

TSS5-03

The Medegian Job

A One-Round D&D LIVING GREYHAWK[®] Meta-Regional Adventure

Version 1.0

Round 1

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Playtesters:

Finding a book for a scholar in Rel Deven. An easy enough task, one might think. But the book is in Mentrey, once capital of shattered Medegia. And the shadows of the Greyhawk Wars fall long and dark upon your venture... An adventure for APLS 4-14.

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up 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

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

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 Meta-regional adventure, set in the United Kingdom of Ahlissa and Medegia. Characters native to the Splintered Sun pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Travel In The United Kingdom Of Ahlissa

In 593 CY, PCs adventuring in the Splintered Sun had several opportunities to receive AR entries that could help or hinder their movement through the United Kingdom of Ahlissa.

For the DM's convenience these are replicated below.

Free Travel Throughout the Kingdom of Ahlissa: The bearer of this document is entitled to travel freely throughout the Kingdom of Ahlissa without molestation. It is signed by Garlann of Naelax.

Wanted! The PCs are known to have slain one or more nobles of The Kingdom of Ahlissa. As such the authorities are actively searching for them.

Wanted In Ahlissa: This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

Once this bribe is paid, score through this entry. The PC is free to continue the adventure in which he was caught.

Adventure Background

Before the Greyhawk Wars, one of the inhabitants of the Medegian city of Mentrey was the noted mage Chender of Cranden. His occult specialty was the interaction between the Planes. Chender built up a considerable private library on this recondite topic.

Chender himself was slain during the fall of Mentrey. His house, and its treasures, remained for a while undisturbed. In early 586 CY, however, some of the dregs of Ivid's former forces paid a visit to Mentrey, intent upon plunder.

These men retained the assistance of the baatezu that had once been common in the troops of the Overking. With this diabolical assistance, they were successful in carving out a small niche for themselves in the divided town. By chance, they settled upon Chender's home as a base.

Their forays were swiftly brought to an end, however, by the march of events in the wider world. The Flight of Fiends deprived the freebooters, at a stroke, of almost all their baatezu protectors. Only one remained, and that by serendipity.

Unknown to the raiders, Chender's home had been warded against external planar influences, to facilitate the mage's research. Within the confines of the house, the power of the *Crook of Rao* was held at bay, and the one devil that happened to be inside it when the Flight of Fiends took place was therefore unaffected by it. It was now, however, confined to the house itself.

Their power-base crumbling, the raiders fled. The baatezu remained. Most inhabitants of Mentrey now give Chender's home a wide berth.

There the matter would have rested, but for the bibliophilia of a scholar in Rel Deven, Frenderek Zell. Zell

has discovered that the only surviving copy of an important treatise on planar mechanics was last in Chender's possession, and yearns to have it. Zell himself, however, lacks the money, or the contacts, to organize an expedition to Mentrey, which is now something of a fortress city. He has therefore asked some friends of his in the Ahlissan Imperial Court whether they could help.

The Nightingale Throne is happy to bankroll this venture. Unbeknownst to the naïve Zell, though, his "friends" have a hidden agenda. The Ahlissans have received garbled information from other sources about the history of Chender's home and the nature of its current occupant. They believe that any attempt to penetrate the house is likely to disrupt the wards that, they think, keep the creature confined. The chaos that would result from the devil's release would greatly weaken the hold upon power of Mentrey's ruling Council, and so facilitate the Ahlissan capture of the city which has long been envisaged in Kalstrand. Even if the assault fails, the blame will still fall squarely on the shoulders of a band of lowly (and probably dead) adventurers.

This plan has three significant flaws. The first is that the Ahlissans have misunderstood the nature of the devil's predicament. If the wards are disrupted, the baatezu will not be freed. Rather, the Flight of Fiends will have its long postponed effect, and the creature will be banished from the Oerth.

The second is that the Ahlissan scheme has not gone unnoticed elsewhere. A certain August Body is aware of it, and deems that an Ahlissan takeover of Mentrey would be detrimental to the delicate balance of power in the region. It has therefore despatched its own agent, to warn the expeditionary party that all is not quite what it seems.

The third, of course, is that Zell has just hired the PCs...

Adventure Summary

Encounter One: Book Overdue. Frenderek Zell contacts the PCs, wishing to retain the services to retrieve a certain rare book from the home of the deceased mage Chender of Mentrey. Zell notes that the Court of the Nightingale Throne, the Ahlissan Imperial Court, is bankrolling this expedition, and is prepared to pay a handsome finders' fee. Zell is happy to answer the PCs' questions to the best of his ability, but although he knows a little about Chender himself, the location of the house, and the current situation in Mentrey, he knows nothing about the baatezu or the real reason for Ahlissan involvement in this enterprise. He encourages the PCs to research any further questions that bother them in Rel Deven's excellent libraries before setting off. If they take this advice, the action moves to

Encounter Two. If they just set off at once, it moves to Encounter Three.

Encounter Two: Research Assessment Exercise. While researching Chender and related topics in Rel Deven, the PCs make contact with Vellthris, who seems to be one of the city librarians. In fact, Vellthris is an agent of an organization hostile to the Ahlissan scheme. If the PCs listen to her, she supplies them with useful additional information about what they will be facing. Once they are ready to depart, the action moves to Encounter Three.

Encounter Three: *Etiam periere ruinae*. The party makes its way through the shattered wasteland of what was once the See of Medegia. While doing so, they are attacked by some of the area's indigenous undead. Once they reach Mentrey, the action moves to Encounter Four.

Encounter Four: Entry to Mentrey. The PCs make their way through the streets of Mentrey, avoiding or duping the patrols so frequent in this city as to their intent. When they arrive at Chender's home, the plot moves to Encounter Five.

Encounter Five: The Mage's House. The party enters Chender's abode. On the ground floor, they discover the curious sigils that ward the place against external magic, and may uncover evidence from the remnants of Chender's workbooks as to their nature. They also discover that the tome they want is kept in the basement. The door to the basement is protected by a mechanical trap, which unwary adventurers may spring. If they descend to the basement, the action moves to Encounter Six.

Encounter Six: Resident Evil. In the basement, the party discovers the house's sole inhabitant, a formidable baatezu. This creature stands between them and access to the book they seek. If they slay the baatezu, or banish it by disrupting the sigils, they can win their way to the tome. Slaying the baatezu, however, precipitates the destruction of the house itself, as it is suddenly released from the decade-long tension between its own wards and the power of the Flight of Fiends. If this happens, the action moves to Encounter Seven. If the party flees the devil, or finds a way to remove the book without dealing with it, the action moves to Encounter Eight.

Encounter Seven: Reception Committee. The PCs escape the collapsing house, only to find that they have attracted the attention of Mentrey's Council of Medegian Elders. There is a tense standoff between the party, the leaders of the town and their troops. If the party holds their nerve,

however, the removal of a festering problem that has long bothered the leaders (and the attendant evidence of the party's prowess) disposes them to let the party depart unharmed. If this happens, the action moves to Encounter Eight.

Deven. If they **Encounter Eight: Truth Be Told**. The party returns to Rel have the book, Zell is delighted, and has no hesitation in paying up. Astute PCs may note that a representative of the Ahlissan Court, also present, seems somehow disappointed at the mission's success, although he grudgingly accedes to the payment. After the meeting, the PCs may once again encounter Vellthris, who helps them to understand the deeper game in which they have taken part. The adventure ends.

Introduction

For the adventure to begin, it is necessary for the PCs to become aware of the bibliophile Frenderek Zell and his desire to meet with adventurers in the Grey Library at Rel Deven to discuss a business proposition. If any PC has successfully completed *COR3-15 Nine Lives*, then Zell has heard of his/her prowess from his friend and correspondent Fonkin (the noniz wizard whose familiar Wifflepurr was saved in that module). Zell decides that one so adept at entering a mage's house and extracting a desired item is ideal for the mission he has in mind, and sends the following note (in Common) to the PC in question:

My greetings. A mutual acquaintance of ours, Fonkin of Greyhawk, has recommended you to me as an individual of valour and discretion. If you are interested in putting these qualities to a lucrative use, meet me at noon in the Grey Library of Rel Deven the day after Luna is next full, to discuss an enterprise of mutual profit. If you can recruit companions of like skill, so much the better. Until our meeting,

Frenderek Zell.

A DC 25 Bardic Knowledge or Knowledge (Local (Splintered Sun): check recognizes "Frenderek Zell" as the name of a minor sage and book-collector of Rel Deven, with a particular interest in the acquisition of tomes with historical significance. The character can then "recruit" the other PCs, and the action moves to Encounter One.

If no character has played *COR3-15 Nine Lives*, then assume that the PCs happen to be in Rel Deven on other business or at a loose end. They then see the following poster (in Common) in a local hostelry:

ADVENTURERS WANTED FOR LUCRATIVE MISSION. THOSE INTERESTED SHOULD CONTACT FRENDEREK ZELL AT THE GREY LIBRARY.

Once again, the relevant Knowledge checks reveal pertinent information about Zell. If the PCs follow this lead up, the action moves to Encounter One (although the PCs may fear that many will be interested in this proposal, word has already leaked out among the locals that the mission is to Medegia, so they will not face any competition).

Once the PCs take the bait, the action moves to Encounter One.

Encounter 1: Book Overdue

The PCs come to this encounter if they decide to meet up with Frenderek Zell in the Grey Library of Rel Deven. Read or paraphrase the following:-

Prince Carwend's city is a large one, and it take some time to find the Grey Library. An erudite coquette, it swathes itself in decorous concealing drapes of alleys and side-streets, and the path to it is long and tortuous. Many a street-peddler has to be evaded, and many an ecstatic coin-worshipper outside the Temples of Zilchus elbowed brusquely aside, before you reach your destination. As you near the gates, an airborne shadow falls across your path.

If the PCs look up, they see a stone ball, 2 ft. across and glowing pale blue, skittering erratically through the air about 30 ft. above their heads. A DC 20 Bardic Knowledge or Knowledge check (Arcana, Bardic, History, or Local: Splintered Sun;) reveals that the hovering ball is one of the twelve *glowstones* of Rel Deven. These floating stone orbs are said to have been created by Schandor, an archmage of long ago who was also responsible for the old Great Kingdom's much envied legal code. Eight of them hover above the city's walls and two above the City Hall; the other pair, of which this is one, float around the city seemingly at random. Their glow is said to brighten if there is a pressing threat to the city, and the ones on the walls are alleged to be capable of blunting or deflecting spells or missile fire from foes of the city.

A mischievous DM can put the PCs in initiative order as soon as the *glowstone* appears, if he or she so desires, but they are not being attacked, and the *glowstone* itself is seemingly impervious to any physical or magical harm. If assaulted in any way, it disappears to another plane, returning a few hours later. Attacks on the *glowstone* draw

cynical laughter from passers-by, who then take great delight in telling the ignorant tourists that they have just attacked a city landmark. If ignored, the *glowstone* skitters off again on its cryptic course after a few seconds.

When the PCs enter the library, they find themselves in a lofty atrium, built from the same soft grey limestone as the rest of the building (hence the name). They are there met one of the librarians, a small, thin half-olven man named Varos Teel. Varos has been instructed by Zell to keep an eye out for adventuring types. Once he sees the PCs, he asks them their business in a quiet voice. If they say that they are here to see Frenderek Zell, he ushers them through several corridors crammed with books and scrolls, and then into a more comfortable study beyond.

Read or paraphrase the following:-

The room before you presents something of a contrast to the parchment ravines that lead to it. There are seven comfortable-looking chairs and, against one wall, an oak table, on which reposes a decanter filled to the brim with amber liquid, and seven glasses. Despite the chill in the air, there is no fire-place, perhaps in deference to the surroundings.

In one of the chairs sits a tall, thin Oeridian man, with greying brown hair, seemingly in his early fifties. He is immersed in contemplation of a large, leather-bound tome upon his lap, and does not at first notice that he has visitors. When Teel clears his throat, however, he looks up and rises to greet you. Teel ushers you in, and closes the door behind him as he leaves

This man is Frenderek Zell. The book on his lap is a biography (in Old Oeridian) of the great Aerdi general Azharadian, which Zell carefully sets aside as he begins to talk to the party

☛ **Frenderek Zell:** male human, Exp10, AL LN.

Zell is exactly what his reputation says of him: an ardent bibliophile with a particular passion for tomes of historical significance. He makes his living as a sage, ploughing his earnings into the acquisition of more books. Because of his interest in old Aerdy, important members of the Ahlissan Court have occasionally consulted the otherwise unworldly Zell on matters of historical precedent, so he has a surprising range of contacts.

On the subjects of books or Oeridian history, Zell is confident and forthright. On anything else, he is not very self-assured, and rather shy. Adventurers intimidate him a bit, so he veers in dealing with the party between a rather forced bloke-ishness and a somewhat severe and formal manner. However, he is straightforward and honourable in his dealings, and would be horrified if he found out the

ulterior motives his “friends” at court have for financing the expedition (see the Introduction above). If he discovers that a party member is a fellow enthusiast for books, he becomes noticeably more amiable and easy-going, happy to talk shop with another bibliophile for hours unless called back to the task in hand.

