

PAL7-01

Orderly Encounters

A One-Round Dungeons & Dragons®

Living Greyhawk™

Theocracy of the Pale Regional Adventure

Version 0.95

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A two-pathway adventure catering to those for or against the Pale, continuing the story of PAL6-02 *Tiger, Tiger!* Recommended for those who enjoy the dangers of either the high road or the low road. A one-round regional adventure set in the Theocracy of the Pale for characters level 2-14 (APLs 4-12).

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Lords of Madness* [Richard Baker, James Jacobs, Steve Winter], PAL1-10 *Siege at Castle Arndulant* [Ron Levy], PAL3-08 *Random Encounters* [Lance White], PAL4M-02 *Strange Bedfellows* [Ron Levy], and PAL6-02 *Tiger, Tiger!* [Ron Levy].

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Pale. Characters from the Pale pay one (1) Time Unit per round, while all other characters pay 2 Time Units per round.

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

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

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

PALE HOLY DAY

Some player characters may wish to give or attend services in-game on Pholtan holy days. For adventures set in the Theocracy of the Pale, a member of the Church of the One True Path may ask the judge at the beginning of an Adventure to determine how many days it is until the next Pholtan holy day. This is accomplished by rolling a d8, rerolling if the result is 8. If a 7 is rolled, the first day of the adventure is a Pholtan holy day. Otherwise, the die result indicates the number of days until the next Pholtan holy day. Due to the special nature of the Theocracy of the Pale, you are encouraged (but not required) to work in

a brief scene involving Pholtan worship on holy days, possibly including a brief 1-2 minute sermon by a PC if he or she is at least fifth level and you believe that there is time available.

SPECIAL RULES FOR THE PALE

See DM Aid 1: Special Rules for the Pale.

ADVENTURE BACKGROUND

In the adventure PAL 1-10 *Siege at Castle Arndulant*, a cohort of orcish troops led by Hnakra of the Blinded Eye (a powerful shaman of Gruumsh) broke apart from the Iuzian empire and took up planning with Karelius Marcellus, a minor Tenha noble. They planned to take advantage of the weakness of Castle Arndulant caused by a Pholtan priest seeking martyrdom to carve out a territory at the borders of Tenh and the Pale. They were turned back by emergency 'special ops' forces who broke their siege and held out until the cavalry arrived. The cohort of elite orcish troops bolstered by Tenha light cavalry and wizardly forces was only slightly degraded in number, however.

Then came the Ether Threat, and like anyone and anything in Tenh, they were reduced to scrabbling for their very survival. Gradually winnowed down and living only through strict discipline, teamwork, and honor, the primarily orcish cadre shifted toward Law and away from Evil.

In the adventure PAL4M-02 *Strange Bedfellows*, after the Ether Threat had ended, the Pale was beginning to encroach on Tenh. Hampered by the large number of Tenha refugees and detecting this large force, the Pale (aided by Pholtan divination) chose to extend an offer to Karelius Marcellus and Hnakra Blinded-Eye. Rather than begin a war with this large and deadly veteran military force, the Pale chose to hire them as expendable mercenaries. In so doing, they denied whatever Tenha lord might return from access to this force while gaining a weapon to which they had no emotional attachment.

While it is not common knowledge, the Conservative faction of the Pholtan Church, led by Theocrat Baslett, has been assigning up-and-coming Progressive Pholtan Priests to 'The Tenha Front.' Generally that means they are liaisons working with the orcish cadres in Pale-occupied Tenh. Not only is it unpleasant and dangerous work out past the edge of civilization, but it also removes those Progressives from the opportunity to wield political power within the order of the Church. Decisions are usually made in Wintershiven or Ogburg, and keeping them out of the loop reduces the Progressives' power considerably.

Even though it is a naked political ploy, it also has subtle benefits. The Progressive Pholtan priests are good, kind, wise, forgiving, socially adept, and successful people. They believe in the greatest good for the greatest number and that laws and rules are designed to get there. When they don't, clearly those laws are just fallible

'human' laws and should be revised to be closer to Pholtus's divine, infallible law (The One True Path).

It is a truism that the people who surround you influence you. If you run with a bad crowd, you are tempted towards evil. If you surround yourself with people honorable and good, you all work together to improve yourselves. And that is exactly what is happening with the Progressive Pholtans and the Tenha/orcish forces – gradually the Tenhas are becoming Faithful Flan and the orcish and half-orc mercenaries are shifting more and more toward a Good alignment.

Finally, in the adventure PAL6-02 *Tiger, Tiger!*, the bard Coppal attempted to foment war between Nyrond and the Pale via an assassination incident. That activity came to naught and required Coppal to make a desperate escape with half of the mystic Tiger Scroll – a manual on the more esoteric nature of 'Tiger Style' fighting with mystic secrets encoded within.

More recently, Coppal has lured some grell (aberrations that look like floating brains with tentacles, detailed in *Lords of Madness*) to this part of the Material Plane. Coppal has more insidious plans for whatever heroes arrive to defeat the monsters.

ADVENTURE SUMMARY

In this adventure, the bard Coppal intends to lure in adventurers and trick them into striking against the Theocracy of the Pale via a cunning plan. Against him lie the resources of Brother Martel, a rogue-cleric-spymaster who works in the Pale's 'Special Intelligence' bureau.

In Encounter One, the PCs are called to Brother Martel for a standard adventurer's mission as the usual military and police forces are strained by geopolitical events. While it appears to be a grell incursion on the Material Plane and Brother Martel possesses a reasonable amount of intelligence information, he warns that certain divinations have failed and so extra caution should be taken.

Encounter Two is a standard Orderly Encounter. The PCs travel to the given location of the grell incursion as determined by Pholtan divination. They should scout the crystal structure and defeat the grell philosophers or patriarchs (wizards) and grell rogues with their alchemical grell *lightning lances*. In so doing, they should acquire the *grell crystal heart*, a large diamond with strange magical properties.

In Encounter Three, Coppal, who precipitated the grell incursion and has been laying in wait for adventurers to arrive, uses *project image* to converse with the PCs at a good distance while hidden. He offers them a mission against the Pale, reasoning that mercenary and chaotic characters have often desired to strike against the Pale but never had the chance. Plus, he can grant them a temporary protection against Pholtan divine Divination, so they cannot be anticipated as the Pale so often does.

At this point, the path splits. The first mission Coppal offers is to take a poison that has been specially modified to work only on orcs and sneak it into the

cooking pots of the mercenary encampment. However, while the poison radiates an aura of *transmutation*, that serves only to increase its power, not to limit it to orcs. If the PCs accept this mission (Encounter 4A, described below) and succeed, they will be committing a mass murder by poison of not only orcs and half-orcs morally struggling towards the light, but a hundred good Flan Tenhas and the kindest, most progressive, most good Pholtan clerics around. This has immediate character consequences and ends the adventure.

If the PCs realize the vileness of the first mission, Coppal offers a second mission. This mission (Encounter 4B, described below) involves using the *grell crystal heart* to desecrate a Pholtan altar. This will have mystical effects that degrade the power of the Pholtan priests, but is a mission that can be performed without resorting to evil by choosing to attack a ministry run by known strong Conservative (and therefore lawful neutral) clerics of Pholtus.

If the PCs deny both missions or attack Coppal (which triggers his *contingency teleport* to escape) then they can return to Brother Martel and report. He tells them that his divinations showed him nothing of Coppal, and that somehow he is protected. However, by sacrificing the *grell crystal heart* to Pholtus, he should be able to overcome that protection. That will allow the PCs the perfect information they need to take down Coppal himself – the most Orderly Encounter. (This path begins in Encounter 4C, described below.)

Encounter 4A involves sneaking into the Flan/orcish camp and distributing the enhanced poison into their cooking pots before the evening meal. While difficult, as several of the orc trackers and their dogs possess the Scent feat, it can be done with some combination of stealth, invisibility, flight, or other cleverness. The real challenge here is moral – if the PCs were lured in by the seduction of the use of poison, the ability to kill lots of orcs, and the strike against the Pale, this is their last chance. The PCs have the opportunity to see the Tenhas and the Pholtan clerics and know that they will eat the poison too. The PCs have only the word of Coppal, the evil bard and known villain from PAL6-02 *Tiger, Tiger!*, that the poison will not affect them. They might even be able to contact and question members of the camp on the sly. It is imperative to be honest and not unduly goad the characters into this devastating action. It must be their choice to succumb to the allure of evil.

In Encounter 4B, the PCs should use their social skills to determine a likely Conservative target at the town of Spiral. They can sneak up upon the temple, defeat its guard and cleric, and desecrate the altar. The moral challenge comes in not arousing the villagers surrounding the temple, who will rally to its defense. While the priest and guard are lawful neutral with a touch of nasty, the villagers are both innocent, easily slain, and morally in the right.

In Encounter 4C, the PCs return to Brother Martel, turn over the *grell crystal heart* to him, and receive a divination that tells them where, when, and how to defeat Coppal. Brother Martel will assist them as needed.

In Encounter 5 (continuing path C), the PCs travel to Coppal's encampment and defeat his conventional forces – a cleric of Vecna and thugs who arrange to protect Coppal from divine divinations and manage his poisons. This gives them command of his camp and specifically the well, where their divination tells them that Coppal will appear.

In Encounter 6C, the PCs lie in wait inside Coppal's well, which he uses as a teleport target for his *contingency*. As per the divination, they should have a way to cast *silence*, a way to cast *dimensional anchor*, and at least one tanglefoot bag. (Brother Martel may have to provide them with scrolls and/or NPCs to cast them in case of non-iconic party makeup.) Some time after the moon Celene becomes visible from the bottom of the well, Coppal appears inside the well.

Ordinarily, Coppal would be too much of a threat for anything but the most powerful characters – at the least, he would have several ways to escape. But in this case Pholtus has divined when someone else will trigger Coppal's *contingency teleport*, placing him at the well disoriented, surprised, and without his most potent escape mechanism. If the PCs can put Pholtus's orderly plan into effect, they can end this threat to the Pale for good.

There are no obligatory thug attacks or travel encounters in this module. Every encounter is Orderly.

PREPARATION FOR PLAY

When beginning this adventure, it is a good idea to record the alignment of all PCs, such as on index cards or initiative cards. Players generally have control of their characters' alignments - within certain restrictions in the case of paladins, clerics, bards, druids, monks, and barbarians. Since the actions of Encounter 4a can directly and immediately affect alignment, resulting in the possible loss of character abilities and removal from play, the temptation exists for an unscrupulous player to suddenly convert his 'Neutral' character to 'Good' moments before the effect of his actions moves him one step down on the Good/Evil axis. For example, a Chaotic Neutral PC might have enjoyed his devil-may-care attitude and reduced vulnerability to *unholy blight* for some years of play, then have a sudden 'conversion' to Good moments before he would otherwise be declared 'Evil' and removed from play.

It's wisest to set down this information ahead of time just in case. It may also help the DM in understanding the motives of the characters.

Those PCs who have played PAL6-02 *Tiger, Tiger!* immediately recognize Coppal as the leader of the band

who enchanted them in the tavern 'The Enchanted Cat'. If they were the first PC down the chute in the final encounter, they recognize him as the man who grabbed the second half of the Tiger Scroll and disappeared.

INTRODUCTION

It has been a quiet time in Wintershiven for the past several days – no mysterious messages, no strange dreams, no odd teleportations. And, as everyone knows, the Theocracy of the Pale has a one-hundred-percent employment law: if enough time passes without your being able to prove your employment, employment will be found for you. Usually it involves scrubbing the paving stones around the nearest cathedral.

The best cure is to check the jobs board in Wintershiven's Basilica. Not only the largest and finest cathedral in Wintershiven, it is also the seat of government, and the acolyte-clerks are only too happy to help guide you through the notations placed on the various jobs. Detecting you as adventurers, they steer you past all the hauling, building, carpentry, and mining jobs to those more suited to your special skills.

This is a good time to use an acolyte to 'puff up' the characters. Ask them about their special skills and abilities as a means of introducing themselves to the other characters. Ask them what order of spells they can cast, what weapons they favor, and if you can cast a *detect magic* spell to look at their magical items (ooh and aah at the finer or rarer ones). Based on that, continue:

The acolyte considers what you have told and removes a card from the board, handing it to your leader. It reads, "Grell incursion – Brother Martel, Special Intelligence."

1: THE SPYMASTER

The clerk is only too happy to direct you first to the basement, then to the Special Intelligence wing. Apparently it is not much of a secret.

Brother Martel looks up to you from behind a simple wooden desk, coming out from behind it to greet you. He is a short man, with a bit of coppery Flan coloration, brown eyes, and short curly black hair. A warhammer hangs at his hip.

His office is crowded with you all present, sitting or standing. Brother Martel brings out a posterboard with an abstract design on it, then takes a seat on the edge of his desk.

"I believe I may know some of you already. Let me give you some background before we begin... As you know, the Troll Winter has been going on a long time, and that gives us monster problems. Furthermore, we have a semi-military situation

taking place in Tenh. I hope it won't heat up, but at the very least it requires military presence as a deterrent. I'm sure you could come up with a few other minor border situations as well.

"That leaves people like me and people like you. Generally, we focus on the special situations, things that armies aren't the best suited to solve. Even if we had a lot of army to spare at the moment, which we don't.

"It's not exactly a secret that we make extensive use of divinations to protect ourselves. Pholtus is known for being a god of Knowledge. We do things like ask, 'What is the greatest threat to the Pale in the next week?' and 'Who is the most powerful being who has entered our country with evil in their heart?' These questions lead us to other questions, to different methods of divination, and to more ordinary sources of information. When we feel we have enough, and when a hypothetical divination indicates a positive effect, we send out a mission.

"This mission is different. Whenever we ask questions about the likely outcome of the mission, or what happens to the people we send out immediately after, we receive... well, let me read some to you.

"When we ask, 'What is the most likely outcome of sending a team of adventurers after the grell facility?' we receive, 'That encounter is within the envelope of their abilities.' Notice, it says nothing about whether you'll win or lose – usually we receive a clue to that effect. When we ask, 'What sort of healing will the adventurers require directly after the conflict?' we receive silence, repeatedly. The question can't be answered. But when we ask, 'Will there be a conflict with the grells?' the answer is yes, and, 'Will the adventurers come to a peaceful resolution with the grells?' the answer is no.

"Here's some more. 'How long will it take for the adventurers to return to Wintershiven after their battle with the grells?' Again, we receive silence. Most interestingly, when we ask, 'What prevents the adventurers from returning to Wintershiven after their encounter with the grells?' we receive the answer, 'That shroud cannot be pierced without sacrifice.'

"So. I'll need you to be on top of your game."

♦ **Brother Martel:** male human rogue 5 / cleric 5 (Pholtus) / spymaster 2 (Sense Motive +15, Bluff +15).

These divinations are failing because that is when Coppel enters the scene. Since he is wearing the Vecnan amulet that protects against divine divination, the results in that time period cannot be seen. Furthermore, there is a chance that the PCs themselves will have the amulet if they take one of Coppel's offers. If they choose to take the offer and the amulet then by definition Brother Martel can't know about it at this point.

Brother Martel has now mentioned the grell, so characters with Knowledge (dungeoneering) can access

basic information on a grell at DC 15 and DC 19 for a grell philosopher. In any case, Brother Martel helps them with the basic information and if the characters get five above the target values they can chime in with some specifics.

"The grell are like a flying brain with a beak that dangles poisonous tentacles. They see in the dark, they're always hungry, and they eat meat: specifically human flesh if they can get it. They have wizards that cast standard spells as well as make magic items unique to their race."

Brother Martel indicates the posterboard with the abstract design he handed out. "I believe that their facility will look something like that. Do you have any questions?"

If the characters ask about the Pale Diplomatic Corps (PDC), Pale Intelligence Network (PIN), or any sort of metagame organization that deals with secret information and espionage, Brother Martel says:

"I lose track of what my division is supposed to be called. That's the boring part of my job."

If the characters ask how divinations can be blocked, Brother Martel says:

"Everything has countermeasures. That anti-Pholtan countermeasures are in place means you should take extra care."

If the characters (either naïvely or as some kind of backhanded insult) ask how Pholtus's divinations can be blocked if Pholtus is the one and only god and everything else is just a sort of version of him:

Brother Martel narrows his eyes. "I'm sorry. I have to deal with the real world down here. If you're finished...?"

Brother Martel gives the characters the likely coordinates of the grell facility—about 120 miles due east of Wintershiven, on the southern side of the westernmost spur of the Rakers—and sends them off with a prayer.

2: THE GRELL

The days of travel eastward from Wintershiven to the Rakers foothills are peaceful, if frigid, and if you step lightly you can keep on top of the ice-hardened crust of snow to make good time. The exact directions that Brother Martel gave you get you first to a ridgeline that overlooks the presumed grell facility from about a thousand feet away. Without a spyglass, not much can be seen from here aside from a general ziggurat-like structure situated beneath a cliff top overhang that protects it from the sun. But one thing is clear – the ziggurat itself. From the shine on it, it looks like it is made of glass, or some kind of reflective crystal: like an ice castle atop the snow.

The mazelike ziggurat is crafted of grell crystal (*Lords of Madness* p115.) All of the mazelike hallways have 30-foot-tall walls that then taper to a point (like a pyramid) in the center, 45 feet high. The Grell Crystal Heart lies 20 feet up at the very center.

If the characters have some way to watch the grells at length, they observe abstruse mysticism taking place at the center of the grell ziggurat, and every hour a pouring of a greyish powder through a dimensional gate. This is the grell home dimension (an alternate Material Plane) sending through more grell crystal to make more grell ziggurats which can send through more grell, grell crystal, and grell ziggurats and eventually Take Over The World.

🛡️**Grell Crystal Ziggurat Walls/Floors/Ceiling:** 1 in. thick; hardness 7; hp 20; Break DC 20, Climb DC 25.

EL Adjustments:

EL +1: Grells have a defensible structure that optimizes their flying abilities; they are equipped with the *lightning lances* for touch attacks at range...

Countered by EL -1: The PCs have advance knowledge of the grells' location and can begin the encounter on their timetable with a chance to gain surprise...

Net result: even.

Creatures:

APL 4 (EL 7)

👉**Grell Philosopher:** grell wizard 4; hp 50; Appendix 1.

👉**Grells (2):** hp 32, 32; Appendix 1.

APL 6 (EL 9)

👉**Grell Philosophers (2):** grell wizard 4; hp 50, 50; Appendix 1.

👉**Grell Rogues (2):** grell rogue 3; hp 50, 50; Appendix 1. Important!: The Grell Rogues get to use their sneak attack damage with tentacles only once per round.

APL 8 (EL 11)

👉**Grell Patriarch:** grell wizard 7; hp 147; Appendix 1.

👉**Grell Philosophers (2):** grell wizard 4; hp 50, 50; Appendix 1.

👉**Grell Rogue:** grell rogue 3; hp 50; Appendix 1. Important!: The Grell Rogues get to use their sneak attack damage with tentacles only once per round.

APL 10 (EL 13)

👉**Grell Patriarchs (2):** grell wizard 7; hp 147, 147; Appendix 1.

👉**Grell Uber-Rogue:** grell rogue 7; hp 169; Appendix 1.

Important!: The Grell Uber-Rogue gets to use its sneak attack damage with tentacles only twice per round.

APL 12 (EL 15)

👉**Grell Patriarchs (3):** grell wizard 7; hp 147, 147, 147; Appendix 1.

👉**Grell Uber-Rogues (3):** grell rogue 7; hp 169, 148, 148; Appendix 1. Important!: The Grell Uber-Rogues get to use their sneak attack damage with tentacles only twice per round.

Setup: Refer to Map 1 for the layout of the ziggurat and the likely starting positions of the grells.

Tactics: At APL 6+, the grell wizards (Philosophers and Patriarchs) prefer to cast *invisibility* or *greater invisibility* on the Grell Rogues to give them a chance to sneak attack. They are also fond of harassment with *web*, so that some characters are trapped while others are free to get grappled and paralyzed. They like to stay up 30 feet to keep out of combat with powerful foes, and to trap people in *Evard's black tentacles* then float down to 10 feet above them to reach down and paralyze.

The Grell Rogues get to use their sneak attack damage with tentacles only once a round, and the Grell Uber-Rogues get to use their sneak attack damage with tentacles only twice a round. More frequent sneak attacks would be ludicrous, given their large number of possible tentacle attacks, and would alter the challenge rating calculations. However, they can sneak attack as often as possible using their *lightning lances*, which fire once a round as a standard action. (Author's interpretation: *Greater Lightning Lances* can hit a second target after the first with complete precision, so the second touch attack is also acceptable for a sneak attack.)

The Grell possess an alien intelligence – they are not vindictive – and they see humans as meat. They are always hungry and they prefer their food fresh. In general they do not continually attack downed or paralyzed opponents to kill them. Only if downed opponents are routinely healed and the Grell appear to be in danger of losing will they specifically look to kill downed opponents to prevent them from being healed back into the fight. (However, if a Grell downs an opponent and has several tendrils available to act with and nothing to do with them, it might very well take the opponent's weapon or remove obvious gear like a cloak.)

Treasure:

👑**APL 4:** Loot – 0 gp, Coin – 0 gp, Magic – *grell lightning lances* (3) (317 gp each).

👑**APL 6:** Loot – 0 gp, Coin – 0 gp, Magic – *grell lightning lances* (4) (317 gp each).

👑**APL 8:** Loot – 0 gp, Coin – 0 gp, Magic – *grell lightning lances* (3) (317 gp each), *greater grell lightning lance* (1,500 gp), *ring of protection +2* (667 gp), *brooch of shielding* (125 gp).

👑**APL 10:** Loot – 0 gp, Coin – 10 gp, Magic – *greater grell lightning lances* (3) (1,500 gp each), *ring of protection +2* (3) (667 gp each), *brooch of shielding* (3) (125 gp each).

👑**APL 12:** Loot – 0 gp, Coin – 0 gp, Magic – greater grell lightning lances (6) (1,500 gp each), ring of protection +2 (6) (667 gp each), brooch of shielding (6) (125 gp each).

👑**All APLs:** Grell crystal heart, grell crystal dust.

Detect Magic Results: Grell lightning lance (faint evocation), greater grell lightning lance (faint evocation), grell crystal heart (strong conjuration/transmutation), grell crystal dust (faint conjuration), ring of protection +2 (faint abjuration), brooch of shielding (faint abjuration).

Development: The moment the battle is decided in the character's favor, the *projected image* of Coppel becomes visible outside the ziggurat. Proceed to Encounter 3, and refer to the Tactics section of that encounter for the explanation of where Coppel actually is.

3: TEMPTATION

No divine-based divinations can reveal any information about this encounter. (The only way to break this protection is with the *grell crystal heart* which the characters do not have prior to this moment. In addition, the characters do not know the proper ritual of sacrifice to Pholtus to use the item.)

Before you have a chance to continue, you immediately note the man who has appeared about a dozen yards behind you. He is slim and of average height, with golden hair and a fair, slightly freckled complexion. He is dressed in dark orange, with a wavy pattern that darkens to red and lightens to autumn yellow in places. He wears a dashing cape, a rapier at his hip, and all the minor accoutrements of an adventurer, plus a broad smile and light, dancing eyes.

As mentioned, anyone who has played PAL6-02 Tiger, Tiger! remembers Coppel as the leader of the band in the Enchanted Cat. This is just his *projected image*, however, and attacks upon it do not trigger Coppel's *contingency teleport* ("If I am attacked in any way..."). If his image is immediately attacked, he should probably begin with the following:

"Now, now, I'm just here to talk."

Otherwise, he is more than happy to give them some time to heal, but after a round or two begin speaking with those who are not busy. Keep in mind that *project image* only lasts a round per level, so Coppel may have to cast it several times throughout the conversation (from a stockpile of scrolls, if he runs out). Each time he does so, he takes a move action to still the *projected image*, so Spellcraft cannot be used to determine what he is casting. (Nevertheless, it should be obvious eventually.)

Here is some suggested text to base Coppel's speech on:

"Now that your bloodlust is slated and you've found all the wealth you need in those little silvery tubes, I was wondering if you would be open to an offer?"

Coppel gauges their responses. Too much violence and obvious searching for his position will make him leave, perhaps even force him to leave. Cautious listening gets him to continue.

"I know that, amongst adventurers, there do exist some that are not truly fond of the way the Theocracy of the Pale is run. I happen to be one of them. Worry not, I've arranged to hide us from their prying eyes and their divine eavesdropping. You can speak as freely as you like – the only people who can possibly tell on you are the ones standing right beside you. Now... if there are some amongst you that you think shouldn't listen to this offer, we can take a few moments to walk away from their earshot. We'll keep in view."

If Coppel has to walk as directed, he walks in a big semicircle to stay at the maximum range of the *project image*, and he can walk only 30 feet in a round, as it takes a move action to direct your *projected image* to do something that you are not. These clues might help someone with Spellcraft detect what is going on.

If anyone who has played PAL6-02 Tiger, Tiger! accuses Coppel of pinning an assassination on them, Coppel will say:

"I truly am sorry. But really, it was just business for me. You were in the wrong place at the wrong time carrying the wrong weapons. This is my chance to make it up to you."

THE FIRST OFFER

"Now. You may or may not be aware that the Theocracy of the Pale has contracted with a band of mercenary orcs led by a cleric of Gruumsh. They're about three hundred strong, they're elite troops, and they're the force that the Pale is using to patrol their portion of Pale-occupied Tenh. Meanwhile, their other forces have been stuck with the Troll Winter problem (technically over now, but still a problem) and patrolling their other borders."

"Ordinarily, the Pale couldn't handle multiple battlefield fronts like this. But, using the money they get from the captured mines at Calbut, that lets them pay these mercenary orcs to enforce the land grab in Tenh. It's all about resources and territory."

"By attacking that force and taking it out, we can collapse their whole imperialist strategy while still maintaining plausible deniability for you. After all, they're using the orc mercenaries as a proxy force themselves. Does that sound interesting to you?"

Notice that Coppal's words are almost all truthful. His only lie is a lie of omission – he does not say that there are half-orcs or Flan Tenha humans amongst the encampment. And actually, that is even more of a rhetorical trap – if any of the PCs played PAL4M-02 *Strange Bedfellows* and know about Karelius Marcellus and the Tenhas, it allows Coppal to lead into his 'This poison only works on orcs' speech, which follows. (It also has information on 'How the heck do we beat 300 orcs on an open field?')

"Ordinarily it would be near-impossible for you to defeat three hundred elite orcish troops in an open field battle – the best you could do is rout them. They have skilled hunters, a cadre of priests, and of course, unending hordes of barbarian warriors. But I have an equalizer for you."

Coppal takes out a largish stoppered vial of green glass, with five graded marks on the side.

"In this vial is dark reaver powder, the deadliest ingested poison out there. But it's not just any dark reaver powder. This dark reaver powder has been magically concentrated: first to increase its potency a hundredfold; second to give it a two-hour onset time, and third to make it only affect orcs... and half-orcs."

"Adding to that, I can give you a potion of invisibility and an amulet that will protect you from divine divinations, the same as the one I'm wearing now that covers all of us. If you can get that powder into their cookpots and get away clean, you can collapse the Pale's whole predatory scheme."

If there are any half-orcs amongst the party, Coppal will say, in a conciliatory tone:

"You... probably shouldn't even touch the vial. And definitely not the poison." He makes a little show of licking his finger absently and shaking his head.

With that, the Coppal-image backs off a little to let the characters talk amongst themselves. He reiterates parts of the plan if the PCs ask, but the only additional information he gives is that he knows the mercenary orcs have five cookpots, thus the 5 markings on the vial of dark reaver powder. He does not say much about himself except that "I represent an organization antithetical to the Theocracy of the Pale." If the characters start to cast divinations on him like *detect lie*, *detect thoughts*, and so on, he just shakes his head and says, "That won't work." (And indeed it will not, because he is not really there. *Detect magic* has the standard chance - on a DC 21 Spellcraft check - to determine that there is a spell of moderate illusion there.) And, of course, no divine divinations work.

If the characters accept this mission, go to Encounter 4A.

If the characters fake accepting this mission, go to Encounter 4A to begin with, and then eventually to

Encounter 4C. (Coppal does not try to contact them again.)

THE SECOND OFFER

If the characters discuss it amongst themselves and decide against it (because of evilness and poison and similar matters) but remain polite and interested in an anti-Pale mission:

Coppal raises his hands. "I can see you have troublesome 'moral' difficulties with that one. Let me come up with something easier. That crystal, in the center of the grell ziggurat. It's one of their so-called 'building' crystals. It has a sort of dimensional pattern, a signature; as well as a lot of raw power. You can use it to make more grell temples, which they use as a conduit into this dimension."

"But more importantly, I am told you can use it to desecrate a temple something fierce. You see, a temple's altar is also a kind of conduit: a location specifically designed to make contact with a god and that god's servants, just like that crystal and that ziggurat."

"All you have to do is take that Grell Crystal Heart to any Pholtan church, spill a bodily fluid of your choice on it – I suggest blood – and then break the crystal on it. Because of the dimensional matrix, what affects one altar will, in a way, affect them all. But the more powerful the church, the better the effect."

"You'll need this amulet that protects you from divine divinations. Is that more acceptable?"

If the PCs are unsure, Coppal 'helpfully' suggests a convenient Conservative church in a reasonably-sized village appropriate to their skills and morals (even a Progressive Pholtan might accept this one, though he would be foolish to do so). No matter what the APL of the party, the target will be a church in the vicinity of Spiral, northwest of Wintershiven, on the Yol River. Make it seem as though Coppal is sizing up the characters and then deciding on the right place for them:

Coppal looks you over critically, as if maybe he has had a spell active all this time and only just now is using it to concentrate on you and get an idea of the magics you have available to you. He smiles at a fond memory.

"I would suggest... Spiral. There's a church there with a relatively new minister – the official one has only been posted for two years. I think that is within your envelope."

"Oh, and if you see my dear Lady Jaramai Twist, tell her I said hello."

Coppal does not actually know Jaramai Twist, the leader of the Twist Mercantile House based in Spiral. He merely performed for her once in his youth and was smitten by her beauty. (Being half-elven, Jaramai is just as beautiful

today as she was then – a fact not lost on Coppal when he succumbs to temptation and sries upon her.) He is just making trouble and distraction.

