak Languages (Common), Climb +15, Jump +15, Listen +14, Survival +11, Swim +14, Tumble +10; Cleave, Endurance, Great Cleave, Improved Critical (greatsword), Iron Will, Power Attack, Run, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 greatsword, +1 breastplate, *amulet of natural armor* +1, backpack, bedroll, 3 torches, manacles, *potion of bull's strength*, vial of alchemist's fire, pouch w/ 5 gp.

Encounter Four

All APL's

☛ **Isadi ibn Behreuz Al-Amjad, Male Human (Baklunish) Ex-Pal13 of Al'Akbar:** CR 13; Medium Humanoid (human); HD 13d10+13; hp 83; Init +2; Spd 30 ft.; AC 19 (touch 11, flat-footed 15)[+2 Dex, +7 breastplate]; BA/G: +13/+15; Atk +17 melee (2d4+5 [18-20], +2 *falchion*); Full Atk +17/+12/+7 melee (2d4+5 [18-20], +2 *falchion*); AL LG; SV Fort +9, Ref +6, Will +5; Str 15, Dex 12 (14), Con 12, Int 10, Wis 13, Cha 14.

Skills and Feats: Speak Languages (Ancient Baklunish, Common), Diplomacy +5, Handle Animal +7, Heal +6, Knowledge (religion) +5, Profession (sailor) +10, Ride +20, Sense Motive +6; Brew Potion, Invoke the Cup and Talisman, Mounted Combat, Ride-By Attack, Spirited Charge, Trample.

Possessions: +2 *mithral breastplate*, +2 *defending falchion*, *gloves of dexterity* +2, *clear spindle ioun stone*, *oil of bless weapon*, *potion of resist energy (cold -10)*, *potion of bull's strength*, *potion of cure moderate wounds (2)*, *oil of magic circle against evil*, *potion belt*, *holy symbol of Al'Akbar*, *spell component pouch*.

APL8:

☛ **"Ghost", Male Doppelganger Sor7:** CR 8; HD 4d8+12+7d4+21; hp 69 (81 with *false life*); Init +7 (+3 Dex, +4 Imp. Init.); Spd 30 ft.; AC 21 (touch 13, flat-footed 18)[+3 Dex, +4 natural, +4 *mage armor*]; BA/G: +7/+7; Atk +8 melee (1d4 [19-20/x2], dagger) or +7 melee (1d6, slam); Full Atk +8/+3 melee (1d4 [19-20/x2], dagger) or +7 melee (1d6, slam); SA Detect thoughts, spells; SQ Change shape, immunity to *sleep* and charm effects; AL NE; SV Fort +8, Ref +9, Will +11; Str 10, Dex 16, Con 16, Int 14, Wis 14, Cha 18 (20).

Skills and Feats: Bluff +23*, Concentration +17, Disguise +23* (+25 to acting), Knowledge (Arcana) +3, Listen +6, Sense Motive +9, Spellcraft +3, Spot +5; Arcane Preparation, Great Fortitude, Improved Initiative, Spell Focus (Evocation).

Detect Thoughts (Su): Ghost can continuously use detect thoughts as the spell (caster level 18th, Will DC 17 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): Ghost can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its true form.

Skills: Ghost has a +4 racial bonus on Bluff and Disguise checks. * When using its change shape

ability, Ghost gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponents mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Spells Known (6/7/5/5; save DC 15 + spell level, **evocation** DC 16 + spell level; Caster Level 7th) 0 – [*acid splash*, *detect magic*, *detect poison*, *mage hand*, *mending*, *prestidigitation*, *read magic*]; 1st – [*expeditious retreat*, *mage armor*, ***magic missile***, *ray of enfeeblement*, *shield*]; 2nd – [*false life*, *misdirection*, ***scorching ray***]; 3rd – [*displacement*, *nondetection*].

Precast Spells: 1st – [*mage armor*]; 2nd – [*false life*, *misdirection*].

Possessions: Masterwork dagger, four small pouches of diamond dust (50 gp each, component of *nondetection*), spell component pouch, *circlet of persuasion*, *cloak of charisma* +2.

☛ **Shadow Demon:** Medium Outsider (Chaotic, Evil, Extraplanar, Incorporeal); CR 8; HD 10d8; hp 45; Init +11; Spd Fly 40 ft.(perfect); AC 22 (touch 22, flat-footed 15)[+7 Dex, +5 deflection]; BA/G: +10/+17; Atk +17 melee touch (1d6 vile, claw); Full Atk +17 melee (1d6 vile, 2 claws); SA Improved grab, pounce, rake, spell-like abilities; SQ Darkness enhancement, darkvision 60 ft., flesh-ripping claws, immunities, light powerlessness; AL CE; SV Fort +7, Ref +16, Will +10; Str -, Dex 24, Con 10, Int 17, Wis 17, Cha 20.

Skills and Feats: Speak Languages (Abyssal Celestial, Draconic), Bluff +18, Concentration +13, Diplomacy +22, Hide +30, Intimidate +20, Knowledge (Arcana) +16, Knowledge (The Planes) +16, Listen +16, Search +16, Sense Motive +16, Spot +16; Combat Expertise, Flyby Attack, Improved Initiative, Lightning Reflexes.

A shadow demon's natural weapons, as well as any weapons it wields are treated as chaotic-aligned and evil-aligned for the purposes of overcoming damage reduction.

Improved Grab (Ex): To use this ability, the shadow demon must hit a Medium or smaller opponent with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Pounce (Ex): If a shadow demon charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +17 melee touch, damage 1d6 vile.

Spell-Like Abilities: At will: *darkness*, 1/day – *deeper darkness*, *damning darkness*, 1/week – *magic jar* (DC 19). Caster level 10th. The save DCs are Charisma-based.

Darkness Enhancement (Ex): Shadow demons gain power from being within total darkness. They

gain a +4 enhancement bonus to AC, attack rolls, damage rolls, saves, and skill and ability checks in such conditions.

Flesh-Ripping Claws (Su): When a shadow demon's claws touch flesh, they become corporeal, allowing the creature to claw, rake, and even grapple with opponents, yet still ignore their armor. The shadow demon's claw and rake attacks are thus made as touch attacks. Fleshless creatures, such as certain constructs, are immune to the attacks of a shadow demon. Corporeal foes attempting to grapple the shadow demon can only attempt to escape; they can't deal damage or pin in a grapple. All damage a shadow demon's claws deal is vile damage (see below).

Immunities (Su): A shadow demon is immune to fire, cold, and electricity as well as mind-affecting effects, poison, sleep, paralysis, stunning, and disease. It is not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.

Light Powerlessness (Su): A shadow demon is drained in bright light (such as sunlight) and flees from it. Within such light, it takes a -4 penalty to AC, attack rolls, damage rolls, saves, and skill and ability checks.

Skills: A shadow demon receives a +10 racial bonus on Hide checks.

☛ **Drider:** As the the Monster Manual, but as a cleric instead of a sorcerer.

Spells Prepared (5/4/4/3; base DC = 13 + spell level; Caster level 7th): 0—[*cure minor wounds* (3), *detect magic*, *resistance*]; 1st—[*bless*, *cure light wounds*, *divine favor*, *protection from good**]; 2nd—[*invisibility**, *owl's wisdom*, *silence*, *sound burst*]; 3rd—[*magic circle against good**, *prayer*, *protection from energy*].

*Domain spell. **Domains:** [Evil (Evil spells cast at +1 caster level); Trickery (Bluff, Disguise and Hide are class skills)].

APL 10:

☛ **"Ghost", Male Doppelganger Sor9:** CR 10; HD 4d8+12+9d4+27; hp 80 (94 with *false life*); Init +8 (+4 Dex, +4 Imp. Init); Spd 30 ft.; AC 22 (touch 14, flat-footed 18)[+4 Dex, +4 natural, +4 *mage armor*]; BA/G: +8/+8; Atk +9 melee (1d4 [19-20/x2], dagger) or +8 melee (1d6, slam); Full Atk +9/+4 melee (1d4 [19-20/x2], dagger) or +8 melee (1d6, slam); SA Detect thoughts, spells; SQ Change shape, immunity to *sleep* and charm effects; AL NE; SV Fort +9, Ref +11, Will +12; Str 10, Dex 16 (18), Con 16, Int 14, Wis 14, Cha 19

(21).

Skills and Feats: Bluff +23*, Concentration +19, Disguise +24* (+26 to acting), Knowledge (Arcana) +5, Listen +6, Sense Motive +9, Spellcraft +5, Spot +5; Arcane Preparation, Great Fortitude, Improved Initiative, Quicken Spell, Spell Focus (Evocation).

Detect Thoughts (Su): Ghost can continuously use detect thoughts as the spell (caster level 18th, Will DC 17 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): Ghost can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its true form.

