

PAL7-02

Reed Carefully

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Theocracy of the Pale Regional Adventure

Version 1

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Trolls? Of course. Hydras? Fairly common. Even the occasional giant crocodile is nothing to panic about in The Fens. However, when a pack of grimlocks, a pair of walking mushrooms and a blind lizard-like beast are spotted this far away from their subterranean homes, it's time to find out what's going on. A one-round regional adventure set in the Theocracy of the Pale for characters level 1-10 (APLs 2-8).

Resources for this adventure [and the authors of those works] include the "Biting the Hand that Feeds" series [Jason Clark and Brian Mosley], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Cry Havoc* [Matthew Thompson], *Lords of Madness* [Richard Baker, James Jacobs, and Steve Winter], *A Road Less Traveled* [David LaMacchia], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor] and *Tyrants of the Nine Hells* [Robin D. Laws and Robert J. Schwaib].

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D 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

Rumors of denizens stranger than the occasional troll or hydra have been streaming in at a steady pace over the past few weeks. Although initially dismissed, when famed Troll Hunter Dorjan Oldrich enters Atherstone with the corpse of a beholderkin he claimed he found on the outskirts of the Troll Fens, there was slight cause for alarm. He was curious as to why the fresh body of a creature of the underground depths was found this far away from any known cave to the Underdark. Shortly after this finding Sloan Burgos and Dorjan decided to commission an investigation into these rumors.

It turns out there are technically 2 reasons these aberrations have been wandering so close to civilization. The first is that something has been chasing out monsters from the Underdark. One escape route from this purge is in an underground grotto at the foot of the Griff Mountains that can only be reached via waterways in the Troll Fens, or, of course, from the Underdark. The monsters have been pouring out steadily over the past few weeks, but due to the relatively large area of The Fens, have rarely been noticed.

This has been compounded by a priest named Lemme Fabian who found an abandoned stone hut along one of the waterways. He claimed it as his home in order to do research on the frogs and toads of the swamp. Instead, what should wander by, but some ilitihidae, beasts of the Underdark akin to common dogs, wolves, and bears, but infused with the mental powers of the mindflayers. He captured several specimens to study and eventually train. He had released them 2 days before the events in this adventure take place and they have not yet returned. These monsters began wandering closer to the border of the troll fens where they have recently been sighted.

A third party is interested in all these events, a "man" simply known as Maloch. What part he plays in all this is currently unknown. He has however already brokered some powerful abilities upon the odd cleric.

ADVENTURE SUMMARY

Introduction – The PCs receive a request from a prominent Pale NPC.

Encounter 1: Rumors – The PCs meet their respective contacts and take note of any rumors through investigation. They can either use the Gather Information skill or speak to the NPCs individually and use their Diplomacy to coax out extra information.

Encounter 2: Wish I Had My Waders – The PCs should be able to narrow down a location as to where to look next. The PCs should make Survival checks to not get lost. DCs are modified based on the level of detail of information they received in the previous encounter.

Encounter 3: The Knight Errant – The PCs hear fighting in the distance. If they approach, they will see a lone warrior that has fallen through the planks of a makeshift boardwalk and is waist deep in the swamp. He is fending off a monster that looks more like it belongs more in the underground depths than in a murky swamp.

Encounter 4: Where'd those things come from? – Erikantos explains he is a member of the Scout Division of the Prelatal Militia and also a Pholtan Knight Valorous in training. He is friendly to the PCs and helps since he will soon realize he is on the same mission. He has some skill in tracking and can help the PCs or lead if necessary. The next encounter is staged differently depending on the length of time it takes the group to find the hut.

Encounter 5: Nowhere Man – The tracks lead back to a cottage near the edge of a wide stream.

5a – The house is empty and the PCs can search. The owner returns in the middle of the search. The PCs may have time to prepare if they can hear him coming.

5b – Smoke can be seen coming out of the chimney. As the PCs approach, they will see a humanoid with small horns on his forehead and large sharp canines sitting at a kitchen table as a man seems to be preparing food. The horned man will attempt to distract the PCs while the other man gets away on the raft in the back.

Encounter 6: Dealing With the Man in Red – The PCs have a chance to meet with Maloch, a “friend” of Lemme Fabian. He has some things to offer the PCs if they are willing to listen.

Encounter 7: What's this A-Boat? – This details the battle downriver if Lemme had in fact gotten away in Encounter 5.

Encounter 8: Forgotten Grotto – The PCs can follow Lemme's journal notes or Maloch's guide to a grotto at the base of the Griff Mountains. The water ends here, but as the barge comes to the shore, screaming can be found from the tunnels beyond. Another subterranean monster comes running out and attacks the PCs in its fear and frenzy. Behind the monster is a deranged dwarf-like being that seemed to have been chasing the beast, but now will settle on some new targets.

Conclusion – If the PCs investigate down the tunnel, they will see that it winds down to a massive cave-in. Erikantos will suggest going their separate ways but wishes to remain in contact.

PREPARATION FOR PLAY

Find out if the PCs belong to any meta-orgs and which ones. Take note of which meta-org they favor the most and give them the corresponding hand-out.

Have the players pre-roll 3 Sense Motive checks for use when Maloch speaks with the PCs.

INTRODUCTION

The PCs have been commissioned based on their favored meta-org/affiliations (or Dorjan Olrich if not affiliated or from out of region) and asked to meet in Ehrste, a town on the edge of the Troll fens to meet with their respective contacts.

1: RUMORS

As luck would have it, there is a caravan heading out of Atherstone, through Lighton and onto Ehrste before continuing to Oxton. They offer you a free ride as long as you are up to fighting alongside the caravan guards if the need does arise.

Travel is swift as the grip of the Troll Winter has subsided and the snows have started to melt. The stop in Lighton was brief and you cut north towards the Griff Mountains, which are actually visible in the clear spring sky.

The village of Ehrste can be seen in the distance just at the base of the Griffs and situated precariously close to the Troll Fens. The caravan pulls in and drops you off.

Church Affiliations (for those who received Hand-Out 1):

At the chapel, a young acolyte is currently filling a brazier full of incense. He is wearing clean and pressed robes of purple and white. His dark brown hair is in a close bowl cut. As you enter, he looks up from his tasks and turns to greet you. “Greetings, I am Dexter Korbin, Acolyte of the One True Path. How may I help you?”

After the PCs state their business, he will provide the following information:

- A rider from Atherstone arrived with a large sum of money to be dispensed to a group matching the PCs' description.

- Hunters and adventurers passing through The Fens have reported strange monsters wandering about. Most of these hunters are very versed with the natural world, but could not identify these creatures.
- Dorjan Oldrich stops by occasionally to trade with Octavia, owner of the town's general store. He apparently had the body of one of these strange creatures and was heading to a meeting with the Celestial General himself to report on what he had found. Apparently he sent out word requesting a private group of investigators be brought in. If that group is with Dorjan Dexter suggests that the PCs meet with them since this investigation is in the best interest of the Pale.
- Dexter will provide each PC with a commission of 25 gp x APL.
- If they are sick or wounded, he can tend their wounds free of charge using medicines and herbs (Heal +11), but is not yet capable of performing Pholtan miracles.

Non-Church Affiliations (for those who received Hand-Out 2):

The village's general store is relatively large for such a small town. On a plaque in the back of the store are a shield and a pair of crossed bastard swords of steel and cold iron. Stocking some shelves is a rotund, yet well-muscled woman in her late 30's. Her strawberry-blond hair is pulled into a pair of tight buns on the side of her head. She whistles a toon as she reaches to put a pair of lanterns on the top shelf. She smiles as you enter and bellows, "I can smell the adventurer on ya! I s'pose you're not here to just be buying a grappling hook."

After the PCs give their reason to visit, Octavia can provide them with the following information:

- There'd been rumors that odd tentacled creatures were running around The Fens, but she just thought people just looked at a hydra funny.
- Dorjan came in recently and showed her what he had in his bag. It was a big round thing with an eye in the middle and 4 little eye stalks all around. From her former adventuring days, she knew instantly it was a Gauth, a smaller relative of the famed "Eye Tyrant", or beholder. After he told her he found it in The Fens, she became a believer.
- She also knows that there may be a group at the Abbey that may be searching for the same information and the groups should meet up. At this point, it's not a secret that there's something weird going on.

- She will give each PC 25gp x APL when they accept the mission.

Asking Around Town

After speaking with their respective contacts, the PCs can question others in the town, possibly learning the following information (depending on the results of their Gather Information check):

DC 5

- There's a were-troll running around making experimentations on things. That's where the weird monsters are coming from. (somewhat True, reference to the Biting the Hand that Feeds series. PCs that have played this series may know that this information is not 100% accurate however).
- Trolls, hydras, and giant crocs are normal in The Fens. However, someone said they saw something that looked like a giant centipede, but it had tentacles on its face.

DC 10

- There was a nice man in here the other day that asked around just like the PCs. He headed into The Fens by himself.

DC 15

- I think I saw an armored and armed man talking to the constable.
- The armored man said he was a member of the Pholtan Knights Valorous.
- There have been odd sightings at the boardwalks (that's where some ancient bridges were built by elves or something back in the day.)

DC 20

- Yep, told the knight to look for the islands in the planks.
- I think the barkeep has a crude map of The Fens. Careful if any in your party ain't Oeridian though, he doesn't take a liking to non-Oeridians.

Alternatively, the villagers can be spoken to for information. The prominent NPCs have strong personalities that are more fleshed out in DM Aid 1: The Village of Ehrste. They can give some general information they know, but with a proper Diplomacy check, they will divulge more useful tidbits.

Arimus Balthinar, The Mayor:

- The recent sightings in The Fens do not concern him and he believes that they are vicious rumors spread by travelers from Lighton to scare people from moving into town.

DC 15 Diplomacy: "I will concede there are probably more to these rumors than I want to believe since a member of the Pholtan Knights Valorous was here a few days ago inquiring about the rumors. I wouldn't put it

above those Lightons to have planted the critters though. Mark my words.”

Melville, The Constable:

- Since tasked with keeping the local peace, he cannot venture out on the town on his own to look into these matters.
- When a nice young man from the church came by, Melville couldn't give him much information, especially since he doesn't like to spread rumor and speculation.
- He can confirm that the rumors have been increasing in the last week or so as adventurers have already stopped in to check things out. Many of them “think” they saw some oddities, but didn't get closer to check things out, let alone get any tangible evidence.

Brutus, The Innkeeper:

Brutus will serve anyone, however he won't make small talk with non-oeridians, generally treating them somewhat coldly, and is even worse to non-humans. The only information Brutus gives requires a Diplomacy check. There is a -2 circumstance penalty for each non-oeridian trying to coax information from him, with an additional -2 penalty if they are not 100% human. This penalty is to the overall result, so if a non-Oeridian is attempting the ‘aid another’ action, there can only be a net benefit if the PC can use the expanded aid-another rules from Complete Adventurer.

DC 15 Diplomacy: “Look, I don't like this flood of adventurers running around all helter skelter in my bar. So, if you can do something to stop the tide of strangers, then I think I can help. One of the last adventurers left behind a pretty crude map as payment the other day. It details the western portion of The Fens, so it may help you from getting lost and getting to the bottom of this thing.”

Valder Stone, The Blacksmith:

- People bought supplies from Valder before they set out, but he has stayed relatively oblivious to the whole situation. He's just happy all the visitors are drumming up extra business. There hasn't been a day yet he hasn't had to re-shoe a horse.
- He mentions that Octavia, the Shopkeeper, might know more (and gets a dreamy look in his eyes as he mentions her name).

Mort Corpesia, The Carpenter:

- Mort lets the PCs know they may need a boat out there and if they're willing to haul it around, he can sell them a small skiff for 50gp. He warns them however that it may not get them through too much of the swamp due to the

numerous tangles of reeds around the waterways.

- “I can sell tools too, if you guys want to make a boat when you get out there.”

DC 15 Diplomacy with a +2 circumstance bonus if the PCs buy at least 100gp total worth of goods: “I hear there's an area with a lot of boardwalks if you can fight off the baddies that lurk about, you can get your pick of decent wood for a raft. Although my lumber is of much higher quality, and hasn't been sitting in a swamp for who knows how long.”

Niles Fulkner, The Clothier:

- “Those swamps are wet and nasty. I can sell you some waders if you'd like. They'll keep you dry until the wax begins to break up.” (The waders cost 5gp each and last for the entirety of the adventure.)
- “There was a nice man in here the other day asking what the best garments to wear into The Fens were. I fashioned him a nice pair of my waders out of high quality leather and lined it all in wax to keep the water out.

DC 15 Diplomacy with a +2 circumstance bonus for each PC that purchases any clothing: “While I was fitting him for the waders he asked about ‘boardwalks.’ I told him I heard a few adventurers sighted a ‘giant centipede with a tentacled face’ out by an old settlement. I supposed that's what he meant. He showed me a crude map and I told him wereabouts the settlement was. He thanked me for the help and said that that would be his first stop.

Treasure: The PCs can gain the following treasure here:

- 👑APL 2: Coin 50 gp; Total 50 gp.
- 👑APL 4: Coin 100 gp; Total 100 gp.
- 👑APL 6: Coin 150 gp; Total 150 gp.
- 👑APL 8: Coin 200 gp; Total 200 gp.

Development: There are several pieces of relevant information leading into the next encounter that can give a circumstance bonus to the PCs' Survival role to avoid getting lost.

INFORMATION GARNERED	BONUS
KNIGHT ALONE IN SWAMP	+1
ACQUIRED CRUDE MAP	+1
PLANKS AND ISLANDS AREA HAS	+1
ODD SIGHTINGS.	
THE KNIGHT IS AT THE	+2
BOARDWALKS	

2: WISH I HAD MY WADERS

This encounter tests the PCs' skills outdoors. They can use a number of skills including Knowledge (geography), Profession (cartographer), or Survival to avoid getting

lost. The DCs are based on how well they gathered information in the previous encounter.

It is no wonder no one really enters The Fens. Aside from the knee deep (or waist deep for smaller folk) water, the smell of rotting vegetation permeates everything. Frogs croak, crickets chirp, and the constant drone of cicada fills your ears. At points maybe a raft or a boat would be appreciated, but then again, it wouldn't get very far getting caught up in a tangle of reeds. Every now and then the shadow of a large, hunched-over figure can be seen in the distance, but it quickly scurries off and out of view. It must not be hungry...yet.

To find the location of the sightings, the PCs must make a DC 20 Survival check. If the PCs found the map, they get a +2 synergy bonus if they have at least 5 ranks in either Knowledge (geography) or Profession (cartographer) (+4 if both).

The boardwalks are roughly 10 miles northeast from the closest border of the Troll Fens. In addition, the terrain is mostly trackless, reducing movement to one half. Mounts are permissible, but they too will be reduced to half movement through most of the swamp. Refer to DM Aid 2: Overland Movement to determine travel time. A new check will need to be made every 24 hours.

If the PCs need to stay overnight, have them make a survival check to find a suitable campsite, unless they are using a magical shelter similar to a Leomund's secure shelter and the like. Refer to the table below to determine what happens.

DC	CONSEQUENCE
15	NIGHT GOES BY UNEVENTFULLY
10	HAVE ALL PCs ON MIDNIGHT WATCH MAKE A LISTEN CHECK. IF THEY GOT A DC 21 OR HIGHER, THEY HEAR THE SOUNDS OF HIGH PITCHED SCREECHING AND THE FLAPPING OF WINGS 90FT AWAY FROM THE CENTER OF CAMP. HAVE THEM THEN ROLL INITIATIVE AND SPOT CHECKS. A DC 14 SPOT CHECK WILL GIVE THEM A TARGET 90FT FROM THE PARTY: A DIRE BAT HAS WANDERED NEAR THE CAMP. THE BAT WILL STICK AROUND FOR 2 ROUNDS OF ACTIONS, THEN LOSE INTEREST AND FLUTTER OFF.
5	NOT ONLY IS THE AREA UNCOMFORTABLE, THE SWAMP DENIZENS ARE LOUD AND ANNOYING IN THIS PART OF THE SWAMP. THE PCs SLEEP RESTLESSLY AND WAKE UP FATIGUED UNLESS THEY HAVE THE ENDURANCE FEAT.

All APLs (EL 2)

☛Dire Bat: hp 30; Monster Manual 62.

Treasure: The dire bat has no treasure.

Development: The PCs may be fatigued if they pressed on.

3: THE KNIGHT ERRANT

The PCs reach the area with makeshift boardwalks linking the various islands in The Fens. In the distance they hear the sounds of a battle ensuing.

After slogging through the muck and the mire for what seems like hours, the terrain gives way to some man-made structures. Boardwalks of rotting planks bridge the various islands in an un-engineered criss-cross.

In the distant fog the roar of a savage beast can be heard along with the unmistakable sound of wood being splintered followed by a "SPLOOSH!" Along with that sound is a very discernable "OUCH!"