Zell invites the PCs to be seated, then offers wine from the decanter. When everyone is settled, he sets out his proposition:-

“As you may perhaps already be aware, I am a scholar of the early history of the Great Kingdom. The learned amongst you may be familiar with my works on the subject, such as my Commentary on the Code of Schandor?...or perhaps not. I digress. My life’s work is the uncovering and collection of works by individuals who have shaped the history of Aerdy.

“A few months ago, I was successful discovering the location of one such work, long thought lost: a treatise on planar mechanics penned by an apprentice of the great Schandor himself. As you may readily imagine, my elation was without limit, until I became aware of certain attendant difficulties.

“My sources informed me that the book resided in the library of an accomplished wizard, Chender. This man had long been one of the most distinguished citizens of Mentrey, in what was once the See of Medegia. But Mentrey, as you will perhaps be aware, was sacked in the course of the Greyhawk Wars. Chender himself fell in his city’s defence.

“From what exiguous information I have been able to garner, Chender’s old house in Mentrey remains intact. The mage had no surviving relatives, so what remains in his home may, after the lapse of a decade, legitimately be regarded as fair spoil to any with the will and means to retrieve it. But such individuals would have to penetrate the wastes of Medegia, run the gauntlet of Mentrey itself, now an armed camp, and then win past whatever protections the mage left in his house. I despaired of financing such an expedition, until some friends of mine in the Court of the Nightingale Throne undertook to back it, as redounding to the greater credit of our nation. The risks are by no means negligible, but I can richly reward those who would bring me back the tome in question. Moreover, whatever else they might uncover in Chender’s domicile would be theirs to keep.

“In short, I stand in need of adventurers. Would you good folk be prepared to aid me?”

Zell is being candid and straightforward with the PCs, but he is not in possession of the full facts concerning either

Chender's home or the real motives of his "friends" in the Ahlissan Court. He does not know any of the history of Chender's house after the death of the mage himself, and he honestly believes that the Ahlissan Court is interested in the expedition purely as an exercise in patriotic archaeology. He is prepared to answer certain questions from the PCs, as follows:

Q: How much are we being paid?

A: Zell is prepared to pay each PC 100 x APL gp for this undertaking, payable on delivery. He also reiterates that whatever else they may find in Chender's house is theirs to keep (regardless of whether they can fetch him the book or not).

Q: What do we need to know about Mentrey?

A: *"Mentrey was once the capital of the See of Medegia. It was sacked by the dregs of Ivid's army when Medegia was razed during the Greyhawk Wars. Since then, a number of uneasy confederacies of warlords and former mercenaries have held sway in the city, which asserts independence from Ahlissa and the Solnor Compact, and has repulsed forays from both. The current such confederacy is known as the Council of Medegian Elders.*

"Mentrey, then, is somewhere between a city and an armed camp. Its rulers look askance on travellers from Ahlissa and Rel Astra, both of which claim the city as theirs. When you journey there, it would be prudent to disguise your origin and intent."

Q: How will we find Chender's house when we get there?

A: Zell hands over a map, indicating the house's location within Mentrey. He also does this at the end of the interview if PCs forget to ask this question.

Q: How will we know the book when we see it? Is it magical? Is there anything else about it we should know?

A: *"The book is apparently quite distinctive. It is two feet tall and a foot in breadth, bound in green dragonskin, with the holy symbol of Boccob inlaid in silver upon its front cover. As, I said, it concerns itself with the intricacies of the interaction between planes, but it is not itself a spellbook. It is, if you will, a work on interdimensional theory.*

"I should perhaps add one characteristic of this tome. A previous owner recorded that there is a Shackling Dweomer in place upon it. This does not harm the reader or prevent the book from being moved by conventional means, but it means that the tome cannot be transported by teleportation of any description, nor may it be placed

within an extra-dimensional space. It may be prudent to keep this in mind."

Q: What can we expect in Chender's house? Where in the house is the book kept?

A: *"Chender was a mage of some repute, so no doubt he left certain magical traps and wards to deter intruders. Whether these would retain their efficacy after the passing of a decade, I do not know, nor am I sure where in Chender's home the tome is kept."*

Note: this is a reasonable inference on Zell's part, but it is not quite accurate. The raiders set off or disabled most of the traps in the house, although one or two still remain.

This is pretty much the limit of Zell's assistance at this point. If the PCs have further queries, he tells them that he has had the resources of the Grey Library put at their disposal until the end of the day, and that they may research matters that bother them therein. He then hands them the map of Mentrey (if he has not done so already), bids them good day, and takes his leave. Once the PCs decide either to leave or to stay and do some research, the action moves on to Encounter Two.

Encounter 2: Research Assessment Exercise

The PCs come to this encounter once their interview with Zell is terminated. As they make their way through the book-lined corridors, one of the PCs feels a tug on his/her sleeve.

Read or paraphrase the following:-

A slim half-olven woman of about forty winters stands before you. She has short red hair and, like most of her kindred, green eyes. Her clothes are colourful, but well-worn, and she wears a small squiggling silver symbol on a delicate chain around her neck. The act of tugging at your sleeve threatens to tip over the large pile of books she is balancing on her other arm, and she releases your sleeve hastily to grab it again. She speaks in a quiet voice.

"Greetings. Are you the people Zell says may be wanting to do some research? If so, I would be happy to help you. The alternative is reshelving..."

The woman is Vellthris. A DC 15 Knowledge (Religion) check reveals that her pendant is in the shape of the Insanity Rune, the symbol of Zagyg, demigod of Eccentricity, Unpredictability, Humour, and Occult Studies.

☛ **Vellthris:** female half-olve, Brd10/Sublime Chord1 (the Sublime Chord prestige class is presented in *Complete Arcane*), AL N.

Note: Vellthris has been the recipient of a *Mind Blank* spell (cast at 17th level).

Vellthris is one of the staff in the Grey Library. She affects the persona of a soft-spoken, absent-minded scholar; she does have these traits, but plays them up a little for her own quiet amusement. Her devotion to Zagyg is quite genuine, but she venerates the god through private study and gentle paradox rather than the wild behaviour and buffoonery of some of his other adherents.

Vellthris is also, however, an agent of the Circle of Eight. That August Body is aware of the reasons for Ahlissan backing of Zell's expedition, but it also suspects that the Ahlissans have misinterpreted exactly what is going on at Chender's house. Since Xavener's spies are many and skilled, Vellthris cannot openly assist the PCs, but she does her best to instruct them, if they permit her, by aiding their research and dropping oblique hints.

If the PCs decline Vellthris' assistance, she blushes, mumbles an apology, and hurries off. She remains in the building, though, in case the PCs change their minds. PCs attempting to use the collection without her discover that the principles on which it is arranged defy easy analysis (no Dewey Decimal here; think *The Name of the Rose*), and that they need someone more experienced in using the Library. Teel, who has returned to the Front Desk, suggests Vellthris, if the PCs ask him. Of course, the PCs could just leave and make their own preparations, in which case the action moves immediately to Encounter Three.

If the PCs accept Vellthris' assistance, she leads them to one of the Grey Library's splendid reading rooms. Read or paraphrase the following:-

The half-olven librarian ushers you into an imposing square chamber. Venerable wooden desks and reading-stands surround a central pool. Reflected tomes stare back at their originals from the surface of the water, images stolen and copied in wanton disregard for library regulations.

Vellthris darts to the pool, and peers down into the water. She looks up, and smiles back at you.

"We have a splendid collection of carp here. I love pools. One with a taste for paradox might instance them as illustrating the contradictory character of confinement. A prison keeps its insides in; a pool, by contrast, keeps the outside out, lest the incoming air sweep away its inhabitants. It is important, when dealing with

confinements, to be sure that what seems to be a prison is not a pool instead. Do you agree?"

If the PCs call Vellthris back (politely or otherwise) to the task in hand, she smiles and speaks again.

"Of course. You may have difficulties locating tomes here without my aid. Too many libraries, I fear, shackle themselves to expectation. They would countenance someone marching in, intent on knowing all there is to know about the Greyhawk Wars, let us say, rifling the catalogue with military precision, and expecting illumination to come when bidden. What poor tome could bear up under such a burden of expectation! I have arranged this collection, in accord with the principles of Lord Zagyg, so that our remorseless exegete would find instead sonatas, or sonnets, or a Treatise on the Segregation of the Queen Bee. Libraries should not explain, but rather entice to further mysteries."

Vellthris rubs her thin hands together, and smiles pensively. "But not all agree, which is why I am here to help. Shall we begin?"

Using the Grey Library: The Grey Library is an eccentric collection, with surprising omissions and equally startling accessions. It helps a great deal for its users to know something already about what they are researching. In game terms, PCs may now make Knowledge rolls of various kinds to uncover information on various topics connected with their mission. However, because Vellthris is fetching books for them and making suggestions, all these rolls are subject to a +4 competence bonus. Below are set out the DCs for finding out matters under various headings. In each case, a PC who succeeds for a given DC finds out all the information for the easier DCs above it as well. However, each PC may roll only once for each topic.

Chender and his Research:

Knowledge (Arcana, Bardic, or Splintered Sun) check

DC 20: Chender was an archmage and scion of the noble Aerdi house of Cranden. He had lived in Mentrey for decades before he fell in its defence during the Greyhawk Wars.

DC 25: He belonged to the True Neutral strand of Cranden philosophy.

DC 30: Chender's research was mostly on the planes and the interaction between them, although he had a subsidiary interest in glyphs and other forms of written magic. It is

not surprising that he came into possession of the book that interests Zell.

DC 35: He is reputed to have been able to carry out extremely delicate and exquisite experiments upon the planar fabric, because he had discovered some means to ward his house against external planar influences.

The House of Cranden

Bardic Knowledge or Knowledge (History, Royalty and Nobility, or Local: Splintered Sun) check

DC 15: The Celestial House of Cranden was the first ruling dynasty of the old Great Kingdom. It lost power to the House of Rax in the start of the second century CY, but remains influential, if a little detached from political life. Exceptions to this tendency are Prince Carwend, the ruler of Rel Deven, and his cousins.

DC 20: Cranden is famous for its sages and wizards. The archmage Bigby, of the Circle of Eight, is a Cranden.

DC 25: Members of the House tend towards extreme alignments: Lawful Good, True Neutral, or Chaotic Evil. It numbers both paladins and undead necromancers amongst its ranks.

DC 30: Famous members of the house also include the semi-mythical priestess Johydee, who freed the Oerids of old from imprisonment, Tuerny the Merciless, a fearsome mage and creator of a terrible artefact, and the archmage Schandor, originator of the Great Kingdom's legal code and creator, it is alleged, of Rel Deven's *glowstones*.

Mentrey and Medegia

Bardic Knowledge or Knowledge (History or Local: Splintered Sun) check

DC 15: Mentrey was once the capital of the See of Medegia, a semi-autonomous fief within the old Great Kingdom. The Holy Censor of Medegia was chief cleric to the Overking.

DC 20: Medegia was laid waste during the Greyhawk Wars, first by the forces of Ossoon of Chathold, then by the dregs of the Overking's own armies. The latter invasion came because the Censor had refused to support Ivid's territorial ambitions by lending his armies to the conquest of Almor and Nyronnd.

DC 25: After the Wars, Mentrey became a city divided into occupied zones, ruled variously by Euroz, mercenaries, bandits, and deserters. Medegia remained a wasteland,

plagued by undead and the occasional baatezu called to the assistance of Ivid's armies.

DC 30: The situation of Medegia and Mentrey has changed a little in the last decade. The Flight of Fiends put paid to the baatezu infestation, although undead remained a problem. The leader of the Euroz was slain in 589 CY, and Mentrey is now in the hands of a loose coalition of human robber barons and warlords who call themselves the Council of Medegian Elders.

DC 35: The leader of the Council is Brandesk Darlen, a brilliant tactician whose strategies have repulsed attacks from Ahlissa and Rel Astra, both of which lay claim to Mentrey. He faces opposition, however from Elmhern Karn, who accuses him of aiming at tyranny and asserts that the time to elect a new military leader is overdue.

Once the PCs have attempted to find out as much as they can, Vellthris shows them to the door, chattering as she does so:-

"Farewell. I hope that your mission will be a success. I do hope, though, that Zell's 'friends' in high places do not have some ulterior motive for sponsoring your expedition. Our cultural heritage is not wontedly one of the fixations of the Court of the Nightingale Throne...but in any event, good night."

The PCs have the opportunity to equip themselves as they like from the shops of Rel Astra (although this will have to be from their own pockets, as Zell did not pay them in advance; the gp limit for Rel Deven is 100,000 gp). Once they are ready to brave the wastes of Medegia, the action moves to Encounter 3.

Encounter 3: *Etiam Periere Ruinae.*

*Ac tota teguntur
Pergama dumetis; etiam periere ruinae.*

*And the whole citadel is covered with thorns; even the
ruins are ruined.*

Lucan 9.968-9

The PCs come to this encounter when they have made their final preparations in Rel Deven and enter the wastes of Medegia. Assume that the PCs journey from Rel Deven to the marches of Medegia is uneventful. The easiest route is by barge down the Thelly, past the Darman cities of Kalstrand and Nulbish to Pardue on the Great Confluence between the Thelly and the mighty Flamni River.

Read or paraphrase the following:-

Once-fertile Medegia is now a grim sight indeed. Flesh knits anew after the horrors of war; stone endures; but from field and pasture, an enduring dearth, orphan of a conflict ten-years dead and buried, refuses to relinquish its grip.