Skills: Ghost has a +4 racial bonus on Bluff and Disguise checks. * When using its change shape ability, Ghost gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponents mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Spells Known (6/7/7/7/3; save DC 15 + spell level, **evocation** DC 16 + spell level; Caster Level 9th) 0 — [*acid splash*, *detect magic*, *detect poison*, *mage hand*, *mending*, *open / close*, *prestidigitation*, *read magic*]; 1st — [*expeditious retreat*, *mage armor*, ***magic missile***, *ray of enfeeblement*, *shield*]; 2nd — [*false life*, *misdirection*, *resist energy*, ***scorching ray***]; 3rd — [*displacement*, *nondetection*, *slow*]; 4th — [*greater invisibility*, *stoneskin*].

Precast Spells: 1st — [*mage armor*]; 2nd — [*false life*, *misdirection*].

Possessions: Masterwork dagger, two large pouches of diamond dust (250 gp each, component of *stoneskin*), four small pouches of diamond dust (50 gp each, component of *nondetection*), spell component pouch, *circlet of persuasion*, *cloak of charisma* +2, *gloves of dexterity* +2.

☛ **Advanced Shadow Demon:** Medium Outsider (Chaotic, Evil, Extraplanar, Incorporeal); CR 10; HD 14d8; hp 63; Init +11; Spd Fly 40 ft.(perfect); AC 22 (touch 22, flat-footed 15)[+7 Dex, +5 deflection]; BA/G: +14/+21; Atk +21 melee touch (1d8 vile, claw); Full Atk +21 melee (1d8 vile, 2 claws); SA Improved grab, pounce, rake, spell-like abilities; SQ Darkness enhancement, darkvision 60 ft., flesh-ripping claws, immunities, light powerlessness; AL CE; SV Fort +9, Ref +18, Will +12; Str -, Dex 24, Con 11, Int 17, Wis 17, Cha 20.

Skills and Feats: Speak Languages (Abyssal, Celestial, Draconic), Bluff +22, Concentration +17, Diplomacy +26, Hide +34, Intimidate +24, Knowledge (Arcana) +20, Knowledge (The Planes) +20, Listen +20, Search +20, Sense Motive +20, Spot +20; Combat Expertise, Flyby Attack, Improved Initiative, Improved Natural Attack (claw), Lightning Reflexes.

A shadow demon's natural weapons, as well as any weapons it wields are treated as chaotic-aligned and evil-aligned for the purposes of overcoming damage reduction.

Improved Grab (Ex): To use this ability, the shadow demon must hit a Medium or smaller opponent with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Pounce (Ex): If a shadow demon charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +21 melee touch, damage 1d8 vile.

Spell-Like Abilities: At will: *darkness*, 1/day – *deeper darkness*, *damning darkness*, 1/week – *magic jar* (DC 20). Caster level 14th. The save DCs are Charisma-based.

Darkness Enhancement (Ex): Shadow demons gain power from being within total darkness. They gain a +4 enhancement bonus to AC, attack rolls, damage rolls, saves, and skill and ability checks in such conditions.

Flesh-Ripping Claws (Su): When a shadow demon's claws touch flesh, they become corporeal, allowing the creature to claw, rake, and even grapple with opponents, yet still ignore their armor. The shadow demon's claw and rake attacks are thus made as touch attacks. Fleshless creatures, such as certain constructs, are immune to the attacks of a shadow demon. Corporeal foes attempting to grapple the shadow demon can only attempt to escape; they can't deal damage or pin in a grapple. All damage a shadow demon's claws deal is vile damage (see below).

Immunities (Su): A shadow demon is immune to fire, cold, and electricity as well as mind-affecting effects, poison, sleep, paralysis, stunning, and disease. It is not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.

Light Powerlessness (Su): A shadow demon is drained in bright light (such as sunlight) and flees from it. Within such light, it takes a -4 penalty to AC, attack rolls, damage rolls, saves, and skill and ability checks.

Skills: A shadow demon receives a +10 racial bonus on Hide checks.

☛ **Pliztik, Male Drider Clr of Iuz:** CR 8; HD 7d8+21; hp 53; Init +2; Spd 30 ft., climb 15 ft.; AC 20 (touch 11, flat-footed 18)[-1 size, +2 Dex, +6 natural, +3 studded leather]; BA/G +4/+10; Atk +6 melee (1d6+2 [19-20/x2], dagger) or +6 melee (1d4+1 plus poison, bite) or +5 ranged (1d8 [x3], shortbow); Full Atk +4 melee (1d6+2 [19-20/x2], daggers), +4 melee (1d6+1 [19-20/x2], dagger) and +1 melee (1d4+1 plus poison, bite) or +5 ranged (1d8 [x3], shortbow); Space / Reach: 10 ft. / 5 ft.; SA Spells, spell-like abilities, poison; SQ Darkvision 60 ft.; SR 17; AL CE; SV Fort +7, Ref +4, Will +10; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills and Feats: Speak Languages (Common, Elven, Undercommon), Climb +14, Concentration +9, Hide +10, Knowledge (Religion) +6, Listen +9, Move Silently +12, Spot +9; Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

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

Spell-like abilities: 1/day – *dancing lights* (DC 15), *clairaudience* / *clairvoyance*, *darkness*, *detect good*, *detect law*, *detect magic*, *dispel magic*, *faerie fire*, *levitate*, *suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells Prepared (6/6/5/4/2; base DC = 13 + spell level; Caster level 7th): 0—[*cure minor wounds* (3), *detect magic*, *resistance*]; 1st—[*bleed*, *cure light wounds* (2), *divine favor*, *protection from good**]; 2nd—[*eagle's splendor*, *invisibility**, *owl's wisdom*, *silence*, *sound burst*]; 3rd—[*cure serious wounds*, *magic circle against good**, *prayer*, *protection from energy*]; 4th—[*confusion**, *divine power*].

*Domain spell. **Domains:** [Evil (Evil spells cast at +1 caster level); Trickery (Bluff, Disguise and Hide are class skills)].

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Masterwork daggers (2), studded leather armor, holy symbol of Iuz.

APL 12:

☛ **"Ghost", Male Doppelganger Sor11:** CR12; HD 4d8+12+11d4+33; hp 91 (111 with *false life*); Init +8 (+4 Dex, +4 Imp. Init.); Spd 30 ft., fly 40 ft. (average); AC 22 (touch 14, flat-footed 18)[+4 Dex, +4 natural, +4 *mage armor*]; BA/G: +9/+9; Atk +10 melee (1d4 [19-20/x2], dagger) or +9 melee (1d6, slam); Full Atk +10/+5 melee

(1d4 [19-20/x2], dagger) or +9 melee (1d6, slam); SA Detect thoughts, spells; SQ Change shape, immunity to *sleep* and charm effects; AL NE; SV Fort +9, Ref +11, Will +13; Str 10, Dex 16 (18), Con 16, Int 14, Wis 14, Cha 19 (23).

Skills and Feats: Bluff +24*, Concentration +21, Disguise +27* (+29 to acting), Knowledge (Arcana) +6, Listen +6, Sense Motive +9, Spellcraft +6, Spot +5; Arcane Preparation, Great Fortitude, Improved Initiative, Practiced Spellcaster (Sorcerer), Quicken Spell, Spell Focus (Evocation).

Detect Thoughts (Su): Ghost can continuously use detect thoughts as the spell (caster level 18th, Will DC 18 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): Ghost can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its true form.

Skills: Ghost has a +4 racial bonus on Bluff and Disguise checks. * When using its change shape ability, Ghost gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponents mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Spells Known (6/7/6/7/7/2; save DC 16 + spell level, **evocation** DC 17 + spell level; Caster Level 15th) 0 – [*acid splash, detect magic, detect poison, ghost sound, mage hand, mending, open / close, prestidigitation, read magic*]; 1st – [*expeditious retreat, mage armor, **magic missile**, ray of enfeeblement, shield*]; 2nd – [*false life, invisibility, misdirection, resist energy, **scorching ray***]; 3rd – [*displacement, magic circle against good, nondetection, slow*]; 4th – [*enervation, greater invisibility, stoneskin*]; 5th – [*ghostform, overland flight*].

Spells Prepared: 5th – [***quicken magic missile, quickened shield***].

Precast Spells: 1st – [*mage armor*]; 2nd – [*false life, misdirection*]; 5th – [*overland flight*].

Possessions: Masterwork dagger, two large pouches of diamond dust (250 gp each, component of *stoneskin*), four small pouches of diamond dust (50 gp each, component of *nondetection*), spell component pouch, *circlet of persuasion*, *cloak of charisma* +4, *gloves of dexterity* +2.

Power-Up Suite (Ghost Form): Spd Fly 30 ft., (perfect); AC 21 (touch 21, flat-footed 17)[+4 Dex, +7 deflection]; Atk -; Full Atk -; SQ incorporeal.

➤ **Advanced Shadow Demon:** Large Outsider (Chaotic, Evil, Extraplanar, Incorporeal); CR 12; HD 16d8+48; hp 120; Init +10; Spd Fly 40 ft.(perfect); AC 20 (touch 20, flat-footed 14)[-1 size, +6 Dex, +5 deflection]; BA/G: +16/+22; Atk +22 melee touch (2d6 vile, claw); Full Atk +22 melee (2d6 vile, 2 claws); Space / Reach: 10 ft. / 10 ft.; SA Improved grab, pounce, rake, spell-like abilities; SQ Darkness enhancement, darkvision 60 ft., flesh-ripping claws, immunities, light powerlessness; AL CE; SV Fort +13, Ref +18, Will +13; Str -, Dex 24, Con 16, Int 17, Wis 17, Cha 20.

