

SHL5-04

More Than We Bargained For

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

Version 1.0

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Reviewed by Chris Tulach

A badly wounded adventurer tells tales of gold and glory that awaits those with stout hearts and strong blades. An adventure for intrepid adventures APL's 4 – 12.

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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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at jeff@shieldlands.net; for LIVING GREYHAWK campaign questions, email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even 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 Dungeon Master (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 one (1) point.

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

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

levels you add to the sum of step one. Add each

character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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 would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Shield Lands. Characters native to the Shield Lands pay one Time Unit per round; all others pay two Time Units per round.

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

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

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

Adventure Background

Three months ago an adventuring rogue, part of the Tailing Adventuring Company of out of Greyhawk, by the name of Garrin the Green, came across a cave who's entrance was sealed with a complex lock. Fascinated the gnome unlocked the mechanism and made his way inside. Once inside he spied some rather nasty looking trolls and decided to "call for backup."

He headed for Critwall where he picked up another rogue by the name of Falknar. Satisfied the two could sneak by the trolls or fight if necessary, Garrin lead his associate back to the cave entrance. Inside the two did battle with some trolls and found a niche of treasure. During the next battle with yugoloths, Falknar made a run for it, leaving Garrin at the mercy of the extraplanar beasts. Only his quick wits and agility made escape possible, though he took a nasty beating in the process. In addition he was forced to leave an especially large brick of platinum that he had found.

Garrin had actually stumbled upon a small series of caves ran by a rather cunning aboleth named, Sora'tiklon. Sora'tiklon was drawn to the area by the magic of the obelisk in the caves, but has never discovered its existence, thanks to the powerful repulsion magic the obelisk radiates. Sora'tiklon, using the guise of a massive green dragon, has set up a small system of tribute

recovery and allows the creatures throughout the caverns to act as his servants.

Garrin retired to nurse his wounds in Critwall. Unfortunately, he has been unable to do anything about his missing eye and his memory is sometimes... fuzzy, because of all the blows to the head. From here he hopes to make a deal with a group of adventures to gain additional profit and return his precious bar of platinum. Enter the PC's.

Adventure Summary

Introduction: This adventure begins at "The Blistering Dwarf" a newly opened tavern deep in the heart of Tent Town outside of Critwall. The tavern has only been open a few weeks and caters to low income men and women. The PC's will learn from a severely wounded adventurer, Garrin the Green, of a place of great wealth just waiting to be taken. The adventurer will offer to supply the party with directions to the "Cave of Glittering Gold," as well as instructions on how to open the locking mechanism, in exchange for his platinum bar which he will offer to share with the party. Further information reveals that Garrin's ex-associate, Falknar, left this morning with intent of plundering the ancient cave and retrieving the platinum bar for himself. Garrin and Falknar recently had a falling out and Garrin would like nothing more then to see the party beat Falknar to the prize.

Encounter One: Near the cave the party will find an old woman, actually Falknar in disguise, unconscious. She / he will attempt to get the party to open the cave entrance for him through deception and trickery. Once open he will take an alternate path than the party to attempt to horde as much loot as he can carry.

Encounter Two: The party is immediately set with a decision to make. Five paths verge from the main opening leading twisting and turning into the subterranean. The decision the party makes here will guide them through the course of the adventurer. Each path eventually will lead to the final encounter with Sora'tiklon. For this reason the encounters are labeled 1A – 3A, 1B – 3B, and 1C – 3C, to better guide the judge through the adventurer. While it is permissible for the party to retrace their steps and go another direction, no additional experience or treasure can be gained beyond the APL limit.

Encounter 3-A: The party follows the twisting cave down into the first clearing. Here they find odd spellwarped creatures barring their progress. The party must fight or bypass these creatures to continue.

Encounter 3-B: Next the PC's come across a wounded Kenku. The Kenku is near death and is no mood for combat. If helped, the Kenku tells the PC's of his people's fight with a local kobold tribe. The PC's can either agree to help the Kenku in their struggle or try to navigate the twisting maze that leads off into the underdark by themselves.

Encounter 3-C: The party now comes upon pits of flame that erupt from the ground. The pits are made more hazardous by the surprise attack of the cave's inhabitants, Harssaf.

Encounter 4-A: If the group takes this route they are immediately set upon by trolls. The trolls are very territorial and aggressive and seem to be more cunning then typical trolls.

Encounter 5-A: The right most tunnel leads to a depressed lake with ledges leading around the twenty foot drop. Unfortunately these ledges are guarded by various Oozes. The party must bypass the oozes to continue on this route.

Encounter 4-B, 5-B: Because routes B and C join up, the two routes will merge into one and thus share encounters for the remainder of the journey through the cave. Here the party stumbles upon an open portal with strange beings apparently mustering here for some unknown purpose.

Encounter 4-C, 5-C: And elaborate puzzle dealing with the deities awaits those who enter this room. Failure results in continual punishment.

Encounter 6: Progress is stopped here by a simple locked door and magical trap. If this is not disabled quietly, it will awaken the beast in the next chamber.

Encounter 7: The PC's come face to face here with the Sora'tiklon's draconic image. If the party has yet to take care of Falknar, he will make this encounter much more difficult.

Encounter 8: The last chamber holds one of the strange black obelisks that dot the landscape of the Shield Lands. Its powers unknown

Conclusion: The party makes its way back to Critwall with its booty. Weather they care to share their hard gotten gains with Garrin is up to them.

Preparation for Play

There is little needed in preparation for play of this adventure. Because it seeks to be an old fashioned dungeon crawl, complete with winding mazes and dragons, it reads fairly straight forward. The multiple

available paths may irk some players who like to know what lies beyond every path and down every corridor. This is fine. The world is far too vast for one group of adventures to map every twist and turn on their own. However, if time permits and the PC's decide to double back or take multiple routes, that is fine. In fact, let them keep fighting until time runs out on the adventure. Unfortunately for them, no additional gold or experience will be gained beyond the adventure maximum.

The players start at "The Blistering Dwarf," a new tavern in Tent Town, just outside of Critwall. Why they are there is not important, though the DM is free to make up any number of reasons why the group might have found itself within its cheery walls this night.

Introduction

Read or paraphrase the following to the party.

After many brave adventures and seemingly endless service with little reward, you find yourself at "The Blistering Dwarf," a newly constructed tavern at the heart of Tent Town on the outskirts of Critwall. The tavern constructed completely of a large, multicolored pavilion which flaps lazily in the evening breeze. It is evident from the commoners around you that The Blistering Dwarf caters to those of low income, attempting to bring a little cheer into the common life.

You have just finished watching the latest dancers perform their rendition of the now famous Shield Lands Shuffle and the place is boisterous with applause and laughter. It is the peak of night and the tavern seems jammed pack with singing and cheering men and women.

If the party is already together Garrin will simply approach their table, however if the party is composed of strangers, not familiar with each other, he will seek out the individuals and invite them over to his private table along the south wall.

The gnome steps up onto his chair and sits nimbly on the chair back. He is young for a gnome, though his appearance suggests he has seen his share of trouble. One eye is covered in a blue eye-patch and his left arm is caught up in a sling. His clothing is torn and dirty, but he talks with a friendly smile at the ready.

"Greetings my young Lords, please allow me to introduce myself. I am Garrin the Green, an adventurer out of Geoff. I was recently traveling through your fair land, seeking fame and fortune,

when I came upon a small cave entrance sealed with a complex locking mechanism. Well, naturally I was intrigued and found the correct combination to enter this strange cave. I crept inside and saw hideous trolls guarding the way."

The gnome pauses to see what effect this news has on you. After a moment he continues.

"Well, trolls are nasty creatures as you well know, so I high-tailed it back here to look for help. After a day of searching I found what I thought would be a good associate, a dwarf by the name of Falknar. Falknar the Rat I call him now! Anyway, we journeyed back and entered the cave. The trolls were gone now so we explored a bit deeper. Oh, I tell ya, the walls themselves seemed to glitter with gold. It was one of Garl's Glittering Caves of Gold, I tell ya!" Marvelous, simply marvelous!"

The gnome pauses, his eyes obviously focused on the cave he described. After a moment, he shakes his head and continues.