Lands that might once have supported grain lie fallow, choked with weeds. Few figures are visible in this landscape, and these poor wretches are clearly all but starved, eking out a living in the fields of the dead. Night-fall is welcome to many a traveller here, effacing the sight of the shattered landscape.

Crossing Medegia

If the PCs keep up a reasonable pace, it takes them three or four days to reach Mentrey. Their journey, however, is fraught with certain hazards

1. Remembrance of the Walker

At dawn on the first day after the party enters the borders of Medegia, any PC with the *Disfavour of the Walker of Medegia* cert from *TSS3-07 The Lance of Ossoon* must make a Will save. The DC is **10+ the APL**. If this save fails, then the PC concerned spends the rest of the day with the feeling that the land itself is watching him or her, and not liking what it is seeing. The PC is considered Shaken for the rest of that day (-2 to attack and weapon damage rolls, saving throws and ability checks).

The Will save must be made again at dawn on every day that the PC spends within the borders of the old See of Medegia (including Mentrey). If it succeeds on a given day, the PC is fine for 24 hours; if not, (s)he is Shaken for the same period. Once the PC leaves Medegia, the effect vanishes.

2. Border Patrols

Ahlissa now theoretically controls most of Medegia, so Ahlissan patrols are not uncommon here. The DM is encouraged to improvise an encounter with one such patrol, numbering at least forty (especially, in the interests of player paranoia, if any of the PCs has either of the *Wanted* certs that affect travel in Ahlissa, on which see p3 above).

If the patrol spots the PCs (assume that their scout has a modifier to Spot checks equal to the APL+4, if the party attempts to hide), its leader brusquely orders them to state their business in Medegia, while a dozen archers keep their bows trained on them. Despite the threatening mien, the patrol is comparatively easy to satisfy as to PC intent; even telling them the truth does not provoke more than a bemused shake of the head from the commander. Once satisfied, the patrol continues on its way.

If asked about hazards on the road ahead, the commander has little to say, except that bandits, Rel Astran raiders and undead are abroad in the land and that the PCs had better be well-paid for their efforts.

3. Souls in Purgatory

Late on the first day of travel, the PCs will come across the impoverished village of Sarend, one of hundreds scattered across the benighted land of Medegia.

Your path takes you past a small village – no more than a half dozen thatched mud and wattle houses huddled at the side of the road. The houses look in poor repair – the thatch is dark and half rotten and the roofs sag beneath its weight.

As you pass, a hollow cheeked woman calls out: “Pity for the poor and unfortunate, noble knights? Will you help my poor boy?”

Though the PCs might be suspicious, there is no ruse or trick here. The woman, Lyra, was widowed during the Wars. Her 12 year old son Jerenn hewed his leg with an axe cutting wood several days ago. The wound has become infected and the boy is close to death. He requires at least a *cure light wounds* spell to mend the broken bone and a *cure disease* or a DC 20 Heal check to treat the infection and fever. If the PCs heal the boy, Lyra will thank them profusely, offering them food as a reward (as it is the most valuable thing she has now).

Sarend is desperately poor. Most of the menfolk died in the Wars and the remaining women, children and old men are too few to keep the fields tilled. Kindly PCs may be inclined to try to alleviate the lot of these people, whether through spells (*cures, mending* (for tools) and *plant growth* would be particularly useful) or the

application of skills. Be sure to note them in the Campaign Consequences, small-scale though they are. Better to light a candle than curse the darkness.

4. The Unquiet Dead

The principal threat that the party faces on its way to Mentrey, however, does not come from the living. At the end of the second day's travel, the PCs find themselves in an expanse of overgrown fields. The weeds here are sufficiently luxuriant that the whole area is considered light undergrowth (provides concealment; DC of Tumble and Move Silently checks increases by 2). This area extends as far as the eye can see.

The PCs can set up camp without interruption. Two hours after midnight, however, they are attacked by some of the undead which are still common in the wastes of Medegia.

APL 4 (EL 6)

☛ **Ghasts (3):** hp 29; see *Monster Manual* page 119 and Appendix I.

APL 6 (EL 8)

☛ **Ghasts (4):** hp 29; see *Monster Manual* page 119 and Appendix II.

☛ **Wraith:** hp 32; see *Monster Manual* page 258 and Appendix II.

APL 8 (EL 10)

☛ **Mohrgrs (2):** hp 91; see *Monster Manual* page 189 and Appendix III.

APL 10 (EL 12)

☛ **Mohrgrs (4):** hp 91; see *Monster Manual* page 189 and Appendix IV.

APL 12 (EL 14)

☛ **Nightwing:** hp 144; see *Monster Manual* page 197 and Appendix V.

APL 14 (EL 16)

☛ **Nightwings (2):** hp 144; see *Monster Manual* page 197 and Appendix VI.

Tactics: At APLs 4-10, the undead simply attempt to sneak up on the camp and surprise the PCs, using the darkness and light undergrowth for concealment. Opposed Move Silently/Hide and Spot/Listen checks from them and the PC(s) on guard determine whether they succeed. They then engage whoever is closest in melee.

At APLs 12 and 14, the nightwing (or nightwings, at APL 14) invokes *haste* and *see invisibility* upon itself before nearing the camp. It then summons greater shadows, *hastes* them, and sends them against the camp, hoping to draw out the PCs and observe their behaviour and capabilities. Bear in mind, though, that nightwings only have 60 ft. darkvision; if the party does not have a fire, the creature may have to approach so close to the camp to see it in the first place that PCs with darkvision also have a chance of spotting their foe.

The nightwing itself spends the beginning of the fight hovering silently above the fray, trusting to its Hide checks to keep it unseen against the sky. At first, therefore, it uses offensive spell-like abilities that do not necessarily give away the location of the user (*confusion*, *hold monster*, or *finger of death*), as well as *greater dispel magic* on any annoying opposition spells. Once it is spotted, it unleashes its other spell-like abilities and may also, depending on circumstances, use Flyby Attack with its bite as well.

After this battle, the remainder of the passage to Mentrey passes without incident.

Troubleshooting: High-level parties may well bypass this whole encounter by using *greater teleport* to take them straight to Mentrey. However, this is not a trick that they will be able to pull on the way back, if they retrieve the book, since the tome (as Zell explained) cannot be teleported. If the PCs teleport to Mentrey and come back on foot, then simply run this Encounter (with appropriate tweaks) on the way back instead.

Encounter 4: Entry to Mentrey

The PCs come to this encounter once they reach Mentrey. As they near the city walls, read or paraphrase the following:-

The first glimpse of Mentrey confirms reports of both the old Medegian capital's grandeur in happier days and the magnitude of its fall. The city walls are vast and imposing, yet here and there along them are signs of hasty repairs and reinforcement, barely covering the evidence of the forces once unleashed against them. The main gates to the city, however, look as solid as when they were first constructed.

If the PCs approach the city gates, they discover that they are firmly closed and bolted, no matter what the time of day. If they bang on the gates or shout for attention, a guard

(LN human male War1) appears on top of the wall beside it (the walls at this point are thirty feet in height). He then asks the PCs what business they have in Mentrey.

The PCs now have to come up with a plausible reason for wanting to be in Mentrey if they want to gain access by the conventional way. The guard is comparatively easy to convince (a DC 15 Bluff or Diplomacy check should suffice), since the party are fairly obviously not an Ahlissan or Rel Astran army (the main concern in these parts). However, any claim that the party hails from anywhere in Ahlissa (including Rel Deven) or Rel Astra tends to make him more suspicious (-2 circumstance penalty on the roll). Dropping the names of any of the Council of Medegian Elders (such as Brandesk Darlen or Elmhern Karn, of whom the PCs may have read in the Grey Library) is a good move, and gives a +2 circumstance bonus to the roll. Good role-playing and particularly ingenious cover stories should be rewarded here.

If the PCs succeed in convincing the guard, he goes down to open the gates for them. If not, he tells them to shove off, and disappears behind the wall. The PCs then have to find another way to enter the city.

Various other ways of entering the city exist. The walls in the area near the gates are smooth and sheer (DC 25 Climb check to scale), and closely monitored by the guards who walk the walls. However, as one moves away from the gates and around the perimeter of the city, the repair work is rougher and less professional, and the walls unguarded (this would not usually be the case, but morale amongst the watchmen is being affected by the current schism in the ranks of the Council of Medegian Elders). Here, the Climb check is only DC 15.

PCs may also deploy various magical means to enter, such as using transportation magic to get past the walls, or *charm* spells on the guard. Assaulting the gates with brute force, however, is a mistake, unless precautions against detection are taken). The guards themselves are only War1 (ten are in the vicinity of the gates at any given time), but assault on the gates is regarded as an act of war, and leads to the immediate summoning of the militia. The PCs may try to fight their way through; in this case, have successive groups of six 8th level fighters (use the sample statistics in the *Dungeon Masters Guide*) appear once a round, every round, until the players get the message. Allow the PCs to escape if they choose to flee at this point. Such an action puts Mentrey on high alert; at this point, PCs need magic or extreme sneakiness to get where they want.

If the PCs do make it into Mentrey proper, they find it comparatively easy to locate Chender's home with the aid of Zell's map, although it is on the other side of the city. Read or paraphrase the following:-

Mentrey within is of a piece with the decayed grandeur of its outer walls. Courthouses, temples, and the ancient abodes of nobles rise on each side, but they stand crumbling, with great gaps between them, like teeth bared in a carious grimace. Remnants of old barricades litter the streets. Patrols by militiamen in various liveries and colours are frequent, but for the most part they pay no heed to passers-by.

Not far from where Zell's map indicates the house you seek, a particularly lofty temple abuts the street. Though it seems as silent and deserted as many of the larger buildings in the shattered town, it looks to have been kept in better repair. Above its lintel is inlaid a mask of polished onyx. A small shape creeps across the mask, placing its tiny feet like a dancer. The chameleon rotates its black bead of an eye in your direction as you pass, and scurries into a crack, out of sight.

A DC 15 Knowledge (Religion) check identifies the onyx mark as the holy symbol of Johydee, the Oeridian Hero-Goddess of Deception, Espionage, and Protection. A DC 20 Knowledge (Religion) check reveals that her sacred animal is the chameleon. This temple is as deserted as it looks, and contains nothing to detain the party, but any cleric or paladin of Johydee, and any character with levels in the Mask of Johydee prestige class, feels a curious sense of belonging on seeing the chameleon. Such characters receive a +1 sacred bonus to the next saving throw they have to make during this visit to Mentrey.

Chender's home is only a couple of streets away from the Temple of Johydee. When the PCs reach it (which they can do without difficulty by following Zell's map), the action moves to Encounter 5.

Encounter 5: The Mage's House

The PCs come to this encounter once they reach Chender's house in Mentrey.

Read or paraphrase the following:-

The home of Chender the Mage is a little dilapidated, but in better repair than the others in its street. Two stories in height, it looks to be of solid stone construction. A large oak door bars entrance.

Outside the House

The front door is locked (DC 30 Open Lock check; the bandits took the keys when they left) and solid, but not trapped.

☛ **Strong Wooden Door:** 1 in. thick; hardness 5; hp 20; AC 5; DC 18 Break.

If the PCs scout around the house, they discover that there is no other door, and that all the windows on the ground floor seem to have been boarded up from the inside (a security measure by the bandits; treat any given window as having stats equal to the front door above for the purposes of entry, except that Open Lock does not work). The windows on the first floor are not boarded up and afford easy entry, but it takes a DC 25 Climb check (or magic, of course) to scale the wall.

PCs staying outside the house for more than a few seconds should be allowed a DC 20 Survival check if they have the Track feat as well. Anyone who succeeds realizes that the area around the house is much more deserted, and shows much fewer signs of passers-by, than the neighbouring streets. Although the PCs do not know it yet, this is because of the baatezu; most people in Mentrey do not have a clear idea what is in Chender's house, but they know that there is *something* there, and tend to give it a wide berth. This does mean that attempts to break in, however crude, do not attract any attention, however.

As explained below, Chender's home is warded against external planar influences. However, these wards are neither visible nor detectable from outside the area they protect (inside is another matter; see below). Even *detect magic* or the *arcane sight* spells do not reveal anything if they are cast in the direction of the wards from outside, although they do pick up the *permanent image* in the study if it falls within their area of effect.

No area aboveground in Chender's house has interior lighting unless otherwise stated (the bandits absconded with all the *continual flame* fixtures when they left). Doors are closed but not locked unless otherwise stated, and the walls and doors are of standard construction.

Chender's Sigils

The sigils which ward this house are visible from inside it as thousands upon thousands of runes and symbols, apparently made from a dim blue light, which completely cover the inside of the exterior walls of the house, the inside of the doorway, the interior ceiling of the first floor, and the floor of the basement. These runes are in constant motion, skittering and crawling around each other. They do not harm anyone who touches them or passes through them (and indeed the party does this without knowing it as soon as they enter the house).

These sigils are what are preventing the power of the Flight of Fiends from banishing the house's resident baatezu. It is the tension between the power of this intrusive force and the protective force of the sigils that

makes them currently visible; in Chender's lifetime they could not be seen. If detection magic is used upon them from inside the house, Strong Abjuration magic is detected.