Skills and Feats: Speak Languages (Abyssal Celestial, Draconic), Bluff +24, Concentration +22, Diplomacy +24, Hide +36, Intimidate +26, Knowledge (Arcana) +22, Knowledge (The Planes) +22, Listen +22, Search +22, Sense Motive +22, Spot +22; Combat Expertise, Flyby Attack, Improved Combat Expertise, Improved Initiative, Improved Natural Attack (claw), Lightning Reflexes.

A shadow demon's natural weapons, as well as any weapons it wields are treated as chaotic-aligned and evil-aligned for the purposes of overcoming damage reduction.

Improved Grab (Ex): To use this ability, the shadow demon must hit a Medium or smaller opponent with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Pounce (Ex): If a shadow demon charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +22 melee touch, damage 2d6 vile.

Spell-Like Abilities: At will: *darkness*, 1/day – *deeper darkness, damning darkness*, 1/week – *magic jar* (DC 20). Caster level 16th. The save DCs are Charisma-based.

Darkness Enhancement (Ex): Shadow demons gain power from being within total darkness. They gain a +4 enhancement bonus to AC, attack rolls, damage rolls, saves, and skill and ability checks in such conditions.

Flesh-Ripping Claws (Su): When a shadow demon's claws touch flesh, they become corporeal, allowing the creature to claw, rake, and even grapple with opponents, yet still ignore their armor. The shadow demon's claw and rake attacks are thus made as touch attacks. Fleshless creatures, such as certain constructs, are immune to the attacks of a shadow demon. Corporeal foes attempting to grapple the shadow demon can only attempt to escape; they can't deal damage or pin in a grapple. All damage a shadow demon's claws deal is vile damage (see below).

Immunities (Su): A shadow demon is immune to fire, cold, and electricity as well as mind-affecting effects, poison, sleep, paralysis, stunning, and disease. It is not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.

Light Powerlessness (Su): A shadow demon is drained in bright light (such as sunlight) and flees from it. Within such light, it takes a -4 penalty to AC, attack rolls, damage rolls, saves, and skill and ability checks.

Skills: A shadow demon receives a +10 racial bonus on Hide checks.

☛ **Pliztik, Male Drider Clr3 of Iuz:** CR 10; HD 9d8+27; hp 67; Init +2; Spd 30 ft., climb 15 ft.; AC 20 (touch 11, flat-footed 18)[-1 size, +2 Dex, +6 natural, +3 studded leather]; BA/G +6/+12; Atk +8 melee (1d6+2 [19-20/x2], dagger) or +8 melee (1d4+1 plus poison, bite); Full Atk +6/+1 melee (1d6+2 [19-20/x2], daggers), +6 melee (1d6+1 [19-20/x2], dagger) and +3 melee (1d4+1 plus poison, bite); Space / Reach: 10 ft. / 5 ft.; SA Spells, spell-like abilities, poison; SQ Darkvision 60 ft.; SR 17; AL CE; SV Fort +8, Ref +5, Will +11; Str 15, Dex 15, Con 16, Int 15, Wis 17, Cha 16.

Skills and Feats: Speak Languages (Common, Elven, Undercommon), Climb +14, Concentration +10, Hide +10, Knowledge (Arcana) +4, Knowledge (Religion) +13, Listen +9, Move Silently +12, Spellcraft +3, Spot +9; Combat Casting, Skill Focus (Religion), Two-Weapon Fighting, Weapon Focus (bite).

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

Spell-like abilities: 1/day – *dancing lights* (DC 15), *clairaudience* / *clairvoyance*, *darkness*, *detect good*, *detect law*, *detect magic*, *dispel magic*, *faerie fire*, *levitate*, *suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells Prepared (6/6/6/5/3/2; base DC = 13 + spell level; Caster level 9th): 0—[*cure minor wounds* (4), *detect magic*, *resistance*]; 1st—[*bleed*, *cure light wounds* (3), *divine favor*, *protection from good**]; 2nd—[*align weapon*, *eagle's splendor*, *invisibility**, *owl's wisdom*, *silence*, *sound burst*]; 3rd—[*cure serious wounds*, *magic circle against good**, *magic vestment*, *prayer*, *protection from energy*]; 4th—[*confusion**, *divine power*, *greater magic weapon*]; 5th—[*righteous might*, *false vision**].

*Domain spell. **Domains:** [Evil (Evil spells cast at +1 caster level); Trickery (Bluff, Disguise and Hide are class skills)].

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Masterwork daggers (2), studded leather armor, holy symbol of Iuz.

APL 14:

☛ **"Ghost", Male Doppelganger Sor13:** CR14; HD 4d8+12+13d4+39; hp 102 (124 with *false life*); Init +8 (+4 Dex, +4 Imp. Init.); Spd 30 ft., fly 40 ft., (average); AC 22 (touch 14, flat-footed 18)[+4 Dex, +4 natural, +4 *mage armor*]; BA/G: +10/+10; Atk +11 melee (1d4 [19-20/x2], dagger) or +10 melee (1d6, slam); Full Atk +11/+6 melee (1d4 [19-20/x2], dagger) or +10 melee (1d6, slam); SA Detect thoughts, spells; SQ Change shape, immunity to *sleep* and charm effects; AL NE; SV Fort +12, Ref +13, Will +16; Str 10, Dex 16 (18), Con 16, Int 14, Wis 14, Cha 20 (24).

Skills and Feats: Bluff +31*, Concentration +23, Disguise +31* (+33 to acting), Knowledge (Arcana) +6, Listen +6, Sense Motive +9, Spellcraft +6, Spot +5; Arcane Preparation, Great Fortitude, Improved Initiative, Practiced Spellcaster (Sorcerer), Quicken Spell, Spell Focus (Evocation).

Detect Thoughts (Su): Ghost can continuously use detect thoughts as the spell (caster level 18th, Will DC 19 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): Ghost can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its true form.

Skills: Ghost has a +4 racial bonus on Bluff and Disguise checks. * When using its change shape ability, Ghost gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponents mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Spells Known (6/7/6/8/7/5/3; save DC 17 + spell level, evocation DC 18 + spell level; Caster Level 17th) 0 – [*acid splash*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *mending*, *open / close*, *prestidigitation*, *read magic*]; 1st – [*expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*]; 2nd – [*false life*, *invisibility*, *misdirection*, *resist energy*, *scorching ray*]; 3rd – [*displacement*, *magic circle against good*, *nondetection*, *slow*]; 4th – [*confusion*, *enervation*, *greater invisibility*, *stoneskin*]; 5th – [*cone of cold*, *ghostform*, *overland flight*]; 6th –

[*chain lightning*, *greater dispel magic*].

Spells Prepared: 5th – [*quicken shield*]; 6th – [*quicken scorching ray* (2)].

Precast Spells: 1st – [*mage armor*]; 2nd – [*false life*, *misdirection*]; 5th – [*overland flight*].

Possessions: Masterwork dagger, two large pouches of diamond dust (250 gp each, component of *stoneskin*), four small pouches of diamond dust (50 gp each, component of *nondetection*), spell component pouch, *scepter of obedience*, *cloak of resistance +2*, *gloves of dexterity +2*, *rod of splendor*.

Power-Up Suite (Ghost Form): Spd Fly 30 ft., (perfect); AC 21 (touch 21, flat-footed 17)[+4 Dex, +7 deflection]; Atk -; Full Atk -; SQ incorporeal.

➤ **Advanced Shadow Demon:** Large Outsider (Chaotic, Evil, Extraplanar, Incorporeal); CR 14; HD 20d8+60; hp 150; Init +10; Spd Fly 40 ft.(perfect); AC 20 (touch 20, flat-footed 14)[-1 size, +6 Dex, +5 deflection]; BA/G: +20/+26; Atk +26 melee touch (2d6 vile, claw); Full Atk +26 melee (2d6 vile, 2 claws); Space / Reach: 10 ft. / 10 ft.; SA Improved grab, pounce, rake, spell-like abilities; SQ Darkness enhancement, darkvision 60 ft., flesh-ripping claws, immunities, light powerlessness; AL CE; SV Fort +15, Ref +20, Will +16; Str -, Dex 24, Con 16, Int 17, Wis 18, Cha 20.

Skills and Feats: Speak Languages (Abyssal, Celestial, Draconic), Bluff +28, Concentration +26, Diplomacy +28, Hide +40, Intimidate +30, Knowledge (Arcana) +26, Knowledge (The Planes) +26, Listen +27, Search +26, Sense Motive +27, Spot +27; Combat Expertise, Flyby Attack, Great Flyby Attack, Improved Combat Expertise, Improved Initiative, Improved Natural Attack (claw), Lightning Reflexes.

A shadow demon's natural weapons, as well as any weapons it wields are treated as chaotic-aligned and evil-aligned for the purposes of overcoming damage reduction.

