

IUZ4-05

Stepping Into the Parlor

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

Version 1.0

by Greg Marks

Reviewed by Chris Tulach and Jason Bulmahn

The PCs are given the opportunity to learn more about the machinations of the Old One from an unusual and dangerous source. The PCs travel into the Empire of Iuz to find the truth about an offer from this strange bedfellow. An adventure for APLs 10 to 16, Part 4 in the Purification Cycle.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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 Bandit Kingdoms, Furyondy, Highfolk, Perrenland or 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

The relationship between the Old One and the drow in Dorakaa is a complicated one. While they may share similar views on morality, the devotion of the drow to the goddess Lolth means their association with Old Wicked will always be strained.

There are other unspoken points of contention as well. There are several male drow in the service of the Old One that have rejected the worship of Lolth. While the drow ambassador Eclavdra and Iuz may exchange pleasantries, they do not speak of these renegade males who have sought shelter in Iuz's court from the matriarchy of Erelhei-Cinlu. Chief among these is the seer known as Kaquizel the Snake. The safety of these males was never questioned, until Iuz needed something from the drow. In exchange for the orbbphindar, the spider monster used by the Old One in his latest plans, Eclavdra has demanded that Iuz hand over the seer Kaquizel. Always an enemy of the Greater Boneheart Kermin, it did not take that Bakluni long to convince his master that the male drow was a fair trade for the orbbphindar. Looking to avoid a reunion with Eclavdra, Kaquizel has decided to seek help from an unexpected source.

Adventure Summary

Introduction: The PCs meet with Jaedric in Ironstead. The Drinkers from the Cup of Midnight, an organization the PCs may have met in previous modules, have been contacted by someone who claims to be a member of Iuz's inner circle. This person wishes to defect to their cause but will only turn themselves over to the Shade. Clearly this is likely a trap, so the Shade will not be going. However, the PCs are being sent to determine the intentions of this defector. If they are honorable, the PCs should retrieve the defector. If it is a trap, they should ambush the assassins.

Encounter One: The PCs travel into Greenreach and find a way to disguise themselves in this bastion of evil. They have some time to research their contact and meeting place. While in Greenreach they witness the construct of large portals.

Encounter Two: The PCs come to the Poisoned Apple Tavern where they are supposed to meet the defector. As the PCs are about to make contact, minions of Eclavdra arrive to kill Kaquizel. During the fight Kaquizel will escape. The PCs may be able to learn of his destination from one of his left behind companions.

Encounter Three: The PCs begin to travel toward Gerrenkzerung where their contact believes Kaquizel may have gone. As they pass Izlen, they learn that troops have been sent from Izlen to apprehend Kaquizel.

Encounter Four: The PCs come across the rear guard of the squad from Izlen, foraging for supplies amongst the peasantry who seem oblivious and let the orcs treat them however they wish (which is poorly). The PCs have the option of avoiding combat or fighting the orcs. Captives may give useful information about the numbers and tactics of the rest of the squad. The rescued peasants are broken souls who have no help for the PCs.

Encounter Five: As night falls, the PCs crest a hill to find what looks like an orchard and a small farm in a valley. But it is not a normal orchard. It is a farm of people, and undead move about feeding on the "cattle." It is clear that this is a battle the PCs cannot win. The true evil of Iuz is vast and the PCs are not necessarily going to turn it all back by themselves. The PCs must bypass the valley and go around, or seek information here at their own peril.

Encounter Six: The PCs arrive in Gerrenkzerung where they discover that Kaquizel has been captured. After some information gathering, they can locate the building where the defector, Kaquizel, is being held. Once again, they witness the construction of large portals.

Encounter Seven: The PCs must plan and execute a break out, and then manage to flee Gerrenkzerung.

Conclusion: The PCs deliver Kaquizel to the Shade. He is able to tell her and the PCs much about the orbbphindar, and a bit about the portals. If the PCs have saved Kaquizel's minion Dertyr, he will later assassinate Kaquizel.

Introduction: A Glass of Wine

The message arrived subtly, a small folded note in your room. Cautiously examining the contents, you found the note blessedly brief: "Inn of the Valorous Axe, Ironstead, Noon, the 15th of Goodmonth. Try the Wine." And so, arranging the rest of your affairs, you set off for the Vesve just north of the Furyondian border. It is nearly high sun as you enter into the dimly lit Inn.

Shields decorated with the heraldry of Furyondy, Highfolk, Perrenland and the church of Heironeous hang upon the walls. Two woodsmen sit in a corner by the window, and a lithe half-elven man tends the bar. Several other adventurers follow you into the inn.

The PCs have arrived at approximately the same time. If they know each other from previous adventures, they may wish to say their hellos now, otherwise the PCs have no knowledge of each other. The NPCs in the Inn go about their business unless engaged by the PCs. The PCs are free to sit at any of the empty tables until then.

🔮 **Gwellival:** Male half-elf Com2.

The innkeeper of the Valorous Axe, Gwellival, is a friendly man who does his best to cater to the Furyondian garrison of Ironstead, along with the Highfolk and Perrenland travelers that pass through. He has no knowledge of The Drinkers of the Cup of Midnight, but is a friend of Jaedric who he sometimes allows to use his wine cellar for business meetings. Should the PCs ask him any questions about the Drinkers or anything more involved than what he might be serving in his inn, Gwellival is confused, and suggests they try the turkey, as it's fresh.

🔮 **Litheal & Cornien:** Male human Rgr2.

These two woodsmen are Vesve natives who have partnered to hunt for game and sell their catch to the Ironstead garrison. Since war has come to the Vesve, they have been able to increase the price of their work. This has allowed them to put aside a sizable sum, and they are discussing going north to Quaalsten to aid in relieving the Old One's siege of that town. They know nothing of Jaedric or the Drinkers.

Ordering a Glass of Wine

Eventually the PCs will need to order a glass of wine from Gwellival, as mentioned in the note. When they do so, read or summarize the following read aloud text.

"Funny that, we don't get much call for wine, but I have a rack full of bottles in the cellar. Here's the key, why don't you head to the door out back and go pick a bottle you'd like. Just lock it when you come back up."

Once the PCs go around the back of the inn, they will find the padlocked doors of a cellar. The key unlocks them easily enough, and once the PCs proceed, continue with the read aloud text. PCs who like to do things the hard way can also open the doors with a DC 20 Open locks check.

The dirt stairs lead below the inn into darkness. The shadowy forms of kegs, barrels, and racks of bottles are barely visible. "You'd best come in and shut the door before someone sees you."

Waiting in the darkness is Jaedric, whom the PCs may have met before in previous modules involving the Drinkers of the Cup of Midnight. If so they recognize him. If not, he has asked them here because of their

previous service for the Drinkers or against the Old One. After introducing himself, and asking each PC to introduce themselves, Jaedric continues.

"You will forgive me if this seems forward, but as you may know, I have to make sure this discussion isn't compromised. Things have been difficult of late." Jaedric pulls forth a crystal that begins to glow after he whispers a few quiet words. "This will make it difficult for others to monitor our conversation through magic. As I have said, my name is Jaedric. Please tell me your names again. You will find it very difficult to lie while in this room now that the crystal is active."

Jaedric waits for all the PCs to again say who they are. Should they attempt to lie, they must make a DC 20 Will save to overcome the crystals effects. In addition, should a PC be attempting to *scry* upon the room or anyone in the room from elsewhere, they must make a DC 20 caster level check.

If the PCs are not whom they had previously claimed to be, he asks for a complete explanation. This will result in anything from Jaedric ending the meeting, to Jaedric asking the other PCs to aid him in eliminating the Old One's spy. Assuming all the PCs are actually who they claim to be, Jaedric will continue. The following assumes the PCs have played at least one other module that involves the Drinkers. If not, amend the text to include fewer assumptions about what the PCs know.

"You have been asked to attend this meeting because the Drinkers have been offered unique chance. We have been contacted by agents claiming to represent someone well placed within the Old One's circle. They claim they wish to defect to our side, but will only do so to The Shade. They gave no indication how they knew of organization or of our ally, The Shade. This is of course most likely a trap, and as such, she won't be going. You will. I am hoping you will be willing to travel to the meeting and evaluate this supposed defector. If it turns out his story is indeed true, bring him in. If more likely, his story is part of a trap, they won't be expecting you and you should be able to eliminate him altogether or slip away if his forces are too great. It would seem that this mission is dangerous for little gain, but if this opportunity is real, the information we could gain could aid us beyond measure. Are you willing to travel into danger, yet again?"

🔮 **Jaedric:** Male human Rog14, Cha 17.

If the PCs are unwilling to take the mission, Jaedric says he understands. He retrieves his crystal and leaves. The module is over for them. If they are interested, he offers more information:

- The offer came in the form of a bottle of wine that was brought to the Shade's table while she was dining at the Last Light Inn in Critwall. The message was inside the empty bottle, and the innkeeper did not believe the bottle was empty when he brought it to the table. He could not recall who sent the bottle, nor could he describe any details about the person.
- The message burst into flame and destroyed itself after it was read.
- Divination attempts upon the limited information in message have failed.
- Inquiries of a less magical nature have suggested there has been a lot of activity in Palace of Iuz and the Boneheart Citadel recently. In the last few weeks, every Boneheart has met with the Old One. Something is going on.
- The message said that the Shade was to go to an inn called "The Poisoned Apple" in the small Iuzian controlled city of Greenreach in five days for dinner. There she should order the lamb with a glass of red wine while wearing a red cloak. The defector will contact her shortly after her food arrives.
- Jaedric knows nothing else, but can provide a red cloak if the PCs require. In addition he has a map that shows the way from Ironstead to Greenreach.
- As with all missions from The Drinkers, there is no reward promised. The PCs are assumed to be undertaking this mission due to their unified opposition to the Old One. If that isn't enough, the PCs are free to look elsewhere for adventure.

Encounter One: Greenreach

The travel through the Vesve is rapid and uneventful; despite the obvious signs of war. Several times you can hear the marching of troops not far off, but never do you cross paths. In the early overcast morning, you are greeted by the tall wooden walls of Greenreach nestled against the Dulsu River. The city looks almost normal, with its wooden buildings, stone keep and flat-bottomed riverboats tethered to the docks. Sadly, the orc sentries and monstrous creatures flying above attest to the Old One's taint in this otherwise peaceful looking city.

The PCs have arrived at Greenreach, home of Panshazek of the Greater Boneheart and headquarters from the Old One's northern front against the free folk of the Vesve.

The PCs will have to come up with some way to enter the city. As a city on the edge of a war, Greenreach is prepared for spies and troublemakers.

The PC may come up with any number of possible plans that are left to the DM to adjudicate. It is likely the PCs will succeed, but a few guidelines are suggested for likely plans.

- Over the Wall: It is possible that especially stealthy PCs may attempt to climb over the wall between the passes of sentries. Free climbing the twenty-foot wooden wall requires a DC 25 Climb check in addition opposed Hide and Move Silently rolls (the orcs have only a +1 Listen/Spot). However, should a PC attempt to throw up a grappling hook, the orc sentries should get should DC 15 Listen check to hear the grapple connect with the wall (this assumes optimally favorable conditions for the PC).
- Flying over the Wall: This is extremely dangerous, as the skies are patrol by varrangions, and there is no place to hide between the walls and the cleared open area surrounding the river and the city. Invisible PCs however, may be able to bypass this threat however.
- The River: It is a simple matter to approach the city by swimming to the city docks under the cover of darkness, however, the dock area is not inside the city and the PCs would still have to pass through one of the gates (see The Front Door Below). So while this may be the best way to get close to the city, it does not get one inside.
- The Front Door: Perhaps the best way is to enter the city through one of the gates. Being a large (at least for this far north) and active city, Greenreach sees a great deal of traffic, from Rhennee bargefolk to orc tribes from the Vesve. There are gates to the north and south of the city as well as a lightly manned gate that connects to the dock area. Should the PCs attempt to enter the city through one of the gates, they will be briefly questioned as to their identity and purpose in the city. Provided they do not radiate good, bear a holy symbol of a good deity openly, or include elves in their company; they PCs should be able to Bluff their way inside easily. However, a company that includes elves in their number will draw extra attention, and a cleric of Iuz will be summoned to further interrogate the party; given the city's war with the elves of the Vesve. Such elves must radiate evil (as per *detect evil*) and succeed in passing through an interrogation involving a *zone of truth*, or combat will ensue.

All APLs

Wall Sentries: Thousands of orcs live in Greenreach. At any point and time, dozens of groups of the orcs prowl the walls.

👉 **Orcs (6):** Hp 5, Monster Manual p. 203.

Gate Guards: These guards are posted at each of the three city gates. The river gate is more lightly guarded (as it is thought generally harder to approach), and has half the number of orcs.

👉 **Hobgoblin Leader, Ftr5:** Hp 47, DMG p. 117.

👉 **Orc Guards (12):** Hp 5, Monster Manual p. 203.

👉 **Wardogs (6):** Hp 13, Monster Manual, p. 272.

Problem Response Team: Should the PCs attract attention at one of the gates, or require extensive questioning, one of the following teams will be dispatched from the nearby barracks; arriving within five rounds.

👉 **Half-Orc Bodyguard, Bbn5 (6):** Hp 43, DMG p. 112.

👉 **Troll Hunter (2):** Hp 130, Monster Manual, p. 247.

👉 **Arcanist Varrangoin:** Hp 60, See Appendix #2.

👉 **Iuzian Investigator:** Hp 58, See Appendix #1.

Gathering Information

Some PCs may want to gather information for a variety of reasons ranging from an attempt to locate their destination to learning more about the general activity of this enemy stronghold. The following is provided as an example of some things the PCs may learn. Feel free to role-play out these encounters, or use the Gather Information skill as fits the temperament of the table. Those that role-play these encounters may receive any of the following information as the judge sees fit based upon whom they speak with, without rolling. The PCs should receive an additional +1 to their check for every extra 10 gp they spend (up to +5 for 50 gp spent). Assume rolling Gather Information costs the PC 3d4 gp in drinks and bribes and takes two hours. Each PC making a Gather Information check (or assisting in one) should also make a DC 10 Bluff check to avoid attracting attention for asking so many questions. Those that do attract attention will encounter the Problem Response Team (see above) who has a few questions for them. Observant PCs, DC 20 Spot, may notice one of the people they had previously talked to speaking with an Iuzian and pointing in their direction. Quick thinking PCs may avoid questioning. Depending on whom the PCs specifically approach, the DM may also allow Bluff or Diplomacy checks with certain NPCs.

- 👉 DC 5: "The Poisoned Apple, ya, I know it. Go down that street till you get to the wall, and then turn right. Follow till the sickly tree. Can't miss it."
- 👉 DC 10: "Sumptings goin' on in the square. Priests came a few days ago and their buidlin' sumpting. I'd not get to interested though; the trolls eat anyone who pays too close attention."
- 👉 DC 15: "If you see trolls riding big leucrotta, get out of the way. The cavalry will eat anything."
- 👉 DC 20: "I'm not sure what they are building in the square, but those clerics have been praying over it ever since they got here. They act like its valuable, but really, everything they are using is easily found."
- 👉 DC 25: "His Lordship the Boneheart Panshazek has been a bit paranoid lately, if you ask me. Sure that marilith from the tower up north of here is always coming around, and the Wolf Nomads defeated his forces in the Thralls; but the Old One's gotta expect some failures, right?"
- 👉 DC 30: "There's a lot of new people in town like yourselves. Just this morning I saw a wagon and several mounted elves arrive. Ain't never seen me no female elves with black skin before. They must be from the desert or something."

The Portals

As the PCs are looking for the Poisoned Apple, they will pass through the central square and witness the construction of the portals.

The sounds of construction mixed with arcane chanting waft to you well before your eyes are able to see the source. In the center of the square an area larger than most stables has been cordoned off by the addition of an apparently temporary fence. Dozens of black robed priests circle the area inside the fence chanting praises to the Old One and sprinkling a congealing red liquid from horsehair brushes which they dip in a bucket that each carries. The recipients of their administrations appear to be a dozen craftsmen, constructing five large circular frames; big enough that two horsemen could gallop through them unhindered. The frames seem to be made of equal parts stone, wood, metal, and bone, with grisly decoration. It is clear they have not yet completed whatever they are building. A dozen large trolls encircle the fence and watch the surrounding populace carefully. For their part, the surrounding citizens do their best not to be noticed by the troll guards.

The construction will no doubt attract the attention of the PCs. Given their excess of time, the PCs have several hours to investigate.

Magical Inquires:

The portals radiate a faint transmutation (*detect magic* DC 16 spellcraft) if checked for, however, those watching for sometime will realize the strength is very slowly growing. Spells such as *analyze dweomer*, *identity*, or *legend lore* will give only limited details; only enough information to realize the Iuzians are in the process of constructing a magic item that is not yet finished. Spells that contact a higher power for information such as *commune* or *contact other plane* return an answer of “unclear” or “don’t know” unless the information is specifically included elsewhere in this encounter.

Skills and Knowledge:

PCs watching the ceremony for a few minutes may make a DC 25 Knowledge (religion) check to realize that the clerics are attempting to infuse the circular frames with the divine power of their faith. A DC 25 Knowledge (arcane) check suggests that the priests are doing a ritual to make some sort of magic item. Should a player specifically ask if the circular frames look like the portal to the Abyss in the chamber below Iuz’s palace (that the may have passed through in IUZ4-01 - Dorakaa), they may make a DC 10 Intelligence check to recognize the similarities in their construction; although there is no way to determine the portal’s destination. Do not confirm this information if the player does not suggest it.

Asking Around:

None of the guards or craftsmen are willing to speak with the PCs, and if the PCs are persistent, the troll hunters (Monster Manual, p. 247) move to subdue the offending PC and throw him in the river. However, asking around the square will turn up any number of merchants who can tell the PCs that about a week ago several wagons came to town from the east with the supplies and clerics in the square. They promptly erected a fence and began construction. No one knows what is being built, but anyone who has expressed curiosity has been beaten.

Development: It is possible that the PCs may choose to attack the portals. If so, they are easily destroyed, but those present will attempt to defend them. The twelve troll hunters (Monster Manual, p. 247) and twenty-four clerics (use the statistics for the Iuzian Investigator) will fight if the PCs make themselves known. Within two rounds, the Varrangoin’s patrolling the skies will notice the combat and notify reinforcements. Five of each kind

of varrangoin (see Appendix #2) will descend from the sky and attack. A Problem Response Team (see above) will arrive every two rounds after until the PCs are dead or ten such groups have arrived.

When the PCs have had a chance to encounter the portals and move to the Poisoned Apple, proceed to **Encounter Two**.

Encounter Two: A Eventful Dinner

The Poisoned Apple sits in an out of the way shadowy corner of Greenreach, not far from the river docks. In front of the Inn, two sickly looking horses are lashed to a dying tree. A thick purple smoke drifts out of the partially opened windows amongst the deep throaty laughter of the patrons. Dark clouds gather overhead, despite the oppressive summer heat. A storm is coming.