Refer to DM Map A: The Knight Errant for the battle map. PCs can make a DC 8 Listen check when the "ouch!" is heard. As long as one PC makes the DC, they can start anywhere in the indicated start area on the map. If the PCs fail, they start 10 ft south of the map for each point below the DC 8. The ranger/paladin, Erikantos, has just fallen through the rotting boards and is being attacked by an out-of-place Underdark dweller. When the first PC gets onto the map, read the following:

You break out of some dense trees to see more of the rotting bridges. Ahead, about 2 islands away, a man stands waist deep in the swamp, locked in combat with an unnatural beast. The water here is deep and murky and it is difficult to tell where it is safe to step.

Environment: Squares marked with X's have exceptionally weak and rotting planks. Each round, any character with Knowledge (architecture and engineering) can make a check as a free action (DC 12) to recognize an area within 20ft of their position that is weak. If a PC steps on a rotted plank, they fall through into the bog. Deep bog squares require a DC 15 Climb check to pull out. Shallow bog squares require a DC 10 Climb check. This is only factored into the EL at APL 2, since it shouldn't be too much of a factor beyond that.

APL 2 (EL 4 [EL 3 +1 terrain])

The creature is hunched over and resembles a large monkey. The similarities however end there as a sideways maw and large bulging eyes are clearly visible. As it moves, its features seem to go in and out of focus and it is difficult to tell exactly where it is. In the beast's right hand, it grips a small, well-made axe and menacingly advances towards its cornered victim.

If the PCs succeed at a DC 15 Sense Motive check, read the following:

It seems to be posturing, but does not appear that it wants a fight quite yet.

Creature:

☛Saltor: hp 27; Appendix 1.

APL 4 (EL 6)

Is it a cougar, here in the swamps? No, although similar in size and shape, this misshapen beast has its mouth slightly higher than its bulbous eyes. Fur sprouts only in patches and it seems to have a spark of intelligence higher than the common animal.

If the PCs succeed at a Spot check opposed by the Saltor's Hide check, also read the following:

Also, from under some planks, a strange beast emerges. The creature is hunched over and resembles a large monkey. The similarities however end there as a sideways maw and large bulging eyes are clearly visible. As it moves, its features seem to go in and out of focus and it is difficult to tell exactly where it is. In the beast's right hand, it grips a small, well-made axe.

Creatures:

☛Kigrid: hp 61; Appendix 1.

☛Saltor: hp 27; Appendix 1.

APL 6 (EL 8)

A bulbous creature which can only be described as a cross between a grizzly bear and a giant spider lashes out at the fallen victim with a leathery tentacle.

If the PCs succeed at a Spot check opposed by the kigrid's Hide check, also read the following:

Also, from under some planks, something similar in size and shape of a cougar emerges. This misshapen beast however has its mouth slightly higher than its bulbous eyes. Fur sprouts only in patches and it seems to have a spark of intelligence higher than the common animal.

Creatures:

☛Embrac: hp 71; Appendix 1.

☛Kigrid: hp 61; Appendix 1.

APL 8 (EL 10)

A pair of bulbous creature which can only be described as a cross between a grizzly bear and a giant spider lashes out at the fallen victim with a leathery tentacle.

If the PCs succeed at a Spot check opposed by the saltors' Hide check, also read the following:

Also, from within a hedgerow, strange beasts emerge. The creatures are hunched over and resemble large monkeys. The similarities however end there as a sideways maw and large bulging eyes are clearly visible. As it moves, its features seem to go in and out of focus and it is difficult to tell exactly where it is. In the beast's right hand, it grips a small, well made axe.

Creatures:

☛Embrac (2): hp 73, 70; Appendix 1.

☛Saltor (4): hp 27; Appendix 1.

Tactics by APL:

APL 2: The Saltor's attitude is indifferent to the PCs and can be talked down from attacking as long as the PCs can either speak undercommon or make some sort of show of offering metal tools or weapons. If they can do both (speak undercommon and offer metal tools or weapons) award the negotiating PCs a +2 circumstance bonus to the Diplomacy roll. If a fight ensues, the Saltor will first use a spell-like to cast "haste" and attack the PC that it perceives to be the largest threat.

APL 4: The saltor has activated its *haste* spell-like ability already. It is also hiding under the western planks (Hide +8, Move Silently +5). If no one is near it, it will lead with its *magic missiles*, then engage in melee once it is out or if someone closes to melee.

The kigrid will engage whichever PC is the closest at first (targeting smaller PCs with all other things being equal), but will change targets if someone else reveals themselves to be a bigger threat.

APL 6: The kigrid is hiding, but attacks at its first opportunity, engage whichever PC is the closest at first (targeting smaller PCs with all other things being equal), but will change targets if someone else reveals themselves to be a bigger threat.

The embrac will lead with a sound burst if it can catch at least 2 people in it, unless someone has closed to melee. Once it engages in melee, it will lash out with its tentacles, attempting to immobilize its victim. If it is only being engaged by one person, it will also attempt to establish a grapple, and then move the grapple into deeper water and attempt to pin the victim underwater.

APL 8: The saltors are hiding (Hide +7, Move Silently +3) in the hedges on the northern island. If no one is near it, it will lead with its *magic missiles*, then engage in melee once it is out or if someone closes to melee.

The embrac will lead with a sound burst if it can catch at least 2 people in it, unless someone has closed to melee. Once it engages in melee, it will lash out with its tentacles, attempting to immobilize its victim. If it is only

being engaged by one person, it will also attempt to establish a grapple, and then move the grapple into deeper water and attempt to pin the victim underwater.

All APLs these monsters are intelligent enough to use sound tactics, including the use of their psionic abilities.

Treasure: The PCs can gain the following treasure here:

👑**APL 2:** Loot 26 gp; Total 26 gp.

👑**APL 4:** Loot 26 gp; Total 26 gp.

👑**APL 6:** Loot 0 gp; Total 0 gp.

👑**APL 8:** Loot 104 gp; Total 104 gp.

4: WHERE'D THOSE THINGS COME FROM?

The stranger brushes the mud off of his armor, revealing the small, embroidered emblem of a disc partially eclipsed by a crescent. He greets you, "First, I thank my would-be saviors. Knee-deep in water, battling a creature of the Underdark is not a situation I often welcome. I am Erikantos Romeil of the 10th Dawn Command. I was tasked by the Celestial General Sloan Burgos himself to investigate the strange sightings in The Fens. If you hadn't come along, I may very well have been unable to complete my mission.

Now I have to figure out where these beasts originated. I have some tracking skills of my own as I was raised a woodsman, but I would gladly defer to one with greater skill in such tasks."

Erikantos has a +11 Survival check with his *lens of detection*. He will not lend this out as it was a gift from Kianna Gunnhild. The Survival check DC to track the monsters to their origin depends on the APL being played:

APL 2: DC 16

APL 4: DC 15

APL 6 and 8: DC 14

(The base DC is 15 because of the fog and that 2 days have passed, and then adjusted for the size of the creature).

The tracks' destination is approximately 15 miles from where the fight took place so it will take 2 days at half speed tracking or 1 day for accelerated tracking (assuming a mixed group of un-mounted humanoids). Timing is important for the next few encounters so refer to the development section to determine what happens next.

Erikantos is very friendly and is more than willing to answer questions and even start small talk as the group trudges through the swamp. He reveals both the information about his mission and some of his

background as long as the PCs are friendly as well. He will start by asking the PCs about themselves, background, family, etc. and respond in kind. He is more than willing to give the PCs the following information:

Background/family:

- "I'm from a family of miners in the Rakers, but was raised by distant cousins after my parents died in a mining accident."
- "My cousins were woodsmen and hunters from near the Gamboge, and although I learned a bit from them, I found more of a calling in the Prelatal Militia."
- "I eventually rose in ranks after a few tours in Tenh."
- "I am hoping to join the Pholtan Knights Valorous after this mission."
- If a PC gives some sort of background about themselves involving losing a family member, Erikantos says, "I can relate actually, that mining accident wasn't a mining accident after all. I found out later it was due to a duergar raid gone bad resulting in the collapsing of the tunnel my parents were in."

Mission:

- With the Commands in Tenh occupied with Stonehold remnants and the other commands busy cleaning up the mess with Winterwind, there are few left to volunteer for internal security issues.
- He was chosen for this task as one of the only Militia members in the area with any skill in tracking.
- He has been able to identify the creatures as aberrations known as ilitidae. They are denizens of the Underdark and are somehow linked to mind flayers. They are something like wild animals such as wolves and bears to ilitids. What they are doing on the surface is beyond him.

Development: If the PCs are good trackers and decide not to take their time and do not lose the trail more than once, it is possible for them to reach the hut in 8 hours (1 day) even with a night's rest somewhere in the middle. If they do, Lemme, the hut's owner, is out gathering herbs and the hut is empty. Proceed to Encounter 5a.

Under normal circumstances, (non-accelerated tracking, not losing the trail) it still takes two full days (8 hours/day then resting) to find the cottage. However, on any subsequent day, Lemme is entertaining what he thinks is an agent of his god offering him power beyond comprehension. In this latter case proceed to Encounter 5b. Using DM Aid 2: Overland movement, take note of how many days the PCs take to get to the hut.

5A: NOWHERE MAN IS NOWHERE NOW?

This encounter occurs if the PCs decide to make haste and get to the hut within 1 day (accelerated tracking).

You have decided to pursue the trail while it is still fresh. You rush along as best you could through the swamp following the strange prints. After almost 15 miles, the sounds of the swamp begin to disappear as you follow the strange footprints. Soon nothing can be heard except your own mud-soaked steps. The quiet is almost disconcerting, but you press on. Your diligence is soon rewarded as the mud begins to firm up onto a slight rise. Peeking out of some dense trees and hedgerows, a clearing can be seen. Twenty feet into the clearing is what looks like a set of cages with tracks leading in and out. Another twenty feet beyond that stands a very sturdy stone hut; ivy grows dense on one side. The hut is built right up to a pier that leads into the stream with a boat and a raft tied to the pier. It is exceptionally quiet save for the stream.

This is the hut of Lemme Fabian, a priest in the swamp. It was he who captured the Illithidae and sent them on errands to gather tools and supplies. Since they had not returned in over 2 days, he went out himself to find supplies. The PCs have now stumbled upon his home and can search the premises. A DC 10 Search check will find fresh humanoid tracks leading away from the hut as well as the same although older tracks all over the area.

Inside the hut, the most important clue is the book *The Abridged Aberrant*.

Near the end of their search inside the hut (try to time it so that it is BEFORE the PCs find Lemme's map and *The Abridged Aberrant*) have each PC make a Listen check (or, if someone is actually posted as a lookout and not searching the hut, a Spot check as well) to notice Lemme returning (DC 10 for either). He is not expecting anyone to be there, so unless the PCs have left obvious signs (like leaving the door open – assume this unless someone specifically says they close the door), he enters and initiative starts. If he does notice the door open (DC 10 Spot check from the tree line, increasing the initial Listen and Spot checks of the PCs to 12), he will back off and start pre-casting buff spells in the order indicated on the tactics section before entering (keen eared PCs may notice something with another Listen check (DC 2), or actually discern spellcasting with a DC of 12).

🔒 **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

Creature:

APL 2 (EL 3)

🔮 **Lemme Fabian:** male human cleric 3; hp 24; Appendix 1.

APL 4 (EL 5)

🔮 **Lemme Fabian:** male human cleric 5; hp 38; Appendix 1.

APL 6 (EL 7)

🔮 **Lemme Fabian:** male human cleric 7; hp 59; Appendix 1.

APL 8 (EL 9)

🔮 **Lemme Fabian:** male human cleric 9; hp 59; Appendix 1.

Tactics: In this situation, Lemme most likely is taken by surprise. He will do the best he can to defend himself and his home. If he gets a chance to act first, he will close the door and begin casting buff spells in the order listed per APL while moving to the back of the house and his raft. This is only a guideline on the preference of buffs. He may not have time to cast all of them. Once he gets to his raft, he attempts to flee.

APL 2: *shield of faith* (+2 deflection bonus to AC), *divine favor* (+1 luck bonus to hit and damage).

APL 4: *recitation*, *shield of faith* (+2 deflection bonus to AC), *divine favor* (+1 luck bonus to hit and damage).

APL 6: *divine power*, *recitation*, *shield of faith* (+3 deflection bonus to AC), *divine favor* (+2 luck bonus to hit and damage).

APL 8: *divine power*, *recitation*, *shield of faith* (+3 deflection bonus to AC), *divine favor* (+3 luck bonus to hit and damage).

After buffing he will attempt to incapacitate or remove from combat as many people as possible through *fear* spells, *hold person*, *wrack* or *greater command*.

Note that Lemme was able to get his hands on an invisible holy symbol that he thinks is designed for Vathris. He, however, does not know what it ACTUALLY looks like and he has been praying to the “god of the sightless necklace”, with his prayers being answered by Wastri.

Treasure: Aside from the items found on Lemme, the PCs also find one of Lemme's journals (Handout 3). This journal is currently undecipherable but will be described in later modules in this adventure arc. In one of the desk's drawers, the PCs may also find a crude map of the open waterways Lemme has traversed, including the underground grotto that the aberrations were coming out of. Finally, next to Lemme's bed there is a *rusty pole arm* detailed in the item access section. With a DC 25 Search

check, they can also find a Quaal's feather token (swan boat) hidden underneath the ink blotter on Lemme's desk.

Treasure: The PCs can gain the following treasure here:

👑**APL 2:** Loot 164 gp; Coin 8 gp; Magic 162 gp; scroll of resist energy (13 gp), scroll of bull strength (13 gp), scroll of cure moderate wounds (13 gp), scroll of magic weapon (2 gp), vest of resistance +1 (83gp), Quaal's feather token: swan boat (38gp); Total 334 gp.

👑**APL 4:** Loot 164 gp; Coin 2 gp; Magic 193 gp; scroll of resist energy (13 gp), scroll of bull strength (13 gp), scroll of bear's endurance (13 gp), scroll of cure serious wounds (31 gp), scroll of magic weapon (2 gp), vest of resistance +1 (83gp), Quaal's feather token: swan boat (38gp); Total 359gp.

👑**APL 6:** Loot 26 gp; Magic 734 gp; scroll of resist energy (13 gp), scroll of bear's endurance (13 gp), scroll of cure serious wounds (31 gp), scroll of magic weapon (2 gp), vest of resistance +1 (83gp), +1 full plate (221 gp), periapt of wisdom +2 (333 gp), Quaal's feather token: swan boat (38gp); Total 760 gp.

👑**APL 8:** Loot 138 gp; Magic 828 gp; +1 glaive (198 gp), +1 buckler (92 gp), scroll of resist energy (13 gp), scroll of bear's endurance (13 gp), scroll of cure critical wounds (58 gp), scroll of magic weapon (2 gp), vest of resistance +1 (83gp), periapt of wisdom +2 (333 gp), elemental gem (blue-green) (188 gp), Quaal's feather token: swan boat (38gp); Total 1154 gp.

Development: The PCs should have enough information about the source of the beasts from the Underdark. If the Lemme gets away, proceed to Encounter 6A. If Lemme was captured or killed, proceed to Encounter 6B.

5B: NOWHERE MAN

This encounter occurs if the PCs take 2 days or more finding the hut.

Several days pass, but after almost 15 miles, the sounds of the swamp begin to disappear as you follow the strange footprints. Soon nothing can be heard except your own mud-soaked steps. The quiet is almost disconcerting, but Erikantos urges you on. Your diligence is soon rewarded as the mud begins to firm up onto a slight rise. Peaking out of some dense trees and hedgerows, a clearing can be seen. Twenty feet into the clearing is what looks like a set of cages with tracks leading in and out. Another twenty feet beyond that stands a very sturdy stone hut; ivy grows dense on one side. The hut is built right up to a pier that leads into the stream with a boat and a raft tied to the pier. It is exceptionally quiet save for the stream. Wafts of smoke escape from the chimney.

The number of days it takes will determine whether or not Lemme has made any deals with the Harvester Devil known as Maloch. This is detailed later.

🔪**Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

When the PCs enter/look into the main quarters, read the following:

You see a rather curious sight. A fully armored man with abnormally long arms is wearing dull plate and is preparing tea over a fireplace in the rear of the room. At a long dining table sits a well dressed man waiting with an empty cup. However, upon closer inspection, this "man" appears to have two small horns jutting from his forehead and what first appeared to be stylish boots are actually hooves and fur!

Although the armored man has a look of alarm on his face, the other creature continues to sip his tea and greets you, "My good boy Lemme, it appears that we have additional guests, might you have more chairs or will they be relegated to the floor?" The armored man looks at the well dressed individual in disgust, shakes his head, and rushes for the closest exit.

"Oh well..." says the lavishly tailored gentleman.

Have the PCs roll initiative. Lemme's initial goal is to escape onto a boat and head down stream. Maloch on the other hand tries his best to engage the PCs in idle banter and attempt to run interference. Refer to Encounter 6 for a full description and motivations of Maloch. He introduces himself as Maloch and is as cordial as possible. He will continue to pester the PCs until he's sure that Lemme has at least shoved off from the pier. On his initiative each round he will attempt to block the doorway while making his little comments. Maloch has no particular interest in battling the PCs and will teleport out as soon as he feels threatened or after 2 rounds have passed.