Improved Grab (Ex): To use this ability, the shadow demon must hit a Medium or smaller opponent with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Pounce (Ex): If a shadow demon charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +26 melee touch, damage 2d6 vile.

Spell-Like Abilities: At will: *darkness*, 1/day – *deeper darkness*, *damning darkness*, 1/week – *magic jar* (DC 20). Caster level 20th. The save DCs are Charisma-based.

Darkness Enhancement (Ex): Shadow demons gain power from being within total darkness. They

gain a +4 enhancement bonus to AC, attack rolls, damage rolls, saves, and skill and ability checks in such conditions.

Flesh-Ripping Claws (Su): When a shadow demon's claws touch flesh, they become corporeal, allowing the creature to claw, rake, and even grapple with opponents, yet still ignore their armor. The shadow demon's claw and rake attacks are thus made as touch attacks. Fleshless creatures, such as certain constructs, are immune to the attacks of a shadow demon. Corporeal foes attempting to grapple the shadow demon can only attempt to escape; they can't deal damage or pin in a grapple. All damage a shadow demon's claws deal is vile damage (see below).

Immunities (Su): A shadow demon is immune to fire, cold, and electricity as well as mind-affecting effects, poison, sleep, paralysis, stunning, and disease. It is not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.

Light Powerlessness (Su): A shadow demon is drained in bright light (such as sunlight) and flees from it. Within such light, it takes a -4 penalty to AC, attack rolls, damage rolls, saves, and skill and ability checks.

Skills: A shadow demon receives a +10 racial bonus on Hide checks.

➤ **Pliztik, Male Drider Clr3/DvnRcl2 of Iuz:** CR 12; HD 9d8+2d6+33; hp 80; Init +2; Spd 30 ft., climb 15 ft.; AC 20 (touch 11, flat-footed 18)[-1 size, +2 Dex, +6 natural, +3 studded leather]; BA/G +7/+13; Atk +9 melee (1d6+2 [19-20/x2], dagger) or +9 melee (1d4+1 plus poison, bite); Full Atk +7/+2 melee (1d6+2 [19-20/x2], daggers), +7 melee (1d6+1 [19-20/x2], dagger) and +4 melee (1d4+1 plus poison, bite); Space / Reach: 10 ft. / 5 ft.; SA Spells, spell-like abilities, poison; SQ Darkvision 60 ft.; SR 17; AL CE; SV Fort +8, Ref +5, Will +14; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills and Feats: Speak Languages (Common, Elven, Undercommon), Climb +14, Concentration +10, Hide +10, Knowledge (Arcana) +7, Knowledge (Religion) +13, Listen +9, Move Silently +12, Spellcraft +10, Spot +9; Combat Casting, Skill Focus (Religion), Two-Weapon Fighting, Weapon Focus (bite).

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

Spell-like abilities: 1/day – *dancing lights* (DC 15), *clairaudience* / *clairvoyance*, *darkness*, *detect good*, *detect law*, *detect magic*, *dispel magic*, *faerie fire*,

levitate, suggestion (DC 16). Caster level 6th. The save DCs are Charisma-based.

Prescient Sense (Ex): If Pliztik makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save, he instead takes no damage. This form of evasion works no matter what armor the divine oracle wears, unlike the monk's and rogue's evasion ability.

Scry Bonus (Su): Pliztik adds a +1 sacred bonus to the save DC of all his Divination (scrying) spells.

Trap Sense (Ex): Pliztik has a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

Spells Prepared (6/7/6/6/4/3/2; base DC = 13 + spell level; Caster level 11th): 0—[*cure minor wounds* (4), *detect magic, resistance*]; 1st—[*bless, cure light wounds* (4) *divine favor, identify*]; 2nd—[*align weapon, eagle's splendor, invisibility**, *owl's wisdom, silence, sound burst*]; 3rd—[*cure serious wounds, magic circle against good**, *magic vestment, prayer, protection from energy* (2)]; 4th—[*confusion**, *divine power, freedom of movement, greater magic weapon*]; 5th—[*flame strike, righteous might, false vision*]; 6th—[*mass bear's endurance, mislead*].

*Domain spell. **Domains:** [Evil (Evil spells cast at +1 caster level); Oracle (Divination spells cast at +2 caster levels); Trickery (Bluff, Disguise and Hide are class skills)].

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Masterwork daggers (2), studded leather armor, holy symbol of Iuz.

➤ **Advanced Huge Monstrous Hunting Spiders (6):** Huge Vermin; CR 7; HD 15d8+30; hp 98; Init +3; Spd 40 ft., climb 20 ft.; AC 16 (touch 13, flat-footed 11)[-2 size, +3 Dex, +5 natural]; BA/G: +11/+24; Atk +14 melee (2d6+7 plus poison, bite); Full Atk +14 melee (2d6+7 plus poison, bite); Space / Reach: 15 ft. / 10 ft.; SA Poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +11, Ref +8, Will +5; Str 20, Dex 17, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +13, Hide -1*, Jump +21*, Spot +8*.

Poison (Ex): Injury, Fortitude DC 19, initial damage 1d8 Str, secondary damage 1d8 Str.

Vermin Traits: *Mindless* – No intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Skills: Hunting spiders have a +10 racial bonus on Jump check, a +8 racial bonus on Climb and Spot checks, and a +4 racial bonus on Hide checks. A

monstrous spider can always choose to take 10 on climb checks, even if rushed or threatened.

APL 16:

➤ **"Ghost", Male Doppelganger Sor16:** CR17; HD 4d8+12+16d4+48; hp 118 (143 with *false life*); Init +8 (+4 Dex, +4 Imp. Init.); Spd 30 ft., fly 40 ft. (average); AC 22 (touch 14, flat-footed 18)[+4 Dex, +4 natural, +4 *mage armor*]; BA/G: +12/+12; Atk +13 melee (1d4 [19-20/x2], dagger) or +12 melee (1d6, slam); Full Atk +13/+8/+3 melee (1d4 [19-20/x2], dagger) or +12 melee (1d6, slam); SA Detect thoughts, spells; SQ Change shape, immunity to *sleep* and charm effects; AL NE; SV Fort +14, Ref +15, Will +19; Str 10, Dex 16 (18), Con 16, Int 14, Wis 14, Cha 21 (25).

Skills and Feats: Bluff +31*, Concentration +25, Disguise +31* (+33 to acting), Knowledge (Arcana) +8, Listen +6, Sense Motive +10, Spellcraft +14, Spot +5; Arcane Preparation, Great Fortitude, Improved Initiative, Maximize Spell, Practiced Spellcaster (Sorcerer), Quicken Spell, Spell Focus (Evocation).

Detect Thoughts (Su): Ghost can continuously use detect thoughts as the spell (caster level 18th, Will DC 19 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): Ghost can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its true form.

Skills: Ghost has a +4 racial bonus on Bluff and Disguise checks. * When using its change shape ability, Ghost gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponents mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Spells Known (6/7/6/8/5/4/4/4/2; save DC 17 + spell level, **evocation** save DC 18 + spell level; Caster Level 20th) 0 – [*acid splash, detect magic, detect poison, ghost sound, mage hand, mending, open / close, prestidigitation, read magic*]; 1st – [*expeditious retreat, mage armor, magic missile, ray of enfeeblement, shield*]; 2nd – [*false life, invisibility, misdirection, resist energy, scorching ray*]; 3rd – [*displacement, magic circle against good, nondetection, slow*]; 4th – [*confusion, enervation, greater invisibility, stoneskin*]; 5th – [*cone of cold, ghostform, overland flight, teleport*]; 6th – [**chain lightning**, *greater dispel magic, summon monster VI*]; 7th – [**forcecage**, *waves of exhaustion*]; 8th – [*moment of prescience*].

Spells Prepared: 4th – [*maximized magic missile* (2)]; 5th – [*maximized scorching ray, quickened shield*]; 6th – [*maximized enervation, quickened scorching ray* (2)]; 7th [*maximized cone of cold, quickened greater invisibility*].

Precast Spells: 1st – [*mage armor*]; 2nd – [*false life, misdirection*]; 5th – [*overland flight*]; 8th – [*moment of prescience*].

Possessions: Masterwork dagger, two large pouches of diamond dust (250 gp each, component of *stoneskin*), four small pouches of diamond dust (50 gp each, component of *nondetection*), pouch of ruby dust (1,500 gp, component of *forcecage*), spell component pouch, *scepter of obedience*, *cloak of resistance* +3, *gloves of dexterity* +2, *periapt of proof against poison*, *rod of splendor*.

Power-Up Suite (Ghost Form): Spd Fly 30 ft. (perfect); AC 21 (touch 21, flat-footed 17)[+4 Dex, +7 deflection]; Atk -; Full Atk -; SQ incorporeal.