If the characters ask about 'bodily fluids':

"I'm not into bathroom stuff. It's supposed to be best if you use the blood of the priest who consecrated the altar, but if you'd rather not you can just cut your arm."

If the characters accept this mission, go to Encounter 4B. If they fake accepting it, start with Encounter 4B and then collapse to Encounter 4C.

THE REAL COPPAL

♣ **Coppal:** male human bard 10 / sublime chord 8; hp 92; Appendix 1.

Tactics: Coppal is physically 150 feet away from the location of his *projected image*, hiding behind a convenient bit of scrub. He takes 10 on his Hide check before he casts *project image*, giving him a base score of 20. If the characters are generally interacting with the *projected image*, they take a -15 range penalty, and so they have a Spot DC 35 to see Coppal's actual location.

Coppal is talking, so his carrying bardic intonations can be heard from the *projected image* and from his actual location. So, to detect his general location (enough to target him with an area-of-effect spell larger than a single 5-ft square) has a base difficulty of 0 with a -15 range penalty, for a Listen DC of 15. To determine Coppal's exact 5-ft square has a Listen DC of 35.

Any attack on Coppal — anything that either requires an attack roll against him (like *dimensional anchor*), would cause him to make a saving throw, or does him damage — triggers his *contingency teleport* ("If I am attacked in any way...") and returns him to the water well at his encampment. Any detectable action taken against Coppal that isn't an attack—like *faerie fire*, a *silence* spell covering his area, someone running toward him with a weapon, or someone becoming invisible with the obvious desire to do something sneaky—makes him use his *helm of teleportation* to teleport out on his next action.

The only way to beat the contingency is to attack Coppal in a manner that cannot be detected before or as it takes place – for example, a stilled, silent *finger of death* would take effect upon Coppal before his *contingency* teleported him away.

Detect Magic Results: *Project image* (moderate illusion, as it is cast as a 6th-level bardic spell).

Development: If the characters attack quickly and force Coppal to flee, they will not receive the options of Encounter 4A or 4B.

4A: POISONING THE WELL OF SPIRIT

"Well then! You'll need this," says Coppal, and sets down the vial of dark reaver powder with five markings on the side, the strange amulet that he said would protect you from divine divinations, and a red potion vial with the word 'Invisibility' marked upon it. When he lets go of it, it immediately disappears. "Walk forwards a hundred and fifty feet – you'll spot it," he advises.

"If you head northwards into Tenh and then cant eastwards, you should pick up on the orcs' trail. It is a massive encampment, after all. Do be careful of their scouts, and good luck."

With that, Coppal bows with a flourish of his orange cape, and disappears.

If the characters investigate what Coppal leaves for them:

Potion of Invisibility: Standard investigation skills determine that the potion is, in fact, a standard *potion of invisibility* (CL 3rd). This requires the *identify* spell, a DC 25 Spellcraft check, or other higher-level abilities.

Amulet of Protection against Divine Divinations: This gaudy, ornate amulet radiates faint evil and moderate abjuration. A DC 5 Search discovers a hidden latch on the back. Opening the latch shows that the gaudy, ornate amulet is a facade lined with lead, and that a smaller amulet inside is inscribed with a single closed eye. A DC 10 Knowledge (religion) check determines that the amulet is dedicated to Vecna. A DC 30 Spellcraft, an *identify* spell, or an *analyze dweomer* spell determines that it protects an entire party and their actions from divine divinations as long as all members of the party stay within one mile of one another. It does not protect against mortal divinations. Spells or effects such as *contact other plane*, *commune*, *divination*, and even *legend lore* fail to give any information, while *detect thoughts*, *detect magic*, and *locate object* work just fine.

Enhanced Dark Reaper Powder: A DC 10 Craft (alchemy) check identifies not only that this is a hefty supply of Dark Reaper powder (enough to poison an entire camp), but that it has been specially milled to a finer consistency so it mixes easier and has a more concentrated, deadlier effect. With the *detect poison* spell, a DC 20 Wisdom check gives the same information, as well as stating that the poison is somehow 'magically enhanced.'

Detect magic determines two auras on the dark reaver powder: one strong and one faint. With the first, a DC 23 Spellcraft check correctly identifies the strong aura as transmutation. A DC 30 Spellcraft check determines that the strong transmutation is no standard spell, and that it concentrates the poison and increases its deadliness (exactly what Coppal said). A DC 17 Spellcraft determine that the faint area is one of conjuration. A DC 30 Spellcraft check determines that this is probably a

variation of *delay poison* that works on a poison but not on a person: giving this poison a 2-hour onset time so everyone can eat it. Usually, this sort of magical effect is used in building traps.

Be strict on these DC and do not allow repeated attempts. Do not volunteer the information that no aura has been found that limits the effects to orcs only. Let the characters figure that out on their own.

This is not a magic item so the *identify* spell does not work. Because these spells are not standard, *greater arcane sight* does not immediately identify them, but should give a bonus of +5 to the Spellcraft check. *Analyze dweomer* gives the full information with no Spellcraft check needed.

And of course, no divine divinations will work because the amulet that protects a party from divine divinations is right over there. If the characters destroy the amulet that protects against divine divinations so they can use such spells to divine about the dark reaver powder, a cadre of the Church Militant cavalry rides up and arrests the characters for the ownership of such a massive, deadly quantity of poison.

If a character taste-tests the poison, you may feel sad for them. If they are lucky, they have access to *delay poison* or *neutralize poison*. They might also be wise to get some on the way.

Enhanced Dark Reaver Powder: Fort DC 26, onset time 2 hours; primary 5d6 Con, secondary 4d6 Con.

Note that the characters are now in possession of a large quantity of highly illegal material. Going into any town in the Pale and asking foolish questions about the poison, looking for an expert alchemist or a high-level arcanist; will get them arrested and eventually turned over to Brother Martel. In that case, go to Encounter 4C.

THE MERCENARY CAMP

If the characters safely travel into Tenh and cant east:

The change in weather and scenery is dramatic as you cross the border from the Pale into Tenh. Though rimed with ice, at least the Pale is in some way alive. Tenh is the land of dust, a dry reddish locust-ravaged topsoil coating your boots and only rare examples of areas where life struggles to return. Occasionally you cross the ravaged wooden structures of previous Tenha communities, collapsed and eaten down to the foundation, then picked over by expert scavengers.

After a day, you pick up the evidence of some kind of monsters being pacified by a large-unit military action – it looks like about thirty gnolls tried to set up shop in an abandoned stone fort near some regrowth. A few of the bodies are stuck up on stakes as a warning, while the rest are mulched and buried at the edge of the growth. It would not be enough to deter scavengers ordinarily, but here the scavengers' feeding is a sign of growth and the land wins out either way.

Even the most citified of city boys could pick up the trail of hundreds of feet in the loamy earth: some bare, some shod, some horse hooves, and some dog paws.

The trail eventually leads a large pavilion tent raised in the lee of a mesa. You can get careful and move to a safe visual range.

They have set a wide perimeter, with pairs of lightly-armed, leather-wearing orcs roving in patterns. Some have dogs, others do not.

Just past them, inside the camp, things are a little different from what Coppal told you. The first thing visible is a horse shelter to the right, enough for about eighty horses. The Flan men who tend to them are also dressed in light leather and move easily amongst the orcs in the camp who are busy setting up other things. Smaller, hide-based, yurtlike structures go up, with cadres of greataxe-wielding barbarians stowing their gear within.

Over to the left, a medium-sized tent is raised under the banner of a blinded eye. Totems and alembics that the orc shamans have set up a little potion shop here. Near them, another sizeable orc cadre works with some light siege engines—a catapult and a ballista—and cuts and repairs crossbow bolts and javelins.

In the middle is the largest tent, where the orcs and humans mix freely. On top, it is flying the flag of the Theocracy, and even from this distance you can see several humans wearing immaculate white robes with golden trim moving about, speaking, perhaps healing the Tenha horsemen and orcish barbarians of the mixed group. But it is hard to see exactly what they are doing.

If the characters make a count:

The camp must have about three hundred orcs, a hundred humans of Flan descent, eighty horses, and about ten of the golden-trimmed Pholtan priests.

If the characters look for the cookpots:

All five cookpots are on the outskirts of the largest tent in the center. You would have to get into the camp, and make a circuit of that place.

If the characters examine the Pholtan priests: It takes a DC 30 Spot check to make out enough facial features to recognize any of the priests at this safe distance, or a DC 15 Spot check with a spyglass. Once they can see their facial features (or they are inside the camp and can see them easily), it is a DC 10 Knowledge (local – NMR) check to get the following:

Well, that one there, he's Father Latran, he used to be a prominent Progressive theologian in Ogburg, which was just given over to a Conservative bishop. And that one, that's Father Nash, he's a younger Progressive priest, also from Ogburg – he was with one of the evangelical temples, really attracting a crowd. And that one is Father Chiel, also a Progressive, but from Wintershiven... he's about

sixty, which is a little old to be out here on the war front. He had a lot of seniority in Church politics though, and was in line for the next bishopric. Indeed, all of the Pholtan priests out here are Progressives.

If the players ask about it, they find that there is no visible separate food for the humans and the orcs: just the five cookpots.

If the players ask what the difference between Pholtan Progressives and Pholtan Conservatives is (author's view):

Pholtus is a Lawful Good deity. Pholtan Progressives believe that, in a contrived situation where you have to choose between the Good and the Law, you should choose the Good and then work on the getting the Law changed to handle the situation right. Pholtan Conservatives believe that you should choose the Law first to maintain order, or else you'll be questioning the law every minute when really, laws have been built up over time to get, if not the best outcome then at least the least bad outcome. Later you can examine the law in light of the new situation to see if it warrants a change.

Investigation: The characters might wish to contact the humans in the camp. *Message* has a medium range and whoever casts it will need to be invisible to move up close enough to the camp to target a human in the middle. *Sending* will definitely contact any human they see. Pholtan priests are specially trained and will be able to respond to the *sending* quickly and concisely. Obviously, if the characters give away that they're here to kill all the orcs, the whole camp goes on alert and anti-invisibility methods are taken. If the *sending* just asks why the heck Pholtan priests are out here, the priests should respond with something like:

All the highly-placed Progressives are being sent to missions on the front. The purge is gentle but effective. The good work is still done.

If the characters do use a *message* spell (plus some form of *invisibility* to be close enough), they can get the whole story from the Pholtan priests: That this is a combined Flan/orcish force under Karelius Marcellus (a minor Flan noble from the before-times) and Hnakra of the Blinded Eye. They are working as a mercenary force to pacify Pale-occupied Tenh, and doing it under the watchful eye of Progressive priesthood so no evil actions are done in the Pale's name. And in the meantime, a good number of the Flan horsemen are looking into converting to Faithful Flan.

As for scouting in animal form, Tenh is very low on nature-based animals at the moment. Shapechanged druids are by that nature suspicious. They are also made of meat, and anything the orcs can bring down is food for the cookpots.

Conflict among the PCs: It should now be obvious that if the poison is used, the PCs will also be poisoning a hundred Tenha warriors and ten Pholtan priests. But the characters were told that the poison only affects orcs. It takes a certain kind of blindness, bloodlust, and willing belief to continue. Some characters as well may be feeling forced to come along and 'support the party' but not want to do the poisoning. But neither will they abandon their friends and allies in a possible dangerous conflict. Some might feel strongly enough that they would be willing to attack party members nonlethally, but Living Greyhawk rules do not allow this – no one is under any kind of mind control.

Keep in mind that if any character really wants to prevent the poisoning, they may simply run into camp, give themselves up, and tell all. It is not your job to give this option. That is a character choice. If a player says something like, "I really would attack Fred right now," you should say something like, *"You cannot attack him in any way that would cause him harm, fatigue, unconsciousness, saving throw, or anything. You will have to find another action that suits your desired goal."*

If character debate on the topic looks to stall after several minutes with one PC (say, the paladin) telling the others, "No, this is wrong," and the others all trying to convince them, you can give the holdouts an option – also a clue:

Let me give you an option. You can't fight the other characters, and it looks like you can't convince them. If you want to wash your hands of this, you just say, "I wash my hands of this." You won't be able to help them if they get in trouble. You won't get any treasure or experience for what's coming up. You'll be in no danger, you will receive no good or bad consequences whatever happens. You have to walk outside the room and we'll call you back in when we're done.

If you're in, you're in; you can help, you take the good with the bad. If you walk away, you abandon them to their fate but you have a clear conscience.

If the PCs decide not to commit the poisoning (or alert the camp at this time), they can return to Brother Martel and report. In this case go to Encounter 4C.

If the PCs move to actually commit the poisoning, ask all characters remaining if they are committed to the plan. Only those PCs who are committed to the plan should remain at the table.

Tactics: Several workable tactics ensue.

In each case, remember to check the 5% chance that a PC accidentally exposes himself to the poison while administering it, as explained in the DMG.

The characters have at least one *potion of invisibility*, which lasts three minutes. By taking it, and using *fly* or two *dimension doors* or *teleports*, a single character can easily get in, distribute the poison, and get out.

In using basic stealth, the most critical thing to do is to sneak past the orc guards that have the Scent feat. They patrol 100 feet from one another, so the obvious thing to do would be to go 50 feet between them. But a DC 16 Knowledge (local – any) or DC 16 Survival check informs the PC that orcs may have the Scent feat, and from the outdoorsy look of the orcs on the perimeter, those are the ones they have guarding them (the dogs must be a clue). If you go 50 feet between the orcs, then the orc who is downwind of you will smell you and trigger the alarm. If you test the wind with a finger, you can go 65 feet from one group and 35 feet from another, and slide in and out cleanly.

Carrying a *silenced* item into the camp will be noticed as the camp is too crowded. However, Move Silently checks receive a +10 circumstance bonus for the background noise of many people moving around. Make a few rolls against a few of the non-exceptional NPCs in the camp and if the sneaking character should fail, feel free to describe orcs looking around, guttural comments, and a general call for *see invisibility*. They are familiar with the concept of invisible sneakers (as some of them used this tactic in *PAL1-10 Siege at Castle Arndulant*). A PC who moves swiftly away from the person who 'heard' him or takes intelligent hiding positions (like underneath a flap of pavilion tent) can still complete the mission.

A variety of distractions can give a bonus to a sneaker or sneakers, from something as simple as peaceably approaching the camp from the other side to whatever cleverness the players come up with. These actions can give the sneaker or sneakers up to a circumstance bonus of +5. Be sure to tell the characters how much of a circumstance bonus they are giving to their secret agent so as to make them feel good about themselves and their plan. Of course, if the distraction is too overbearing, it might lead to too much reaction on the part of the camp.

Combat: A real combat-based encounter with this military force has an approximate EL of 16. (The EL system does not ordinarily function with these quantities.) If the camp truly detects a hostile force, it will rouse itself in alarm with more and more personnel running onto the scene as rounds pass – after six rounds the whole force is alerted, although many will not be able to do anything useful except maneuver around. Orcish barbarians rage and fight, but also use team tactics to grapple, trip, tanglefoot, and pin tanklike opponents they cannot ordinarily hit, as well as swarming and surrounding wizardlike opponents. The force possesses equalizers like shamans with *searing light* for touch attacks, and multiple wizards with *magic missiles* and *glitterdusts*. Anyone who visibly flies above the camp is a target for dozens of crossbowmen.

If required after six rounds, Karelius Marcellus will have disguised himself as an orc ranger with two shortswords, and will move in for a surprise attack. He uses this disguise so that he is not picked out as someone special before he gets into position to unload a flanking full attack.

Hnakra Blinded-eye will have cast his preparatory spells and leads in at long range with *power word blind* and *greater dispel magic*.

Finally, the Pholtan clerics generally use *hold person*, *calm emotions*, *greater command* (halt), and *searing light*.

If any PCs are dropped but not killed and are not quickly healed by another PC, you should have a Pholtan Progressive run to the PC, tag them with a *cure light wounds*, and offer to accept their surrender (and protect them).

As an EL 16 encounter, APL 10 and under groups should either lose or be forced to flee (remembering that the orc barbarians have Speed 40 ft. and the Tenha light horsemen ride at Speed 60 ft. but less close combat desires). Unless insulted verbally or dishonored physically (such as by the PCs hitting downed opponents to be sure they are dead), the orcs and Tenhas do not kill downed opponents. (They do not, however, take any special care to spare their opponents.) If they have extra personnel nearby, they do things like pick up character weapons, grapple the unconscious body so if it is healed from afar it wakes up grappled, and guard it from enemy healing before an orc shaman can stabilize it.

Only the strongest of APL 12+ parties should have a chance of 'winning' on their own. If they were to only kill orcs and avoid killing Tenhas and Pholtan Progressives they could avoid the bad effects of losing a general fight in **Development**: below.

Creatures:

ALL APLs (EL 16)

👤 **Barbarian Orcs (60):** male orc barbarian 3; hp 32 each; Appendix 1.

👤 **Longspear Orcs (30):** male orc fighter 3; hp 28 each; Appendix 1.

👤 **Crossbow Orcs (60):** male orc fighter 3; hp 22 each; Appendix 1.

👤 **Tower Shield Orcs (30):** male orc fighter 3; hp 28 each; Appendix 1.

👤 **Shaman Orcs (25):** male orc cleric 7; hp 38 each; Appendix 1.

👤 **Arcane Orcs (10):** male orc wizard 7; hp 29 each; Appendix 1.

👤 **Orcish Chanters (10):** male orc bard 3; hp 17 each; Appendix 1.

👤 **Tenha Light Cavalry (50):** male human ranger 3; hp 25 each; Appendix 1.

👤 **Tenha Archers (20):** male human fighter 3; hp 22 each; Appendix 1.

👤 **Tenha Warriors (20):** male human fighter 3; hp 28 each; Appendix 1.

👤 **Tenha Sorcerers (10):** male human sorcerer 7; hp 39 each; Appendix 1.

👤 **Pholtan Progressives (10):** male human cleric 10; hp 63 each; Appendix 1.

✦Karelius Marcellus: male human rogue 13; hp 67; Appendix 1.

✦Hnakra Blinded-eye: male orc cleric 13; hp 81; Appendix 1.

Treasure:

ALL APLs: The adventure ends after this encounter, and any treasure collected is meaningless. If the characters did not achieve gold over cap in Encounter 2, they may reach but not exceed cap by collecting items here.

Development: The characters may or may not have been able to determine that the poison is not limited to orcs and half-orcs only. At the camp, the characters may or may not have tried to contact the Pholtan Priests within, thus learning that they are Progressives ousted from the Pholtan Church hierarchy for being too 'good'. What is critical is whether the characters were asked, "Are you all committed to the plan?" and that they answered yes.

If the party as it stands succeeds in sneaking into the camp, poisoning the five cookpots, and escapes, read the following to the players. (If a character inadvertently poisoned himself, it takes effect a few moments before the rest of the camp is beset):

The poison mixes quickly, visible hardly for a moment before it melds with the bubbling of the vegetable-laden stew of the cookpot. The thick stew easily disguises the momentary splash of powder.

You get away clean and back off to watch. The camp continues about its normal activities, with the various people – orcs, Pholtans, Tenhas – rotating in from their duties for mealtime. At times, the brightly-robed Pholtans take up positions at the cookpots, obviously casting Create Food spells, augmenting the camp's supplies. But you know that they are just diluting the deadly poison so that all can partake.

In about an hour and a half, everyone has eaten, and eaten well. And still the clock is ticking.

The first few are hard to spot. They just collapse without making a sound. A murmuring of alarm raises from their compatriots who see. The next clutch their bellies suddenly, crying out. A general alarm is raised, with spells being cast frantically, and potions drunk. The Flan are the next to get it, their leather breeks stained with blood as they collapse to the ground with the guts boiled out of them. Every so often you can pick out a brightly-clad Pholtan, going to his knees and expiring with every orifice bleeding. And of course the many orcs, each in their different uniforms and gear, their deadly axes and spears, their powerful brawn helping them not a bit against the burning fire searing through their veins. A few survive the initial onslaught of the poison to stagger out of the camp, searching for a hidden enemy and crying their defiance, only to collapse moments later gouting blood with their final breath.

Perhaps a few remain alive in the camp, perhaps as many as twenty, horribly wounded all. You have taken the field, and crushed all of them – orcs, humans, and Pholtan Progressives together.

Each PC participating in the poisoning takes the following penalties:

Move one step toward Evil, for blatant disrespect for life. Good PCs become Neutral. Neutral PCs become Evil and are removed from play. Immediately report any PCs removed from play to the Pale Triad.

Move one step toward Chaos, for wanton destruction. Lawful PCs become Neutral. Neutral PCs become Chaotic. Chaotic PCs remain Chaotic.

PCs remaining in play cannot willingly change their alignment until they have received an *atonement* spell as per the LGCS and played 52 TUs of adventures. TUs spent incarcerated, crafting, using skills, and other non-adventuring methods of passing TUs do not count towards this time.

All Core Rules effects of alignment change apply. Paladins lose their paladinhood, clerics may find that their alignment has moved too far from their god and no longer be able to pray for spells, monks become ex-monks, characters may no longer meet their prestige class entrance requirements, and so on.

Any character participating has committed Mass Murder by Poisoning and will have it noted on his AR.

If this character ever receives a penalty on an AR where they are assigned to a New Dawn Camp, as a part of their processing they will be questioned under a verified zone of truth and asked a series of questions beginning with, "Have you committed any serious crimes?" This will lead to their crime being revealed and their being executed for mass murder with all possessions confiscated (removed from play, report to Pale Triad immediately).

PCs who are captured are stripped of all possessions, manacled hand and foot, detected for magic and subjected to *dispel magic* as much as is possible. They will have multiple guards watching them at all times during transport back to Wintershiven for trial (your choice of a team of 50 from the regiment). They will not be permitted to pray for or prepare spells, nor to receive 8 hours of rest or four hours of trance. If they try to escape (classically by druidic shapeshifting), deadly force will be used and additional charges laid as per the Pale's document on Crime and Punishment. If slain, their bodies remain in the hands of the Pale authorities for raising, unless the character has a favor on an AR for the rescuing of his body. If the character has enough cash value to be raised by the Pale Authorities then to stand trial for his crimes, they try to do so.

If PCs try to poison the encampment but fail, those that are captured stand the punishment for Deadly Assault in its most aggravated form. They will serve a minimum of 16 TU in a New Dawn Camp and pay a minimum of 10,000 gp in fines and will be forced to sell magic items if

they have insufficient cash on hand. If their total monetary value is less than 10,000, all their gear will be sold and a *geas*/lien placed on all further earnings (requiring them to go to their next adventure wearing only clothing and carrying 'free' weaponry like clubs and quarterstaves). If they inflict significant damage on the mercenary encampment – especially if they kill any of the Pholtan Progressives – increase the Deadly Assault penalty as per the Pale's document on Crime and Punishment.

PCs who escape are free, whether they escape from a general melee at the camp or from the midst of capture. If they ever receive a penalty on an AR where they are assigned to a New Dawn Camp, as a part of their processing they will be questioned under a verified *zone of truth* and asked a series of questions beginning with, "Have you committed any serious crimes?" This will lead to their crime being revealed and suffering the punishment above.

This path ends the adventure. Proceed to Conclusion A.

4B: A SLY REVENGE

The PCs have accepted the second mission from Coppal, the most morally safe way to strike against the Pale. Their goal is to find a Conservative Pholtan church, get to the altar, and both break the Crystal Heart upon it and spill some blood upon it.

Either they are advised by Coppal to go to Spiral, or they can use Gather Information, Knowledge (local – NMR), bardic knowledge, or other appropriate skills to determine the 'best' church for someone of their power level – which is Spiral. These skills also apply if their goal is to find out what local church is 'the most Conservative' or 'the most Lawful' or who has the most unpleasant hard-ass of a priest. (Indeed, it is appropriate if they are looking for the most moral place to desecrate.) Nod knowingly and look impressed at their skill roll, pretend to consult a list of possible destinations ranked for their APL, and send them to Spiral. (If the characters try to assault some other church, such as the Basilica in Wintershiven, demonstrate to them – by fiat if necessary – that it is too well guarded for their powers.)

Find out whether the characters will be coming into Spiral openly, donning disguises, or scouting at night under cover of darkness. Modify the description appropriately. The read-aloud text below is merely an option.

It may have been some time since you last passed through Spiral. Word had been that it had fallen on hard times, but you wouldn't know it to look at it. The streets are clean, the stores are well-kept, and the warehouse district (which is most of the town) is the best lit you have ever seen.

To the right is Bongol's Bakery, in the common square. Farther to the left is the path to the Twist estate, home of the Twist Mercantile House offices

and the living space of Lady Jaramai Twist, the 'Rose of the Phostwood.' The docks, warehouses, and stables are not far from the offices, resting up against the Yol River, and are tended at all hours of the day and night.

Further on, on a slight rise, is what you have come to see – the church. From the size of it—long, wide, and low to the ground—it also serves as something of a meeting house for those of the ordinary classes not invited to more high-falutin' functions at the Twist estate.

Creatures:

APL 4 (EL 7)

☛ **Father Varco:** male human cleric 5 / divine oracle 1; hp 41; Appendix 1.

☛ **Sergeant Ruka:** female human rogue 4; hp 22; Appendix 1.

☛ **Copious Commoners (3):** male/female human commoner 2; hp 8, 8, 8; Appendix 1.

APL 6 (EL 9)

☛ **Father Varco:** male human cleric 5 / divine oracle 3; hp 51; Appendix 1.

☛ **Sergeant Ruka:** female human rogue 6; hp 32; Appendix 1.

☛ **Copious Commoners (3):** male/female human commoner 2; hp 8, 8, 8; Appendix 1.

APL 8 (EL 11)

☛ **Father Varco:** male human cleric 5 / divine oracle 5; hp 61; Appendix 1.

☛ **Sergeant Ruka:** female human rogue 7 / shadowdancer 1; hp 42; Appendix 1.

☛ **Copious Commoners (3):** male/female human commoner 2; hp 8, 8, 8; Appendix 1.

APL 10 (EL 13)

☛ **Father Varco:** male human cleric 5 / divine oracle 7; hp 71; Appendix 1.

☛ **Sergeant Ruka:** female human rogue 7 / shadowdancer 3; hp 52; Appendix 1.

☛ **Summoned Shadow:** hp 19; *Monster Manual* 221 (cannot be turned, destroyed, rebuked, or commanded).

☛ **Copious Commoners (3):** male/female human commoner 2; hp 8, 8, 8; Appendix 1.

APL 12 (EL 15)

☛ **Father Varco:** male human cleric 5 / divine oracle 9; hp 81; Appendix 1.

☛ **Sergeant Ruka:** female human rogue 7 / shadowdancer 5; hp 62; Appendix 1.

☛ **Summoned Shadow:** hp 19, *Monster Manual* 221 (cannot be turned, destroyed, rebuked, or commanded).

☛ **Copious Commoners (3):** male/female human commoner 2; hp 8, 8, 8; Appendix 1.

Father Varco is the town priest. He is Lawful Neutral. He is a hard-ass. He has a six-foot-long white oak quarterstaff, just like Sheriff Buford Pusser (on whom the movie *Walking Tall* is based). While he is not a bad person per se, he is not gentle, merciful, or particularly sympathetic when it comes to points of the law. When he originally came to Spiral it had recently suffered a number of catastrophes and infiltrations (such as in PAL1-03 (P)al(e)ientology and PAL3I-02 *Stolen Cloaks and Silent Daggers*), and so his style was welcomed by the townsfolk. Now that he has cleaned up the town, his style is starting to rankle, especially upon the more chaotic elven and half-elven communities that populate the place.

Sergeant Ruka is Father Varco's wife and right-hand woman. As is common in the Pale, men are more drawn to the Clergy because that is where political power really lies, and women who do not share the same kind of drive end up in the military – which is why the Pale's military is so fearfully competent. In combat, Sergeant Ruka delivers the beat-down while Father Varco is the cleric – if he has time he buffs himself and Ruka, he summons, he snipes, he heals. He can be quite dangerous using his quarterstaff (with Two-Weapon Fighting) if he has time to cast *brambles*. Often he 'backpacks': standing right next to Ruka to prevent a flank, and keeping a hand on her to heal her while she deals damage.

Development: The PCs' mission is to get into the church, get to the altar, break the Dimensional Crystal upon it, and spill blood on it. If they are really clever, they will not engage with Father Varco and Sergeant Ruka at all.

But it is never that easy. Because the characters have the *amulet of proof against divine divinations*, Father Varco's divinations about the threats he might face this week have been blocked. Father Varco has no idea what's coming... but he DOES know that he is being blocked in some way and that Pholtus does not seem to be responding to him. And that is always bad.

(If the characters enter Spiral on this mission without the *amulet of proof against divine divination* and without a disguise, then Father Varco spots them immediately. He was warned of them in a standard *divination*, casts all his readying spells on himself and Ruka, gathers the townsfolk with pitchforks and crossbows, and brings them all forwards to arrest the characters.)

Father Varco knows that there are two possibilities for no answer to his divinations. One is that he has strayed from the One True Path and must discover how to atone. The second is that his divinations are being blocked, and that means enemy action, or at least something unusual. In order to combat this, he has done the only thing he can do: begun a sacred vigil at the altar.

He sleeps in shifts with his wife, Ruka. He is awake from 8pm in the evening to noon (he covers dusk, dawn, and high noon that way.) She is awake from 8 am to midnight. The common folk of the town have been informed that there may be an attack, and they bring food and water at intervals. During the day, some loiter around

the public square and the docks, watching the church and the entrance to the town – land and water - just in case. They spot any strange newcomers (the PCs) who do not conceal their approach.

If the PCs are hostile or insulting, or even if any player says anything about attacking the town when his PC is near the commoners, the commoners run to the church to tell Father Varco.

If the PCs are friendly and polite, they can get quite a bit of information. Bongol, of Bongol's Bakery, is a helpful sort, as are plenty of half-elven passersby (many of them dockworkers or scribes who work for the Twist Mercantile House).

Gather Information results:

DC10:

Father Varco came in a few years after the 'Brother Markus' fiasco and really cleaned up this town. Him and his wife, Ruka, she's really tough! They're standing vigil at the church right now if you want to meet them.

DC 15:

Father Varco is a little.. you know... 'strong' in the ways of Pholtus. (Look left and right.) He's high up in the Conservatives. That's how he did a lot of the 'cleaning up' too... He'd watch people at all hours of the night and always know when they were going to break the law or misfile their paperwork. He'd be ready to swoop in with his big stick.