The inside of the inn (see **Appendix #4** for map) is a pretty standard affair with a large common room, a bar protecting a door that leads to a kitchen, and a handful of semi-private booths along one side of the room, opposite the hearth where three men sit. A piano covered in dying plants is set toward the front of the room where it is being played by a large one-legged goblin to the delight of a dozen or so dirty men that clap along. A suit of dented armor with an apple painted on the chest sits in the corner next to the piano. Those that look closely might notice the symbol of the Knights of the Holy Shielding underneath the painted apple.

The PCs are free to do as they please. No one here knows their contact and asking too many questions are likely to draw unfriendly attention. The bartender Utilian is a rough looking half-orc with a deep voice who is happy to get the PCs whatever they would like as long as they buy something. When one of the PCs orders the lamb, he tries to dissuade the PC, suggesting the pork might be a better (less spoiled) choice. It is up to the PC to decide, either meal will cost them 3 sp. No refunds.

Once the PCs are settled, proceed with the following read aloud text.

Thunder shakes the inn as your meal is brought out. The lamb on the platter before you has a questionable odor, and the red wine looks well watered down. All in all, a better meal could easily have been found elsewhere.

The goblin is just starting another raucous tune when four darkly cloaked, thin men enter out of the rain. All four wear dark purple velvet masks, edged in

silver. Standing in the doorway they examine the room, the gaze of the lead masked man lingering on your table before they move to a nearby booth. As they sit, the lead man whispers to another, who in turn begins to walk toward your table.

Just as he approaches, the door opens yet again. Framed by flashes of lightning another group enters. Darkly skinned female elves precede several demonic creatures. Covered in silver webbing and slim, but spiky, chains, the women move with a haughty air. One of them points toward the shadowy booth and speaks loudly. "Kaquizel the Snake, by order of High Priestess Eclavdra and with the support of Boneheart Panshazek, I place you under arrest for the crime of treason. Your life is forfeit." Looking back to her minions she calmly adds, "Take them."

The hooded and masked man standing next to your table looks toward your group and then back to the black skinned elf. "Fight for your lives," he screams with an elven accent as his hand rises, glowing with eldritch power!

Eclavdra's minions have arrived to capture Kaquizel. They were not expecting the PCs and will not harm them if they do not interfere, however, given Dertyr's implied association with the PCs, the drow have no compunction about killing them if they get in the way. At this point it is not possible to positively determine the race of the masked men.

Creatures: This encounter at –1 EL due to the aid the PCs may receive from the male drow. Unless the PCs do not involve themselves, or kill him directly, Dertyr must survive the combat.

All APLs (Male Drow Allies)

☛ **Dertyr:** Hp 25, See Appendix #1.

☛ **Quassar & Sorzar:** Hp 25 ea., See Appendix #1.

Tactics: In the first round, Kaquizel activates a magic ring on his finger and disappears in a flash of light. Quassar and Sorzar move to intercept the female drow, and Dertyr casts *haste* upon himself and his drow allies, unsure of the PCs allegiances, however after the first round, Dertyr will cast spells to aid the party if they appear to be helping the male drow.

APL 10 (EL 11)

☛ **Babu Demon (3):** Hp 66 ea., Monster Manual p. 40.

☛ **Naerthe:** Hp 45, See Appendix #1.

☛ **Jyrina & Eiliril:** Hp 49 ea., See Appendix #1.

Tactics: Prior to entering the inn, Naerthe has cast the following spells: *bless*, *shield of faith* (on all three drow), *delay poison* (on herself), and *freedom of movement* (on herself). The Babu move ahead of the drow to block access to them. The Babu, Jyrina and Eiliril try to flank when possible for extra damage. Naerthe tries to immobilize as many people with spells as possible, starting with the enemy drow until the PCs reveal themselves as enemies.

APL 12 (EL 13)

☛ **Babu Demon (6):** Hp 66 ea., Monster Manual p. 40.

☛ **Naerthe:** Hp 57, See Appendix #1.

☛ **Jyrina & Eiliril:** Hp 61 ea., See Appendix #1.

Tactics: Prior to entering the inn, Naerthe has cast the following spells: *bless*, *shield of faith* (on all three drow), *delay poison* (on herself), *freedom of movement* (on herself), *bear's endurance* (on herself), *greater magic weapon* (upon Jyrina) and *true seeing*. The Babu move ahead of the drow to block access to them. The Babu, Jyrina and Eiliril try to flank when possible for extra damage. Naerthe tries to immobilize as many people with spells as possible, starting with the enemy drow until the PCs reveal themselves as enemies. She uses her elusive target feat if anyone should engage her.

APL 14 (EL 15)

☛ **Vrock Demon (4):** Hp 115 ea., Monster Manual p. 48.

☛ **Naerthe:** Hp 69, See Appendix #1.

☛ **Jyrina & Eiliril:** Hp 73 ea., See Appendix #1.

Tactics: Prior to entering the inn, Naerthe has cast the following spells: *bless*, *shield of faith* (on all three drow), *delay poison* (on herself), *freedom of movement* (on herself), *bear's endurance* (on herself and Jyrina), *greater magic weapon* (upon Jyrina and Eiliril) *true seeing*, *magic vestment* (on herself), and *mislead* (on herself). The vocks have cast *heroism* upon themselves. The vocks move ahead of the drow to block access to them. The vocks try to give Jyrina and Eiliril a flank when possible for extra damage. Naerthe tries to immobilize as many people with spells as possible, starting with the enemy drow until the PCs reveal themselves as enemies. She uses her elusive target feat if anyone should engage her.

APL 16 (EL 17)

☛ **Advanced Vrock Demon (4):** Hp 177 ea., See Appendix #1.

☛ **Naerthe:** Hp 81, See Appendix #1.

☛ **Jyrina & Eiliril:** Hp 87 ea., See Appendix #1.

Tactics: Prior to entering the inn, Naerthe has cast the following spells: *bless*, *shield of faith* (on all three drow), *delay poison* (on herself), *freedom of movement* (on herself), *bear's endurance* (on all three drow), *greater magic weapon* (upon Jyrina and Eiliril) *true seeing*, *magic vestment* (on herself), *mislead* (on herself), *resist energy* (fire, upon herself), and *death ward* (upon herself). The vrocks have cast *heroism* upon themselves before entering and use their quickened *mirror image* every round to keep their number of images as high as possible. The vrocks move ahead of the drow to block access to them. The vrocks try to give Jyrina and Eiliril a flank when possible for extra damage. Naerthe tries to immobilize as many people with spells as possible, starting with the enemy drow until the PCs reveal themselves as enemies. She uses her Elusive Target feat if anyone should engage her.

Development: It is possible that the PCs may choose not to involve themselves in this struggle. In that case, the fight is over quickly. Kaquizel flees as above, Dertyr is captured unconscious and the other two males Quassar and Sorzar, are killed. If the PCs do not attempt to rescue Dertyr in some way, the adventure is over for all but the most creative or powerful PCs.

Treasure:

APL 10: L: 156 gp, M: 0 gp.

APL 12: L: 156 gp, M: 0 gp.

APL 14: L: 156 gp, M: 0 gp.

APL 16: L: 156 gp, M: 0 gp.

Questioning Dertyr

Assuming the PCs have chosen to involve themselves in the affairs of the male drow, Dertyr will be alive (although possibly unconscious) by the end of this combat. The PCs will have to retrieve him and escape Greenreach (or at least immediately the Poisoned Apple) if they are to survive and continue.

Once Dertyr is roused, he will aid the PCs as much as he is able. He appears loyal to Kaquizel, an unusual trait in a drow that lead the Snake to choose Dertyr as his aid. Out of immediate danger, and convinced the PCs are agents of the Shade, Dertyr will explain what has occurred to the PCs and urge them to help him retrieve his master and escort him to the Drinkers outside of the lands of Iuz. Dertyr knows the following:

- ☛ Kaquizel the Snake came to the lands of Iuz from the Vault of the Drow. He is one of the Old One's most trusted seers, below the Boneheart. Of late, the Old One has had him scrying upon the lands of Furyondy in particular.
- ☛ Kaquizel, and a handful of drow in his employ, do not follow the teachings of the Spider Queen and

this irks the priestesses of Lolth. However, for some reason the Old One has always protected them. Kaquizel learned through his powerful scrying and augury that Kermin Mindbender of the Boneheart, another enemy of the Snake, had convinced the Old One to sell him to Eclavdra. As such, Kaquizel has decided the time has come for him to seek refuge with the enemies of his enemies.

- ☛ Kaquizel knows of the Drinkers of the Cup of Midnight, as the Old One ordered him to divine all he could about them, following some action by them in Dorakaa earlier in the year. Kaquizel is willing to tell the Shade and the Drinkers all he knows of the Old Ones plans if the PCs get him out of the Old One's lands.
- ☛ Dertyr knows where Kaquizel has gone, and recommends the PCs travel with him to this place as quickly as possible. As he does not yet fully trust the PCs he will not tell the PCs where that place is. He realizes the PCs need Kaquizel, and not him, and could easily kill him, or leave him behind. If the PCs are willing to work with him, he recommends the set out going south immediately.
- ☛ Any assault (physical or magical, but not verbal) upon Dertyr results in him trying to flee, give false information, or anything to disrupt the PCs and get away from them. In this case, he will no longer aid them.

Encounter Three: The Road to Izlen

The violent summer rain began suddenly, and brought with it a chill not previously felt. As the evening turned into night, and the night into day, the rain has continued, and with it, the dreary dismalness of the Empire of Iuz only increases. In the struggling light of the storm shrouded sun, the lights of many lanterns can be seen in the distance. A city is nearby.

Dertyr will inform the PCs that road they are taking passes within sight of Izlen, although it would be in their best interest to avoid the city itself. Regardless, he will not go with them if they should choose to head that way. He also still refuses to tell the PCs their destination.

After the PCs have had a moment to discuss their path and Izlen, continue with, or paraphrase, the following read aloud text.

It seems the road toward Izlen is not deserted despite the rain. A long train of people appear stopped upon the road. A hobgoblin sitting atop a wagon filled with barrels yells at a group of robed men who stand in

front of him. The men in turn seem to be in a heated discussion with a group of orcs wearing black armor. Beyond the orcs, the line continues toward the city.

The PCs can choose to continue south past the commotion which snakes to the east, which Dertyr recommends, or speak with the people in the line. The men are attempting to woo the orcs to the religious teachings of the Old One, while the orcs mock the men with foul language. Neither is interested in the PCs. The hobgoblin ale merchant, Kamno, is more than happy to vent his frustrations to the PCs. He knows the following, which he relates (in goblinoid or common) in between complaints about being forced to sit in the rain.

- ☛ Kamno is delivering ale (of poor quality if the PCs should somehow test it) to Izlen. He is supposed to deliver it today and does not appreciate being forced to sit in the rain. He has important business to take care of!
- ☛ About six hours ago, the gates to Izlen closed. Shortly after that, a large group of soldiers and demons left the city heading south (the same direction the PCs are heading). He doesn't know why no one is being let into the city yet, but soldiers seem to be questioning and searching those people in line.
- ☛ Rumor has it that some high placed official has turned traitor and they are looking for him. Kamno isn't sure what all the hubbub is about, since loyalty isn't exactly a common occurrence in the lands of the Old One (except for him of course, Kamno is extremely loyal, or at least that's what he claims).

☛ **Kamno:** Male hobgoblin Com2.

Development: Should the PCs choose to attack anyone in the line, they will try to flee. The soldiers moving up and down the line will respond within three rounds (use statistics for the problem response team in **Encounter One**).

Once the PCs have gathered all the information they can, proceed to **Encounter Four**.

Encounter Four: Food Run

Two days have passed since Izlen. The land here is stunted and dying. Signs of animal life are rare, and sickly when spotted. The rain has not stopped, and it weighs heavily upon your shoulders almost as much as your soul. Up ahead a small village rises up out of the mud. The ruined hovels do not suggest habitation, but the thin wisps of smoke snaking from leaning chimneys tell you otherwise.

The PCs have come across the rearguard of the force dispatched from Izlen, foraging from supplies. These soldiers of the Old One are doing what they always do when they need supplies, taking them from the peasantry. In this case the unlucky townsfolk of a small village known as Coldrot.

As the PCs approach, they can see a group of humanoids that appear to be loading up a cart with the supplies they are stealing from a village. The human villagers look on impassively. A young human man, bleeding, slowly crawls away from one of the orcs. The villagers appear used to this treatment and make no move to help him.

Creatures: If the PCs approach, the humanoids are too busy loading the cart to notice immediately, unless the PCs draw attention to themselves by walking down the center of the rutted road, calling out to the soldiers. Once the PCs get close, one of the orcs will snarl at them in common to move along. The orcs expect them to obey like other residents of this land. If the PCs draw a weapon or behave in any manner unbecoming a resident of the Empire of Iuz, the soldiers attack. If possible, one of the orcs will grab one of the peasants as a human shield (providing cover) and order the PCs to surrender. This should prevent the party from using area affect spells that might injure the peasant. The orc will kill his hostage regardless of the PCs actions.

APL 10 (EL 10)

☛ **Brilis the Vrock:** Hp 115, See Monster Manual p. 48.

☛ **Arrkel, Git, & Flikk, orc warriors:** Hp 35 ea., See Appendix #1.

Tactics: The soldiers realize that anyone willing to stand up to them, especially in the presence of a demon, are powerful foes. Two of the orcs will attempt to grapple the main warrior of the party while the third tries to kill him while he is held. Brilis will activate his *mirror image* and *heroism* abilities from the air if given time, and will then focus on any spell-casters with his melee attacks; making use of his spores and stunning screech if he can do so without injuring his allies.

APL 12 (EL 12)

☛ **Brilis the Hezrou:** Hp 138, See Monster Manual p. 44.

☛ **Arrkel, Git, & Flikk, orc warriors:** Hp 47 ea., See Appendix #1.

Tactics: The soldiers realize that anyone willing to stand up to them, especially in the presence of a demon, are powerful foes. Two of the orcs will attempt to grapple the main warrior of the party while the third tries to kill

him while he is held. Brilis will activate his *chaos hammer*, *unholy blight*, and *blasphemy* abilities if given time, will then attempt to get into melee with any likely spell-caster to take best advantage of his stench and improved grab.

APL 14 (EL 14)

☛ **Brilis the Glabrezu:** Hp 174, See Monster Manual p. 43.

☛ **Arrkel, Git, & Flikk, orc warriors:** Hp 59 ea., See Appendix #1.

Tactics: The soldiers realize that anyone willing to stand up to them, especially in the presence of a demon, are powerful foes. Two of the orcs will attempt to grapple the main warrior of the party while the third tries to kill him while he is held. Brilis will activate his *mirror image*, *dispel magic*, *chaos hammer*, *unholy blight*, and *power word stun* abilities if given time, will then attempt to get into melee with any likely spell-caster to take best advantage of his stench and improved grab.

APL 16 (EL 16)

☛ **Brilis the Glabrezu:** Hp 174, See Monster Manual p. 43.

☛ **Retrievers (2):** Hp 135, See Monster Manual p. 46.

☛ **Arrkel, Git, & Flikk, orc warriors:** Hp 73 ea., See Appendix #1.

Tactics: The soldiers realize that anyone willing to stand up to them, especially in the presence of a demon, are powerful foes. Two of the orcs will attempt to grapple the main warrior of the party while the third tries to kill him while he is held. The retrievers will target their eye rays as most appropriate. Brilis will activate his *mirror image*, *dispel magic*, *chaos hammer*, *unholy blight*, and *power word stun* abilities if given time, will then attempt to get into melee with any likely spell-caster to take best advantage of his stench and improved grab.

Development: The townsfolk will not aid the PCs and run from them. If they are forced to speak with PCs they lament the PCs actions, as surely the village will be punished for it. None of the peasants have ever left their village. The tyranny of the Old One is all they have ever known. If the PCs manage to capture one of the soldiers, they can relate the following with the appropriate motivation:

- ☛ These soldiers are a rearguard left behind to forage for food and supplies. They were to catch up to the main force as soon as possible.
- ☛ Brilis chafes at being ordered to watch over something so mundane as the foraging party.

Should the PCs play upon his vanity he does know the general abilities of the troops and leaders in the main force for the PC's APL. The orcs do not know the details of their group's abilities, but can be forced to give an accurate count of numbers. There are some three hundred orcs of similar ability to themselves, all members of the Legion of the Black Death. There are twenty demons, but the orcs don't know what kind. These numbers are in addition to those listed in Appendix #1.

- ☛ All of the soldiers know who leads the soldiers' mission to recover The Snake, the half-orc General Hitek Fangbiter. Brilis knows they have been ordered Kermin Mindbender (the Greater Boneheart) to capture Kaquizel and deliver him alive to Eclavdra in Dorakaa.
- ☛ The group is well ahead of the party but does not yet have Kaquizel.

Treasure: The group has very little of value. If the PCs wish, they may take the gear of the orc warriors.

APL 10: L: 64 gp

APL 12: L: 64 gp

APL 14: L: 64 gp

APL 16: L: 64 gp

Encounter Five: Down on the Farm

Night has fallen on the first clear evening of travel since leaving Greenreach. Looking for a safe place to camp, your party crests a tall hill revealing a large farm and a small orchard swaying in the breeze in the valley below. In the moonlight you see movement among the strange low trees of the orchard despite the lack of lights from the farm.

Allow the PCs the opportunity to decide how to proceed. They may just wish to avoid this encounter altogether. They will sleep better this night for it. More curious PCs will attempt to get closer and investigate. If so, proceed with or paraphrase the following read aloud text.

As you approach closer the farm, the details become clearer in the clear moonlight. What you see makes you wish you had chosen to pass this place by. The trees are not trees at all, but rather elves and humans hung in groups on branched poles. There must be hundreds, if not thousands, and all of them appear to be victims of some fell magic that has erased their facial features leaving them no mouths with which to scream. This abomination would be enough to unnerve the most stalwart adventurer, but you see

you are not alone. The farmers tending, and feeding from, these trees are undead parodies that shamble, flit, and float from tree to tree. There are more undead here than you could possibly hope to defeat.

The undead have no interest in the PCs unless they cause trouble. They are used to Iuz's soldiers passing through their lands or powerful members of the Boneheart claiming some raw materials for study and experimentation. The undead will not interact with the PCs unless the PCs, to their detriment, assault or challenge the farmers. Clerics that rebuke undead to talk to them should not be considered attacking. The undead are used to force being used. If the PCs decide to attack, make certain they are aware of the odds. This is not a battle they can win. They will fail. If they insist, well, the farm can always use more livestock.

Should the PCs, at anytime, attempt to flee, the undead will let them. They are not the concern of this farm and the undead have more important things to tend to.

Creative or particularly foolhardy PCs may attempt to pose as followers of Iuz and endeavor to interact with the undead. This gambit can pay off, any sentient undead will direct the PCs toward the farmhouse to speak with Uncle Billup. A particularly helpful ghoul named Slither will happily guide the PCs there before wandering back into the fields. Going to the farmhouse from the field will require the PCs to walk through the writhing mass of quietly moaning victims. Various corporeal and non-corporeal undead note the PCs passing without care. The farm is vast. There are as many as a thousand poor souls trapped here and probably a few hundred undead. The evil here is palpable. Have any PC walking through the fields to attempt a DC 12 Will save. This is a non-magical fear based effect. Those that are successful are disturbed by what their witness, but are otherwise unaffected. Those that fail are Shaken (DMG p. 301).