PCs with the Knowledge (Arcana or Planes) skill may make various deductions about the sigils by examining them. As before, PCs that succeed at a given DC know all the information from the easier DCs above it as well. Members of the Geometer prestige class (from *Complete Arcane*) may add their Geometer class level to this check, and Sacred Exorcists (from *Complete Divine*) may add their Chosen Foe bonus if that foe is evil outsiders.

DC 15: The sigils encode some form of abjuration magic, specifically, a spell of warding. They do not seem to be aimed at injuring or hindering common-or-garden intruders, however. Dispelling them would break the warding, and it is possible that they are not now as potent as once they were

DC 20: The sigils seem to be designed to ward off or keep at bay some kind of planar influence.

DC 25: The sigils are glowing because some powerful planar force is already trying to break down their protection.

DC 30: The sigils seem to be designed to keep planar forces out, not in. The force currently trying to break through them originates from outside the house.

The sigils may be dispelled, but the enterprise is quite difficult. For the purposes of *dispel magic* or *greater dispel magic*, the caster level of the sigils is **4+the APL** (Chender's original caster level was 18th, through a combination of various prestige class features, but at APLs below 14, the power of the sigils has been eroded by the intrusive influence of the Flight). The spell must be targeted on the sigils themselves; the area effect version does not suffice. *anti-magic field* would only be effective if it could suppress all the sigils at once, which the spell cannot achieve, even with the application of metamagic feats. *Mordenkainen's disjunction*, should the PCs somehow have access to it, dispels all the sigils automatically if aimed so as to affect any of them. Damage to the physical fabric of the building does not affect the sigils; they simply crawl through the air where the wall, ceiling or floor used to be.

If the sigils are dispelled at any point, the power of the Flight of Fiends belatedly enters the building and the baatezu is banished.

Read aloud or paraphrase the following:-

The crawling sigils wink out before your eyes. At once, you feel yourself buffeted, as though by a mighty gale. A sweet scent fills your nostrils.

In the room before you, a twisted shape appears [insert description from the Monster Manual appropriate to whatever baatezu turns up at the given APL]. As it hisses and reaches out towards you, its form ripples and distorts. For a moment, the creature howls in agony. Then, it is gone.

The Ground Floor

The Hallway (A)

This narrow passageway serves only to link the ground-floor rooms. Chender's sigils crawl across the doorway here, and this is probably the first place where PCs see them. Apart from a shabby carpet and two forgotten (non-magical) quarter-staves in a stand beside the door, there is nothing of interest in this area.

The Living Room (B)

Chender's living room was also a rest area for the bandits who later took over the house. They crudely barricaded the windows from the inside. Anyone who examines the barricades and makes a DC 20 Craft (carpentry) check notes that an effective, if crude job was made of it, that it was banged together about a decade ago, and that the people who made it had been trained by the army. Chender's sigils crawl across the insides of the exterior walls in this room.

This room once contained expensive artwork and furnishings, but the bandits removed almost all of these when they left. Blank spaces where various fixtures used to be are plainly visible. Only the larger pieces of furniture (a table and three chairs) escaped their predatory zeal.

The most interesting item that remains in this room is a partially burnt bundle of scrolls in the fireplace. It takes a DC 25 Search check to uncover this item, which is Player Handout One. The text is in Old Oeridian; only give the players the handout if the PCs have some means of deciphering it, whether through *comprehend languages*, a DC 25 Decipher Script check, or simply knowing the language.

The scrolls are what are left of a journal kept by Threnon Gane, one of the more literate of the raider band that held the house after Chender's demise. Gane kept the journal in Old Oeridian because he did not want the other bandits to read it, and attempted to burn it when the band fled Mentrey after their tiny empire collapsed in the wake of the Flight of Fiends. "The Associates" which he mentions in the journal were, of course, the band's baatezu allies. A DC 25 Bardic Knowledge or Knowledge (History, or Royalty and Nobility) check reveals that "Kerranen of

Naelax" was the name of one of the commanders of the Glorioles Army which Ivid sent to occupy Medegia during the Greyhawk Wars; he was a cousin of the Overking, and subsequently executed for treachery. If a player **specifically asks** when the Flight of Fiends took place, then a DC 18 Knowledge (History) check confirms that it happened in Coldeven 586 CY. Apart from the journal, there is not much of significance in this room.

The Study (C)

This room contains a large wooden desk, with a comfortable chair behind it. A quill and an ink-pot (long since dried-out) stand on the desk. The room is lined with shelves, but almost all of them are empty: the bandits sold what books looked valuable from here and burned the ones that did not. The two or three books that remain, written in Common and Draconic, are dry treatises on elementary magical theory, and have no particular interest or resale value.

Chender's sigils crawl across the exterior wall of this room, and the window is barricaded like that in the living room above. However, the most striking thing in the room is the ghostly, three-dimensional image that hovers in the air about two feet above the surface of the desk. It resembles a wheel, about a foot across, turning very slowly. However, if a PC looks more closely, (s)he sees that the wheel is divided into sixteen wedges and a hub, each delicately glowing in a slightly different hue, and that tiny arrows and numbers are flickering across the wedges. The image radiates moderate Illusion and Divination magic if the party has the capacity to detect it. Objects and people can pass straight through it without difficulty or damage.

A DC 26 Spellcraft check confirms that this is some sort of variation on a *permanent image* spell. A DC 18 Knowledge (Planes) check reveals that the image represents the Great Wheel of the Outer Planes. A DC 25 Knowledge (Planes) check speculates that the image is a sort of planar orrery, and that the numbers and arrows represent the shift of forces across the planes.

The caster level of the *image* is 17th, in the event that any of the party wishes to try *dispelling* it. There is nothing else of interest in this room.

The Kitchen (D)

Chender had no domestic staff; he lived frugally, and conjured *unseen servants* for chores. The kitchen contains a sink, cupboards, a stove, some work surfaces, a table and not much else, since the bandits were not above stealing the cutlery. Four plates with mold growing on them still stand on the table. Chender's sigils crawl across the exterior walls, and, once again, the window is barricaded

The Privy (E)

Self-explanatory. Once again, there is nothing of interest.

The First Floor

On this floor, Chender's sigils crawl across the ceiling as well as the exterior walls.

The Master Bedroom (F)

This contains a large and comfortable single bed (unmade), and also three bed-rolls on the floor (these belonged to the bandits, and were abandoned on their departure). Chender's sigils crawl across the exterior walls, but the windows are not barricaded. There is nothing else of interest in this room.

The Guest Bedroom (G)

This is exactly the same as the Master Bedroom (including the bed-rolls) except that the unmade bed is slightly smaller.

Ending the Encounter: Sooner or later, the PCs should take the steps that lead down to the basement. Once they do so, the action moves to Encounter 6.

Encounter 6: Resident Evil

The Basement Corridor (H)

The PCs reach this encounter as soon as they take the stairs down to Chender's basement.

Read aloud or paraphrase the following [leaving out the sigils, of course, if they party has already dispelled them:-

At the bottom of the stairs, a short corridor opens out before you, ending in a door about twenty feet ahead. The walls, ceiling, and floor of the corridor are smooth, glowing stone, which sheds enough light to see by. Across the surface of the floor, the blue sigils you have seen elsewhere crawl and flicker.

The glowing walls are simply the result of a *continual flame* variant cast by Chender on the whole of the basement; all subsequent rooms are lit like this as well. The rooms throughout the basement have 12 ft. ceilings. The passage is as deserted as it looks. The door at the far end is closed and locked (DC 30 Open Lock).

🗡️ **Strong Wooden Door:** 1 in. thick; hardness 5; hp 20; AC 5; DC 18 Break.

The squares immediately in front of the door (marked with an "x" on the map in Appendix 2) set off a trap if anyone treads on them. At APLs 4-10, this is a mechanical blade that swings down out of a hidden compartment in the ceiling to strike the first PC who enters one of the squares. At APLs 12 and 14, this is a magical trap that sets off a number of area-effects instead.

APL 4 (EL 5)

🗡️ **Medium Spider Venom Blade Trap:** CR 5; mechanical; touch trigger; manual reset; +16 melee (1d8+8/19-20) plus poison (1d4 Str/1d4 Str); Fort save resists (DC 14); Search (DC 24); Disable Device (DC 19).

APL 6 (EL 7)

🗡️ **Purple Worm Poison Blade Trap:** CR 7; mechanical; touch trigger; manual reset; +16 melee (1d8+8/19-20) plus poison (1d6 Str/2d6 Str); Fort save resists (DC 24); Search (DC 24); Disable Device (DC 19).

APL 8 (EL 9)

🗡️ **Purple Worm Poison Blade Trap:** CR 9; mechanical; touch trigger; manual reset; +16 melee (1d8+8/19-20) plus poison (1d6 Str/2d6 Str); Fort save resists (DC 24); Search (DC 25); Disable Device (DC 25).

APL 10 (EL 11)

🗡️ **Purple Worm Poison Blade Trap:** CR 11; mechanical; touch trigger; manual reset; +16 melee (1d8+8/19-20) plus poison (1d6 Str/2d6 Str); Fort save resists (DC 24); Search (DC 30); Disable Device (DC 25).

APL 12 (EL 8)

🗡️ **acid fog and Evard's black tentacles Trap:** CR 8; magic device; touch trigger; no reset; multiple traps (one *acid fog* trap and one *Evard's black tentacles* trap); spell effect (*acid fog*, 11th level wizard), spell effect (*Evard's black tentacles*, 9th level wizard); Search (DC 31); Disable Device (DC 31).

APL 14 (EL 8)

🗡️ **acid fog and Evard's black tentacles Trap:** CR 8; magic device; touch trigger; no reset; multiple traps (one *acid fog* trap and one *Evard's black tentacles* trap); spell effect (*acid fog*, 11th level wizard), spell effect (*Evard's black tentacles*, 9th level wizard); Search (DC 31); Disable Device (DC 31).

The bandits spotted this trap, and their rogue was sufficiently adroit to engineer a bypass.

The Storeroom (I)

This room once contained Chender's supplies, both mundane and arcane. The bandits looted everything they could from here. As a result, all that is left in here is a collection of broken crates in one of the corners, and the glowing stonework already seen in the corridor. As before, Chender's sigils crawl across the floor, unless they have already been dispelled.

At APLs 12 and 14 only, the door to the Library from this room is protected with a *glyph of warding*, set to go off if anyone touches it without first saying the name "Schandor".

APL 12 (EL 4)

↗ ***glyph of warding* (Blast)**: CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 10th level wizard/geometer, 5d8 sonic, DC 20 Reflex save half damage), multiple targets (all targets within 5ft.); Search (DC 28); Disable Device (DC 28).

APL 14 (EL 7)

↗ ***greater glyph of warding* (Blast)**: CR 7; spell; spell trigger; no reset; spell effect (*greater glyph of warding* [blast], 18th level wizard/geometer, 9d8 sonic, DC 23 Reflex save half damage), multiple targets (all targets within 5ft.); Search (DC 31); Disable Device (DC 31).

The door to the library itself is locked (DC 30 Open Lock), and is of the same construction as those in the rest of the complex.

🔒 **Strong Wooden Door**: 1 in. thick; hardness 5; hp 20; AC 5; DC 18 Break.

Note that setting off the *glyph* (if present) or attempting to break down this door by brute force automatically alerts the baatezu in the Library to the party's presence (at which point it may start preparing for battle; see "Tactics" below). It is important that the DM then keeps track of how many rounds pass before the party try to get into the library, since the baatezu can use that time to buff itself. The baatezu itself has never bothered to break through the doors because it instinctively knows that it is confined to the house; moreover, at some APLs it can *greater teleport* past them anyway.

The Library (J)

This large room was once Chender's main library. The bandits decimated its once impressive collection in their hunger to make a quick profit. Shelves completely line this room, but all that remains on them are a handful of dry tomes on magical theory, much handled, and worthless

even to a collector, in Common and Draconic. Three or four overturned chairs are scattered about the room.

This room is the current location of the house's only inhabitant, the baatezu that has been trapped here for the last decade (unless the PCs have already banished it by disrupting the sigils). It instinctively understands the nature of its predicament, and that some force is preventing the mighty wave that washed away its peers ten years ago from doing the same to it. Since it wishes neither to be banished nor to be imprisoned in this house, it vents its frustration with abandon on anyone who disturbs it in this room.

APL 4 (EL 7)

🔥 **Advanced Chain Devil**: hp 66; see *Monster Manual* page 53 and Appendix I.

APL 6 (EL 9)

🔥 **Bone Devil**: hp 95; see *Monster Manual* page 52 and Appendix II.

APL 8 (EL 11)

🔥 **Barbed Devil**: hp 126; see *Monster Manual* page 51 and Appendix III.

APL 10 (EL 13)

🔥 **Ice Devil**: hp 147; see *Monster Manual* page 250 and Appendix IV.

APL 12 (EL 15)

🔥 **Ice Devil sorcerer**: hp 219; see *Monster Manual* page 56 and Appendix V.

APL 14 (EL 17)

🔥 **Horned Devil sorcerer**: hp 226; see *Monster Manual* page 55 and Appendix VI.

Tactics: The baatezu's tactics vary according to the APL, and to whether or not the PCs' efforts to get through the door to the library let it know that they are coming in advance and so give it time to prepare.