He got Jemail Twist just the other day, the Rose's cousin! First offense, too – didn't carry the two on his ledger book and Varco nailed him for tax evasion.

(APL 10 and 12 only)

And that... shadow thing that follows Sergeant Ruka around... it's horrible! They say they have it under control, but when they say someone is a criminal... it's like they unleash it on him. Comes up through the floor and gets you while you're sleeping!

DC 20:

Yes, Father Varco and his wife Ruka are standing vigil in the church, at the altar. We've been bringing them food. Father Varco is on duty from dusk until high noon, so he covers the stations of the sun. Father Varco said that he felt that his divinations were blocked somehow, and he was to be extra-careful.

Tactics:

If the characters visibly observe the church for more than a half an hour, roll a Sense Motive check for the commoners (against the PC's Bluff) to figure that something is up and tell Father Varco.

The only time either Father Varco or Sergeant Ruka are alone in the Church is when the other is using the outhouse. This takes about 5-10 minutes (darn that full

plate!), but the PC must wait several hours for such a break.

Breaking the Crystal Heart on the altar counts as an attack and breaks *invisibility*.

Keep in mind that Ruka has Blind-Fight, and Father Varco has a *wand of invisibility purge*. It is possible to sneak past them and do the deed without fighting, but difficult.

A distraction is possible too – some PCs luring Father Varco and Ruka out while another PC sneaks in to do the deed.

If the PCs' faces are seen by anyone they leave alive, the PCs become Wanted for their crime, subject to arrest in any town of the Pale with a decent legal system.

Finally, if there is a loud noise in the church during the day, at least three commoners, armed with eating knives and perhaps walking sticks, enter the Church within thirty seconds (five rounds). They shout and holler for help, they witness the characters, and call for more commoners to arrive with crossbows (in another minute). If there is a loud noise in the church at night, at least one commoner arrives within one minute. He shouts and hollers for help, witnesses, and calls for more commoners to arrive with crossbows (in another minute).

Consequences:

Father Varco and Sergeant Ruka are both Lawful Neutral. In their time they have accomplished both good and evil things. Their tendency is to fight evil when it presents itself, and to indulge in minor statism and fascism for their own power when left to themselves. They enforce petty laws like jaywalking in a town where the most dangerous thing on the roads is a wheeled cart. A first-time honest error on a merchant's ledger is met with a crushing fine for tax evasion and jail time when divination proves it was just a mistake and a minor fine would more than do. Father Varco does this out of a greed for power – consciously to maintain the rule of law with a show of force and unconsciously because he enjoys the power of being feared.

Attacking or killing Father Varco and Sergeant Ruka is karmically neutral and has no alignment penalty. If the crime is discovered through witnesses or questioning as listed on the AR, the characters will be punished for Murder, Aggravated Assault, and/or Desecration if and when they are caught.

Killing the commoners of the town is another matter. They are good folk and completely innocent of wrongdoing. While attacking them with nonlethal damage is acceptable (and merely adds to the charges of Assault and so forth), killing any of them, even inadvertently or in 'self defense', results in alignment penalty:

Move one step toward Evil. Good PCs become Neutral. Neutral PCs become Evil and are removed from play. Immediately report any PCs removed from play to the Pale Triad.

Move one step toward Chaos. Lawful PCs become Neutral. Neutral PCs become Chaotic. Chaotic PCs remain Chaotic.

PCs remaining in play cannot willingly change their alignment until they have received an *atonement* spell as per the LGCS and played 4 TUs of adventures. TUs spent incarcerated, crafting, using skills, and other non-adventuring methods of passing TUs do not count towards this time.

Give the players a second chance before they engage in such an action: ask a leading question such as, ***“Are you sure you want to center the fireball where it will take out those three innocent villagers?”***

In terms of moral debate it is important to note that the PCs are not members of any hostile military in a declared state of war with the Theocracy of the Pale whether or not they may consider themselves so. They are residing in the Pale and willingly subjecting themselves to its laws so as to receive its benefits. They are engaging in its social contract in a manner however limited. While killing a priest is certainly unlawful and wrong, killing this priest is just barely justifiable under the rubric of vigilante action (it could never be achieved lawfully). It is the combination of this unlawful vigilante action with the killing of innocent civilians that magnifies the evil of the action and makes it worthy of alignment penalty. If the PCs were in fact lawfully deputized members of a hostile nation taking action in a foreign land, the accidental killing of innocents would be regrettable but only result in a notation to the AR as opposed to a clear alignment change.

Treasure:

All APLs: If the character take any magical items from Father Varco and Sergeant Ruka ask them, ***“Are you sure you wish to take gear from Palish authorities?”*** When those items are sold the authorities are alerted and the characters will be captured to stand trial for any crimes committed.

This path ends the adventure. Proceed to Conclusion B.

4C: RETURN TO THE CENTER

The PCs may have arrived here in a variety of ways. They may have turned away from Coppal's offer and returned to Father Martel with their mission done. They may have accepted or pretended to accept one of Coppal's two offers and have some evidence to give to Father Martel. They might have realized that the *amulet of proof against divine divinations* is linked to Vecna and thrown it away, only to be arrested shortly thereafter not having yet committed any true crime. (If any PCs have died, they can get raising services here now too.)

In any case, if they have succeeded in defeating the grell, they have the *crystal heart* and have met Coppal and received his offer. Those who have played PAL6-02 *Tiger*, *Tiger!* know that Father Martel also knows about Coppal.

Depending on the PCs' relations with Father Martel, the conversation goes something like this.

Father Martel sets aside some papers as you come in. "How did it go?"

(Father Martel takes the characters' report.)

About Coppal:

"Yes, this bardic fellow – his name is Coppal - is known to us. He was implicated in a recent assassination attempt, and we have reports of some other suspicious activities of his in other nations. We've tried scrying and divining for him, but he has fearsomely good protections. At the very least, he's mind blanked every day, and there seems to be something more. Even when we try oblique questions about his associates, we get nothing."

About the grell treasure:

(This will go differently if the characters have performed identifications themselves.)

The lightning lances:

"I've heard of these things before... these tubes are called Lightning Lances. Someone with special training is supposed to be able to 'fool' them into triggering. They're like wands that a wizard would use, but they have a certain number of charges a day and they refresh themselves. You could have it for years and it would never run out."

The grell crystal dust:

"This dust here is what the grell make their structures out of. Just add water until it becomes a putty, shape it, and over an hour it hardens solid. It's not really deadly, but it has a thousand household uses."

The crystal heart:

"And this gem... well, it's quite a piece!"

(Father Martel gets out a jeweler's glass, examines it closely, and casts detect magic.)

"I'm detecting dimensional magic of some kind. But it's past me. Would you like me to send it down to our diviners and have it fully examined? No charge. Oh, and I'll put a 'rush' on it."

(After some time for chitchat...)

A cleric in silver-trimmed white robes rushes in the room with a sheet of parchment. When he sees the lot of you, he quickly composes himself. "Father Martel, could I speak with you in private?"

They excuse themselves.

Father Martel returns shortly.

"This is quite a find. According to my report, aside from just being a fabulous diamond it's a dimensional crystal from an alternate Material Plane. If you look closely, you can see the ziggurat shape inside. It carries a special pattern in it that manipulates time and space, allowing the creation of conduits. It's what's called an 'empowering material

component' – it gives spells an extra boost to achieve capabilities they usually can't.

"The grell were probably using it to make a conduit between their home plane and ours. A mage could use it to contact vast planar forces, and a cleric could sacrifice it for an empowered hotline to the god of his choice."

Father Martel hands over the dimensional crystal with a touch of reluctance.

With the knowledge of Coppal and the knowledge of the grell crystal heart, the characters should be able to put together that they can sacrifice the crystal to break through Coppal's protections. They can either do it themselves with any character capable of casting divination (their training tells them how to use this special crystal as an empowering material component) or give it to Father Martel to do the same. Because the gem is theirs to use or to give away, it works better thematically if the characters say, "Use this to break through that blasted bard's protections, so we can get to him." That gets them the prophecy, listed below, with a little less framing text.

If the players do not figure out what to do next, Father Martel offers to buy the gem for 15,000 gp. (It does not affect the gold on the AR, because the lightning lances already max out the gold.) If this happens, he smiles enigmatically and says:

"Stick around. I think I might have a job for you in a couple of minutes."

Father Martel leaves you in a conference room with refreshments for a time. Eventually, he returns with a set of papers and a broad smile.

"It seemed apropos to use the crystal you found to penetrate the defenses surrounding that bard, Coppal. He does seem to be mounting a steady assault, and you look to be the best people involved for putting him down."

"Ordinarily I would be concerned sending someone of your caliber out against someone who has access to the mind blank spell. But the prophecy that Pholtus gives us is positive:

'Let the denied, the tempted, stand forth.

North and west, in land of dust

Skeletons be your guide.

*'Tis wider than a church's door and deep,
Girt in stone, floored in water.*

Reside within until Celene is clear above.

A silent stone, a tangling bag,

A planar chain and pressure without relent.

These you will need, crave you justice.'"

Father Martel helps the PCs interpret the prophecy, but it should be obvious. The characters were denied (in PAL6-02 Tiger, Tiger!) the chance to fight the person who framed them for murder, or they might have been denied here if they attacked Coppal for being evil and made him teleport out. Certainly they were tempted by his evil plans.

They should go north and west into Tenh. When they see skeletons, they will know they are at the right general area.

Something that is wider than a church's door and deep is a big hole in the ground. Girt in stone and floored in water either makes it one of those wells that is big enough to walk down into, or a flooded cavern of some kind. But since it has to be open to the sky to see the small turquoise moon Celene clear above, that makes it a vertically-shafted well.

A silent stone is a rock with *silence* cast on it. A tangling bag is a tanglefoot bag. A planar chain is a *dimensional anchor* effect. Pressure without relent means you better fight hard.

The PCs should buy these things in town with their copious over-cap gold. Father Martel goes over the plan with them in detail unless they actively avoid his explanation. If the characters do not have anyone who can cast *silence* or *dimensional anchor* (at least from scrolls), Father Martel provides an acolyte to go with them. The *dimensional anchor* scroll should require a caster-level check, but do not spoil the story: assume that the acolyte succeeds.

☛ **Brother Ulve:** LG male half-elf cleric 3 (Pholtus). Brother Ulve exists only to cast *silence* (either himself or from a scroll) and *dimensional anchor* from scrolls, at which he does not fail. He does his best to stay out of the fight unless he is needed to run in to stabilize someone.

Finally they can go to take out Coppal's minions and support crew, then lie in wait in the well.

5C: THE PLOT THICKENS

Following the command of the prophecy, you trek north and west into Tenh. Again, the vista of reddish loamy dust assails you, together with the occasional struggling wildlife, the occasional bits of stonework left destroyed. After a few days, at noon, you do come to something of interest – an old walled fort with towers at each corner. From a distance, you can see that the towers have fallen and the roof of the fort area is destroyed. But interestingly, four skeletons patrol around and around it in a perfect square formation – so each skeleton can see two others.

If the characters scout or examine the skeletons from a safe distance, continue:

These skeletons look like they got their improvisational weaponry from the kitchen. They have pots for helmets, and cleavers, spatulas, or meat-tenderizers for weapons. Their 'plate mail' is pot lids tied to their bones with leather thongs.

Obviously, the skeletons are both the clue from Pholtus that this is the place to go, AND they are the early

warning system for the minions. They are not a serious threat, but killing them is likely to make noise.

If the characters boldly go up to do battle, read or paraphrase the following once the skeletons see them and actually get a turn:

The skeletons can't scream a battle cry, though their jaws do gape open. They shake back and forth, clanging their metal cookware against their metal heads, and then charge!

And if the characters casually destroy them with a turning attempt (difficult to get them all at once due to ranges, but possible):

With a rattle and a clatter, the skeletons crash down into the dust.

ALL APLs

☛ **Human Warrior Skeletons (4):** hp 6, 6, 6, 6; *Monster Manual* 226.

Additional Creatures:

APL 4 (EL 7)

☛ **Zikid, Vecnan Priest:** male human cleric 5 / divine oracle 1; hp 41; Appendix 1.

☛ **Ashton and Trefe:** human male rogue 2; hp 12, 12, Appendix 1.

APL 6 (EL 9)

☛ **Zikid, Vecnan Priest:** male human cleric 5 / divine oracle 3; hp 51; Appendix 1.

☛ **Ashton and Trefe:** human male rogue 4; hp 22, 22, Appendix 1.

APL 8 (EL 11)

☛ **Zikid, Vecnan Priest:** male human cleric 5 / divine oracle 5; hp 61; Appendix 1.

☛ **Ashton and Trefe:** human male rogue 6; hp 32, 32, Appendix 1.

APL 10 (EL 13)

☛ **Zikid, Vecnan Priest:** male human cleric 5 / divine oracle 7; hp 71; Appendix 1.

☛ **Ashton and Trefe:** human male rogue 7 / shadowdancer 1; hp 42, 42, Appendix 1.

APL 12 (EL 15)

☛ **Zikid, Vecnan Priest:** male human cleric 5 / divine oracle 9; hp 81; Appendix 1.

☛ **Ashton and Trefe:** human male rogue 7 / shadowdancer 3; hp 52, 52, Appendix 1.

☛ **Summoned Shadow (2):** hp 19, 19; *Monster Manual* 221 (cannot be turned, destroyed, rebuked, or commanded).

Tactics:

If the PCs defeat the skeletons silently or completely bypass them, they can surprise Coppal's minions, who are shooting dice in the cool underground pantry of what used to be the keep.

If the PCs make noise, though, then the minions buff themselves – drink their potions and cast their spells. The rogues sneak out invisibly and try to sneak attack, followed by the cleric doing whatever is the most appropriate. At lower levels, try to use tanglefoot bags. At higher levels, go wild with channeling negative energy and be sure to put a lot of summoned or created (*giant vermin*) flank buddies on the field.

Note that Zikid has the True Believer and Craft Relic feats. Craft Relic is needed to make items such as the *amulet of proof against divine divinations*. Conveniently, no PC can have that feat. The *amulet* works for this module only.

Note also that in a way, Zikid and Father Varco are twisted mirror images of one another – one knowledge and one secrets. Father Varco devotes his life to the divining and rooting out of lawbreakers, while Zikid devotes his to the concealing of same.

Treasure:

👑**APL 4:** Loot – 355 gp; Coin – 0 gp; Magic – ring of protection +1 (167 gp), wand of invisibility purge (375 gp), cloak of resistance +1 (83 gp).

👑**APL 6:** Loot – 319 gp; Coin – 0 gp; Magic – +1 shortsword (2) (193 gp each), ring of protection +1 (167 gp), wand of invisibility purge (375 gp), cloak of resistance +2 (333 gp), *perapt of Wisdom* +2 (333 gp), vest of resistance +1 (2) (83 gp each).

👑**APL 8:** Loot – 481 gp; Coin – 0 gp; Magic – +1 frost shortsword (2) (693 gp each), ring of protection +1 (167 gp), wand of invisibility purge (375 gp), boots of elvenkind (2) (208 gp each), cloak of elvenkind (2) (208 gp each), cloak of resistance +2 (333 gp), *perapt of Wisdom* +4 (1,333 gp), vest of resistance +1 (2) (83 gp each).

👑**APL 10:** Loot – 100 gp; Coin – 0 gp; Magic – +1 mithral chain shirt (2) (175 gp each), +1 full plate (221 gp), +1 corrosive frost shortsword (2) (1,526 gp each), +1 flaming composite shortbow (+1 Str) (2) (704 gp each), ring of protection +1 (3) (167 gp each), wand of invisibility purge (375 gp), boots of elvenkind (2) (208 gp each), cloak of elvenkind (2) (208 gp each), cloak of resistance +3 (750 gp), gloves of Dexterity +2 (2) (333 gp each), *perapt of Wisdom* +6 (3,000 gp), vest of resistance +2 (2) (333 gp each).

👑**APL 12:** Loot – 73 gp; Coin – 0 gp; Magic – +2 mithral chain shirt (2) (425 gp each), +2 full plate (471 gp), +1 buckler (2) (97 gp each), +1 heavy steel shield (98 gp), +1 corrosive frost shortsword (2) (1,526 gp each), +1 flaming composite shortbow (+1 Str) (2) (704 gp each), ring of protection +2 (2) (667 gp each), ring of protection +3 (1,500 gp), wand of invisibility purge (375 gp), boots of elvenkind (2) (208 gp each), cloak of elvenkind (2) (208 gp each), cloak of resistance +3 (750 gp), gloves of Dexterity +2 (2) (333 gp each), *perapt of Wisdom* +6 (3,000 gp), vest of resistance +3 (2) (750 gp each).

Detect Magic Results: +1 mithral chain shirt (faint transmutation), +2 mithral chain shirt (faint transmutation), +1 full plate (faint transmutation), +2 full plate (faint transmutation), +1 buckler (faint transmutation), +1 heavy steel shield (faint transmutation), +1 shortsword (faint transmutation), +1 frost shortsword (faint transmutation and moderate evocation), +1 corrosive frost shortsword (faint transmutation, moderate evocation, moderate evocation), +1 flaming composite shortbow (faint transmutation and moderate evocation), ring of protection +1 or +2 or +3 (faint abjuration), wand of invisibility purge (faint evocation), boots of elvenkind (faint transmutation), cloak of elvenkind (faint illusion), cloak of resistance +1 or +2 or +3 (faint abjuration), *perapt of Wisdom* +2 or +4 or +6 (moderate transmutation), vest of resistance +1 or +2 or +3 (faint abjuration).

6C: COPPAL'S DEMISE

With the fight won and the location secured, the characters can more fully examine the well.

Since the prophecy mentions it clearly, your eyes are drawn to the well. It is circular, with a radius of about twenty feet. Slim stairs spiral around the outside, one foot wide – easy to walk on slowly, but dangerous at a run. The bottom of the well is forty feet down, with six inches of clear water over porous stone.

(Stonecunning identifies it as an artesian well under low pressure.)

Because it is shaded and wet, the temperature within is always pleasantly cool.

If the characters committed their attack soon after arriving (at noon), they have several hours before Celene rises in the sky (it rises before nightfall today, as a crescent moon). The PCs will see it in the sky and realize within twenty minutes of when it will be visible from the bottom of the well. They cannot time it better than this, because they don't know if the action will occur as soon as Celene is visible, or when Celene is at the center of the aperture, or right before Celene disappears. So 10 min./level spells are okay, but 1 min./level spells are a crapshoot – you should feel free to choose whichever of the three times mentioned causes their 1 min./level spells to run out – unless the PCs cast those spells multiple times.

Silence, too, is a 1 min./level spell. If the PCs cast it before they know anything is going on, you may make it run out before Coppal arrives.

COPPAL ARRIVES

At some point while Celene is visible from the bottom of the well (around 6 pm), Coppal appears in the center of the well. He was on another subversive, monomaniacal mission in the Shield Lands tempting adventurers into evil. He told the adventurers there, "Don't even try to

attack me – my contingency will take me away.” Their archer lost his temper and shot at Coppal, which teleports him to the middle of the well. He uses it because it is a memorable place; out of the way and out of sight; his minions are close by to help him in case something comes back with him; and he can stop, drop, and roll in the water if he’s on fire. Assuming that the PCs assaulted the minions in decent time (and did not wait for nightfall or anything so foolish) they have plenty of time to set up in the well for this scene...

That is when a man appears. He is right in the middle of shrugging sadly, his mouth half-open as if he is speaking. His eyes are unfocused, as if he was looking at something entirely different before he arrived.

He is dressed as you recall from your short encounter with him earlier: reds and yellows and oranges, a dashing cape, a rapier. His boots are soaked, settling into the water.

He looks terribly surprised to see you all around him.

Tactics:

This combat is rigged to make Coppal significantly less dangerous than an 18th-level NPC should be, but you need not be blatant about cheapening the PCs’ victory. They have followed the Orderly Encounters and are getting their deserved win.

Any characters in the well with Coppal receive a surprise round against him.

Coppal’s initiative is automatically determined to be 1 – he goes last in the first round of combat. If Brother Ulve is present, he reads his scroll of *dimensional anchor* (and succeeds at the caster-level check) and tags Coppal, Dex-less, with the ranged touch attack. (Roll the d20 and say he hits, unless you roll a 1.)

If Coppal is hit with a tanglefoot bag, he blows the save because Pholtus says so. The water isn’t deep enough to keep him from sticking.

By the time Coppal receives an action, he should be *silenced*, *dimensionally anchored*, tanglefooted, and perhaps grappled, tripped, or just hit. (Be sure to describe how he flails in the water if tripped, even though it is so shallow – he can’t swim.)

If he is not *dimensionally anchored* or otherwise prevented from teleporting, he teleports out with his *helm of teleportation*. If he is not *silenced*, he casts any kind of spell that he thinks will help him escape – *maze*, for example. If he is both *silenced* and *dimensionally anchored*, he does everything he can to draw rapier and dagger to fight his way out. Even though he has a lot of hit points, even an APL 4 party should be able to crush him like a pig-dog.

This is one answer to the age-old question of ‘How do you get someone who has a contingency up?’ Pholtus’s answer is, “Be waiting where they end out after their contingency is triggered, which is the one time they won’t have a contingency to help them.”

ALL APLs (EL 5, estimated, because of weakened condition)

♣**Coppal:** male human bard 10 / sublime chord 8; hp 92; Appendix 1.

Treasure:

👑**All APLs:** Loot – 0 gp; Coin – 0 gp; Magic – +2 mithral chain shirt (425 gp), +1 rapier (193 gp), ring of protection +3 (1,500 gp), cloak of Charisma +6 (3,000 gp), gloves of Dexterity +2 (333 gp), headband of intellect +4 (1,333 gp), helm of teleportation (6,125 gp), vest of resistance +3 (750 gp).

👑**All APLs:** Second Half of the Tiger Scroll

Detect Magic Results: +2 mithral chain shirt (faint transmutation), +1 rapier (faint transmutation), ring of protection +3 (faint abjuration), cloak of Charisma +6 (moderate transmutation), gloves of Dexterity +2 (moderate transmutation), headband of intellect +4 (moderate transmutation), helm of teleportation (moderate conjuration), vest of resistance +3 (faint abjuration).

Proceed to Conclusion C.

CONCLUSION A

If the PCs succeed in poisoning and killing the army, they have received their reward. If they succeeded and escaped, mark their AR with the crimes they have committed and the punishment that will accrue to them if they are ever caught. Resolve the alignment change to their characters and call over a Triad member or a senior judge if needed. Mark down if any character is removed from play, paladinhood is lost or a character is no longer able to contact their deity. Inform the Triad and the senior judge.

If they failed and were caught, mark their AR with the crime they have committed and resolve the punishment.

If they failed and escaped, mark their AR with the crime they have committed and the punishment that will accrue to them if they are ever caught.

CONCLUSION B

If the PCs succeed in both spilling blood upon the altar and breaking the *grell crystal heart* there:

It feels like an earthquake, but it's all in your head – or rather, in your spirit. Although you're standing still and everything is startlingly quiet, the world is still whirling all around your head. But once everything settles down, nothing visible is changed.

Any awake Pholtan within 10 miles is stunned for a round. Any sleeping Pholtan within 10 miles suffers horrible nightmares. Resolve the PCs escape.

If the PCs succeed and escape without killing innocents, mark their AR with the crime they have committed and the punishment that will accrue to them if they are ever caught. Inform the Triad so that the PCs' desired effects can occur.

If the PCs fail and escape without killing innocents, mark their AR with the attempted crime they have committed and the punishment that will accrue to them if they are ever caught.

If the PCs are caught, resolve their punishments.

If the PCs kill innocent civilians, mark their AR with the crimes they have committed and the punishment that will accrue to them if they are ever caught. Resolve the alignment change to their characters and call over a Triad member or a Senior GM if needed. Mark down if any character is removed from play, paladinhood is lost, or a character is no longer able to contact their deity. Inform the Triad and the Senior GM.

CONCLUSION C

Utterly defeated, Coppal slumps limp and lifeless. Helpless in the water, he can easily be stripped of anything that might help him escape – like his jaunty cap that could have teleported him away at any moment.

Father Martel and the Pholtans will probably have quite a time questioning his body, dead or alive. But the real treasure that you take off him is in an oilskin-wrapped oversize scroll case. It is the second half of the Tiger Scroll, complete with diagrams and instructions.

Feel free to go over with them the lush wealth of the second half of the Tiger Scroll as listed on the AR. Congratulate them for their moral rectitude and superior victory.

CAMPAIGN CONSEQUENCES

If any group of PCs reaches Conclusion A or Conclusion B, please send a summary of the outcome to the Pale POC.

EXPERIENCE POINT SUMMARY

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

1: The Grell

Defeat the grell

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

4A: Poisoning the Well of Spirit

Defeat the orc army

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

4B: A Sly Revenge

Desecrate the Pholtan temple

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

5C: The Plot Thickens

Defeat the Vecnan priest and minions

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

6C: Coppal's Demise

Defeat Coppal

APL 4	150 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Discretionary roleplaying award

APL 4	105 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total Possible Experience

APL 4	675 XP
APL 6	900 XP

APL 8
APL 10
APL 12

1,125 XP
1,350 XP
1,575 XP

TREASURE SUMMARY

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

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

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

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

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

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

2: The Grell

APL 4: Magic – grell lightning lances (3) (317 gp each).

APL 6: Magic – grell lightning lances (4) (317 gp each).

APL 8: Magic – grell lightning lances (3) (317 gp each), greater grell lightning lance (1,500 gp), ring of protection +2 (667 gp), brooch of shielding (125 gp).

APL 10: Magic – greater grell lightning lances (3) (1,500 gp each), ring of protection +2 (3) (667 gp each), brooch of shielding (3) (125 gp each).

APL 12: Coin – 0 gp, Magic – greater grell lightning lances (6) (1,500 gp each), ring of protection +2 (6) (667 gp each), brooch of shielding (6) (125 gp each).

All APLs: Grell crystal dust (not counted).

5C: The Plot Thickens

APL 4: Loot – 355 gp; Magic – ring of protection +1 (167 gp), wand of invisibility purge (375 gp), cloak of resistance +1 (83 gp).

APL 6: Loot – 319 gp; Magic – +1 shortsword (2) (193 gp each), ring of protection +1 (167 gp), wand of invisibility purge (375 gp), cloak of resistance +2 (333 gp), periapt of Wisdom +2 (333 gp), vest of resistance +1 (2) (83 gp each).

APL 8: Loot – 481 gp; Magic – +1 frost shortsword (2) (693 gp each), ring of protection +1 (167 gp), wand of invisibility purge (375 gp), boots of elvenkind (2) (208 gp each), cloak of elvenkind (2) (208 gp each), cloak of resistance +2 (333 gp), periapt of Wisdom +4 (1,333 gp), vest of resistance +1 (2) (83 gp each).

APL 10: Loot – 100 gp; Magic – +1 mithral chain shirt (2) (175 gp each), +1 full plate (221 gp), +1 corrosive frost shortsword (2) (1,526 gp each), +1 flaming composite shortbow (+1 Str) (2) (704 gp each), ring of protection +1 (3) (167 gp each), wand of invisibility purge (375 gp), boots of elvenkind (2) (208 gp each), cloak of elvenkind (2) (208 gp each), cloak of resistance +3 (750 gp), gloves of Dexterity +2 (2) (333 gp each), periapt of Wisdom +6 (3,000 gp), vest of resistance +2 (2) (333 gp each).

APL 12: Loot – 73 gp; Magic – +2 mithral chain shirt (2) (425 gp each), +2 full plate (471 gp), +1 buckler (2) (97 gp each), +1 heavy steel shield (98 gp), +1 corrosive frost shortsword (2) (1,526 gp each), +1 flaming composite shortbow (+1 Str) (2) (704 gp each), ring of protection +2 (2) (667 gp each), ring of protection +3 (1,500 gp), wand of invisibility purge (375 gp), boots of elvenkind (2) (208 gp each), cloak of elvenkind (2) (208 gp each), cloak of resistance +3 (750 gp), gloves of Dexterity +2 (2) (333 gp each), periapt of Wisdom +6 (3,000 gp), vest of resistance +3 (2) (750 gp each).

6C: Coppal's Demise

All APLs: Magic – +2 mithral chain shirt (425 gp), +1 rapier (193 gp), ring of protection +3 (1,500 gp), cloak of Charisma +6 (3,000 gp), gloves of Dexterity +2 (333 gp), headband of intellect +4 (1,333 gp), helm of teleportation (6,125 gp), vest of resistance +3 (750 gp).

All APLs: Second Half of the Tiger Scroll

Total Possible Treasure

APL 4: 15,590 gp (capped at 675 gp)

APL 6: 17,006 gp (capped at 900 gp)

APL 8: 21,975 gp (capped at 1,300 gp)

APL 10: 32,288 gp (capped at 2,300 gp)

APL 12: 43,513 gp (capped at 3,300 gp)

ADVENTURE RECORD ITEMS

Second Half of the Tiger Scroll: You gain Regional access to the spell *Tenser's eye of the tiger* (wizards may copy

it into a spellbook for the standard cost), and Regional access to the *tiger cloak of Chakyik* and the *balance* and *jumping* weapon enchantments.

Tenser's Eye of the Tiger

Divination

Level: Sor/Wiz 1, Asn 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Harmless)

The subject gains the Blind-Fight feat for the duration of the spell. He may feel almost as if he were being guided by imaginary whiskers when moving at three-quarters normal speed in darkness and poor visibility. The material component is a tiger's whisker and a bit of carrot.

Tiger Cloak of Chakyik: Fashioned from the complete hide of an adult tiger, this cloak includes dangling claws at the sides. After the wearer has attuned the cloak by wearing it continuously for 24 hours, he may as a swift action cast the spell *lion's charge* (SC 133). The cloak may be activated three times per day.

The wearer also gains a +2 circumstance bonus to Charisma-based checks with regard to Tiger Nomads, but a -4 circumstance penalty on such checks with regard to Wolf Nomads or the tribes of the Burneal Forest.

Faint transmutation, CL 5th; Craft Wondrous Item; *lion's charge*; Price 16,200 gp.

Weapon of Balance: When actively wielded, a weapon of balance grants a +5 competence bonus to Balance checks. Faint divination; CL 3rd; Craft Magic Arms and Armor, *balancing lorecall*; Price +3,750 gp.