The owner of this farm, Uncle Billup (see Appendix #1 for statistics), is a somewhat pastoral man who may be encountered whittling on his porch. He is generally hospitable as he gets few guests. Billup asks the PCs if they are just passing through, or are looking to purchase some of his produce. For useful information, Uncle Billup is willing to trade unusual plants, herb, or potions for the answers. However, nothing is given for free. Suggested answers are given below for likely questions. The DM is encouraged to use their best judgment when role-playing this particularly dangerous encounter.

Slither: Male ghoul, Monster Manual p. 119.

Uncle Billup: Male vampire exp5/wiz11.

Q: What is this place?

A: "Are ya blind? This is my farm! Ya think I's a sittin' out here for my health?"

Q: Did you see a group of orc soldiers come this way?

A: "Yup, they passed this way awhile back. Stayed the day up yonder on the hill. The feller in charge, I think his name was Hitek Fangbiter, said he might stop back on his way to the Vesve in a bit. I think he was lookin' for something to feed his troops."

Q: How many troops?

A: <Billup replies with twice what is appropriate for the PCs APL. He is suspicious of this question, so he lies.>

Q: Did they say where they were going?

A: "I think the feller said Gerrenkzerung."

Q: How long since they passed?

A: "Y'all sure all are curious. It's been nearly a day, they were movin' fast. They were pushing themselves like the Old One was crackin' the whip himself."

Development: Should the PCs foolishly choose to attack Uncle Billup, his statistics are provided in Appendix #1. Every round a dozen corporeal undead (ghouls, ghosts, wights, vampire spawn) and a dozen incorporeal undead (shadows, wraiths, specters) arrive to aid their master. This is a battle the PCs cannot win. More and more arrive until the PCs flee or are killed; most simply rising from the ground about the PCs.

Encounter Six: Gerrenkzerung

Leaning ramshackle buildings teeter over the top of a stout wooden double wall that protects the town a bowshot from the river. In a nearby ditch, three large dogs fight over the bloody remains of something that may have once walked on two legs. Dozens of orcs are hauling cargo using underfed donkeys and their own strong backs. Dertyr surveys at the wretched state of the town, "We're here. My master awaits."

The PCs have arrived in Gerrenkzerung, a way station for troops on their way to the Vesve, the location of Kaquizel's *teleportation*. Dertyr plans to walk through the front gates, as they are open and there appears to be no guards. Allow the PCs to disagree if they wish, but truthfully it is the easiest way into the town. In general if the PCs act like they belong, no one will bother them.

Entering into the large town, you quickly note that you are in the minority, with almost all of the populace being orcish. However, this difference seems lost on the inhabitants as they wildly celebrate

some unknown holiday. Amidst barely functional wooden buildings and a sea of poor quality tents, orcs, goblins, and a small handful of men drink heavily and sing. Around a bonfire not far from the gate, several goblins are throwing an effigy of dark skinned elf with white hair into the flames. Several more effigies wait for the flames to feast upon them, more than one appears to be moving; some unlucky prisoner done up in make-up and a wig. To your left a man sits upon a wagon tapping a large keg. A dozen orcs and an ogre shove for position, each holding a large mug. After filling their mugs, they move off to join in the festivities. While tapping the next keg, the man on the wagon waves you over. "Drinks friends? Courtesy of Boneheart Kermin Mindbender."

The man dispensing the ale, Zendel Bracktone, has been paid by the City Consul to give it to the orc garrison and inhabitants for the day of holiday he has declared. He readily speaks with the PCs if they are friendly. He has been told the Consul and his men succeeded in capturing a dark skinned elf who apparently snuck into the newly built stockade (it was just built in the last few weeks and in fact used to be an inn). Just before he was to be executed, a force from Izlen arrived. Zendel claims they were sent by Greater Boneheart Kermin Mindbender, and the commander of the force rewarded the Consul handsomely for his good work, and paid to have a feast for the entire garrison. He knows the elf is still in the prison, awaiting the arrival of someone. Zendel assumes Kermin will be sending someone, but some rumors say to expect more dark elves. He can point the PCs in the general direction of the prison. It's just across the square from the Laughing Fiend Tavern.

☛ **Zendel Bracktone:** Male human War/Exp.

The PCs are now free to explore Gerrenkzerung as they please and the DM is encouraged to expand what they may find based upon the information provided in **Appendix #3**. Once the move toward the center square, they find the prison (**Encounter Seven**), the Laughing Fiend, and more of the mysterious portals.

The Laughing Fiend

A thick fungus grows on the outside of this shaded building, suggesting the unpainted wood is not especially strong. A faded sign lying in the mud near the door depicts a huge laughing demon standing over several cowering knights that drown in the brute's mammoth glass of ale. Raucous noise and strong odors emanate from within.

The Laughing Fiend provides a subtle but convenient place to watch the goings on near the portals and the activity of the stockade across the square.

Inside the Tavern, dozens of inebriated orcs and a handful of men celebrate their reward for being involved in the capture of the dark elf. Many of them are more than willing (provided the PC speaks orc) to give the slurred details of the affair for the cost of another drink (2 sp).

As the orcs tell it, they were dutifully interrogating the two goblin prisoners (by eating them) who were in jail for stealing, when there was a bright flash of light. Standing right in the middle of a locked cell was a robed man wearing a mask. Poor Uskob was about to let him out when the masked man killed him and two others with bolts of fire. Course, the orcs nobly went to warn their superiors but not before setting the dogs upon the man. Eventually Consul Moda who runs the city, along with the now greatly reduced number of orc guards eventually subdued the intruder. Shortly after that, a group of soldiers arrived from Izlen and claimed the prisoner, but not before ordering us all out of the jail to celebrate. The Izlen men commended the orcs and ordered free ale for all of them. Now the Consul is alone in the prison with some of the Izlen men, the prisoner, and some demons.

The majority of the Izlen troops are celebrating throughout the city. Should the PCs attempt to question them, they know very little other than they were dispatched from the Izlen garrison with orders to track down some escaped traitor. Their leaders in the prison would know more.

The Portals

The familiar sight of construction greets you when you arrive in the main square of Gerrenkzerung. Nearly a dozen men are stretching wooden beams into curved shapes, while several orcs work at constructing three large circular, metal frames. A man in black robes with the symbol of Old Wicked watches over the scene, as several more orcs deliver heavy bundles of wood, metal, and bone. While clearly in an earlier stage of construction, these large circles appear very similar to those in Greenreach.

The PCs do not have as much time for investigation as they did in Greenreach, a fact Dertyr will point out if the PCs seem curious. They cannot afford to wait for more forces arrive to take custody of Kaquizel. However, should the PCs choose to investigate, there is little Dertyr can do to stop them.

Magical Inquires:

The portals do not radiate any magic, that part of their construction having not yet begun. Spells such as *analyze dweomer*, *identity*, or *legend lore* offer nothing, as the object is barely begun. As before, spells that contact a higher power for information such as *commune* or *contact other plane* return an answer of “unclear” or “don’t know” unless the information is specifically included elsewhere in this encounter.

Skills and Knowledge:

The PCs do not have the enchanting ceremony to watch as they did in Greenreach so there is little they could earn by using their own skills to recall knowledge. However, should a player specifically ask if the circular frames look like the portal to the Abyss in the chamber below Iuz’s palace (that the may have passed through in IUZ4-01 - Dorakaa), they may make a DC 15 Intelligence check (the DC is higher than before, as the frames are less complete) to recognize the similarities. Do not offer this information if the player does not suggest it.

Asking Around:

The craftsman do not know anything about their work, other than they are to construct the large circles according to the directions of the Iuzian priest. The cleric, Ofel the Baby-slayer (use statistics of Iuzian investigator, **Encounter One**), is a thoroughly unpleasant fellow. Should the PCs begin asking him questions, have them make a Bluff or Diplomacy check (depending on their approach) opposed by his Sense Motive. If they fail, he orders them to leave him before he summons the guards. If they are successful, he is willing to speak with them briefly. He tells them that the supplies to construct the circles arrived by water this morning, and orders to begin their construction came with the group from Izlen. He does not know their purpose, but theorizes that it will channel great planar power directly into his most Unholy majesty, Iuz (Ofel is lying to make himself appear more important. He has no idea what they do.) He does know that a drow elf was captured shortly after he *teleported* into the new stockade. He seemed quite surprised to not be in an inn. The elf is being held in the stockade while the men from Izlen question him.

Once the PCs have had a chance to encounter the portals and investigate the Laughing Fiend (if they wish, proceed to **Encounter Seven** when they have devised a plan to free Kaquizel.

Encounter Seven: The Great Escape

The prison off the main square is of better construction than most buildings in Gerrenkzerung, made of stout timbers imported from the Vesve. Two orc guards stand outside, watching the door.

The stockade is nearly deserted, the staff having been sent away so the delegation from Izlen can interrogate Kaquizel in private. The PCs have until morning to rescue Kaquizel, or the minions of Eclavdra will have arrived and transported him to a most gruesome fate.

The stockade is newly constructed and as such it has not had the opportunity be abused and decay to the state most other buildings in Gerrenkzerung.

1. Entrance

Two orc guards stand before a stout door of iron bars. Through the bars, a small chamber can be seen, with second door of large timbers. The wooden door has a metal slit in it at eye level that can be opened from the inside.

The two orcs stand guard, having been ordered to keep anyone from entering. They are to execute anyone on the spot that would normally be locked up. One orc has the key to the iron bar door, but neither have a key for the wooden door. If they need someone, they shout or pound on the door.

A casual passerby may attempt a DC 15 Spot check to notice arrow slits going into rooms on either side of the room, and murder holes populate the ceiling. A direct inspection notices these immediately. Fortunately, neither is manned at the moment.

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

❖ **Wooden Door:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23, Open Locks DC 30.

2. Main Hall

This large room has four exits. Two small desks are placed one to each to the left and right, against the walls.

This room would be used for the processing of criminals, but at the moment, the demons are waiting here for their masters to return from down below.

3. Cells

Still clean, these cells appear to have never been used.

These cells would be used to temporarily hold prisoners. They have never yet been used. The hallway in front of the cells to the east houses the entrance to the stairway that leads to room 4.

4. Guardroom

In the flickering torchlight, it is clear that this small guardroom contains only one other exit. One wooden stool faces the stairs.

Three of the Izlen soldiers hold this room against intruders. They leave the door to the stairs open so they can hear upstairs, and one of the guards frequently secretly checks on the demons to make certain they are not caught by surprise.

5. Interrogation Chamber

Blood stains the floors of this room, and manacles hang behind iron bars. A layer of moldering straw collects in corners.

The Consul and the two leaders from Izlen are here interrogating a much-bruised Kaquizel.

Creatures: It is impossible to determine the plan the PCs might attempt to liberate Kaquizel, so these ELs are calculated a direct frontal assault fighting everyone in the prison building (which is why they are so high, in actuality, the EL is likely much lower, as the PCs can ambush the NPCs). Clearly, good planning should be rewarded. At the first sign of trouble (likely the combat with the demons), the General orders the Soldiers to hold the stairs to the guardroom for as long as possible. Being members of the Legion of the Black Death, they obey without question. In the same breath, he orders Consul Moda to use his *scroll of time stop* to begin casting preparatory spells upon himself, the Consul, and the Captain. The capture of Kaquizel has been ordered by one of the Greater Boneheart, and they realize that failure will mean worse than death. They will do anything to keep him in their possession.

APL 10 (EL 15)

- **Orc Door Guard (2):** Hp 9, Monster Manual p. 203.
- **Vrock (2):** Hp 115, See Monster Manual p. 48.
- **Izlen Soldiers (3):** Hp 29 ea., See Appendix #1.
- **Consul Moda:** Hp 57, See Appendix #1.
- **General Hitek Fangbiter:** Hp 167, See Appendix #1.
- **Captain Reyla Soldanter:** Hp 66, See Appendix #1.

Tactics: Expecting trouble with Kaquizel's minions before Kermin Mindbender can arrive, Moda has precast

the following spells upon himself: *false life*, *freedom of movement*, *mage armor*, *resist fire* (on himself and General), *stone skin*. Reyla has precast *camouflage* and *longstrider* upon herself. When they are aware of combat Moda uses his *time stop* scroll and casts the following spells upon himself: *bear's endurance*, *cat's grace*, *dispel good*, *haste* (upon himself, Hitek, Reyla, and the guards), *invisibility*, *mirror image*, and *shield*. He also casts *shield of faith* upon both Hitek and Reyla.

Reyla hides in plain sight, while Hitek makes himself obvious in the cell, hoping to take advantage of his surprising reach and allow Reyla to flank an opponent. Hitek uses his Dodge feat as whenever possible, to take full advantage of his Elusive Target feat. Moda will stand behind Hitek and cast spells as appropriate, trying to remain *invisible* for as long as possible.

APL 12 (EL 17)

- **Orc Door Guard (2):** Hp 9, Monster Manual p. 203.
- **Hezrou:** Hp 138, See Monster Manual p. 44.
- **Retriever:** Hp 135, See Monster Manual p. 46.
- **Izlen Soldiers (3):** Hp 36 ea., See Appendix #1.
- **Consul Moda:** Hp 65, See Appendix #1.
- **General Hitek Fangbiter:** Hp 191, See Appendix #1.
- **Captain Reyla Soldanter:** Hp 78, See Appendix #1.

Tactics: Expecting trouble with Kaquizel's minions before Kermin Mindbender can arrive, Moda has precast the following spells upon himself: *false life*, *freedom of movement* (upon himself, Hitek, Reyla), *mage armor*, *resist fire* (on himself and General), *stone skin*. Reyla has precast *camouflage* and *longstrider* upon herself. When they are aware of combat Moda uses his *time stop* scroll and casts the following spells upon himself: *bear's endurance*, *cat's grace*, *dispel good*, *haste* (upon himself, Hitek, Reyla, and the guards), *mirror image*, *mislead*, and *shield*. He also casts *shield of faith* upon both Hitek and Reyla; as well as *invisibility* upon Reyla and *greater invisibility* upon Hitek. He casts *spell resistance* on Hitek.

Reyla hides in plain sight, while Moda makes his *mislead* obvious in the cell, hoping to take advantage of Hitek's surprising reach and allow Reyla to flank an opponent. Hitek uses his Dodge feat as whenever possible, to take full advantage of his Elusive Target feat. Moda will stand behind Hitek and cast spells as appropriate, trying to remain *invisible* for as long as possible.

APL 14 (EL 19)

- **Orc Door Guard (2):** Hp 9, Monster Manual p. 203.
- **Glabrezu (2):** Hp 174, See Monster Manual p. 43.

- **Izlen Soldiers (3):** Hp 43 ea., See Appendix #1.
- **Consul Moda:** Hp 105, See Appendix #1.
- **General Hitek Fangbiter:** Hp 218, See Appendix #1.
- **Captain Reyla Soldanter:** Hp 90, See Appendix #1.

Tactics: Expecting trouble with Kaquizel's minions before Kermin Mindbender can arrive, Moda has precast the following spells upon himself: *false life*, *freedom of movement* (upon himself, Hitek, Reyla), *mage armor*, *resist fire* (on himself and General), *stone skin*. Reyla has precast *camouflage* and *longstrider* upon herself. When they are aware of combat Moda uses his *time stop* scroll and casts the following spells upon himself: *bear's endurance*, *cat's grace*, *dispel good*, *haste* (upon himself, Hitek, Reyla, and the guards), *mirror image*, *mislead*, *shield*, and *true seeing*. He also casts *shield of faith* upon both Hitek and Reyla; as well as *greater invisibility* upon Reyla and Hitek. He casts *spell resistance* on Hitek, and *greater magic weapon* on one of Reyla's masterwork short swords.

Reyla hides in plain sight, while Moda makes his *mislead* obvious in the cell, hoping to take advantage of Hitek's surprising reach and allow Reyla to flank an opponent. Hitek uses his Dodge feat as whenever possible, to take full advantage of his Elusive Target feat. Moda will stand behind Hitek and cast spells as appropriate, trying to remain *invisible* for as long as possible.

APL 16 (EL 21)

- **Orc Door Guard (2):** Hp 9, Monster Manual p. 203.
- **Glabrezu (4):** Hp 174, See Monster Manual p. 43.
- **Izlen Soldiers (3):** Hp 50 ea., See Appendix #1.
- **Consul Moda:** Hp 117, See Appendix #1.
- **General Hitek Fangbiter:** Hp 245, See Appendix #1.
- **Captain Reyla Soldanter:** Hp 102, See Appendix #1.

Tactics: Expecting trouble with Kaquizel's minions before Kermin Mindbender can arrive, Moda has precast the following spells upon himself: *false life*, *freedom of movement* (upon himself, Hitek, Reyla), *mage armor*, *resist fire* (on himself and General), *stone skin*. Reyla has precast *camouflage* and *longstrider* upon herself, as well as activated her *blank thoughts* ability. When they are aware of combat Moda uses his *time stop* scroll and casts the following spells upon himself: *bear's endurance*, *cat's grace*, *dispel good*, *haste* (upon himself, Hitek, Reyla, and the guards), *mirror image*, *mislead*, *shield*, and *true seeing*. He also casts *shield of faith* upon both Hitek and Reyla; as well as *greater invisibility* upon Reyla and Hitek. He casts *spell resistance* on Hitek, and *greater magic weapon* on one of Reyla's masterwork short swords.

Reyla hides in plain sight, while Moda makes his *mislead* obvious in the cell, hoping to take advantage of Hitek's surprising reach and allow Reyla to flank an opponent. Hitek uses his Dodge feat as whenever possible, to take full advantage of his Elusive Target feat. Moda will stand behind Hitek and cast spells as appropriate, trying to remain *invisible* for as long as possible.

Treasure: There is considerable wealth upon the foes present here, and the PCs may lay claim to it should they defeat them.

APL 10: L: 432 gp; *Amulet of Mighty Fists +1* - (500 gp), *Apprentice's Ring* - (75 gp), *Lesser Silent Meta-magic Rod* - (250 gp), masterwork adamantine short sword (x4) - (1103 gp), *Ring of Counterspells* - (333 gp), *Scroll: wind wall* (31 gp).

APL 12: L: 432 gp; *adamantine short sword +1* (x2) - (885 gp), *Amulet of Mighty Fists +1* - (500 gp), *Apprentice's Ring* - (75 gp), *Incandescent Blue Ioun Stone* - (667 gp), *Lesser Silent Meta-magic Rod* - (250 gp), masterwork adamantine short sword (x2) - (552 gp), *Ring of Counterspells* - (333 gp), *Scroll: wind wall* (31 gp).

APL 14: L: 432 gp; *adamantine short sword +1* (x2) - (885 gp), *Amulet of Health +4* - (1333 gp), *Amulet of Mighty Fists +1* - (500 gp), *Amulet of Natural Armor +1* - (167 gp), *Apprentice's Ring* - (75 gp), *Belt of Giant Strength +4* (1333 gp), *Chain Shirt of Shadow +1* - (408 gp), *Incandescent Blue Ioun Stone* - (667 gp), *Lesser Silent Meta-magic Rod* - (250 gp), masterwork adamantine short sword (x2) - (552 gp), *Potion of embrace the wild* (62 gp), *Ring of Counterspells* - (333 gp), *Scroll: wind wall* (31 gp).