At APL 4, the chain devil simply awaits the party's approach, and then wade into melee, using its *dancing chains* ability if its foes wield the appropriate weapons

At APL 6, the bone devil, if it receives notice that the PCs are coming, becomes *invisible*. If it has time, it then attempts to summon 2d10 lemures, and creates a false *major image* of itself behind them. It then *teleports* behind the party and attempts to catch them off guard. Otherwise, it uses its fear aura and *wall of ice* abilities to good effect, dividing the party and walling off troublesome spellcasters.

At APL 8, the hamatula, if it has notice of the PCs, attempts to summon 1d6 bearded devils, and then creates a *major image* twin of itself to confuse matters. Otherwise, it relies on melee attacks and its other spell-like abilities.

At APL 10, the gelugon, if it knows that the PCs are coming, attempts to summon 1d6 bearded devils, and puts up an *unholy aura* on itself and its troops (if any). Otherwise, it just puts up an *unholy aura* on itself and relies on its fear aura, other spell-like abilities, and melee attacks. Once again, *wall of ice* is liberally employed to divide and conquer.

At APL 12, the gelugon's first priority if it knows that it has company beforehand is to cast *invisibility* on itself, followed by *shield* and *mage armor*. Its tactics are otherwise as in APL 10 above.

At APL 14, the cornugon, if it knows about the PCs in advance, casts *shield* and *mage armor* on itself. If it has time, it then casts *dispel chaos* and *dispel good* (for the deflection bonuses), attempts to summon 1d6 bearded devils, and creates a *persistent image* of another cornugon. If the party does not enter the library after all this, it and any of its followers *teleport* to the storeroom to look for them.

Development: The baatezu may well be something of a test for some parties. However, there are alternatives to besting the creature through sheer force of arms. Here are some possibilities:

Dispelling the Sigils: the procedure for doing this is described in Encounter 5 above. If the sigils are dispelled, the resident baatezu is at once banished. Note that any baatezu summoned by the house's resident *before* it is thus banished remain if the sigils are disrupted until the usual hour is up, because they were not on Oerth when the Flight of Fiends was originally performed. Summoned baatezu are not confined to the house, either.

The main difficulties with this plan are making the requisite caster check and realizing in the first place that dispelling the sigils might be a good idea. It is easy to assume that the sigils are binding the baatezu within the house, not assuring its continued stay on Oerth. This is the mistake the Ahlissan authorities have made, believing that the devil will be freed if the sigils are disrupted. Knowledge checks and deductions on the basis of Gane's journal hint at the true state of affairs, however, as described in Encounter 5 above. If the devil is banished, rather than killed, the house does not collapse (so Encounter 7 does not take place); the PCs can get the book in the next room at their leisure; and they receive full xp for defeating the devil.

Smash and Grab: the PCs are being paid to fetch a book, not battle baatezu. If they deduce the current whereabouts of Chender's tome, then it is entirely possible for a character to purloin it while the others keep the baatezu at bay. Bear in mind that the book, being *shackled*, cannot be removed by *teleport* or *dimension door*, and has to be taken away by hand. If the party succeeds in removing the book without killing the devil, the house does not collapse (so Encounter 7 does not take place) and the PCs receive full xp for defeating the devil.

Cat and Mouse: astute PCs, realizing that the baatezu cannot pass beyond the area warded by the blue sigils, may embark upon a war of attrition, repeatedly attacking the baatezu and retreating where it cannot follow. This is sound strategy, but if this happens, remember that the baatezu can also set up counter-measures. After the PCs' initial assault, it may be found anywhere in the house, and it makes extensive use of its powers over the environment (*greater teleport*, *wall of ice* or *persistent image*, if available at the APL), to set hindrances in the path of the PCs, prevent their retreat, and generally mess them around. Remember also that at the higher levels, the baatezu can regenerate many forms of damage; unless PCs use the right weapons or spells, leaving it alone for an extended period puts it back on full hp.

Deal with the Devil: Some parties may try negotiating with the devil. This is possible, but very hard, for two reasons. The first is that the creature is in a towering fury after a decade of confinement, and is much more interested in causing pain than talking. The other is that the creature knows the nature of its predicament (that it cannot step beyond the sigils without being banished, and that dispelling the sigils would banish it as well) but does not share this information even with people who claim to wish to rescue it, since it fears that this might prompt them to dispel the wards. Therefore, the devil is only prepared to negotiate if all the following conditions are met:

- * The PCs offer to free it.

- * The PCs demonstrate an awareness of the exact relationship between the sigils and the devil's confinement (saying that "the sigils bind you inside the house", for example, is not precise enough).

- * A PC makes a DC 35 Diplomacy check.

Otherwise, the devil attacks as normal. Note that negotiation, at best, only puts off a combat, since the devil attacks anyway as soon as it realizes that the PCs are unable to free it. However, this may buy time for one of the PCs to lay hands on the tome.

If the PCs do manage to kill the baatezu, there is a loud crack. The destruction of the baatezu explosively releases the tension between the magical forces exerting themselves upon the house, and its collapse is now imminent. The sigils wink out, never to reappear again, and the ground shakes (DC 15 Balance checks from all to avoid falling prone). From this point onwards, the PCs start hearing ominous creaks and groans from the fabric of the house. Anyone with Stonecunning (or, failing that, anyone who makes a DC 15 Knowledge (Architecture and Engineering) check) intuitively that the party probably has time to find what they are looking for, but that staying in the house beyond that is not a healthy option. The house does not, in fact, collapse until all the PCs are out of it (which precipitates Encounter 7 below).

Apart from the baatezu, any weapons it may be carrying and (at the highest APLs) its spell components (plundered from Chender's stores more a decade ago), there is nothing else in this room apart from the door to the laboratory. Like most of the doors in the basement, it is locked (DC 30 Open Lock to open), and solid, but unlike the others, it is not trapped.

🔒 **Strong Wooden Door:** 1 in. thick; hardness 5; hp 20; AC 5; DC 18 Break.

The Laboratory (K)

This room was once Chender's workspace. Four or five tables are strewn across it, and there is broken glass everywhere. On the floor, chalk traces remain from various conjuration experiments. At the far end of the room, bolted to the floor, is an iron chest (DC 30 Open Lock).

🔒 **Treasure Chest:** hardness 5; hp 20; DC 23 Break.

Once used by Chender to store his more valuable components, the leader of the bandits to store the team's greatest treasures, including the tome that Zell covets, later used it. These are still here, along with what remains of Chender's spellbooks.

A *Treatise on Planar Mechanics* is exactly as Zell described it. It is in Old Oeridian; any PC who can read it and makes a DC 25 Knowledge (Planes) check, can confirm that it does indeed deal, at an advanced level with the theory of interaction between the planes. As Zell warned the PCs, the book is subject to a *shackling dweomer*, which

means that the book cannot be moved by any form of extra-planar travel (including *teleport*, *dimension door*, *ethereal jaunt*, *plane shift*, *word of recall*, and *blink*) and cannot be placed in an extra-dimensional space (such as a *bag of holding*). This effect cannot be removed or suppressed by anything less than a *wish*, *miracle*, or *Mordenkainen's disjunction*.

The chest also contains some precious gems, and may also (depending on the APL) have a collection of wondrous items as well. These were partly looted from Chender's house and partly garnered from Mentrey during the band's brief reign of terror.

Chender's spellbooks have been systematically mutilated, because the bandit lord was selling off individual spells to interested parties; however, some incantations still remain. Because of Chender's Geometer levels, however, this is strictly a *book of geometry* rather than a spell book; the DC for non-Geometers to decipher spells in it is therefore 5 higher than normal.

Once the PCs have Chender's tome (or have given up their quest in despair), the action moves to either Encounter 7 (if the baatezu was killed) or Encounter 8 (if it was banished or left in place).

Encounter 7: Reception Committee

The PCs arrive at this encounter if they kill the baatezu in Encounter 6 above. If they banish the devil, or evade and flee it, the action moves to Encounter 8 instead. One round after all the PCs make it out of the groaning house, the structure finally collapses, with a low roar of descending masonry and rising dust. In the momentary silence that follows this, a DC 15 Listen check confirms that large numbers of people seem to be marching towards the house from all directions. From this point, the PCs have 4 rounds to prepare themselves before the forces of the Council of Medegian Elders arrive.

Simply running in any particular direction brings them face-to-face with one of the approaching squadrons, and *teleporting* or *dimension door* involves leaving at least one person behind if they wish to keep hold of the book. The PCs may also be able to fly out of the city. Quick-witted PCs, however, may still be able to evade detection. Illusion magic comes into its own here: *invisibility sphere*, can make for a clean getaway; *veil* or *seeming* can make the party look like normal inhabitants of Mentrey; and *mirage arcane* can make it look as though the building never collapsed at all. The streets of Mentrey are sufficiently full of debris and shadows that a stealthy party can find concealment, and so use Hide and Move Silently to confound pursuit; roll opposed checks, assuming that the

patrols have Spot and Listen modifiers equal to the APL+4. Athletic PCs may also scramble up on to the roofs of buildings (initial DC 25 Climb checks), and have it away across the rooftops; the DM should improvise a few hair-raising Jump and Balance checks to simulate this, if it is executed, as the structural integrity of Mentrey is not all that it could be.

If the PCs loiter or are intercepted, 30 armed men and women appear at one end of the street while another 30 appear at the other. Statistics are not provided for these individuals, but DC 15 Sense Motive checks confirm that they are experienced soldiers and mean business. Attacking them, even at APL 14, is an extremely bad idea; none of them individually is above 9th level, but there are 60 of them, they have melee and ranged specialists, and arcane and divine casters to boot. They are also joined by 10 reinforcements a round until the PCs get the message; starting a fight here means taking on an army.

The men and women form ranks in front of the PCs and stand to attention. At this point, a short, broad-shouldered Oeridian man of about fifty, with graying black hair, steps forward to address the PCs.

Read aloud or paraphrase the following.

"Greetings, travellers to Mentrey." He looks at what is left of Chender's house, and resumes. "What, apart from a taste for casual demolition of someone else's home, brings you to our fair city?"

This man is Fenrel Bavar

♣ **Fenrel Bavar:** male human, Rog8, AL N.

Bavar is a minor member of the Council of Medegian Elders. Once a member of Ivid's armies, he ultimately lost all respect for his commanding officers, and threw in his lot with freebooters instead. Bavar is keeping his head down with regard to the power-struggles within the Council of late; his concern is only that Mentrey, for which he has developed a considerable exasperated affection, keeps functioning as well as can be expected for a beleaguered city in troubled times. He is a dry, sarcastic man, ruthless and authoritative if necessary, and a good judge of character.

Development: Bavar knows from scattered reports about something about the nature of the inhabitant of Chender's house. He is inclined (accurately) to think that the PCs are mixed up in some scheme connected with it. He now questions the PCs in detail about their reasons for coming to Mentrey, while some of his subordinates pick through the rubble. Bavar gives his name and position on the Council of Medegian Elders if asked, but otherwise does

not respond to party queries. If the party refuse to ask questions, are rude, or show signs of aggression, Bavar simply clears his throat and looks pointedly at his sixty or so armed associates until compliance is achieved.

As long as the PCs keep their heads and do not engage in suicidal aggression here, they are fairly safe. Whatever they say, Bavar still believes them to be involved in some form of sabotage, but on the other hand, he does not really expect them to tell the truth anyway, and their "sabotage" has in fact removed a potential threat from his city. As long as the PCs can convince him that they aren't spies or a threat to the city, they and the book they came for, are of no concern to Bavar. The idea of using the party as messengers to their employers of this appeals to his sense of humour. When the questioning reaches a natural break, one of Bavar's subordinate spellcasters, who has been examining the ruins, comes up to speak with him.

Read aloud or paraphrase the following:-

The mage speaks to Bavar: "The creature has indeed been destroyed, sir. Our divinations confirm it."

Bavar turns to you and smiles. "Excellent. Do be sure to acquaint your patrons (for such I am sure that you have) with this fact when next you see them, ladies and/or gentlemen [delete as appropriate]. I have no doubt that they will be overjoyed to hear it. But for now, I think it is time that you reacquainted yourselves with one of the nobler architectural features of our city: the outer gate. My troops will provide you with an honour guard. I wish you good day."

At this point, Bavar raises his hat politely, and leaves. True to his word, the troops now escort the party outside the city gates, which are firmly shut behind them. Their belongings (including the all-important book) are not examined or interfered with in any way. When the PCs are ready to head back to Rel Deven, the action moves to Encounter 8.

Encounter 8: Truth Be Told

The PCs reach this encounter once they head back to Rel Deven. Their journey back through Medegia is as harrowing as previously, but passes without incident (unless Encounter 3 has to be run here instead of on the way out, as explained above).

No one other than Zell is prepared to pay more than 100 gp for the book, in case the PCs feel inclined to try. Any sage or learned society can confirm that the book is indeed a rather dry treatise on interdimensional theory and has no malefic or military uses. Zell has a good idea of what the

book looks like and the nature of its contents, so attempts to palm off a forgery on him are ineffective.

If PCs cast a Divination to ask what they should do with the book, they receive the following answer:

*"Zell wants only what he requests.
The Nightingales want what they do not request.
The Orphan wants what the Nightingales want.
The Nightingales and the Orphan will be disappointed."*

Once the PCs reach Rel Deven, it is easy to get in touch with Zell, who arranges to meet them in the same room in the Grey Library that accommodated their previous gathering. When the PCs come into the room, they find Zell sitting there with another man, a black-haired moustached Oeridian in his mid-thirties, whom he introduces as Harnash Juril, a representative of the Ahlissan Court, which has been sponsoring the venture.