"Anyway, to make a long story short, we entered one of the twisting tunnels and found a large platinum bar, the size of me arm! Well, I could tell Falknar wanted to carry it, but knew better than that. We continued on but Falknar coughed and gave up our position. We were set upon by a dozen trolls. I fought off seven of them and could have taken them all with a bit of help, but that damned Falknar ran off and left me alone! Well I barely escaped with my life."

"That's where you come in. I can tell ya where to find this cave and let you know how to get in, but in return you get me my platinum bar and I'll split it with ya. Now how does that sound?"

Garrin will listen to the party talk with interest and is happy to negotiate with the group. He offers the group each a share of the platinum bar as long as he also gets to keep a small share. He will not budge from this offer thinking it more than fair. He is also willing to give the party any information they ask, though his memory is a bit spotty from all the blows to the head. If asked he will respond in the following ways. What he is saying is the truth as far as he believes.

❖ Which tunnel did you take in the cave?

I'm actually not to sure about this. I was so excited by the discovery of the platinum bar and the gold everywhere that I don't remember which path we decided upon.

❖ How many trolls were there and how many are left?

There were just over a dozen of them when we arrived, but I took care of eight of them with me dagger here."

❖ Where did you leave the platinum bar?

It was the trolls I think. I dropped it as it was weighing me down and I saw one of them pick it up. Though I recall them saying something like, "This belong to scale lady." My giant is pretty rusty, so I may have been mistaken.

❖ If the party agrees read or paraphrase the following.

"Excellent! A great fortune awaits us all at the end of this adventure! I've taken the liberty of drawing a map, the cave is just a few days west and south of Critwall and the code for the lock is written next to the map. It's a series of dials that must be turned in the proper order."

Give the PC's Player's Handout #1.

"Oh, before you go, there's one more thing I need mentioning. I met up with Falknar when I returned here. We had a bit of an argument, as you can well imagine, and I may have told him too much. You see, he told me I was a scarred pile of dung and that he was heading back tomorrow night to get the platinum bar for himself. He was there when I opened the cave and may know how to open it himself. If he's able to get my bar through cowardice, it will be a blow for honest men everywhere.

Garrin then bids the adventures good luck and good fortune and orders another round.

APL All (EL -)

Garrin the Green: Male gnome Rog8.

Garrin is an honest thief who uses his talents to raid evil caravans and explore parts of Oerth where few dare to travel. He is especially good at stealth and surprise. His quick wits and charm have allowed him to talk his way out of many a jail cell.

Tactics: Garrin is not prepared for a fight. If confronted in a hostile manner he will attempt to escape and slip into the crowds and shadows of Tent Town.

Development: None.

Encounter One – Cave Entrance (EL 3)

The party will travel for the better part of two days. Allow them to make camps, set watches, and roll for random encounters just to keep them on their toes. A successful Intelligence check (DC 5) is needed to follow the map correctly. Failure means they lose a day backtracking their steps. When the party believes they should be where the cave is, they will come across a middle-aged woman picking berries.

You have journeyed for most of the second day through thick brush when the sound of a female humming is heard a small ways off. It seems she is humming a familiar nursery rhyme common in the Shield Lands.

If the party investigates read or paraphrase the following.

Moving through some rather dense brush you come across a small clearing and the source of the humming. On the other side of the clearing, kneels a middle aged human woman with a ribbon in her brown-red hair filling a small basket with berries. She hums and picks berries, seemingly oblivious to your presence.

This is actually Falknar using his hat of disguise to appear to be a human female. He also attempts to change the inflection of his voice to sound more feminine – his Bluff skill check is +7, and he receives a +5 circumstance bonus to the check if his Disguise check (at +19) is successful in fooling the PCs. Falknar is an expert at disguise and deception and will do everything he can to set the party at ease that he is simply a local village member. His objective is to get the PC's to open the cave entrance for him, since he simply could not figure it out. He will respond to inquiries in the following way.

❖ Who are you?

My name is Yoila.

❖ Where are you from? / Why are you here?

I am from a small village about thirty minutes south of here named Simpleton. I come here to pick berries. Not many people know of this spot and it is always rich with fruit.

If the PC's request they may make a Knowledge, Local check DC 15 to know that there is no small village near here called Simpleton.

If they find this out Falknar will cover his lie to the best of his ability.

Well, it's really more than a small gathering of houses, only about twenty or so of us.

A Knowledge Local DC 10 will reveal that it is indeed possible for such community dwellings to exist and not be known to many.

❖ Why do you have a magical aura around you?

Oh that? The local hedge mage, Sarros, is kind enough to give me a minor enchantment for the day that allows me to move very fast should I be set upon by thieves or beats. Your not thieves, are you?

❖ Do you know of a cave around here?

Oh yes, Blackrock Cave, we call it. It's just around the ridge that way, not 300 feet from here. You can't miss it.

The PC's may request a Spot or sense motive check to see through Falknar's disguise. The DC for the Spot is 25 and Sense motive is 15.

If found out, Falknar will attempt to flee and use the dense brush to hide, hoping to gain entrance to the cave still. If he is discovered yet again, he will flee to Critwall and abandon his plans. If however, he is not discovered, he will shadow the group and attempt to follow them into the cave.

The cave entrance is right where it should be, only a short walk from your current position. The cave is actually a small out cropping of stone jutting out from the ground. In the center of the cave is a round, black slab approximately four feet in diameter. Inscribed on the black rock are twelve smaller, round parts that stick slightly out from the main rock. They are arranged around the outside of the rock in a clock-like fashion.

Garrin's note calls for them to turn number two, eight, and twelve 180 degrees clockwise and ten 180 degrees counterclockwise, then push in the center stone. His note however, alludes to the fact that his memory is sketchy at best and he has accidentally doubled the correct pattern. The group must actually turn numbers one, four, and six clockwise and number ten, counterclockwise. Failure to perform this in the correct order will spring the trap.

Cave Lock Trap: CR 4; magical device; touch trigger; manual reset; no attack roll required (1d6 electrical damage per APL tier – 1d6 at APL 4, 2d6 at APL 6, etc.); Search DC 25; Disable Device DC 26.

Once the PC's have entered the correct combination, read or paraphrase the following.

With a click the exterior stones turn back into their original state and the stone slides to one side to reveal a four foot entrance into the black cave beyond.

Encounter Two – A Decision to Make

Once the PC's enter the cave, read or paraphrase the following.

You enter the small cave mouth and follow the entrance at a slight slope downward for some thirty feet before the cave opens up into a large cavern. Five cave exits lead off from this main chamber along the room's exterior. However, your attention is immediately drawn to the walls and ceilings which sparkle with hints of gold! A small fortune of gold nuggets seems to be buried just below the surface of the cave walls.

The walls are actually covered in pyrite, fool's gold, and are generally worthless. A successful Appraise check DC 15 will reveal this.

Of the available exits, the centermost reeks of rotting meat and the rightmost brings from it the smell of stagnate water, other than that there is nothing to indicate any difference in paths.

However, from here the party will dictate which course they take. Refer to the cave map for further details.

Encounter Three—A –Warped Minds

The cave winds downward yet again and takes several twists and turns. At some points you are forced to duck and others the cave narrows to where you must squeeze through. Finally, the cave takes a sharp turn and opens into a wide chamber. A main path winds out of the chamber and a smaller path adjoins it as well. However, your means of egress are temporarily forgotten as you spy in the dim light some lurching movement. The humanoid shape growls a deep rumble and sits up into the light.

APL 4:

The creature resembles a cross between a gangly human and a bloated spider. It's black, bulbous eyes

fix on you and its skin seems to be covered in patchy scales. Everything about this creature seems angular and sharp.

APL's 6+

The humanoid rises to the full twelve foot ceiling and is forced to stoop to make room for its two snarling heads. Its skin is covered in patchy scales and fur and a keen intellect gleams in its eyes. It raises a small tree and takes a threatening step towards you.

APL 4 (EL 5)

Spellwarped Ettercap (2): hp 37; see Appendix

APL 6 (EL 7)

Spellwarped Ettin (1): hp 85; see Appendix

APL 8 (EL 9)

Spellwarped Ettin (2): hp 85; see Appendix

APL 10 (EL 11)

Spellwarped Ettin (4): hp 85; see Appendix

APL 12 (EL 13)

Spellwarped, Fiendish Ettin (2): Bar2; hp 112; See Appendix

Treasure: The creatures bring all their acquired wealth to the green dragon, who they acknowledge as responsible as their leader.