➤ **Advanced Shadow Demon:** Large Outsider (Chaotic, Evil, Extraplanar, Incorporeal); CR 14; HD 20d8+60; hp 150; Init +10; Spd Fly 40 ft.(perfect); AC 20 (touch 20, flat-footed 14)[-1 size, +6 Dex, +5 deflection]; BA/G: +20/+26; Atk +26 melee touch (2d6 vile, claw); Full Atk +26 melee (2d6 vile, 2 claws); Space / Reach: 10 ft. / 10 ft.; SA Improved grab, pounce, rake, spell-like abilities; SQ Darkness enhancement, darkvision 60 ft., flesh-ripping claws, immunities, light powerlessness; AL CE; SV Fort +15, Ref +20, Will +16; Str -, Dex 24, Con 16, Int 17, Wis 18, Cha 20.

Skills and Feats: Speak Languages (Abyssal, Celestial, Draconic), Bluff +28, Concentration +26, Diplomacy +28, Hide +40, Intimidate +30, Knowledge (Arcana) +26, Knowledge (The Planes) +26, Listen +27, Search +26, Sense Motive +27, Spot +27; Combat Expertise, Flyby Attack, Great Flyby Attack, Improved Combat Expertise, Improved Initiative, Improved Natural Attack (claw), Lightning Reflexes.

A shadow demon's natural weapons, as well as any weapons it wields are treated as chaotic-aligned and evil-aligned for the purposes of overcoming damage reduction.

Improved Grab (Ex): To use this ability, the shadow demon must hit a Medium or smaller opponent with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Pounce (Ex): If a shadow demon charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +26 melee touch, damage 2d6 vile.

Spell-Like Abilities: At will: *darkness*, 1/day – *deeper darkness, damning darkness*, 1/week – *magic jar* (DC 20). Caster level 20th. The save DCs are Charisma-based.

Darkness Enhancement (Ex): Shadow demons gain power from being within total darkness. They gain a +4 enhancement bonus to AC, attack rolls, damage rolls, saves, and skill and ability checks in such conditions.

Flesh-Ripping Claws (Su): When a shadow demon's claws touch flesh, they become corporeal, allowing the creature to claw, rake, and even grapple with opponents, yet still ignore their armor. The shadow demon's claw and rake attacks are thus made as touch attacks. Fleshless creatures, such as certain constructs, are immune to the attacks of a shadow demon. Corporeal foes attempting to grapple the shadow demon can only attempt to escape; they can't deal damage or pin in a grapple. All damage a shadow demon's claws deal is vile damage (see below).

Immunities (Su): A shadow demon is immune to fire, cold, and electricity as well as mind-affecting effects, poison, sleep, paralysis, stunning, and disease. It is not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.

Light Powerlessness (Su): A shadow demon is drained in bright light (such as sunlight) and flees from it. Within such light, it takes a -4 penalty to AC, attack rolls, damage rolls, saves, and skill and ability checks.

Skills: A shadow demon receives a +10 racial bonus on Hide checks.

➤ **Pliztik, Male Drider Clr3/DvnRcl4 of Iuz:** CR 14; HD 9d8+4d6+39; hp 93; Init +2; Spd 30 ft., climb 15 ft.; AC 23 (touch 11, flat-footed 21)[-1 size, +2 Dex, +6 natural, +6 studded leather]; BA/G +9/+14; Atk +12 melee (1d6+5 [19-20/x2], +3 dagger) or +10 melee (1d4+1 plus poison, bite); Full Atk +10/+5 melee (1d6+5 [19-20/x2], +3 dagger), +8 melee (1d6+1 [19-20/x2], dagger) and +5 melee (1d4+1 plus poison, bite); Space / Reach: 10 ft. / 5 ft.; SA Spells, spell-like abilities, poison; SQ Darkvision 60 ft., prescient sense, scry bonus, trap sense +1, uncanny dodge; SR 17; AL CE; SV Fort +9, Ref +6, Will +16; Str 15, Dex 15, Con 16, Int 15, Wis 18, Cha 16.

Skills and Feats: Speak Languages (Common, Elven, Undercommon), Climb +14, Concentration +18, Hide +10, Knowledge (Arcana) +7, Knowledge (Religion) +13, Listen +10, Move Silently +12, Spellcraft +10, Spot +10; Combat Casting, Extend Spell,

Skill Focus (Religion), Two-Weapon Fighting, Weapon Focus (bite).

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

Spell-like abilities: 1/day – *dancing lights* (DC 15), *clairaudience* / *clairvoyance*, *darkness*, *detect good*, *detect law*, *detect magic*, *dispel magic*, *faerie fire*, *levitate*, *suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Prescient Sense (Ex): If Pliztik makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save, he instead takes no damage. This form of evasion works no matter what armor the divine oracle wears, unlike the monk's and rogue's evasion ability.

Scry Bonus (Su): Pliztik adds a +1 sacred bonus to the save DC of all his Divination (scrying) spells.

Trap Sense (Ex): Pliztik has a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

Divination Enhancement (Ex): Pliztik may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Spells Prepared (6/7/7/6/6/4/3/2; base DC = 13 + spell level; Caster level 13th): 0—[*cure minor wounds* (4), *detect magic*, *resistance*]; 1st—[*bless*, *cure light wounds* (4), *divine favor*, *identify**]; 2nd—[*align weapon*, *eagle's splendor*, *invisibility**, *owl's wisdom*, *silence* (2), *sound burst*]; 3rd—[*cure serious wounds* (2), *magic circle against good**, *prayer*, *protection from energy* (2)]; 4th—[*confusion**, *death ward*, *divine power*, ~~*extended magic vestment*~~, *freedom of movement*, *greater magic weapon*]; 5th—[~~*extended greater magic weapon*~~, *false vision**, *flame strike*, *righteous might*]; 6th—[*greater dispel magic*, *mass bear's endurance*, *mislead**]; 7th—[*screen**, *summon monster VII*].

*Domain spell. **Domains:** [Evil (Evil spells cast at +1 caster level); Oracle (Divination spells cast at +2 caster levels); Trickery (Bluff, Disguise and Hide are class skills)].

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Masterwork daggers (2, one has been enhanced to +3 by an *extended greater magic weapon*), studded leather armor (enhanced with an *extended magic vestment*), holy symbol of Iuz.

🐉 **Advanced Fiendish Huge Monstrous Hunting Spiders (8):** Huge Magical Beast (Augmented Vermin, Extraplanar); CR 9; HD 15d8+30; hp 98; Init +3; Spd 40

ft., climb 20 ft.; AC 16 (touch 13, flat-footed 11)[-2 size, +3 Dex, +5 natural]; BA/G: +11/+24; Atk +14 melee (2d6+7 plus poison, bite); Full Atk +14 melee (2d6+7 plus poison, bite); Space / Reach: 15 ft. / 10 ft.; SA Poison, smite good; SQ Darkvision 60 ft., damage reduction 10/magic, resistance to cold 10 and fire 10, tremorsense 60 ft., vermin traits; SR 20; AL NE; SV Fort +11, Ref +8, Will +5; Str 20, Dex 17, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +13, Hide -1*, Jump +21*, Spot +8*.

Poison (Ex): Injury, Fortitude DC 19, initial damage 1d8 Str, secondary damage 1d8 Str.

Vermin Traits: *Mindless* – No intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Skills: Hunting spiders have a +10 racial bonus on Jump check, a +8 racial bonus on Climb and Spot checks, and a +4 racial bonus on Hide checks. A monstrous spider can always choose to take 10 on climb checks, even if rushed or threatened.

Appendix II: New Rules

Damning Darkness

Evocation [Darkness, Evil]

Level: Clr 4, Darkness 4, Sor/Wiz 4

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 minutes / level (D)

Saving Throw: None

Spell Resistance: No

This spell is similar to darkness, except that those within the area of darkness also take unholy damage. Creatures of good alignment take 2d6 points of damage per round in the darkness, and creatures neither good nor evil take 1d6 points of damage. As with the darkness spell, the area of darkness is a 20-foot radius, and the object that serves as the spell's target can be shrouded to block the darkness (and thus the damaging effect).

Damning darkness counters or dispels any light spell of equal or lower level.

Arcane Material Component: A dollop of pitch with a tiny needle hidden inside it.

(Source: *Book of Vile Darkness* p. 90)

Ghostform

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute / level (D)

You assume a visible, incorporeal form similar to the form a ghost assumes while manifesting. While the spell lasts, your body shifts onto the Ethereal Plane. You are visible to, and can be attacked by, creatures on the Material Plane, but you have no material body. You can only be harmed by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you have a 50% chance to ignore damage from a corporeal source (except for force effects, such as *magic missile*, or attacks made with *ghost touch* weapons).

Creatures on the Material Plane ignore all your armor and natural armor bonuses, but you gain a deflection modifier equal to your Charisma modifier

(always at least +1, even if your Charisma score does not normally provide a bonus). You cannot make physical attacks against foes on the Material Plane except with ghost touch weapons; in this case, you have no effective Strength score, but your Dexterity modifier applies to all your melee attack rolls. Your spells affect targets on the Material Plane normally unless the spells rely on touch. Your touch spells don't work on material targets. Against foes on the Ethereal Plane, all your attacks and defenses work normally.

While incorporeal, you cannot run, but you can fly (perfect maneuverability) at your normal speed. You can pass through solid objects as any incorporeal creature can.

When the spell ends, you return fully to the Material Plane. If you return inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you travel.