APL 16: L: 432 gp; *adamantine short sword +1* (x2) - (885 gp), *Amulet of Health +4* - (1333 gp), *Amulet of Mighty Fists +1* - (500 gp), *Amulet of Natural Armor +1* - (167 gp), *Apprentice's Ring* - (75 gp), *Belt of Giant Strength +4* (1333 gp), *Chain Shirt of Shadow +1* - (408 gp), *Incandescent Blue Ioun Stone* - (667 gp), *Lesser Silent Meta-magic Rod* - (250 gp), masterwork adamantine short sword (x2) - (552 gp), *Orange Prism Ioun Stone* - (2500 gp), *Potion of embrace the wild* (62 gp), *Potion of greater magic fang +3* (150 gp), *Ring of Counterspells* (x3) - (1000 gp), *Scroll: wind wall* (31 gp).

Development: Once his captors are defeated and Kaquizel is rescued, he is more than happy to travel with the PCs to be delivered to the Drinkers. He will submit to any non-combat spells the PCs might wish to cast upon him. While he is arrogant and evil in alignment, he is telling the truth. The DM is encouraged to use the information provided in the Adventure Background to explain Kaquizel's reason for defecting. Of course at this point, the PCs may also consider testing Dertyr's motives as well, if they haven't already.

Kaquizel does not have time to go into detail about the many questions the PCs may have, but can make a few brief comments.

- **On the Portals:** The Old One is constructing powerful portals throughout his empire that could allow movement between this plane and the Abyss.
- **On the Spider Creature:** The orbbphindar is a more a living construct than a creature. It has been used by the drow in the past to drain the bodily fluids of a being and store them for later use. The Old One has modified the creature to drain the soul of a being. He is storing up the souls of good creatures and artifacts for some purpose. This often results in the swelling beyond its normal size and leaving behind a spider-like husk until the process eventually destroys the orbbphindar.
- **One the Eclavdra Connection:** The high priestess of Lolth traded the orbbphindar to the Old One in exchange for him ending his protection on those renegade drow in his court. Kaquizel does not know the details, except that his enemy Kermin Mindbender was behind it.

Conclusion

If Kaquizel is brought to the Drinkers with Dertyr:

If the PCs rescue both Kaquizel and Dertyr and return them to the Drinkers they received this Conclusion. These PCs are not eligible for the Favor of Kaquizel.

Your return to the safety of the Drinkers is uneventful, and the handing over of The Snake and his minion to the organization are easily accomplished. The news of the spider creature and the portals you expect they will retrieve from him is boundless. That is why it is a disappointment when news of his assassination reaches you. Kaquizel the Snake died two days after you handed him over; his body contorted in pain from spider venom. Dertyr was nowhere to be found.

If Kaquizel is brought to the Drinkers and Dertyr is exposed:

If the PCs rescue both Kaquizel and expose Dertyr's desire to eliminate his master before returning him to the Drinkers, they received this Conclusion. These PCs receive the Favor of Kaquizel.

Your return to the safety of the Drinkers is uneventful, and the handing over of The Snake and his minion to the organization are easily accomplished. The news of the spider creature and the portals you expect they will retrieve from him is

boundless. Soon the Drinkers will have the information they need to foil the Old One's plans. And with your exposure of the traitor Dertyr, you have earned Kaquizel's favor; a both pleasing and unsettling notion.

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 role-playing) to each character.

Encounter Two

Defeat the Lolthian Drow

APL 10 - 330 xp; APL 12 - 390 xp; APL 14 - 450 xp; APL 16 - 510 xp.

Encounter Four

Defeat the Rear Guard

APL 10 - 300 xp; APL 12 - 360 xp; APL 14 - 420 xp; APL 16 - 480 xp.

Encounter Seven

Defeat the Jailors

APL 10 - 450 xp; APL 12 - 510 xp; APL 14 - 570 xp; APL 16 - 630 xp.

Story Award

Bring back Kaquizel Alive

APL 10 - 270 xp; APL 12 - 315 xp; APL 14 - 360 xp; APL 16 - 405 xp.

Total possible experience:

Experience objective

APL 10 - 1350 xp; APL 12 - 1575 xp; APL 14 - 1800 xp; APL 16 - 2025 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 Two:

APL 10: L: 256 gp
APL 12: L: 256 gp
APL 14: L: 256 gp
APL 16: L: 256 gp

Encounter Four:

APL 10: L: 64 gp
APL 12: L: 64 gp
APL 14: L: 64 gp
APL 16: L: 64 gp

Encounter Seven:

APL 10: L: 432 gp; M: 2292 gp
APL 12: L: 432 gp; M: 3292 gp
APL 14: L: 432 gp; M: 6595 gp
APL 16: L: 432 gp; M: 9912 gp

Total Possible Treasure

APL 10: L: 752 gp; M: 2292 gp - Total: 2300 gp
APL 12: L: 752 gp; M: 3292 gp - Total: 3300 gp
APL 14: L: 752 gp; M: 6595 gp - Total: 6600 gp
APL 16: L: 752 gp; M: 9912 gp - Total: 9900 gp

Special

Apprentice's Ring: This slim copper band allows the wearer to cast the following spells once per day each as though the wearer was a first level sorcerer, by speaking the appropriate command word: *detect magic*, *detect poison*, *message*, and *prestidigitation*. This ring does not count against the maximum number of rings a PC may wear.

Faint varied; CL 3rd; Craft Wondrous Item, *detect magic*, *detect poison*, *message*, *prestidigitation*; Price: 990 gp.

Favor of Kaquizel the Snake: You have rescued Kaquizel the Snake from the Old One's Court. For this aid, the seer has gifted you with small snake scale as a sign of his favor. The next time you fail a Listen or Spot check to avoid being surprised, you receive a precognitive flash, warning you of the danger and you are not surprised. When this occurs, the scale crumbles away to dust. This only occurs if the check is to avoid danger due to being surprised. Once this favor is used, mark "Used" across this favor.

Potion of *embrace the wild*: As per the spell *embrace the wild* from Masters of the Wild, p. 87. A PC may only purchase one of these potions.

Faint Transmutation; CL 5th; Brew Potion, *embrace the wild*; Price: 750 gp.

Items for the Adventure Record

Item Access

APL 10:

Amulet of Mighty Fists +1 (Adventure, DMG)

Apprentice's Ring (Adventure, see above)

Lesser Silent Meta-magic Rod (Adventure, DMG)

Masterwork adamantine short sword (Adventure, DMG)

Ring of Counterspells (Adventure, DMG)

APL 12: (All of APL 10 plus the following)

Adamantine short sword +1 (Adventure, DMG)

Incandescent Blue Ioun (Adventure, DMG)

APL 14: (All of APLs 10-12 plus the following)

Amulet of Health +4 (Adventure, DMG)
Belt of Giant Strength +4 (Adventure, DMG)
Chain Shirt of Shadow +1 (Adventure, DMG)
Potion of embrace the wild (Adventure, see above, Limit One)

APL 16: (All of APLs 10-14 plus the following)
Orange Prism Ioun Stone (Adventure, DMG)
Potion of greater magic fang +3 (Adventure, DMG)

Appendix #1: NPC Statistics

Encounter One

☛ **Iuzian Investigator:** male human Clr9; CR 9; medium humanoid (human); HD 9d8+9, hp 58; Init +0; Spd 20 ft.; AC 22 (touch 10, flat-footed 22) [+9 armor, +3 shield]; BA/G +6/+6; Atk +7 melee (1d8, morning star) or +7 ranged (1d8/19-20 crit., light crossbow); Full Att +7/+2 melee (1d8, morning star) or +7/+2 ranged (1d8/19-20 crit., light crossbow); AL CE; SV Fort +7, Ref +3, Will +10; Str 11, Dex 10, Con 12, Int 16, Wis 18, Cha 13.

Skills and Feats: Bluff +13, Concentration +13, Diplomacy +5, Gather Information +3, Knowledge (local) +9, Knowledge (religion) +15, Search +5, Sense Motive +12, Spellcraft +15; Investigator, Negotiator, Silent Spell, Spell Focus (enchantment), Still Spell.

Languages: Abyssal, Common, Elven, Giant, Orc.

Possessions: Full plate +1, heavy steel shield +1, masterwork morning star, light crossbow, 10 bolts, scroll of cure moderate wounds, holy symbol, spell component pouch.

Physical Description: A thin human in dark clothing with piercing eyes and menacing bearing.

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level, 15 + spell level for enchantment): 0th – create water, detect magic (x2), detect poison, light, mending, 1st – bane, comprehend languages, disguise self*, doom, sanctuary, shield of faith; 2nd – calm emotions, hold person, invisibility*, silence, sound burst, zone of truth; 3rd – blindness/deafness, cure serious wounds, invisibility purge, magic circle versus law*, searing light; 4th – air walk, confusion*, discern lies, freedom of movement; 5th – silent still dispel magic, false scrying*.

*Domain spell. *Domains:* Chaos (Chaos spells cast at +1 level); Trickery (Bluff, Disguise, Hide class skills).

Encounter Two

All APLs

☛ **Dertyr:** male drow elf sor6; CR 7; medium humanoid (elf); HD 6d4+6; hp 25; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); BA/G: +3/+3; Atk +4 melee (1d6/18-20 crit, rapier), or +6 ranged (1d6/18-20 crit, rapier), or +5 ranged (1d6, javelin); Full Att +4 melee (1d6/18-20 crit, rapier), or +6 ranged (1d6/18-20 crit, rapier), or +5 ranged (1d6, javelin); SA spells; SQ drow traits, summon familiar, spell-like abilities; SR 17; AL CE; SV Fort +5, Ref +4, Will +5; Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 17.

Skills and Feats: Concentration +10, Spellcraft +9; Greater Spell Focus (necromancy), Spell Focus (necromancy), Weapon Focus (ray).

Languages: Common, Elven, Undercommon.

Drow Traits (Ex): Sleep immunity, +2 racial bonus on Will saves against spells and spell-like abilities, Darkvision 120', proficient: hand crossbow, the rapier, and the short sword, Light blindness.

Spell-Like Abilities (Sp): Dertyr can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals Dertyr's class level.

Possessions: Masterwork rapier, 10 javelins, rat familiar (Dzusstel), spell component pouch, cloak, mask, *potion of cure moderate wounds*, *scroll of cat's grace*.

Physical Description: A thin cloaked man with dusky black skin who's face is covered by a velvet mask.

Sorcerer Spells Known (cast 6/7/6/4, base DC = 13 + spell level, 17 + spell level for necromancy): 0th – daze, detect magic, flare, ghost sound, mage hand, ray of frost, resistance; 1st – mage armor, magic missile, ray of enfeeblement, sleep; 2nd – endurance, scorching ray; 3rd – haste.

☛ **Quassar & Sorzar:** male drow elf ftr3; CR 4; medium humanoid (elf); HD 3d10+3; hp 25; Init +6 (Dex, Imp. Init.); Spd 30 ft.; AC 16 (+2 Dex, +4 Chain shirt); BA/G: +3/+9; Atk +6 melee (1d8+3/crit 19-20, long sword), or +5 ranged (1d8/crit x3, longbow); Full Att +6 melee (1d8+3/crit 19-20, long sword), or +5 ranged (1d8/crit x3, longbow); SQ Drow traits, spell-like abilities; SR 14; AL CE; SV Fort +4, Ref +3, Will +1; Str 14, Dex 15, Con 13, Int 12, Wis 11, Cha 10.

Skills and Feats: Climb +8, Intimidate +6, Ride +8; Blind-fight, Improved Grapple, Improved Initiative, Weapon Focus (longsword).

Drow Traits (Ex): Sleep immunity, +2 racial bonus on Will saves against spells and spell-like abilities, Darkvision 120', proficient: hand crossbow, the rapier, and the short sword, Light blindness.

Spell-Like Abilities (Sp): Quassar & Sorzar can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals their class level.

Equipment: Long sword, longbow, 20 arrows, mithral chain shirt, cloak, mask.

APL 10 (EL 11)

☛ **Naerthe:** Female drow elf clr7; CR 8; medium humanoid (elf); HD 7d8+7; hp 45; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 armor];

BA/G +5/+5; Atk +5 melee (1d8/18-20 crit, rapier) or +6 ranged (1d4/19-20 crit, hand crossbow); Full Att +5 melee (1d8/18-20 crit, rapier), +6 (1d4/19-20 crit, hand crossbow); SQ Drow traits, spell-like abilities, rebuke undead; SR 18; AL CE; SV Fort +6, Ref +3, Will +9; Str 10, Dex 13, Con 12, Int 12, Wis 19, Cha 12.

Skills and Feats: Concentration +11, Knowledge (religion) +11, Spellcraft +11; Dodge, Mobility, Silent Spell.

Drow Traits (Ex): Sleep immunity, +2 racial bonus on Will saves against spells and spell-like abilities, Darkvision 120', proficient: hand crossbow, the rapier, and the short sword, Light blindness.

Spell-Like Abilities (Sp): Naerthe can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals their class level.

Languages: Common, Elven, Undercommon.

Possessions: Rapier, hand crossbow, 10 bolts, spell component pouch, holy symbol (x2), chain shirt.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0th – *create water, cure minor wounds, detect magic* (x2), *detect poison, mending*; 1st – *bless, disguise self⁶, doom, shield of faith* (x3); 2nd – *delay poison, hold person, shatter^{*}, silence, sound burst*; 3rd – *cure serious wounds, invisibility purge, nondetection^{*}, searing light*; 4th – *confusion^{*}, silent dispel magic, freedom of movement*.

*Domain spell. *Domains:* Destruction (Smite 1/day, +4 to hit, +level damage); Trickery (Bluff, Disguise, Hide class skills).

☛ **Jyrina & Eiliril:** Female drow elf ftr5/rog2; CR 8; medium humanoid (elf); HD 5d10+2d6+7; hp 49; Init +3 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 armor]; BA/G +6/+9; Atk +9 melee (2d4+4, spiked chain) or +9 ranged (1d4/19-20 crit, hand crossbow); Full Att +9/+4 melee (2d4+4, spiked chain) or +9/+4 ranged (1d4/19-20 crit, hand crossbow); SA Sneak attack +1d6; SQ Drow traits, spell-like abilities, evasion, trapfinding; SR 18; AL CE; SV Fort +5, Ref +7, Will +1; Str 16, Dex 16, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +8, Climb +11, Intimidate +8, Jump +11, Tumble +13; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Disarm, Improved Feint, Improved Trip.

Drow Traits (Ex): Sleep immunity, +2 racial bonus on Will saves against spells and spell-like abilities, Darkvision 120', proficient: hand crossbow, the rapier, and the short sword, Light blindness.

Spell-Like Abilities (Sp): Jyrina & Eiliril can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals their class level.

Languages: Common, Elven, Undercommon, Orc.

Possessions: Chain shirt, spiked chain (x2), hand crossbow, 10 bolts.

APL 12 (EL 13)

☛ **Naerthe:** Female drow elf clr9; CR 10; medium humanoid (elf); HD 9d8+9; hp 57; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 armor]; BA/G +6/+6; Atk +6 melee (1d8/18-20 crit, rapier) or +7 ranged (1d4/19-20 crit, hand crossbow); Full Att +6/+1 melee (1d8/18-20 crit, rapier), +7 (1d4/19-20 crit, hand crossbow); SQ Drow traits, spell-like abilities; SR 20; AL CE; SV Fort +7, Ref +4, Will +11; Str 10, Dex 13, Con 12, Int 12, Wis 20, Cha 12.

Skills and Feats: Concentration +13, Knowledge (religion) +13, Spellcraft +13; Dodge, Elusive Target, Mobility, Silent Spell.

Drow Traits (Ex): Sleep immunity, +2 racial bonus on Will saves against spells and spell-like abilities, Darkvision 120', proficient: hand crossbow, the rapier, and the short sword, Light blindness.

Spell-Like Abilities (Sp): Naerthe can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals their class level.

Languages: Common, Elven, Undercommon.

Possessions: Rapier, hand crossbow, 10 bolts, spell component pouch, holy symbol (x2), chain shirt.

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; base DC = 15 + spell level): 0th – *create water, cure minor wounds, detect magic* (x2), *detect poison, mending*; 1st – *bless, disguise self⁶, doom, shield of faith* (x3); 2nd – *bear's endurance, delay poison, hold person, shatter^{*}, silence, sound burst*; 3rd – *blindness/deafness, cure serious wounds, invisibility purge, nondetection^{*}, searing light*; 4th – *confusion^{*}, silent dispel magic, freedom of movement, greater magic weapon*; 5th – *flame strike, mass inflict light wounds^{*}, true seeing*.

*Domain spell. *Domains:* Destruction (Smite 1/day, +4 to hit, +level damage); Trickery (Bluff, Disguise, Hide class skills).

☛ **Jyrina & Eiliril:** Female drow elf ftr6/rog3; CR 10; medium humanoid (elf); HD 6d10+3d6+9; hp 61; Init +3 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 armor]; BA/G +8/+11; Atk +12 melee (2d4+6, spiked chain) or +11 ranged (1d4/19-20 crit, hand crossbow); Full Att +12/+7 melee (2d4+6, spiked chain) or +11/+6 ranged (1d4/19-20 crit, hand crossbow); SA Sneak attack +2d6; SQ Drow traits, spell-like abilities, evasion, trapfinding, trap sense +1; SR 20; AL CE; SV Fort +7, Ref +8, Will +3; Str 17, Dex 16, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +12, Climb +11, Intimidate +8, Jump +12, Sense Motive +4, Tumble +15; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Disarm, Improved Feint, Improved Trip, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Drow Traits (Ex): Sleep immunity, +2 racial bonus on Will saves against spells and spell-like abilities, Darkvision 120', proficient: hand crossbow, the rapier, and the short sword, Light blindness.

Spell-Like Abilities (Sp): Jyrina & Eiliril can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals their class level.

Languages: Common, Elven, Undercommon, Orc.

Possessions: Chain shirt, spiked chain (x2), hand crossbow, 10 bolts.

APL 14 (EL 15)

☛ **Naerthe:** Female drow elf clri1; CR 12; medium humanoid (elf); HD 11d8+11; hp 69; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 armor]; BA/G +8/+8; Atk +8 melee (1d8/18-20 crit, rapier) or +9 ranged (1d4/19-20 crit, hand crossbow); Full Att +8/+3 melee (1d8/18-20 crit, rapier), +9 (1d4/19-20 crit, hand crossbow); SQ Drow traits, spell-like abilities; SR 22; AL CE; SV Fort +8, Ref +4, Will +13; Str 10, Dex 13, Con 12, Int 12, Wis 20, Cha 12.

Skills and Feats: Concentration +15, Knowledge (religion) +15, Spellcraft +15; Dodge, Elusive Target, Mobility, Silent Spell.