☛ **Harnash Juril:** male human, Ari6, AL LN.

If the PCs have failed to bring back the book, Zell is crestfallen, but commends them on what he is sure was a valiant attempt. As a mark of good will, he hands over half the sum of money they were promised for bringing back the tome. If they have brought him the book, he is overjoyed, pays them in full, and even undertakes to pay for any (*greater*) *restoration* or *dispel evil* spells necessary to repair damage sustained in the course of the adventure. He then says that Juril would like to ask them a few questions on behalf of the mission's sponsors, bids the party farewell and good fortune, and darts homewards to gloat over his prize.

Juril then asks for a full report on their mission, omitting no detail. If pressed on why he wants to know this, he simply states that the Ahlissan Court, as sponsors of the expedition, have an interest in knowing how it went.

If Juril is informed that the baatezu was banished, destroyed, or even just left alive in the house he forces "surprise" at the news of a devil in the place and jollity and approval at the party's success, but a DC 20 Sense Motive check confirms that he seems a little upset about something. He rather gruffly commends the PCs for their good work ("*Splendid work, ladies and gentlemen, splendid work!*"), then leaves abruptly. This also happens if the PCs simply omit the baatezu from their stories altogether.

On their own way out, one of the PCs feels a familiar soft tug at his or her sleeve. It is Vellthris, the Zagygite librarian.

"Greetings. I so much enjoyed our little adventure in archival research the last time you were all here. Would it be possible for you to spare a moment to share an account of your heroic exploits with a humble librarian? It is possible that, through the grace of Zagyg, I may be able to address any points that have been troubling you, and shed darkness where now there is light. Umm... Sorry. That should have been the other way around..."

Again, if the party do not wish to speak to Vellthris, she blushes, mumbles an apology, and hurries away. If not she takes them to the reading room she used for a similar purpose before, sits them down, and listens attentively to what they have to say.

Development: this is a chance for the PCs to collect their thoughts on what has been happening and fill in some holes. Vellthris has a very clear idea of what has happened, but, in the best traditions of dialectic, she prefers to nudge the PCs into formulating their own questions and possible answers, through quiet interruptions and queries. If she is asked outright to explain what was going on with the sigils and the baatezu, though, or if the PCs want their suspicions confirmed, she can be coaxed into giving a straight answer:-

"Umm, if I understand the matter aright, Chender must have warded his house against external planar powers. The warding manifested as the blue sigils you saw. There would have been no sinister intent behind this. Chender would simply have desired to be able to conduct his experiments in an area free from any possible disruptions."

"Now, in Coldeven 586CY, a rare and wondrous event occurred, in Mitrik far away. Canon Hazen invoked the power of the Crook of Rao, and sent a great rolling wave of holy might across the Flanaess, which swept up and banished any demons and devils in its path. This event is known as the Flight of Fiends."

"I would speculate that the bandits who seem to have lived in Chender's home after his death made use of the services of baatezu. Such assistance was not uncommon, in the armies of the mad Overking. When the Flight of Fiends took place, all their diabolical assistants were banished-save one. The creature you encountered must have been inside Chender's house at the moment the Flight took place. Within the confines of the house alone, the Flight of Fiends was held at bay. Thus the creature endured on Oerth for a decade, in the wards that protected it..."

Vellthris smiles. "I am afraid that, as my senior colleagues conjectured, the Ahlissan authorities misunderstood what was going on in that house. I suspect that they thought that any interference with the sigils, even forced entry to the house, would free the devil and

let it loose on Mentrey, to the Council of Elder's dismay. What weakens the Council, strengthens Ahlissa's claim to Mentrey. But they mistook the nature of the creature's confinement. A pool, not a prison, after all..."

If the PCs enquire about Vellthris' 'senior colleagues', she smiles more widely:-

"Let it suffice to say that they number rather more than seven." The half-olive's slender finger describes a small circle in the air. "They deemed it detrimental to the balance of power in this region that the baatezu be released, and hoped that this mission would fall into competent hands. I am sure that they will be favourably impressed by my report upon your doings."

Vellthris will not be drawn any further. If the PCs wish to do any further reading in the Grey Library, they are welcome to do so. If not, the adventure is at an end.

Conclusion

If the PCs succeed in returning Zell's tome to Mentrey, Vellthris is very impressed by their resourcefulness. All the PCs gain the following benefit:

☛ **Favour of Vellthris:** This agent of the Circle of Eight has been impressed by your resourcefulness. As a consequence, she is prepared to arrange for any ONE of the following (score through the relevant entry when it is used):

- Add one of the following enhancements to one appropriate melee weapon: *ki focus*, *merciful*, or *shock*. The PC must pay for the upgrade as normal.
- Teach a PC wizard ONE Core access wizard spell of up to 6th level from the schools of abjuration, enchantment, or illusion.
- Put a PC in touch with a shipwright, who is prepared to sell them a ship worth 10,000 gp. The ship must be paid for normally.

In addition, Vellthris puts her research abilities at the disposal of the PCs when they are in Rel Deven. Once in the course of every adventure set in this city, the PC may make a Bardic Knowledge check to simulate Vellthris' advice. Her modifier is +21.

Consequences

Was the tome given to Zell?

What happened to the devil?

Did the PCS attempt to assist the inhabitants of Medegia? If so, how?

The End

Experience Point Summary

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

Encounter 3: *Etiam periere ruinae*

Defeat the undead

APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP
APL 14	480 XP

Provide aid to local Medegian folk

APL4	60 XP
APL6	60 XP
APL8	60 XP
APL10	60 XP
APL12	60 XP
APL 14	60 XP

Encounter 6: Resident Evil

Overcome the trap

APL4	150 XP
APL6	210 XP
APL8	270 XP
APL 10:	330 XP
APL 12	240 XP
APL 14:	240 XP

Overcome the *glyph* (APLs 12 and 14 only)

APL 12:	120 XP
APL 14:	210 XP

Retrieve the tome

APL4	210 XP
APL6	270 XP
APL8	330 XP
APL 10:	390 XP
APL 12	450 XP
APL 14:	510 XP

Discretionary Role-playing Award

APL4	75 XP
APL6	130 XP
APL8	165 XP
APL 10:	210 XP
APL 12	255 XP
APL 14:	300 XP

Total Possible Experience:

APL4	675 XP
APL6	900 XP
APL8	1,125 XP
APL 10:	1,350 XP
APL 12	1,575 XP
APL 14:	1,800 XP

Treasure Summary

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

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

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

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

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

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

Encounter 6: Resident Evil

APL 4: Loot: 333 gp; Magic: *Chender's spellbook* (33 gp).

APL 6: Loot: 167 gp; Magic: *Chender's spellbook* (33 gp).

APL 8: Magic: *Chender's spellbook* (50 gp), *wind fan* (458 gp)

APL 10: Loot: 208 gp; Magic: *Chender's spellbook* (50 gp), *wind fan* (458 gp), *boots of striding and springing* (458 gp).

APL 12: Magic: *Chender's spellbook* (67 gp), *wind fan* (458 gp), *boots of striding and springing* (458 gp), *ring of chameleon power* (1058 gp).

APL 14: Loot: 83 gp; Magic: *Chender's spellbook* (67 gp), *wind fan* (458 gp), *boots of striding and springing* (458 gp), *ring of chameleon power* (1058 gp), *cloak of the bat* (2167 gp).

Encounter 8: Truth be Told

APL 4: Coin: 400 gp;

APL 6: Coin: 700 gp;

APL 8: Coin: 800 gp;

APL 10: Coin: 1000 gp;

APL 12: Coin: 1200 gp;

APL 14: Coin: 1400 gp;

Total Possible Treasure

APL 4: Loot: 333 gp; Coin: 400 gp; Magic: 33 gp - Total: 766 gp; **Cap: 650 gp**

APL 6: Loot: 167 gp; Coin: 700 gp; Magic: 33 gp - Total: 900 gp

APL 8: Loot: 0 gp; Coin: 800 gp; Magic: 509 gp - Total: 1308 gp; **Cap: 1300 gp**

APL 10: Loot: 208 gp; Coin: 1000 gp; Magic: 966 gp - Total: 2174 gp;

APL 12: Loot: 0 gp; Coin: 1200 gp; Magic: 2041 gp - Total: 3241 gp

APL 14: Loot: 83 gp; Coin: 1400 gp; Magic: 4208 gp - Total: 5671 gp

Items for the Adventure Record

Favour of Vellthris: This agent of the Circle of Eight has been impressed by your resourcefulness. As a consequence, she is prepared to arrange for any ONE of the following (score through the relevant entry when it is used):

- Add one of the following enhancements to one appropriate melee weapon: *ki focus*, *merciful*, or *shock*. The PC must pay for the upgrade as normal.
- Teach a PC wizard ONE Core access wizard spell of up to 6th level from the schools of abjuration, enchantment, or illusion.
- Put a PC in touch with a shipwright, who is prepared to sell them a ship worth 10 000 gp. The ship must be paid for normally.

In addition, Vellthris puts her research abilities at the disposal of the PCs when they are in Rel Deven. Once in the course of every adventure set in this city, the PC may make a Bardic Knowledge check to simulate Vellthris' advice. Her modifier is +21.

Chender's Spellbook: The mutilated remains of this collection use odd diagrams to represent spells. The DC for using this book is 5 higher than usual unless the PC has levels in the Geometer class from *Complete Arcane*. The spells contained are as follows

APLs 4-6: *invisibility*, *knock*, *non-detection*, *stinking cloud*.

APLs 8-10: All the above, + *charm monster*, *bestow curse*.

APLs 12-14: All the above + *sending*, *repulsion*.

Item Access

APL 4 and 6

Chender's spellbook (Adventure)

APL 8 (All of APLs 4-6 plus the following)

wind fan (Metaregional, Caster Level 5th, *Dungeon Master's Guide*)

APL 10 (All of APLs 4-8 plus the following)

boots of striding and springing (Metaregional, Caster Level 3rd, *Dungeon Master's Guide*)

APL 12 (All of APLs 4-10 plus the following)

ring of chameleon power (Metaregional, Caster Level 3rd, *Dungeon Master's Guide*)

APL 14 (All of APLs 4-12 plus the following)

cloak of the bat (Adventure, Caster Level 7th,
Dungeon Master's Guide)

Appendix 1: APL 4

Ghast: CR 3; Medium Undead; HD 4d12+3; hp 29; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [[+3 Dex, +4 natural]]; Base Atk +2; Grp +5; Atk +5 melee (1d8+3 plus paralysis, bite); Full Atk +5 melee (1d8+3 plus paralysis, bite), and +3 melee (1d4+1 plus paralysis, 2 claws); SA Ghoul fever, paralysis, stench; SQ darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness.

Ghoul Fever (Su): Disease-bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Possessions: None.

Advanced Chain Devil: CR 7; Medium Outsider (Evil, Extraplanar, Lawful); HD 10d8+20; hp 66; Init +6; Spd 30 ft.; AC 20 (touch 12, flat-footed 18) [[+2 Dex, +8 natural]]; Base Atk +10; Grp +12; Atk +13 melee (2d4+2/19-20, chain); Full Atk +13 melee (2d4+2/19-20, 2 chains); Space/Reach 5ft./5ft. (10 ft. with chains); SA Dancing chains, unnerving gaze; SQ Damage reduction 5/silver or good, darkvision 60 ft., immunity to cold, regeneration 2, spell resistance 18; AL LE; SV Fort +9, Ref +9, Will +7; Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12.

Skills and Feats: Climb +15, Craft (blacksmithing) +19, Escape Artist +15, Intimidate +14, Listen +15, Spot +15, Use Rope +2 (+4 with bindings); Alertness, Improved Critical (chain), Improved Initiative, Weapon Focus (chain).

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the

chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If the chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kytan cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based.

A chain devil can climb chains it controls at its normal speed without making climb checks.

Unnerving Gaze (Su): Range 30 ft., Will DC 15 negates. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor.

A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Skills: Chain devils have a +8 racial bonus on Craft checks involving metalwork.

Possessions: None.

Appendix 2: APL 6

Ghast: CR 3; Medium Undead; HD 4d12+3; hp 29; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [[+3 Dex, +4 natural]]; Base Atk +2; Grp +5; Atk +5 melee (1d8+3 plus paralysis, bite); Full Atk +5 melee (1d8+3 plus paralysis, bite), and +3 melee (1d4+1 plus paralysis, 2 claws); SA Ghoul fever, paralysis, stench; SQ darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness.

Ghoul Fever (Su): Disease-bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Possessions: None.

Wraith: CR 5; Medium Undead (Incorporeal); HD 5d12; hp 32; Init +7; Spd Fly 60 ft. (good); AC 15 (touch 15, flat-footed 12) [[+3 Dex, +2 deflection]]; Base Atk +2; Grp -; Atk +5 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Full Atk +5 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, undead traits, unnatural aura, +2 turn resistance; AL LE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 when following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Unnatural Aura (Su): Animals can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Possessions: None.