Weapon of Jumping: When actively wielded, a weapon of jumping grants a +5 competence bonus to Jump checks. Faint transmutation; CL 3rd; Craft Magic Arms and Armor, *jump*; Price +3,750 gp.

Mass Murder by Poison or Killing of Innocents (circle one): For this heinous crime, your alignment shifts one step toward evil (Good to Neutral, Neutral to Evil (removed from play)) and one step toward chaos (Lawful to Neutral, Neutral to Chaotic). You suffer all penalties of the new alignment. You cannot voluntarily change your alignment until you get an *atonement* and adventure for 52 TUs (for mass murder) or 4 TUs (for killing of innocent villagers). TUs spent crafting, incarcerated, and so forth do not count.

Crimes against the State: You committed the crimes below but have not yet been caught. If you are ever sent to a New Dawn Camp on an AR or are otherwise subjected to questioning by the Pale authorities, your crimes come out and you must pay the penalty.

Mass Murder by Poison: Confiscation of all possessions and monies; Execution with no legal raising or resurrection permitted. Only an AR favor for the rescuing of the body can return the PC to play.

Murder: 15,000 gp minimum fine; 26 TU minimum sentence in a New Dawn Camp.

Deadly Assault: 10,000 gp minimum fine, 4 TU minimum sentence in a New Dawn Camp.

Unholy Desecration: 5,000 gp minimum fine, 2 TU minimum sentence in a New Dawn Camp.

Other Crimes (as noted by the judge):
_____ punishable under the latest
Pale Gazetteer Law Document (available online).

ITEM ACCESS

APL 4-6:

- *Lightning lance* (Adventure; CL 3rd; *Lords of Madness*; 3,800 gp)
- *Grell crystal dust* (Adventure; *Lords of Madness*; 10 gp per pound)
- *Wand of invisibility purge* (Adventure; DMG)
- *Helm of teleportation* (Regional; DMG)

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

- *Greater lightning lance* (Adventure; CL 5th; *Lords of Madness*; 18,000 gp)
- *Mithral chain shirt* (Adventure; DMG)
- *+1 frost shortsword* (Adventure; DMG)
- *Boots of elvenkind* (Adventure; DMG)
- *Brooch of Shielding* (Adventure; DMG)
- *Cloak of elvenkind* (Adventure; DMG)

APL 10-12 (all of APL 4-8 plus the following):

- *+1 Corrosive frost shortsword* (Adventure; DMG & AEG)
- *+1 flaming composite shortbow* (+1 Str) (Adventure; DMG)

APPENDIX 1: ALL APLS

4A: POISONING THE WELL OF SPIRIT

BARBARIAN ORCS (60)

CR 3

Male orc barbarian 3

N Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3

Languages Orc

AC 14, touch 11, flat-footed 14; uncanny dodge (+1 Dex, +3 armor)

hp 32 (3 HD)

Fort +5, **Ref** +2, **Will** +1 Race F+0, R+0, W+0; Class F+3, R+1, W+1; Abilities Con +2, Dex +1, Wis +0

Weakness light sensitivity

Speed 40 ft. (8 squares)

Melee greataxe +7 [+3 BAB, +3 Str, +1 feat] (1d12+4/x3)

Ranged javelin +4 [+3 BAB, +1 Dex] (1d6+3)

Base Atk +3; **Grp** +6

Combat Gear acid (1 flask)

Abilities Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10

SQ trap sense +1, uncanny dodge

Feats Alertness 3, Weapon Focus (greataxe) 1

Skills total ranks: barbarian 24 **Climb** +5[+3 ranks, +3 ability, -1 armor], **Hide** +2[+2.0 ranks, +1 ability, -1 armor], **Jump** +12[+6 ranks, +3 ability, +4 speed, -1 armor], **Listen** +3[+1.0 ranks, +0 ability, +2 feat], **Profession** (soldier) +1 [+1.0 ranks, +0 ability], **Spot** +3[+1.0 ranks, +0 ability, +2 feat], **Survival** +3[+3 ranks, +0 ability]

Possessions combat gear plus studded leather armor, greataxe, dagger, 2 javelins

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Rage (Ex): hp 38; AC 12, touch 9, flat-footed 12; **Melee** greataxe +9 (1d12+7/x3); **Fort** +7, **Will** +3; **Str** 20, **Con** 18. Duration 7 rounds.

LONGSPEAR ORCS (30)

CR 3

Male orc fighter 3

N Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +2

Languages Orc

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 armor)

hp 28 (3 HD)

Fort +5, **Ref** +2, **Will** +1 Race F+0, R+0, W+0; Class F+3, R+1, W+1; Abilities Con +2, Dex +1, Wis +0

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee longspear +7 [+3 BAB, +3 Str, +1 feat] (1d8+4/x3)

Ranged javelin +4 [+3 BAB, +1 Dex] (1d6+3)

Base Atk +3; **Grp** +6

Atk Options Cleave, Power Attack

Combat Gear acid (1 flask)

Abilities Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10

Feats Cleave 3, Combat Reflexes Ftr1, Power Attack Ftr2, Weapon Focus (longspear) 1

Skills total ranks: fighter 12 **Climb** +4[+2 ranks, +3 ability, -1 armor], **Jump** +4[+2 ranks, +3 ability, -1 armor], **Profession** (soldier) +2 [+2.0 ranks, +0 ability], **Spot** +2[+2.0 ranks, +0 ability]

Possessions combat gear plus studded leather armor, longspear, dagger, 2 javelins

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

CROSSBOW ORCS (60)

CR 3

Male orc fighter 3

N Medium humanoid (orc)

Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages Orc

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 armor)

hp 22 (3 HD)

Fort +3, **Ref** +4, **Will** +1 Race F+0, R+0, W+0; Class F+3, R+1, W+1; Abilities Con +0, Dex +3, Wis +0

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee shortsword +4 [+3 BAB, +1 Str] (1d6+1/19-20)

Ranged light crossbow +7 [+3 BAB, +3 Dex, +1 feat] (1d8/19-20)

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

Combat Gear acid (1 flask)

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

Feats Far Shot 3, Point Blank Shot Ftr1, Precise Shot Ftr2, Weapon Focus (light crossbow) 1

Skills total ranks: fighter 12 **Climb** +4[+4 ranks, +1 ability, -1 armor], **Jump** +4[+4 ranks, +1 ability, -1 armor], **Profession** (soldier) +2 [+2.0 ranks, +0 ability]

Possessions combat gear plus studded leather armor, shortsword, dagger, light crossbow, 20 bolts

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

TOWER SHIELD ORCS (30)

CR 3

Male orc fighter 3

N Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; Listen +4, Spot +4

Languages Orc

AC 18, touch 11, flat-footed 17 (+1 Dex, +3 armor, +4 shield)

hp 28 (3 HD)

Fort +5, **Ref** +2, **Will** +1 Race F+0, R+0, W+0; Class F+3, R+1, W+1; Abilities Con +2, Dex +1, Wis +0

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee shortsword +7 [+3 BAB, +3 Str, +1 feat] (1d6+3/19-20)

Ranged dagger +4 [+3 BAB, +1 Dex] (1d4+3/19-20)

Base Atk +3; **Grp** +6

Combat Gear acid (2 flasks)

Abilities Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10

Feats Alertness 1, Endurance 3, Improved Initiative Ftr2, Weapon Focus (shortsword) Ftr1

Skills total ranks: fighter 12 Jump -6[+2 ranks, +3 ability, -11 armor], Listen +4[+1.0 ranks, +0 ability, +2 feat], Profession (soldier) +2 [+2.0 ranks, +0 ability], Spot +4[+2.0 ranks, +0 ability, +2 feat]

Possessions combat gear plus studded leather armor, tower shield, shortsword, dagger

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

SHAMAN ORCS (25)

CR 7

Male orc cleric 7

CN Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen +5, Spot +6

Languages Orc, Common

AC 13, touch 10, flat-footed 13
(+0 Dex, +3 armor)

hp 38 (7 HD)

Fort +5, **Ref** +2, **Will** +8

Race F+0, R+0, W+0; Class F+5, R+2, W+5; Abilities Con +0, Dex +0, Wis +3

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee spear +6[+5 BAB, +0 Str, +1 feat] (1d8/x3)

Ranged light crossbow +5[+5 BAB, +0 Dex] (1d8/19-20)

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

Special Actions spontaneous casting, rebuke undead 4/day (+1, 2d6+8, 7th)

Cleric Spells Prepared (CL 7th, chaos spells 8th):

4th—*divine power*^D, *cure critical wounds*

3rd—*magic vestment*^D, *blindness* (2) (DC 16), *searing light* (+5 ranged touch)

2nd—*shatter*^D (DC 15), *calm emotions* (3) (DC 15), *hold person* (DC 15)

1st—*magic weapon*^D, *cure light wounds* (4)

0—*cure minor wounds* (5)

D: Domain spell. Deity: Gruumsh. Domains: Chaos, War.

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

SQ rebuke undead 4/day (+1, 2d6+8, 7th)

Feats Alertness 6, Brew Potion 3, Combat Casting 1, Weapon Focus (spear)^B domain

Skills total ranks: cleric 30 Concentration +10 (+14 defensive)[+10 ranks, +0 ability, +4 feat], Heal +8[+5 ranks, +3 ability], Knowledge (religion) +3 [+2 ranks, +1 ability], Listen +5[+0 ranks, +3 ability, +2 feat], Profession (soldier) +5[+2 ranks, +3 ability], Sense Motive +4[+1.0 ranks, +3 ability], Spellcraft +8[+7 ranks, +1 ability], Spot +6[+1.0 ranks, +3 ability, +2 feat],

Possessions studded leather armor, spear, dagger, light crossbow, 20 bolts, unholy symbol (Gruumsh)

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

ARCANE ORCS (25)

CR 7

Male orc wizard 7

N Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen +4, Spot +6

Languages Orc, Common, Draconic

AC 10, touch 10, flat-footed 10

(+0 Dex, +0 armor)

hp 29 (7 HD)

Fort +3, **Ref** +2, **Will** +5

Race F+0, R+0, W+0; Class F+2, R+2, W+5; Abilities Con +1, Dex +0, Wis +0

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee dagger +3[+3 BAB, +0 Str] (1d4/19-20)

Ranged light crossbow +3[+3 BAB, +0 Dex] (1d8/19-20)

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

Combat Gear *wand of scorching ray* (10 charges), *wand of magic missile* (CL 1st) (10 charges)

Wizard Spells Prepared (CL 7th, +3 ranged touch):

4th—*Evard's black tentacles*

3rd—*dispel magic*, *fireball* (DC 16), *fly*

2nd—*glitterdust* (DC 15), *invisibility* (2), *scorching ray* (+3 ranged touch)

1st—*enlarge person*, *expeditious retreat*, *magic missile* (3)

0—*detect magic*, *ray of frost* (3)

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

Feats Alertness 6, Brew Potion 3, Combat Casting 1, Craft Wand^B Wiz5, Scribe Scroll^B Wiz1

Skills total ranks: wizard 44 = 24 (1st-3rd @ 4 ea) + 20 (4th-7th @ 5 ea) Concentration +11 (+15 defensive)[+10 ranks, +1 ability, +4 feat], Knowledge (arcana) +10 [+7 ranks, +3 ability], Listen +4[+2.0 ranks, +0 ability, +2 feat], Profession (soldier) +5[+5 ranks, +0 ability], Spellcraft +15[+10 ranks, +3 ability, +2 synergy], Spot +6[+4.0 ranks, +0 ability, +2 feat],

Possessions dagger, light crossbow, 20 bolts, spellbook, spell component pouch

Spellbook spells prepared plus 4th—*ice storm*

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

ORCISH CHANTERS (5)

CR 3

Male orc bard 3

N Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +8, Spot +4

Languages Orc

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 17 (3 HD)

Fort +2, **Ref** +4, **Will** +3

Race F+0, R+0, W+0; Class F+1, R+3, W+3; Abilities Con +1, Dex +1, Wis +0

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee shortsword +3[+2 BAB, +1 Str] (1d6+1/19-20)

Ranged light crossbow +3[+2 BAB, +1 Dex] (1d8/19-20)

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

Special Actions bardic music

Bard Spells Known (CL 3rd):

1st (2/day)—*grease* (DC 13), *remove fear*, *Tasha's hideous laughter* (DC 13)
0 (3/day)—*daze* (DC 12), *detect magic*, *mending*, *message*, *prestidigitation*, *resistance*

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 14

SQ bardic knowledge +5, bardic music 3/day (countersong, *fascinate*, inspire courage, inspire competence)

Feats Alertness 3, Combat Casting 1

Skills total ranks: bard 36 Concentration +5 (+9 defensive)[+4 ranks, +1 ability, +4 feat], Knowledge (history) +6 [+6 ranks, +0 ability], Listen +8 [+6 ranks, +0 ability, +2 feat], Perform (percussion instruments) +8 [+6 ranks, +2 ability], Perform (sing) +4 [+6 ranks, +2 ability], Profession (soldier) +4 [+4 ranks, +0 ability], Spot +4 [+2.0 ranks, +0 ability, +2 feat]

Possessions studded leather armor, shortsword, dagger, light crossbow, 20 bolts, spell component pouch, drum

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

HNAKRA BLINDED-EYE

CR 13

Male orc cleric 13

CN Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen +5, Spot +5

Languages Orc, Common, Flan

AC 13, touch 10, flat-footed 13

(+0 Dex, +3 armor)

hp 81 (13 HD)

Fort +11, **Ref** +6, **Will** +15

Race F+0, R+0, W+0; Class F+8, R+4, W+8; Abilities Con +1, Dex +0, Wis +5; cloak +2 to all

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee spear +11/+6 [+9 BAB, +1 Str, +1 feat] (1d8+1/x3)

Ranged spear +10 [+9 BAB, +0 Dex, +1 feat] (1d8+1/x3)

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

Special Actions spontaneous casting, rebuke undead 5/day (+4, 2d6+15, 13th)

Cleric Spells Prepared (CL 13th, chaos spells 14th):

7th—*power word blind*^D, *greater dispel magic* (6th-level spell)

6th—*blade barrier*^D (DC 21), *greater dispel magic*, *heal*

5th—*flame strike*^D (DC 20), *flame strike* (DC 20), *greater command* (DC 20), *insect plague*, *spell resistance*

4th—*divine power*^D, *cure critical wounds* (2), *divination*, *freedom of movement*, *greater magic weapon*

3rd—*magic vestment*^D, *blindness* (3) (DC 18), *searing light* (2) (+9 ranged touch)

2nd—*shatter*^D (DC 17), *align weapon*, *calm emotions* (2) (DC 17), *hold person* (DC 17), *sound burst* (2) (DC 17)

1st—*magic weapon*^D, *bless*, *cure light wounds* (2), *divine favor*, *entropic shield*, *shield of faith* (2)

0—*cure minor wounds* (3), *detect magic* (3)

D: Domain spell. Deity: Gruumsh. Domains: Chaos, War.

Abilities Str 12, Dex 10, Con 12, Int 14, Wis 14 (20), Cha 14

SQ rebuke undead 5/day (+4, 2d6+15, 13th)

Feats Brew Potion 6, Combat Casting 1, Craft Wondrous Item 12, Scribe Scroll 3, Skill Focus (Perform (oratory)) 9, Weapon Focus (spear)^B domain

Skills total ranks: cleric 64 Bluff +5 [+3.0 ranks, +2 ability], Concentration +17 (+21 defensive)[+16 ranks, +1 ability, +4 feat], Heal +7 [+2 ranks, +5 ability], Knowledge (religion) +9 [+7 ranks, +2 ability], Perform (oratory) +13 [+8.0 ranks, +2 ability, +3 feat], Profession (soldier) +7 [+2 ranks, +5 ability], Sense Motive +10 [+5.0 ranks, +5 ability], Spellcraft +7 [+5 ranks, +2 ability]

Possessions studded leather armor, spear, dagger, *periapt of Wisdom* +6, *cloak of resistance* +2, unholy symbol (Gruumsh)

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

TENHA LIGHT CAVALRY (50)

CR 3

Male human ranger 3

N Medium humanoid (human)

Init +3; **Senses** Listen +7, Spot +7

Languages Common, Flan

AC 16, touch 13, flat-footed 16

(+3 Dex, +3 armor)

hp 25 (3 HD)

Fort +4, **Ref** +6, **Will** +2 Race F+0, R+0, W+0; Class F+3, R+3, W+1; Abilities Con +1, Dex +3, Wis +1

Speed 30 ft. (6 squares)

Melee shortsword +4 [+3 BAB, +1 Str] (1d6+1/19-20)

Ranged composite shortbow +6 [+3 BAB, +3 Dex] (1d6/x3) or composite shortbow +4/+4 (1d6/x3) with Rapid Shot

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

Atk Options favored enemy (giants) +2

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

SQ wild empathy +5

Feats Endurance^B Rqr3, Mounted Combat human1, Mounted Archery 3, Point Blank Shot 1, Rapid Shot^B Rqr2, Track^B Rqr1

Skills total ranks: ranger 48 Handle Animal +6 [+6 ranks, +0 ability], Hide +8 [+6 ranks, +3 ability, -1 armor], Knowledge (nature) +7 [+6 ranks, +1 ability], Listen +7 [+6 ranks, +1 ability], Move Silently +8 [+6 ranks, +3 ability, -1 armor], Profession (soldier) +4 [+3 ranks, +1 ability], Ride +8 [+3 ranks, +3 ability, +2 synergy], Spot +7 [+6 ranks, +1 ability], Survival +7 (+9 when tracking aboveground)[+6 ranks, +1 ability, +2 synergy]

Possessions studded leather armor, shortsword, dagger, composite shortbow, 20 arrows, light warhorse, military saddle

TENHA ARCHERS (20)

CR 3

Male human fighter 3

N Medium humanoid (human)
Init +3; **Senses** Listen +2, Spot +3
Languages Common, Flan

AC 16, touch 13, flat-footed 13
 (+3 Dex, +3 armor)
hp 25 (3 HD)
Fort +4, **Ref** +4, **Will** +1 Race F+0, R+0, W+0; Class F+3, R+1, W+1; Abilities Con +1, Dex +3, Wis +0

Speed 30 ft. (6 squares)
Melee shortsword +5 [+3 BAB, +2 Str] (1d6+2/19-20)
Ranged shortbow +7 [+3 BAB, +3 Dex, +1 feat] (1d6/x3)
 or
 shortbow +5/+5 (1d6/x3) with Rapid Shot
Base Atk +3; **Grp** +5

Abilities Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10
Feats Far Shot 3, Point Blank Shot Ftr1, Precise Shot Ftr2, Rapid Shot human1, Weapon Focus (shortbow) 1
Skills total ranks: fighter 24 Hide +4[+2.0 ranks, +3 ability, -1 armor], Listen +2[+2.0 ranks, +0 ability], Move Silently +4[+2.0 ranks, +3 ability, -1 armor], Profession (soldier) +3[+3.0 ranks, +0 ability], Spot +3[+3.0 ranks, +0 ability]
Possessions studded leather armor, shortsword, dagger, shortbow, 20 arrows

TENHA WARRIORS (20) CR 3

Male human fighter 3
 N Medium humanoid (human)
Init +1; **Senses** Listen +3, Spot +4
Languages Common, Flan

AC 17, touch 11, flat-footed 16
 (+1 Dex, +4 armor, +2 shield)
hp 28 (3 HD)
Fort +5, **Ref** +2, **Will** +1 Race F+0, R+0, W+0; Class F+3, R+1, W+1; Abilities Con +2, Dex +1, Wis +0

Speed 30 ft. (6 squares)
Melee longsword +7 [+3 BAB, +3 Str, +1 feat] (1d8+3/19-20)
Ranged javelin +4 [+3 BAB, +1 Dex] (1d6+3)
Base Atk +3; **Grp** +6
Atk Options Power Attack
Combat Gear alchemist's fire (1 flask)

Abilities Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 10
Feats Alertness 1, Blind-Fight Ftr1, Endurance 3, Power Attack human1, Weapon Focus (longsword) 1
Skills total ranks: fighter 24 Climb +6[+6 ranks, +3 ability, -3 armor], Jump +6[+6 ranks, +3 ability, -3 armor], Listen +3[+1.0 ranks, +0 ability, +2 feat], Profession (soldier) +3[+3.0 ranks, +0 ability], Spot +4[+2.0 ranks, +0 ability, +2 feat]
Possessions combat gear plus chain shirt, heavy wooden shield, longsword, dagger, 2 javelins

TENHA SORCERERS (10) CR 7

Male human sorcerer 7
 N Medium humanoid (human)
Init +0; **Senses** Listen +0, Spot +2
Languages Common, Flan

AC 10, touch 10, flat-footed 10

(+0 Dex; does not include +4 *mage armor*)
hp 39 (7 HD)
Fort +4, **Ref** +2, **Will** +5
 Race F+0, R+0, W+0; Class F+2, R+2, W+5; Abilities Con +2, Dex +0, Wis +0

Speed 30 ft. (6 squares)
Melee quarterstaff +3[+3 BAB, +0 Str] (1d6)
Ranged light crossbow +3[+3 BAB, +0 Dex] (1d8/19-20)
Base Atk +3; **Grp** +3
Sorcerer Spells Known (CL 7th):
 3rd (5/day)—*fireball* (DC 16), *haste*
 2nd (7/day)—*glitterdust* (DC 15), *see invisibility*, *scorching ray* (+3 ranged touch)
 1st (7/day)—*alarm*, *expeditious retreat*, *mage armor*, *magic missile*, *shocking grasp*
 0 (6/day)—*daze* (DC 13), *detect magic*, *disrupt undead* (+3 ranged touch), *light*, *mending*, *prestidigitation*

Abilities Str 10, Dex 10, Con 14, Int 12, Wis 10, Cha 16

Feats Brew Potion 3, Combat Casting 1, Craft Wand 6, Toughness 1 human

Skills total ranks: sorcerer 40 Concentration +12 (+16 defensive)[+10 ranks, +2 ability, +4 feat], Perform (wind instruments) +7[+4.0 ranks, +3 ability], Profession (soldier) +4[+4.0 ranks, +0 ability], Spellcraft +11 [+10 ranks, +1 ability], Spot +2[+2.0 ranks, +0 ability]

Possessions quarterstaff, dagger, light crossbow, 20 bolts, spell component pouch, flute

KARELIUS MARCELLUS CR 13

Male human rogue 13
 N Medium humanoid (human)
Init +11; **Senses** Listen +16, Spot +16
Languages Common, Flan, Orc

AC 20, touch 17, flat-footed 20; improved uncanny dodge, uncanny dodge
 (+7 Dex, +3 armor)
hp 67 (13 HD)
Fort +5, **Ref** +15, **Will** +4; improved evasion, slippery mind Race F+0, R+0, W+0; Class F+4, R+8, W+4; Abilities Con +2, Dex +1, Wis +0

Speed 30 ft. (6 squares)
Melee masterwork shortsword +18/+13[+9 BAB, +7 Dex, +1 weapon, +1 feat] (1d6+1/19-20) or
 2 masterwork shortswords +16/+11 (1d6+1/19-20) with Improved Two-Weapon Fighting or
 sap +16/+11 (1d6+1 nonlethal)
Ranged masterwork shortbow +17/+12 [+9 BAB, +7 Dex, +1 weapon] (1d6/x3)
Base Atk +9; **Grp** +12
Atk Options Combat Expertise, sneak attack +7d6

Abilities Str 12, Dex 18 (24), Con 12, Int 14, Wis 10, Cha 14
SQ trapfinding, trap sense +4
Feats Combat Expertise human1, Improved Initiative 1, Two-Weapon Fighting 9, Improved Two-Weapon Fighting 12, Weapon Finesse 3, Weapon Focus (swordsword) 6
Skills total ranks: rogue 176 (armor-check penalty from tower shield not included) Bluff +18[+16 ranks, +2

ability], Diplomacy +10[+4 ranks, +2 ability, +4 synergy], Disguise +10 (+12 acting)[+8 ranks, +2 ability, +2 synergy], Forgery +5[+3 ranks, +2 ability], Hide +23[+16 ranks, +7 ability], Knowledge (history) +10[+8.0 ranks, +2 ability], Listen +16[+16 ranks, +0 ability], Move silently +23[+16 ranks, +7 ability], Profession (drill instructor) +12 [+12 ranks, +0 ability], Profession (soldier) +12 [+12 ranks, +0 ability], Search +15[+13 ranks, +2 ability], Sense Motive +12[+12 ranks, +0 ability], Spot +16[+16 ranks, +0 ability], Tumble +23[+16 ranks, +7 ability]

Possessions combat gear plus *gloves of Dexterity* +6, *hat of disguise*, masterwork studded leather armor, tower shield, 2 masterwork shortswords, dagger, masterwork shortbow, 30 arrows, sap

PHOLTAN PROGRESSIVES (10) CR 10

Male human (Oeridian) cleric 10
LG Medium humanoid (human)
Init +1; **Senses** Listen +8, Spot +8
Languages Common

AC 20, touch 12, flat-footed 19
(+1 Dex, +8 armor, +1 deflection)
hp 63 (10 HD)

Fort +9, **Ref** +7, **Will** +14

Class F+7, R+3, W+7; Abilities Con +1, Dex +1, Wis +6; Ref +2
Lightning Reflexes, Cloak of Resistance +1 F +1, R +1, W +1

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 *quarterstaff* +9/+4 [+7 BAB, +1 Str, +1 weapon] (1d6+2)

Ranged light crossbow +8 [+7 BAB, +1 Dex] (1d8/19-20)

Base Atk +7; **Grp** +8

Cleric Spells Prepared (CL 10th, +8 ranged touch):

5th—*dispel evil* ^D (DC 21), *disrupting weapon*, *empowered searing light* (2)

4th—*death ward*, *holy smite* ^D (DC 20), *neutralize poison*, *restoration*, *sending*

3rd—*create food and water*, *invisibility purge*, *magic circle against evil* ^D, *searing light* (2)

2nd—*calm emotions* (DC 18), *calm emotions* ^D (DC 18), *hold person* (DC 18), *lesser restoration*, *sound burst* (DC 18), *spiritual weapon* (2)

1st—*bless* (2), *command* (DC 17), *divine favor*, *magic weapon*, *protection from evil* ^D, *shield of faith*,

0—*create water*, *detect magic* (2), *detect poison*, *mending*, *read magic*

D: Domain spell. Deity: Pholtus. Domains: Good, Law

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 18 (22), Cha 10

Feats Brew Potion 6, Empower Spell 9, Lightning Reflexes^{human}, Negotiator 1, Skill Focus (Concentration) 3

Skills total ranks:39 Concentration +17[+13 ranks, +1 ability, +3 feat], Diplomacy +10[+8 ranks, +2 feat], Knowledge: religion +8[+8 ranks], Listen +8[+4/2 ranks, +6 ability], Sense Motive +8[+6 ability, +2 feat], Spot +8[+4/2 ranks, +6 ability]

Possessions full plate, +1 *quarterstaff*, 2 daggers, light crossbow, 10 bolts, *ring of protection* +1, *cloak*

of resistance +1, *periapt of Wisdom* +4, 3 holy symbols of Pholtus, tabard, holy vestments, holy books

4B: A SLY REVENGE

COPIOUS COMMONERS

CR -

Male or female human commoner 2 (note: half-elf commoners are similar but are not stated here)

LN Medium humanoid (human)

Init +0; **Senses** Listen +3, Spot +3

Languages Common

AC 10, touch 10, flat-footed 10

hp 8 (2 HD)

Fort +1, **Ref** +0, **Will** +1

Race F+0, R+0, W+0; Class F+0, R+0, W+0; Abilities Con +1, Dex +0, Wis +1; other bonuses

Speed 30 ft. (6 squares)

Melee club/rake/hoe/walking stick +0[+0 BAB, +0 Str] (1d6) or

dagger +0 [+0 BAB, +0 Str] (1d4/19-20)

Ranged light crossbow +0[+0 BAB] (1d8/19-20)

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

Abilities Str 11, Dex 11, Con 12, Int 10, Wis 12, Cha 10

Skills total ranks: commoner 12 Craft (varies) +4[+4 ranks], Listen +3[+4/2 ranks, +1 ability], Spot +3[+4/2 ranks, +1 ability]

Feats Born Follower 1, Endurance^{human}

Possessions walking stick OR farm implement OR dagger OR light crossbow and 10 bolts (choose one only)

6C: COPPAL'S DEMISE

COPPAL

CR 18

Male human bard 10 / sublime chord 8

CE Medium humanoid (human)

Init +2; **Senses** Listen +13, Spot +8

Languages Common

AC 21, touch 15, flat-footed 19

(+2 Dex, +6 armor, +3 deflection)

hp 92 (18 HD)

Immune divinations (*mind blank* + amulet)

Fort +9, **Ref** +14, **Will** +16

Class F+5, R+9, W+13; Abilities Con +1, Dex +2, Wis +0; vest of resistance F+3, R+3, W+3

Speed 30 ft. (6 squares)

Melee +1 *rapier* +11/+6[+11 BAB, -1 Str, +1 weapon] (1d6/18-20)

Ranged dagger +13[+11 BAB, +2 Dex] (1d4-1/19-20)

Base Atk +11; **Grp** +10

Special Actions bardic music 14/day

Combat Gear *helm of teleportation*

Sublime Chord Spells Known (CL 16th):

8th (3/day)—*maze*, *mind blank*

7th (4/day)—*limited wish*, *Mordenkainen's magnificent mansion*, *power word blind*

6th (4/day)—*heroes' feast*, *mass charm monster* (DC 27), *Otto's irresistible dance*, *project image*

5th (6/day)—*greater heroism*, *seeming*, *shadow walk*, *song of discord* (DC 26)

4th (6/day)—*dimension door*, *greater invisibility*, *modify memory* (DC 25), *Otiluke's resilient sphere* (DC 23)

Bard Spells Known (CL 16th):

4th (2/day)—*freedom of movement*, *hallucinatory terrain* (DC 23)

3rd (4/day)—*fear* (DC 24), *good hope*, *haste*, *see invisibility*

2nd (5/day)—*calm emotions* (DC 23), *detect thoughts* (DC 21), *mirror image*, *misdirection*

1st (6/day)—*alarm*, *cure light wounds*, *Tasha's hideous laughter* (DC 22), *unseen servant*

0 (3/day)—*detect magic*, *light*, *mending*, *open/close*, *prestidigitation*, *read magic*

Abilities Str 8, Dex 12 (14), Con 12, Int 10 (14), Wis 10, Cha 22 (28)

SQ bardic knowledge +20, bardic music 14/day (countersong, fascinate 4 targets, inspire courage +2, inspire competence, suggestion (DC 26), inspire greatness 1 target), song of arcane power, song of timelessness

Feats Chain Spell^{3rd}, Cooperative Spell^{15th}, Disguise Spell^{12th}, Greater Spell Focus (enchantment)^{1st}, Skill Focus (Concentration)^{6th}, Spell Focus (enchantment)^{Human}, Subsonics^{9th}, Versatile Performer (percussion instruments, string instruments)^{18th}

Skills total ranks: class XX Bluff +26 [+13+8/2 ranks, +9 ability], Concentration +25 [+21 ranks, +1 ability, +3 feat], Diplomacy +13 [+4 ranks, +9 ability], Knowledge (arcana) +15 [+13 ranks, +2 ability], Listen +13 [+13 ranks], Perform (sing) +28 [+19 ranks, +9 ability], Perform (percussion instruments) +29 [+1 ranks + Versatile Performer], Perform (string instruments) +29 [+1 ranks, +Versatile Performer], Profession (astrologer)

+6 [+6 ranks], Sense Motive +10 [+6 + 8/2 ranks], Spellcraft +8 [+6 ranks, +2 ability], Spot +4 [+4 ranks]

Possessions +2 mithral chain shirt, +1 rapier, 2 daggers, ring of protection +3, cloak of Charisma +6, gloves of Dexterity +2, headband of intellect +4, vest of resistance +3, drum, guitar, 2 spell component pouches, general kit

Song of Arcane Power (Ex): As a move action, a sublime chord can prepare to cast a spell by giving voice to the song of power. The next spell he casts gains a bonus to its caster level based on the sublime chord's Perform check. +1 caster level for DC 10-19, +2 caster level for DC 20-29, +4 caster level for DC 30+. The spell to be enhanced by the song of arcane power must be cast by the end of the sublime chord's next turn, or else the song fades with no effect (other than consuming a bardic music use).