Drow Traits (Ex): Sleep immunity, +2 racial bonus on Will saves against spells and spell-like abilities, Darkvision 120', proficient: hand crossbow, the rapier, and the short sword, Light blindness.

Spell-Like Abilities (Sp): Naerthe can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals their class level.

Languages: Common, Elven, Undercommon.

Possessions: Rapier, hand crossbow, 10 bolts, spell component pouch, holy symbol (x2), chain shirt.

Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/1+1; base DC = 15 + spell level): 0th – *create water, cure minor wounds, detect magic* (x2), *detect poison, mending*; 1st – *bless, cure light wounds, disguise self*⁶, *doom, shield of faith* (x3); 2nd – *bear's endurance* (x2), *delay poison, hold person, shatter*^{*}, *silence*; 3rd – *blindness/deafness, cure serious wounds, invisibility purge, magic vestment, nondetection*^{*}, *searing light*; 4th – *confusion*^{*}, *silent dispel magic, freedom of movement, greater magic weapon* (x2); 5th – *flame*

strike, greater command, mass inflict light wounds^{*}, *true seeing*; 6th – *greater dispel magic, mislead*^{*}.

*Domain spell. *Domains:* Destruction (Smite 1/day, +4 to hit, +level damage); Trickery (Bluff, Disguise, Hide class skills).

☛ **Jyrina & Eiliril:** Female drow elf ftr7/rog4; CR 12; medium humanoid (elf); HD 7d10+4d6+11; hp 73; Init +3 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 armor]; BA/G +10/+13; Atk +14 melee (2d4+6, spiked chain) or +13 ranged (1d4/19-20 crit, hand crossbow); Full Att +14/+9 melee (2d4+6, spiked chain) or +13/+8 ranged (1d4/19-20 crit, hand crossbow); SA Sneak attack +2d6; SQ Drow traits, spell-like abilities, evasion, trapfinding, trap sense +1, uncanny dodge; SR 22; AL CE; SV Fort +7, Ref +9, Will +3; Str 17, Dex 16, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +14, Climb +11, Intimidate +8, Jump +13, Sense Motive +10, Tumble +17; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Disarm, Improved Feint, Improved Trip, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Drow Traits (Ex): Sleep immunity, +2 racial bonus on Will saves against spells and spell-like abilities, Darkvision 120', proficient: hand crossbow, the rapier, and the short sword, Light blindness.

Spell-Like Abilities (Sp): Jyrina & Eiliril can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals their class level.

Languages: Common, Elven, Undercommon, Orc.

Possessions: Chain shirt, spiked chain (x2), hand crossbow, 10 bolts.

APL 16 (EL 17)

☛ **Advanced Vrock Demon:** CR 11; Large outsider (chaotic, extraplanar, evil); HD 14d8+112; hp 177; Init +2 (Dex); Spd 30 ft., fly 50 ft. (average); AC 22 (touch 11, flat-footed 20) [-1 size, +2 Dex, +11 natural]; BA/G +14/+24; Atk +19 melee (2d6+6, claw); Full Att +19 melee (2d6+6, 2 claws) and +17 melee (1d8+3, bite) and +17 melee (1d6+3, 2 talons); Face/Reach 10 ft. by 10 ft./10 ft.; SA Dance of ruin, spell-like abilities, spores, stunning screech, summon demon; SQ DR 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; SR 17; AL CE; SV Fort +17, Ref +11, Will +12; Str 23, Dex 15, Con 26, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +25, Diplomacy +5, Hide +15, Intimidate +20, Knowledge (arcane) +19, Listen +28, Move Silently +15, Search +19, Sense Motive +20, Spellcraft +19, Spot +28, Survival +3 (+5

following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack, Quicken Spell-like Ability (*mirror image*).

Dance of Ruin (Su): To use this ability, a group of at least three vrock must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrock stops the dance. The save DC is Charisma-based.

Spell-Like Abilities: At will—mirror image, telekinesis (DC 18), greater teleport (self plus 50 pounds of objects only); 1/day—heroism. Caster level 12th. The save DCs are Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A delay poison spell stops the spores' growth for its duration. Bless, neutralize poison, or remove disease kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 23 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

☛ **Naerthe:** Female drow elf clr13; CR 14; medium humanoid (elf); HD 13d8+13; hp 81; Init +2 (Dex); Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+6 Dex, +4 armor]; BA/G +9/+9; Atk +9 melee (1d8/18-20 crit, rapier) or +11 ranged (1d4/19-20 crit, hand crossbow); Full Att +9/+4 melee (1d8/18-20 crit, rapier), +11 (1d4/19-20 crit, hand crossbow); SQ Drow traits, spell-like abilities; SR 24; AL CE; SV Fort +9, Ref +5, Will +14; Str 10, Dex 14, Con 12, Int 12, Wis 20, Cha 12.

Skills and Feats: Concentration +17, Knowledge (religion) +17, Spellcraft +17; Dodge, Elusive Target, Mobility, Quicken Spell, Silent Spell.

Drow Traits (Ex): Sleep immunity, +2 racial bonus on Will saves against spells and spell-like abilities, Darkvision 120', proficient: hand crossbow, the rapier, and the short sword, Light blindness.

Spell-Like Abilities (Sp): Naerthe can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals their class level.

Languages: Common, Elven, Undercommon.

Possessions: Rapier, hand crossbow, 10 bolts, spell component pouch, holy symbol (x2), chain shirt.

Spells

Prepared

(6/6+1/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 15 + spell level): 0th – create water, cure minor wounds, detect magic (x2), detect poison, mending; 1st – bless, cure light wounds, disguise self*, doom, shield of faith (x3); 2nd – bear's endurance (x3), delay poison, resist energy, shatter*, silence; 3rd – blindness/deafness, cure serious wounds, invisibility purge, magic vestment, nondetection*, searing light; 4th – confusion*, death ward, silent dispel magic, freedom of movement, greater magic weapon (x2); 5th – flame strike, greater command, quickened command, mass inflict light wounds*, true seeing; 6th – quickened hold person, greater dispel magic, mislead*; 7th – blasphemy, disintegrate*.

*Domain spell. **Domains:** Destruction (Smite 1/day, +4 to hit, +level damage); Trickery (Bluff, Disguise, Hide class skills).

☛ **Jyrina & Eiliril:** Female drow elf ftr9/rog4; CR 14; medium humanoid (elf); HD 9d10+4d6+13; hp 87; Init +3 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 armor]; BA/G +12/+16; Atk +17 melee (2d4+8/19-20 crit, spiked chain) or +15 ranged (1d4/19-20 crit, hand crossbow); Full Att +17/+12/+7 melee (2d4+8/19-20 crit, spiked chain) or +15/+10/+5 ranged (1d4/19-20 crit, hand crossbow); SA Sneak attack +2d6; SQ Drow traits, spell-like abilities, evasion, trapfinding, trap sense +1, uncanny dodge; SR 24; AL CE; SV Fort +8, Ref +10, Will +4; Str 18, Dex 16, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +16, Climb +11, Intimidate +8, Jump +14, Sense Motive +14, Tumble +19; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Improved Disarm, Improved Feint, Improved Trip, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Drow Traits (Ex): Sleep immunity, +2 racial bonus on Will saves against spells and spell-like abilities, Darkvision 120', proficient: hand crossbow, the rapier, and the short sword, Light blindness.

Spell-Like Abilities (Sp): Jyrina & Eiliril can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals their class level.

Languages: Common, Elven, Undercommon, Orc.

Possessions: Chain shirt, spiked chain (x2), hand crossbow, 10 bolts.

Encounter Four

APL 10

➤ **Arrkel, Git, & Flikk:** male orc brb2/ft2; CR 4; medium humanoid (orc); HD 2d12+2d10+4; hp 35; Init +1; Spd 40 ft.; AC 15 (touch 11, flat-footed 14) [+4 chain shirt, +1 Dex]; BA/G +4/+12; Atk +9 melee (2d4+6/18-20 crit., falchion) or +5 ranged (1d6+4, javelin); Full Att +9 melee (2d4+6/18-20 crit., falchion) or +5 ranged (1d6+4, javelin); SA Rage 1/day; SQ Uncanny dodge, darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +0, Will -2; Str 18, Dex 13, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Intimidate +5, Listen +3, Survival +3; Improved Unarmed Strike, Improved Grapple, Quick Draw, Weapon Focus (falchion).

Languages: Common, Orc.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Possessions: Chain shirt, falchion (x2), 5 javelins.

APL 12

➤ **Arrkel, Git, & Flikk:** male orc brb2/ft3/rog1; CR 6; medium humanoid (orc); HD 2d12+3d10+1d6+6; hp 47; Init +1; Spd 40 ft.; AC 15 (touch 11, flat-footed 14) [+4 chain shirt, +1 Dex]; BA/G +5/+13; Atk +10 melee (2d4+6/18-20 crit., falchion) or +6 ranged (1d6+4, javelin); Full Att +10 melee (2d4+6/18-20 crit., falchion) or +6 ranged (1d6+4, javelin); SA Rage 1/day, Sneak attack +1d6; SQ Uncanny dodge, darkvision 60

ft., light sensitivity; AL CE; SV Fort +7, Ref +3, Will -1; Str 18, Dex 13, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Intimidate +6, Listen +3, Survival +3, Tumble +8; Blind-fight, Improved Unarmed Strike, Improved Grapple, Quick Draw, Weapon Focus (falchion).

Languages: Common, Orc.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. A rogue can sneak attack only living creatures with discernible anatomies. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Possessions: Chain shirt, falchion (x2), 5 javelins.

APL 14

➤ **Arrkel, Git, & Flikk:** male orc brb2/ft4/rog2; CR 8; medium humanoid (orc); HD 2d12+4d10+2d6+8; hp 59; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14) [+4 chain shirt, +2 Dex]; BA/G +7/+15; Atk +12 melee (2d4+8/18-20 crit., falchion) or +9 ranged (1d6+4, javelin); Full Att +12/+7 melee (2d4+8/18-20 crit., falchion) or +9/+4 ranged (1d6+4, javelin); SA Rage 1/day, Sneak attack +1d6; SQ Uncanny dodge, darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +4, Will -1; Str 18, Dex 14, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Intimidate +7, Listen +3, Spot +1, Survival +3, Tumble +13; Blind-fight, Improved Unarmed Strike, Improved Grapple, Quick Draw, Weapon Focus (falchion), Weapon Specialization (falchion).

Languages: Common, Orc.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks

only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. A rogue can sneak attack only living creatures with discernible anatomies. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Possessions: Chain shirt, falchion (x2), 5 javelins.

APL 16

➤ **Arrkel, Git, & Flikk:** male orc brb2/ft6/rog2; CR 10; medium humanoid (orc); HD 2d12+6d10+2d6+10; hp 73; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14) [+4 chain shirt, +2 Dex]; BA/G +9/+17; Atk +15 melee (2d4+8/15-20 crit., falchion) or +11 ranged (1d6+4, javelin); Full Att +15/+10 melee (2d4+8/15-20 crit., falchion) or +11/+6 ranged (1d6+4, javelin); SA Rage 1/day, Sneak attack +1d6; SQ Uncanny dodge, darkvision 60 ft., light sensitivity; AL CE; SV Fort +9, Ref +5, Will +0; Str 18, Dex 14, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Intimidate +9, Listen +3, Spot +1, Survival +3, Tumble +13; Blind-fight, Greater Weapon Focus (falchion), Improved Critical (falchion), Improved Grapple, Improved Unarmed Strike, Quick Draw, Weapon Focus (falchion), Weapon Specialization (falchion).

Languages: Common, Orc.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage

modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty. A rogue can sneak attack only living creatures with discernible anatomies. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Possessions: Chain shirt, falchion (x2), 5 javelins.

Encounter Five

☛ **Uncle Billup:** male human (vampire) exp5/wiz11; CR 17; medium undead (Augmented Humanoid); HD 16d12; hp 117; Init +8; Spd 30 ft.; AC # (touch #, flat-footed #) [+6 natural, +4 Dex]; BA/G +8/+11; Atk +11 melee (1d6+3+energy drain, slam); Full Att +11/+6 melee (1d6+3+energy drain, slam); SA Blood drain, children of the night, create spawn, energy drain; SQ Alternate form, fast healing 5, gaseous form, resistance

cold and electricity 10, spider climb, turn resistance +4; SR #; AL NE; SV Fort +6, Ref +10, Will +14; Str 16, Dex 18, Con -, Int 24, Wis 16, Cha 16.

Skills and Feats: Bluff +19, Concentration +19, Craft (woodcarving) +15, Heal +14, Hide +12, Knowledge (arcane) +26, Knowledge (geography) +16, Knowledge (local) +15, Knowledge (nature) +20, Knowledge (religion) +26, Listen +15, Move Silently +12, Profession (farmer) +29, Ride +12, Search +18, Sense Motive +13, Spellcraft +26, Spot +16 Survival +11, Use Rope +12; Alertness, Blind-fight, Brew Potion, Combat Reflexes, Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (profession (farmer)), Spell Focus (necromancy), Still Spell.

Languages: Abyssal, Common, Draconic, Flan, Infernal, Goblinoid, Old Oeridian, Orc.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 21) or fall instantly under the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a polymorph spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While

in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a spider climb spell.

Possessions: Small knife, block of wood, spell component pouch, overalls.

Spells Prepared (4/6/6/6/4/3/2; base DC = 17 + spell level, 17 + spell level for necromancy): 0th – *detect magic, detect poison, disrupt undead, touch of fatigue*; 1st – *alarm, animate rope, chill touch, mage armor, ray of enfeeblement, unseen servant*; 2nd – *command undead (x2), false life, resist energy, see invisibility, spectral hand*; 3rd – *dispel magic, fireball (x2), fly, halt undead, vampiric touch*; 4th – *animate dead, enervation, evard's black tentacles, empowered scorching ray*; 5th – *cone of cold, silent still dispel magic, waves of fatigue*; 6th – *create undead, quickened scorching ray*.

Encounter Seven

APL 10 (EL 15)

☛ **Izlen Soldier:** Male human ftr2/mnk2; CR 4; Medium Humanoid (human); HD 2d8+2d10+4; hp 29; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [+8 armor, +2 shield, +1 Dex]; BA/G +3/+10; Atk +6 melee (1d6+3, unarmed strike) or +4 ranged (1d6+3, javelin); Full Att +6 melee (1d6+3, unarmed strike) or +4 ranged (1d6+3, javelin); SA Flurry of blows; SQ Evasion; AL LE; SV Fort +8, Ref +4, Will +4; Str 16, Dex 12, Con 12, Int 8, Wis 17, Cha 8.

Skills and Feats: Listen +6, Spot +6, Tumble +8; Clever Wrestling, Deflect Arrows, Extra Stunning, Fists of Iron, Improved Grapple, Improved Unarmed Strike, Stunning Fist (5x/day), Weakening Strike.

Languages: Common.

Possessions: Plate mail, large steel shield, 10 javelins.

☛ **Consul Moda:** Male human clr3/wiz3/MyTh6; CR 12; Medium humanoid (human); HD 3d8+9d4+12; hp 57; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); BA/G +6/+5; Atk +5 melee (quarterstaff, 1d6-1); Full Att +5 melee (quarterstaff, 1d6-1); SA Rebuke undead (6x/day); AL CE; SV Fort +7, Ref +4, Will +14; Str 8, Dex 10, Con 12, Int 20, Wis 16, Cha 8.

Skills and Feats: Bluff +5, Concentration +16, Decipher Script +14, Knowledge (arcane) +20, Knowledge (local) +8, Knowledge (religion) +20, Knowledge (the planes) +14, Sense Motive +16, Spellcraft +20; Divine Metamagic (silent spell), Extra Turning, Greater Spell Focus (evocation), Scribe Scroll, Silent Spell, Spell Focus (evocation), Still Spell.

Languages: Abyssal, Common, Draconic, Infernal, Goblinoid, Orc.

Possessions: Holy symbol (x2), spell component pouch (x2), *Lesser Silent Meta-magic Rod, scroll: wind wall, ~~scroll: time stop~~*.

Physical Description: A short, thin balding man, with a fist-sized birthmark on the left side of his face.

Wizard Spells Prepared (4/6/5/4/3/2; base DC = 15 + spell level, 17 + spell level for evocation): 0th – *acid splash, detect magic, disrupt undead, light, mage hand, touch of fatigue*; 1st – *expeditious retreat, mage armor, magic missile, ray of enfeeblement, shield, silent image*; 2nd – *cat's grace, false life, knock, mirror image, scorching ray*; 3rd – *fireball, fly, haste, lightning bolt*; 4th – *greater invisibility, resilient sphere, stoneskin*; 5th – *dominate person, cone of cold*.

Cleric Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level, 15 + spell level evocation): 0th – *create water (x2), cure minor wounds, detect magic, detect poison, guidance*; 1st – *bless, doom, obscuring mist, protection from good*, shield of faith (x2)*; 2nd – *bear's endurance, invisibility*, remove paralysis, resist energy (x2), silence*; 3rd – *cure serious wounds, dispel magic (x2), invisibility purge, magic circle versus good**; 4th – *confusion*, freedom of movement, revenance*; 5th – *dispel good*, flamestrike*.

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

☛ **General Hitek Fangbiter (Hybrid Form):** Male Natural Weretiger brb2/ftr2/rng1/WarSh3; CR 12; Large humanoid (half-orc, shapechanger); HD

2d12+2d10+9d8+91; hp 167; Init +3 (Dex); Spd 50 ft.; AC 22 (touch 13, flat-footed 19) [+4 armor, +5 natural, +3 Dex]; BA/G +11/+29; Atk +26 melee (2d6+15, claw); Full Att +26/+26 melee (2d6+15, 2 claws) and +21 melee (3d6+8, bite); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rage 1x/day, favored enemy (human +2), Curse of Lycanthropy; SQ Uncanny dodge, wild empathy, morphic immunities, morphic weapons, morphic body, morphic reach, DR 10/silver, low light vision, darkvision, scent; AL NE; SV Fort +16, Ref +8, Will +5; Str 38, Dex 17, Con 24, Int 8, Wis 12, Cha 6.

Skills and Feats: Balance +7, Hide +7, Intimidate +5, Listen +8, Move Silently +7, Spot +14, Survival +6; Alertness, Dodge, Elusive Target, Improved Natural Attack (bite, claw), Iron Will, Mobility, Power Attack, Power Critical, Track.

Languages: Common, Orc.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the polymorph spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. Afflicted lycanthropes find this ability difficult to control (see Lycanthropy as an Affliction, below), but natural lycanthropes have full control over this power.

Tiger Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Possessions: Chain shirt, *Amulet of Mighty Fists* +1, *Ring of Counterspells* (*dispel magic*).

Physical Description: A large humanoid tiger.