Lemme will try to head for the quickest route to the pier, fighting or casting spells only if cornered. He will head for the raft (the boat is leaky) and cut the rope before pushing himself downstream with a pole.

Creatures:

All APLs

🔪**Maloch:** male harvester devil; hp 67; Appendix 1.

APL 2 (EL 3)

🔪**Lemme Fabian:** male human cleric 3; hp 24; Appendix 1.

APL 4 (EL 5)

🔪**Lemme Fabian:** male human cleric 5; hp 38; Appendix 1.

APL 6 (EL 7)

🐉 **Lemme Fabian:** male human cleric 7; hp 59; Appendix 1.

APL 8 (EL 9)

🐉 **Lemme Fabian:** male human cleric 9; hp 75; Appendix 1.

Tactics: Refer to Encounter 5a for tactics. Since Lemme has made a deal with Maloch, he has been granted the feat Aberrant Blood with the limb aspect, granting him +2 to all grapple checks. If the PCs took more than 4 days finding the hut, Lemme also has been given an inherent bonus to his constitution giving him a base constitution of 16 and increasing the noted hit points by 1 per level.

Treasure: See Encounter 5a for treasure listing.

Development: If Lemme gets away, proceed to Encounter 6A. If Lemme was captured or killed, proceed to Encounter 6B.

6A: THE MAN IN RED (LEMME GOT AWAY)

If Maloch was not yet on the scene, include the first sentence, if he was already on the scene, you can omit it before reading the rest:

In a puff a smoke, a lavishly dressed man appears before you.

The dapper gentleman approaches your group. You would almost swear he's human, but the protruding canine teeth, small horns on his forehead, obvious hooves, and forked tip tail make even the least observant among you question his origins. He smiles at you and says, "Would any of you require assistance?"

As long as the PCs do not do anything hostile, he continues.

"I was just in a conference with my employers and it appears that the man heading off has been summoned to appear before them. On the same token, it appears we are both after him for one reason or another. I believe we can help each other out. First, it appears that you require some means in traversing the river. I have several methods to assist you, and I ask only that you incapacitate rather than decapitate. If he does suffer some unfortunate accident however, I suppose I can live with that. You know as well as I do, even the dead can speak with the proper magics. Just let me know either way. You can contact or summon me by breaking this twig after you find him."

For chasing after Lemme, Maloch can offer a ferry as well as a guide – A stygian riverboat appears with a non-combatant bearded devil. The devil himself is distinct in that his beard is humiliatingly shaved, he carries a long steering pole, and his nails are clipped and blunted. He has a very dour expression on his face, the look of someone who has recently been demoted. Any inquiries on his current state will be met only with an, "I'd rather not talk about it."

If the PCs do not want a ferry and a guide, Maloch can still give them the location of Lemme as long as the PCs agree to turn Lemme over to him.

Possible comments PCs may have are (Maloch has a +18 to Bluff):

You are a fiend. Why should I be making a deal with you? This is a fact, but I am not asking for anything other than a mutually beneficial agreement. I'm sure even the authorities wouldn't have much of a problem with this...

Dealing with fiends is evil! That highly depends on the nature of the deal. There are other, more orderly, driving forces on the lower planes besides evil. I am simply what you would call an "agent" of the planes, arranging mutually beneficial and legally binding contracts between willing individuals. (true). (Anyone trying to discern his alignment, even magically, must deal with his Alignment Mask ability.)

What has this man done? He broke a binding oath and has reneged on an agreement. My employers would like him to explain himself in person. (true)

Who are your employers? I truly apologize, but that is under a strict Employer Confidentiality Agreement. I literally can not divulge that information. (true)

Is there anything bad that might come of this? Well, my assistance would be a binding agreement; similar to the one Lemme is currently attempting to back out of. I suppose it's quite a lawful thing to do, handing him over to me. Those of you that value freedom of expression may not want to agree to this. But I would not call bringing one man back to answer for his lies and oath-breaking a bad thing.

If the PCs question Erikantos about proper protocol, he responds, "There is no distinct proof that this Lemme has specifically done any criminal acts against the Pale. In addition, I have no real authority to arrest him on any grounds. However, we do view reneging on a binding contract to be a criminal act. My primary mission however is to find the source of the odd creatures, not the middleman. If Lemme or Maloch can assist, I'm more than willing to find an amicable solution."

If the PCs identify Maloch as a devil (DC 19 Knowledge (planes)): Would this deal be consorting with fiends, which is a

crime in the Pale? (Erikantos answers) Although having friendly contact with fiends is indeed a vile crime in the Pale, nothing of this stinks of the evil of the lower planes, nor would I really call this a “friendly” agreement, but merely one of upholding the law. Bringing Lemme to answer to those he broke a lawfully binding agreement with seems ok to me.

All PCs must agree to this deal for it to go into effect, if they do they receive the “Struck a Bargain” favor listed on the AR.

If the PCs press more for a better benefit, he relents and says,

“If you require more of an incentive, I can offer to help you acquire goods you would otherwise not be able to get a hold of. However, seeing as this becomes a bit more lopsided of an agreement, I may call upon you for additional help in the future. When the time comes that you require this item, take my calling card, and set it alight. I or a colleague of mine will be able to grant your request.”

If a PC wants this form of payment that PC receives the “Payment for Service” favor listed on the AR.

At no time does Maloch ever reveal what he truly is and any inquiries are answered in half-truths and omissions, he tries to limit his deceptiveness since some may pick up on that. Note that any attempt to detect his alignment will also be met with a Bluff check (refer to the Appendix for a Harvester Devil’s SQ: “Alignment Mask (Su.)” Maloch is not trying to convert anyone to evil just yet.

As long as a PC does not know Maloch truly is a devil or evil, agreeing to a pact with him is only considered a lawful act, and is not ‘Consorting with Fiends’. If it is known that Maloch is a Devil (the party is made aware by someone who succeeds at a DC 19 Knowledge (the planes) check) when the deal is struck, it will only be considered ‘Consorting with Fiends’ if the PCs receive the “Payment for Services” favor on the AR. It is not assumed that all PCs garner the knowledge of his true origins just because one PC succeeds at the appropriate knowledge check, and only the knowing PCs will be charged with the crime if the additional favor is granted.

All APLs

Maloch: male harvester devil; hp 67; Appendix 1.

Development: If the PCs refuse any help from Maloch, he looks disappointed, but does not press the issue and teleports out in a puff of smoke. Unless the PCs have a divination that can locate Lemme, they spend an extra 2 hours navigating the waterways until they reach encounter 7. In his paranoid delusional state, Lemme decides he doesn’t have enough time to clear out the reeds and prepares an ambush for the PCs. He has *shield of faith* and at higher APLs *water walk* already cast. He also

abandons the boat and tries to hide (-5 hide) among the reeds.

6B: THE MAN IN RED (LEMME CAPTURED)

Adjust box text appropriately if Maloch did not make an attempt at escaping.

Read the following (you can omit the first sentence if Maloch was already on scene).

In a puff a smoke, a lavishly dressed man appears before you.

The dapper gentleman approaches your group. You would swear he’s human, but the protruding canine teeth, small horns on his forehead, obvious hooves, and forked tip tail make even the least observant among you question his origins. He smiles at you and says, “Would any of you require assistance?”

As long as the PCs do not do anything hostile, he continues.

“I was just in a conference with my employers and it appears that the man before you has been summoned to appear before them. On the same token, it appears we are both after him for one reason or another. I believe we can help each other out. First, it appears that you require some means in traversing the river. I believe I can assist you, and I ask but one favor. If you turn him over to me so that I may bring him before my employers, then perhaps I can share some information with you.

If the PCs listen, continue on, otherwise Maloch sighs and teleports out.

“You see, Lemme Fabian here is not all he seems to be. He has been capturing and attempting to experiment with aberrant creatures from the Underdark. It’s not a very natural thing, but everyone has their hobbies. Anyway, due to recent circumstances, Lemme has been requested to appear before my employers to answer a few questions. If you would like to turn him over, I can let you in on a little secret: the place where all these little creatures are coming from. Not only that, I can provide means of getting there. What say you, Lemme for a bigger catch threatening your lands?”

Maloch can offer a ferry as well as a guide – Shortly after Maloch disappears, A stygian riverboat appears with a non-combatant bearded devil. The devil himself is distinct in that his beard is humiliatingly shaved, he carries a long steering pole, and his nails are clipped and blunted. He has a very dour expression on his face, the look of someone who has recently been demoted. Any

inquiries on his current state will be met only with an, “I’d rather not talk about it.”

If the PCs do not want a ferry and a guide, Maloch can still give them the location of the grotto as long as the PCs agree to turn Lemme over to him.

Possible comments PCs may have are (Maloch has a +18 bluff):

You are a fiend. Why should I be making a deal with you? This is a fact, but I am not asking for anything other than a mutually beneficial agreement. I’m sure even the authorities wouldn’t have much of a problem with this...

Dealing with fiends is evil! That highly depends on the nature of the deal. There are other, more orderly, driving forces on the lower planes besides evil. I am simply what you would call an “agent” of the planes, arranging mutually beneficial and legally binding contracts between willing individuals. (true). (Anyone trying to discern his alignment, even magically, must deal with his Alignment Mask ability.)

What has this man done? He broke a binding oath and has reneged on an agreement. My employers would like him to explain himself in person. (true)

Who are your employers? I truly apologize, but that is under a strict Employer Confidentiality Agreement. I literally can not divulge that information. (true)

Is there anything bad that might come of this? Well, my assistance would be a binding agreement; similar to the one Lemme is currently attempting to back out of. I suppose it’s quite a lawful thing to do, handing him over to me. Those of you that value freedom of expression may not want to agree to this. But I would not call bringing one man back to answer for his lies and oath-breaking a bad thing.

If the PCs question Erikantos about proper protocol, he responds, “There is no distinct proof that this Lemme has specifically done any criminal acts against the Pale. In addition, I have no real authority to arrest him on any grounds. However, we do view reneging on a binding contract to be a criminal act. My primary mission however is to find the source of the odd creatures, not the middleman. If Lemme or Maloch can assist, I’m more than willing to find an amicable solution.”

If the PCs identify Maloch as a devil (DC 19 Knowledge (planes)): *Would this deal be consorting with fiends, which is a crime in the Pale?* (Erikantos answers) Although having friendly contact with fiends is indeed a vile crime in the Pale, nothing of this stinks of the evil of the lower planes, nor would I really call this a “friendly” agreement, but merely one of upholding the law. Bringing Lemme to answer to those he broke a lawfully binding agreement with seems ok to me.

If the PCs press more for a better benefit, he relents and says,

“If you require more of an incentive, I can offer to help you acquire goods you would otherwise not be able to get a hold of. However, seeing as this becomes a bit more lopsided of an agreement, I may call upon you for additional help in the future. Here is my card. If you would like that special item, simply set the card alight and will be there shortly with the item you desire. What say you to this?”

If a PC wants this form of payment that PC receives the “Payment for Service” favor listed on the AR.

At no time does Maloch ever reveal what he truly is and any inquiries are answered in half-truths and omissions, he tries to limit his deceptiveness since some may pick up on that. Note that any attempt to detect his alignment will also be met with a Bluff check (refer to the Appendix for a Harvester Devil’s SQ: “Alignment Mask (Su.)” Maloch is not trying to convert anyone to evil just yet.

As long as a PC does not know Maloch truly is a devil or evil, agreeing to a pact with him is only considered a lawful act, and is not ‘Consorting with Fiends’. If it is known that Maloch is a devil (the party is made aware by someone who succeeds at a DC 19 Knowledge (the planes) check) when the deal is struck, it will only be considered ‘Consorting with Fiends’ if the PCs receive the “Payment for Services” favor on the AR. It is not assumed that all PCs garner the knowledge of his true origins just because one PC succeeds at the appropriate knowledge check, and only the knowing PCs will be charged with the crime if the additional favor is granted.

All APLs

♣ **Maloch:** male harvester devil; hp 67; Appendix 1.

Development: If the PCs refuse any help from Maloch, he looks disappointed, but does not press the issue and teleports out in a puff of smoke. Unless the PCs have a divination that can locate the grotto, they spend an extra 2 hours navigating the waterways until they reach encounter 8.

7: WHAT’S THIS A–BOAT?

The PCs have several ways of heading downstream. However, they don’t have any real direction unless they received help from Maloch or they can divine where Lemme has gone.

The stream doesn’t have much of a current, but manpower (or fiend-power) is better than wading in the chest deep water. The stream eventually turns a bend and you see about 100ft away a raft apparently caught up in a thick tangle of reeds.

Have the PCs make a Spot check opposed by Lemme's Hide check. All those that succeed may act in the surprise round.

Environment: The area is considered deep bog.

Creatures:

APL 2 (EL 3)

Lemme Fabian: male human cleric 3; hp 24; Appendix 1.

APL 4 (EL 5)

Lemme Fabian: male human cleric 5; hp 38; Appendix 1.

APL 6 (EL 7)

Lemme Fabian: male human cleric 7; hp 59; Appendix 1.

APL 8 (EL 9)

Lemme Fabian: male human cleric 9; hp 66; Appendix 1.

Tactics: Lemme had the inkling the PCs would catch up eventually, so at the appropriate level, he has already cast *water walk* on himself in case he needed to make a last stand. After that, refer to encounter 5a for tactics. Since Lemme has made a deal with Maloch, he has been granted the feat *Aberrant Blood* with the limb aspect, granting him +2 to all grapple checks. If the PCs took more than 4 days finding the hut, Lemme also has been given an inherent bonus to his constitution giving him a base constitution of 16 and increasing the noted hit points by 1 per level.

Treasure: Refer to Encounter 5: Nowhere Man for treasure listing.

Development: If the PCs made a deal with Maloch and summon him, he appears, thanks the group, and either tells the PCs or their guide where the grotto is and spirits off with Lemme. If he hasn't yet offered the "Payment for Service" favor, he will do so now. This is only considered 'Consorting with Fiends' if a PC accepts this deal and has the in-game knowledge that Maloch is a creature of the lower planes (DC 19 Knowledge (the planes)) or is made aware of it by a knowing PC. Proceed to Encounter 8.

If the PCs recant on the deal, they receive the "Deal Breaker" item listed on the AR. Cross out "Struck a Bargain" and "Payment for Service" as well.

8: THE GROTT

The smell of the Fens seems to get worse as you follow the stream to where Lemme's map refers to as "the source." The tree line breaks every now and then

allowing a glimpse of the imposing Griff Mountains less than half a mile away. As you approach the mountains, the stream narrows and leads into a cave opening.

Your vessel steers towards a rocky shore to the left before it has a chance to plummet down a short waterfall. A pair of ramps down to the lower level is barely visible. The sound of footsteps and frantic yelling can be heard from the darkness.

The PCs have just stumbled upon a cave leading to The Underdark. Just at the mouth of the cave a lone derro is chasing yet another aberration up to the surface. When the beast becomes visible, have the PCs roll initiative.

Creatures:

APL 2 (EL 5)

A wormlike "thing" crawls its way out of a cave opening. It has a beaklike mouth surrounded by four tentacles.

☛ **Grick:** hp 10; Monster Manual 139.

☛ **Bjorshnik:** hp 14; male derro, Monster Manual 49.

APL 4 (EL 7)

Appearing out of the water is a hideous blob made up of eyes and mouths. As it rises, all the mouths start babbling in unison. The sound is almost unbearable.

☛ **Gibbering Mouther:** hp 42; Appendix 1.

☛ **Bjorshnik:** male derro rogue 2; hp 31; Appendix 1.

APL 6 (EL 9)

Squeezing out of the small cave opening is what looks to be a large scorpion. It climbs onto the ceiling and eyes all of you curiously.

☛ **Cildabrin:** hp 104; Appendix 1.

☛ **Bjorshnik:** male derro rogue 4; hp 55; Appendix 1.

APL 8 (EL 11)

Out of the darkness appears a large mastiff that easily stands as tall as a warhorse. Its most distinct feature however are the numerous undulating tentacles making up the semblance of a mane. Two of these tentacles end in wickedly sharp claws.

☛ **Hound of Gloom:** hp 156; Appendix 1.

☛ **Bjorshnik:** male derro rogue 6; hp 69; Appendix 1.

Tactics:

Aberrations:

APL 2: The grick will rush the nearest PC and attack until dead.

APL 4: The gibbering mouter will appear from the water and attack the closest PC to the water.

APL 6: The Cildabrin will begin by casting *spike stones* on the western ramp. It will then attack the closest PC, but will attempt to maneuver on the walls or ceiling for a more advantageous position. If it does grab a PC, it will try to move the grapple to the ceiling over the northern pool of water before continuing its constriction.

APL 8: If it winds initiative, the hound will ready a partial charge at the cave opening until someone steps down the western ramp. It will then charge and pounce, getting a full attack and possibly grappling. Unless it thinks it is alone, the Hound will take -20 on its grapple check on the improved grab to avoid being at a disadvantage against other enemies.