Song of Timelessness (Su): As a standard action, the sublime chord can envelop a single creature within 60 feet in a field of timelessness, provided he has line of effect to the target. The subject is entitled to a DC 27 Will save to negate the effect. If the subject fails its save, it is frozen in a shimmering aura of timelessness and can take no actions. However, no force can affect it—weapons cannot reach it, spells that target it automatically fail, and if the ground it is standing on is somehow taken away, it would not even begin to fall. A sublime chord can keep his target frozen in time for as long as he maintains the power by continuing to perform, up to a maximum of 1 minute per level. When he stops performing, the subject immediately returns to normal. As far as the creature is concerned, no time seems to have passed.

1: THE GRELL

GRELL PHILOSOPHER

CR 5

Grell wizard 4

NE Medium aberration

Init +5; **Senses** blindsight 60 ft.; Listen +9, Spot +9

Languages Grell, Undercommon (understand only)

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 natural)

hp 50 (9 HD)

Immune electricity, gaze attacks, illusions, paralyzation

Fort +4, **Ref** +3, **Will** +9

Race F+1, R+1, W+4; Class F+1, R+1, W+4; Abilities Con +2, Dex +1, Wis +1

Weakness sightless, sunder vulnerability

Speed 5 ft. (1 square), fly 30 ft. (perfect)

Melee 10 tentacles +7 (1d4+2 plus paralysis) and bite +0 (1d6)

Ranged *lightning lance* +6 ranged touch (3d6 electricity) 5 charges/day, range 60 ft.

Space 5 ft.; **Reach** 5 ft., 10 ft. with tentacle

Base Atk +5; **Grp** +17 (Expert Grappler)

Atk Options Flyby Attack, constrict 1d6+2, improved grab (tentacle)

Special Actions expert grappler

Combat Gear *lightning lance*

Wizard Spells Prepared (CL 4th, +6 ranged touch):

2nd—*invisibility*, *scorching ray*, *summon monster II*

1st—*charm person* (DC 14), *mage armor*, *obscuring mist*, *ray of enfeeblement*

0—*daze*, *detect magic*, *mage hand*, *touch of fatigue* (DC 13)

Abilities Str 14, Dex 12, Con 14, Int 16, Wis 13, Cha 12

SQ flight

Feats Combat Casting 6, Flyby Attack 1, Grell Alchemy 9, Improved Initiative 3, Scribe Scroll Wiz1

Skills Concentration +11 (+15 defensively), Hide +11, Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Knowledge (nature) +6, Listen +9, Move Silently +11, Spot +9

Possessions combat gear plus *grell crystal dust*

Expert Grappler (Ex): A grell that chooses to grapple with one tentacle and remain ungrappled itself takes a -10 penalty on its grapple checks instead of the normal -20 penalty. Grell other than hatchlings have a +10 racial bonus on grapple checks.

Flight (Ex): A grell's body is unusually buoyant. The creature continually produces an effect like that of the *fly* spell, which it can use to move at a speed of 30 feet (perfect maneuverability). This buoyancy also grants the grell a permanent *feather fall* effect with personal range.

Improved Grab (Ex): To use this ability, the grell must hit a creature of its size or smaller with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Paralysis (Ex): Any creature hit by a grell's tentacle must make a DC 10 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based and includes a -4 penalty. Creatures struck by multiple tentacle attacks in the same round do not make multiple saving throws; instead, they make a single saving throw but the DC increases by 1 for every additional tentacle that hit in the same round. For example, a creature hit by four of a grell's tentacle attacks must succeed on a single DC 13 Fortitude save to avoid paralysis, instead of four DC 10 saving throws.

Sightless (Ex): A grell is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Sunder Vulnerability (Ex): An opponent can attack a grell's tentacles as if they were weapons. A grell's tentacle has 5 hit points each. Severing one of a grell's tentacles deals 2 points of damage to the creature. The creature regrows severed tentacles in 1d6 days.

Grell Alchemy (Ex): [Item Creation] A creature that has this feat has studied the alien and disturbing arcane lore of the grell, and understands the magical and physical laws by which their spells and devices function.

Prerequisites: Int 13, Knowledge (dungeoneering) 3 ranks, caster level 1st.

Benefit: A creature with this feat can create grellcraft items, including *lightning lances*. Its spells are partially based on obscure physical laws, as opposed to magic alone, and therefore gain a +2 bonus on spell penetration checks. They are also more difficult to identify or dispel. Spellcraft checks made to identify the spells and caster level checks made to dispel the spells are made with a -2 penalty unless the identifier also knows this feat.

Skills A grell gains a +2 racial bonus on Hide and Move Silently checks.

GRELL

CR 3

NE Medium aberration

Init +2; **Senses** blindsight 60 ft.; Listen +4, Spot +4

Languages Grell, Undercommon (understand only)

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 natural)

hp 32 (5 HD)

Immune electricity, gaze attacks, illusions, paralyzation

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

Race F+1, R+1, W+4; Abilities Con +2, Dex +2, Wis +0

Weakness sightless, sunder vulnerability

Speed 5 ft. (1 square), fly 30 ft. (perfect)

Melee 10 tentacles +5 (1d4+1 plus paralysis) and bite +0 (1d6)

Ranged *lightning lance* +5 ranged touch (3d6 electricity) 5 charges/day, range 60 ft.

Space 5 ft.; **Reach** 5 ft., 10 ft. with tentacle

Base Atk +3; **Grp** +14 (Expert Grappler)

Atk Options Flyby Attack, constrict 1d6+1, improved grab (tentacle)

Special Actions expert grappler

Combat Gear lightning lance

Abilities Str 12, Dex 15, Con 14, Int 10, Wis 11, Cha 9

SQ flight

Feats Flyby Attack 1, Weapon Finesse 3

Skills total ranks: race 16 Hide +8[+2 racial, +4 ranks, +2 ability], Listen +4[+4 ranks, +0 ability], Move Silently +8[+2 racial, +4 ranks, +2 ability], Spot +4[+4 ranks, +0 ability]

Possessions combat gear plus grell crystal dust

Expert Grappler (Ex): A grell that chooses to grapple with one tentacle and remain ungrappled itself takes a -10 penalty on its grapple checks instead of the normal -20 penalty. Grell other than hatchlings have a +10 racial bonus on grapple checks.

Flight (Ex): A grell's body is unusually buoyant. The creature continually produces an effect like that of the fly spell, which it can use to move at a speed of 30 feet (perfect maneuverability). This buoyancy also grants the grell a permanent feather fall effect with personal range.

Improved Grab (Ex): To use this ability, the grell must hit a creature of its size or smaller with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Paralysis (Ex): Any creature hit by a grell's tentacle must make a DC 10 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based and includes a -4 penalty. Creatures struck by multiple tentacle attacks in the same round do not make multiple saving throws; instead, they make a single saving throw but the DC increases by 1 for every additional tentacle that hit in the same round. For example, a creature hit by four of a grell's tentacle attacks must succeed on a single DC 13 Fortitude save to avoid paralysis, instead of four DC 10 saving throws.

Sightless (Ex): A grell is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Sunder Vulnerability (Ex): An opponent can attack a grell's tentacles as if they were weapons. A grell's tentacle has 5 hit points each. Severing one of a grell's tentacles deals 2 points of damage to the creature. The creature regrows severed tentacles in 1d6 days.

Skills A grell gains a +2 racial bonus on Hide and Move Silently checks.

4B: A SLY REVENGE

FATHER VARCO

CR 6

Male human (Oeridian) cleric 5/divine oracle 1

LN Medium humanoid (human)

Init +1; **Senses** Listen +4, Spot +4

Languages Common

AC 20, touch 11, flat-footed 19

(+1 Dex, +8 armor, +1 deflection)

hp 38 (6 HD)

Fort +6, **Ref** +5, **Will** +8

Class F+4, R+1, W+4; Abilities Con +1, Dex +1, Wis +3; Ref +2 Lightning Reflexes, Cloak of Resistance +1 F +1, R +1, W +1

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee masterwork quarterstaff +5[+3 BAB, +1 Str, +1 weapon, (1d6+1) or

masterwork quarterstaff +3/+3[+3 BAB, +1 Str, +1 weapon, (1d6+1 and 1d6) with Two-Weapon Fighting

Ranged heavy crossbow +6[+3 BAB, +3 Dex.] (1d10/19-20)

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

Atk Options Two-Weapon Fighting

Special Options spontaneous casting, turn undead 3/day (+2, 2d6+5, 5th)

Combat Gear wand of invisibility purge

Cleric Spells Prepared (CL 6th, +6 ranged touch):

3rd—divination^D, prayer, searing light, summon monster III

2nd—aid, brambles, detect thoughts^D (DC 15), hold person (DC 15), sound burst (DC 15)

1st—bless, command (DC 14), divine favor, protection from chaos^D, shield of faith

0—create water, detect magic, detect poison, mending, read magic

D: Domain spell. Deity: Pholtus. Domains: Law, Knowledge, Oracle

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

SQ Oracle domain, scry bonus

Feats Investigator 3, Lightning Reflexes^{human}, Skill Focus (Knowledge [religion]) 1, Two-Weapon Fighting 6

Skills total ranks: 24 Concentration +10[+9 ranks, +1 ability], Gather Information +2[+2 feat.], Knowledge (religion) +11[+8 ranks, +3 feat.], Knowledge (the planes) +1[+1 ranks], Listen +4[+2/2 ranks, +3 ability], Search +4[+2 ranks, +2 feat.], Spot +4[+2/2 ranks, +3 ability]

Possessions combat gear plus full plate, masterwork quarterstaff, 2 daggers, heavy crossbow, 10 bolts, ring of protection +1, cloak of resistance +1, 3 holy symbols of Pholtus, tabard, holy vestments, holy books, keys to chambers

Oracle Domain (Ex): The character has access to the Oracle domain. The character has the granted power associated with the Oracle domain (+2 caster level to divination spells) and can choose the spells in that domain as his daily domain spells.

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

SERGEANT RUKA

CR 4

Female human (Oeridian) rogue 4

LN Medium humanoid (human)

Init +4; **Senses** Listen +7, Spot +7

Languages Common

AC 19, touch 14, flat-footed 19; uncanny dodge

(+4 Dex, +4 armor, +1 shield)
hp 22 (4 HD)
Fort +3, **Ref** +9, **Will** +2; evasion
Class F+1, R+4, W+1; Abilities Con +1, Dex +4, Wis +0; *vest of resistance* +1 F+1, R+1, W+1

Speed 30 ft. (6 squares)
Melee +1 *shortsword* +8[+3 BAB, +1 Str to damage, +1 weapon, +4 weapon finesse feat] (1d6+2/19-20)
Ranged dagger +7[+3 BAB, +4 Dex] (1d4+1/19-20) or masterwork composite shortbow (+1 Str) +8[+3 BAB, +4 Dex, +1 masterwork weapon] (1d6+1/x3) or tanglefoot bag +7ranged touch[+3 BAB, +4 Dex]
Base Atk +3; **Grp** +4
Atk Options sneak attack +2d6
Combat Gear 2 tanglefoot bags

Abilities Str 12, Dex 19, Con 12, Int 10, Wis 10, Cha 10

SQ trapfinding

Feats Dodge 1, Mobility human, Weapon Finesse 3

Skills total ranks: rogue 63 **Bluff** +7[+7 ranks,], **Hide** +9[+7 ranks, +4 ability, -2 armor], **Jump** +8[+7 ranks, +1 ability, +2 synergy, -2 armor], **Listen** +7[+7 ranks], **Move Silently** +9[+7 ranks, +4 ability, -2 armor], **Search** +7[+7 ranks], **Sense Motive** +7[+7 ranks,], **Spot** +7 [+7 ranks], **Tumble** +11[+7 ranks, +4 ability, +2 synergy, -2 armor]

Possessions combat gear plus chain shirt, masterwork buckler, +1 *shortsword*, 5 daggers, masterwork composite shortbow (+1 Str), 20 arrows and quiver, *vest of resistance* +1, 50 ft. silk rope, manacles, climbing kit, backpack, masterwork thieves' tools, and generally useful camping equipment

5C: THE PLOT THICKENS

ASHTON AND TREFE **CR 2**
Male human (Oeridian) rogue 2
NE Medium humanoid (human)
Init +4; **Senses** Listen +5, Spot +5
Languages Common

AC 20, touch 14, flat-footed 15
(+4 Dex, +4 armor, +1 shield)

hp 12 (2 HD)

Fort +1, **Ref** +7, **Will** +0; evasion

Class F+0, R+3, W+0; Abilities Con +1, Dex +4, Wis +0; other bonuses

Speed 30 ft. (6 squares)
Melee masterwork shortsword +3[+1 BAB, +1 Str, +1 weapon] (1d6+1/19-20)

Ranged dagger +5[+1 BAB, +4 Dex] (1d4+1/19-20) or masterwork composite shortbow (+1 Str) +6[+1 BAB, +4 Dex, +1 Str to damage, +1 masterwork weapon] (1d6+1/x3) or

tanglefoot bag +5 ranged touch[+1 BAB, +4 Dex]

Base Atk +1; **Grp** +2

Atk Options sneak attack +1d6

Combat Gear 2 tanglefoot bags

Abilities Str 12, Dex 18, Con 12, Int 10, Wis 10, Cha 10

SQ trapfinding

Feats Dodge 1, Mobility Human

Skills total ranks: rogue 45 **Disable Device** +7[+5 ranks, +2 tools], **Hide** +7[+5 ranks, +4 ability, -2 armor], **Jump** +6[+5 ranks, +1 ability, +2 synergy, -2 armor], **Listen** +5[+5 ranks], **Move Silently** +7[+5 ranks, +4 ability, -2 armor], **Open Locks** +11[+5 ranks, +4 ability, +2 tools], **Search** +5[+5 ranks,], **Spot** +5 [+5 ranks] , **Tumble** +9[+5 ranks, +4 ability, +2 synergy, -2 armor]

Possessions combat gear plus chain shirt, masterwork buckler, masterwork shortsword, 5 daggers, masterwork composite shortbow (+1 Str), 20 arrows and quiver, 50 ft. silk rope, manacles, climbing kit, backpack, masterwork thieves' tools, and generally useful camping equipment

ZIKID, VECNAN PRIEST **CR 6**

Male human (Oeridian) cleric 5/divine oracle 1

LE Medium humanoid (human)

Init +1; **Senses** Listen +4, Spot +4

Languages Common

AC 22, touch 11, flat-footed 21

(+1 Dex, +8 armor, +1 deflection, +2 shield)

hp 38 (6 HD)

Fort +6, **Ref** +3, **Will** +8; True Believer

Class F+4, R+1, W+4; Abilities Con +1, Dex +1, Wis +3; *Cloak of Resistance* +1 F +1, R +1, W +1

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee masterwork dagger +5[+3 BAB, +1 Str, +1 weapon, (1d4+1/19-20)

Ranged light crossbow +4[+3 BAB, +1 Dex,] (1d8/19-20)

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

Special Options spontaneous casting, rebuke undead 3/day (+2, 2d6+5, 5th)

Combat Gear *wand of invisibility* purge

Cleric Spells Prepared (CL 6th):

3rd—*blindness* (DC 17), *divination* ^D, *prayer*, *summon monster III*

2nd—*aid*, *detect thoughts* ^D (DC 16), *hold person* (DC 16), *sound burst* (DC 16), *spiritual weapon* (+7 attack, 1d8+2/19-20)

1st—*bless*, *command* (DC 15), *cure light wounds*, *protection from good* ^D, *shield of faith*

0—*create water*, *detect magic*, *detect poison*, *mending*, *read magic*

D: Domain spell. Deity: Vecna. Domains: Evil, Knowledge, Oracle

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 19, Cha 10

SQ Oracle domain, scry bonus

Feats Sanctify Relic 6, Scribe Scroll human, Skill Focus (Knowledge [religion]) 1, True Believer 3

Skills total ranks: 24 **Concentration** +10[+9 ranks, +1 ability], **Knowledge (religion)** +11[+8 ranks, +3 feat], **Knowledge (the planes)** +1[+1 ranks], **Listen** +4[+2/2 ranks, +3 ability], **Search** +2[+2 ranks], **Spot** +4[+2/2 ranks, +3 ability]

Possessions combat gear plus full plate, heavy steel shield, masterwork dagger, 2 daggers, light crossbow, 10 bolts, *ring of protection* +1, *cloak of resistance* +1, 3 holy symbols of Vecna, tabard, unholy vestments, unholy books

Oracle Domain (Ex): The character has access to the Oracle domain. The character has the granted power associated with the Oracle domain (+2

caster level to divination spells) and can choose the spells in that domain as his daily domain spells.
Scry Bonus (Su): The divine oracle adds a +1 sacred bonus to the save DC of all his divination (scrying) spells.

1: THE GRELL

GRELL PHILOSOPHER

CR 5

Grell wizard 4

NE Medium aberration

Init +5; **Senses** blindsight 60 ft.; Listen +9, Spot +9

Languages Grell, Undercommon (understand only)

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 natural)

hp 50 (9 HD)

Immune electricity, gaze attacks, illusions, paralyzation

Fort +4, **Ref** +3, **Will** +9

Race F+1, R+1, W+4; Class F+1, R+1, W+4; Abilities Con +2, Dex +1, Wis +1

Weakness sightless, sunder vulnerability

Speed 5 ft. (1 square), fly 30 ft. (perfect)

Melee 10 tentacles +7 (1d4+2 plus paralysis) and bite +0 (1d6)

Ranged *lightning lance* +6 ranged touch (3d6 electricity) 5 charges/day, range 60 ft.

Space 5 ft.; **Reach** 5 ft., 10 ft. with tentacle

Base Atk +5; **Grp** +17 (Expert Grappler)

Atk Options Flyby Attack, constrict 1d6+2, improved grab (tentacle)

Special Actions expert grappler

Combat Gear *lightning lance*

Wizard Spells Prepared (CL 4th, +6 ranged touch):

2nd—*invisibility*, *scorching ray*, *summon monster II*

1st—*charm person* (DC 14), *mage armor*, *obscuring mist*, *ray of enfeeblement*

0—*daze*, *detect magic*, *mage hand*, *touch of fatigue* (DC 13)

Abilities Str 14, Dex 12, Con 14, Int 16, Wis 13, Cha 12

SQ flight

Feats Combat Casting 6, Flyby Attack 1, Grell Alchemy 9, Improved Initiative 3, Scribe Scroll Wiz1

Skills Concentration +11 (+15 defensively), Hide +11, Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Knowledge (nature) +6, Listen +9, Move Silently +11, Spot +9

Possessions combat gear plus *grell crystal dust*

Expert Grappler (Ex): A grell that chooses to grapple with one tentacle and remain ungrappled itself takes a -10 penalty on its grapple checks instead of the normal -20 penalty. Grell other than hatchlings have a +10 racial bonus on grapple checks.

Flight (Ex): A grell's body is unusually buoyant. The creature continually produces an effect like that of the *fly* spell, which it can use to move at a speed of 30 feet (perfect maneuverability). This buoyancy also grants the grell a permanent *feather fall* effect with personal range.

Improved Grab (Ex): To use this ability, the grell must hit a creature of its size or smaller with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Paralysis (Ex): Any creature hit by a grell's tentacle must make a DC 10 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based and includes a -4 penalty. Creatures struck by multiple tentacle attacks in the same round do not make multiple saving throws; instead, they make a single saving throw but the DC increases by 1 for every additional tentacle that hit in the same round. For example, a creature hit by four of a grell's tentacle attacks must succeed on a single DC 13 Fortitude save to avoid paralysis, instead of four DC 10 saving throws.

Sightless (Ex): A grell is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Sunder Vulnerability (Ex): An opponent can attack a grell's tentacles as if they were weapons. A grell's tentacle has 5 hit points each. Severing one of a grell's tentacles deals 2 points of damage to the creature. The creature regrows severed tentacles in 1d6 days.

Grell Alchemy (Ex): [Item Creation] A creature that has this feat has studied the alien and disturbing arcane lore of the grell, and understands the magical and physical laws by which their spells and devices function.

Prerequisites: Int 13, Knowledge (dungeoneering) 3 ranks, caster level 1st.

Benefit: A creature with this feat can create grellcraft items, including *lightning lances*. Its spells are partially based on obscure physical laws, as opposed to magic alone, and therefore gain a +2 bonus on spell penetration checks. They are also more difficult to identify or dispel. Spellcraft checks made to identify the spells and caster level checks made to dispel the spells are made with a -2 penalty unless the identifier also knows this feat.

Skills A grell gains a +2 racial bonus on Hide and Move Silently checks.

GRELL ROGUE

CR 5

Grell rogue 3

NE Medium aberration

Init +7; **Senses** blindsight 60 ft., Listen +8, Spot +8

Languages Grell, Undercommon (understand only)

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

hp 50 (8 HD)

Immune electricity, gaze attacks, illusions, paralyzation

Fort +4, **Ref** +7, **Will** +6; evasion

Race F+1, R+1, W+4; Class F+1, R+3, W+1; Abilities Con +2, Dex +3, Wis +1

Weakness sightless, sunder vulnerability

Speed 5 ft. (1 square), fly 30 ft. (perfect)

Melee 10 tentacles +8 (1d4+2 plus paralysis) and bite +0 (1d6)

Ranged *lightning lance* +8 ranged touch (3d6 electricity) 5 charges/day, range 60 ft.

Space 5 ft.; **Reach** 5 ft., 10 ft. with tentacle

Base Atk +5; **Grp** +17

Atk Options Flyby Attack, constrict 1d6+2, improved grab (tentacle)

Special Actions sneak attack +2d6 (one tentacle per round), expert grappler

Combat Gear *lightning lance*

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 13, Cha 12

SQ flight, trapfinding, trap sense +1

Feats Flyby Attack 1, Improved Initiative 6, Weapon Finesse 3

Skills total ranks: race 24 (3x8ranks), rogue 27 (3x9) Disable Device +4[+0+3 ranks, +1 ability], Hide +12[+2 racial, +6+1 ranks, +3 ability], Knowledge (arcana) +4[+0+6/2 ranks, +1 ability], Knowledge (dungeoneering) +4[+0+6/2 ranks, +1 ability], Listen +8[+6+1 ranks, +1 ability], Move Silently +12[+2 racial, +6+1 ranks, +3 ability], Search +4[+0+3 ranks, +1 ability], Spot +8[+6+1 ranks, +1 ability], Tumble +8[+0+5 ranks, +3 ability]

Possessions combat gear plus *grell crystal dust*

Expert Grappler (Ex): A grell that chooses to grapple with one tentacle and remain ungrappled itself takes a -10 penalty on its grapple checks instead of the normal -20 penalty. Grell other than hatchlings have a +10 racial bonus on grapple checks.

Flight (Ex): A grell's body is unusually buoyant. The creature continually produces an effect like that of the *fly* spell, which it can use to move at a speed of 30 feet (perfect maneuverability). This buoyancy also grants the grell a permanent *feather fall* effect with personal range.

Improved Grab (Ex): To use this ability, the grell must hit a creature of its size or smaller with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Paralysis (Ex): Any creature hit by a grell's tentacle must make a DC 10 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based and includes a -4 penalty. Creatures struck by multiple tentacle attacks in the same round do not make multiple saving throws; instead, they make a single saving throw but the DC increases by 1 for every additional tentacle that hit in the same round. For example, a creature hit by four of a grell's tentacle attacks must succeed on a single DC 13 Fortitude save to avoid paralysis, instead of four DC 10 saving throws.

Sightless (Ex): A grell is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Sunder Vulnerability (Ex): An opponent can attack a grell's tentacles as if they were weapons. A grell's tentacle has 5 hit points each. Severing one of a grell's tentacles deals 2 points of damage to the creature. The creature regrows severed tentacles in 1d6 days.

Skills A grell gains a +2 racial bonus on Hide and Move Silently checks.

4B: A SLY REVENGE

FATHER VARCO

CR 8

Male human (Oeridian) cleric 5/divine oracle 3

LN Medium humanoid (human)

Init +1; **Senses** Listen +6, Spot +6

Languages Common

AC 20, touch 11, flat-footed 19

(+1 Dex, +8 armor, +1 deflection)

hp 48 (8 HD)

Fort +8, **Ref** +7, **Will** +11; prescient sense

Class F+5, R+2, W+5; Abilities Con +1, Dex +1, Wis +4; Ref +2

Lightning Reflexes, Cloak of Resistance +2 F +2, R +2, W +2

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee masterwork quarterstaff +6[+4 BAB, +1 Str, +1 weapon] (1d6+1) or

masterwork quarterstaff +4/+4[+4 BAB, +1 Str, +1 weapon] (1d6+1 and 1d6) with Two-Weapon Fighting

Ranged heavy crossbow +7[+4 BAB, +3 Dex] (1d10/19-20)

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

Atk Options Two-Weapon Fighting

Special Options spontaneous casting, turn undead 3/day (+2, 2d6+5, 5th)

Combat Gear *wand of invisibility purge*

Cleric Spells Prepared (CL 8th, +7 ranged touch):

4th—*divine power, freedom of movement, order's wrath* ^D (DC 18), *recitation*

3rd—*divination* ^D, *inflict serious wounds* (DC 17), *prayer, searing light, summon monster III*

2nd—*aid, brambles, detect thoughts* ^D (DC 16), *hold person* (DC 16), *sound burst* (DC 16)

1st—*bless, command* (DC 15), *divine favor, protection from chaos* ^D, *sanctuary* (DC 15), *shield of faith*

0—*create water, detect magic, detect poison, mending, read magic*

D: Domain spell. Deity: Pholtus. Domains: Law, Knowledge, Oracle

Abilities Str 12, Dex 16, Con 12, Int 10, Wis 16 (18), Cha 10

SQ Oracle domain, scry bonus, trap sense +1

Feats Investigator 3, Lightning Reflexes^{human}, Skill Focus (Knowledge [religion]) 1, Two-Weapon Fighting 6

Skills total ranks:33 Concentration +12[+11 ranks, +1 ability], Gather Information +2[+2 feat], Knowledge (religion) +14[+11 ranks, +3 feat], Knowledge (the planes) +1[+1 ranks], Listen +6[+4/2 ranks, +4 ability], Search +4[+2 ranks, +2 feat], Spot +6[+4/2 ranks, +4 ability]

Possessions combat gear plus full plate, masterwork quarterstaff, 2 daggers, heavy crossbow, 10 bolts, *ring of protection* +1, *cloak of resistance* +2, *periapt of Wisdom* +2, 3 holy symbols of Pholtus, tabard, holy vestments, holy books, keys to chambers

Oracle Domain (Ex): The character has access to the Oracle domain. The character has the granted power associated with the Oracle domain (+2 caster level to divination spells) and can choose the spells in that domain as his daily domain spells.

Prescient Sense (Ex): If a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save she instead takes no damage. This form of evasion works no matter what armor the divine oracle wears.