☛ **Captain Reyla Soldanter:** Female human ftr3/rng6/shd1; CR 10; Medium humanoid (human); HD 3d10+7d8+10; hp 66; Init +7 (Dex, Imp. Init.); Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 armor]; BA/G +9/+12; Atk +14 melee (1d6+3/19-20 crit, MW adamantite short sword) or +12 ranged (1d8+3/x3 crit, mighty composite longbow); Full Att +12/+12/+7/+7 melee (1d6+3/19-20 crit, MW adamantite short sword) or +12/+7 ranged (1d8+3/x3 crit, mighty composite longbow); SA Favored enemy (elf +4, human +2); SQ Hide in plain sight, wild empathy; AL CE; SV Fort +9, Ref +11, Will +4; Str 16, Dex 16, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +9, Hide +16, Knowledge (arcane) +4, Listen +10, Move Silently +16, Perform (dance) +8, Spellcraft +3, Spot +10, Survival +5; Combat Reflexes, Dodge, Elusive Target, Endurance, Improved Initiative, Improved Two Weapon Fighting, Mobility, Power Critical, Track, Two Weapon Fighting, Weapon Focus (short sword).

Languages: Common.

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Possessions: Masterwork adamantite short sword (x4), mighty composite longbow [+3], chain shirt, *Apprentice's Ring*.

Physical Description: A short, but thickly muscled Baklunish woman.

Spells Prepared (2; base DC = 11 + spell level): 1st – *longstrider*, *camouflage*.

APL 12 (EL 17)

☛ **Izlen Soldier:** Male human ftr3/mnk2; CR 5; Medium Humanoid (human); HD 2d8+3d10+5; hp 36; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [+8 armor, +2 shield, +1 Dex]; BA/G +4/+11; Atk +7 melee (1d6+3, unarmed strike) or +5 ranged (1d6+3, javelin); Full Att +7 melee (1d6+3, unarmed strike) or +5 ranged (1d6+3, javelin); SA Flurry of blows; SQ Evasion; AL LE; SV Fort +8, Ref +5, Will +6; Str 16, Dex 12, Con 12, Int 8, Wis 18, Cha 8.

Skills and Feats: Listen +7, Spot +7, Tumble +9; Clever Wrestling, Deflect Arrows, Extra Stunning, Fists of Iron, Improved Grapple, Improved Unarmed Strike, Stunning Fist (5x/day), Weakening Strike.

Languages: Common.

Possessions: Plate mail, large steel shield, 10 javelins.

➤ **Consul Moda:** Male human clr3/wiz3/MyTh8; CR 14; Medium humanoid (human); HD 3d8+1d4+14; hp 65; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); BA/G +7/+6; Atk +6 melee (quarterstaff, 1d6-1); Full Att +6 melee (quarterstaff, 1d6-1); SA Rebuke undead (6x/day); AL CE; SV Fort +7, Ref +4, Will +16; Str 8, Dex 10, Con 12, Int 20, Wis 16 [18], Cha 8.

Skills and Feats: Bluff +5, Concentration +17, Decipher Script +15, Knowledge (arcane) +21, Knowledge (local) +8, Knowledge (religion) +21, Knowledge (the planes) +14, Sense Motive +20, Spellcraft +21; Divine Metamagic (silent spell), Extra Turning, Greater Spell Focus (evocation), Scribe Scroll, Silent Spell, Spell Focus (evocation), Still Spell.

Languages: Abyssal, Common, Draconic, Infernal, Goblinoid, Orc.

Possessions: Holy symbol (x2), spell component pouch (x2), *Incandescent Blue Ioun Stone*, *Lesser Silent Meta-magic Rod*, scroll: wind wall, ~~scroll: time stop~~.

Physical Description: A short, thin balding man, with a fist-sized birthmark on the left side of his face.

Wizard Spells Prepared (4/6/5/5/4/3/1; base DC = 15 + spell level, 17 + spell level for evocation): 0th – *acid splash*, *detect magic*, *disrupt undead*, *light*, *mage hand*, *touch of fatigue*; 1st – *expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *silent image*; 2nd – *cat's grace*, *false life*, *knock*, *mirror image*, *scorching ray*; 3rd – *fireball*, *fly*, *haste*, *lightning bolt*, *slow*; 4th – *black tentacles*, *greater invisibility*, *resilient sphere*, *stoneskin*; 5th – *dominate person*, *feeblemind*, *cone of cold*; 6th – *disintegrate*.

Cleric	Spells	Prepared
(6/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level, 16 + spell level evocation):	0 th – <i>create water</i> (x2), <i>cure minor wounds</i> , <i>detect magic</i> , <i>detect poison</i> , <i>guidance</i> , 1 st – <i>bless</i> , <i>divine favor</i> , <i>doom</i> , <i>obscuring mist</i> , <i>protection from good</i> *, <i>shield of faith</i> (x2); 2 nd – <i>bear's endurance</i> , <i>invisibility</i> *, <i>remove paralysis</i> , <i>resist energy</i> (x2), <i>silence</i> ; 3 rd – <i>cure serious wounds</i> , <i>dispel magic</i> (x2), <i>invisibility purge</i> , <i>magic circle versus good</i> *, <i>wrack</i> ; 4 th – <i>confusion</i> *, <i>freedom of movement</i> (x3), <i>revenge</i> ; 5 th – <i>dispel good</i> *, <i>flamestrike</i> , <i>spell resistance</i> ; 6 th – <i>heal</i> , <i>mislead</i> .*	

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

➤ **General Hitek Fangbiter (Hybrid Form):** Male Natural Weretiger brb2/ft2/rng1/rog2/WarSh3; CR 14; Large humanoid (half-orc, shapechanger); HD 2d12+2d10+9d8+2d6+105; hp 191; Init +3 (Dex); Spd 50 ft.; AC 22 (touch 13, flat-footed 19) [+4 armor, +5 natural, +3 Dex]; BA/G +12/+30; Atk +27 melee (2d6+15, claw); Full Att +27/+27 melee (2d6+15, 2

claws) and +25 melee (3d6+8, bite); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rage 1x/day, favored enemy (human +2), curse of lycanthropy, sneak attack +1d6; SQ Uncanny dodge, wild empathy, morphic immunities, morphic weapons, morphic body, morphic reach, DR 10/silver, low light vision, darkvision, scent, evasion, trapfinding; AL NE; SV Fort +16, Ref +11, Will +5; Str 38, Dex 17, Con 24, Int 8, Wis 12, Cha 6.

Skills and Feats: Balance +7, Hide +7, Intimidate +5, Listen +8, Move Silently +7, Spot +14, Survival +6, Tumble +17; Alertness, Dodge, Elusive Target, Improved Natural Attack (bite, claw), Iron Will, Mobility, Multiattack, Power Attack, Power Critical, Track.

Languages: Common, Orc.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the polymorph spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. Afflicted lycanthropes find this ability difficult to control (see Lycanthropy as an Affliction, below), but natural lycanthropes have full control over this power.

Tiger Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Possessions: Chain shirt, *Amulet of Mighty Fists* +1, *Ring of Counterspells* (*dispel magic*).

Physical Description: A large humanoid tiger.

➤ **Captain Reyla Soldanter:** Female human ftr3/rng6/shd2/OcSl1; CR 12; Medium humanoid (human); HD 3d10+9d8+12; hp 78; Init +7 (Dex, Imp.

Init.); Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex. +4 armor]; BA/G +11/+14; Atk +17 melee (1d6+4/19-20 crit, *adamantine short sword* +1) or +14 ranged (1d8+3/x3 crit, mighty composite longbow); Full Att +15/+15/+10/+10/+5 melee (1d6+4/19-20 crit, *adamantine short sword* +1) or +14/+9/+4 ranged (1d8+3/x3 crit, mighty composite longbow); SA Favored enemy (elf +4, human +2), weapon bond; SQ Hide in plain sight, wild empathy, evasion, darkvision, uncanny dodge, magical defense +1; AL CE; SV Fort +9, Ref +12, Will +5; Str 17, Dex 16, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +9, Hide +16, Knowledge (arcane) +4, Listen +10, Move Silently +16, Perform (dance) +8, Spellcraft +6, Spot +10, Survival +5, Tumble +10; Blind-fight, Combat Reflexes, Dodge, Elusive Target, Endurance, Improved Initiative, Improved Two Weapon Fighting, Mobility, Power Critical, Track, Two Weapon Fighting, Weapon Focus (short sword).

Languages: Common.

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against all spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spell-caster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind if at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon and doing little else (no adventuring) to create a new weapon bond.

Possessions: Masterwork adamantine short sword (x2), *adamantine short sword* +1 (x2) mighty composite longbow [+3], chain shirt, *Apprentice's Ring*.

Physical Description: A short, but thickly muscled Baklunish woman.

Spells Prepared (2; base DC = 11 + spell level): 1st – *longstrider, camouflage*.

APL 14 (EL 19)

➤ **Izlen Soldier:** Male human ftr4/mnk2; CR 6; Medium Humanoid (human); HD 2d8+4d10+6; hp 43; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [+8 armor, +2 shield, +1 Dex]; BA/G +5/+12; Atk +8 melee (1d6+3, unarmed strike) or +6 ranged (1d6+3, javelin); Full Att +8 melee (1d6+3, unarmed strike) or +6 ranged (1d6+3, javelin); SA Flurry of blows; SQ Evasion; AL LE; SV Fort +9, Ref +5, Will +6; Str 16, Dex 12, Con 12, Int 8, Wis 18, Cha 8.

Skills and Feats: Listen +7, Spot +7, Tumble +10; Blind-fight, Clever Wrestling, Close-Quarters Fighting, Deflect Arrows, Extra Stunning, Fists of Iron, Improved Grapple, Improved Unarmed Strike, Stunning Fist (6x/day), Weakening Strike.

Languages: Common.

Possessions: Plate mail, large steel shield, 10 javelins.

➤ **Consul Moda:** Male human clr3/wiz3/MyTh10; CR 16; Medium humanoid (human); HD 3d8+13d4+48; hp 105; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); BA/G +8/+7; Atk +7 melee (quarterstaff, 1d6-1); Full Att +7 melee (quarterstaff, 1d6-1); SA Rebuke undead (6x/day); AL CE; SV Fort +10, Ref +5, Will +17; Str 8, Dex 10, Con 12 [16], Int 21, Wis 16 [18], Cha 8.

Skills and Feats: Bluff +5, Concentration +21, Decipher Script +19, Knowledge (arcane) +23, Knowledge (local) +8, Knowledge (religion) +23, Knowledge (the planes) +14, Sense Motive +22, Spellcraft +23; Divine Metamagic (silent spell), Extra Turning, Greater Spell Focus (evocation), Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (evocation), Still Spell.

Languages: Abyssal, Common, Draconic, Infernal, Goblinoid, Orc.

Possessions: Holy symbol (x2), spell component pouch (x2), *Amulet of Health* +4, *Incandescent Blue Ioun Stone*, *Lesser Silent Meta-magic Rod*, scroll: *wind wall*, ~~scroll: time stop~~.

Physical Description: A short, thin balding man, with a fist-sized birthmark on the left side of his face.

Wizard Spells Prepared (4/6/5/5/5/4/2/1; base DC = 15 + spell level, 17 + spell level for evocation): 0th – *acid splash, detect magic, disrupt undead, light, mage hand, touch of fatigue*; 1st – *expeditious retreat, mage armor, magic missile (x2), ray of enfeeblement, silent image*; 2nd – *cat's grace, false life, knock, mirror image, scorching ray*; 3rd – *fireball, fly, haste, lightning bolt, slow*; 4th – *black tentacles, greater invisibility (x2), resilient sphere, stoneskin*; 5th – *cone of cold, dominate*

person, quickened *magic missile*, quickened *shield*; 6th – *chain lightning*, *disintegrate*; 7th – *prismatic spray*.

Cleric	Spells	Prepared
(6/6+1/6+1/5+1/5+1/3+1/2+1/1+1; base DC = 14 + spell level, 16 + spell level evocation); 0 th – <i>create water</i> (x2), <i>cure minor wounds</i> , <i>detect magic</i> , <i>detect poison</i> , <i>guidance</i> , 1 st – <i>bless</i> , <i>divine favor</i> , <i>doom</i> , <i>obscuring mist</i> , <i>protection from good</i> *, <i>shield of faith</i> (x2); 2 nd – <i>bear's endurance</i> , <i>invisibility</i> *, <i>remove paralysis</i> , <i>resist energy</i> (x2), <i>silence</i> , <i>spiritual weapon</i> ; 3 rd – <i>cure serious wounds</i> , <i>dispel magic</i> (x2), <i>invisibility purge</i> , <i>magic circle versus good</i> *, <i>wrack</i> ; 4 th – <i>confusion</i> *, <i>freedom of movement</i> (x3), <i>greater magic weapon</i> , <i>revenge</i> ; 5 th – <i>dispel good</i> *, <i>flamestrike</i> , <i>spell resistance</i> , <i>true seeing</i> ; 6 th – <i>greater dispel magic</i> , <i>heal</i> , <i>mislead</i> *, 7 th – <i>blasphemy</i> *, quickened <i>wrack</i> .		

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

🐾 **General Hitek Fangbiter (Hybrid Form)**: Male Natural Weretiger brb3/ft3/rng1/rog2/WarSh3; CR 16; Large humanoid (half-orc, shapechanger); HD 3d12+3d10+9d8+2d6+119; hp 218; Init +4 (Dex); Spd 50 ft.; AC 23 (touch 14, flat-footed 19) [+4 armor, +5 natural, +4 Dex]; BA/G +14/+34; Atk +31 melee (2d6+17, claw); Full Att +31/+31 melee (2d6+17, 2 claws) and +29 melee (3d6+10, bite); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rage 1x/day, favored enemy (human +2), curse of lycanthropy, sneak attack +1d6; SQ Uncanny dodge, wild empathy, morphic immunities, morphic weapons, morphic body, morphic reach, DR 10/silver, low light vision, darkvision, scent, evasion, trapfinding, trap sense +1; AL NE; SV Fort +16, Ref +14, Will +7; Str 38 [42], Dex 18, Con 24, Int 8, Wis 12, Cha 6.

Skills and Feats: Balance +8, Hide +8, Intimidate +6, Listen +11, Move Silently +8, Spot +14, Survival +6, Tumble +18; Alertness, Dodge, Elusive Target, Improved Natural Attack (bite, claw), Iron Will, Mobility, Multiattack, Power Attack, Power Critical, Track.

Languages: Common, Orc.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the polymorph spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific

animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. Afflicted lycanthropes find this ability difficult to control (see Lycanthropy as an Affliction, below), but natural lycanthropes have full control over this power.

Tiger Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Possessions: Chain shirt, *Amulet of Mighty Fists* +1, *Belt of Giant Strength* +4, *Ring of Counterspells* (*greater dispel magic*), *potion of embrace the wild*, ~~*potion of embrace the wild*~~.

Physical Description: A large humanoid tiger.

🐾 **Captain Reyla Soldanter**: Female human ft3/rng6/shd2/OcSl3; CR 14; Medium humanoid (human); HD 3d10+1d8+14; hp 90; Init +7 (Dex, Imp. Init.); Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [+3 Dex, +5 armor, +1 natural]; BA/G +13/+16; Atk +19 melee (1d6+4/19-20 crit, *Adamantine short sword* +1) or +16 ranged (1d8+3/x3 crit, mighty composite longbow); Full Att +17/+17/+12/+12/+7 melee (1d6+4/19-20 crit, *Adamantine short sword* +1) or +16/+11/+6 ranged (1d8+3/x3 crit, mighty composite longbow); SA Favored enemy (elf +4, human +2), weapon bond, vicious strike; SQ Hide in plain sight, wild empathy, evasion, darkvision, uncanny dodge, magical defense +2, auravision, mind over magic 1x/day; AL CE; SV Fort +10, Ref +13, Will +6; Str 17, Dex 16, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +9, Hide +22, Knowledge (arcane) +4, Listen +10, Move Silently +16, Perform (dance) +8, Spellcraft +8, Spot +10, Survival +5, Tumble +11; Blind-fight, Combat Reflexes, Dodge, Elusive Target, Endurance, Improved Initiative, Improved Two Weapon Fighting, Mobility, Power Critical, Track, Two Weapon Fighting, Weapon Focus (short sword).

Languages: Common.

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open

without anything to actually hide behind. She cannot, however, hide in her own shadow.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against all spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spell-caster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind if at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon and doing little else (no adventuring) to create a new weapon bond.

Mind Over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound upon the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as a *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Possessions: Adamantine short sword +1 (x2), masterwork adamantine short sword (x2), mighty composite longbow [+3], *Amulet of Natural Armor* +1, *Apprentice's Ring*, *Chain Shirt of Shadow* +1, ~~*potion of embrace the wild*~~.

Physical Description: A short, but thickly muscled Baklunish woman.

Spells Prepared (2; base DC = 11 + spell level): 1st – *longstrider*, *camouflage*.

APL 16 (EL 21)

☛ **Izlen Soldier:** Male human ftr5/mnk2; CR 7; Medium Humanoid (human); HD 2d8+5d10+7; hp 50;

Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [+8 armor, +2 shield, +1 Dex]; BA/G +6/+13; Atk +9 melee (1d6+3, unarmed strike) or +7 ranged (1d6+3, javelin); Full Att +9/+4 melee (1d6+3, unarmed strike) or +7/+2 ranged (1d6+3, javelin); SA Flurry of blows; SQ Evasion; AL LE; SV Fort +9, Ref +5, Will +6; Str 16, Dex 12, Con 12, Int 8, Wis 18, Cha 8.

Skills and Feats: Listen +7, Spot +7, Tumble +11; Blind-fight, Clever Wrestling, Close-Quarters Fighting, Deflect Arrows, Extra Stunning, Fists of Iron, Improved Grapple, Improved Unarmed Strike, Stunning Fist (6x/day), Weakening Strike.

Languages: Common.

Possessions: Plate mail, large steel shield, 10 javelins.

☛ **Consul Moda:** Male human clr3/wiz5/MyTh10; CR 18; Medium humanoid (human); HD 3d8+15d4+54; hp 117; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); BA/G +9/+8; Atk +8 melee (quarterstaff, 1d6-1); Full Att +8 melee (quarterstaff, 1d6-1); SA Rebuke undead (10x/day); AL CE; SV Fort +10, Ref +5, Will +18; Str 8, Dex 10, Con 12 [16], Int 22, Wis 16 [18], Cha 8.

Skills and Feats: Bluff +5, Concentration +23, Decipher Script +21, Knowledge (arcane) +25, Knowledge (local) +9, Knowledge (religion) +25, Knowledge (the planes) +19, Sense Motive +22, Spellcraft +25; Divine Metamagic (silent spell), Divine Metamagic (quicken spell), Extra Turning (x2), Greater Spell Focus (evocation), Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (evocation), Still Spell.

Languages: Abyssal, Common, Draconic, Infernal, Goblinoid, Orc.

Possessions: Holy symbol (x2), spell component pouch (x2), *Amulet of Health* +4, *Incandescent Blue Ioun Stone*, *Lesser Silent Meta-magic Rod*, *Orange Prism Ioun Stone*, *Ring of Counterspells* (greater *dispel magic*), *scroll: wind wall*, ~~*scroll: time stop*~~.

Physical Description: A short, thin balding man, with a fist-sized birthmark on the left side of his face.