(Source: *Tome and Blood* p. 90)

Arcane Preparation [General]

You can prepare an arcane spell ahead of time as a wizard does.

Prerequisites: You must be able to cast spells as a bard or sorcerer before you can take this feat.

Benefit: Each day, you are able to prepare one or more spells as a wizard does. If you are a sorcerer or a bard, this means that you can prepare a spell with a metamagic feat ahead of time, instead of casting it as a full-round action.

The prepared spell remains in your mind and occupies one of your spell slots until you cast it or change it. A prepared spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

(Source: *Tome and Blood* p. 38)

Cuthbert's Smite [Divine]

You can smite chaotic creatures as well as evil ones.

Patron: St. Cuthbert

Prerequisite: Smite evil.

Benefit: Your smite evil class ability also works against chaotic creatures. Additionally, you may use your smite ability one more time per day. If you accidentally smite a creature that is not chaotic or evil, the smite has no effect but is still used up for that day.

(Source: *Living Greyhawk Journal* #20; *Dragon Magazine* #306)

Great Flyby Attack [General]

You can make multiple flyby attacks in a round.

Prerequisite: Fly speed, Flyby attack.

Benefit: Using this feat is a full-round action. When flying, you can move up to your fly speed in a straight line and attack a number of opponents equal to your Dexterity bonus. All targets must be within your reach along the line of your movement. Make one attack roll, add the appropriate modifiers, and compare the result to the AC of each opponent you are attacking. If any hits are successful, make one damage roll and add the appropriate modifiers. Each successful hit does the full damage to that creature; do not divide the result of the damage roll among the targets. Targets of your attack do not get attacks of opportunity against you, but other opponents that would be entitled to attacks of opportunity may take them.

Normal: Without this feat, a creature can make a single flyby attack in a round.
(Source: *Savage Species* p. 35)

Extra Smiting [General]

You can make more smite attacks.

Prerequisite: Smite ability, base attack bonus +4.

Benefit: When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability to smite undead, for example).

Special: You can take this feat multiple times. Its effects stack.
(Source: *Complete Warrior* p. 98)

Improved Combat Expertise [General]

You have mastered the art of defense in combat.

Prerequisites: Int 13, Combat Expertise, base attack bonus +6.

Benefit: When you use the Combat Expertise feat to improve your armor class, the number you subtract from your attack roll and add to your AC can be any number that does not exceed your base attack bonus.

Normal: With Combat Expertise, the number can be no greater than +5.

Special: A fighter may select Improved Combat Expertise as one of his fighter bonus feats.
(Source: *Complete Warrior* p. 100)

Practiced Spellcaster [General]

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase

your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of your bonus.

For example, a human 5th-level cleric / 3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of his bonus and his cleric caster level would become 9th (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard / sorcerer or a ranger / druid) must choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.
(Source: *Complete Divine* p. 82)

Invoke the Cup and Talisman [Divine]

You can quickly create various types of healing potions.

Patron: Al'Akbar.

Prerequisite: Brew Potion, turn undead.

Benefit: By dipping your holy symbol into a replica of the Cup of Al'Akbar that contains a dose of holy water, you can create a potion of cure moderate wounds, lesser restoration, delay poison, or remove disease. This is a full-round action that provokes an attack of opportunity. You must expend one of your daily uses of turn undead to create this potion. The potion lasts for 1 hour before reverting to holy water. The caster level of the potion is equal to your paladin level.

You can use this feat twice per day.

Special: You may take this feat more than once. Each time you select this feat, you gain the ability to use the feat two additional times per day.
(Source: *Dungeon/Polyhedron Magazine* #105)

True Believer [General]

Your deity rewards your unquestioning faith and dedication.

Prerequisite: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic of the deity you worship.
(Source: *Complete Divine* p. 86)

Divine Oracle

Some people call them mad, and certainly some divine oracles are driven insane by the visions they see. Some people doubt their words; indeed, some divine oracles are destined never to be believed. Wherever the deities are known to speak to mortals, some mortals hear their voices with a unique clarity and gain insight into the past, the present, and the future by virtue of their unusual status. Divine oracles are such mortals, blessed – or cursed – by visions from their deities.

All divine oracles are spellcasters, and most were clerics before adopting the divine oracle prestige class. Whatever their other classes, all divine oracles share a particular devotion to the Divination school of magic, having mastered all available means to catch glimpses of the future.

NPC divine oracles often live in out-of-the-way places, though usually close enough to civilization that people with pressing questions about the future can seek them out to have their questions answered. They frequently inhabit sacred shrines or ancient temples and rarely take an active part in world affairs.

Hit Die: d6.

Requirements

To qualify to become a divine oracle, a character must fulfill the following criteria.

Skill: Knowledge (religion) 8 ranks.

Feat: Skill Focus (Knowledge [religion]).

Spells: Able to cast at least 2 divination spells.

Class Skills

The divine oracle's class skills (and the key ability for each skill are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features:

All of the following are class features of the divine oracle prestige class.

Weapon and Armor Proficiency: Divine oracles gain no weapon or armor proficiencies.

Spells per Day / Spells Known: A divine oracle continues advancing in spellcasting ability as well as gaining the abilities of her new class. Thus, when a new divine oracle level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a

character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on).

If a character had more than one spellcasting class before she became a divine oracle, the player must decide which class to assign each level of divine oracle for the purpose of determining spells per day and spells known.

Oracle Domain: Upon adopting the divine oracle class, the character gains access to the Oracle domain (see below). The character gains the granted power associated with the domain (+2 caster level for divination spells), and can choose the spells in that domain as her daily domain spells.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Trap Sense (Ex): At 2nd level, the divine oracle gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

Divination Enhancement (Ex): Beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as augury or divination.

Uncanny Dodge (Ex): Starting at 4th level, a divine oracle gains the ability to react to danger before her senses would normally allow her to do so. The divine oracle retains her Dexterity modifier to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses her Dexterity modifier to AC if immobilized.)

(Excerpted from: *Complete Divine* p. 35)

Oracle Domain

Granted Power: You cast divination spells at +2 caster levels.

Oracle Domain Spells

- 1 **Identify:** Determines single feature of magic item.
- 2 **Augury:** Learns whether an action will be good or bad.

- 3 **Divination:** Provides useful advice for specific, proposed action.
- 4 **Scrying:** Spies on subject from a distance.
- 5 **Commune:** Deity answers one yes-or-no question/level.
- 6 **Legend Lore:** Learn tales about a person, place, or thing.
- 7 **Scrying, Greater:** As scrying, but faster and longer

(Excerpted from: *Complete Divine* p. 140)

Pious Templar

Sworn to the defense of a temple site, the pious templar is a holy warrior blessed by her deity with combat prowess and great endurance. She bears her deity's favored weapon into battle and fights her deity's enemies without question or hesitation. In addition to defending the temple itself, including a campaign to attack foes on their home ground.

Hit Die: d10.

Requirements

To qualify to become a pious templar, a character must fulfill the following criteria.

Base Attack Bonus: +5

Skill: Knowledge (religion) 4 ranks.

Feats: True Believer, Weapon Focus (with her deity's favored weapon).

Class Skills

The pious templar's class skills (and the associated key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the pious templar prestige class.

Weapon and Armor Proficiency: Pious templars gain no weapon or armor proficiencies.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Spells per Day: A pious templar has the ability to cast a small number of divine spells. To cast a spell, the

pious templar must have a Wisdom score of at least 10+ the spell's level, so a pious templar with a Wisdom of 10 or lower cannot cast these spells. Pious templar bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the pious templar's Wisdom modifier. When the pious templar gets 0 spells of a given level, such as 0 1st-level spells at 1st level, she gets only bonus spells (A pious templar without a bonus spell for that level cannot cast a spell of that level.) A pious templar has access to any spell on the list and can freely choose which to prepare, just like a cleric. A pious templar prepares and casts spells just as a cleric does (though the pious templar cannot spontaneously cast cure or inflict spells).

A good pious templar (or a neutral pious templar of a good deity) uses the paladin spell list. An evil pious templar (or a neutral pious templar of an evil deity) uses the blackguard spell list. A pious templar that is neither good nor evil and whose deity is neither good nor evil can choose to use the paladin or the blackguard spell list. Once the player makes this choice, it cannot be reversed.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day.

If a pious templar has a smite evil ability or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra times at 6th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar level plus cleric or paladin level).

Damage Reduction (Ex): Starting at 3rd level, pious templars have the ability to shrug off some amount of injury from each blow or attack. A pious templar gains damage reduction 1/-. At 7th level, this damage reduction rises to 2/-.

Weapon Specialization: At 3rd level, a pious templar gains the Weapon Specialization feat with her deity's favored weapon.

Bonus Feat: At 4th level, a pious templar gets a bonus feat. These feats must be drawn from the feats noted as fighter bonus feats in the *Player's Handbook* and other books.

If a pious templar selects a feat that requires her to apply its effects to a specific weapon (such as Improved Critical), she may only apply that feat to her deity's favored weapon.