Bone Devil: CR 9; Large Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 10d8+50; hp 95; Init +9; Spd 40 ft.; AC 25 (touch 14, flat-footed 20) [[-1 size, +5 Dex, +11 natural]]; Base Atk +10; Grp +19; Atk +14 melee (1d8+5, bite); Full Atk +14 melee (1d8+5, bite), and +12 melee (1d4+2, 2 claws) and +12 melee (3d4+2 plus poison, sting); Space/Reach 10ft./10ft.; SA Spell-like abilities, fear aura, poison, *Summon baatezu*, SQ Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.; AL LE; SV Fort +12, Ref +12, Will +11; Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Knowledge (planes) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks); Alertness, Improved Initiative, Iron Will, Multiattack.

Fear Aura (Su): Bone devils can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a *fear* spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other baatezu are immune to this effect. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-like Abilities: At will-*greater teleport* (self plus 50 pounds of objects only), *dimensional anchor*, *fly*, *invisibility* (self only), *major image* (DC 15), *wall of ice*. Caster level 12th. The save DC is Charisma-based.

Summon *baatezu* (Sp): Once per day a bone devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bone devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Possessions: None.

Appendix 3: APL 8

Mohrg: CR 8; Medium Undead; HD 14d12; hp 91; Init +9; Spd 30 ft.; AC 23 (touch 14, flat-footed 19) [[+4 Dex, +9 natural]]; Base Atk +7; Grp +12; Atk +12 melee (1d6+7, slam) or +12 melee touch (paralysis, tongue); Full Atk +12 melee (1d6+7, slam), and +12 melee touch (paralysis); SA Improved grab, paralyzing touch, create spawn; SQ darkvision 60 ft., undead traits; AL CE; SV Fort +4, Ref +10, Will +9; Str 21, Dex 19, Con -, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15; Swim +9; Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn: Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

Possessions: None.

Barbed Devil: CR 11; Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 12d8+72; hp 126; Init +6; Spd 30 ft.; AC 29 (touch 16, flat-footed 23) [[+6 Dex, +13 natural]]; Base Atk +12; Grp +22; Atk +18 melee (2d8+6 plus fear, claw); Full Atk +18 melee (2d8+6 plus fear, 2 claws); SA Fear, improved grab, impale 3d8+9, *summon baatezu*, SQ Barbed defence, damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 23, spell-like abilities, telepathy 100 ft.; AL LE; SV Fort +14, Ref +14, Will +12; Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18.

Skills and Feats: Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (planes) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks); Alertness, Cleave, Improved Grapple, Iron Will, Power Attack.

Fear (Su): A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as though by *fear* (caster level 9th). Whether or not the save is successful, that creature cannot be affected again by the same barbed devil's fear ability for 24 hours. The save DC is Charisma-based.

Impale (Ex): A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex): To use this ability, a barbed devil must hit with its claw attack. It can then attempt to start a grapple without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to impale the opponent on its barbed body.

Summon baatezu (Sp): Once per day a bone devil can attempt to summon 2d10 lemurs with a 50% chance of success, or another bone devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Spell-like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *dimensional anchor*, *fly*, *invisibility* (self only), *major image* (DC 15), *wall of ice*. Caster level 12th. The save DC is Charisma-based.

Summon baatezu (Sp): Once per day a barbed devil can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Barbed Defense (Su): Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longswords, so not endanger their users in this way.

Spell-like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *hold person* (DC 16), *major image* (DC 17), *scorching ray* (2 rays only), *1/day—order's wrath* (DC 18), *unholy blight* (DC 18). Caster level 12th. The save DCs is Charisma-based.

Possessions: None.

Appendix 4:

APL 10

Mohrg: CR 8; Medium Undead; HD 14d12; hp 91; Init +9; Spd 30 ft.; AC 23 (touch 14, flat-footed 19) [[+4 Dex, +9 natural]]; Base Atk +7; Grp +12; Atk +12 melee (1d6+7, slam) or +12 melee touch (paralysis, tongue); Full Atk +12 melee (1d6+7, slam), and +12 melee touch (paralysis); SA Improved grab, paralyzing touch, create spawn; SQ darkvision 60 ft., undead traits; AL CE; SV Fort +4, Ref +10, Will +9; Str 21, Dex 19, Con -, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15; Swim +9; Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn: Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

Possessions: None.

Ice Devil: CR 13; Large Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 14d8+84; hp 147; Init +5; Spd 40 ft.; AC 32 (touch 14, flat-footed 27) [[-1 size, +5 Dex, +18 natural]]; Base Atk +14; Grp +24; Atk +20 melee (2d6+9/x3 plus slow, spear) or +19 melee (1d10+6, claw); Full Atk +20/+15/+10 melee (2d6+9/x3 plus slow, spear), and +14 melee (2d6+3, bite) and +14 melee (3d6+3 plus slow, tail); or +19 melee (1d10+6, 2 claws) and +14 melee (2d6+3, bite) and +14 melee (3d6+3 plus slow, tail); Space/Reach 10ft./10ft.; SA Spell-like abilities, fear aura, slow, *summon baatezu*, SQ Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 25, telepathy 100 ft.; AL LE; SV Fort +15, Ref +14, Will +15; Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20.

Skills and Feats: Bluff +22, Climb +23, Concentration +23, Diplomacy +9, Disguise +5 (+7 acting), Hide +14, Intimidate +24, Jump +27, Knowledge (arcana, planes, religion) +23, Listen +25,

Move Silently +22, Search +23, Sense Motive +23, Spot +25, Survival +6 (+8 following tracks); Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (spear).

Fear Aura (Su): An ice devil can radiate a 10-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 22 Will save or be affected as though by a *fear* spell (caster level 13th). A creature that successfully saves cannot be affected again by the same ice devil's aura for 24 hours. Other baatezu are immune to this effect. The save DC is Charisma-based.

Slow (Su): A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. The save DC is Constitution-based.

Spell-like Abilities: At will *cone of cold* (DC 20), *fly*, *ice storm*, *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 20), *unholy aura* (DC 23), *wall of ice* (DC 19). Caster level 13th. The save DC is Charisma-based.

Summon baatezu (Sp): Once per day a barbed devil can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success or another ice devil with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

Regeneration (Ex): Ice devils take normal damage from good-aligned weapons, and spells or effects with the good descriptor.

Possessions: Large spear.

Appendix 5: APL 12

Nightwing: CR 14; Huge Undead (Extraplanar); HD 17d12+34; hp 144; Init +8; Spd 20 ft., fly 60 ft. (good); AC 30 (touch 12, flat-footed 26) [[-2 size, +4 Dex, +18 natural]]; Base Atk +8; Grp +28; Atk and Full Atk +18 melee (2d6+17/19-20 plus magic drain, bite); Space/Reach 15ft./10ft. SA: Desecrating aura, magic drain, spell-like abilities, summon undead; SQ Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 27, telepathy 100ft., undead traits; AL CE; SV Fort +9, Ref +11, Will +17; Str 31, Dex 18, Con -, Int 18, Wis 20, Cha 18.

Skills and Feats: Concentration +24, Diplomacy +6, Hide +16, Listen +25, Move Silently +24, Search +24, Sense Motive +25, Spellcraft +24, Spot +15; Survival +5 (+7 following tracks); Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Critical (bite), Improved Initiative.

Aversion to Daylight (Ex): If exposed to natural daylight (not merely a *daylight* spell, a nightwing takes a -4 penalty to all attack rolls, saving throws, and skill checks.

Desecrating Aura (Su): All undead within 20 feet of a nightwing, including the creature itself, gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hp per HD. (The nightwing entries given here include these profane bonuses.) Charisma checks made to turn undead within this area take a -6 penalty. It cannot be dispelled except by *dispel evil* or a similar spell, and if this happens, the nightwing can resume it as a free action on its next turn. The aura is suppressed if the nightwing enters a *consecrated* or *hallowed* area, but the *consecrate* or *hallow* effect is suppressed for as long as the nightwing remains in the area.

Magic Drain (Su): A nightwing can weaken magic armor, weapons, and shields by making a successful touch attack. The targeted item must succeed in a DC 22 Fortitude save or lose 1 point of its enhancement bonus. The save DC is Charisma-based. An item that loses its entire enhancement bonus becomes merely a masterwork item and loses any special abilities as well. Casting *dispel evil* upon the item reverses the effects of the magic drain provided this occurs within a number of days after the attack equal to the caster's level and the caster succeeds on a DC 29 caster level check.

Spell-Like Abilities: At will-*contagion* (DC 18), *deeper darkness*, *detect magic*, *see invisibility*, *haste*, *unholy blight* (DC 18); 3/day-*confusion* (DC 18), *greater dispel magic*, *hold monster* (DC 19), *invisibility*; 1/day- *cone of cold* (DC 19), *finger of death* (DC 21), *plane shift* (DC 21). Caster level 17th. The save DCs are Charisma based.

Summon Undead (Su): A nightwing can summon undead creatures once per night: 5-12 shadows, 2-4 greater shadows, or 1 dread wraith. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Skills: When hiding in a dark area or flying in a dark sky, a nightwing gains a +8 racial bonus on Hide checks.

Possessions: None.

Ice Devil Sor4: CR 15; Large Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 14d8+4d4+144; hp 219; Init +6; Spd 40 ft.; AC 33 (touch 15, flat-footed 27) [[-1 size, +6 Dex, +18 natural]]; Base Atk +16; Grp +27; Atk +23 melee (2d6+11/x3 plus slow, spear) or +22 melee (1d10+7, claw); Full Atk +23/+18/+12/+8 melee (2d6+11/x3 plus slow, spear), and +17 melee (2d6+4, bite) and +17 melee (3d6+4 plus slow, tail); or +22 melee (1d10+7, 2 claws) and +17 melee (2d6+4, bite) and +17 melee (3d6+4 plus slow, tail); Space/Reach 10ft./10ft.; SA Spells, spell-like abilities, fear aura, slow, *summon baatezu*, SQ Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 25, telepathy 100 ft.; AL LE; SV Fort +18, Ref +16, Will +19; Str 25, Dex 22, Con 26, Int 20, Wis 22, Cha 26.

Skills and Feats: Bluff +25, Climb +24, Concentration +29, Diplomacy +12, Disguise +8 (+10 acting), Hide +15, Intimidate +27, Jump +28, Knowledge (arcana, planes, religion) +22, Listen +25, Move Silently +23, Search +22, Sense Motive +23, Spellcraft +28, Spot +25, Survival +6 (+8 following tracks); Alertness, Cleave, Combat Reflexes, Extend Spell, Power Attack, Practiced Caster (sorcerer), Weapon Focus (spear).

Fear Aura (Su): An ice devil can radiate a 10-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 25 Will save or be affected as though by a *fear* spell (caster level 13th). A creature that successfully saves cannot be affected again by the same ice devil's aura for 24 hours. Other baatezu are immune to this effect. The save DC is Charisma-based.

Slow (Su): A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 25 Fortitude save or be affected as though by a

slow spell for 1d6 rounds. The save DC is Constitution-based.

Spell-like Abilities: At will—*cone of cold* (DC 23), *fly*, *ice storm*, *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 23), *unholy aura* (DC 26), *wall of ice* (DC 22). Caster level 13th. The save DC is Charisma-based.

Summon *baatezu* (Sp): Once per day a barbed devil can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success or another ice devil with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

Regeneration (Ex): Ice devils take normal damage from good-aligned weapons, and spells or effects with the good descriptor.

Sorcerer Spells Known (6/8/5; base DC = 18 + spell level; caster level 8th): 0—*acid splash*, *daze*, *detect magic*, *flare*, *mage hand*, *prestidigitation*, 1st—*mage armor*, *shield*, *true strike*, 2nd— *invisibility*.

Possessions: Large spear, spell component pouch.

Appendix 6:

APL 14

Nightwing: CR 14; Huge Undead (Extraplanar); HD 17d12+34; hp 144; Init +8; Spd 20 ft., fly 60 ft. (good); AC 30 (touch 12, flat-footed 26) [[-2 size, +4 Dex, +18 natural]]; Base Atk +8; Grp +28; Atk and Full Atk +18 melee (2d6+17/19-20 plus magic drain, bite); Space/Reach 15ft./10ft. SA: Desecrating aura, magic drain, spell-like abilities, summon undead; SQ Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 27, telepathy 100ft., undead traits; AL CE; SV Fort +9, Ref +11, Will +17; Str 31, Dex 18, Con -, Int 18, Wis 20, Cha 18.

Skills and Feats: Concentration +24, Diplomacy +6, Hide +16, Listen +25, Move Silently +24, Search +24, Sense Motive +25, Spellcraft +24, Spot +15; Survival +5 (+7 following tracks); Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Critical (bite), Improved Initiative.

Aversion to Daylight (Ex): If exposed to natural daylight (not merely a *daylight* spell, a nightwing takes a -4 penalty to all attack rolls, saving throws, and skill checks.

Desecrating Aura (Su): All undead within 20 feet of a nightwing, including the creature itself, gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hp per HD. (The nightwing entries given here include these profane bonuses.) Charisma checks made to turn undead within this area take a -6 penalty. It cannot be dispelled except by *dispel evil* or a similar spell, and if this happens, the nightwing can resume it as a free action on its next turn. The aura is suppressed if the nightwing enters a *consecrated* or *hallowed* area, but the *consecrate* or *hallow* effect is suppressed for as long as the nightwing remains in the area.