Wizard Spells Prepared (4/6/6/5/5/5/4/2/1; base DC = 15 + spell level, 17 + spell level for evocation): 0th – *acid splash*, *detect magic*, *disrupt undead*, *light*, *mage hand*, *touch of fatigue*; 1st – *expeditious retreat*, *mage armor*, *magic missile* (x2), *ray of enfeeblement*, *silent image*; 2nd – *alter self*, *cat's grace*, *false life*, *knock*, *mirror image*, *scorching ray*; 3rd – *fireball*, *fly*, *haste*, *lightning bolt*, *slow*; 4th – *black tentacles*, *greater invisibility* (x2), *resilient sphere*, *stoneskin*; 5th – *dominate person*, *feeblemind*, *cone of cold*, *quicken magic missile*, *quicken shield*; 6th – *chain lightning*, *disintegrate* (x2), *quicken scorching ray*; 7th – *forcecage*, *prismatic spray*; 8th – *polar ray*.

Cleric *Spells* *Prepared*
 (6/6+1/6+1/5+1/5+1/3+1/2+1/1+1; base DC = 14 + spell level, 16 + spell level evocation): 0th – *create water* (x2), *cure minor wounds*, *detect magic*, *detect poison*, *guidance*, 1st – *bless*, *divine favor*, *doom*, *obscuring mist*, *protection from good**, *shield of faith* (x2); 2nd – *bear's endurance*, *invisibility**, *remove paralysis*, *resist energy* (x2), *silence*, *spiritual weapon*; 3rd – *cure serious wounds*, *dispel magic* (x2), *invisibility purge*, *magic circle versus good**, *wrack*; 4th – *confusion**, *freedom of movement* (x3), *greater magic weapon*, *revenge*; 5th – *dispel good**, *flamestrike*, *spell resistance*, *true seeing*; 6th – *greater dispel magic*, *heal*, *mislead**, 7th – *blasphemy**, quickened *wrack*.

*Domain spell. *Domains*: Evil (Evil spells cast at +1 level); Tricky (Bluff, Disguise, Hide class skills).

🐾 **General Hitek Fangbiter (Hybrid Form)**: Male Natural Weretiger brb4/ft4/rng1/rog2/WarSh3; CR 18; Large humanoid (half-orc, shapechanger); HD 4d12+4d10+9d8+2d6+133; hp 245; Init +4 (Dex); Spd 50 ft.; AC 23 (touch 14, flat-footed 19) [+4 armor, +5 natural, +4 Dex]; BA/G +16/+36; Atk +33 melee (2d6+17, claw); Full Att +33/+33 melee (2d6+17, 2 claws) and +31 melee (3d6+10, bite); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rage 1x/day, favored enemy (human +2), curse of lycanthropy, sneak attack +1d6; SQ Uncanny dodge, wild empathy, morphic immunities, morphic weapons, morphic body, morphic reach, DR 10/silver, low light vision, darkvision, scent, evasion, trapfinding, trap sense +1; AL NE; SV Fort +18, Ref +14, Will +7; Str 38 [42], Dex 18, Con 24, Int 8, Wis 12, Cha 6.

Skills and Feats: Balance +8, Hide +8, Intimidate +7, Listen +14, Move Silently +8, Spot +14, Survival +6, Tumble +18; Alertness, Close-quarters Fighting, Dodge, Elusive Target, Extend Rage, Improved Natural Attack (bite, claw), Iron Will, Mobility, Multiattack, Power Attack, Power Critical, Track.

Languages: Common, Orc.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the polymorph spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the

animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. Afflicted lycanthropes find this ability difficult to control (see Lycanthropy as an Affliction, below), but natural lycanthropes have full control over this power.

Tiger Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Possessions: Chain shirt, *Amulet of Mighty Fists* +1, *Belt of Giant Strength* +4, *Potion of greater magic fang* +3, *Ring of Counterspells* (*greater dispel magic*), *potion of embrace the wild*, ~~*potion of embrace the wild*~~.

Physical Description: A large humanoid tiger.

🐾 **Captain Reyla Soldanter**: Female human ftr3/rng6/shd2/OcSl5; CR 16; Medium humanoid (human); HD 3d10+3d8+16; hp 102; Init +7 (Dex, Imp. Init.); Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [+3 Dex, +5 armor, +1 natural]; BA/G +15/+19; Atk +22 melee (1d6+5/19-20 crit, short sword) or +18 ranged (1d8+3/x3 crit, mighty composite longbow); Full Att +20/+20/+15/+15/+10 melee (1d6+5/19-20 crit, short sword) or +18/+13/+8 ranged (1d8+3/x3 crit, mighty composite longbow); SA Favored enemy (elf +4, human +2), weapon bond, vicious strike; SQ Hide in plain sight, wild empathy, evasion, darkvision, uncanny dodge, magical defense +3, blank thoughts, auravision, mind over magic 2x/day, nondetection cloak; AL CE; SV Fort +10, Ref +13, Will +7; Str 18, Dex 16, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +10, Hide +23, Knowledge (arcane) +4, Listen +10, Move Silently +16, Perform (dance) +8, Spellcraft +10, Spot +10, Survival +5, Tumble +12; Blind-fight, Combat Reflexes, Dodge, Elusive Target, Endurance, Improved Initiative, Improved Two Weapon Fighting, Mobility, Power Critical, Quickdraw, Track, Two Weapon Fighting, Weapon Focus (short sword).

Languages: Common.

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open

without anything to actually hide behind. She cannot, however, hide in her own shadow.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against all spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spell-caster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind if at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon and doing little else (no adventuring) to create a new weapon bond.

Mind Over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound upon the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as a *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detect spells. The occult slayer gains protection against divinations equivalent to a *nondetection* spell (caster level equals occult slayer level), except that it affect only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and moral

effects). She can suppress or resume this ability as a free action.

Possessions: *Adamantine short sword +1* (x2), masterwork adamantine short sword (x2), mighty composite longbow [+3], chain shirt, *Amulet of Natural Armor +1*, *Apprentice's Ring*, *Chain Shirt of Shadow +1*, *Ring of Counterspells* (greater dispel magic), ~~*potion of embrace the wild*~~.

Physical Description: A short, but thickly muscled Baklunish woman.

Spells Prepared (2; base DC = 11 + spell level): 1st – *longstrider*, *camouflage*.

Power-up Suites for Enc. Seven

APL 10

The following power-up suites (caster level in parenthesis) are active if the Iuzians are aware of the approach of the PCs. Variable numerical effects not included in the NPCs' statistic blocks are noted after each spell.

Spells On Consul Moda:

bear's endurance (9th): +4 Con, +24 hp, +2 Fort, +2 concentration
cat's grace (9th): +4 Dex, +2 AC, +2 Initiative, +2 Reflex
dispel good (9th): +4 deflection
false life (9th): 1d10+9 hp
freedom of movement (9th)
haste (9th)
invisibility (9th)
mage armor (9th): +4 AC
mirror image (9th): 1d4+3 images
resist fire (9th): 20 points
shield (9th): +4 AC
stone skin (9th): DR 10/adamantine

Spells On Captain Reyla Soldanter:

camouflage (3rd): +10 Hide
haste (9th)
longstrider (3rd): +10 move
shield of faith (9th): +3 deflection

Spells On General Hitek Fangbiter:

haste (9th)
resist fire (9th): 20 points
shield of faith (9th): +3 deflection

Spells On the Iuzian Guards:

haste (9th)

APL 12

The following power-up suites (caster level in parenthesis) are active if the Iuzians are aware of the approach of the PCs. Variable numerical effects upon not included in the NPCs' statistic blocks are noted after each spell.

Spells On Consul Moda:

bear's endurance (9th): +4 Con, +24 hp, +2 Fort, +2 concentration
cat's grace (9th): +4 Dex, +2 AC, +2 Initiative, +2 Reflex
dispel good (11th): +4 deflection
false life (11th): 1d10+10 hp
freedom of movement (11th)
haste (11th)
mage armor (11th): +4 AC
mirror image (11th): 1d4+3 images
mislead (11th)
resist fire (11th): 30 points
shield (11th): +4 AC
stone skin (11th): DR 10/adamantine

Spells On Captain Reyla Soldanter:

camouflage (3rd): +10 Hide
freedom of movement (11th)
haste (11th)
invisibility (11th)
longstrider (3rd): +10 move
shield of faith (11th): +3 deflection

Spells On General Hitek Fangbiter:

freedom of movement (11th)
greater invisibility (11th)
haste (11th)
resist fire (11th): 30 points
shield of faith (11th): +3 deflection
spell resistance (11th): SR 23

Spells On the Iuzian Guards:

haste (11th)

APL 14

The following power-up suites (caster level in parenthesis) are active if the Iuzians are aware of the approach of the PCs. Variable numerical effects upon not included in the NPCs' statistic blocks are noted after each spell.

Spells On Consul Moda:

bear's endurance (13th): +4 Con, +24 hp, +2 Fort, +2 concentration
cat's grace (13th): +4 Dex, +2 AC, +2 Initiative, +2 Reflex
dispel good (13th): +4 deflection
false life (13th): 1d10+10 hp
freedom of movement (13th)
haste (13th)
mage armor (13th): +4 AC
mirror image (13th): 1d4+4 images
mislead (13th)
resist fire (13th): 30 points
shield (13th): +4 AC
stone skin (13th): DR 10/adamantine
trueseeing (13th)

Spells On Captain Reyla Soldanter:

camouflage (3rd): +10 Hide
embrace the wild (5th): Porpoise – Blindsight 120', low-light vision
freedom of movement (13th)
greater magic weapon (13th): +3 on one MW short sword
haste (13th)
greater invisibility (13th)
longstrider (3rd): +10 move
shield of faith (13th): +4 deflection

Spells On General Hitek Fangbiter:

embrace the wild (5th): Porpoise – Blindsight 120'
freedom of movement (13th)
greater invisibility (13th)
haste (13th)
resist fire (13th): 30 points
shield of faith (13th): +4 deflection
spell resistance (13th): SR 25

Spells On the Iuzian Guards:

haste (13th)

APL 16

The following power-up suites (caster level in parenthesis) are active if the Iuzians are aware of the approach of the PCs. Variable numerical effects upon not included in the NPCs' statistic blocks are noted after each spell.

Spells On Consul Moda:

bear's endurance (13th): +4 Con, +24 hp, +2 Fort, +2 concentration
cat's grace (13th): +4 Dex, +2 AC, +2 Initiative, +2 Reflex
dispel good (14th): +4 deflection
false life (16th): 1d10+10 hp
freedom of movement (14th)
haste (16th)
mage armor (16th): +4 AC
mirror image (16th): 1d4+5 images
mislead (14th)
resist fire (14th): 30 points
shield (16th): +4 AC
stone skin (16th): DR 10/adamantine
trueseeing (14th)

Spells On Captain Reyla Soldanter:

camouflage (3rd): +10 Hide
embrace the wild (5th): Porpoise – Blindsight 120', low-light vision
freedom of movement (14th)
greater magic weapon (14th): +3 on one MW short sword
haste (16th)
greater invisibility (16th)
longstrider (3rd): +10 move
shield of faith (14th): +4 deflection

Spells On General Hitek Fangbiter:

embrace the wild (5th): Porpoise – Blindsight 120'
freedom of movement (14th)
greater invisibility (16th)
haste (16th)
resist fire (14th): 30 points
shield of faith (14th): +4 deflection
spell resistance (14th): SR 26

Spells On the Iuzian Guards:

haste (16th)

Appendix #2: New Rules

New Feats

Clever Wrestling [General]

Reference: Complete Warrior, page 97.

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

Prerequisites: Small or Medium size, Improved Unarmed Strike.

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

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

Close-Quarters Fighting [General]

Reference: Complete Warrior, page 97.

You are skill at fighting at close range, and resisting grapple attempts.

Prerequisites: Base Attack +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do

not provoke attacks of opportunity when attempting to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

Divine Metamagic [Divine]

Reference: Complete Divine, page 80.

You channel energy into some of your divine spells to make them more powerful.

Prerequisites: Ability to turn undead or rebuke undead, selected metamagic feat.

Benefit: When you take this feat, choose a metamagic feat. This feat only applies to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jazon the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Elusive Target [Tactical]

Reference: Complete Warrior, page 110.

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

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

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

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

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

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the

foe does not gain a chance to trip you if your attempt fails.

Extend Rage [General]

Reference: Complete Warrior, page 97.

You are able to maintain your rage longer than most.

Prerequisites: Rage or frenzy ability.

Benefit: Each of the uses of your rage or frenzy ability lasts an additional 5 rounds beyond its normal duration.

Special: You can take this feat multiple times. Its effects stack.

Extra Stunning [General]

Reference: Complete Warrior, page 98.

You gain extra stunning attacks.

Prerequisites: Stunning Fist, base attack bonus +2.

Benefit: You gain the ability to make three extra stunning attacks per day.

Special: You can take this feat multiple times. Its effects stack.

Fists of Iron [General]

Reference: Complete Warrior, page 99.

You have learned the secrets of imbuing your unarmed attacks with extra force.

Prerequisites: Improved Unarmed Strike, Stunning Fist, base attack bonus +2.

Benefit: Declare that you are using this feat before you make an attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d6 points of damage when you make a successful unarmed attack. Each attempt counts as one of your uses of the Stunning Fist for the day.

Weakening Touch [General]

Reference: Complete Warrior, page 106.

You can temporarily weaken an opponent with your unarmed strike.

Prerequisites: Wis 17, Improved Unarmed Strike, Stunning Fist, base attack bonus +2.

Benefit: Declare that you are using this feat before you make an attack roll (thus, a missed attack roll ruins the attempt). You can make an unarmed attack that does no damage but instead applies a –6 penalty to the target's strength score for 1 minute. Multiple weakening touches delivered on the same target are not cumulative. Each attempt to deliver a weakening touch counts as one of your Stunning Foist attacks for the day. Creatures with immunity to stunning effects cannot be affected by this feat.

Special: A fighter may select Weakening Touch as one of his bonus fighter feats.

New Spells

Camouflage

Reference: Complete Divine, page 157.

Transmutation

Level: Druid 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

You change the coloring of your skin and clothing to match the environment around you. Throughout the duration of the spell, your coloration changes instantly to match the background of any environment you enter, with no effort on your part. The effect grants you a +10 circumstance bonus on Hide checks.

Embrace the Wild

Reference: Masters of the Wild, p. 87.

Transmutation

Level: Drd 3, Rgr 3

Components: V, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

This spell allows you to adopt the nature and some abilities of a wild animal. You retain your own form, but you gain the natural and extraordinary senses of the creature you choose, as well as its skill ranks (though these do not stack with any ranks you already have in the same skills), for the duration of the spell. Thus depending on your choice of animal, you could gain blindsight, scent, and ranks in listen, spot, or other skills. *Embrace the wild* does not grant you the animal's natural attacks, methods of locomotion, feats, or nonsensory extraordinary abilities, such as trample or improved grab.

Focus: Hide, skin, or feathers of the selected animal, or an item or component of its lair. You must have obtained the focus from the animal yourself.

Revenance

Reference: Complete Divine, page 178.

Conjuration (Healing)

Level: Blackguard 4, cleric 4, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Area: Dead ally touched

Duration: 1 min./level
Saving Throw: None; see text
Spell Resistance: Yes (harmless)

You touch a recently slain ally and temporarily restore her to life so she may continue to fight. The target can have been dead for up to 1 round/caster level. She functions as if a *raise dead* spell had been cast upon her, except that she does not lose a level and has half of her full hit points. She is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While the subject is under this spell, she is not affected by *resurrection* or *raise dead*.

The target gains a +1 morale bonus on attacks, damage, saves, and checks against the creature that killed her.

Wrack

Reference: Complete Divine, page 190.

Necromancy [Evil]
Level: Cleric 3, sorcerer/wizard 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One humanoid
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a –2 penalty to attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

New Creature

Varrangoin

As Presented in the Fiend Folio [Including 3.5 Updates as detailed in the D&D v3.5 Accessory Update pamphlet].

Varrangoins are foul denizens of the Abyss. Crafty, malevolent, and fiercely territorial, these bat-like creatures form communities in dark caves away from any source of light.

Varrangoins resemble human-sized bats with emaciated bodies and skull-like, demonic faces. They have ragged wings and long tails; each tail sports a wicked barb on its end. Their skin tone is universally dark gray or black, and their bodies are hairless.

Their communities often serve as mercenaries for other denizens of the Abyss or even other planes. Varrangoin flocks can grow unchecked or unopposed by another predator. If left alone, they often number more than a hundred strong and claim up to several square miles of territory.

Varrangoins have their own language and are capable of knowing other languages as well.

Combat

All varrangoins choose their battles carefully and prefer to attack creatures weaker than themselves. In a battle, arcanist varrangoins try to assume command of the anarchic flocks, but usually have little success. Lesser varrangoins are herded forward in battle, little more than chaff the superior varrangoins use to prolong their own survival. Ragers love the thrill of ripping into an opponent with their claws though, and follow their lesser kin quickly into combat with spell support from arcanists. Usually no individual leads a flock or community for long due to the innate chaos of varrangoin society.

One tactic preferred by the arcanists is to use their proficiency with illusion magic to make a flock appear twice or three times as big as it actually is, plunging the ranks of their opponents into chaos as they try to discern which varrangoin is real and which is not.

Varrangoin Traits (Ex): Exposure to bright light (such as sunlight or a daylight spell) blinds varrangoins for 1 round. Even after recovering from being blinded, they take a –1 circumstance penalty on all attack rolls, saves and skill checks while operating in bright light. Varrangoins have acid, cold, electricity and fire resistance 10.

Arcanist Varrangoin

Medium-Size Magical Beast (Extraplanar)

Hit Dice: 8d10+16 (60 hp)

Initiative: +3

Speed: 20 ft., fly 50 ft. (good)

AC: 20 (+3 Dex, +7 natural), touch 13, flat-footed 17

Base Attack/Grapple: +8/+9

Attack: Claw +9 melee

Full Attack: 2 claws +9 melee and bite +7 melee and tail sting +7 melee

Damage: Claw 1d4+1, bite 1d6, tail sting 1d4 plus poison

Face/Reach: 5 ft./5 ft.

Special Attacks: Poison, spell-like abilities, spells

Special Qualities: Darkvision 60 ft., DR 10/iron, immunity to spells, low-light vision, SR 22, varrangoin traits

Saves: Fort +8, Ref +9, Will +3

Abilities: Str 12, Dex 16, Con 15, Int 17, Wis 13, Cha 12

Skills: Concentration +13, Hide +8, Knowledge (arcane) +14, Knowledge (the planes) +14, Move Silently +9, Spellcraft +16

Feats: Combat Casting, Craft Wand (B), Multiattack (B), Scribe \scroll (B), Spell Focus (Evocation), Spell Focus (Illusion).

Climate/Terrain: Any land or underground (Abyss)

Organization: Solitary or flock (2-6)

Challenge Rating: 11

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 9-10 HD (Medium-size); 11-16 HD (Large); or by character class

If the chaotic varrangoin flocks have leaders, they are typically members of the arcanist subrace. Arcanist varrangoins are just as cruel as their fellows; they simply reply more on magic than brute force.