(Excerpted from: *Complete Divine* p. 50)

Shadow Demon

Medium Outsider (Chaotic, Evil, Extraplanar, Incorporeal)

Hit Dice: 10d8 (45 hp)

Initiative: +11

Speed: Fly 40 ft.(perfect)

Armor Class: 22 (+7 Dex, +5 deflection), touch 22, flat-footed 15

Base Attack / Grapple: +10/+17

Attack: Claw +17 melee touch (1d6 vile)

Full Attack: 2 claws +17 melee (1d6 vile)

Space / Reach: 5 ft. / 5 ft.

Special Attacks: Improved grab, pounce, rake, spell-like abilities

Special Qualities: Darkness enhancement, darkvision 60 ft., flesh-ripping claws, immunities, light powerlessness

Saves: Fort +7, Ref +16, Will +10

Abilities: Str -, Dex 24, Con 10, Int 17, Wis 17, Cha 20

Skills: Bluff +18, Concentration +13, Diplomacy +22, Hide +30, Intimidate +20, Knowledge (Arcana) +16, Knowledge (The Planes) +16, Listen +16, Search +16, Sense Motive +16, Spot +16

Feats: Combat Expertise, Flyby Attack, Improved Initiative, Lightning Reflexes

Environment: Infinite Layers of the Abyss

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic evil

Advancement: 11-15 HD (Medium), 16-20 HD (Large)

Level Adjustment: +8

Shadow demons are denizens of the Abyss without corporeal forms, formed from the very essence of evil on that plane. They skitter and flit about with great speed and a supernatural nimbleness, often mistaken for undead shadows. They resemble gaunt, angular, shadowy humanoids with batlike wings.

Shadow demons, like night hags and a few other creatures that inhabit the Lower Planes, trade in souls. They use their magic jar ability to trap souls and sell or trade them to more powerful fiends. On the Material Plane, shadow demons sometimes work as advisors or assistants to evil creatures of great power: a dragon, an evil king, a powerful demonologist, or a similar villain. Shadow demons generally serve their chosen master well, especially if they are able to gain a great many souls while doing so. If the souls are evil, all the better. Shadow demons are also interested in tempting and corrupting mortals. And if, when its master finally dies, the shadow demon is able to snatch its soul too, all the better.

Shadow demons sometimes serve demon lords directly, but they rarely interact with tanar'ri or other demons.

Shadow demons speak Abyssal, Celestial, and Draconic.

Combat

Shadow demons employ a straightforward strategy in combat: immerse the battlefield in darkness, then tear foes to shreds with their inky claws.

A shadow demon's natural weapons, as well as any weapons it wields are treated as chaotic-aligned and evil-aligned for the purposes of overcoming damage reduction.

Improved Grab (Ex): To use this ability, the shadow demon must hit a Medium or smaller opponent with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Pounce (Ex): If a shadow demon charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +17 melee touch, damage 1d6 vile.

Spell-Like Abilities: At will: *darkness*, 1/day – *deeper darkness*, *damning darkness*, 1/week – *magic jar* (DC 19). Caster level 10th. The save DCs are Charisma-based.

Darkness Enhancement (Ex): Shadow demons gain power from being within total darkness. They gain a +4 enhancement bonus to AC, attack rolls, damage rolls, saves, and skill and ability checks in such conditions.

Flesh-Ripping Claws (Su): When a shadow demon's claws touch flesh, they become corporeal, allowing the creature to claw, rake, and even grapple with opponents, yet still ignore their armor. The shadow demon's claw and rake attacks are thus made as touch attacks. Fleshless creatures, such as certain constructs, are immune to the attacks of a shadow demon. Corporeal foes attempting to grapple the shadow demon can only attempt to escape; they can't deal damage or pin in a grapple. All damage a shadow demon's claws deal is vile damage (see below).

Immunities (Su): A shadow demon is immune to fire, cold, and electricity as well as mind-affecting effects, poison, sleep, paralysis, stunning, and disease. It is not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.

Light Powerlessness (Su): A shadow demon is drained in bright light (such as sunlight) and flees from it. Within such light, it takes a -4 penalty to AC,

attack rolls, damage rolls, saves, and skill and ability checks.

Skills: A shadow demon receives a +10 racial bonus on Hide checks.

(Source: *Book of Vile Darkness* p. 173, Updated to D&D 3.5 rules)

Vile Damage

Vile damage, like regular damage, results in the loss of hit points or ability score points. Unlike regular damage, vile damage can only be healed by magic cast within the area of a consecrate or hallow spell. Vile damage represents such an evil violation to a character's body or soul that only in a holy place can healing magic repair the damage.

(Source: *Book of Vile Darkness* p. 34)

Appendix III: Map of Southwest Stonehold



Appendix IV: Gather Information

Hedgend Olafson

DC Information

- <5 Wha? Who dat?
- 5 Olafson? Yeah, I know Olafson, he's a real good fisherman, doncha know. We go up to dis lake inlands a ways after the spring thaw and go catch crappies. He fries em up good too. (Note to DM: That's pronounced croppies.)
- 10 Hedgend? Nah, I know a lot of Olafsons, but I don't know a Hedgend. Are you sure he's from around here?
- 15 Wasn't Olafson's kid the one that that Bakluni healed last week?
- 20 Cold iron, will you folks leave me alone. I don't know where Hedgend is and I've got better things to do than deal with you idiots every day asking where he is.
- 25 Don't get a lot of questions about Hedgend 'round here...he's usually the one asking them. Comes down here with Reiger looking for information on caravan guards, who's new in town, that sort of thing.
- 30 Hedgend is a pretty regular guy. He normally shows up every week to get caught up on news and what not, but I ain't seen him in a week or two. In fact, I heard that he's gone missing from his camp and that his boss is in a fit over it.
- 35 Last I saw of him, he was talking with this seedy little merchant from up the street, named Siggurd. I haven't seen either of them since and Siggurd's closed up shop.

Poor Tavern: -5; 1 gp for circumstance bonus

Sideways Table: +0; 2 gp for circumstance bonus

Oulu Inn: +5; 5 gp for circumstance bonus

Wystan Rook

DC Information

- <20 Sorry, no clue what yer on about.
- 25 Doesn't sound familiar to me. Is that a Baklunish name, cause there was a Bakluni through here a few days ago, but I don't think anyone caught his name.
- 30 Look, that's not a name you want to go bandying about. I'm not saying I know the man, but I know that there is no man in Vlekstaad by that name.

Poor Tavern: +5; 1 gp for circumstance bonus

Sideways Table: -5; 2 gp for circumstance bonus

Oulu Inn: +5; 5 gp for circumstance bonus

Siggurd the Merchant

DC Information

- <5 Why you askin' me?
- 5 I don't know him, but the few merchants in town are all set up on the south side. Chances are he's down there somewhere.
- 10 Yeah, I know 'im. He runs a little trading post on the edge of town, bringing goods in from the south and taking them up to the other towns to the northeast.
- 15 Siggurd is more of a smuggler than a merchant. A lot of what he brings into town is likely stolen goods, not that anyone here really cares about that as long as he gives em a good price for it.
- 20 I've never cared for that man. He's a shifty little bastard and all his customers are to him is money.
- 25 Siggurd travels in and out of town quite a bit, but not always north. More than once he's gotten caught by patrols comin' or going to the west, but he's managed to get out of it each time, usually by rattin' someone out to the guards.

Poor Tavern: -5; 1 gp for circumstance bonus

Sideways Table: -5; 2 gp for circumstance bonus

Oulu Inn: +5; 5 gp for circumstance bonus

Reiger the Blacksmith

DC Information

- <5 Huh?
- 5 What do you need a blacksmith for? My cousin's a decent one and could use the work...lemme tell you where his forge is.
- 10 Reiger's got a forge set up on the north end of town, near the docks. He mostly makes nails and hooks for the ships in port.
- 15 Reiger's a pretty good guy. Doesn't cut no corners, gives you a fair price.
- 20 He gets business from all over – soldiers come from Kelten to get their armor fixed and sized by him and he gets a good deal of work from the Rhelt's troops. Heck, that Bakluni that was in town even stopped by his forge.
- 25 He'd been hanging out with that Hedgend feller for the last few months. Thick as

thieves, those two, tho from what I've heard of both of em, nothing bad's likely to come of it.

Poor Tavern: +5; 1 gp for circumstance bonus
Sideways Table: +0; 2 gp for circumstance bonus
Oulu Inn: -5; 5 gp for circumstance bonus

The Bakluni

DC Information

- <5 What's a Bakluni?
- 5 That's one of them odd feller's from way west, innit? If that's the case, yeah, one was in town a few days back. Didn't see him, mind you, but well, he was something to talk about over beer for a bit.
- 10 They are crazy. I didn't know they were crazy, until that one came sailing right into port a week ago, hopped off his boat and tied it off like he owned the place. Look, even the really good sailors around here don't go out onto the Bay at this time of year unless they really have to, and this guy came into port with a smile.
- 15 He was in town for two days, just long enough to get some supplies before he headed south out of town. Kept to himself most of the time, though I heard rumors he was a cleric or something, cause he healed the Olafson boy.
- 20 I don't know that he was a cleric or anything. Leif Olafson was playing with his brothers when one of them broke his arm with a play sword. The Bakluni was apparently nearby and he set the boys arm and gave him something to drink from a vial. By the next morning, the boy was ok.
- 25 Ya know, considering that big honking goblet that the Bakluni was carrying around, you'd think he would be a good drinker, but he wouldn't touch the ale. Nearly got into a fight over it, but turned out he was a gentleman and a scholar – he bought a round of drinks for the bar. When I looked around to thank him, he had left.
- 30 I know that he stopped to visit the blacksmith, Reiger, before he left town. Came out of there with a big bundle of supplies.