Development: These creatures are more cunning and more deadly than the usually kind. The Spellwarped template makes them smarter and able to resist many spells. In this way be sure that their tactics reflect these new abilities.

The south exit leads them eventually back to the beginning while the main path continues ahead and sloping downward yet again.

Encounter Three—B – In the Middle of Things

You follow this path for another ten minutes or so until it opens into an odd sight. A large open area lit up with small torches places about here and there lies before you. Upright carts and stacks of wood litter the area and the stench of decay is ripe. Amongst the middle of the charred grounds are dozens of dead kobolds and human sized bird creatures. You barely have time to take in the scene when a crossbow bolt whizzes by your head and clunks in the stone behind

you. From beyond a small pile of dirt and stone you can see several kobolds peering over and reloading crossbows and shouting excitedly in your direction.

The kobolds are part of a much larger kobold assault force who has been engaged with a clan of Kenku for control of this area. The Kenku had lived here in relative peace, but since the arrival of the kobolds they're home as been turned into a stagnate battlefield.

The kobolds will take pot shots at the PC's. On the third round of fighting a group of three Kenku will appear from an opening near the PC's and return fire at the kobolds. Once this happens, the kobolds will slip back into the darkness if they have not all been killed.

The creatures near you look like cloaked humanoid-bird creatures. Birdlike talons replace their hands and feet and sharp protruding beaks stick out from their cloaks. They levy crossbows in your direction and one of them barks out in rough common, "Who you be stranger!"

The Kenku will explain the situation to the PC's. They have been fighting the kobolds, which are much greater in number to a virtual standstill for several months now.

It should be noted that these Kenku are evil creatures, but see the PC's as potential allies. They have a great deal of information about the tunnels and will share it with the PC's if they agree to undergo a task for them.

We know much about this area. We will tell you all and help you through if you help us. In the southern tunnels is kobold general. Kill him for us and we drive kobolds out! Bring us his head and we tell you were to go!

If the PC's agree to kill the kobold general, the Kenku will treat them with respect, but still not trust them. They will answer any questions they can, though they will not guide the party through the tunnels until after the kobold general is dead.

Questions:

❖ What is this place?

This tunnels lead to underground. Tunnels reach for many miles and go down very deep. This part is ruled by scaly one with wings, we send him treasure, he leaves us a lone.

❖ What lies ahead?

Must pass through fire pits to get to scaly one with wings. Fire pits very hot, but not dangerous.

APL 4 (EL 5)

Kenku (4): hp 3; see Appendix.

Kenku leader (1): Rog4 hp 17; See Appendix

APL 6 (EL 7)

Kenku (4): hp 3; see Appendix.

Kenku leader (1): Rog6 hp 21; See Appendix

APL 8 (EL 8)

Kenku (4): hp 3; see Appendix.

Kenku leader (1): Rog8 hp 24; See Appendix

APL 10 (EL 10)

Kenku (4): hp 3; see Appendix.

Kenku leader (1): Rog10 hp 38; See Appendix

APL 12 (EL 12)

Kenku (4): hp 3; see Appendix.

Kenku leader (1): Rog12 hp 57; See Appendix

Development: If the PC's decide that dealing with evil creatures is not the correct path, or refuses to help the Kenku, they will be angered, but leave the PC's to wander the tunnels themselves. This is not meant to be a fighting encounter, but statistics are provided in case of that development.

Tactics: Should the PC's become hostile, the Kenku will fight with cunning. The group will focus their attack on one member at a time, tumbling into position and aiding their leader's attacks. Because of the nature of the Kenku, the leader will then have a +7 bonus to hit a flanked opponent. After experiencing resistance, the Kenku will flee back to their homes.

If the PC's agree to kill the kobold general, the Kenku will show them to the southern tunnel.

The strange bird creature shows you to a narrow tunnel completely blocked off with a small wall of stone and debris. Beyond are three crudely constructed huts and several kobolds milling around. A rather large kobold with a helmet on is barking orders at the lesser of his kin.

This is the kobold general, a remarkably smart fellow for his race. If the party attacks he will fight for a round, but then seeing the group's skill try to take advantage of the situation.

After one round of fighting, read or paraphrase the following.

The kobold general goes into a defensive posture and barks out in crude common, "You stop. You listen. I have words."

From then on, he will only attack if the party continues its aggression. If the party listens he will speak with them.

"You no attack kobolds no more. You go away. We no fight you. We fight evil bird men! Go now."

The kobold general also knows these caves well and will give the party directions through the caves to the fire pits if they ask. He does not want a fight on his hands, as he has his hands full with the Kenku.

APL 4 (EL 5)

Kobold (8): hp 4; see Appendix.

Kobold General (1): Ftr4 hp 30; See Appendix

APL 6 (EL 6)

Kobold (4): hp 4; see Appendix.

Kobold General (1): Ftr6 hp 45; See Appendix

APL 8 (EL 8)

Kobold (4): hp 4; see Appendix.

Kobold General (1): Ftr8 hp 65; See Appendix

APL 10 (EL 10)

Kobold (4): hp 4; see Appendix.

Kobold General (1): Ftr10 hp 75; See Appendix

APL 12 (EL 12)

Kobold (4): hp 3; see Appendix.

Kobold General (1): Ftr12 hp 90; See Appendix

Development: Again, the PC's do not need to fight this encounter, they can gather the information they need through diplomacy and prudence. The Kenku will not talk without proof of the dead kobold general, but the kobold general will give them the information just to get rid of the PC's.

Tactics: Most of the kobolds will fight with ranged weapons, too scared to close to melee range. They will flee if seriously threatened.

Whether the group gets the information it needs from one source or another, the Kenku and Kobolds will leave them be as they travel the tunnels. They do not desire a fight with an unknown enemy, at least not while so many real enemies remain.

If the party does not receive the information they need they are in dire straits. Most of the tunnels lead down into the underdark where great evil awaits them. The DM should do everything possible to hint this to the party. Suggestions such as, "You believe you are going

very deep, deeper then you've ever been before." Or "Something about traveling this deep does not seem right." Create many side turns and twists that spiral into endless mazes, but always allow the cautious to find the main tunnel back. Of course, if the party happens upon the correct direction, then bravo for them.

Encounter Three—C – Fire Pits

After twisting and turning through the tunnel you come across another large open chamber. The ground here has turned to fine sand and small holes that appear to be geysers dot the sand. As you watch, one of the geysers erupts in a column of flame that adds to the already stifling heat this room is creating. Across the chamber from you rests a sturdy iron door enameled with green and white tile. A small pile of gold and silver rests at the base of the door.

This chamber is the habitation of a group of Harssafs. The creature(s) are currently in sand form and appear simply as another pile of sand. Once the group has ventured into the chamber, the Harssaf will take on their true form in one of the corners and engage the PC's.

The coin is uncollected tribute to the dragon. There is currently 150gp in loose coin on the ground.

APL 4 (EL 6)

Harssaf (1): hp 45, see Appendix

APL 6 (EL 6)

Harssaf (1): hp 45, see Appendix

APL 8 (EL 8)

Harssaf (2): hp 45, see Appendix

APL 10 (EL 10)

Harssaf (4): hp 45, see Appendix

APL 12 (EL 12)

Harssaf (3): rog3 hp 65, see Appendix

Development: The Harssaf will not leave their sand chamber and will not pursue PC's past this point. If near death they will revert to their sand form and escape through cracks in the cave walls and floor. Each round there is a 10% chance one of the six geysers will erupt. Anyone within 5ft of the explosion will take damage depending on their APL; APL 4 – 1d6 damage, APL 6-8 – 2d6 damage, APL 10-12 – 3d6 damage. Reflex DC 15 for

half. In addition, there is a 50% chance if someone comes in contact with a geyser that it will go off.

Tactics: The Harssaf will use all their abilities to greatest extent. They will use their Sand Pulse ability to begin the fight, and their flaming aura as a free action each round. They will also attempt to bull rush opponents into geysers.