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

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

SERGEANT RUKA

CR 6

Female human (Oeridian) rogue 6

LN Female humanoid (human)

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

Languages Common

AC 20, touch 14, flat-footed 20; uncanny dodge (+4 Dex, +4 armor, +1 shield)

hp 32 (6 HD)

Fort +4, **Ref** +10, **Will** +3; evasion

Class F+2, R+5, W+2; Abilities Con +1, Dex +4, Wis +0; *vest of resistance* +7 F+1, R+1, W+1

Speed 30 ft. (6 squares)

Melee +1 *frost shortsword* +9 [+4 BAB, +1 Str to damage, +1 weapon, +4 weapon finesse feat] (1d6+2/19-20 plus 1d6 frost)

Ranged dagger +8 [+4 BAB, +4 Dex] (1d4+1/19-20) or masterwork composite shortbow (+1 Str) +9 [+4 BAB, +4 Dex, +1 masterwork weapon] (1d6+1/x3) or tanglefoot bag +8 ranged touch [+4 BAB, +4 Dex]

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

Atk Options sneak attack +3d6

Combat Gear 2 tanglefoot bags

Abilities Str 12, Dex 19, Con 12, Int 10, Wis 10, Cha 10

SQ trapfinding, trap sense +2

Feats Combat Reflexes 6, Dodge 1, Mobility human, Weapon Finesse 3

Skills total ranks: rogue 81 **Bluff** +9 [+9 ranks, +4 ability], **Hide** +18 [+9 ranks, +4 ability, +5 magic], **Jump** +12 [+9 ranks, +1 ability, +2 synergy], **Listen** +9 [+9 ranks], **Move Silently** +18 [+9 ranks, +4 ability, +5 magic], **Search** +9 [+9 ranks], **Sense Motive** +9 [+9 ranks], **Spot** +9 [+9 ranks], **Tumble** +15 [+9 ranks, +4 ability, +2 synergy]

Possessions combat gear plus mithral chain shirt, masterwork buckler, +1 *frost shortsword*, 5 daggers, masterwork composite shortbow (+1 Str), 20 arrows and quiver, *boots of elvenkind*, *cloak of elvenkind*, *vest of resistance* +1, 50 ft. silk rope, manacles, climbing kit, backpack, masterwork thieves' tools, and generally useful camping equipment

5C: THE PLOT THICKENS

ASHTON AND TREFE

CR 4

Male human (Oeridian) rogue 4

NE Medium humanoid (human)

Init +4; **Senses** Listen +7, Spot +7

Languages Common

AC 19, touch 14, flat-footed 19; uncanny dodge (+4 Dex, +4 armor, +1 shield)

hp 22 (4 HD)

Fort +3, **Ref** +9, **Will** +2; evasion

Class F+1, R+4, W+1; Abilities Con +1, Dex +4, Wis +0; *vest of resistance* +7 F+1, R+1, W+1

Speed 30 ft. (6 squares)

Melee +1 *shortsword* +8 [+3 BAB, +1 Str to damage, +1 weapon, +4 weapon finesse feat] (1d6+2/19-20)

Ranged dagger +7 [+3 BAB, +4 Dex] (1d4+1/19-20) or masterwork composite shortbow (+1 Str) +8 [+3 BAB, +4 Dex, +1 masterwork weapon] (1d6+1/x3) or tanglefoot bag +7 ranged touch [+3 BAB, +4 Dex,]

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

Atk Options sneak attack +2d6

Combat Gear 2 tanglefoot bags

Abilities Str 12, Dex 19, Con 12, Int 10, Wis 10, Cha 10

SQ trapfinding

Feats Dodge 1, Mobility human, Weapon Finesse 3

Skills total ranks: rogue 63 **Disable Device** +9 [+7 ranks, +2 tools], **Hide** +9 [+7 ranks, +4 ability, -2 armor], **Jump** +8 [+7 ranks, +1 ability, +2 synergy, -2 armor], **Listen** +7 [+7 ranks], **Move Silently** +9 [+7 ranks, +4 ability, -2 armor], **Open Locks** +13 [+7 ranks, +4 ability, +2 tools], **Search** +7 [+7 ranks], **Spot** +7 [+7 ranks], **Tumble** +11 [+7 ranks, +4 ability, +2 synergy, -2 armor]

Possessions combat gear plus chain shirt, masterwork buckler, +1 *shortsword*, 5 daggers, masterwork composite shortbow (+1 Str), 20 arrows and quiver, *vest of resistance* +1, 50 ft. silk rope, manacles, climbing kit, backpack, masterwork thieves' tools, and generally useful camping equipment

ZIKID, VECNAN PRIEST

CR 8

Male human (Oeridian) cleric 5/divine oracle 3

LE Medium humanoid (human)

Init +1; **Senses** Listen +8, Spot +8

Languages Common

AC 22, touch 11, flat-footed 21

(+1 Dex, +8 armor, +1 deflection, +2 shield)

hp 48 (8 HD)

Fort +8, **Ref** +5, **Will** +11; True Believer, prescient sense

Class F+5, R+2, W+5; Abilities Con +1, Dex +1, Wis +4; *Cloak of Resistance* +2 F +2, R +2, W +2

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee masterwork dagger +6 [+4 BAB, +1 Str, +1 weapon, (1d4+1)]

Ranged light crossbow +5 [+4 BAB, +1 Dex] (1d8/19-20)

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

Special Options spontaneous casting, rebuke undead 3/day (+2, 2d6+5, 5th)

Combat Gear *wand of invisibility* purge

Cleric Spells Prepared (CL 8th):

4th—*freedom of movement*, *giant vermin*, *recitation*, *unholy blight*^D (DC 20)

3rd—*blindness/deafness* (DC 19), *cure serious wounds*, *divination*^D, *prayer*, *summon monster III*

2nd—*aid*, *detect thoughts* ^D (DC 18), *hold person* (DC 18), *spiritual weapon* (+10 attack, 1d8+2/19-20), *sound burst* (DC 18)

1st—*bless*, *command* (DC 17), *divine favor*, *protection from good* ^D, *sanctuary* (DC 17), *shield of faith*

0—*create water*, *detect magic*, *detect poison*, *read magic*, *mending*

D: Domain spell. Deity: Vecna. Domains: Evil, Knowledge, Oracle

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 20 (22), Cha 10

SQ Oracle domain, scry bonus, trap sense +1

Feats Sanctify Relic 6, Scribe Scroll *human*, Skill Focus (Knowledge [religion]) 1, True Believer 3

Skills total ranks:33 Concentration +12[+11 ranks, +1 ability], Knowledge (religion) +14[+11 ranks, +3 feat], Knowledge (the planes) +1[+1 ranks], Listen +8[+4/2 ranks, +6 ability,], Search +2[+2 ranks], Spot +8[+4/2 ranks, +6 ability.]

Possessions combat gear plus full plate, heavy steel shield, masterwork dagger, 2 daggers, light crossbow, 10 bolts, *ring of protection* +1, *cloak of resistance* +2, *periapt of Wisdom* +2, 3 holy symbols of Vecna, tabard, unholy vestments, unholy books, keys to chambers

Oracle Domain (Ex): The character has access to the Oracle domain. The character has the granted power associated with the Oracle domain (+2 caster level to divination spells) and can choose the spells in that domain as his daily domain spells.

Prescient Sense (Ex): If a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save she instead takes no damage. This form of evasion works no matter what armor the divine oracle wears.

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

1: THE GRELL**GRELL PATRIARCH****CR 10**

Grell wizard 7

NE Large aberration

Init +6; **Senses** blindsight 60 ft.; Listen +16, Spot +11**Languages** Grell, Undercommon (understand only)**AC** 24, touch 13, flat-footed 22

(+2 Dex, -1 size, +11 natural, +2 deflection)

hp 147 (19 HD)**Immune** electricity, gaze attacks, illusions, paralyzation**Fort** +10, **Ref** +8, **Will** +14**Weakness** sightless, sunder vulnerability**Speed** 5 ft. (1 square), fly 30 ft. (perfect)**Melee** 10 tentacles +16 (1d6+4 plus paralysis) and bite +10 (1d8)**Ranged** *greater lightning lance* +13 ranged touch (5d6 electricity) 7 charges/day, range 60 ft. plus arc to a second target within 30 ft. on a successful hit for another +13 ranged touch (5d6 electricity)**Space** 10 ft.; **Reach** 10 ft., 20 ft. with tentacle**Base Atk** +12; **Grp** +30 (Expert Grappler)**Atk Options** Flyby Attack, constrict 1d8+4, improved grab (tentacle)**Special Actions** expert grappler**Combat Gear** *greater lightning lance***Wizard Spells Prepared** (CL 7th, +13 ranged touch):4th—*greater invisibility*, *rainbow pattern* (DC 18)3rd—*fireball* (DC 17), *protection from energy*, *slow* (DC 17)2nd—*invisibility*, *scorching ray* (2), *web*1st—*charm person* (DC 15), *grease* (DC 15), *mage armor*, *obscuring mist*, *ray of enfeeblement*0—*daze*, *detect magic*, *mage hand*, *ray of frost***Abilities** Str 18, Dex 14, Con 18, Int 18, Wis 13, Cha 12**SQ** flight**Feats** Brew Potion *Wiz*5, Combat Casting 15, Combat Reflexes 9, Flyby Attack 1, Grell Alchemy 18, Improved Initiative 3, Improved Natural Armor 12, Scribe Scroll *Wiz*1, Weapon Focus (tentacle) 6**Skills** Concentration +16 (+20 defensively), Hide +15, Knowledge (arcana) +10, Knowledge (dungeoneering) +10, Knowledge (nature) +6, Listen +16, Move Silently +19, Spot +11, Survival +1 (+3 underground)**Possessions** combat gear plus *grell crystal dust*, *ring of protection* +2, *brooch of shielding***Expert Grappler (Ex):** A grell that chooses to grapple with one tentacle and remain ungrappled itself takes a -10 penalty on its grapple checks instead of the normal -20 penalty. Grell other than hatchlings have a +10 racial bonus on grapple checks.**Flight (Ex):** A grell's body is unusually buoyant. The creature continually produces an effect like that of the *fly* spell, which it can use to move at a speed of 30 feet (perfect maneuverability). This buoyancy also grants the grell a permanent *feather fall* effect with personal range.**Improved Grab (Ex):** To use this ability, the grell must hit a creature of its size or smaller with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.**Paralysis (Ex):** Any creature hit by a grell patriarch's tentacle must make a DC 16 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based and includes a -4 penalty. Creatures struck by multiple tentacle attacks in the same round do not make multiple saving throws; instead, they make a single saving throw but the DC increases by 1 for every additional tentacle that hit in the same round. For example, a creature hit by four of a grell patriarch's tentacle attacks must succeed on a single DC 19 Fortitude save to avoid paralysis, instead of four DC 16 saving throws.**Sightless (Ex):** A grell is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.**Sunder Vulnerability (Ex):** An opponent can attack a grell's tentacles as if they were weapons. A grell's tentacle has 5 hit points each. Severing one of a grell's tentacles deals 2 points of damage to the creature. The creature regrows severed tentacles in 1d6 days.**Grell Alchemy (Ex): [Item Creation]** A creature that has this feat has studied the alien and disturbing arcane lore of the grell, and understands the magical and physical laws by which their spells and devices function.**Prerequisites:** Int 13, Knowledge (dungeoneering) 3 ranks, caster level 1st.**Benefit:** A creature with this feat can create grellcraft items, including *lightning lances*. Its spells are partially based on obscure physical laws, as opposed to magic alone, and therefore gain a +2 bonus on spell penetration checks. They are also more difficult to identify or dispel. Spellcraft checks made to identify the spells and caster level checks made to dispel the spells are made with a -2 penalty unless the identifier also knows this feat.**Skills** A grell patriarch gains a +2 racial bonus on Hide and Move Silently checks.**GRELL PHILOSOPHER****CR 5**

Grell wizard 4

NE Medium aberration

Init +5; **Senses** blindsight 60 ft.; Listen +9, Spot +9**Languages** Grell, Undercommon (understand only)**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 natural)

hp 50 (9 HD)**Immune** electricity, gaze attacks, illusions, paralyzation**Fort** +4, **Ref** +3, **Will** +9

Race F+1, R+1, W+4; Class F+1, R+1, W+4; Abilities Con +2, Dex +1, Wis +1

Weakness sightless, sunder vulnerability

Speed 5 ft. (1 square), fly 30 ft. (perfect)
Melee 10 tentacles +7 (1d4+2 plus paralysis) and bite +0 (1d6)
Ranged *lightning lance* +6 ranged touch (3d6 electricity) 5 charges/day, range 60 ft.
Space 5 ft.; **Reach** 5 ft., 10 ft. with tentacle
Base Atk +5; **Grp** +17 (Expert Grappler)
Atk Options Flyby Attack, constrict 1d6+2, improved grab (tentacle)
Special Actions expert grappler
Combat Gear *lightning lance*
Wizard Spells Prepared (CL 4th, +6 ranged touch):
 2nd—*invisibility*, *scorching ray*, *summon monster II*
 1st—*charm person* (DC 14), *mage armor*,
obscuring mist, *ray of enfeeblement*
 0—*daze*, *detect magic*, *mage hand*, *touch of fatigue* (DC 13)

Abilities Str 14, Dex 12, Con 14, Int 16, Wis 13, Cha 12

SQ flight

Feats Combat Casting 6, Flyby Attack 1, Grell Alchemy 9, Improved Initiative 3, Scribe Scroll Wiz1

Skills Concentration +11 (+15 defensively), Hide +11, Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Knowledge (nature) +6, Listen +9, Move Silently +11, Spot +9

Possessions combat gear plus *grell crystal dust*

Expert Grappler (Ex): A grell that chooses to grapple with one tentacle and remain ungrappled itself takes a -10 penalty on its grapple checks instead of the normal -20 penalty. Grell other than hatchlings have a +10 racial bonus on grapple checks.

Flight (Ex): A grell's body is unusually buoyant. The creature continually produces an effect like that of the *fly* spell, which it can use to move at a speed of 30 feet (perfect maneuverability). This buoyancy also grants the grell a permanent *feather fall* effect with personal range.

Improved Grab (Ex): To use this ability, the grell must hit a creature of its size or smaller with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Paralysis (Ex): Any creature hit by a grell's tentacle must make a DC 10 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based and includes a -4 penalty. Creatures struck by multiple tentacle attacks in the same round do not make multiple saving throws; instead, they make a single saving throw but the DC increases by 1 for every additional tentacle that hit in the same round. For example, a creature hit by four of a grell's tentacle attacks must succeed on a single DC 13 Fortitude save to avoid paralysis, instead of four DC 10 saving throws.

Sightless (Ex): A grell is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Sunder Vulnerability (Ex): An opponent can attack a grell's tentacles as if they were weapons. A grell's tentacle has 5 hit points each. Severing one of a

grell's tentacles deals 2 points of damage to the creature. The creature regrows severed tentacles in 1d6 days.

Grell Alchemy (Ex): [Item Creation] A creature that has this feat has studied the alien and disturbing arcane lore of the grell, and understands the magical and physical laws by which their spells and devices function.

Prerequisites: Int 13, Knowledge (dungeoneering) 3 ranks, caster level 1st.

Benefit: A creature with this feat can create grellcraft items, including *lightning lances*. Its spells are partially based on obscure physical laws, as opposed to magic alone, and therefore gain a +2 bonus on spell penetration checks. They are also more difficult to identify or dispel. Spellcraft checks made to identify the spells and caster level checks made to dispel the spells are made with a -2 penalty unless the identifier also knows this feat.

Skills A grell gains a +2 racial bonus on Hide and Move Silently checks.

GRELL ROGUE

CR 5

Grell rogue 3

NE Medium aberration

Init +7; **Senses** blindsight 60 ft., Listen +8, Spot +8

Languages Grell, Undercommon (understand only)

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

hp 50 (8 HD)

Immune electricity, gaze attacks, illusions, paralyzation

Fort +4, **Ref** +7, **Will** +6; evasion

Race F+1, R+1, W+4; Class F+1, R+3, W+1; Abilities Con +2, Dex +3, Wis +1

Weakness sightless, sunder vulnerability

Speed 5 ft. (1 square), fly 30 ft. (perfect)

Melee 10 tentacles +8 (1d4+2 plus paralysis) and bite +0 (1d6)

Ranged *lightning lance* +8 ranged touch (3d6 electricity) 5 charges/day, range 60 ft.

Space 5 ft.; **Reach** 5 ft. 10 ft. with tentacle

Base Atk +5; **Grp** +17

Atk Options Flyby Attack, constrict 1d6+2, improved grab (tentacle)

Special Actions sneak attack +2d6 (one tentacle per round), expert grappler

Combat Gear *lightning lance*

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 13, Cha 12

SQ flight, trapfinding, trap sense +1

Feats Flyby Attack 1, Improved Initiative 6, Weapon Finesse 3

Skills total ranks: race 24 (3x8ranks), rogue 27 (3x9) Disable Device +4[+0+3 ranks, +1 ability], Hide +12[+2 racial, +6+1 ranks, +3 ability], Knowledge (arcana) +4[+0+6/2 ranks, +1 ability], Knowledge (dungeoneering) +4[+0+6/2 ranks, +1 ability], Listen +8[+6+1 ranks, +1 ability], Move Silently +12[+2 racial, +6+1 ranks, +3 ability], Search +4[+0+3 ranks, +1 ability], Spot +8[+6+1 ranks, +1 ability], Tumble +8[+0+5 ranks, +3 ability]

Possessions combat gear plus *grell crystal dust*

Expert Grappler (Ex): A grell that chooses to grapple with one tentacle and remain ungrappled itself takes a -10 penalty on its grapple checks instead of the normal -20 penalty. Grell other than hatchlings have a +10 racial bonus on grapple checks.

Flight (Ex): A grell's body is unusually buoyant. The creature continually produces an effect like that of the *fly* spell, which it can use to move at a speed of 30 feet (perfect maneuverability). This buoyancy also grants the grell a permanent *feather fall* effect with personal range.

Improved Grab (Ex): To use this ability, the grell must hit a creature of its size or smaller with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Paralysis (Ex): Any creature hit by a grell's tentacle must make a DC 10 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based and includes a -4 penalty. Creatures struck by multiple tentacle attacks in the same round do not make multiple saving throws; instead, they make a single saving throw but the DC increases by 1 for every additional tentacle that hit in the same round. For example, a creature hit by four of a grell's tentacle attacks must succeed on a single DC 13 Fortitude save to avoid paralysis, instead of four DC 10 saving throws.

Sightless (Ex): A grell is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Sunder Vulnerability (Ex): An opponent can attack a grell's tentacles as if they were weapons. A grell's tentacle has 5 hit points each. Severing one of a grell's tentacles deals 2 points of damage to the creature. The creature regrows severed tentacles in 1d6 days.

Skills A grell gains a +2 racial bonus on Hide and Move Silently checks.

4B: A SLY REVENGE

FATHER VARCO

CR 10

Male human (Oeridian) cleric 5/divine oracle 5

LN Medium humanoid (human)

Init +1; **Senses** Listen +8, Spot +8

Languages Common

AC 20, touch 11, flat-footed 20; uncanny dodge (+1 Dex, +8 armor, +1 deflection)

hp 58 (10 HD)

Fort +8, **Ref** +7, **Will** +13; prescient sense

Class F+5, R+2, W+6; Abilities Con +1, Dex +1, Wis +5; Ref +2
Lightning Reflexes, Cloak of Resistance +2 F +2, R +2, W +2

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee masterwork quarterstaff +7[+5 BAB, +1 Str, +1 weapon, (1d6+1) or

masterwork quarterstaff +5/+5[+5 BAB, +1 Str, +1 weapon, (1d6+1 and 1d6) with Two-Weapon Fighting

Ranged heavy crossbow +8[+5 BAB, +3 Dex,] (1d10/19-20)

Base Atk +5; **Grp** +6

Atk Options Two-Weapon Fighting

Special Options spontaneous casting, turn undead 3/day (+2, 2d6+5, 5th)

Combat Gear wand of invisibility purge

Cleric Spells Prepared (CL 10th, +8 ranged touch):

5th—*greater command* (DC 20), *empowered searing light*, *slay living* (DC 20), *true seeing*^D

4th—*air walk*, *divine power*, *freedom of movement*, *order's wrath*^D (DC 19), *recitation*

3rd—*divination*^D, *inflict serious wounds* (DC 18), *prayer*, *searing light*, *summon monster III*

2nd—*aid* (2), *brambles*, *detect thoughts*^D (DC 17), *hold person* (DC 17), *sound burst* (DC 17)

1st—*bleed*, *command* (DC 16), *divine favor*, *inflict light wounds* (DC 16), *protection from chaos*^D, *sanctuary* (DC 16), *shield of faith*

0—*create water*, *detect magic*, *detect poison*, *read magic*, *mending*

D: Domain spell. Deity: Pholtus. Domains: Law, Knowledge, Oracle

Abilities Str 12, Dex 16, Con 12, Int 10, Wis 16 (20), Cha 10

SQ divination enhancement, Oracle domain, scry bonus, trap sense +2

Feats Empower Spell 9, Investigator 3, Lightning Reflexes^{human}, Skill Focus (Knowledge [religion]) 1, Two-Weapon Fighting 6,

Skills total ranks:39 Concentration +14[+13 ranks, +1 ability], Gather Information +2[+2 feat], Knowledge (religion) +14[+11 ranks, +3 feat], Knowledge (the planes) +1[+1 ranks], Listen +8[+6/2 ranks, +5 ability,], Search +4[+2 ranks, +2 feat], Spot +8[+6/2 ranks, +5 ability]

Possessions combat gear plus full plate, masterwork quarterstaff, 2 daggers, heavy crossbow, 10 bolts, *ring of protection* +1, *cloak of resistance* +2, *periapt of Wisdom* +4, 3 holy symbols of Pholtus, tabard, holy vestments, holy books, keys to chambers

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

Oracle Domain (Ex): The character has access to the Oracle domain. The character has the granted power associated with the Oracle domain (+2 caster level to divination spells) and can choose the spells in that domain as his daily domain spells.

Prescient Sense (Ex): If a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save she instead takes no damage. This form of evasion works no matter what armor the divine oracle wears.

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

SERGEANT RUKA

CR 8

Female human (Oeridian) rogue 7/shadowdancer 1

LN female humanoid (human)

Init +5; **Senses** Listen +11, Spot +11

Languages Common

AC 24, touch 18, flat-footed 24; uncanny dodge (+6 Dex, +5 armor, +1 shield, +2 deflection)
hp 42 (8 HD)
Fort +5, **Ref** +15, **Will** +4; evasion
 Class F+2, R+7, W+2; Abilities Con +1, Dex +6, Wis +0; *vest of resistance* +2 F+2, R+2, W+2

Speed 30 ft. (6 squares)
Melee +1 *corrosive frost shortsword* +10 [+5 BAB, +1 Str to damage, +1 weapon, +4 weapon finesse feat] (1d6+2/19-20 plus 1d6 frost and 1d6 acid)
Ranged dagger +9 [+5 BAB, +4 Dex.] (1d4+1/19-20) or +1 *flaming composite shortbow* (+1 Str) +9 [+5 BAB, +4 Dex, +1 weapon] (1d6+2/x3 plus 1d6 fire) or tanglefoot bag +9 ranged touch [+5 BAB, +4 Dex,]
Base Atk +5; **Grp** +6
Atk Options sneak attack +4d6
Special Actions hide in plain sight
Combat Gear 2 tanglefoot bags

Abilities Str 12, Dex 22, Con 12, Int 10, Wis 10, Cha 10
SQ hide in plain sight, trapfinding, trap sense +2
Feats Combat Reflexes 6, Dodge 1, Mobility human, Weapon Finesse 3
Skills total ranks: rogue 90, shad 7 Bluff +11 [+11 ranks], Hide +20 [+11 ranks, +4 ability, +5 magic], Jump +13 [+10 ranks, +1 ability, +2 synergy], Listen +11 [+11 ranks], Move Silently +20 [+11 ranks, +4 ability, +5 magic], Search +11 [+11 ranks], Sense Motive +10 [+10 ranks], Spot +11 [+11 ranks], Tumble +17 [+11 ranks, +4 ability, +2 synergy]
Possessions combat gear plus +1 *mithral chain shirt*, masterwork buckler, +1 *corrosive frost shortsword*, 5 daggers, +1 *flaming composite shortbow* (+1 Str), 20 arrows and quiver, *ring of protection* +1, *boots of elvenkind*, *cloak of elvenkind*, *vest of resistance* +2, *gloves of Dexterity* +2, 50 ft. silk rope, manacles, climbing kit, backpack, masterwork thieves' tools, and generally useful camping equipment

5C: THE PLOT THICKENS

ASHTON AND TREFE **CR 6**
 Male human (Oeridian) rogue 6
 NE Medium humanoid (human)
Init +4; **Senses** Listen +9, Spot +9
Languages Common

AC 19, touch 14, flat-footed 19; uncanny dodge (+4 Dex, +4 armor, +1 shield)
hp 32 (6 HD)
Fort +4, **Ref** +10, **Will** +3; evasion
 Class F+2, R+5, W+2; Abilities Con +1, Dex +4, Wis +0; *vest of resistance* +1 F+1, R+1, W+1

Speed 30 ft. (6 squares)
Melee +1 *frost shortsword* +9 [+4 BAB, +1 Str to damage, +1 weapon, +4 weapon finesse feat] (1d6+2 +1d6 frost/19-20)
Ranged dagger +8 [+4 BAB, +4 Dex.] (1d4+1/19-20) or masterwork composite shortbow (+1 Str) +9 [+4 BAB, +4 Dex, +1 masterwork weapon] (1d6+1/x3) or tanglefoot bag +8 ranged touch [+4 BAB, +4 Dex]
Base Atk +4; **Grp** +4

Atk Options sneak attack +3d6
Combat Gear 2 tanglefoot bags

Abilities Str 12, Dex 19, Con 12, Int 10, Wis 10, Cha 10
SQ trapfinding, trap sense +2
Feats Combat Reflexes 6, Dodge 1, Mobility human, Weapon Finesse 3
Skills total ranks: rogue 81 Disable Device +11 [+9 ranks, +2 tools], Hide +18 [+9 ranks, +4 ability, +5 magic], Jump +12 [+9 ranks, +1 ability, +2 synergy], Listen +9 [+9 ranks], Move Silently +18 [+9 ranks, +4 ability, +5 magic], Open Locks +15 [+9 ranks, +4 ability, +2 tools], Search +9 [+9 ranks], Spot +9 [+9 ranks], Tumble +15 [+9 ranks, +4 ability, +2 synergy]
Possessions combat gear plus mithral chain shirt, masterwork buckler, +1 *frost shortsword*, 5 daggers, masterwork composite shortbow (+1 Str), 20 arrows and quiver, *boots of elvenkind*, *cloak of elvenkind*, *vest of resistance* +1, 50 ft. silk rope, manacles, climbing kit, backpack, masterwork thieves' tools, and generally useful camping equipment

ZIKID, VECNAN PRIEST **CR 10**
 Male human (Oeridian) cleric 5/divine oracle 5
 LE Medium humanoid (human)
Init +1; **Senses** Listen +10, Spot +10
Languages Common

AC 22, touch 11, flat-footed 22; uncanny dodge (+1 Dex, +8 armor, +1 deflection, +2 shield)
hp 58 (10 HD)
Fort +8, **Ref** +5, **Will** +13; True Believer, prescient sense
 Class F+5, R+2, W+6; Abilities Con +1, Dex +1, Wis +5; *Cloak of Resistance* +2 F+2, R+2, W+2

Speed 20 ft. in full plate (4 squares), base movement 30 ft.
Melee masterwork dagger +7 [+5 BAB, +1 Str, +1 weapon, (1d4+1/19-20) or
Ranged light crossbow +6 [+5 BAB, +1 Dex.] (1d8/19-20)
Base Atk +5; **Grp** +6
Special Options spontaneous casting, rebuke undead 3/day (+2, 2d6+5, 5th)
Combat Gear *wand of invisibility purge*
Cleric Spells Prepared (CL 10th):
 5th—*bestow curse* (DC 22), *greater command* (DC 22), *slay living* (DC 22), *true seeing*^D
 4th—*air walk*, *freedom of movement*, *giant vermin*, *recitation*, *unholy blight*^D (DC 21)
 3rd—*blindness/deafness* (DC 20), *cure serious wounds*, *divination*^D, *prayer*, *summon monster III*
 2nd—*aid* (2), *detect thoughts*^D (DC 19), *hold person* (DC 19), *sound burst* (DC 19), *spiritual weapon* (+12 attack, 1d8+3/19-20)
 1st—*bless*, *command* (DC 18), *cure light wounds*, *divine favor*, *protection from good*^D, *sanctuary* (DC 18), *shield of faith*
 0—*create water*, *detect magic*, *detect poison*, *mending*, *read magic*
D: Domain spell. Deity: Vecna. Domains: Evil, Knowledge, Oracle

Abilities Str 12, Dex 16, Con 12, Int 10, Wis 20 (24), Cha 10

SQ divination enhancement, Oracle domain, scry bonus, trap sense +2

Feats Empower Spell 9, Scribe Scroll *human*, Skill Focus (Knowledge [religion]) 1, Sanctify Relic 6, True Believer 3

Skills total ranks:39 Concentration +14[+13 ranks, +1 ability], Knowledge (religion) +14 [+11 ranks, +3 feat], Knowledge (the planes) +1[+1 ranks], Listen +10 [+6/2 ranks, +7 ability], Search +2 [+2 ranks], Spot +10 [+6/2 ranks, +7 ability.]

Possessions combat gear plus full plate, heavy steel shield, masterwork dagger, 2 daggers, light crossbow, 10 bolts, *ring of protection* +1, *cloak of resistance* +2, *periapt of Wisdom* +4, 3 holy symbols of Vecna, tabard, unholy vestments, unholy books, keys to chambers

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

Oracle Domain (Ex): The character has access to the Oracle domain. The character has the granted power associated with the Oracle domain (+2 caster level to divination spells) and can choose the spells in that domain as his daily domain spells.

Prescient Sense (Ex): If a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save she instead takes no damage. This form of evasion works no matter what armor the divine oracle wears.