Bjorshnik, all APLs: He appears from another cave entrance on a ledge about 20 feet above the entrance the aberrations enter. He tries not to engage the PCs in hand-to-hand combat. He will avoid melee if possible, but will take shots at PCs as he sees fit—even if they are in a grapple with the other monsters. If he sees a group of PCs clustered together he will not hesitate to use his *sound burst* spell-like ability. If Erikantos spots Bjorshnik, he will become angered, yell “Duergar!!!!” and attacks Bjorshnik exclusively, climbing up to the high entrance if needed.

Treasure: The PCs can gain the following treasure here:

👑**APL 2:** Loot 24 gp; Coin 10 gp; Magic 6 gp; scroll of *lesser cold orb* CL 3 (6 gp); Total 40 gp.

👑**APL 4:** Loot 72 gp; Coin 1 gp; Magic 165 gp; +1 studded leather armor (98 gp), wand of *lesser cold orb* (63 gp), oil of *magic weapon* (4 gp); Total 238 gp.

👑**APL 6:** Loot 72 gp; Magic 622 gp; +1 studded leather armor (98 gp), *Gloves of Dexterity +2* (333 gp), wand of *lesser cold orb* CL 3 (187 gp), oil of *magic weapon* (4 gp); Total 694 gp.

👑**APL 8:** Loot 26 gp; Magic 1059 gp; +1 *light repeating crossbow* (213 gp), +1 studded leather armor (98 gp), +1 Buckler (98 gp), *Gloves of Dexterity +2* (333 gp), wand of *lesser cold orb* CL 5 (313 gp), *potion of shield of faith* (4 gp); Total 1085 gp.

Development: If the PCs killed Bjorshnik, the most they could get out of him is a racial identity with a DC 13 Knowledge (nature) check. Even if he is alive or the PCs can speak with dead, they can get little to no information out of him as he speaks mostly in riddles and nonsense—all in the tongue of the Ancient Suloise.

The PCs can follow the cave where Bjorshnik or the aberration came from (the meet roughly 100ft from the

encounter). If they do, proceed to what they see in the Conclusion.

CONCLUSION

If the PCs defeat explore the cave:

The cave spirals downward at a steep angle. Muffled sounds of battle can be heard below, but when you wind down several turns, it seems the path is blocked off by a recent cave in. Erikantos, with a frustrated look on his face, says, “It appears we have found all we can for now. I must report to my superiors, and I’m sure you do as well. I ask you two favors. The first, do not go spreading this news lightly. Keep it with those you trust. Second, I may need to call on your aid again in the future. I just ask that you be easily reached.”

It is quiet for a few days when you receive a correspondence from Erikantos. It reads:

“Dear friends,

First a bit of good news: After our foray, I have been promoted and now command a special squadron of Veteran Scout Militia tasked with investigating our discovery further. It appears I have to head into the Tenh side of the Griffs to investigate the caves to The Underdark where the dweomorite was found a few years ago. I will be in and out of the caves and will keep you up to date on my findings. Meanwhile, enjoy your adventures on the surface and learn what you can about these dwarflings.

*In the Name of the One True Path,
Erikantos Romeil.”*

CAMPAIGN CONSEQUENCES

Did the PCs turn Lemme Fabian into Maloch?

If the PCs made a deal with Maloch, did they break it?

How many PCs received the “payment for services” favor?

Was the Derro captured or killed?

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: Rumors

If the PCs learned at least one of the pieces of information from the townsfolk

APL 2	20 XP
APL 4	30 XP
APL 6	40 XP
APL 8	50 XP

2: Wish I Had My Waders

If the PCs eventually found their way to the planks

APL 2	20 XP
APL 4	30 XP
APL 6	40 XP
APL 8	50 XP

3: The Knight Errant

If the PCs defeated the strange aberrations

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

5: Nowhere Man

PCs can receive XP for encounter 5 or encounter 7, but not both.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

7: What's This A-Boat?

PCs can receive XP for encounter 5 or encounter 7, but not both.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

8: The Grotto

Experience objective

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Story Award

If the PCs eventually discover that the creatures were being driven out from the Underdark

APL 2	20 XP
APL 4	30 XP

APL 6	40 XP
APL 8	50 XP

Discretionary Role Playing

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP

TREASURE SUMMARY

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

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

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

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

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

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

1: Rumors

APL 2: Coin: 50 gp.
APL 4: Coin: 100 gp.
APL 6: Coin: 150 gp.
APL 8: Coin: 200 gp.

3: The Knight Errant

APL 2: Loot 26 gp.
APL 4: Loot 0 gp.
APL 6: Loot 26 gp.
APL 8: Loot 104 gp.

5: Nowhere Man/7: What's This A-Boat?

APL 2: Loot 164 gp; Coin 8 gp; Magic 162 gp; scroll of resist energy (13 gp), scroll of bull strength (13 gp), scroll of cure moderate wounds (13 gp), scroll of magic weapon (2 gp), vest of resistance +1 (83gp), Quaal's Feather Token: Swan Boat (38gp); Total 334 gp.

APL 4: Loot 164 gp; Coin 2 gp; Magic 193 gp; scroll of resist energy (13 gp), scroll of bull strength (13 gp), scroll of bear's endurance (13 gp), scroll of cure serious wounds (31 gp), scroll of magic weapon (2 gp), vest of resistance +1 (83gp), Quaal's Feather Token: Swan Boat (38gp); Total 359gp.

APL 6: Loot 26 gp; Magic 734 gp; scroll of resist energy (13 gp), scroll of bear's endurance (13 gp), scroll of cure serious wounds (31 gp), scroll of magic weapon (2 gp), vest of resistance +1 (83gp), +1 Full Plate (221 gp), Periapt of Wisdom +2 (333 gp), Quaal's Feather Token: Swan Boat (38gp); Total 760 gp.

APL 8: Loot 138 gp; Magic 828 gp; +1 Glaive (198 gp), +1 Buckler (98 gp), scroll of resist energy (13 gp), scroll of bear's endurance (13 gp), scroll of cure critical wounds (58 gp), scroll of magic weapon (2 gp), vest of resistance +1 (83gp), Periapt of Wisdom +2 (333 gp), Elemental Gem (Blue-Green) (188 gp), Quaal's Feather Token: Swan Boat (38gp); Total 1154 gp.

8: The Grotto

APL 2: Loot 24 gp; Coin 10 gp; Magic 6 gp; scroll of lesser cold orb CL 3 (6 gp); Total 40 gp.

APL 4: Loot 72 gp; Coin 1 gp; Magic 165 gp; +1 studded leather armor (98 gp), wand of lesser cold orb (63 gp), oil of magic weapon (4 gp); Total 238 gp.

APL 6: Loot 72 gp; Magic 622 gp; +1 studded leather armor (98 gp), Gloves of Dexterity +2 (333 gp), wand of lesser cold orb CL 3 (187 gp), oil of magic weapon (4 gp); Total 694 gp.

APL 8: Loot 26 gp; Magic 1059 gp; +1 light repeating crossbow (213 gp), +1 studded leather armor (98 gp), +1 Buckler (98 gp), Gloves of Dexterity +2 (333 gp), wand of lesser cold orb CL 5 (313 gp), potion of shield of faith (4 gp); Total 1085 gp.

Treasure Cap

APL 2: 450 gp
APL 4: 650 gp
APL 6: 900 gp
APL 8: 1300 gp

Total Possible Treasure

APL 2: 450 gp
APL 4: 697 gp
APL 6: 1630 gp
APL 8: 2643 gp

ADVENTURE RECORD ITEMS

Rusty Pole Arm: You have recovered a pole arm with an unusually shaped head from Lemme's home. Before you can use it in combat, you must pay someone to polish and sharpen it. You must pay 300 gp immediately after this adventure to keep the rusty pole arm, adding it to your MIL.

When you pay to have it sharpened, select the final shape for its unusual head: a glaive or a guisarme. Once you have chosen, it cannot be changed. It becomes a +1 *bane* (gnome). Check the weapon type below:

- _ +1 *bane* (gnome) cold iron glaive
- _ +1 *bane* (gnome) cold iron guisarme

The magic of the *rusty pole arm* is strained, slowly fading over time. After 26 TUs (or 6 months real time from the date of this AR, whichever comes first), the *rusty pole arm* loses all of its magic...for now.

Lemme's Journal: you've found a strange book, it's purpose is yet unknown and it is currently undecipherable.

Struck a Bargain: You made a deal with the mysterious Maloch. The promise you made has tied you to one of the strongest laws in the multiverse, shifting your alignment one step closer to lawful. You cannot restore your alignment without an *atonement* spell cast by a chaotically-aligned priest.

Payment for Service: You asked for a bit more than the task was worth, but Maloch obliged. You may change access to one item in a previous or future adventure to "any". Once this favor is used, it is difficult to return from the dead; only a *resurrection*, *true resurrection*, *wish* or *miracle* can do so.

Deal Breaker: You recanted on your deal with Maloch, violating one of the oldest laws of the multiverse, shifting your alignment one step towards chaotic. You cannot restore your alignment without an *atonement* spell cast by a lawfully aligned priest. In addition, you take a -2 profane penalty on all saves until you have atoned.

Thanks From the Church/Dorjan Olrich (circle one): For helping the church you gain access to items marked with a "P." For assisting Dorjan Olrich, you gain access to items marked with a "D"

ITEM ACCESS

APL 2:

- *Divine Scroll of Divine Protection*^P (Regional; SpC 70)
- *Divine Scroll of Close Wounds*^{P/D} (Regional; SpC 48)
- *Phylactery of Faithfulness*^{P/D} (Regional; DMG 264)
- *Divine or Arcane Scroll of Animalistic Power*^D (Regional; PHII 101)
- *Weapon Capsule Retainer*^D (Regional; CA 122)
- *Quickfrost*^D (Regional; CA 122)
- *Quaal's Feather Token: Swan Boat*^M (Adventure; DMG 264)
- *Scroll of lesser cold orb* CL3 (Adventure; Spell Compendium, 75gp)

APL 4 (all of APL 2 plus the following):

- *Divine Scroll of Divine Retaliation*^P (Regional; PHII 110)
- *Arcane Scroll of Dimension Step*^{P/D} (Regional; PHII 110)
- *Triple Weapon Capsule Retainer*^D (Regional; 122)

- *Wand of lesser cold orb* CL1 (Adventure; Spell Compendium, 750 gp)

APL 6 (all of APLs 2-4 plus the following):

- *Wand of lesser cold orb* CL 3 (Adventure; Spell Compendium, 2250 gp)
- *Holy Surge* weapon enhancement^P (Regional, DMGII 258)
- *Flaming Surge* weapon enhancement^D (Regional, DMG II 258)

APL 8 (all of APLs 2-4 plus the following):

- *Blue-Green Elemental Gem* (Adventure; DMG 255)
- *Wand of lesser cold orb* CL 5 (Adventure; Spell Compendium, 3750 gp)

APPENDIX 1: ALL APLS

5: NOWHERE MAN

MALOC

CR 7

Male Harvester Devil (Falxugon)

LE Medium outsider (baatezu, evil, extraplanar)

Init +9; Senses Listen +12, Spot +12

Languages Common

AC 22, touch 15, flat-footed 17

(+5 dex, +7 natural)

hp 67 (9 HD);

Immune fire, poison

Resist acid 10, cold 10; SR 17

Fort +9 Ref +11, Will +8

Speed 30 ft.

Melee dagger +14/+9 (1d4+2/19-20 plus infernal debt)

Space 5 ft.; Reach 5 ft.

Base Atk +9; Grp +11

Atk Options infernal debt

Special Actions *summon baatezu*

Spell Like Abilities (CL 9th):

At will—disguise self, greater teleport (self plus 50 pounds of gear only)

1/day—mirror image

3/day—dispel magic (DC 19), vampiric touch (melee touch +14)

Abilities Str 14, Dex 20, Con 16, Int 14, Wis 14, Cha 22

Feats Ability Focus (refuge of the damned), Improved Initiative, Quick Draw, Weapon Finesse

Skills Balance +7, Bluff +18 Concentration +13, Decipher Script +12, Diplomacy +20, Disguise +16 (+18 acting), Escape Artist +10, Forgery +12, Hide +15, Intimidate +18, Jump +4, Listen +12, Sense Motive +7, Sleight of Hand +12, Spot +12, Tumble +10, Use Rope +5

Alignment Mask (Su) When it is exposed to any effect that can determine alignment or sense an alignment aura, a harvester devil can make a Bluff check opposed by the detector's Sense Motive check. If the harvester devil's check succeeds, it does not register as evil. The harvester devil still remains susceptible to other effects that target evil creatures, such as smite evil.

Infernal Debt (Su) A harvester devil's ichor-soaked dagger places a powerful curse upon those struck by it. When struck by the weapon, a target must make a successful DC 20 Will save or take a -2 penalty on attack rolls, check, and saves as feelings of fatigue and sloth overcome him. Multiple attacks with this venom do not stack. This penalty lasts for 24 hours or until the target willingly strikes a good-aligned creature. This attack must deal its full normal damage, though the victim can opt to make an unarmed strike or other similarly ineffectual blow. In any case, he cannot opt to deal less damage than normal, nor can he accept the standard -4 penalty on the attack roll to deal nonlethal damage. The victim feels a strange urge to strike eligible targets to break the curse, and he

can feel soothing relief waiting for him if he only gives in to the malevolent whispers that echo in his mind. A remove curse or heal spell rids a victim of the penalties, as well as the urge to do a companion harm. This is a mind-affecting ability and the DC is Charisma-based.

Refuge of the Damned (Su) Through a bizarre clause in the Pact Primeval, harvester devils are magically warded to prevent attacks by all non-outsiders, at least until they strike first. A harvester devil continually gains the benefit of a sanctuary spell; a DC 22 Will save is required to overcome this effect. Outsiders are unaffected by this ability. If a harvester devil attacks any opponent, this ability ceases to function for 1 minute. A nonoutsider that succeeds on its save against the refuge of the damned takes a -2 penalty on all saves for 1 minute, the cosmic price for breaking the ancient clause that protects harvester devils. The save DC is Charisma-based.

Summon Baatezu (Sp) Once per day, a harvester devil can attempt to summon 2d6 lemures with a 50% chance of success or 1d4 bearded devils with a 35% chance of success. This ability is the equivalent of a 3rd level spell (CL 12th)

APPENDIX 1: APL 2

3: THE KNIGHT ERRANT

ERIKANTOS ROMEL

CR 3

Male Human Ranger1/Paladin2

NG Medium humanoid (human)

Init +0; **Senses** Listen +5, Spot +5

Languages Common

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

hp 24 (3 HD)

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

Speed 30 ft. (6 squares)

Melee masterwork glaive +7 (1d10+3/x3) or
masterwork longsword +6 melee (1d8+3/19-20) or
Quarterstaff +5 (1d6+3)

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

Base Atk +3; **Grp** +5

Atk Options Smite Evil (1/day, +2 to hit, +2 dmg)

Special Actions Detect Evil, Lay on Hands (4hp per day)

Combat Gear *potion of cure light wounds*

Spell Like Abilities (CL 2nd):

At will—detect evil

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

SQ Divine Grace, Favored Enemy (dwarf) (+2), Wild Empathy

Feats Power Attack, Track, Weapon Focus (glaive), Heroic Destiny

Skills Climb +1, Hide +4, Knowledge (dungeoneering) +1, Knowledge (nature) +5, Knowledge (religion) +2, Listen +5, Move Silently +3, Spot +5, Search +4 (+9 with *lense of detection*), Survival +6 (+11 with *lense of detection*)

Possessions combat gear plus, +1 *chain shirt*, *lense of detection*

SALTOR

CR 3

NE Small Aberration

Init +3; **Senses** Darkvision 60 ft., Listen +5, Spot +5

Languages Undercommon

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

Miss Chance 20% with Blur

hp 27 (5 HD);

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

Speed 30 ft., climb 30 ft.;

Melee masterwork handaxe +8 (1d4+1/x3) or
bite +7 (1d6+1) or

Melee masterwork handaxe +8 (1d4+1/x3) and bite
+2 (1d6+1)

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

Base Atk +3; **Grp** +0

Atk Options Screech

Psionics (Sp) (CL 3rd):

3/day—blur†, magic missile

1/day—haste (self only)

† Already cast

Abilities Str 12, Dex 17, Con 12, Int 9, Wis 12, Cha 11

SQ Darkvision 60ft.

Feats Alertness, Weapon Finesse

Skills Climb +11, Jump +7, Listen +5, Spot +5, Tumble +5

Possessions masterwork handaxe

Screech (Su) As a standard action, a saltor can emit a high-pitched, piercing shriek in a 20-ft cone. The shriek deals 2d8 points of sonic damage to all nonsaltors and stuns such creatures for 1 round. A DC 14 Fortitude save negates the stun and halves the damage. Once it screeches, a saltor cannot screech again for 1 hour, so saltors save their screeches until they are sure they need them.