Magic Drain (Su): A nightwing can weaken magic armor, weapons, and shields by making a successful touch attack. The targeted item must succeed in a DC 22 Fortitude save or lose 1 point of its enhancement bonus. The save DC is Charisma-based. An item that loses its entire enhancement bonus becomes merely a masterwork item and loses any special abilities as well. Casting *dispel evil* upon the item reverses the effects of the magic drain provided this occurs within a number of days after the attack equal to the caster's level and the caster succeeds on a DC 29 caster level check.

Spell-Like Abilities: At will-*contagion* (DC 18), *deeper darkness*, *detect magic*, see *invisibility*, *haste*,

unholy blight (DC 18); 3/day-*confusion* (DC 18), *greater dispel magic*, *hold monster* (DC 19), *invisibility*, 1/day- *cone of cold* (DC 19), *finger of death* (DC 21), *plane shift* (DC 21). Caster level 17th. The save DCs are Charisma based.

Summon Undead (Su): A nightwing can summon undead creatures once per night: 5-12 shadows, 2-4 greater shadows, or 1 dread wraith. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Skills: When hiding in a dark area or flying in a dark sky, a nightwing gains a +8 racial bonus on Hide checks.

Possessions: None.

Horned Devil Sor2: CR 17; Large Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 15d8+2d4+153; hp 226; Init +8; Spd 40 ft, fly 50 ft. (average); AC 36 (touch 17, flat-footed 28) [[-1 size, +8 Dex, +19 natural]]; Base Atk +16; Grp +31; Atk +27 melee (2d6+16 plus stun, spiked chain) or +26 melee (2d6+11, claw) or +26 melee (2d6+11 plus infernal wound, tail); Full Atk +27/+22/+17/+12 melee (2d6+16 plus stun, spiked chain), and +24 melee (2d8+5, bite) and +24 melee (2d6+11 plus infernal wound, tail); or +26 melee (2d6+11, 2 claws) and +24 melee (2d8+5, bite) and +24 melee (2d6+11 plus infernal wound, tail); Space/Reach 10ft./10ft. (20 ft. with spiked chain); SA Spells, spell-like abilities, fear aura, infernal wound, stun, *summon baatezu*, SQ Damage reduction 10/good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 28, telepathy 100 ft.; AL LE; SV Fort +18, Ref +17, Will +18; Str 33, Dex 26, Con 28, Int 12, Wis 18, Cha 27.

Skills and Feats: Bluff +26, Climb +29, Concentration +28, Diplomacy +12, Disguise +8 (+10 acting), Hide +22, Intimidate +29, Jump +28, Listen +22, Move Silently +24, Search +19, Sense Motive +22, Spellcraft +2, Spot +22, Survival +4 (+6 following tracks); Cleave, Improved Sunder, Iron Will, Multiattack, Power Attack, Weapon Focus (spiked chain).

Fear Aura (Su): A horned devil can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 25 Will save or be affected as though by a *fear* spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other baatezu are immune to this effect. The save DC is Charisma-based.

Stun (Su): Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 28 Fortitude save or be stunned for 1d4 rounds.

The save DC is Strength-based. This ability is a function of the horned devil, not of the spiked chain.

Infernal Wound (Su): the damage that a horned devil deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points per round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 26 Heal check, a *cure* spell, or a *heal* spell. However, a *cure* spell or a *heal* spell cast on a creature damaged by a horned devil's tail must succeed on a DC 26 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring lost hit points. The check DC is Constitution-based.

Spell-like Abilities: At will—*dispel chaos* (DC 23), *dispel good* (DC 23), *magic circle against good*, *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 23); 3/day—*fireball* (DC 21), *lightning bolt* (DC 21). Caster level 15th. The save DC is Charisma-based.

Summon baatezu (Sp): Once per day a horned devil can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success, 1d6 barbed devils with a 35% chance of success, or another horned devil with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

Regeneration (Ex): Horned devils take normal damage from good-aligned silvered weapons, and spells or effects with the good descriptor.

Sorcerer Spells Known (6/6; base DC = 18 + spell level; caster level 2nd): 0—*acid splash*, *detect magic*, *flare*, *mage hand*, *prestidigitation*, 1st—*mage armor*, *shield*.

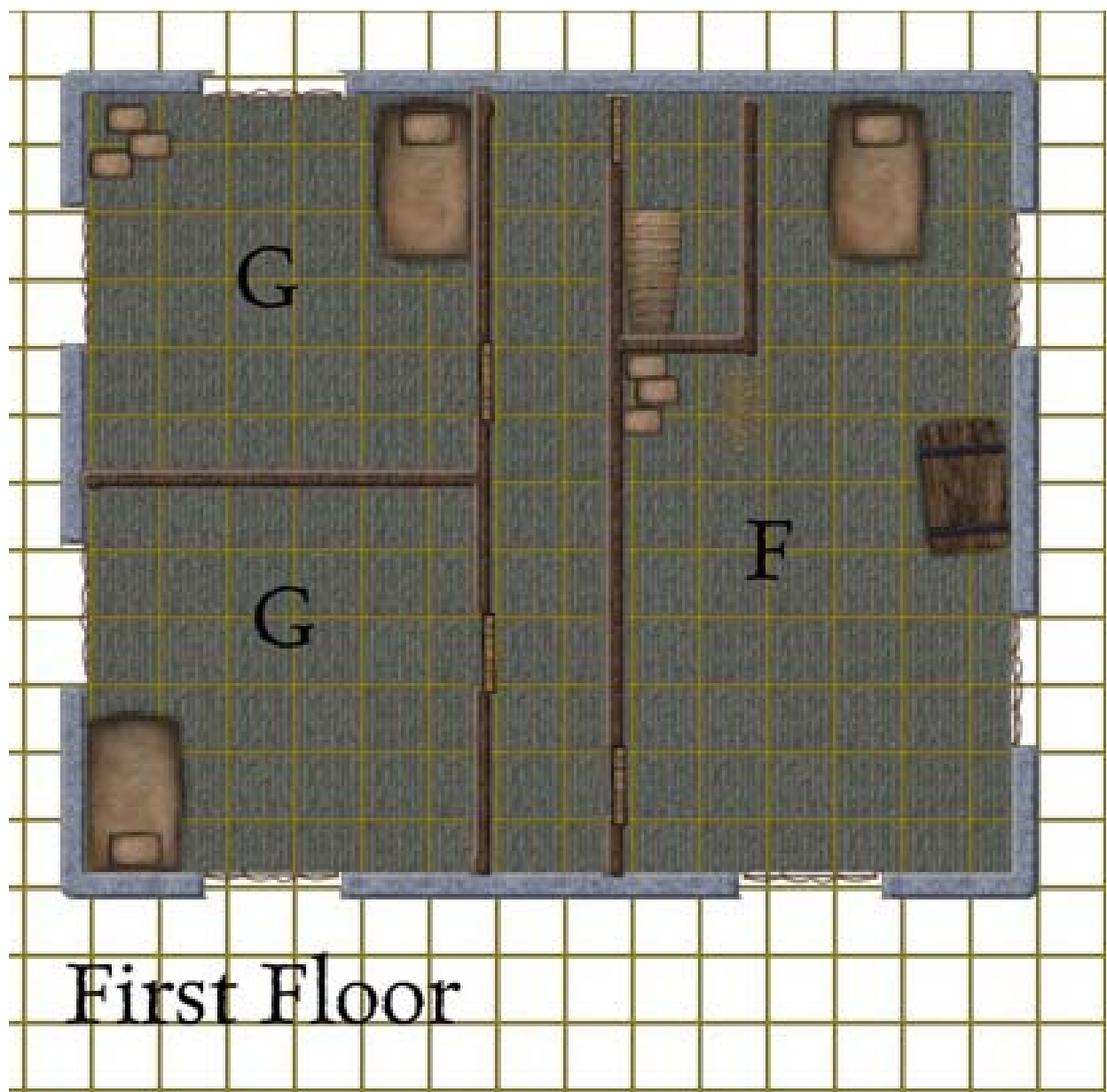
Possessions: Large spiked chain, spell component pouch.

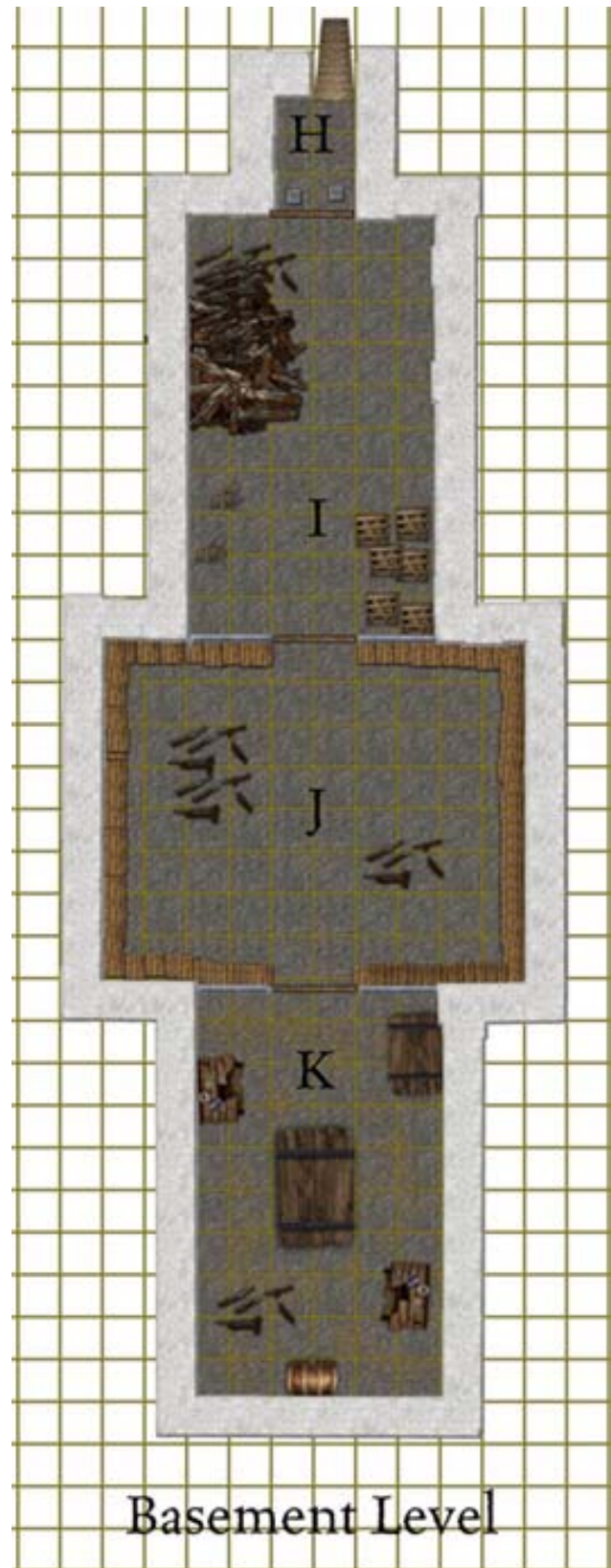
Appendix 7: Maps

Maps by Luke Pitcher and Paul Looby.

These maps were created with the **Dundjinni™** mapping program courtesy of **Fluid Entertainment**.







Appendix 8

New Rules Items

PRACTICED CASTER

(from *Complete Arcane*)

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

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

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

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

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this Feat multiple times. Each time you choose it, you apply it to a different spellcasting class. For instance, a 4th-level cleric/ 5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Player's Handout 1: Fragments of a Journal

...says that they make him afeared, and, Hextor knows, he has a point. But Julk maintains that they are the only thing Kerranen ever had going for him, and that we should thank the gods that these ones saw fit to throw their lot in with us when we deserted. And none would deny that our Associates pull their weight; the mere sight of them, or a suggestion of their presence, makes the little local lordlings buckle.

Fireseek, 586 CY.

Pheren has been rooting around in the depths of our new headquarters. As we had guessed, it must formerly have belonged to a mage; one of the townsfolk, perhaps, who perished in the fall of the city. He certainly left traps in abundance for the unwanted guest. Pheren avers that he has disarmed most of them, and has tinkered with the one or two that are left so that they will do us no harm. Still, I will be giving the cellar a wide berth for all that.

Our chunk of the city is growing. The gangs holed up in the old Temple of Johydee soon caved in after a visit from our Associates. Soon, the whole of Mentrey will know that Brek's boys rule in this town.

Readying, 586 CY

So much loot is flowing in that it is getting hard to know where to put it. Brek still insists on keeping all the important stuff locked up in the old mage's laboratory downstairs. How he ever means to shift any of it to local buyers, Istus only knows; anyone smart enough to make any sense of that old book with the eye on the cover had the sense to get out of Mentrey before the likes of us arrived. But he...for the rest of us.

Coldeven, 586 CY

We have to get out of here, and quickly. Last night, all but one of our Associates vanished. We had sent them out to do a little persuasion, but they just disappeared. No one knows where they have gone, but they sure as the Hells do not seem to be coming back. The only one left is the worst of the bunch; he had not gone out with the others. But he is getting fractious and uncontrollable. Even Brek does not dare to go back into the cellar for our trove while he is there.

Something is wrong with the house, as well. Last night, about the time of the disappearances, strange blue sigils began to crawl across the walls. No one knows whether this was the old mage's last jest against interlopers, and none of us wants to hang around to find out. Once word gets out that Brek's boys have lost their protection...