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

1: THE GRELL**GRELL PATRIARCH****CR 10**

Grell wizard 7

NE Large aberration

Init +6; **Senses** blindsight 60 ft.; Listen +16, Spot +11**Languages** Grell, Undercommon (understand only)**AC** 24, touch 13, flat-footed 22

(+2 Dex, -1 size, +11 natural, +2 deflection)

hp 147 (19 HD)**Immune** electricity, gaze attacks, illusions, paralyzation**Fort** +10, **Ref** +8, **Will** +14**Weakness** sightless, sunder vulnerability**Speed** 5 ft. (1 square), fly 30 ft. (perfect)**Melee** 10 tentacles +16 (1d6+4 plus paralysis) and bite +10 (1d8)**Ranged** *greater lightning lance* +13 ranged touch (5d6 electricity) 7 charges/day, range 60 ft. plus arc to a second target within 30 ft. on a successful hit for another +13 ranged touch (5d6 electricity)**Space** 10 ft.; **Reach** 10 ft., 20 ft. with tentacle**Base Atk** +12; **Grp** +30 (Expert Grappler)**Atk Options** Flyby Attack, constrict 1d8+4, improved grab (tentacle)**Special Actions** expert grappler**Combat Gear** *greater lightning lance***Wizard Spells Prepared** (CL 7th, +13 ranged touch):4th—*greater invisibility*, *rainbow pattern* (DC 18)3rd—*fireball* (DC 17), *protection from energy*, *slow* (DC 17)2nd—*invisibility*, *scorching ray* (2), *web*1st—*charm person* (DC 15), *grease* (DC 15), *mage armor*, *obscuring mist*, *ray of enfeeblement*0—*daze*, *detect magic*, *mage hand*, *ray of frost***Abilities** Str 18, Dex 14, Con 18, Int 18, Wis 13, Cha 12**SQ** flight**Feats** Brew Potion *Wiz*5, Combat Casting 15, Combat Reflexes 9, Flyby Attack 1, Grell Alchemy 18, Improved Initiative 3, Improved Natural Armor 12, Scribe Scroll *Wiz*1, Weapon Focus (tentacle) 6**Skills** Concentration +16 (+20 defensively), Hide +15, Knowledge (arcana) +10, Knowledge (dungeoneering) +10, Knowledge (nature) +6, Listen +16, Move Silently +19, Spot +11, Survival +1 (+3 underground)**Possessions** combat gear plus *grell crystal dust*, *ring of protection* +2, *brooch of shielding***Expert Grappler (Ex):** A grell that chooses to grapple with one tentacle and remain ungrappled itself takes a -10 penalty on its grapple checks instead of the normal -20 penalty. Grell other than hatchlings have a +10 racial bonus on grapple checks.**Flight (Ex):** A grell's body is unusually buoyant. The creature continually produces an effect like that of the *fly* spell, which it can use to move at a speed of 30 feet (perfect maneuverability). This buoyancy also grants the grell a permanent *feather fall* effect with personal range.**Improved Grab (Ex):** To use this ability, the grell must hit a creature of its size or smaller with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.**Paralysis (Ex):** Any creature hit by a grell patriarch's tentacle must make a DC 16 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based and includes a -4 penalty. Creatures struck by multiple tentacle attacks in the same round do not make multiple saving throws; instead, they make a single saving throw but the DC increases by 1 for every additional tentacle that hit in the same round. For example, a creature hit by four of a grell patriarch's tentacle attacks must succeed on a single DC 19 Fortitude save to avoid paralysis, instead of four DC 16 saving throws.**Sightless (Ex):** A grell is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.**Sunder Vulnerability (Ex):** An opponent can attack a grell's tentacles as if they were weapons. A grell's tentacle has 5 hit points each. Severing one of a grell's tentacles deals 2 points of damage to the creature. The creature regrows severed tentacles in 1d6 days.**Grell Alchemy (Ex): [Item Creation]** A creature that has this feat has studied the alien and disturbing arcane lore of the grell, and understands the magical and physical laws by which their spells and devices function.**Prerequisites:** Int 13, Knowledge (dungeoneering) 3 ranks, caster level 1st.**Benefit:** A creature with this feat can create grellcraft items, including *lightning lances*. Its spells are partially based on obscure physical laws, as opposed to magic alone, and therefore gain a +2 bonus on spell penetration checks. They are also more difficult to identify or dispel. Spellcraft checks made to identify the spells and caster level checks made to dispel the spells are made with a -2 penalty unless the identifier also knows this feat.**Skills** A grell patriarch gains a +2 racial bonus on Hide and Move Silently checks.**GRELL UBER-ROGUE****CR 10**

Grell rogue 7

NE Large aberration

Init +8; **Senses** blindsight 60 ft.; Listen +23, Spot +23**Languages** Grell, Undercommon (understand only)**AC** 26, touch 15, flat-footed 26; uncanny dodge (+4 Dex, -1 size, +11 natural, +2 deflection)**hp** 169 (19 HD)**Immune** electricity, gaze attacks, illusions, paralyzation**Fort** +10 **Ref** +12, **Will** +10; evasion

Race F+4, R+4, W+8; Class F+2, R+5, W+2; Abilities Con +4, Dex +4, Wis +1; other bonuses

Weakness sightless, sunder vulnerability

Speed 5 ft. (1 square), fly 30 ft. (perfect)
Melee 10 tentacles +17 [+14 BAB, +4 Str, -1 size] (1d6+4 plus paralysis) and bite +12 (1d8)
Ranged *greater lightning lance* +17 ranged touch (5d6 electricity) 7 charges/day, range 60 ft. plus arc to a second target within 30 ft. on a successful hit for another +17 ranged touch (5d6 electricity)
Space 10 ft.; **Reach** 10 ft., 20 ft. with tentacle
Base Atk +14; **Grp** +32 (Expert Grappler)
Atk Options Combat Expertise, Flyby Attack, Improved Disarm, Improved Trip (+12), constrict 1d8+4, improved grab (tentacle), sneak attack +4d6 (only two tentacles per round or *greater lightning lance* plus arc attack)
Special Actions expert grappler
Combat Gear *greater lightning lance*
Abilities Str 18, Dex 18, Con 18, Int 14, Wis 13, Cha 12
SQ flight, trapfinding, trap sense +2
Feats Combat Expertise 6, Combat Reflexes 9, Flyby Attack 1, Improved Disarm 15, Improved Initiative 3, Improved Natural Armor 12, Improved Trip 18
Skills total ranks: race 60 (4x15ranks), rogue 70 (7x10) Disable Device +9[+0+7 ranks, +2 ability], Hide +24[-4 size, +2 racial, +15+7 ranks, +4 ability], Knowledge (arcana) +7[+0+11/2 ranks, +2 ability], Knowledge (dungeoneering) +7[+0+10/2 ranks, +2 ability], Listen +23[+15+7 ranks, +1 ability], Move Silently +28[+2 racial, +15+7 ranks, +4 ability], Search +9[+0+7 ranks, +2 ability], Spot +22[+15+7 ranks, +1 ability], Tumble +11[+0+7 ranks, +4 ability]
Possessions combat gear plus *grell crystal dust*, *ring of protection* +2, *brooch of shielding*

Expert Grappler (Ex): A grell that chooses to grapple with one tentacle and remain ungrappled itself takes a -10 penalty on its grapple checks instead of the normal -20 penalty. Grell other than hatchlings have a +10 racial bonus on grapple checks.

Flight (Ex): A grell's body is unusually buoyant. The creature continually produces an effect like that of the *fly* spell, which it can use to move at a speed of 30 feet (perfect maneuverability). This buoyancy also grants the grell a permanent *feather fall* effect with personal range.

Improved Grab (Ex): To use this ability, the grell must hit a creature of its size or smaller with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Paralysis (Ex): Any creature hit by a grell uber-rogue's tentacle must make a DC 16 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based and includes a -4 penalty. Creatures struck by multiple tentacle attacks in the same round do not make multiple saving throws; instead, they make a single saving throw but the DC increases by 1 for every additional tentacle that hit in the same round. For example, a creature hit by four of a grell uber-rogue's tentacle attacks must

succeed on a single DC 19 Fortitude save to avoid paralysis, instead of four DC 16 saving throws.

Sightless (Ex): A grell is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Sunder Vulnerability (Ex): An opponent can attack a grell's tentacles as if they were weapons. A grell's tentacle has 5 hit points each. Severing one of a grell's tentacles deals 2 points of damage to the creature. The creature regrows severed tentacles in 1d6 days.

Skills A grell gains a +2 racial bonus on Hide and Move Silently checks.

4B: A SLY REVENGE

FATHER VARCO **CR 12**

Male human (Oeridian) cleric 5/divine oracle 7
 LN Medium humanoid (human)

Init +1; **Senses** Listen +10, Spot +10

Languages Common

AC 21, touch 11, flat-footed 21; improved uncanny dodge (can be flanked only by rogue 11+), uncanny dodge

(+1 Dex, +9 armor, +1 deflection)

hp 68 (12 HD)

Fort +10, **Ref** +9, **Will** +16; prescient sense

Class F+6, R+3, W+7; Abilities Con +1, Dex +1, Wis +6; Ref +2
Lightning Reflexes, *Cloak of Resistance* +3 F +3, R +3, W +3

Speed 20 ft. in full plate (4 squares), base movement 30 ft.,

Melee masterwork quarterstaff +8 [+6 BAB, +1 Str, +1 weapon, (1d6+1) or

masterwork quarterstaff +6/+6[+6 BAB, +1 Str, +1 weapon, (1d6+1 and 1d6) with Two-Weapon Fighting

Ranged heavy crossbow +9[+6 BAB, +3 Dex,] (1d10/19-20)

Base Atk +6; **Grp** +7

Atk Options Two-Weapon Fighting

Special Options spontaneous casting, turn undead 3/day (+2, 2d6+5, 5th)

Combat Gear *wand of invisibility purge*

Cleric Spells Prepared (CL 12th, +9 ranged touch):

6th—*harm* (DC 22), *heal*, *hold monster*^D (DC 22), *empowered poison* (DC 22)

5th—*greater command* (DC 21), *empowered searing light*, *slay living* (DC 21), *spell resistance*, *true seeing*^D

4th—*air walk*, *divine power*, *freedom of movement*, *order's wrath*^D (DC 20), *recitation*

3rd—*divination*^D, *inflict serious wounds* (DC 19), *prayer*, *searing light*, *summon monster III*

2nd—*aid* (2), *brambles*, *detect thoughts*^D (DC 18), *hold person* (DC 18), *sound burst* (2) (DC 18)

1st—*bless* (2), *command* (DC 17), *divine favor*, *inflict light wounds* (DC 17), *protection from chaos*^D, *sanctuary* (DC 17), *shield of faith*

0—*create water*, *detect magic*, *detect poison*, *mending*, *read magic*

D: Domain spell. Deity: Pholtus. Domains: Law, Knowledge, Oracle

Abilities Str 12, Dex 16, Con 13, Int 10, Wis 16 (22), Cha 10

SQ divination enhancement, Oracle domain, scry bonus, trap sense +2

Feats Empower Spell 9, Investigator 3, Lightning Reflexes human, Maximize Spell 12, Skill Focus (Knowledge [religion]) 1, Two-Weapon Fighting 6

Skills total ranks: 45 Concentration +16 [+15 ranks, +1 ability], Gather Information +2 [+2 feat], Knowledge (religion) +14 [+11 ranks, +3 feat], Knowledge (the planes) +1 [+1 ranks], Listen +10 [+8/2 ranks, +6 ability], Search +4 [+2 ranks, +2 feat], Spot +10 [+8/2 ranks, +6 ability]

Possessions combat gear plus +1 *full plate*, masterwork quarterstaff, 2 daggers, heavy crossbow, 10 bolts, *ring of protection* +1, *cloak of resistance* +3, *periapt of Wisdom* +6, 3 holy symbols of Pholtus, tabard, holy vestments, holy books, keys to chambers

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

Oracle Domain (Ex): The character has access to the Oracle domain. The character has the granted power associated with the Oracle domain (+2 caster level to divination spells) and can choose the spells in that domain as his daily domain spells.

Prescient Sense (Ex): If a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save she instead takes no damage. This form of evasion works no matter what armor the divine oracle wears.

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

SERGEANT RUKA **CR 10**

Male human (Oeridian) rogue 7/shadowdancer 3
LN female humanoid (human)

Init +10; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Languages Common

AC 27, touch 19, flat-footed 27; improved uncanny dodge (can be flanked only by rogue 14+), uncanny dodge

(+6 Dex, +6 armor, +2 shield, +3 deflection)

hp 52 (10 HD)

Fort +7, **Ref** +17, **Will** +6; evasion

Class F+3, R+8, W+3; Abilities Con +1, Dex +6, Wis +0; *vest of resistance* +3 F+3, R+3, W+3

Speed 30 ft. (6 squares)

Melee +1 *corrosive frost shortsword* +14/+9 [+7 BAB, +1 Str to damage, +1 weapon, +6 weapon finesse feat] (1d6+2/19-20 plus 1d6 frost and 1d6 acid)

Ranged dagger +13 [+7 BAB, +6 Dex,] (1d4+1/19-20) or +1 *flaming composite shortbow* (+1 Str) +13/+8 [+7 BAB, +6 Dex, +1 weapon] (1d6+2/x3 plus 1d6 fire) or tanglefoot bag +13 ranged touch [+7 BAB, +6 Dex,]

Base Atk +7; **Grp** +8

Atk Options sneak attack +4d6

Special Actions hide in plain sight, shadow illusion

Combat Gear 2 tanglefoot bags

Abilities Str 12, Dex 20 (22), Con 12, Int 10, Wis 10, Cha 10

SQ hide in plain sight, summon shadow, trapfinding, trap sense +2

Feats Combat Reflexes 6, Dodge 1, Improved Initiative 9, Mobility human, Weapon Finesse 3

Skills total ranks: rogue 90, shad 21 Bluff +13 [+13 ranks], Hide +24 [+13 ranks, +6 ability, +5 magic], Jump +13 [+10 ranks, +1 ability, +2 synergy], Listen +13 [+13 ranks], Move Silently +24 [+13 ranks, +6 ability, +5 magic], Search +13 [+13 ranks], Sense Motive +10 [+10 ranks], Spot +13 [+13 ranks], Tumble +21 [+13 ranks, +6 ability, +2 synergy]

Possessions combat gear plus +2 *mithral chain shirt*, +1 *buckler*, +1 *corrosive frost shortsword*, 5 daggers, +1 *flaming composite shortbow* (+1 Str), 20 arrows and quiver, *ring of protection* +2, *boots of elvenkind*, *cloak of elvenkind*, *gloves of Dexterity* +2, *vest of resistance* +3, 50 ft. silk rope, manacles, climbing kit, backpack, masterwork thieves' tools, and generally useful camping equipment

5C: THE PLOT THICKENS

ASHTON AND TREFE

CR 8

Male human (Oeridian) rogue 7/shadowdancer 1

NE Medium humanoid (human)

Init +6; **Senses** Listen +11, Spot +11

Languages Common

AC 24, touch 18, flat-footed 24; uncanny dodge (+6 Dex, +5 armor, +1 shield, +2 deflection)

hp 42 (8 HD)

Fort +5, **Ref** +15, **Will** +4; evasion

Class F+2, R+7, W+2; Abilities Con +1, Dex +6, Wis +0; *vest of resistance* +2 F+2, R+2, W+2

Speed 30 ft. in *mithral chain shirt* +1 (6 squares), base movement 30 ft.,

Melee +1 *corrosive frost shortsword* +10 [+5 BAB, +1 Str to damage, +1 weapon, +4 weapon finesse feat] (1d6+2/19-20 plus 1d6 frost and 1d6 acid)

Ranged dagger +9 [+5 BAB, +4 Dex,] (1d4+1/19-20) or +1 *flaming composite shortbow* (+1 Str) +9 [+5 BAB, +4 Dex, +1 weapon] (1d6+2/x3 plus 1d6 fire) or tanglefoot bag +9 ranged touch [+5 BAB, +4 Dex]

Base Atk +5; **Grp** +6

Atk Options sneak attack +4d6

Special Actions hide in plain sight

Combat Gear 2 tanglefoot bags

Abilities Str 12, Dex 20 (22), Con 12, Int 10, Wis 10, Cha 10

SQ trapfinding, trap sense +2, hide in plain sight

Feats Combat Reflexes 6, Dodge 1, Mobility human, Weapon Finesse 3

Skills total ranks: rogue 90, shad 7 Disable Device +13 [+11 ranks, +2 tools], Hide +22 [+11 ranks, +6 ability, +5 magic], Jump +13 [+10 ranks, +1 ability, +2 synergy,], Listen +11 [+11 ranks], Move Silently +22 [+11 ranks, +6 ability, +5 magic], Open Locks +18 [+10 ranks, +6 ability, +2 tools],

Search +11[+11 ranks], Spot +11 [+11 ranks], Tumble +19[+11 ranks, +6 ability, +2 synergy]

Possessions combat gear plus +1 mithral chain shirt, masterwork buckler, +1 corrosive frost shortsword, 5 daggers, +1 flaming shortbow (+1 Str), 20 arrows and quiver, ring of protection +1, boots of elvenkind, cloak of elvenkind, gloves of Dexterity +2, vest of resistance +2, 50 ft. silk rope, manacles, climbing kit, backpack, masterwork thieves' tools, and generally useful camping equipment

ZIKID, VECNAN PRIEST

CR 12

Male human (Oeridian) cleric 5/divine oracle 7

LE Medium humanoid (human)

Init +1; Senses Listen +12, Spot +12

Languages Common

AC 23, touch 11, flat-footed 23; improved uncanny dodge (can be flanked only by rogue 11+), uncanny dodge

(+1 Dex, +9 armor, +1 deflection, +2 shield)

hp 68 (12 HD)

Fort +10, **Ref** +7, **Will** +18; True Believer, prescient sense

Class F+6, R+3, W+7; Abilities Con +1, Dex +1, Wis +8; Cloak of Resistance +3 F +3, R +3, W +3

Speed 20 ft. in heavy armor (4 squares), base movement 20 ft.,

Melee masterwork dagger +9[+7 BAB, +1 Str, +1 weapon, (1d4+1/19-20)]

Ranged light crossbow +8[+7 BAB, +1 Dex,] (1d8/19-20)

Base Atk +7; **Grp** +8

Special Options spontaneous casting, rebuke undead 3/day (+2, 2d6+5, 5th)

Combat Gear wand of invisibility purge

Cleric Spells Prepared (CL 12th):

6th—*dispel good*^D, *harm* (DC 24), *heal*, *empowered poison* (DC 24)

5th—*bestow curse* (DC 23), *greater command* (DC 23), *slay living* (DC 23), *spell resistance*, *true seeing*^D

4th—*air walk*, *freedom of movement*, *giant vermin*, *recitation*, *unholy blight*^D (DC 22)

3rd—*blindness/deafness* (DC 21), *divination*^D, *cure serious wounds*, *prayer*, *summon monster III*

2nd—*aid* (2), *detect thoughts*^D (DC 20), *hold person* (DC 20), *sound burst* (2) (DC 20), *spiritual weapon* (+15/+10 attack, 1d8+4/19-20)

1st—*bless* (2), *command* (DC 19), *cure light wounds*, *divine favor*, *protection from good*^D, *sanctuary* (DC 19), *shield of faith*

0—*create water*, *detect magic*, *detect poison*, *mending*, *read magic*

D: Domain spell. Deity: Vecna. Domains: Evil, Knowledge, Oracle

Abilities Str 12, Dex 12, Con 13, Int 10, Wis 20 (26), Cha 10

SQ divination enhancement, Oracle domain, scry bonus, trap sense +2

Feats Empower Spell 6, Maximize Spell 12, Sanctify Relic 9, Scribe Scroll human, Skill Focus (Knowledge [religion]) 1, True Believer 3

Skills total ranks:45 Concentration +16 [+15 ranks, +1 ability], Knowledge (religion) +14 [+11 ranks, +3 feat], Knowledge (the planes) +1 [+1 ranks], Listen +12 [+8/2 ranks, +8 ability], Search +2[+2 ranks], Spot +12 [+8/2 ranks, +8 ability]

Possessions combat gear plus +1 full plate, heavy steel shield, masterwork dagger, 2 daggers, light crossbow, 10 bolts, ring of protection +1, cloak of resistance +3, periapt of Wisdom +6, 3 holy symbols of Vecna, tabard, unholy vestments, unholy books, keys to chambers

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

Oracle Domain (Ex): The character has access to the Oracle domain. The character has the granted power associated with the Oracle domain (+2 caster level to divination spells) and can choose the spells in that domain as his daily domain spells.

Prescient Sense (Ex): If a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save she instead takes no damage. This form of evasion works no matter what armor the divine oracle wears.

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

1: THE GRELL**GRELL PATRIARCH****CR 10**

Grell wizard 7

NE Large aberration

Init +6; **Senses** blindsight 60 ft.; Listen +16, Spot +11**Languages** Grell, Undercommon (understand only)**AC** 24, touch 13, flat-footed 22

(+2 Dex, -1 size, +11 natural, +2 deflection)

hp 147 (19 HD)**Immune** electricity, gaze attacks, illusions, paralyzation**Fort** +10, **Ref** +8, **Will** +14**Weakness** sightless, sunder vulnerability**Speed** 5 ft. (1 square), fly 30 ft. (perfect)**Melee** 10 tentacles +16 (1d6+4 plus paralysis) and bite +10 (1d8)**Ranged** *greater lightning lance* +13 ranged touch (5d6 electricity) 7 charges/day, range 60 ft. plus arc to a second target within 30 ft. on a successful hit for another +13 ranged touch (5d6 electricity)**Space** 10 ft.; **Reach** 10 ft., 20 ft. with tentacle**Base Atk** +12; **Grp** +30 (Expert Grappler)**Atk Options** Flyby Attack, constrict 1d8+4, improved grab (tentacle)**Special Actions** expert grappler**Combat Gear** *greater lightning lance***Wizard Spells Prepared** (CL 7th, +13 ranged touch):4th—*greater invisibility*, *rainbow pattern* (DC 18)3rd—*fireball* (DC 17), *protection from energy*, *slow* (DC 17)2nd—*invisibility*, *scorching ray* (2), *web*1st—*charm person* (DC 15), *grease* (DC 15), *mage armor*, *obscuring mist*, *ray of enfeeblement*0—*daze*, *detect magic*, *mage hand*, *ray of frost***Abilities** Str 18, Dex 14, Con 18, Int 18, Wis 13, Cha 12**SQ** flight**Feats** Brew Potion *Wiz*5, Combat Casting 15, Combat Reflexes 9, Flyby Attack 1, Grell Alchemy 18, Improved Initiative 3, Improved Natural Armor 12, Scribe Scroll *Wiz*1, Weapon Focus (tentacle) 6**Skills** Concentration +16 (+20 defensively), Hide +15, Knowledge (arcana) +10, Knowledge (dungeoneering) +10, Knowledge (nature) +6, Listen +16, Move Silently +19, Spot +11, Survival +1 (+3 underground)**Possessions** combat gear plus *grell crystal dust*, *ring of protection* +2, *brooch of shielding***Expert Grappler (Ex):** A grell that chooses to grapple with one tentacle and remain ungrappled itself takes a -10 penalty on its grapple checks instead of the normal -20 penalty. Grell other than hatchlings have a +10 racial bonus on grapple checks.**Flight (Ex):** A grell's body is unusually buoyant. The creature continually produces an effect like that of the *fly* spell, which it can use to move at a speed of 30 feet (perfect maneuverability). This buoyancy also grants the grell a permanent *feather fall* effect with personal range.**Improved Grab (Ex):** To use this ability, the grell must hit a creature of its size or smaller with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.**Paralysis (Ex):** Any creature hit by a grell patriarch's tentacle must make a DC 16 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based and includes a -4 penalty. Creatures struck by multiple tentacle attacks in the same round do not make multiple saving throws; instead, they make a single saving throw but the DC increases by 1 for every additional tentacle that hit in the same round. For example, a creature hit by four of a grell patriarch's tentacle attacks must succeed on a single DC 19 Fortitude save to avoid paralysis, instead of four DC 16 saving throws.**Sightless (Ex):** A grell is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.**Sunder Vulnerability (Ex):** An opponent can attack a grell's tentacles as if they were weapons. A grell's tentacle has 5 hit points each. Severing one of a grell's tentacles deals 2 points of damage to the creature. The creature regrows severed tentacles in 1d6 days.**Grell Alchemy (Ex): [Item Creation]** A creature that has this feat has studied the alien and disturbing arcane lore of the grell, and understands the magical and physical laws by which their spells and devices function.**Prerequisites:** Int 13, Knowledge (dungeoneering) 3 ranks, caster level 1st.**Benefit:** A creature with this feat can create grellcraft items, including *lightning lances*. Its spells are partially based on obscure physical laws, as opposed to magic alone, and therefore gain a +2 bonus on spell penetration checks. They are also more difficult to identify or dispel. Spellcraft checks made to identify the spells and caster level checks made to dispel the spells are made with a -2 penalty unless the identifier also knows this feat.**Skills** A grell patriarch gains a +2 racial bonus on Hide and Move Silently checks.**GRELL UBER-ROGUE****CR 10**

Grell rogue 7

NE Large aberration

Init +8; **Senses** blindsight 60 ft.; Listen +23, Spot +23**Languages** Grell, Undercommon (understand only)**AC** 26, touch 15, flat-footed 26; uncanny dodge (+4 Dex, -1 size, +11 natural, +2 deflection)**hp** 169 (19 HD)**Immune** electricity, gaze attacks, illusions, paralyzation**Fort** +10 **Ref** +12, **Will** +10; evasion

Race F+4, R+4, W+8; Class F+2, R+5, W+2; Abilities Con +4, Dex +4, Wis +1; other bonuses

Weakness sightless, sunder vulnerability

Speed 5 ft. (1 square), fly 30 ft. (perfect)
Melee 10 tentacles +17 [+14 BAB, +4 Str, -1 size] (1d6+4 plus paralysis) and bite +12 (1d8)
Ranged *greater lightning lance* +17 ranged touch (5d6 electricity) 7 charges/day, range 60 ft. plus arc to a second target within 30 ft. on a successful hit for another +17 ranged touch (5d6 electricity)
Space 10 ft.; **Reach** 10 ft., 20 ft. with tentacle
Base Atk +14; **Grp** +32 (Expert Grappler)
Atk Options Combat Expertise, Flyby Attack, Improved Disarm, Improved Trip (+12), constrict 1d8+4, improved grab (tentacle), sneak attack +4d6 (only two tentacles per round or *greater lightning lance* plus arc attack)
Special Actions expert grappler
Combat Gear *greater lightning lance*
Abilities Str 18, Dex 18, Con 18, Int 14, Wis 13, Cha 12
SQ flight, trapfinding, trap sense +2
Feats Combat Expertise 6, Combat Reflexes 9, Flyby Attack 1, Improved Disarm 15, Improved Initiative 3, Improved Natural Armor 12, Improved Trip 18
Skills total ranks: race 60 (4x15ranks), rogue 70 (7x10) Disable Device +9[+0+7 ranks, +2 ability], Hide +24[-4 size, +2 racial, +15+7 ranks, +4 ability], Knowledge (arcana) +7[+0+11/2 ranks, +2 ability], Knowledge (dungeoneering) +7[+0+10/2 ranks, +2 ability], Listen +23[+15+7 ranks, +1 ability], Move Silently +28[+2 racial, +15+7 ranks, +4 ability], Search +9[+0+7 ranks, +2 ability], Spot +22[+15+7 ranks, +1 ability], Tumble +11[+0+7 ranks, +4 ability]
Possessions combat gear plus *grell crystal dust*, *ring of protection* +2, *brooch of shielding*

Expert Grappler (Ex): A grell that chooses to grapple with one tentacle and remain ungrappled itself takes a -10 penalty on its grapple checks instead of the normal -20 penalty. Grell other than hatchlings have a +10 racial bonus on grapple checks.

Flight (Ex): A grell's body is unusually buoyant. The creature continually produces an effect like that of the *fly* spell, which it can use to move at a speed of 30 feet (perfect maneuverability). This buoyancy also grants the grell a permanent *feather fall* effect with personal range.

Improved Grab (Ex): To use this ability, the grell must hit a creature of its size or smaller with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Paralysis (Ex): Any creature hit by a grell uber-rogue's tentacle must make a DC 16 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based and includes a -4 penalty. Creatures struck by multiple tentacle attacks in the same round do not make multiple saving throws; instead, they make a single saving throw but the DC increases by 1 for every additional tentacle that hit in the same round. For example, a creature hit by four of a grell uber-rogue's tentacle attacks must

succeed on a single DC 19 Fortitude save to avoid paralysis, instead of four DC 16 saving throws.

Sightless (Ex): A grell is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Sunder Vulnerability (Ex): An opponent can attack a grell's tentacles as if they were weapons. A grell's tentacle has 5 hit points each. Severing one of a grell's tentacles deals 2 points of damage to the creature. The creature regrows severed tentacles in 1d6 days.

Skills A grell gains a +2 racial bonus on Hide and Move Silently checks.

4B: A SLY REVENGE

FATHER VARCO **CR 14**

Male human (Oeridian) cleric 5/divine oracle 9

LN Medium humanoid (human)

Init +1; **Senses** Listen +11, Spot +11

Languages Common

AC 24, touch 13, flat-footed 24; improved uncanny dodge (can be flanked only by rogue 13+), uncanny dodge

(+1 Dex, +10 armor, +3 deflection)

hp 78 (14 HD)

Fort +11, **Ref** +10, **Will** +17; prescient sense

Class F+7, R+4, W+8; Abilities Con +1, Dex +1, Wis +6; Ref +2
Lightning Reflexes, *Cloak of Resistance* +3 F +3, R +3, W +3

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee masterwork quarterstaff +9[+7 BAB, +1 Str, +1 weapon, (1d6+1) or

masterwork quarterstaff +7/+7[+7 BAB, +1 Str, +1 weapon, (1d6+1 and 1d6) with Two-Weapon Fighting

Ranged heavy crossbow +10 [+7 BAB, +3 Dex,] (1d10/19-20)

Base Atk +7; **Grp** +8

Atk Options Two-Weapon Fighting

Special Options spontaneous casting, turn undead 3/day (+2, 2d6+5, 5th)

Combat Gear *wand of invisibility purge*

Cleric Spells Prepared (CL 14th, +10 ranged touch):

7th—*dictum*^D, *empowered flame strike* (DC 23), *heal*, *repulsion* (DC 23)

6th—*harm* (2) (DC 22), *heal*, *hold monster*^D (DC 22), *empowered poison* (DC 22)

5th—*greater command* (DC 21), *empowered searing light*, *slay living* (DC 21), *spell resistance*, *true seeing*^D

4th—*air walk*, *divine power*, *freedom of movement*, *greater magic weapon*, *order's wrath*^D (DC 20), *recitation*

3rd—*divination*^D, *inflict serious wounds* (DC 19), *prayer*, *searing light*, *summon monster III*

2nd—*aid* (2), *brambles* (2), *detect thoughts*^D (DC 18), *hold person* (DC 18), *sound burst* (2) (DC 18)

1st—*bless* (2), *command* (DC 17), *divine favor*, *inflict light wounds* (DC 17), *protection from chaos*^D, *sanctuary* (DC 17), *shield of faith*

0—create water, detect magic, detect poison, mending, read magic

D: Domain spell. Deity: Pholtus. Domains: Law, Knowledge, Oracle

Abilities Str 12, Dex 16, Con 13, Int 10, Wis 16 (22), Cha 10

SQ Oracle domain, scry bonus, trap sense +3, Divination enhancement

Feats Empower Spell 9, Investigator 3, Lightning Reflexes human, Maximize Spell 12, Skill Focus (Knowledge [religion]) 1, Two-Weapon Fighting 6

Skills total ranks: 51 Concentration +18 [+17 ranks, +1 ability], Gather Information +2 [+2 feat], Knowledge (religion) +14 [+11 ranks, +3 feat], Knowledge (the planes) +1 [+1 ranks], Listen +11 [+10/2 ranks, +6 ability], Search +4 [+2 ranks, +2 feat], Spot +11 [+10/2 ranks, +6 ability]

Possessions combat gear plus +2 full plate, masterwork quarterstaff, 2 daggers, heavy crossbow, 10 bolts, ring of protection +3, cloak of resistance +3, periapt of Wisdom +6, 3 holy symbols of Pholtus, tabard, holy vestments, holy books, keys to chambers

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

Oracle Domain (Ex): The character has access to the Oracle domain. The character has the granted power associated with the Oracle domain (+2 caster level to divination spells) and can choose the spells in that domain as his daily domain spells.