Treasure: Any treasure the Harssaf gather they bring to the dragon in the next room to appease her. However, one of the Harssaf does carry a small iron key.

Encounter Four—A – The Trolls

If the PC's take the center path, read or paraphrase the following to the PC's for all APL's except 2.

The middle path winds downward for several minutes, all the while the stench of rotting meat grows more intense. The cave cuts sharply to the right then opens into a cavern supported by four massive, dominating pillars. Strewn about the room are the hideous visage of trolls, some apparently dead and rotting on the ground. Others sit around a fire and roast what can only be the remnants of their kin.

Unless the PC's were very quiet leading up to about 100 feet to this entrance, Move Silently checks DC 15 for all party members, the echoing properties of the cave will have given them away. The remaining trolls are quite prepared for a fight and a Sense Motive check, DC 10 will deduce that something about their seemingly relaxed demeanor seems off.

APL 4 (EL 5)

Troll (1): hp 63, see *Monster Manual* page 247.

APL 6 (EL 5)

Troll (1): hp 63; see *Monster Manual* page 247

APL 8 (EL 7)

Troll (2): hp 63; see *Monster Manual* page 247

APL 10 (EL 9)

Troll (4): hp: 63; see *Monster Manual* page 247

APL 12 (EL 10)

Troll (2): Bbn2; hp: 95; see Appendix

Troll (1): Drd6; hp:126; see Appendix

Tactics: The trolls are keen for their kind. If aware of the PC's they will have used their *potions of resist energy* at APL's 10 and 12 and the druid will have cast *resist energy* upon himself. If the trolls are surprised, they will spend the first round quaffing their potions. At APL 12, the Druid will cast as many preparatory spells as time permits.

Treasure: All treasure is brought before the dragon as tribute, however a search check DC 25 will reveal a loose stone in one of the corners. Under the stone is a small iron key. The potions of resist energy will be consumed prior to or during the battle and are thus not calculated in the treasure summary.

Development: The trolls will fight to the death. If captured and questioned they will remember the platinum bar and be extremely helpful in giving the party directions to the aboleth's / dragon's lair, though they will not let the party know what they are about to face.

Encounter Five—A – There's Always Room for...Pudding?

The winding, twisting cave plods along for several minutes. Finally, the tunnel opens up into an open cavern. Before you the floor falls away some forty feet to a stagnant, expansive pool of water. On either side of the cave a ten foot ledge winds down to the exit on the far side.

Ask the PC's for Spot checks. If any of the PC's specifically says they are taking pains to address the ceiling, give them a +5 bonus.

Spot check DC 12: **Sitting near the pool on the far side of the water is a small black, round pile of goo. It does not appear to be moving.**

Spot check DC 20: **Hiding amongst the ceiling, almost translucent to sight, is a massive blob of protoplasm. It quivers slightly, clinging to the ceiling.**

APL 4 (EL 5)

Gelatinous Cube (2): hp: 54; see *Monster Manual* page 201

APL 6 (EL 7)

Advanced Gelatinous Cube (2): hp: 81; see Appendix 1.

APL 8 (EL 9)

Advanced Gelatinous Cube (2): hp: 108; see Appendix 1.

APL 10 (EL 11)

Advanced Gelatinous Cube (2): hp: 135; see Appendix 1.

APL 12 (EL 13)

Advanced Gelatinous Cube (2): hp: 174; see Appendix 1.

Black Pudding (1): hp: 115; see *Monster Manual* page 201

Tactics: At all APL's except for 12, the black pudding is dead. The Gelatinous cubes will wait for the first person to walk underneath them then drop down to engulf them. If discovered before its surprise attack, it will amble towards the party as fast as possible. Both ledges have a cube on them.

Treasure: None.

Encounter Four—B / Five—B – Those Darn Yugoloth

Creeping down the long corridor, you round the corner to spy an odd sight. The cavern the cave has opened up to is bathed in a deep greenish glow and a low hum issues forth from the chamber. On the far side of the chamber is the source of the humming, a reddish oval hangs in midair, revolving slowly. Milling about the cavern is a truly demonic looking creature.

APL 4: *Appearing to be a massively armored canine, the beast snarls with a double-jawed mouth and almost comically, long, barbed tongue.*

APL 6-10: *The humanoid beast has six limbs and distinctly insectoid qualities. Its eyes glow a deep crimson and it easily holds a wicked looking trident in its claws.*

APL 12: Use both descriptions plus; *This large beast has massive wings and a dog-shaped head. It's blackish-green tint covers rippling muscles and two of its four razor-like claws grip a double-headed axe the size of a full grown man.*

These yugoloth have stumbled into the cavern complex on accident via the portal that recently opened. The portal was a random creation and is a semi-stable connection to Gehenna. It will collapse within the hour.

Luckily for any curious PC's, the portal is a one way connection to Oerth and travel to Gehenna is impossible.

APL 4 (EL 5)

Canoloth (1): hp: 51; see Appendix 1.

APL 6 (EL 6)

Mezzoloth (1): hp: 95; see Appendix 1.

APL 8 (EL 8)

Mezzoloth (2): hp: 95; see Appendix 1.

APL 10 (EL 10)

Mezzoloth (4): hp: 95; see Appendix 1.

APL 12 (EL 14)

Nycaloth (2): hp: 161; see Appendix 1.

Mezzoloth (2): hp: 95; see Appendix 1.

Canoloth (2): hp: 51; see Appendix 1.

Tactics: The yugoloths fight with reckless abandon, supremely confident in their fighting prowess. Their tactics are straightforward and absolute, attack and kill. Their average to low intellect is made up for by physical strength and stamina. For the purposes of this adventure they can not use their *summon* abilities.

Development: After roughly twenty minutes of wandering this cavern, the yugoloths will head through the southern exit and engage the trolls. The fight will be brief, as the yugoloths kill quickly down the trolls. However, not understanding the regenerative nature of the trolls, the trolls will be back to full health shortly. The party will then be able to either bypass the yugoloths or engage them at effectively half strength (half their hit point totals) after their fight with the trolls.

Encounter Four—C / Five—C – I Hate Puzzles

After another twenty minutes or so of the twisting and winding tunnel, the cave opens up into another open chamber. At the far end of this one rests a stout iron door enameled with a green and white checkered pattern. Dominating the center of the room are what appear to be eight large urns. On a small, stone slab rests eight stones of differing sizes and shapes.

The door has been constructed with an elaborate locking mechanism. The dragon feels in this way he can invite in any intelligent beings while keeping out his non-intelligent minions.

A successful search check, DC 15 will reveal that the urns are all on pressure plates. The plates must be put into the correct depth level by the appropriate eight in order for the door to function properly. Do to this, the party must decipher the magical patterns on the urns and rocks.

The urns have the following letters written on them in Draconic.

Urn 1 - B

Urn 2 - C

Urn 3 - D

Urn 4 - E

Urn 5 - V

Urn 6 - I

Urn 7 - N

Urn 8 – T

These letters correspond loosely to the eight schools of magic. **A**bjuration, **C**onjuration, **D**ivination, **E**ncantment, **E**vocation, **I**llusion, **N**ecromancy, and **T**ransmutation.

The stones each have small pictures carved into them. Hand the PC's players handout #2.

These pictures each correspond loosely to the schools of magic. See DM's handout #1.

When a stone is placed into an urn, the urn's pressure plate depresses an amount based on the weight of the stone. Once the correct eight stones are placed in the correct eight urns, the door swings open.

The correct combinations are as follows;

- Urn 1 and Stone 4
- Urn 2 and Stone 7
- Urn 3 and Stone 1
- Urn 4 and Stone 6
- Urn 5 and Stone 8
- Urn 6 and Stone 3
- Urn 7 and Stone 5
- Urn 8 and Stone 2

The gold and silver is simply tribute the dragon has not yet collected. There is currently 150gp in loose coin in the pile.

The door has been reinforced physically and magically. There is no handle or exterior lock. Because it has an *arcane lock* spell cast upon it, the door has a hardness of 10, 60 hp and a Break DC of 38. A knock spell will correctly assemble two of the urns into place without need for a stone for the spell duration. In this manner, it would take four knock spells to successfully open the door.