Skills Saltors have a +4 racial bonus on Jump and Spot checks, and a +8 racial bonus on Climb checks, even if rushed or threatened. Saltors use their dexterity modifiers instead of their Strength modifiers for Climb and Jump checks.

5: NOWHERE MAN

LEMME FABIEN

CR 3

Male Human Cleric (Wastri) 3

LN Medium humanoid (human)

Init +0; **Senses** Listen +2, Spot +2

Languages Common

AC 18, touch 10, flat-footed 18
(+8 armor)

hp 21 (3 HD);

Fort +5 **Ref** +2, **Will** +6

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

Melee masterwork glaive +6 (1d10+3/x3) or
Touch +4 (varies)

Ranged ranged touch +2 (varies)

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

Base Atk +2; **Grp** +6

Atk Options Power Attack, Divine Might

Special Actions Divine Vigor, Turn Undead (4/day,
+1 to the check)

Combat Gear *scroll of resist energy*, *scroll of magic weapon*, *scroll of bull strength*, *scroll of cure moderate wounds*,

Cleric Spells Prepared (CL 3rd):

2nd—silence, sound burst, spiritual weapon(D)

1st—cause fear (DC 13), divine favor, nimbus of light(D), shield of faith

0—create water, detect magic, purify food and drink, read magic

D: Domain spell. Deity: Wastri. Domains: War, Purification

† Already cast

Abilities Str 14, Dex 10, Con 12, Int 8, Wis 15, Cha 13

Feats Divine Might, Divine Vigor, Power Attack,
Aberrant Blood ^b, Martial Weapon Proficiency
(Glaive) ^b, Weapon Focus (Glaive) ^b,

Skills Concentration +7, Handle Animal +1,
Knowledge (dungeoneering) +0Knowledge
(religion) +1, Spellcraft +1

Possessions combat gear plus masterwork glaive,
masterwork full plate armor, *vest of resistance +1*,
invisible wooden holy symbol of Wastri

3: THE KNIGHT ERRANT**ERIKANTOS ROMEL****CR 4**

Male Human Ranger1/Paladin3

NG Medium humanoid (human)

Init +0; **Senses** Listen +5, Spot +5**Languages** Common**AC** 15, touch 10, flat-footed 15

(+5 armor)

hp 32 (4 HD)**Fort** +9, **Ref** +5, **Will** +4**Speed** 30 ft. (6 squares)**Melee** +1 glaive +10 (1d10+7/x3) or
masterwork longsword +9 melee (1d8+6/19-20) or
Quarterstaff +8 (1d6+6)**Space** 5 ft.; **Reach** 5 ft., 10ft with glaive**Base Atk** +4; **Grp** +8**Atk Options** Smite Evil (1/day, +2 to hit, +3 dmg)**Special Actions** Detect Evil, Lay on Hands (6hp per day)**Combat Gear** *potion of cure light wounds***Spell Like Abilities** (CL 2nd):

At will—detect evil

Abilities Str 18, Dex 10, Con 14, Int 10, Wis 12, Cha 14**SQ** Divine Grace, Aura of Courage, Divine Health, Favored Enemy (dwarf) (+2), Wild Empathy**Feats** Power Attack, Track, Weapon Focus (glaive), Heroic Destiny**Skills** Climb +3, Hide +4, Knowledge (dungeoneering) +1, Knowledge (nature) +5, Knowledge (religion) +3, Listen +5, Move Silently +4, Spot +5, Search +4 (+9 with *lense of detection*), Survival +6 (+11 with *lense of detection*)**Possessions** combat gear plus, *lenses of detection*, *gauntlets of Ogre Power*, +1 *chain shirt*, +1 *glaive*, *masterwork longsword*, quarterstaff**SALTOR****CR 3**

NE Small Aberration

Init +3; **Senses** Darkvision 60 ft., Listen +5, Spot +5**Languages** Undercommon**AC** 16, touch 15, flat-footed 13

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

Miss Chance 20% with Blur**hp** 27 (5 HD);**Fort** +3, **Ref** +5, **Will** +5**Speed** 30 ft., climb 30 ft.;**Melee** masterwork handaxe +8 (1d4+1/x3) or
bite +7 (1d6+1) or**Melee** masterwork handaxe +8 (1d4+1/x3) and bite
+2 (1d6+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +0**Atk Options** Screech**Psionics (Sp)** (CL 3rd):

3/day—blur†, magic missile

1/day—haste (self only)

† Already cast

Abilities Str 12, Dex 17, Con 12, Int 9, Wis 12, Cha 11**SQ** Darkvision 60ft.**Feats** Alertness, Weapon Finesse**Skills** Climb +11, Jump +7, Listen +5, Spot +5, Tumble +5**Possessions** masterwork handaxe**Screech (Su)** As a standard action, a saltor can emit a high-pitched, piercing shriek in a 20-ft cone. The shriek deals 2d8 points of sonic damage to all nonsaltors and stuns such creatures for 1 round. A DC 14 Fortitude save negates the stun and halves the damage. Once it screeches, a saltor cannot screech again for 1 hour, so saltors save their screeches until they are sure they need them.**Skills** Saltors have a +4 racial bonus on Jump and Spot checks, and a +8 racial bonus on Climb checks, even if rushed or threatened. Saltors use their dexterity modifiers instead of their Strength modifiers for Climb and Jump checks.**KIGRID****CR 5**

NE Medium Aberration

Init +1; **Senses** Darkvision 60 ft., scent, Listen +8, Spot +8**Languages** Undercommon**AC** 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)

Miss Chance 50% with Blink**hp** 61 (9 HD);**Fort** +5, **Ref** +4, **Will** +7**Speed** 40 ft. (8 squares)**Melee** Bite +10 (1d6+4) or

Bite +10 (1d6+4) and

2 claws +8 (1d6+2)

Space 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +10**Atk Options** Improved Grab, Poison, Rake**Psionics (Sp)** (CL 5th):

3/day—blink†, daze monster (DC 12), detect thoughts (DC 12)

Abilities Str 18, Dex 13, Con 14, Int 7, Wis 12, Cha 11**SQ** Darkvision 60ft., scent**Feats** Multiattack, Run, Toughness, Track**Skills** Climb +7, Hide +8, Jump +12, Listen +8, Move Silently +5, Spot +8, Survival +9**Possessions** none**Improved Grab (Ex)** To use this ability, a kigrig must hit with its bite 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 makes two rake attacks against its foe.**Poison (Ex)** Injury, Fortitude DC 16, initial and secondary damage 1d4 Dex damage. A kigrig delivers its poison only with its rake special attack. The save DC is Constitution-based.**Rake (Ex)** +10 (1d6+2 plus poison)

Skills Kigrids have a +4 racial bonus on hide, listen, move silently and spot checks, and a +8 racial bonus on jump and survival checks.

5: NOWHERE MAN

LEMME FABIEN

CR 5

Male Human Cleric (Wastri) 5

LN Medium humanoid (human)

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

Languages Common

AC 18, touch 10, flat-footed 18

(+8 armor)

hp 33 (5 HD);

Fort +6 **Ref** +2, **Will** +8

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

Melee masterwork glaive +7 (1d10+3/x3) or
Touch +5 (varies)

Ranged ranged touch +3 (varies)

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

Base Atk +3; **Grp** +7

Atk Options Power Attack, Divine Might

Special Actions Divine Vigor, Turn Undead (4/day, +1 to the check)

Combat Gear *scroll of resist energy, scroll of magic weapon, scroll of bull strength, scroll of cure serious wounds, scroll of bear's endurance*

Cleric Spells Prepared (CL 5th):

3rd—dispel magic, recitation(D), water walk

2nd—hold person (DC 15), silence, sound burst, spiritual weapon(D)

1st—bane, cause fear (DC 14), divine favor, nimbus of light(D), shield of faith

0—create water, detect magic, purify food and drink, read magic

D: Domain spell. Deity: Wastri. Domains: War, Purification

Abilities Str 14, Dex 10, Con 12, Int 8, Wis 16, Cha 13

Feats Divine Might, Divine Vigor, Power Attack, Aberrant Blood ^b, Martial Weapon Proficiency (Glaive) ^b, Weapon Focus (Glaive) ^b,

Skills Concentration +9, Handle Animal +1, Knowledge (dungeoneering) +1 Knowledge (religion) +1, Spellcraft +1

Possessions combat gear plus, masterwork glaive, masterwork full plate armor *vest of resistance* +1, *invisible wooden holy symbol of Wastri*

Turn Undead (Su)

8: THE GROTTO

BJORSHNIK

CR 5

Male Derro Rogue 2

CE Small monstrous humanoid

Init +8; **Senses** Darkvision 60 ft., Listen +2, Spot -2

Languages Ancient Suloise

AC 21, touch 14, flat-footed 17

(+1 size, +3 Dex, +2 natural, +4 +1 *studded leather armor*, +1 buckler)

hp 41 (5 HD);

SR 15

Fort +2 **Ref** +9 (evasion), **Will** +8

Weakness vulnerable to sunlight

Speed 20 ft. (4 squares)

Melee masterwork short sword +5 (1d4-1/19-20 plus poison)

Ranged masterwork light repeating crossbow +9 (1d6/19-20) or

wand of lesser cold orb (CL 1) +8 touch (1d8 cold)

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

Base Atk +4; **Grp** -1

Atk Options Poison, sneak attack +2d6, spell-like abilities

Combat Gear *oil of magic weapon*, 3 doses of greenblood oil, 2 doses of medium monstrous spider venom, *wand of lesser cold orb* CL 1

Spell-like Abilities (CL 3rd):

At will—darkness, ghost sound

1/day—daze (DC 15), sound burst (DC 17)

Abilities Str 8, Dex 18, Con 17, Int 10, Wis 6, Cha 20

Feats Blind Fight, Improved Initiative

SQ Darkvision 60ft., evasion, Madness, trapfinding

Skills Bluff +7, Hide +14, Jump +0, Listen +2, Move Silently +12, Tumble +11, Use Magic Device +7

Possessions combat gear plus+1 studded leather armor, small masterwork short sword, small masterwork light repeating crossbow

Madness (Ex) Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a miracle or wish spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a -6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex) Derro are not at risk of poisoning themselves when handling poison.

Vulnerability to Sunlight (Ex) derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Skills Derro have a +4 racial bonus on Hide and Move Silently checks.

GIBBERING MOUTHER (LORDS OF MADNESS) CR 5

N Medium Aberration

Init +1; **Senses** Darkvision 60 ft., Listen +4, Spot +9

Languages Undercommon

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)

hp 42 (4 HD); **DR** 5/magic

Fort +7, **Ref** +4, **Will** +5

Speed 10 ft. (2 squares), swim 20ft.

Melee Bite +4 (1) or 4 bites +4 (1)

Ranged spittle +4 touch (1d4 acid plus blindness

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

Base Atk +3 **Grp** +3

Atk Options improved grab, swallow whole, blood drain

Special Options Gibbering, Ground Manipulation

Abilities Str 10, Dex 13, Con 22, Int 4, Wis 13, Cha 13

SA blood drain, gibbering, ground manipulation, improved grab, spittle, swallow whole,

SQ Darkvision 60ft., Amorphous,

Feats Lightning Reflexes, Weapon Finesse

Skills Listen +4, Spot +9

, Swim +8

Possessions none

Blood Drain (Ex) A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

Gibbering (Su) As soon as a mouter spots something edible, it begins a constant gibbering as a free action. All creatures (other than mothers) within a 60-foot spread must succeed on a DC 13 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering mouter's gibbering for 24 hours. The save DC is charisma based.

Ground Manipulation (Su) At will, as a standard action, a gibbering mouter can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouter in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Improved Grab (Ex) To use this ability, a gibbering mouter must hit a medium or smaller foe with a

bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity

Spittle (Ex) As a free action every round, a gibbering mouter can fire a stream of spittle at one opponent within 30 feet. The mouter makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 18 fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect but are still subject to the acid damage. The save DC is Constitution-based.

Swallow Whole (Ex) A gibbering mouter can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering mouter doesn't actually "swallow" the opponent-it engulfs the victim within its amorphous form-but the effect is essentially the same.) Once the victim is inside, the gibbering mouter can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 oints of damage to the gibbering mouter (AC 19). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A gibbering mouter's body can hold 1 medium, 2 small, 8 tiny, 32 diminutive, or 128 fine creatures.

Amorphous (Ex) A gibbering mouter is not subject to extra damage from critical hits. It cannot be flanked

Skills A gibbering mouter has a +4 racial bonus on spot checks. A gibbering mouter has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It always can choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

3: THE KNIGHT ERRANT

ERIKANTOS ROMEL

CR 5

Male Human Ranger1/Paladin4

NG Medium humanoid (human)

Init +0; **Senses** Listen +5, Spot +5**Languages** Common**AC** 16, touch 11, flat-footed 16

(+5 armor, +1 deflection)

hp 42 (5 HD)**Fort** +11, **Ref** +6, **Will** +5**Speed** 30 ft. (6 squares)**Melee** +1 glaive +11 (1d10+7/x3) or
masterwork longsword +10 melee (1d8+6/19-20) or
Quarterstaff +9 (1d6+6)**Space** 5 ft.; **Reach** 5 ft., 10ft with glaive**Base Atk** +5; **Grp** +9**Atk Options** Smite Evil (1/day, +3 to hit, +4 dmg)**Special Actions** Detect Evil, Lay on Hands (12hp
per day), Turn Undead (6/day, +5 to the check, as 1st
level cleric)**Combat Gear** *scroll of cure light wounds***Paladin Spells Prepared** (CL 2nd):

1st—lesser restoration

Spell Like Abilities (CL 2nd):

At will—detect evil

Abilities Str 18, Dex 10, Con 14, Int 10, Wis 12, Cha
16**SQ** Divine Grace, Aura of Courage, Divine Health,
Favored Enemy (dwarf) (+2), Wild Empathy**Feats** Power Attack, Track, Weapon Focus (glaive),
Heroic Destiny**Skills** Climb +3, Hide +4, Knowledge
(dungeoneering) +1, Knowledge (nature) +5,
Knowledge (religion) +6, Listen +5, Move Silently
+4 (+9 with *boots of elvenkind*), Spot +5, Search
+4 (+9 with *lense of detection*), Survival +6 (+11
with *lense of detection*)**Possessions** combat gear plus, +1 *glaive*,
masterwork longsword, +1 *chain chirt*, *quarterstaff*
lenses of detection, *gauntlets of Ogre Power*, *ring*
of deflection +1, *cloak of charisma* +2, *boots of*
elvenkind

KIGRID

CR 5

NE Medium Aberration

Init +1; **Senses** Darkvision 60 ft., scent, Listen +8,
Spot +8**Languages** Undercommon**AC** 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)

Miss Chance 50% with Blink**hp** 61 (9 HD);**Fort** +5, **Ref** +4, **Will** +7**Speed** 40 ft. (8 squares)**Melee** Bite +10 (1d6+4) or

Bite +10 (1d6+4) and

2 claws +8 (1d6+2)

Space 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +10**Atk Options** Improved Grab, Poison, Rake**Psionics (Sp)** (CL 5th):3/day—blink†, daze monster (DC 12), detect
thoughts (DC 12)**Abilities** Str 18, Dex 13, Con 14, Int 7, Wis 12, Cha
11**SQ** Darkvision 60ft., scent**Feats** Multiattack, Run, Toughness, Track**Skills** Climb +7, Hide +8, Jump +12, Listen +8, Move
Silently +5, Spot +8, Survival +9**Possessions** none**Improved Grab (Ex)** To use this ability, a kigrig must
hit with its bite 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 makes two rake attacks
against its foe.**Poison (Ex)** Injury, Fortitude DC 16, initial and
secondary damage 1d4 Dex damage. A kigrig
delivers its poison only with its rake special attack.
The save DC is Constitution-based.**Rake (Ex)** +10 (1d6+2 plus poison)**Skills** Kigrigs have a +4 racial bonus on hide, listen,
move silently and spot checks, and a +8 racial
bonus on jump and survival checks.

EMBRAC

CR 7

NE Large Aberration

Init -1; **Senses** Darkvision 60 ft., scent, Listen +1,
Spot +8**Languages** Undercommon**AC** 15, touch 8, flat-footed 15

(-1 size, -1 Dex, +7 natural)

Miss Chance 50% with displacement**hp** 71 (11 HD);**Fort** +7, **Ref** +2, **Will** +10**Speed** 20 ft. (4 squares)**Melee** Tentacle +11 (2d4+4 plus poison) or
4 tentacles +11 (2d4+4 plus poison) and bite +9
(2d6+2)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +8; **Grp** +16**Atk Options** Constrict 2d4+6, Improved Grab, Poison**Psionics (Sp)** (CL 7th):3/day—crushing despair (DC 13), deep slumber
(DC 12), sound burst (DC 11)

1/day—displacement†

† Already cast

Abilities Str 18, Dex 8, Con 15, Int 4, Wis 13, Cha 9**SQ** darkvision 60ft.**Feats** Great Fortitude, Iron Will, Multiattack, Power
Attack**Skills** Hide +2 (+6 underground), Spot +8**Possessions** none**Constrict (Ex)** An embrac deals 2d4+6 points of
damage with a successful grapple check.**Improved Grab (Ex)** To use this ability, a kigrig must
hit with its bite 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 makes two rake attacks against its foe.