Prescient Sense (Ex): If a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save she instead takes no damage. This form of evasion works no matter what armor the divine oracle wears.

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

SERGEANT RUKA **CR 12**

Male human (Oeridian) rogue 7/shadowdancer 5

LN Medium humanoid (human)

Init +9; **Senses** darkvision 60 ft.; Listen +15, Spot +15

Languages Common

AC 28, touch 19, flat-footed 28; improved uncanny dodge (can be flanked only be rogue 16+), uncanny dodge

(+6 Dex, +6 armor, +3 shield, +3 deflection)

hp 62 (12 HD); defensive roll

Fort +7, **Ref** +17, **Will** +6; evasion

Class F+3, R+8, W+3; Abilities Con +1, Dex +6, Wis +0; *vest of resistance* +3 F+3, R+3, W+3

Speed 30 ft. (6 squares)

Melee +1 *corrosive frost shortsword* +15/+10 [+8 BAB, +1 Str to damage, +1 weapon, +6 weapon finesse feat] (1d6+2/19-20 plus 1d6 frost and 1d6 acid)

Ranged dagger +14 [+8 BAB, +6 Dex,] (1d4+1/19-20) or

+1 *flaming composite shortbow* (+1 Str) +14/+9 [+8 BAB, +6 Dex, +1 weapon] (1d6+2/x3 plus 1d6 fire) or tanglefoot bag +14 ranged touch [+8 BAB, +6 Dex,]

Base Atk +8; **Grp** +9

Atk Options sneak attack +4d6

Special Actions hide in plain sight, shadow illusion, shadow jump (20 ft./day)

Combat Gear 2 tanglefoot bags

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

SQ hide in plain sight, summon shadow, trapfinding, trap sense +2

Feats Combat Reflexes 6, Dodge 1, Mobility human, Improved Initiative 9, Stealthy 12, Weapon Finesse 3

Skills total ranks: rogue 90, shad 35 Bluff +15 [+15 ranks], Hide +28 [+15 ranks, +6 ability, +2 feat, +5 magic], Jump +13 [+10 ranks, +1 ability, +2 synergy], Listen +15 [+15 ranks], Move Silently +28 [+15 ranks, +6 ability, +2 feat, +5 magic], Search +15 [+15 ranks], Sense Motive +10 [+10 ranks], Spot +15 [+15 ranks], Tumble +23 [+15 ranks, +6 ability, +2 synergy]

Possessions combat gear plus +2 *mithral chain shirt*, +2 *buckler*, +1 *corrosive frost shortsword*, 5 daggers, +1 *flaming composite shortbow* (+1 Str), 20 arrows and quiver, ring of protection +2, boots of elvenkind, cloak of elvenkind, gloves of Dexterity +2, vest of resistance +3, 50 ft. silk rope, manacles, climbing kit, backpack, masterwork thieves' tools, and generally useful camping equipment

5C: THE PLOT THICKENS

ASHTON AND TREFE **CR 10**

Male human (Oeridian) rogue 7/shadowdancer 3

NE Medium humanoid (human)

Init +9; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Languages Common

AC 27, touch 19, flat-footed 27; improved uncanny dodge (can be flanked only be rogue 14+), uncanny dodge

(+6 Dex, +6 armor, +2 shield, +3 deflection)

hp 52 (10 HD)

Fort +7, **Ref** +17, **Will** +6; evasion

Class F+3, R+8, W+3; Abilities Con +1, Dex +6, Wis +0; *vest of resistance* +3 F+3, R+3, W+3

Speed 30 ft. (6 squares)

Melee +1 *corrosive frost shortsword* +14/+9 [+7 BAB, +1 Str to damage, +1 weapon, +6 weapon finesse feat] (1d6+2/19-20 plus 1d6 frost and 1d6 acid)

Ranged dagger +13 [+7 BAB, +6 Dex,] (1d4+1/19-20) or +1 *flaming composite shortbow* (+1 Str) +13/+8 [+7 BAB, +6 Dex, +1 weapon] (1d6+2/x3 plus 1d6 fire) or tanglefoot bag +13 ranged touch [+7 BAB, +6 Dex]

Base Atk +7; **Grp** +8

Atk Options sneak attack +4d6

Special Actions hide in plain sight, shadow illusion

Combat Gear 2 tanglefoot bags

Abilities Str 12, Dex 20 (22), Con 12, Int 10, Wis 10, Cha 10

SQ hide in plain sight, summon shadow, trapfinding, trap sense +2

Feats Combat Reflexes 6, Dodge 1, Mobility human, Improved Initiative 9, Weapon Finesse 3

Skills total ranks: rogue 90, shad 21 Disable Device +15 [+13 ranks, +2 tools], Hide +24 [+13 ranks, +6 ability, +5 magic], Jump +13 [+10 ranks, +1 ability, +2 synergy], Listen +13 [+13 ranks], Move Silently +24 [+13 ranks, +6 ability, +5 magic], Open Locks +18 [+10 ranks, +6 ability, +2 tools], Search +13 [+13 ranks], Spot +13 [+13 ranks], Tumble +21 [+13 ranks, +6 ability, +2 synergy]

Possessions combat gear plus +2 mithral chain shirt, +1 buckler, +1 corrosive frost shortsword, 5 daggers, +1 flaming composite shortbow (+1 Str), 20 arrows and quiver, ring of protection +2, boots of elvenkind, cloak of elvenkind, gloves of Dexterity +2, vest of resistance +3, 50 ft. silk rope, manacles, climbing kit, backpack, masterwork thieves' tools, and generally useful camping equipment

ZIKID, VECNAN PRIEST CR 14

Male human (Oeridian) cleric 5/divine oracle 9

LE Medium humanoid (human)

Init +1; **Senses** Listen +13, Spot +13

Languages Common

AC 27, touch 14, flat-footed 27; improved uncanny dodge (can be flanked only by rogue 13+), uncanny dodge

(+1 Dex, +10 armor, +3 deflection, +3 shield)

hp 78 (14 HD)

Fort +11, **Ref** +8, **Will** +17; True Believer, prescient sense

Class F+7, R+4, W+8; Abilities Con +1, Dex +1, Wis +6; Cloak of Resistance +3 F +3, R +3, W +3

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee masterwork dagger +10 [+8 BAB, +1 Str, +1 weapon (1d4+1/19-20)] or

Ranged light crossbow +9 [+8 BAB, +1 Dex,] (1d8/19-20)

Base Atk +8; **Grp** +9

Special Options spontaneous casting, rebuke undead 3/day (+2, 2d6+5, 5th)

Combat Gear wand of invisibility purge

Cleric Spells Prepared (CL 14th, +9 ranged touch):

7th—*blasphemy*^D, *empowered flame strike* (DC 25), *repulsion* (DC 25), *maximized searing light*

6th—*dispel good*^D, *harm* (2) (DC 24), *heal*, *empowered poison* (DC 24)

5th—*bestow curse* (DC 23), *greater command* (DC 23), *slay living* (DC 23), *spell resistance*, *true seeing*^D

4th—*air walk*, *freedom of movement*, *giant vermin* (2), *recitation*, *unholy blight*^D (DC 22)

3rd—*blindness/deafness* (DC 21), *divination*^D, *cure serious wounds*, *prayer*, *summon monster III*

2nd—*aid* (2), *detect thoughts*^D (DC 20), *hold person* (DC 20), *sound burst* (2) (DC 20), *spiritual weapon* (2) (+15/+10 attack, 1d8+4/19-20)

1st—*bless* (2), *command* (DC 19), *divine favor*, *protection from good*^D, *sanctuary* (DC 19), *shield of faith*

0—*create water*, *detect magic*, *detect poison*, *mending*, *read magic*

D: Domain spell. Deity: Vecna. Domains: Evil, Knowledge, Oracle

Abilities Str 12, Dex 12, Con 13, Int 10, Wis 20 (26), Cha 10

SQ divination enhancement, Oracle domain, scry bonus, trap sense +3

Feats Empower Spell 6, Maximize Spell 12, Sanctify Relic 9, Scribe Scroll human, Skill Focus (Knowledge [religion]) 1, True Believer 3

Skills total ranks:51 Concentration +18 [+17 ranks, +1 ability], Knowledge (religion) +14 [+11 ranks, +3 feat], Knowledge (the planes) +1 [+1 ranks], Listen +13 [+10/2 ranks, +8 ability], Search +2 [+2 ranks], Spot +13 [+10/2 ranks, +8 ability]

Possessions combat gear plus +2 full plate, +1 heavy steel shield, masterwork dagger, 2 daggers, light crossbow, 10 bolts, ring of protection +3, cloak of resistance +3, periapt of Wisdom +6, 3 holy symbols of Vecna, tabard, unholy vestments, unholy books, keys to chambers

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

Oracle Domain (Ex): The character has access to the Oracle domain. The character has the granted power associated with the Oracle domain (+2 caster level to divination spells) and can choose the spells in that domain as his daily domain spells.

Prescient Sense (Ex): If a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save she instead takes no damage. This form of evasion works no matter what armor the divine oracle wears.

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

APPENDIX 2: NEW RULES ITEMS

Note: other new rules items are included in the stats where appropriate.

FEATS

Born Follower [General]

You excel when directed by a natural leader.

Regions: Gran March, Oeridian, Pale.

Benefit: You gain a +2 morale bonus on attack rolls and on saving throws against fear effects when within 30 feet of an ally with the Leadership feat.

Special: You may only take this feat as a 1st-level character.

Source: *Dragon* #315

Sanctify Relic [Item Creation]

You can create magic items that are imbued with a connection to your deity.

Prerequisite: Any other item creation feat.

Benefit: Relics are magic items—often but not always wondrous items—that rely on a divine connection to a specific deity to function. They are described further in Chapter 4 of *Complete Divine*.

Source: *Complete Divine* 84

True Believer [General]

Your deity rewards your unquestioning faith and dedication.

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

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

This feat also allows you to use a relic of the deity you worship.

Source: *Complete Divine* 86

SPELLS

Brambles

Transmutation

Level: Cleric 2, druid 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Wooden weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

With the sound of twisting wood, the weapon you touch grows sharp spikes like rose thorns.

For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and also gains a +1 enhancement bonus per caster level on melee damage rolls (maximum +10). This spell works only on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow, or a metal mace.

Material Component: A small thorn.

Source: *Spell Compendium* 38

Recitation

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a

60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies.

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Source: *Spell Compendium* 170

MAGIC ITEMS

Lightning Lance: A *lightning lance* is a silver tubelike device about three feet in length. Activated as a standard action, this weapon deals 3d6 points of electricity damage (no save) to a single target within 60 feet with a successful ranged touch attack. Although a *lightning lance* usually functions only in the tentacles of a grell, a DC 25 Use Magic Device check allows a character of a different race to employ it. A *lightning lance* has five charges that are renewed each day at dawn – a wielder can expend up to 5 charges in any 24-hour period. Faint evocation; CL 3rd; Grell Alchemy, shocking grasp; Price 3,800 gp.

Greater Lightning Lance: A *greater lightning lance* is a silver tubelike device about three feet in length. Activated as a standard action, this weapon deals 5d6 points of electricity damage (no save) to a single target within 60 feet with a successful ranged touch attack. If this touch attack hits, the electricity bolt then arcs to a second target of the user's choice within 30 feet of the primary target, dealing 5d6 points of damage (no save) to the secondary target with a second successful ranged touch attack at the same level of precision. (Author's interpretation: Because the secondary attack strikes at the same level of precision as the primary, it too can be used for precision-based strikes such as sneak attacks.)

Although a *greater lightning lance* usually functions only in the tentacles of a grell, a DC 25 Use Magic Device check allows a character of a different race to employ it. A *greater lightning lance* has 7 charges that are renewed each day at dawn – a wielder can expend up to 7 charges in any 24-hour period. Faint evocation; CL 5th; Grell Alchemy, *shocking grasp*; Price 18,000 gp.

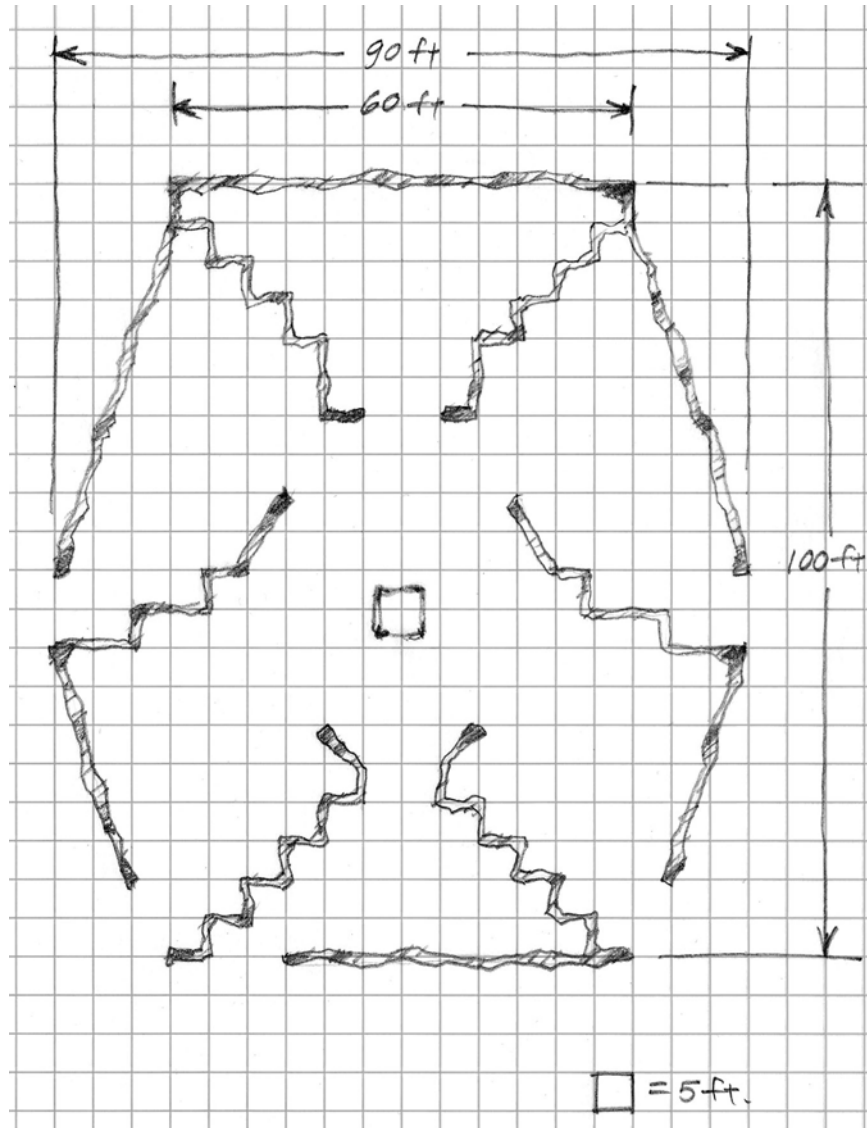
Pholtus's Prophecy

*"Let the denied, the tempted, stand forth.
North and west, in land of dust
Skeletons be your guide.
'Tis wider than a church's door and deep,
girt in stone, floored in water.
Reside within until Celene is clear above.
A silent stone, a tangling bag,
A planar chain and pressure without relent.
These you will need, crave you justice."*

DM MAP 1: GRELL ZIGGURAT

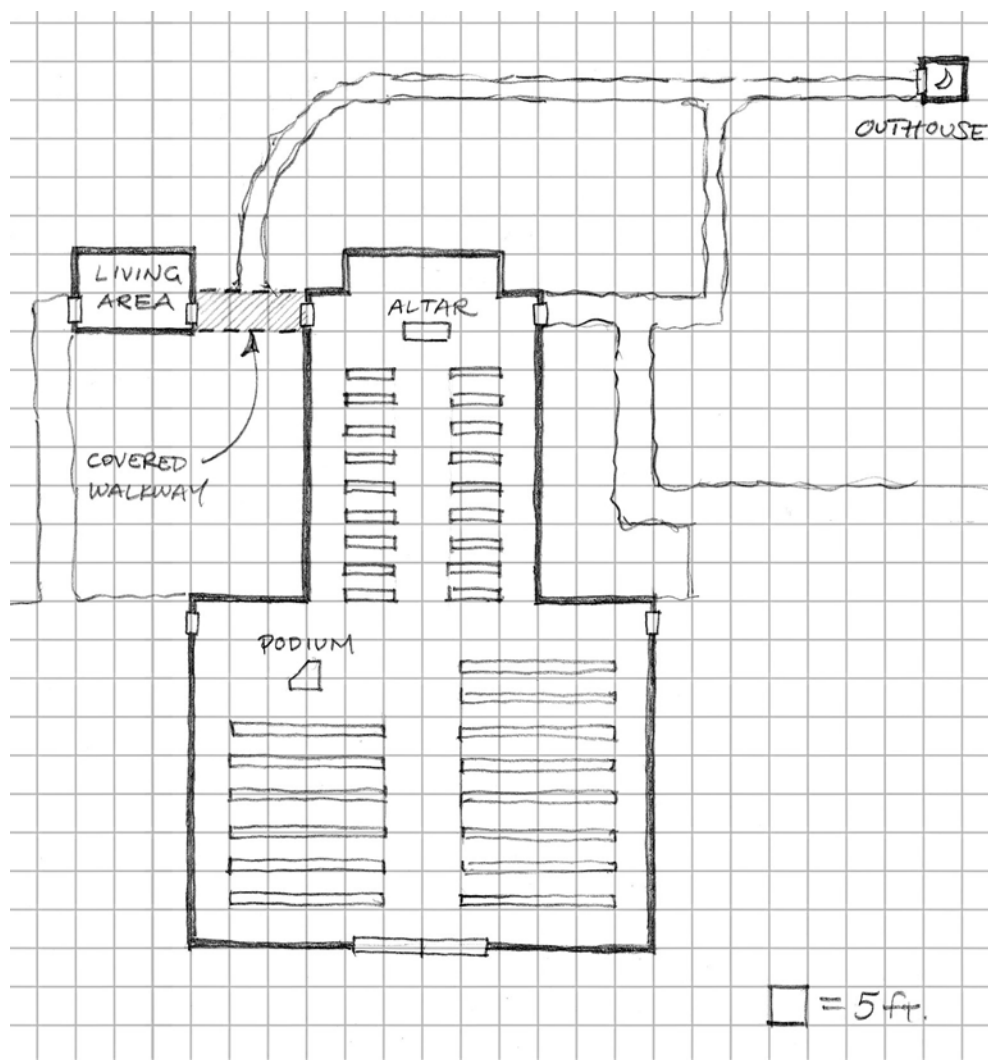
Used in Encounter 2.

Note: All walls are made of grell crystal.



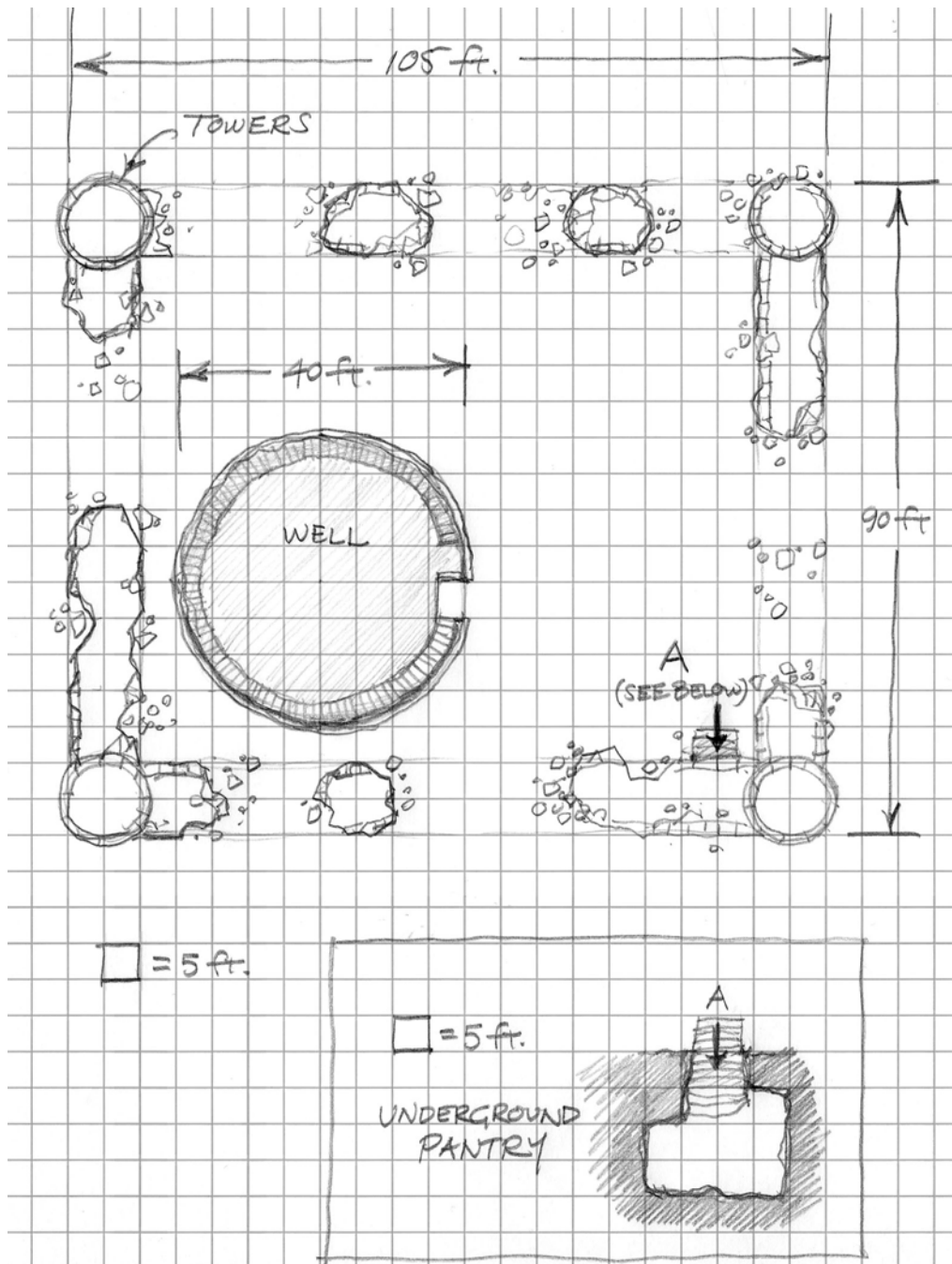
DM MAP 2: PHOLTAN TEMPLE

Used in Encounter 4B.



DM MAP 3: RUINED FORTRESS

Used in Encounter 5C and 6C.



DM AID 1: SPECIAL RULES FOR THE PALE

Non-Pholtan Holy Symbols

It is illegal for adventurers to display a human holy symbol other than that of Pholtus in the Pale.

The intent of this rule is to properly depict the flavor of the Pale as a single religion theocracy ruled over by the Church of the One True Path and not to create player-vs.-player conflict. It is meant to enhance the role-playing of living under a religious government that does not allow freedom of religion.

PCs displaying the holy symbol of any human deity other than that of Pholtus should be fined and their holy symbol should be confiscated for destruction by the Palish authorities. The amount of the fine varies by APL: APL 2—90gp, APL 4—130gp, APL 6—180gp, APL 8—260gp, APL 10—460gp, APL 12—660gp. The confiscation and fine should take place as soon as any Palish authorities notice the holy symbol. This may leave a non-Pholtan cleric without his holy symbol for the adventure, as non-Pholtan holy symbols may not be purchased in the Pale without taking special actions.

Non-human PCs are exempt from this law when displaying their racial deities' holy symbol(s). Non-humans are heathens who cannot even recognize the glory of Pholtus due to their beliefs in their own racial deities. If they can be brought to the light of Pholtus, this is good and perhaps they can be redeemed, but if they do not, it is of no consequence. Non-humans wearing the holy symbols of a human deity are treated the same as a human wearing a non-Pholtan holy symbol as they have shown that their souls have chosen to acknowledge human beliefs and culture, and they should, therefore, be brought to the truth of Pholtus.

Some deities require special adjudication for this rule due to their positions within non-human cultures as well as within human cultures.

- Bleredd – Considered a human deity, due to his origins as an Oeridian deity and continued worship by Oeridians.
- Ehlonna – Considered an elven deity when worn as a holy symbol by elves only. This is due to special dispensation and negotiations with the Phostaldaron to allow for continued use of the Treaty Road through the Phostwood and into Tenh for the liberation and relief efforts in that region. All non-elves will be penalized as if violating the law even if they are not human as Ehlonna is considered to be a human deity.
- Fortubo – Considered a dwarven deity, as he has withdrawn his support from the Suel, where his origins lie, in favor of fighting against the derro and their evil deity.
- Jascar – Considered a human deity, since his origins are Suel and his primary worshippers still include many Suel.
- Nazarn – Considered a half-orc deity, since even though his origin is Suel, he was a half-orc himself and is venerated primarily by half-orcs.
- Ulaa – Considered a human deity, due to her position as the wife of the Oeridian god, Bleredd, and her worship by humans.

Deities with Special Consideration due to their status:

- St. Cuthbert – Clergy loyal to St. Cuthbert were found to be working with clergy loyal to an infernal deity in the past. Displaying the holy symbol of St. Cuthbert is as offensive as displaying the holy symbol of a force of Chaos. See the next entry for worshippers of Chaotic deities.
- Chaotic Deities – Worshippers of Chaotic deities are fined double the usual fine, for being Agents of Chaos.
- Evil Deities – If a PC is found to be carrying the unholy symbol of an evil deity, all normal actions will be taken, and a *geas/quest* is cast on the PC to keep him from touching the unholy symbols of evil deities in the future. (The above assumes that the PC is not actually a cleric of the evil deity, since that is prohibited in the Living Greyhawk Campaign.)

No PC may enforce this rule through combat or offensive physical actions. Player-vs-player conflict will be adjudicated as a violation of the RPGA General Rules, as always. If one PC chooses to report another PC to the authorities for a violation of this law, he will also be questioned and detained as to why he was associating with such a heathen, but will not be penalized.

For fair adjudication of this rule in the Theocracy of the Pale, some in-game rules are required for skills like Bluff and the hiding of non-Pholtan holy symbols:

1. To locate a non-Pholtan holy symbol in the Pale requires a DC 25 Gather Information check and the holy symbol will cost twice the standard price listed in the *Player's Handbook* price.
2. To craft a new wooden holy symbol requires a DC 15 Craft (jewelrymaking) or (woodcarving) check.
3. Seeing a holy symbol in its normal location around the neck as a necklace unless engaged in conversation or within a normal conversational distance from someone is a DC 10 (the average Pale legal authority has an average Spot skill

of +2). Holy symbols worn as other pieces of jewelry are not readily recognized as holy symbols at this time and require a DC 20 Spot check to notice followed by a DC 15 Knowledge (religion) check to identify the holy symbol since it is a non-standard holy symbol; it is the same Spot check even if engaged in conversation as most people look to the neck to notice holy symbols.

4. It is a Bluff check or Sleight of Hand check (player's choice) opposed by Spot checks may be used to cast a spell using a holy symbol without the other person being able to see the holy symbol being used to cast the spell. The person attempting this has a -5 circumstance penalty due to the requirement of forceful presentation of holy symbols to cast spells where they are required as the divine focus.
5. It is a DC 10 Knowledge (religion) check to identify the holy symbol of most deities. Some more obscure deities require a DC 15 and some extremely obscure deities may require a higher check to identify their holy symbols. Judges should use their best judgement on this, but a simple guide is if the deity is listed in the *Player's Handbook* or is a greater deity according to the LG deities' document, it is probably only a DC 10 check. If you haven't heard of the deity before, the deity is probably obscure.

Arcane Registration by Arcane Spellcasters

Arcane magic is distrusted in the Theocracy of the Pale. Thus, the law requires all arcane spellcasters to register with the government. (Registry with the government is not the same as membership in the Arcanist Guild, which is a meta-game organization.) The Church is very diligent about informing foreigners of this law, so most traveling spellcasters are promptly registered as well.

Any PC who is found not to be registered as an arcane spellcaster within the Pale will be arrested and confined to service within a New Dawn Camp for a period of 4 TU (one month in game terms). The arcanist will immediately be registered as such in the Pale as a part of his arrest.

In Pale Regional scenarios, city guards or other officials may ask any known arcane casters to show proof of registration. As the player of an arcane caster, you may download and print the Arcane Registration Certificate from the Pale regional website (http://www.theocracyofthepale.com/downloads/arcane_registration.pdf). If you are judging a scenario, you might want to print some certificates, in case any players with arcanist PCs have not done so for themselves. Just because a player has failed to print this certificate for his character is not a reason to punish his PC; if the player just did not have the opportunity or means to print a certificate, you may assume he is registered if he says he is though you may wish to document this on his AR. Once an arcanist has been arrested, he is registered in the Pale and this should be documented on his AR. It does not matter if he destroys his certificate or not as the Pale keeps diligent records of the registered arcanists and this information is transcribed to the registration books throughout the Pale once a month.

Arcane spellcaster characters may attempt to utilize forged documents if they so choose. It requires a Bluff check opposed by the Sense Motive check of the authorities attempting to verify the PCs registration paperwork to succeed at this ruse. Failure results in arrest for not being registered and an additional 500 gp fine for forging official Pale documents. (If the PC has the ability to forge documents, this check may be used in lieu of his Bluff check).