Encounter Six – Anti–Chamber

You enter a small hallway constructed entirely wood iron. Another iron door, identical to the one you just entered lies at the end of the corridor, thirty feet off. Set into the north wall is a massive, eight foot double door of green and white marble. It has a small keyhole set into it. In front of the door is a small pile of assorted gold and silver.

If the PC's have recovered one of the keys from rooms 3-c or 4-A, they can open the door with little difficulty. Otherwise it will require a successful open lock check DC 25.

The gold and silver is simply tribute the dragon has not yet collected. There is currently (100 X APL gp) in loose coin in the pile.

Encounter Seven – Ahh... Crap

The DM should role play this encounter to its fullest. Opening the door triggers a programmed illusion that begins with the torches lighting two rounds after the door opens. Make the players believe they are truly negotiating with an immense dragon.

Despite its large size, the door swings open easily at your touch, spilling your light into the dark chamber. The first thing you feel is a feeling of terror wash over you.

Ask the players to make a Will save to represent the dragon's fear aura. There is no ill effect on a failed save and the player's feel no immediate threat or attack.

In the dim shadows at the edge of your light source you can barely make out the reflection of green scales. You peer into the gloom, looking for details, and are suddenly blinded as torches erupt throughout the chamber.

The chamber is massive and made completely of solid iron. Resting ideally next to a large pool of water is a creature of legend. Thick, dark green scales, the size of breast plates dot its form. Immense wings are folded neatly around its long serpentine body and its outstretched tail coils on for nearly thirty feet. The dragon looks up lazily and lets out a deep yawn, the echo reverberating amongst the empty walls. She idly scrapes at the ground, pushing a small pile of various coin and treasure toward her. You can just make out the form of a large, sparkling platinum bar before it is pushed under her massive body. In a deep booming voice it says, "What have we here, intruders perhaps? Kneel before your god heroes and beg for your lives."

The aboleth will recognize that someone has entered the chamber and will take direct control of the image from a few dozen feet below the surface of the pool of water in the back of the room. After the PC's stammer or talk for a few rounds, the aboleth will say;

Why have you invaded my home? Perhaps I should use your bodies to decorate my barren chambers.

PC's may make a knowledge arcane check, DC 20 to recognize that this dragon's age category falls in the "old" range.

Anyone may make a Bardic knowledge check DC 15 or Knowledge Local check DC 25 to recall tales of a large green dragon that use to inhabit these areas long ago.

Let the PC's explain themselves. Let them sweat. Ask for Diplomacy, or bluff checks. Ask for a Sense Motive check and tell the players it appears the dragon is readying to use her breath weapon.

Anyone who interacts with the image and asks for a saving throw to disbelieve, though they should have no direct cause to suspect such an illusion, can attempt a Will Save DC 18 to disbelieve the illusion.

If the players have not yet dealt with Falknar, read or paraphrase the following. The text should give the players the impression that they have failed in negotiation. Allow the party to attempt to explain the situation.

Your conversation with the drake is odd and complex. Many times she makes veiled threats that force you to reassign the logic of why you are here. Suddenly, her expression changes, and an evil grin crosses her face. "Treachery!" she shouts. With a quick snap of her tail she sends a chunk of rock into the far corner and it smashes into the wall. You hear a shriek as a terrified dwarven form falls out of the shadows in shock. "You delay me while your associate robs from me! You will pay for this!" The dwarf quickly regains his feet and pulls out a scroll.

The PC's can roll for initiative if they wish to stop Falknar. He is reading a scroll of teleport and getting out of the cave as fast as possible. If they stop him, the drake will demand the prisoner be handed over to her. The party can try to negotiate for the dwarf's release; though convincing the aboleth / angry dragon will prove difficult. A Diplomacy check DC 25 is required.

The aboleth / dragon does not care if the party enters the door on the north side of her chamber. She has no interest in the chamber. The party is free to enter it.

ALL APL's

Sora'tiklon, aboleth; hp: 76; see *Monster Manual*, page 8.

Tactics: If discovered as an illusion, Sora'tiklon will immediately try to enslave whoever looks like they are most likely to fail a will save, (based on visual observation. She will then use this dominated individual to delay and confuse the party. An enslaved individual will begin her next round with,

"I'm going back to Critwall to get some slaves for the dragon. I'll be right back."

Developments: If the party asks for the platinum bar, the aboleth / dragon will give the prize to the party, but the cost is dear. One of the party must agree to work for the aboleth / dragon for one month. That PC receives the "enslaved" condition on his or her adventure record; the DM should mark off 4 TUs for accepting this horrific duty.

The horde of gold and jewels is all an illusion, besides the platinum bar of Garrin's, which is quite real.

The water mazes under the cave complex are a vast array of tunnels of all depths. The aboleth will deal with pursuers with dominations and superior swimming ability.

Encounter Eight – More Than We Bargained For

This hallway leads only about one-hundred feet before opening into a small chamber. Dominating the chamber and reaching up into the ceiling is a deep black obelisk set upon with strange runes. Its base is perhaps a man's height on a side and perfectly square. As the pillar rises into the gloom it grows slightly more narrow until the tip tapers off some twenty-five feet in the air, near the cavern's ceiling.

Some players may be familiar with the strange obelisks dotting the landscape of the Shield Lands.

If one of the PC's touches the obelisk, read or paraphrase the following.

As your hand touches the cold, clammy, black stone, a figure appears in the shadows to your right. You try to turn your head, but find it unresponsive. The few companions you can see from your current position reveals that they also appear to be immobilized. The figure moves around closer to you, but remains in the shadows. In a quiet, but powerful voice he says, "Know ye that it will soon come to pass that that which guards the lands from encroaching evil shall soon be put aside to purge the realms of a

vile scourge. Until that time use my gift for such purposes." With that, he backs further into the shadows. Suddenly, you can move again. You look around and see your companions acting as if nothing has happened.

To the rest of the party no time has passed and seemingly nothing has happened. It is up to the player to reveal any information she wishes to and the obelisk will only function once for one PC.

This PC received the Heartless trait.

Conclusion

The platinum bar is truly a grand prize. It weighs about 100 pounds and is pure platinum. A successful appraises check DC 20 reveals what the bar is worth, which differs from APL to APL.

APL4: 3,850gp

APL6: 4,550gp

APL8: 7,000gp

APL10: 13,300gp

APL12: 19,600gp

If the players return to Garrin, read or paraphrase the following.

You return to the Blistering Dwarf and see Garrin sitting at his familiar table. He sits up in his chair quickly, wincing at the slight pain he seems to have caused his broken arm in the sudden process. With a wave of his hand he motions excitedly for you to come. With wide, frantic eyes he whispers to you, "Well, did you find it?"

If the players return the bar to him, they will receive the reward, the thanks of the Tailing Adventure Company. Read or paraphrase the following.

"Ahh, me friends, ya don just as good as I thought ya would! I've a buyer all lined up and with this score, I'm sure we'll all have a grand few weeks of celebration. You have earned my supreme gratitude and I promise to repay you in kind. Some of me friends run a trading company and I'm sure we can find a thing or two that would interest you.

If the players do not return the bar and instead decide to deprive Garrin his share, he will eventually learn of this and mark the players for revenge. They will earn the Scorn of the Tailing Adventuring Company. Read or paraphrase the following if they return to Garrin without success.

"Well it was a long-shot at best, I thank thee noble adventures for trying. Let me get you a drink." He reaches in his near empty coin pouch and pulls out his last two silver pieces. "A round for me friends here!" He yells out to the bartender. Some of me friends run a trading company and I'm sure we can find a thing or two that would interest you. Good luck to thee in the future." With that he slowly leaves the tavern nursing his bad leg.

Developments: If the PC's do not give Garrin his cut, all item access for them changes to *(Adventure)*, as he realizes he's been swindled.

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 One

Open the locked cave by solving the mechanism.

APL4: 20xp

APL6: 30xp

APL8: 40xp

APL10: 50xp

APL12: 60xp

Encounter Three-A (optional)

Defeat the spellwarped creatures

APL4: 266xp

APL6: 350xp

APL8: 400xp

APL10: 550xp

APL12: 700xp

Encounter Three-B (optional)

Find a way through the maze. No xp is gained from fighting as the fighting encounters are not necessary.