Poor Tavern: +0; 1 gp for circumstance bonus
Sideways Table: +5; 2 gp for circumstance bonus
Oulu Inn: -5; 5 gp for circumstance bonus

Vlekstaad

DC Information

- <5 Ya idiot, that's where yer at!
- 5 The town is still being rebuilt from its destruction seven years ago by the barbarians to the northeast.
- 10 The town is really not much more than a glorified military camp, with a few businesses to cater to the soldiers and the construction of longboats.
- 15 When Sevvord started to rebuild Vlekstaad, he swore death to any servant of Iuz within the borders of Stonehold. Since then, the borders have been the site of frequent skirmishes with the Marauders of the North, one of the Old One's legions, but Stonehold has held their own.

All Taverns: +0; 1 gp for circumstance bonus.

Rhelt Sevvord

DC Information

- <5 What'dya wanna know about 'im for?
- 5 Sevvord has maintained control of Stonehold for nearly two decades, after averting a civil war by taking power for himself and his commanders.
- 10 During the Greyhawk Wars, Sevvord was responsible for capturing the nation of Tenh in the Old One's name. The armies of Stonehold held Tenh until seven years ago, when he pulled almost all of his forces out of the ruined country.
- 15 A powerful and cunning warrior, Sevvord rules with an iron fist. Many of those who have sought to unseat him from the throne of Stonehold have been slain at his own hand during open combat.
- 20 Although he acted on the Old One's behalf during the Greyhawk Wars, many suspect that Sevvord's loyalty may have been magically created and that his departure from Tenh and his subsequent turn against Iuz signaled the end of the enchantment.

All Taverns: +0; 1 gp for circumstance bonus.

Telgar Stonecrush

DC Information

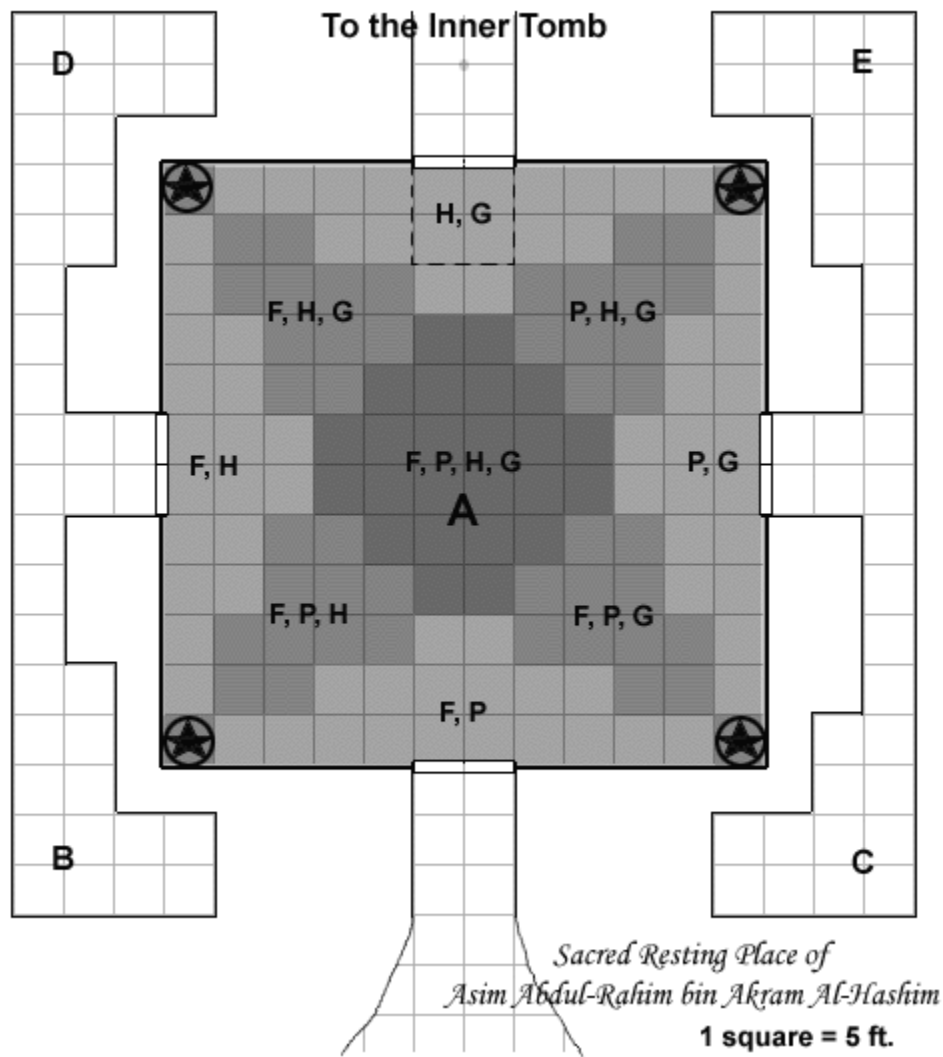
- <5 What'dya wanna know about 'im for?
- 5 He's a lower ranked warlord in the Fists.
- 10 Telgar is a younger warlord in service to Sevvord. He's earned his rank fighting the Marauders of the North between here and Grosskopf.
- 15 Telgar is one of the most enthusiastic warlords when it comes to Sevvord's decree of war against the Empire of Iuz. Some of Sevvord's older warlords enjoyed the alliance with the Old One during the Greyhawk War as it brought them prestige, battle, and spoils, and have been slow to turn against their former allies. (In addition, the PC's learn where Telgar lives.)
- 20 Telgar's currency with Sevvord increased a few months back when his bodyguard revealed an agent of Iuz in the court. However, his bodyguard is now missing and there are rumors that his position in court is wavering.
- 25 Telgar has made some quiet comments that he fears his bodyguard was assassinated in retaliation for exposing the spy in court. Fearing further retaliation, he has become somewhat paranoid and rather than securing his position, he is now watching the shadows for possible assassins.

Poor Tavern: +5; 1 gp for circumstance bonus

Sideways Table: +5; 2 gp for circumstance bonus

Oulu Inn: -5; 5 gp for circumstance bonus

Appendix V: Map of the Outer Tomb



Player Handout #1: What Is Known About Wystan Rook

The following is a collection of information regarding Wystan Rook learned from your conversation with Father Leonius of the Billet, an elder priest of St. Cuthbert, and Keth, an agent of the group known as the Drinkers.

Wystan is a younger Oeridian man of roughly 24 years. He has a darker complexion than is usual among Oeridians, such that with dyed hair he could possibly pass as Flan. He is well-built, but smaller than most of the Stonehold soldiers who average over six feet in height.

Before taking his vows with the Church of the Billet, Wystan was a detective in the city watch of Greyhawk. He honed many of his abilities as an investigator during this period, infiltrating gangs and at one point the Greyhawk Thieves Guild. Several months after the completion of that job, he was released from duty due to the constant assassination attempts on him by the guild straining the watch's resources.

After spending two years in an abbey of St. Cuthbert in Furyondy, Wystan again began rooting out criminals, this time as a paladin of the Cudgel. He took down several small smuggling rings and a cabal of the Old One's spies operating in Critwall, but he was getting frustrated with the lack of apparent progress these small victories were bringing in the larger war. Father Leonius counseled him to wait and when the time was right, St. Cuthbert would show them the way.

Nearly a year ago, Leonius received word that Rhelt Sevvord had called together a court from his commanders and war leaders in the rebuilt city of Vlekstaad. Aware of the ill-blood between the Rhelt and the Old One following the end of the Greyhawk Wars, Leonius determined that it would be useful to have an agent of the Cudgel within the court, not only to spy upon Sevvord and his commanders, but to prevent infiltration of the court by agents of Iuz. Calling upon Wystan, Leonius sent him north to join with the Rhelt's forces and to make his way into the court.

Based on the missives sent by Wystan over the last several months, he successfully completed the Rite of Battle Fitness as "Hedgend Olafson" and managed to earn the trust of the war leader Telgar Stonecrush, serving as one of his bodyguards in court. During one of the sessions, he ousted an Iuzian spy in the court, leading to the spy's death and increasing his currency with both his commander and with Rhelt Sevvord.

In addition to his efforts in the court, Wystan had spent time in Vlekstaad making contacts with merchants and caravans in the city. Although the Stonehold does not have any meaningful trade with its neighbors, there are still supply chains that transport goods throughout the Rhelt's domain. Up to the point contact was lost, Wystan seemed to be having success at locating possible contacts, but he was uncertain whether they were ready to be used yet.