Poison (Ex) Injury, Fortitude DC 17, initial and secondary damage 1d4 Str damage.

Skills Embracs have a +4 racial bonus on Hide checks in underground or rocky areas, due to its coloration.

5: NOWHERE MAN

LEMME FABIEN

CR 7

Male Human Cleric (Wastri) 7

LN Medium humanoid (human)

Init +0; **Senses** Listen +4, Spot +4

Languages Common

AC 19, touch 10, flat-footed 19
(+9 armor)

hp 52 (7 HD);

Fort +7 **Ref** +3, **Will** +10

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

Melee +1 glaive +9 (1d10+4/x3) or
Touch +7 (varies)

Ranged ranged touch +5 (varies)

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

Base Atk +5; **Grp** +9

Atk Options Power Attack, Divine Might

Special Actions Divine Vigor, Turn Undead (4/day, +1 to the check)

Combat Gear *scroll of resist energy, scroll of magic weapon, scroll of bull strength, scroll of cure critical wounds, scroll of bear's endurance,*

Cleric Spells Prepared (CL 7th):

4th—divine power(D), freedom of movement, wrack (DC 18)

3rd—dispel magic, recitation(D), water walk, invisibility purge

2nd—hold person (DC 16), silence, sound burst, spiritual weapon(D), wave of grief (DC 16)

1st—bane, divine favor, lesser vigor, nimbus of light(D), resurgence, shield of faith

0—create water, detect magic, purify food and drink, read magic

D: Domain spell. Deity: Wastri. Domains: War, Purification

† Already cast

Abilities Str 14, Dex 10, Con 12, Int 8, Wis 18, Cha 13

Feats Divine Might, Divine Vigor, Improved Toughness, Power Attack, Aberrant Blood ^b, Martial Weapon Proficiency (Glaive) ^b, Weapon Focus (Glaive) ^b,

Skills Concentration +11, Handle Animal +1, Knowledge (dungeoneering) +2 Knowledge (religion) +1, Spellcraft +1

Possessions combat gear plus +1 glaive, masterwork full plate armor *vest of resistance* +1, *invisible wooden holy symbol of Wastri, periapt of wisdom* +2

8: THE GROTTO

BJORSHNIK

CR 7

Male Derro Rogue 4

CE Small monstrous humanoid

Init +9; **Senses** Darkvision 60 ft., Listen +1, Spot -3

Languages Ancient Suloise

AC 22, touch 15, flat-footed 22 (uncanny dodge)

(+1 size, +5 Dex, +2 natural, +4 +1 *studded leather armor*, +1 buckler)

hp 56 (7 HD);

SR 15

Fort +3 **Ref** +12 (evasion), **Will** +9

Weakness vulnerable to sunlight

Speed 20 ft. (4 squares)

Melee masterwork short sword +7/+2 (1d4-1/19-20 plus poison)

Ranged +1 *light repeating crossbow* +13/+8 (1d6+1/19-20) or

wand of lesser cold orb (CL 3) +12 touch (2d8 cold)

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

Base Atk +6; **Grp** +1

Atk Options point blank shot, Poison, sneak attack +3d6, spell-like abilities

Combat Gear *potion of shield of faith*, 3 doses of greenblood oil, 2 doses of medium monstrous spider venom, *wand of lesser cold orb* CL 3

Spell-like Abilities (CL 3rd):

At will—darkness, ghost sound

1/day—daze (DC 15), sound burst (DC 18)

Abilities Str 8, Dex 20, Con 17, Int 10, Wis 6, Cha 20

Feats Blind Fight, Improved Initiative, Point Blank Shot

SQ Darkvision 60ft., evasion, Madness, trapfinding, uncanny dodge

Skills Bluff +7, Hide +16, Jump +0, Listen +2, Move Silently +16, Tumble +16, Use Magic Device +15

Possessions combat gear plus +1 *studded leather armor*, small masterwork short sword, small +1 *light repeating crossbow*, *gloves of dexterity* +2

Madness (Ex) Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a miracle or wish spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a -6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex) Derro are not at risk of poisoning themselves when handling poison.

Vulnerability to Sunlight (Ex) derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Skills Derro have a +4 racial bonus on Hide and Move Silently checks.

CILDABRIN

CR 7

NE Large Aberration

Init +3; **Senses** Darkvision 60 ft., tremorsense 60 ft., Spot +11

Languages Undercommon

AC 19, touch 12, flat-footed 16

(-1 size, +3 Dex, +7 natural)

hp 104 (11 HD);

Fort +8, **Ref** +6, **Will** +7

Speed 50 ft. (10 squares), climb 20ft.

Melee Pincer +14 (1d6+7) or

2 Pincers +14 (1d6+7) and

tail stinger +12 (1d8+3 plus poison)

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

Base Atk +8 **Grp** +23

Atk Options constrict 1d6+10, improved grab, poison

Spell-like Abilities (CL 11th):

3/day— darkness, silence (DC 16), spike stones (DC 16)

Abilities Str 24, Dex 17, Con 21, Int 11, Wis 10, Cha 13

SA constrict, improved grab, poison

SQ Darkvision 60ft., tremorsense 60ft.

Feats Dodge, Mobility, Multiattack, Spring Attack

Skills Climb +22, Jump +22, Move Silently +10, Spot +11

Possessions none

Constrict (Ex) On a successful grapple check a cildabrin does 1d6+7 points of damage.

Improved Grab (Ex) To use this ability, a cildabrin must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins a grapple check, the cildabrin establishes a hold and deals constriction damage. Cildabrins gain a +4 racial bonus on grapple checks.

Poison (Ex) Injury, Fortitude DC 20, initial and secondary damage 1d6 Str damage. A cildabrin delivers its poison through its stinger.

Skills Cildabrins have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb checks. It always can choose to take 10 even if rushed or threatened.

3: THE KNIGHT ERRANT**ERIKANTOS ROMEL****CR 5**

Male Human Ranger1/Paladin4

NG Medium humanoid (human)

Init +0; **Senses** Listen +5, Spot +5**Languages** Common**AC** 16, touch 11, flat-footed 16

(+5 armor, +1 deflection)

hp 42 (5 HD)**Fort** +11, **Ref** +6, **Will** +5**Speed** 30 ft. (6 squares)**Melee** +1 *glaive* +11 (1d10+7/x3) or
masterwork longsword +10 melee (1d8+6/19-20) or
Quarterstaff +9 (1d6+6)**Space** 5 ft.; **Reach** 5 ft., 10ft with glaive**Base Atk** +5; **Grp** +9**Atk Options** Smite Evil (1/day, +3 to hit, +4 dmg)**Special Actions** Detect Evil, Lay on Hands (12hp
per day), Turn Undead (6/day, +5 to the check, as 1st
level cleric)**Combat Gear** *scroll of cure light wounds***Paladin Spells Prepared** (CL 2nd):

1st—lesser restoration

Spell Like Abilities (CL 2nd):

At will—detect evil

Abilities Str 18, Dex 10, Con 14, Int 10, Wis 12, Cha
16**SQ** Divine Grace, Aura of Courage, Divine Health,
Favored Enemy (dwarf) (+2), Wild Empathy**Feats** Power Attack, Track, Weapon Focus (glaive),
Heroic Destiny**Skills** Climb +3, Hide +4, Knowledge
(dungeoneering) +1, Knowledge (nature) +5,
Knowledge (religion) +6, Listen +5, Move Silently
+4 (+9 with *boots of elvenkind*), Spot +5, Search
+4 (+9 with *lense of detection*), Survival +6 (+11
with *lense of detection*)**Possessions** combat gear plus, *lenses of detection*,
gauntlets of Ogre Power, *ring of deflection* +1,
cloak of charisma +2, *boots of elvenkind*, +1 *glaive*,
masterwork longsword, +1 *chain chirt*, quarterstaff,**SALTOR****CR 3**

NE Small Aberration

Init +3; **Senses** Darkvision 60 ft., Listen +5, Spot +5**Languages** Undercommon**AC** 16, touch 15, flat-footed 13

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

Miss Chance 20% with Blur**hp** 27 (5 HD);**Fort** +3, **Ref** +5, **Will** +5**Speed** 30 ft., climb 30 ft.;**Melee** masterwork handaxe +8 (1d4+1/x3) or
bite +7 (1d6+1) or**Melee** masterwork handaxe +8 (1d4+1/x3) and bite
+2 (1d6+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +0**Atk Options** Screech**Psionics (Sp)** (CL 3rd):

3/day—blur†, magic missile

1/day—haste (self only)

† Already cast

Abilities Str 12, Dex 17, Con 12, Int 9, Wis 12, Cha
11**SQ** Darkvision 60ft.**Feats** Alertness, Weapon Finesse**Skills** Climb +11, Jump +7, Listen +5, Spot +5,
Tumble +5**Possessions** masterwork handaxe**Screech (Su)** As a standard action, a saltor can emit
a high-pitched, piercing shriek in a 20-ft cone. The
shriek deals 2d8 points of sonic damage to all
nonsaltors and stuns such creatures for 1 round. A
DC 14 Fortitude save negates the stun and halves
the damage. Once it screeches, a saltor cannot
screech again for 1 hour, so saltors save their
screeches until they are sure they need them.**Skills** Saltors have a +4 racial bonus on Jump and
Spot checks, and a +8 racial bonus on Climb
checks, even if rushed or threatened. Saltors use
their dexterity modifiers instead of their Strength
modifiers for Climb and Jump checks.**EMBRAC****CR 7**

NE Large Aberration

Init -1; **Senses** Darkvision 60 ft., scent, Listen +1,
Spot +8**Languages** Undercommon**AC** 15, touch 8, flat-footed 15

(-1 size, -1 Dex, +7 natural)

Miss Chance 50% with displacement**hp** 71 (11 HD);**Fort** +7, **Ref** +2, **Will** +10**Speed** 20 ft. (4 squares)**Melee** Tentacle +11 (2d4+4 plus poison) or
4 tentacles +11 (2d4+4) and
bite +9 (2d6+2)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +8; **Grp** +16**Atk Options** Constrict 2d4+6, Improved Grab, Poison**Psionics (Sp)** (CL 7th):3/day—crushing despair (DC 13), deep slumber
(DC 12), sound burst (DC 11)

1/day—displacement†

† Already cast

Abilities Str 18, Dex 8, Con 15, Int 4, Wis 13, Cha 9**SQ** darkvision 60ft.**Feats** Great Fortitude, Iron Will, Multiattack, Power
Attack**Skills** Hide +2 (+6 underground), Spot +8**Possessions** none**Constrict (Ex)** An embrac deals 2d4+6 points of
damage with a successful grapple check.**Improved Grab (Ex)** To use this ability, a kigrad must
hit with its bite 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 makes two rake attacks against its foe.

Poison (Ex) Injury, Fortitude DC 17, initial and secondary damage 1d4 Str damage.

Skills Embracs have a +4 racial bonus on Hide checks in underground or rocky areas, due to its coloration.

5: NOWHERE MAN

LEMME FABIEN

CR 9

Male Human Cleric (Wastri) 9

LN Medium humanoid (human)

Init +0; **Senses** Listen +4, Spot +4

Languages Common

AC 22, touch 10, flat-footed 22

(+10 armor, +2 shield)

hp 66 (9 HD);

Fort +8 **Ref** +4, **Will** +11

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

Melee +1 *glaive* +10/+5 (1d10+4/x3) or

Touch +8 (varies)

Ranged ranged touch +6 (varies)

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

Base Atk +6; **Grp** +10

Atk Options Power Attack, Divine Might

Special Actions Divine Vigor, Turn Undead (5/day, +1 to the check)

Combat Gear *scroll of resist energy*, *scroll of bull strength*, *scroll of cure critical wounds*, *scroll of bear's endurance*

Cleric Spells Prepared (CL 9th):

5th—greater command (DC 19), flamestrike(D) (DC 19), righteous might

4th—divine power(D), freedom of movement†, wrack (DC 17)

3rd—blindness/deafness (DC16), dispel magic, magic vestment†, recitation(D), water walk

2nd—hold person x2 (DC 15), silence, sound burst, spiritual weapon(D), wave of grief (DC 15)

1st—bane, divine favor x2, lesser vigor, nimbus of light(D), resurgence, shield of faith

0—create water, detect magic, purify food and drink, read magic

D: Domain spell. Deity: Wastri. Domains: War, Purification

† Already cast

Abilities Str 14, Dex 10, Con 12, Int 8, Wis 18, Cha 14

Feats Divine Might, Divine Vigor, Improved Buckler Use, Improved Toughness, Power Attack, Aberrant Blood ^b, Martial Weapon Proficiency (Glaive) ^b, Weapon Focus (Glaive) ^b,

Skills Concentration +13, Handle Animal +1, Knowledge (dungeoneering) +3 Knowledge (religion) +1, Spellcraft +1

Possessions combat gear plus +1 *glaive*, masterwork full plate armor (+2 with *magic*

vestment), +1 *buckler*, *vest of resistance* +1, *invisible wooden holy symbol of Wastri*, *periapt of wisdom* +2, *blue-green elemental gem (water elemental)*

8: THE GROTTO

BJORSHNIK

CR 9

Male Derro Rogue 6

CE Small monstrous humanoid

Init +9; **Senses** Darkvision 60 ft., Listen +2, Spot -2

Languages Ancient Suloise

AC 24, touch 16, flat-footed 24 (uncanny dodge)

(+1 size, +5 Dex, +2 natural, +4 +1 *studded leather armor*, +2 +1 *buckler*)

hp 87 (9 HD);

SR 15

Fort +6 **Ref** +13 (evasion), **Will** +9

Weakness vulnerable to sunlight

Speed 20 ft. (4 squares)

Melee masterwork short sword +8/+3 (1d4+1/19-20 plus poison)

Ranged +1 light repeating crossbow +14/+9 (1d6+1/19-20) or

wand of lesser cold orb (CL 5) +13 touch (3d8 cold)

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

Base Atk +7; **Grp** +2

Atk Options point blank shot, Poison, sneak attack +4d6, spell-like abilities

Combat Gear *potion of shield of faith*, 3 doses of greenblood oil, 2 doses of medium monstrous spider venom, *wand of lesser cold orb* CL 5

Spell-like Abilities (CL 3rd):

At will—darkness, ghost sound

1/day—daze (DC 15), sound burst (DC 18)

Abilities Str 8, Dex 20, Con 20, Int 10, Wis 6, Cha 20

Feats Blind Fight, Improved Initiative, Point Blank Shot, Precise Shot

SQ Darkvision 60ft., evasion, Madness, trapfinding, uncanny dodge

Skills Balance +12, Bluff +7, Hide +21, Jump +0, Listen +2, Move Silently +21, Tumble +19, Use Magic Device +17

Possessions combat gear plus +1 *studded leather armor*, small masterwork short sword, small +1 *light repeating crossbow*, *gloves of dexterity* +2, *amulet of health* +2

Madness (Ex) Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a miracle or wish spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a -6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex) Derro are not at risk of poisoning themselves when handling poison.

Vulnerability to Sunlight (Ex) derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Skills Derro have a +4 racial bonus on Hide and Move Silently checks.

HOUND OF GLOOM

CR 9

NE Large Aberration

Init +2; **Senses** Darkvision 60 ft., scent, Listen +12, Spot +12

Languages Undercommon

AC 24, touch 11, flat-footed 22
(-1 size, +2 Dex, +13 natural)

hp 156 (12 HD);

Fort +13, **Ref** +5, **Will** +11

Speed 40 ft. (8 squares), climb 20ft.

Melee Bite +14 (2d6+6) or
tentacle rake +14 (1d6+6 plus poison) or Bite +14
(2d6+6) and 2 claws +12 (1d6+3) and 2 tentacle
rakes +12 (1d6+3 plus poison)

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

Base Atk +9 **Grp** +19

Atk Options improved grab, poison, pounce, power
attack

Abilities Str 22, Dex 15, Con 27, Int 10, Wis 17, Cha
10

SA improved grab, poison, pounce

SQ Darkvision 60ft., Scent

Feats Cleave, Combat Reflexes, Great Fortitude,
Multiattack, Power Attack

Skills Balance +6, Climb +18, Jump +18, Listen +12,
Move Silently +6, Spot +12

Possessions none

Improved Grab (Ex) To use this ability, a hound of
gloom must hit with a tentacle attack. It can then
attempt to start a grapple as a free action without
provoking attacks of opportunity.

Poison (Ex) Injury, Fortitude DC 23, initial and
secondary damage 1d8 Dex damage.

Skills Cildabrins have a +4 racial bonus on Spot
and Listen checks, and a +8 racial bonus on
Climb checks. It always can choose to take 10
even if rushed or threatened.