APL4: 40xp

APL6: 60xp

APL8: 80xp

APL10: 100xp

APL12: 120xp

Encounter Three-C (optional)

Defeat or bypass the harssaf.

APL4: 280xp

APL6: 350xp

APL8: 450xp

APL10: 580xp

APL12: 625xp

Encounter Four-A (optional)

Defeat or bypass the trolls

APL4: 266xp

APL6: 350xp

APL8: 400xp

APL10: 550xp

APL12: 700xp

Encounter Five-A (optional)

Defeat or bypass the oozes.

APL4: 266xp

APL6: 350xp

APL8: 400xp

APL10: 550xp

APL12: 700xp

Encounter Four-B / Five-B (optional)

Defeat or bypass the yugoloth

APL4: 280xp

APL6: 350xp

APL8: 450xp

APL10: 580xp

APL12: 625xp

Encounter Four-C / Five-C (optional)

Solve the puzzle to open the door.

APL4: 40xp

APL6: 60xp

APL8: 80xp

APL10: 100xp

APL12: 120xp

Story Award

Objective(s) met: Recover Garrin's platinum bar.

All APL's: 70xp

Total possible experience:

APL4: 675xp

APL6: 860xp

APL8: 1,040xp

APL10: 1,350xp

APL12: 1,575xp

Treasure Summary

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

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

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

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

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

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

Encounter Six

Pile of gold and silver

APL 4: L: 0 gp; C: 100 gp; M: 0 gp

APL 6: L: 0 gp C: 150 gp; M: 0 gp

APL 8: L: 0 gp; C:200 gp; M:0 gp

APL 10: L: 0gp; C: 250gp; M: 0gp

APL 12: L: 0 gp; C: 300 gp; M: 0 gp

Conclusion

Garrin's platinum bar, splitting the loot with Garrin

APL 4: L: (platinum bar) 500 gp; C: 0 gp; M:0gp

APL 6: L: (platinum bar) 650 gp; C: 0 gp; M:0gp

APL 8: L: (platinum bar) 1000 gp; C: 0 gp; M:0gp

APL 10: L: (platinum bar) 1900 gp; C: 0 gp; M:0gp

APL 12: L: (platinum bar) 2800 gp; C: 0 gp; M:0gp

Garrin's platinum bar, not splitting the loot with Garrin

APL 4: L: (platinum bar) 550 gp; C: 0 gp; M: 0 gp

APL 6: L: (platinum bar) 750 gp; C: 0 gp; M: 0 gp

APL 8: L: (platinum bar) 1100 gp; C: 0 gp; M: 0 gp

APL 10: L: (platinum bar) 2050 gp; C: 0 gp; M:0gp

APL 12: L: (platinum bar) 3000 gp; C: 0 gp; M: gp

Total Possible Treasure

APL 4: L: 550 gp; C: 100 gp; M: 0 gp - Total: 650 gp

APL 6: L: 750 gp; C: 150 gp; M: 0 gp - Total: 900 gp

APL 8: L: 1100 gp; C: 200 gp; M: 0 gp - Total: 1300 gp

APL 10: L: 2050 gp; C: 250 gp; M: 0 gp - Total: 2300 gp

Items for the Adventure Record

Special

Thanks of the Tailing Adventuring Company: The Tailing Adventuring Company out of Critwall is happy to deal with you for helping their member, Garrin the Green. For the next three adventures in Critwall, one of their members will recognize you and spread word of your honesty. Shopkeepers will be more hospitable and barmaids more polite. This effectively grants a +2 circumstance bonus to all reactions in the city.

Scorn of the Tailing Adventuring Company: The Tailing Adventuring Company out of Critwall learns of your betrayal of their friend and member, Garrin the Green. For the next three adventures in Critwall city, one of their members will recognize you and go out of their way to hinder you. Shopkeepers will be less hospitable and tavern workers more rude. This effectively imposes a -2 penalty to all reactions in the city.

Heartless: A dull chill has settled over your soul. Things appear less vivid, less important, less real. Touching the obelisk has obviously had a dramatic impact upon you. A Heal check, DC 15 will reveal that the character's heart seems to have stopped beating. This has two effects; First, all healing magic functions at only half strength, rounded down. For example, a cure light wounds that would normally heal nine points of damage, now only cures four. Any and all healing of a magical or supernatural variety is affected. Second, many injuries that would have disabled you prior to your incident, no longer have as great an effect upon you. Critical hits and sneak attacks fail against you 50% of the time. If this effect has not been removed through adventure events by December 31, 2006, it ends at that time.

Enslaved: You have volunteered to become the slave of an evil creature. As such your days are spent in dominated bliss as you carry out evil deeds for your new master. Your alignment now shifts one more degree towards evil – if you were good, your moral alignment becomes neutral; if you were neutral, you are removed from play permanently. You quickly become numb to the spilling of innocent blood and your delusions for a life of happiness have come to an end. Of course, you still have your skin ...

Item Access

APL 4:

- *wand of grave strike* (Adventure, CV)
- *headband of conscious effort* (Adventure, CV)
- *sacred scabbard* (Adventure, CW)

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

- *vest of resistance +2* (Adventure, CA)
- *boots of striding and sprinting* (Adventure, DMG)

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

- *cloak of the manta ray* (Adventure, DMG)
- *staff of oaken battle* (Adventure, CD)

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

- *belt of dwarvenkind* (Adventure, DMG)
- *rod, metamagic, silent, lesser* (Adventure, DMG)

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

- *wand, slow* (Adventure, DMG)
- *bracers of armor +5* (Adventure, DMG)

Appendix One –

Encounter One – All APL's

Falknar: Male Dwarven Rogue 4, CR 4; medium sized humanoid (Dwarf); HD 4D6+3 (rogue) hp 29; Init +3; Spd 20ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 chain shirt); BAB/Grp: +3/+4; Atk: +4 melee (Dagger 1D4+1) or +6 ranged (dagger 1D4+1); Full Atk: +4 melee (dagger 1D4+1) or +6 ranged (dagger 1D4+1); AL CN; SV Fort +4, Ref +7, Will +4; Str 10, Dex 16, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Disguise +19, Bluff +7, Tumble +10, Spot +8, Listen +8, Move Silently +10, Hide +10; Quick Draw, Iron Will.

Encounter Three-A APL 4

Spellwarped Ettercap: CR 3; medium sized aberration (Augmented Aberration); HD 5D8+15 hp 37; Init +3; Spd 30ft.; AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural); BAB/Grp: +3/+7; Atk: +7 melee (Bite 1D8+4 plus poison); Full Atk: Bite +7 melee (1D8+4 plus poison) and 2 claws +5 melee (1D3+3); SA Poison, web; SQ: spell absorption, spell resistance 21, SQ low-light vision; AL NE; SV Fort +4, Ref +5, Will +6; Str 18, Dex 19, Con 17, Int 10, Wis 15, Cha 8.

Skills and Feats: Climb +10, Craft (trapmaking) +4, Hide +9, Listen +4, Spot +8; Great Fortitude, Multiattack

Poison: Injury, Fortitude DC 15, (1D6 Dex/ 2D6 Dex)

web: 8/day; see *Monster Manual* page 106

Encounter Three-A APL 6-10

Spellwarped Ettin: CR 7; Large Aberration (Augmented Giant); HD 10D8+40 hp 85; Init +4; Spd 30ft.; AC 21, touch 9, flat-footed 21 (-1 size, +9 natural); BAB/Grp: +7/+19; Atk: +14 melee (morningstar 2D6+8); Full Atk: 2 morningstars +14/+9 melee (2D6+8); SQ Spell absorption, spell resistance 21; SQ: AL CE; SV Fort +11, Ref +3, Will +5; Str 27, Dex 10, Con 19, Int 10, Wis 10, Cha 11.