Arcanist varrangoins have thick, dark skins, narrow, glowing white eyes, and long, lanky limbs. They stand roughly 6 feet tall and have a wingspan of nearly 12 feet. Their long, pointed ears have a close similarity to those of a large bat, and their claws and sharp teeth are minute in comparison to their more physical cousins.

Arcanist varrangoins study powerful arcane mysteries much as wizards do. They guard their lore jealously, and arcanist varrangoin spellbooks are passed only to a few select members of the species who show promise in the arcane arts-as well as the appropriate level of groveling subservience toward their elders.

Arcanist varrangoins speak their own language, Abyssal, Common, and Undercommon.

Combat

Arcanist varrangoins are rarely encountered alone. When they venture out of their caves, they are nearly always accompanied by several lesser varrangoins and a few rager varrangoins. In a fight, they send their minions forward to engage opponents in melee while unleashing their spells from a safe distance. Arcanist varrangoins favor evocation and illusion spells over other sorts, since they tend to have a direct impact on a battle. They rarely prepare spells that increase the fighting effectiveness of others. Arcanists also typically keep an escape spell prepared, such as *expeditious retreat* or *dimension door*.

Poison (Ex): An arcanist varrangoin delivers its poison (Fort DC 16 negates) with each successful tail sting attack. Initial and secondary damage are the same (1d6 Dex).

Spell-Like Abilities: 2/day-*dispel magic*, 1/day-*arcane eye*, *flesh to stone*, *mirror image*, *polymorph other*, *polymorph self*. Caster level 8th; save DC 11 + spell level.

Spells: An arcanist varrangoin can cast arcane spells as a 9th-level wizard (4/5/5/4/2/1; save DC 13 + spell level or 15 + spell level for Evocation and Illusion spells). A typical spell list: 0-*detect magic* (2), *flare*, *ghost sound*; 1st - *color spray*, *magic missile* (2), *shield*, *shocking grasp*; 2nd - *blur*, *darkness*, *flaming sphere* (2), *minor image*; 3rd - *fireball* (2), *major image*, *vampiric touch*; 4th - *dimension door*, *ice storm*; 5th - *cone of cold*.

Immunity to Spells (Su): Arcanist varrangoins ignore the effects of spells and spell-like abilities of 3rd level or lower, just as if the spellcaster had failed to overcome spell resistance. Arcanist varrangoins can deactivate or activate his ability as a free action.

Arcanist Varrangoin Characters

An arcanist varrangoin's favored class is wizard. If given wizard levels, assume the arcanist varrangoin already has the abilities of a 9th-level wizard. So, an arcanist varrangoin who takes one wizard level would gain the abilities of a 10th-level wizard. Its saves, spells per day, and spells in its spellbook would increase according to the difference in bonuses between a 9th-level and a 10th-level wizard, as would its base attack bonus.

Lesser Varrangoin

Medium-Size Magical Beast (Extraplanar)

Hit Dice: 5d10+5 (32 hp)

Initiative: +3

Speed: 20 ft., fly 40 ft. (average)

AC: 19 (+3 Dex, +6 natural), touch 13, flat-footed 16

Base Attack/Grapple: +5/+7

Attack: Bite +7 melee

Full Attack: Bite +7 melee and 2 claws +5 melee and tail sting +5 melee

Damage: Bite 1d6+2, claw 1d4+1, tail sting 1d4+1 plus poison

Face/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, death throes, poison

Special Qualities: Darkvision 60 ft., DR 10/iron, immunities, low-light vision, SR 12, varrangoin traits

Saves: Fort +5, Ref +7, will +1

Abilities: Str 14, Dex 16, Con 13, Int 11, Wis 11, Cha 8

Skills: Hide +11, Listen +2, Move Silently +11, Spot +2

Feats: Alertness (B), Flyby Attack, Multiattack

Climate/Terrain: Any land and underground (Abyss)
Organization: Solitary or flock (2-12)

Challenge Rating: 6

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 6-10 HD (Medium-size); 11-15 HD (Large); or by character class

Lesser varrangoin are the most common variety of varrangoin. While not stupid, they are the lowest members of varrangoin society. They live in a nearly constant state of fear, despite their numbers, due to the constant barrage of heckling they receive from the rager and arcanist varrangoin. Treated as little better than slaves by their stronger kin, lesser varrangoin have little sense of their own self-worth. They love battle, though, and attack any creature they think is weaker than themselves, even if unprovoked or if doing so proves detrimental to the flock or the varrangoin community.

Lesser varrangoin have long, pointed, batlike ears on the sides of their heads, and their eyes glow red, white, blue, or green depending on the individual's breath weapon (cone of fire, cone of cold, line of lightning, or line of acid, respectively). This breath weapon is part of their makeup at birth and never changes. When they use their breath weapons, their skulls seem to glow from within as their bodies struggle to control the fierce energy. Lesser varrangoin are typically about 5 feet tall with a wingspan near 10 feet.

Lesser varrangoin speak their own language and Abyssal

Combat

A lesser varrangoin nearly always begins a fight by attempting to use its tail sting in a flyby attack. It knows that if its poison takes hold, an opponent can't easily avoid its breath weapon, which it uses at the next available opportunity. Lesser varrangoin always attack an opponent from the air. Lesser varrangoin flocks rarely engage in complex tactics since they prefer to mob opponents at random and then break off singly to attack individual creatures.

Breath Weapon (Ex): Each lesser varrangoin has one of four breath weapon types: a 30-foot cone of fire, a 30-foot cone of cold, a 50-foot line of acid, or a 50-foot line of electricity. A lesser varrangoin's breath weapon deals 3d6 points of damage (Reflex DC 13 half) of the appropriate energy type.

Death Throes (Ex): When slain (reduced to -10 hit points), a lesser varrangoin explodes in a 20-foot burst of energy. This explosion deals 3d6 points of

damage (Reflex DC 13 half) of the same energy type as the varrangoin's breath weapon.

Poison (Ex): A lesser varrangoin delivers its poison (Fort DC 13 negates) with each successful tail sting attack. Initial and secondary damage are the same (1d6 Dex).

Immunities (Ex): A lesser varrangoin is immune to damage of the same energy type as its breath weapon.

Lesser Varrangoin Characters

A lesser varrangoin's favored class is fighter. If given fighter levels, assume the lesser varrangoin already has the abilities of a 9th-level fighter. So, a lesser varrangoin who takes one fighter level gains the abilities of a 10th-level fighter. Its base save bonuses would increase according to the difference between a 9th-level and a 10th-level fighter, as would its base attack bonus.

Rager Varrangoin

Medium-Size Magical Beast (Extraplanar)

Hit Dice: 8d10+16 (60 hp)

Initiative: +2

Speed: 20 ft., fly 50 ft. (good)

AC: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18

Base Attack/Grapple: +8/+12

Attack: Claw +13 melee

Full Attack: 2 claws +13 melee and bite +10 melee and tail sting +10 melee

Damage: Claw 1d6+4, bite 1d6+2, tail sting 1d4+2 plus poison

Face/Reach: 5 ft./ 5 ft.

Special Attacks: Rage, poison, rend 2d4+6, spell-like abilities

Special Qualities: Darkvision 60 ft., DR 10/iron, extra action, immunity to mind-affecting effects, low-light vision, SR 22, uncanny dodge, varrangoin traits

Saves: Fort +8, Ref +8, will +2

Abilities: Str 18, Dex 15, Con 14, Int 13, Wis 11, Cha 10

Skills: Hide +13, Listen +6, Move silently +13, Spot +5

Feats: Multiattack, Power Attack, Snatch (B), Weapon Focus (claw)

Climate/Terrain: Any land or underground (the Abyss)

Organization: Solitary or flock (2-6)

Challenge Rating: 10

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 9-10 HD (Medium-size); 11-16 HD (Large); or by character class

Rager varrangoin are the equivalent of shock troops. Volatile in personality and in combat, rager varrangoin are arrogant and cruel. The joy they get out of tormenting their lesser brethren is surpassed only by the thrill of combat.

Slightly larger than lesser varrangoin, ragers are also significantly more muscular. Their rough, black skin covers thick layers of ropy muscle. Ragers measure 6 to 7 feet in length with a wingspan of 12 to 14 feet. Their ears are pointed, but smaller and set more on top of their gaunt heads than those of other varrangoin. In addition their claws are much larger than those of either of the varieties of varrangoin.

Rager varrangoin thoroughly enjoy sinking their heavy claws into an opponent's body and ripping it limb from limb before dropping it to splatter on the ground from a great height. Their cruelty knows no limits, and they revel in the fear inspired by their presence.

Rager varrangoin speak their own language and Abyssal. Some have been known to speak Undercommon or even Common.

Combat

A rager varrangoin typically begins a battle with its *dispel magic* spell-like ability. Ragers then begin to rage and charge from the air with their tail stings in the hopes of catching an enemy flat-footed. In the following rounds they trigger their *fear* ability, then attack opponents with their claws and teeth.

Rage (Ex): Three times per day a rager varrangoin can fly into a frenzy, raging like a barbarian. For 7 rounds, the rager varrangoin gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves. but takes a -2 penalty to Armor Class. The following changes are in effect as long as the rage lasts: HD 8d10+32 (76 hp) AC 18, touch 10, flat-footed 18; Base Attack/Grapple+ 10/+14; Full Attack 2 claws +15 melee and bite +12 and tail sting +12 melee; Damage claw 1d6+6, bite 1d6+1, tail sting 1d4+3; SV Fort +10, Will +4; Str 22, Con 18. After its rage ends, a rager varrangoin is fatigued (-2 Str, -2 Dex, can't charge or run) until the end of the encounter. A rager varrangoin can choose to end its rage prematurely.

Poison (Ex): A rager varrangoin delivers its poison (Fort DC 16 negates) with each successful tail sting attack. Initial and secondary damage are the same (1d6 Dex).

Rend (Ex): If a rager varrangoin hits a single target, with both claws, it latches onto the opponent's body and tears the flesh. This attack automatically deals 2d4+6 points of damage.

Spell-Like Abilities: 2/day-*dispel magic*, *fear*. Caster level 8th; save DC 10 + spell level.

Extra Action (Su): A rager varrangoin can take an extra move or single attack action each round.

Immunity to Mind-Affecting Effects (Ex): A rager varrangoin is immune to mind-affecting spells and effects.

Uncanny Dodge (Ex): A rager varrangoin retains its Dexterity bonus to AC even when flat-footed or struck by an invisible attacker, and it cannot be flanked except by a rogue of at least 12th level.

Rager Varrangoin Characters

A rager varrangoin's favored class is barbarian. If given barbarian levels, assume the rager varrangoin already has the abilities of a 9th-level barbarian. So, a rager varrangoin who takes one barbarian level gains the abilities of a 10th-level barbarian. Its base save bonuses would increase according to the difference between a 9th-level and a 10th-level barbarian, as would its base attack bonus.

New Prestige Class

Occult Slayer

Reference: Complete Warrior, page 66.

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Magic defense +1, weapon bond
2 nd	+2	+0	+0	+3	Vicious strike, mind over magic 1/day
3 rd	+3	+1	+1	+3	Auravision, magic defense +2
4 th	+4	+1	+1	+4	Mind over magic 2/day, nondetection cloak
5 th	+5	+1	+1	+4	Blank thoughts, magic defense +3

Hit Die: d8

Requirements:

Base Attack Bonus: +5

Skills: Knowledge (arcane) 4 ranks, Spellcraft 3 ranks

Feats: Improved Initiative, Weapon Focus (any weapon)

Class Skills:

Bluff (Cha), Craft (Int), Gather Information (Cha), Knowledge (arcane) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features:

Weapon and Armor Proficiency: Occult Slayers are proficient with all simple and martial weapons and all armor and shields.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against all spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spell-caster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind if at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon and doing little else (no adventuring) to create a new weapon bond.

Mind Over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound upon the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as a *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detect spells. The occult slayer gains

protection against divinations equivalent to a *nondetection* spell (caster level equals occult slayer level), except that it affect only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and moral effects). She can suppress or resume this ability as a free action.

Appendix #3: Cities of Iuz

(from Iuz the Evil, p. 30)

Gerrenkzerung

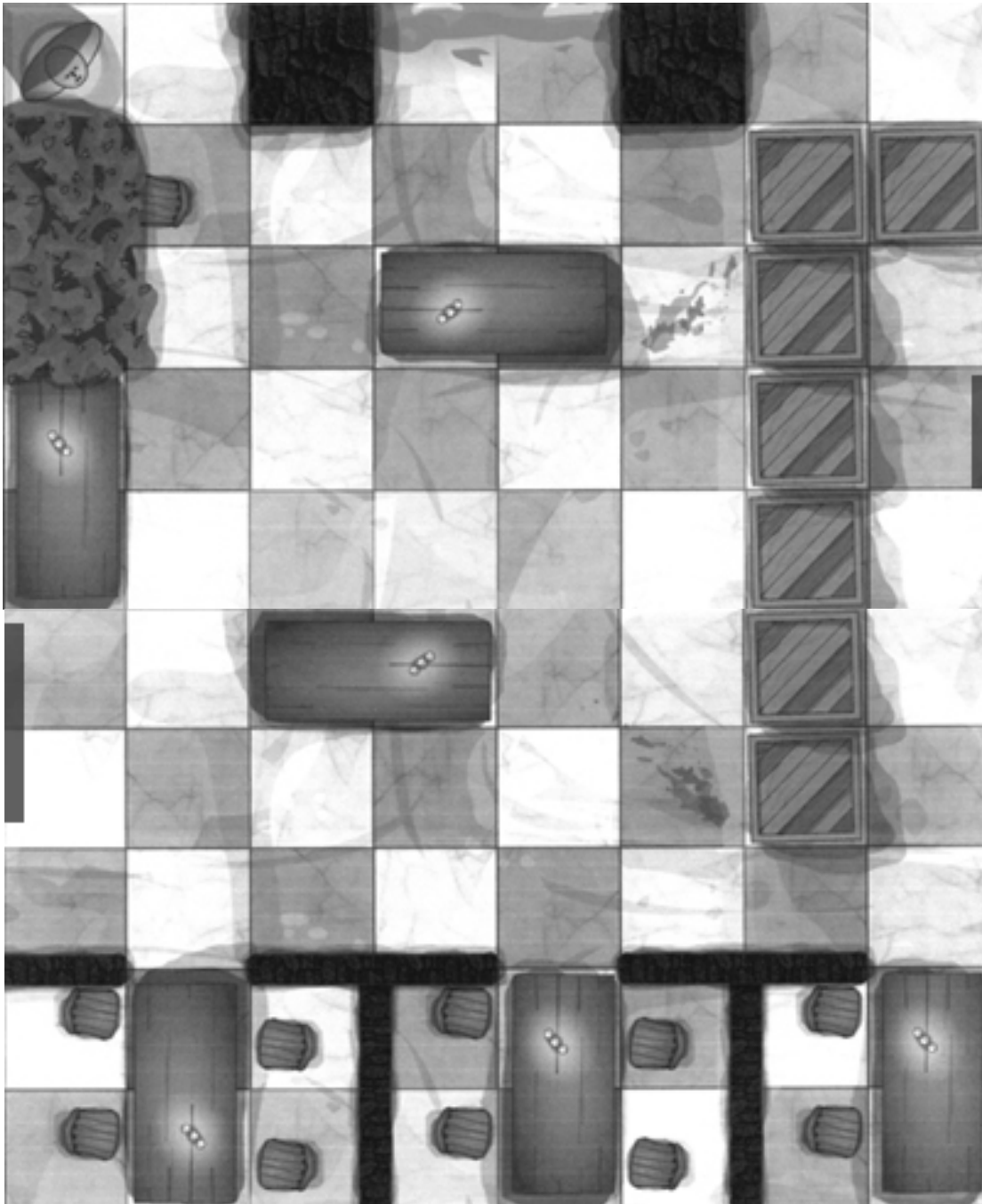
This camp along the lake road is a way station for troops, heading along the Vesve margins. It is strategically placed so that caravels can get within 100 yards or so of the lakeshore. The camp has a double wooden wall; for the buildings inside are of poor quality and many soldiers live only in tents. This is a ramshackle settlement, but it swarms with orcs heading for the Vesve or down to Crockport. Gerrenkzerung is something of a “black market” for barter between the orcs, who trade souvenirs of Vesve marauding, coins and weapons taken from victims, food, Vesve nuts and fungi, and other such goods. Large orc bands patrol the surrounding lands with goblin-trained dogs used for tracking and hunting.

Greenreach

Greenreach is a walled town, which acts both as a headquarters for the northern Vesve front and as a base for the shallow-bottomed riverboats, which travel along the Dulsi, manned by human rivermen. The town is boisterous, with 2,000 regular inhabitants and up to 1,500 orc soldiers thronging its crowded streets. Greenreach is mostly built of wood, as is the town wall, but Panshazek and Iuz’s mages and lesser priests have their own stone keep with extensive dungeons, manufacturing poisons from Vesve plants brought here. Flying monsters, notably mobats, a pair of trained wyverns, and varrangoin act as aerial spies, alerting the town watch to approaches from the west. The city armory is large and well stocked, and the elite orogs protecting the keep are said to have magical weapons and armor as a matter of course.

Rather to Panshazek’s annoyance a rogue marilith has taken up residence half a mile east of the town. Panshazek fears that Iuz has placed the fiend to keep watch on him. She simply walks the town streets when she pleases without speaking to Panshazek or the guards. Wild rumors fly in the town about the marilith’s purpose, and the captives and guards she has in her tower. All that is known for certain is that ghastrs and juju zombies guard the place, and that the broken crumbling spire of the tower radiates powerful magic. Various divination spells which Panshazek has used to spy on the tower have yielded no information to the nervous priest.

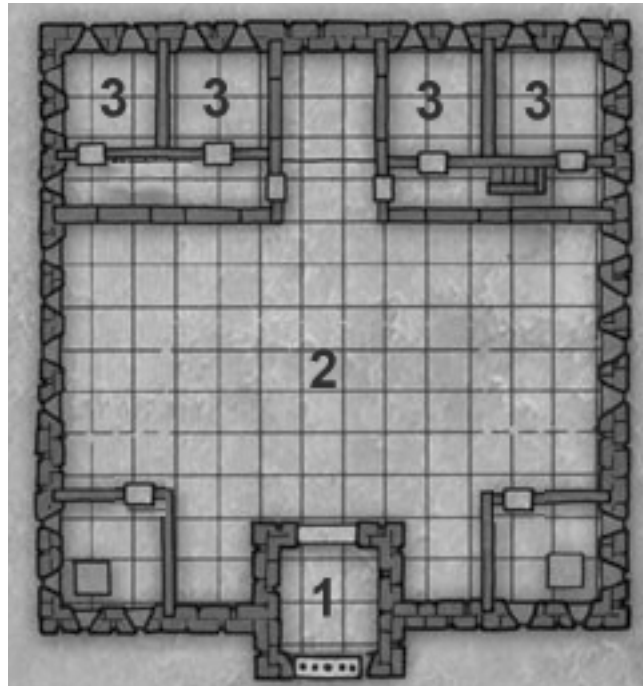
Appendix #4: The Poisoned Apple



Each square is 10' by 10'.

Appendix #5: Gerrenkzerung Prison

Ground Floor



Basement