APPENDIX 2: NEW RULES ITEMS

FEATS

Aberration Blood

Prerequisite: Humanoid

Benefit: You gain a physical feature that grants you a racial bonus on one type of check; once you select the check to which this bonus applies (as well as the corresponding feature) you cannot change it later. The bonus must be chosen from the following list:

ABERRANT FEATURE	BENEFIT
BULGING EYES	+2 BONUS ON SPOT CHECKS
FLEXIBLE LIMBS	+2 BONUS ON GRAPPLE CHECKS
SEGMENTED EYES	+3 BONUS ON SEARCH CHECKS
SLIMY SKIN	+4 BONUS ON ESCAPE ARTIST CHECKS
STICKY FINGERS	+3 BONUS ON CLIMB CHECKS
TAIL	+4 BONUS ON BALANCE CHECKS
WEBBED HANDS	+4 BONUS ON SWIM CHECKS

Source: *Lords of Madness* 178

Divine Might

Prerequisite: Str 13, turn or rebuke undead ability, Power Attack

Benefit: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

Source: *Complete Warrior* 106

Divine Vigor

Prerequisite: Turn or rebuke undead ability

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base land speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

Source: *Complete Warrior* 108

Heroic Destiny

You have a destiny to fulfill

Prerequisite: Human or half-human

Benefit: Once per day, before you make an attack roll, ability check, skill check, saving throw, or caster level check, you may roll 1d6 and add it as a bonus on the roll, check or save.

Source: *Races of Destiny* 152

SPELLS

Orb of Acid, Lesser

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th Level, and the maximum of 5d8 at 9th level or higher.

Orb of Cold, Lesser

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of cold

This spell functions like lesser orb of acid, except that it deals cold damage.

Resurgence

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate* person, a chaos beast's corporeal instability, or the sickening effect (but not the damage) from *unholy blight*, if the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against, if the subject succeeds at the saving throw on the second attempt, the effect ends immediately. Resurgence never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by the spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

Vigor, Lesser

Conjuration(Healing)

Level: Cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. lesser vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or

attach lost body parts. The effects of multiple vigor spells do not stack; only the highest-level effect applies. Applying a second vigor spell of equal level extends the first spell's duration by the full duration of the second spell.

Nimbus Of Light

Evocation (Light)

Level: Cleric 1, Purification 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level or until discharged (D)

A glittering corona of sunlight surrounds your body at a few inches distance—until you release it as a focused blast of divine energy. The nimbus of light around you glows like a lantern, providing bright illumination in a 30-foot radius (and shadowy illumination for an additional 30 feet) from you. As a move action, you can coalesce the energy from a nimbus of light around your outstretched arm, and then as a standard action fling it toward a foe within 30 feet. You must succeed on a ranged touch attack with the energy to strike a target. A nimbus of light deals 1d8 points of damage +1 point per round that has elapsed since you cast the spell (maximum 1d8 + caster level). Attacking with a nimbus of light ends the spell, whether your ranged touch attack is successful or not.

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 while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

CREATURES

MALOCH

CR 7

Male Harvester Devil (Falxugon)

LE Medium outsider (baatezu, evil, extraplanar)

Init +9; **Senses** Listen +12, Spot +12

Languages Common

AC 22, touch 15, flat-footed 17

(+5 dex, +7 natural)

hp 67 (9 HD);

Immune fire, poison

Resist acid 10, cold 10; **SR** 17

Fort +9 **Ref** +11, **Will** +8

Speed 30 ft.

Melee dagger +14/+9 (1d4+2/19-20 plus infernal debt)

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

Base Atk +9; **Grp** +11

Atk Options infernal debt

Special Actions *summon baatezu*

Spell Like Abilities (CL 9th):

At will—disguise self, greater teleport (self plus 50 pounds of gear only)

1/day—mirror image

3/day—dispel magic (DC 19), vampiric touch (melee touch +14)

Abilities Str 14, Dex 20, Con 16, Int 14, Wis 14, Cha 22

Feats Ability Focus (refuge of the damned), Improved Initiative, Quick Draw, Weapon Finesse

Skills Balance +7, Bluff +18, Concentration +13, Decipher Script +12, Diplomacy +20, Disguise +16 (+18 acting), Escape Artist +10, Forgery +12, Hide +15, Intimidate +18, Jump +4, Listen +12, Sense Motive +7, Sleight of Hand +12, Spot +12, Tumble +10, Use Rope +5

Alignment Mask (Su) When it is exposed to any effect that can determine alignment or sense an alignment aura, a harvester devil can make a Bluff check opposed by the detector's Sense Motive check. If the harvester devil's check succeeds, it does not register as evil. The harvester devil still remains susceptible to other effects that target evil creatures, such as smite evil.

Infernal Debt (Su) A harvester devil's ichor-soaked dagger places a powerful curse upon those struck by it. When struck by the weapon, a target must make a successful DC 20 Will save or take a -2 penalty on attack rolls, check, and saves as feelings of fatigue and sloth overcome him. Multiple attacks with this venom do not stack. This penalty lasts for 24 hours or until the target willingly strikes a good-aligned creature. This attack must deal its full normal damage, though the victim can opt to make an unarmed strike or other similarly ineffectual blow. In any case, he cannot opt to deal less damage than normal, nor can he accept the standard -4 penalty on the attack roll to deal nonlethal damage. The victim feels a strange urge to strike eligible targets to break the curse, and he can feel soothing relief waiting for him if he only gives in to the malevolent whispers that echo in his mind. A remove curse or heal spell rids a victim of the penalties, as well as the urge to do a companion harm. This is a mind-affecting ability and the DC is Charisma-based.

Refuge of the Damned (Su) Through a bizarre clause in the Pact Primeval, harvester devils are magically warded to prevent attacks by all non-outsiders, at least until they strike first. A harvester devil continually gains the benefit of a sanctuary spell; a DC 22 Will save is required to overcome this effect. Outsiders are unaffected by this ability. If a harvester devil attacks any opponent, this ability ceases to function for 1 minute. A nonoutsider that succeeds on its attack against the refuge of the damned takes a -2 penalty on all saves for 1 minute, the cosmic price for breaking the ancient clause that protects harvester devils. The save DC is Charisma-based.

Summon Baatezu (Sp) Once per day, a harvester devil can attempt to summon 2d6 lemures with a 50% chance of success or 1d4 bearded devils with a 35% chance of

success. This ability is the equivalent of a 3rd level spell (CL 12th)

ILLITHIDAE



SALTOR

CR 3

NE Small Aberration

Init +3; **Senses** Darkvision 60 ft., Listen +5, Spot +7

Languages Undercommon

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

Miss Chance 20% with Blur

hp 27 (5 HD);

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

Speed 30 ft., climb 30 ft.;

Melee handaxe +7 (1d4+1/x3) or
bite +7 (1d6+1) or

Melee Handaxe +7 (1d4+1/x3) and bite +2 (1d6+1)

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

Base Atk +3; **Grp** +0

Atk Options Screech

Psionics (Sp) (CL 3rd):

3/day—blur†, magic missile

1/day—haste (self only)

† Already cast

Abilities Str 12, Dex 17, Con 12, Int 9, Wis 12, Cha 11

SQ Darkvision 60ft.

Feats Alertness, Weapon Finesse

Skills Climb +11, Jump +7, Listen +5, Spot +5, Tumble +5

Possessions handaxe

Screech (Su) As a standard action, a saltor can emit a high-pitched, piercing shriek in a 20-ft cone. The shriek deals 2d8 points of sonic damage to all nonsaltors and stuns such creatures for 1 round. A DC 14 Fortitude save negates the stun and halves the damage. Once it screeches, a saltor cannot screech again for 1 hour, so saltors save their screeches until they are sure they need them.

Skills Saltors have a +4 racial bonus on Jump and Spot checks, and a +8 racial bonus on Climb checks, even if rushed or threatened. Saltors use their dexterity modifiers instead of their Strength modifiers for Climb and Jump checks.

KIGRID

CR 5

NE Medium Aberration

Init +1; **Senses** Darkvision 60 ft., scent, Listen +8, Spot +8

Languages Undercommon

AC 19, touch 11, flat-footed 18
(+1 Dex, +8 natural)

Miss Chance 50% with Blink

hp 61 (9 HD);

Fort +5, **Ref** +4, **Will** +7

Speed 40 ft. (8 squares)

Melee Bite +10 (1d6+4) or

Bite + (1d6+4) and

2 claws +8 (1d6+2)

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

Base Atk +6; **Grp** +10

Atk Options Improved Grab, Poison, Rake

Psionics (Sp) (CL 5th):

3/day—blink†, daze monster (DC 12), detect thoughts (DC 12)

Abilities Str 18, Dex 13, Con 14, Int 7, Wis 12, Cha 11

SQ Darkvision 60ft., scent

Feats Multiattack, Run, Toughness, Track

Skills Climb +7, Hide +8, Jump +12, Listen +8, Move Silently +5, Spot +8, Survival +9

Possessions none

Improved Grab (Ex) To use this ability, a kigrig must hit with its bite 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 makes two rake attacks against its foe.

Poison (Ex) Injury, Fortitude DC 16, initial and secondary damage 1d4 Dex damage. A kigrig delivers its poison only with its rake special attack. The save DC is Constitution-based.

Rake (Ex) +10 (1d6+2 plus poison)

Skills Kigrigs have a +4 racial bonus on hide, listen, move silently and spot checks, and a +8 racial bonus on jump and survival checks.

EMBRAC

CR 7

NE Large Aberration

Init -1; **Senses** Darkvision 60 ft., scent, Listen +1, Spot +8

Languages Undercommon

AC 15, touch 8, flat-footed 15

(-1 size, -1 Dex, +7 natural)

Miss Chance 50% with displacement

hp 71 (11 HD);

Fort +7, **Ref** +2, **Will** +10

Speed 20 ft. (4 squares)

Melee Tentacle +11 (2d4+4 plus poison) or

4 tentacles +11 (2d4+4 plus poison) and bite +9 (2d6+2)

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

Base Atk +8; **Grp** +16

Atk Options Constrict 2d4+6, Improved Grab, Poison

Psionics (Sp) (CL 7th):

3/day—crushing despair (DC 13), deep slumber (DC 12), sound burst (DC 11)

1/day—displacement†

† Already cast

Abilities Str 18, Dex 8, Con 15, Int 4, Wis 13, Cha 9

SQ darkvision 60ft.

Feats Great Fortitude, Iron Will, Multiattack, Power Attack

Skills Hide +2 (+6 underground), Spot +8

Possessions none

Constrict (Ex) An embrac deals 2d4+6 points of damage with a successful grapple check.

Improved Grab (Ex) To use this ability, a kigrig must hit with its bite 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 makes two rake attacks against its foe.

Poison (Ex) Injury, Fortitude DC 17, initial and secondary damage 1d4 Str damage.

Skills Embracs have a +4 racial bonus on Hide checks in underground or rocky areas, due to its coloration.

GIBBERING MOUTHER (FROM LORDS OF MADNESS) CR 5



N Medium Aberration

Init +1; **Senses** Darkvision 60 ft., Listen +4, Spot +9

Languages Undercommon

AC 19, touch 11, flat-footed 18
(+1 Dex, +8 natural)

hp 42 (4 HD); **DR** 5/magic

Fort +7, **Ref** +4, **Will** +5

Speed 10 ft. (2 squares), swim 20ft.

Melee Bite +4 (1) or 4 bites +4 (1)

Ranged spittle +4 touch (1d4 acid plus blindness)

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

Base Atk +3 **Grp** +3

Atk Options improved grab, swallow whole, blood drain

Special Options Gibbering, Ground Manipulation

Abilities Str 10, Dex 13, Con 22, Int 4, Wis 13, Cha 13

SA blood drain, gibbering, ground manipulation, improved grab, spittle, swallow whole,

SQ Darkvision 60ft., Amorphous,

Feats Lightning Reflexes, Weapon Finesse

Skills Listen +4, Spot +9

, Swim +8

Possessions none

Blood Drain (Ex) A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

Gibbering (Su) As soon as a moucher spots something edible, it begins a constant gibbering as a free action. All creatures (other than mothers) within a 60-foot spread must succeed on a DC 13 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering moucher's gibbering for 24 hours. The save DC is charisma based.

Ground Manipulation (Su) At will, as a standard action, a gibbering moucher can cause stone and earth in all

adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moucher in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Improved Grab (Ex) To use this ability, a gibbering moucher must hit a medium or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity

Spittle (Ex) As a free action every round, a gibbering moucher can fire a stream of spittle at one opponent within 30 feet. The moucher makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 18 fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect but are still subject to the acid damaged. The save DC is Constitution-based.

Swallow Whole (Ex) A gibbering moucher can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering moucher doesn't actually "swallow" the opponent-it engulfs the victim within its amorphous form-but the effect is essentially the same.) Once the victim is inside, the gibbering moucher can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 oints of damage to the gibbering moucher (AC 19). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A gibbering moucher's body can hold 1 medium, 2 small, 8 tiny, 32 diminutive, or 128 fine creatures.

Amorphous (Ex) A gibbering moucher is not subject to extra damage from critical hits. It cannot be flanked

Skills A gibbering moucher has a +4 racial bonus on spot checks. A gibbering moucher has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It always can choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

CILDABRIN

CR 7



NE Large Aberration

Init +3; **Senses** Darkvision 60 ft., tremorsense 60 ft., Spot +11
Languages Undercommon

AC 19, touch 12, flat-footed 16
(-1 size, +3 Dex, +7 natural)

hp 104 (11 HD);

Fort +8, **Ref** +6, **Will** +7

Speed 50 ft. (10 squares), climb 20ft.

Melee Pincer +14 (1d6+7) or
2 Pincers +14 (1d6+7) and
tail stinger +12 (1d8+3 plus poison)

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

Base Atk +8 **Grp** +23

Atk Options constrict 1d6+10, improved grab, poison

Spell-like Abilities (CL ?rd):
3/day—darkness, silence (DC 16), spike stones (DC 16)

Abilities Str 24, Dex 17, Con 21, Int 11, Wis 10, Cha 13

SA constrict, improved grab, poison

SQ Darkvision 60ft., tremorsense 60ft.

Feats Dodge, Mobility, Multiattack, Spring Attack

Skills Climb +22, Jump +22, Move Silently +10, Spot +11

Possessions none

Constrict (Ex) On a successful grapple check a cildabrin does 1d6+7 points of damage.

Improved Grab (Ex) To use this ability, a cildabrin must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins a grapple check, the cildabrin establishes a hold and deals constriction damage. Cildabrins gain a +4 racial bonus on grapple checks.

Poison (Ex) Injury, Fortitude DC 20, initial and secondary damage 1d6 Str damage. A cildabrin delivers its poison through its stinger.

Skills Cildabrins have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb checks. It always can choose to take 10 even if rushed or threatened.

Speed 40 ft. (8 squares), climb 20ft.

Melee Bite +14 (2d6+6) or
tentacle rake +14 (1d6+6 plus poison) or Bite +14 (2d6+6)
and 2 claws +12 (1d6+3) and 2 tentacle rakes +12 (1d6+3
plus poison)

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

Base Atk +9 **Grp** +19

Atk Options improved grab, poison, pounce, power attack

Abilities Str 22, Dex 15, Con 27, Int 10, Wis 17, Cha 10

SA improved grab, poison, pounce

SQ Darkvision 60ft., Scent

Feats Cleave, Combat Reflexes, Great Fortitude, Multiattack,
Power Attack

Skills Balance +6, Climb +18, Jump +18, Listen +12, Move
Silently +6, Spot +12

Possessions none

Improved Grab (Ex) To use this ability, a hound of gloom must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Poison (Ex) Injury, Fortitude DC 23, initial and secondary damage 1d8 Dex damage.

Skills Cildabrins have a +4 racial bonus on Spot and Listen checks, and a +8 racial bonus on Climb checks. It always can choose to take 10 even if rushed or threatened.

HOUND OF GLOOM

CR 9



NE Large Aberration

Init +2; **Senses** Darkvision 60 ft., scent, Listen +12, Spot +12

Languages Undercommon

AC 24, touch 11, flat-footed 22
(-1 size, +2 Dex, +13 natural)

hp 156 (12 HD);

Fort +13, **Ref** +5, **Will** +11

PLAYER HANDOUT 1: MISSIVE FROM THE CHURCH

This missive is issued to members or want-to-be members of the following meta-organizations: Arcanist Guild, Pale Diplomatic Corps, Pholtan Knights Valorous, Shapers of Sun and Stone, Disciples of Discipline, Pholtan Clergy, and Prelatal Militia.

Dear Brethren,

In the wake of recent events, the organized forces of the Pale are spread precariously thin whether battling unrest in Tenh or aiding in the restoration efforts after the recent battle against the army of Winterwind. This task therefore falls on you, citizens of this great nation. I cannot delineate the specifics in this letter, but it may prove to threaten the security of the Theocracy. I just ask you to travel to the township of Erhste on the border of The Troll Fens. There, you will speak to your contact Brother Dexter Korbin. A small commission has been provided for you should you choose to accept this task.