Skills and Feats: Listen +13, Search +6, Spot +13; Alertness, Improved Initiative, Iron Will, Power Attack

Encounter Three-A APL 12

Spellwarped, fiendish Ettin: CR 7; Large extraplanar Aberration (Augmented Giant); HD 10D8+40 hp 85; Init +4; Spd 30ft.; AC 21, touch 9, flat-footed 21 (-1 size, +9 natural); BAB/Grp: +7/+19; Atk: +14 melee (morningstar 2D6+8); Full Atk: 2 morningstars +14/+9 melee (2D6+8); SQ Darkvision 60ft., Damage reduction 5/magic, resist fire 5, resist cold 5, Spell absorption, spell resistance 21; SA Smite Good; AL CE; SV Fort +11, Ref +3, Will +5; Str 27, Dex 10, Con 19, Int 10, Wis 10, Cha 11.

Skills and Feats: Listen +13, Search +6, Spot +13; Alertness, Improved Initiative, Iron Will, Power Attack

SA: Smite Good: 1/day, +10 Dmg.

Encounter Three-B APL 4

Kenku: CR 1/2; Medium humanoid (Kenku); HD 1D8-1 hp 3; Init +2; Spd 30ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +4 chain shirt, +1 buckler); BAB/Grp: +1/+1; Atk: +2 melee (shortsword 1D6/19-20); Full Atk: +2 melee (shortsword 1D6-1/19-20); SQ Great Ally, low-light vision, mimicry; AL NE; SV Fort -1, Ref +2, Will +0; Str 11, Dex 14, Con 8, Int 10, Wis 11, Cha 9.

Skills and Feats: Climb +1, Hide +1, Jump -1, Move Silently +0, Ride +2; Weapon Focus (short sword)

SQ: *Great Ally:* When successfully aided of aiding another on an attack roll or skill check, receives +3 bonus instead of the normal +2. Additionally, gains a +4 bonus on attacks against an opponent flanked by an ally (instead of the normal +2)

Mimicry: A Kenku can perfectly mimic familiar sounds, voices, and accents.

Kenku leader: Rogue 4, CR 4; Medium humanoid (Kenku); HD 4D6 hp 17; Init +7; Spd 30ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +2 leather armor, +1 buckler); BAB/Grp: +3/+2; Atk: +6 melee (shortsword 1D6-1/19-20); Full Atk: +6 melee (shortsword 1D6-1/19-20); SQ Great Ally, low-light vision, mimicry, trapfinding, evasion, uncanny dodge; SA Sneak Attack +2D6; AL NE; SV Fort +1, Ref +7, Will +2; Str 8, Dex 17, Con 10, Int 12, Wis 13, Cha 14.

Skills and Feats: Bluff +9, Disguise +9, Hide +9, Listen +3, Move Silently +9, Open Lock +7, Search +3, Sleight

of Hand +8, Spot +6, Tumble +8; Improved Initiative, weapon finesse

SQ: Great Ally: When successfully aided of aiding another on an attack roll or skill check, receives +3 bonus instead of the normal +2. Additionally, gains a +4 bonus on attacks against an opponent flanked by an ally (instead of the normal +2)

Mimicry: A Kenku can perfectly mimic familiar sounds, voices, and accents.

Encounter Three-B APL 6

Kenku: CR 1/2; Medium humanoid (Kenku); HD 1D8-1 hp 3; Init +2; Spd 30ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +4 chain shirt, +1 buckler); BAB/Grp: +1/+1; Atk: +2 melee (shortsword 1D6/19-20); Full Atk: +2 melee (shortsword 1D6-1/19-20); SQ Great Ally, low-light vision, mimicry; AL NE; SV Fort -1, Ref +2, Will +0; Str 11, Dex 14, Con 8, Int 10, Wis 11, Cha 9.

Skills and Feats: Climb +1, Hide +1, Jump -1, Move Silently +0, Ride +2; Weapon Focus (short sword)

SQ: Great Ally: When successfully aided of aiding another on an attack roll or skill check, receives +3 bonus instead of the normal +2. Additionally, gains a +4 bonus on attacks against an opponent flanked by an ally (instead of the normal +2)

Mimicry: A Kenku can perfectly mimic familiar sounds, voices, and accents.

Kenku leader: Rogue 6, CR 6; Medium humanoid (Kenku); HD 6D6 hp 24; Init +7; Spd 30ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +2 leather armor, +1 buckler); BAB/Grp: +5/+4; Atk: +8 melee (shortsword 1D6-1/19-20); Full Atk: +8 melee (shortsword 1D6-1/19-20); SQ Great Ally, low-light vision, mimicry, trapfinding, evasion, uncanny dodge, trapsense +2; SA Sneak Attack +3D6; AL NE; SV Fort +2, Ref +8, Will +5; Str 8, Dex 17, Con 10, Int 12, Wis 13, Cha 14.

Skills and Feats: Bluff +11, Disguise +11, Hide +11, Listen +3, Move Silently +11, Open Lock +8, Search +3, Sleight of Hand +10, Spot +8, Tumble +11; Improved Initiative, weapon finesse, Iron Will

SQ: Great Ally: When successfully aided of aiding another on an attack roll or skill check, receives +3 bonus instead of the normal +2. Additionally, gains a +4 bonus on attacks against an opponent flanked by an ally (instead of the normal +2)

Mimicry: A Kenku can perfectly mimic familiar sounds, voices, and accents.

Encounter Three-B APL 8

Kenku: CR 1/2; Medium humanoid (Kenku); HD 1D8-1 hp 3; Init +2; Spd 30ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +4 chain shirt, +1 buckler); BAB/Grp: +1/+1; Atk: +2 melee (shortsword 1D6/19-20); Full Atk: +2 melee (shortsword 1D6-1/19-20); SQ Great Ally, low-light vision, mimicry; AL NE; SV Fort -1, Ref +2, Will +0; Str 11, Dex 14, Con 8, Int 10, Wis 11, Cha 9.

Skills and Feats: Climb +1, Hide +1, Jump -1, Move Silently +0, Ride +2; Weapon Focus (short sword)

SQ: Great Ally: When successfully aided of aiding another on an attack roll or skill check, receives +3 bonus instead of the normal +2. Additionally, gains a +4 bonus on attacks against an opponent flanked by an ally (instead of the normal +2)

Mimicry: A Kenku can perfectly mimic familiar sounds, voices, and accents.

Kenku leader: Rogue 8, CR 8; Medium humanoid (Kenku); HD 8D6 hp 31; Init +7; Spd 30ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +2 leather armor, +1 buckler); BAB/Grp: +7/+6; Atk: +10 melee (shortsword 1D6-1/19-20); Full Atk: +10/+5 melee (shortsword 1D6-1/19-20); SQ Great Ally, low-light vision, mimicry, trapfinding, evasion, uncanny dodge, trapsense +2, improved uncanny dodge; SA Sneak Attack +4D6; AL NE; SV Fort +2, Ref +9, Will +5; Str 9, Dex 17, Con 10, Int 12, Wis 13, Cha 14.

Skills and Feats: Bluff +13, Disguise +13, Hide +13, Listen +3, Move Silently +13, Open Lock +7, Search +3, Sleight of Hand +12, Spot +10, Tumble +13; Improved Initiative, weapon finesse, Iron Will

SQ: Great Ally: When successfully aided of aiding another on an attack roll or skill check, receives +3 bonus instead of the normal +2. Additionally, gains a +4 bonus on attacks against an opponent flanked by an ally (instead of the normal +2)

Mimicry: A Kenku can perfectly mimic familiar sounds, voices, and accents.

Encounter Three-B APL 10

Kenku: CR 1/2; Medium humanoid (Kenku); HD 1D8-1 hp 3; Init +2; Spd 30ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +4 chain shirt, +1 buckler); BAB/Grp: +1/+1; Atk: +2 melee (shortsword 1D6/19-20); Full Atk: +2 melee (shortsword 1D6-1/19-20); SQ Great Ally, low-light vision, mimicry; AL NE; SV Fort -1, Ref +2, Will +0; Str 11, Dex 14, Con 8, Int 10, Wis 11, Cha 9.

Skills and Feats: Climb +1, Hide +1, Jump -1, Move Silently +0, Ride +2; Weapon Focus (short sword)

SQ: *Great Ally*: When successfully aided of aiding another on an attack roll or skill check, receives +3 bonus instead of the normal +2. Additionally, gains a +4 bonus on attacks against an opponent flanked by an ally (instead of the normal +2)

Mimicry: A Kenku can perfectly mimic familiar sounds, voices, and accents.