Celestial General Sturn Burgos

PLAYER HANDOUT 2: MYSTERIOUS MESSAGE

This missive is issued to members or want-to-be members of the following meta-organizations: Brotherhood of Arms, Coven of White Light, Council of Faith, Natural Order, and Thieves Guild

A letter appears under your door.

Dear Brethren,

Although we are normally not ones to take alarm easily, it appears that strange rumors have surfaced near the town of Erhste on the border of Tenh and The 'Fens. Although strange rumors and The 'Fens tend to go hand and hand, it is the consistency of these rumors that brings up a red flag. For the safety of your homeland, we ask you nothing more than to investigate. Should you accept, you are to go to the town of Erhste and speak with Octavia, a shopkeeper and retired adventurer. Tell her Dorjan sent you and she will provide a small commission to you if you choose to accept this task.

Dorjan Oldrich

PLAYER HANDOUT 3: THE ABRIDGED ABERRANT

The abridged aberrant requires a DC 15 Decipher Script to skim through or an intelligence check and about a week of poring to actually understand. If someone does skim through it however, they can get the following bits of information.

The pages are pieced together in an odd cipher and to simply flip through seems to make little sense. However after a quick skim, it appears that the pages are ordered in an odd pattern. There seems to be a narrative on how Lemme came to this cottage, his studies on life in general, and his veneration of a god that seems strikingly similar to Pholtus, but at the same time very different.

Page 1 goes to page 2, page 2 goes to page 3, page 4 is full of seeming gibberish, but the coherent thoughts in page 3 continue to page 5. Five goes on to page 8, etc. There seems to be a pattern and after a few minutes, the “filler” pages are actually diagrams on aberrant physiology. Although there doesn’t seem to be enough time to read it all now, both a key to Lemme’s map as well as possible locations for the origins of these monsters can be extracted from the cipher.

DM AID 1: EHRSTE

Below is a brief description of the town, as well as some of the notable faces in the town.

Ehrste (Hamlet):

Population: 126 Before the Ether Problems, currently less

People of Note:

Arimus Balthinar, The Mayor:

Personality traits: Confident, Paranoid

After the end of the Ether Threat, the mayor gathered the more influential citizens to get back together and rebuild the town. Seeing as how their current Constable took to heavy drinking and couldn't be relied upon to uphold the laws in the area, he sent messages to Melville to ask him to come out of retirement until a new Constable could be located.

The Mayor has a grand vision for this little town. He hopes that, with rebuilding and effort, his village will grow and become a stepping stone between the old cities of the Pale, and the new areas being liberated in Tenh. The town is also at a prime location as a last stop for many adventurers, being in the shadow of the Griff Mountains, near the edge of the Troll Fens, and near the border of the areas being liberated by the armies of Pale. He wishes to build the town up and become a hub of commerce and adventure.

He also has a rough understanding with the Innkeeper. He knows the Innkeeper's outlook on other races, and is trying to get him to be friendlier towards those of non-Oeridean ancestry. He is hoping that if the Innkeeper can become more accepting, word will spread that his little town welcomes all and is a good place to stop and spend time (and money).

About the Event:

He is a very ambitious (and somewhat paranoid) man and has great dreams for his small town. He is quite disturbed by the recent attack on the kennels, fearing that it will cripple the recovering economy of the town and prevent his dreams of being a hub. He believes it to be a plot by some of the other border towns to prevent him from achieving his dream. He is naturally suspicious of any outsider and anyone he views as a threat to his dreams for the town.

The recent sightings in The 'Fens concern him and believe that they are vicious rumors spread by travelers from Lighton to scare people from moving into town.

Melville, The Constable:

Personality traits: Determined, loyal

He appears to be a man that is too old to perform the tasks presented to him, but he gets the job done and rarely complains. He has a keen eye for detail and is fairly good at evidence gathering and analysis. He has an even temper and can remain calm and professional in most circumstances. After the Ether Threat, he came out of retirement since his previous replacement took

to drinking during the threat and is no longer fit for duty.

Brutus, The Innkeeper:

Personality traits: Terse, Prejudicial

Seeing the flood of refugees from Tenh during the ether threat and the assortment of adventurers during and after said threat, he has no love for non-oerideans, and even less for non-humans. If a group enters his Inn and there are no oerideans amongst them, they can expect no more than begrudged assistance and service. Of course, because of his deal with The Mayor, he does serve them instead of refusing them like he wants to. He also groups all non-oerideans as "you/your people" whether or not they are of the same ancestry or species.

Valder Stone, The Blacksmith:

Personality traits: Friendly, Willing to Help

He is a jovial man, and fits the stereotypical visage of a blacksmith. When at his forge or anvil, he is often singing, humming, or whistling some ditty or another, keeping time with the strike of his hammer upon his work.

Mort Corpesia, The Carpenter:

Personality traits: Greedy, Jaded

He is one of the few friends the Innkeeper has, and that's mostly from their shared views about non-oerideans. He, however, will gladly take anyone's money and offer his services to all that can afford it (of course, he sets his own prices and these may change depending on the customer). He is in charge of overseeing the other carpenters brought in to aide in the rebuilding of the town. Their current project is an archway over the main road welcoming visitors, followed quickly by rebuilding and modernizing the quickly built church that was constructed as soon as it was safe to return to the area.

Niles Fulkner, The Clothier:

Personality traits: Happy-go-Lucky, Helpful

One of the few places in town that one of any size or stature can find good, quality service with a smile. Although he fancies himself an expert in modern high fashion, he finds himself making the more common and boring work and adventuring garments more than anything. He doesn't mind too much, since the adventurers generally come in many sizes and test his skills as a tailor. He does have several expensive gowns

and vests on display as well, so as to show off his skills and fashion sense.

Octavia, The Shopkeeper:

Personality traits: Jovial, flirtatious

This rotund, yet muscular, older woman is one of the few in the town that came from a life of adventure. She proudly displays her treasures on the wall behind the counter, including her old Breastplate and crossed Bastard Swords. She has tales to tell that only fools (or other adventurers) believe, yet those who do not believe her stories hesitate to mention it to her face. Her store is stocked with several of the normal goods one would find in the average general store, but because of her experiences, she offers a fine selection of 'other items' if one knows how to ask nicely (DC 15 diplomacy check to see her secret stash). It is also rumored that she is one of the reasons the blacksmith is always smiling and in song.

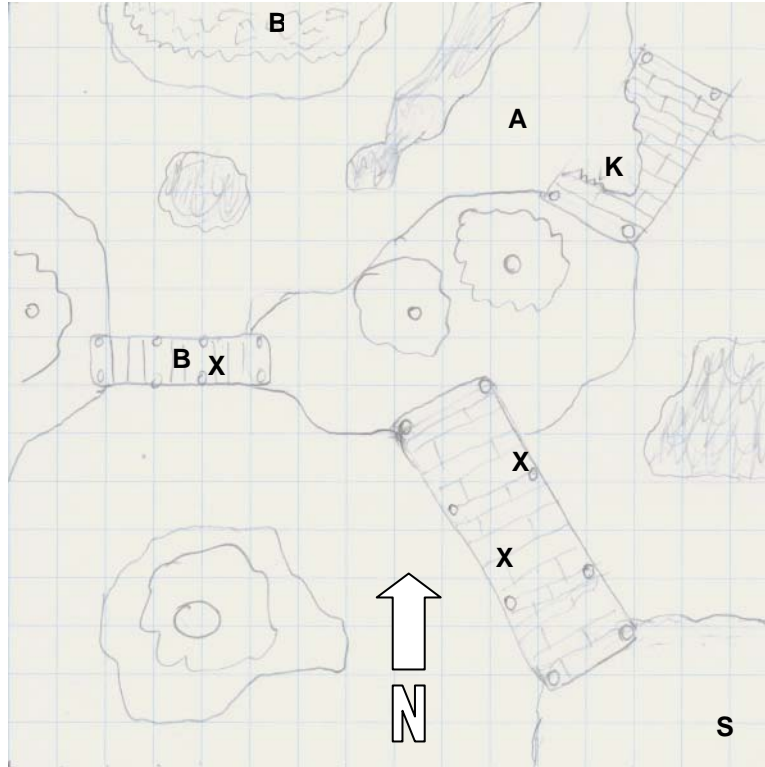
Dexter Korbin, The Priest:

Although the head priest of the village is away tending to the wounded in the Liberation effort, his apprentice is still with the town. Sadly, he has only begun his training, and only capable of offering religious and philosophical support, as well as mundane assistance to those in need, instead of the miracles of Pholtus that the head priest could provide.

Geoffrey, The Entertainer:

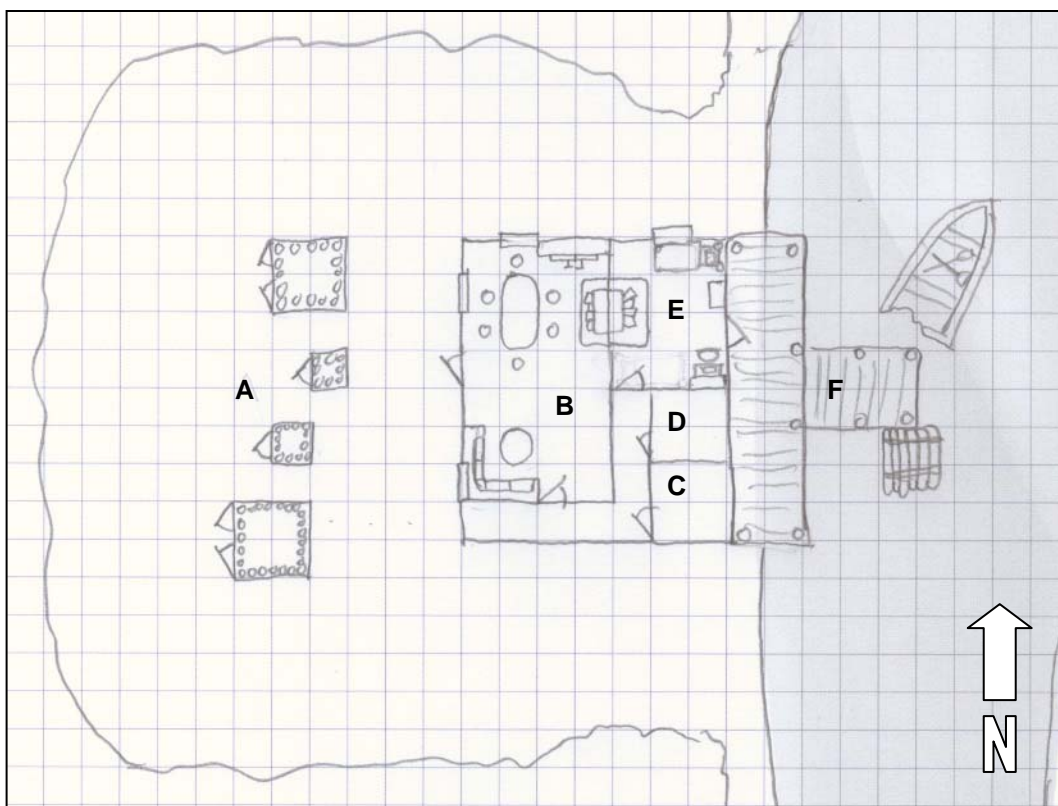
Only recently contracted to the Inn, Geoffrey is unfamiliar with much of the going-ons of the town. He is renowned for his many talents, and the Mayor was hoping this would draw people to his town. Of note are his abilities to sing, dance, play a few instruments, and perform several stage tricks.

DM MAP 1: THE KNIGHT ERRANT



- = 5ft
S – PCs come from this island
K – Erikantos has fallen through the boardwalks here.
A – non-hidden Aberrations start here.
B – Hidden Aberrations start under here.
X – Weak bridge area.
Darkened areas are considered “deep bog”

DM MAP 2: LEMME'S COTTAGE



□= 5ft

A – Cages: The tracks lead back to the cages.

B – Living Room/Kitchen: If the PCs take more than 2 days to find the cottage, Maloch is drinking tea in one of the chairs at the table. The north wall has a cupboard. There is a fireplace on the east wall, and a couch and table along the south west.

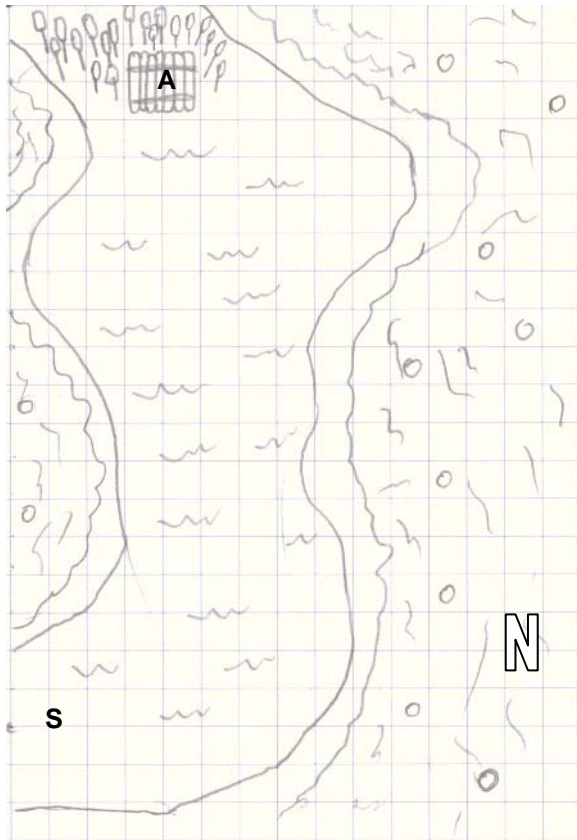
C – Storage

D – Storage

E – Lemme's Bedroom: on the wall next to the bed is the "Rusty Pole Arm." The desk on the south wall contains the books "The Abridged Aberrant" as well as Lemme's Notes. Under the ink blotter is a Quaal's feather token: Swan Boat that can be found with a DC 25 Search check.

F – The Dock: Lemme will attempt to get to the raft in the south and head north. The boat requires a DC 20 Craft (carpentry) or similar check and takes at least 1 hour to perform. Retries can be done, but they take an hour each. Taking "20" will take 20 hours.

DM MAP 3: WHAT'S THIS A-BOAT?



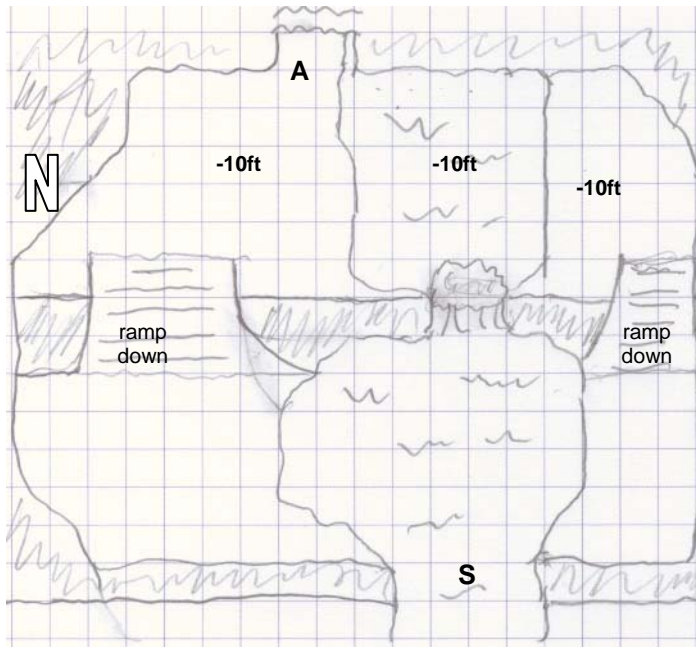
□ = 5ft

A – Lemme's Raft: Lemme will most likely be here trying to clear himself.

○ – Tree Trunks

S – PCs approach from here.

DM MAP 4: THE GROTTO



□ = 5ft

A – Bjorshnik and Aberrations come from here. Bjorshnik actually is on a ledge 20ft above the entrance the aberrations enter.

S – PCs approach from here.

Water is 10ft deep.

The cave ceiling is 15ft high from the upper level (25ft high from the lower level).

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 judgment 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).

DM AID 2: OVERLAND MOVEMENT

OVERLAND MOVEMENT

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes *fatigued*.

A fatigued character can't run or *charge* and takes a penalty of -2 to Strength and Dexterity. Eliminating the nonlethal damage also eliminates the fatigue.

Run: A character can't run for an extended period of time.

Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see Table: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

Forced March: In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes *fatigued*. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become *fatigued* when they take any damage from hustling or forced marches.

Table: OVERLAND MOVEMENT AND DISTANCE IN A SWAMP

	Speed				
	15 feet	20 feet	30 feet	40 feet	50 feet
One Hour (Overland)					
Walk	3/4 miles	1 mile	1-1/2 miles	2 miles	2-1/2 miles
Hustle	1-1/2 miles	2 miles	3 miles	4 miles	5 miles
One Day (Overland)					
Walk	6 miles	8 miles	15 miles	20 miles	25 miles