Kenku leader: Rogue 10, CR 10; Medium humanoid (Kenku); HD 10D6 hp 38; Init +7; Spd 30ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +2 leather armor, +1 buckler); BAB/Grp: +7/+6; Atk: +11 melee (shortsword 1D6-1/19-20); Full Atk: +11/+6 melee (shortsword 1D6-1/19-20); SQ Great Ally, low-light vision, mimicry, trapfinding, evasion, uncanny dodge, trapsense +2, improved uncanny dodge; SA Sneak Attack +5D6, Oppertunist; AL NE; SV Fort +3, Ref +10, Will +6; Str 9, Dex 17, Con 10, Int 12, Wis 13, Cha 14.

Skills and Feats: Bluff +16, Disguise +16, Hide +16, Listen +3, Move Silently +16, Open Lock +7, Search +3, Sleight of Hand +15, Spot +12, Tumble +16; Improved Initiative, weapon finesse, Iron Will

SQ: *Great Ally*: When successfully aided of aiding another on an attack roll or skill check, receives +3 bonus instead of the normal +2. Additionally, gains a +4 bonus on attacks against an opponent flanked by an ally (instead of the normal +2)

Mimicry: A Kenku can perfectly mimic familiar sounds, voices, and accents.

Encounter Three-B APL 12

Kenku: CR 1/2; Medium humanoid (Kenku); HD 1D8-1 hp 3; Init +2; Spd 30ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +4 chain shirt, +1 buckler); BAB/Grp: +1/+1; Atk: +2 melee (shortsword 1D6/19-20); Full Atk: +2 melee (shortsword 1D6-1/19-20); SQ Great Ally, low-light vision, mimicry; AL NE; SV Fort -1, Ref +2, Will +0; Str 11, Dex 14, Con 8, Int 10, Wis 11, Cha 9.

Skills and Feats: Climb +1, Hide +1, Jump -1, Move Silently +0, Ride +2; Weapon Focus (short sword)

SQ: *Great Ally*: When successfully aided of aiding another on an attack roll or skill check, receives +3 bonus instead of the normal +2. Additionally, gains a +4 bonus on attacks against an opponent flanked by an ally (instead of the normal +2)

Mimicry: A Kenku can perfectly mimic familiar sounds, voices, and accents.

Kenku leader: Rogue 12, CR 12; Medium humanoid (Kenku); HD 12D6 hp 57; Init +7; Spd 30ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +2 leather armor, +1 buckler); BAB/Grp: +7/+6; Atk: +13 melee (shortsword 1D6/19-20); Full Atk: +13/+8 melee (shortsword 1D6/19-20); SQ Great Ally, low-light vision, mimicry, trapfinding, evasion, uncanny dodge, trapsense +4, improved uncanny dodge; SA Sneak Attack +6D6, Oppertunist; AL NE; SV Fort +4, Ref +11, Will +7; Str 10, Dex 17, Con 10, Int 12, Wis 13, Cha 14.

Skills and Feats: Bluff +16, Disguise +16, Hide +16, Listen +3, Move Silently +16, Open Lock +7, Search +3, Sleight of Hand +15, Spot +12, Tumble +16; Improved Initiative, weapon finesse, Iron Will, improved toughness

SQ: *Great Ally*: When successfully aided of aiding another on an attack roll or skill check, receives +3 bonus instead of the normal +2. Additionally, gains a +4 bonus on attacks against an opponent flanked by an ally (instead of the normal +2)

Mimicry: A Kenku can perfectly mimic familiar sounds, voices, and accents.

Encounter Three-B APL 4

Kobold General: Fighter 4, CR 4; Small (Reptilian); HD 4D10+8 hp 30; Init +1; Spd 30ft.; AC 15, touch 12, flat-footed 14 (+1 Size, +1 Dex, +1 natural, +2 leather); BAB/Grp: +5/+2; Atk: +8 melee (spear 1D6/X3) or +7 ranged (sling 1D3); Full Atk: +8 melee (spear 1D6/X3) or +7 ranged (sling 1D3); SQ Darkvision 60ft., light sensitivity; AL LE; SV Fort +6 Ref +2, Will +2; Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +3; Alertness, weapon focus (spear), power attack, Iron Will

Encounter Three-B APL 6

Kobold General: Fighter 6, CR 6; Small (Reptilian); HD 6D10+12 hp 45; Init +1; Spd 30ft.; AC 15, touch 12, flat-footed 14 (+1 Size, +1 Dex, +1 natural, +2 leather); BAB/Grp: +7/+4; Atk: +10 melee (spear 1D6+2/X3) or +9 ranged (sling 1D3); Full Atk: +10/+5 melee (spear 1D6+2/X3) or +9 ranged (sling 1D3); SQ Darkvision 60ft., light sensitivity; AL LE; SV Fort +7 Ref +3, Will +3; Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +4; Alertness, weapon focus (spear), power attack, Iron Will, Weapon Specialization (spear)

Encounter Three-B APL 8

Kobold General: Fighter 8, CR 8; Small (Reptilian); HD 8D10+16 hp 60 Init +1; Spd 30ft.; AC 15, touch 12, flat-footed 14 (+1 Size, +1 Dex, +1 natural, +2 leather); BAB/Grp: +9/+6; Atk: +12 melee (spear 1D6+2/X3) or +11 ranged (sling 1D3); Full Atk: +12/+7 melee (spear 1D6+2/X3) or +11 ranged (sling 1D3); SQ Darkvision 60ft., light sensitivity; AL LE; SV Fort +8 Ref +4, Will +2; Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +5; Alertness, weapon focus (spear), power attack, Iron Will, Weapon Specialization (Spear), Combat Reflexes

Encounter Three-B APL 10

Kobold General: Fighter 10, CR 10; Small (Reptilian); HD 10D10+20 hp 75 Init +1; Spd 30ft.; AC 15, touch 12, flat-footed 14 (+1 Size, +1 Dex, +1 natural, +2 leather); BAB/Grp: +11/+8; Atk: +15 melee (spear 1D6+2/X3) or +13 ranged (sling 1D3); Full Atk: +15/+10 melee (spear 1D6+2/X3) or +13 ranged (sling 1D3); SQ Darkvision 60ft., light sensitivity; AL LE; SV Fort +9 Ref +5, Will +3; Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +6; Alertness, weapon focus (spear), power attack, Iron Will, Weapon Specialization (Spear), Combat Reflexes, Greater Weapon Focus (spear)

Encounter Three-B APL 12

Kobold General: Fighter 12, CR 12; Small (Reptilian); HD 12D10+24 hp 90 Init +1; Spd 30ft.; AC 15, touch 12, flat-footed 14 (+1 Size, +1 Dex, +1 natural, +2 leather); BAB/Grp: +13/+10; Atk: +16 melee (spear 1D6+4/X3) or +15 ranged (sling 1D3); Full Atk: +17/+13/+10 melee (spear 1D6+4/X3) or +15 ranged (sling 1D3); SQ Darkvision 60ft., light sensitivity; AL LE; SV Fort +9 Ref +5, Will +3; Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +7; Alertness, weapon focus (spear), power attack, Iron Will, Weapon Specialization (Spear), Combat Reflexes, Greater Weapon Focus (spear), Greater Weapon Specialization (spear)

Encounter Three-C APL 4-10

Harssaf: CR 5; Medium Monstrous Humanoid (Fire); HD 6D8+18 hp 45, Init +3; Spd. 30ft.; AC 20, touch 13, flat-footed 17 (+3 Dex, +3 natural, +4 chain shirt); BAB/Grp: +6/+8; Atk: +10 melee (kukri 1D4+2/18-20 plus 1D6 fire); Full Atk: +8/+3 melee (kukri 1D4+2/18-20 plus 1D6 fire) and +8 melee (kukri 1D4+1/18-20 plus 1D6 fire); SQ Blindsense 30ft, damage reduction 5/bludgeoning, fast healing 3, immunity to blindness and fire, sand form, spell resistance 17, vulnerability to cold; SA Flaming aura, sand pulse; AL LE; SV Fort +5, Ref +10, Will +5; Str 14, Dex 16, Con 16, Int 11, Wis 11, Cha 13.

Skills and Feats: Climb +1, Hide +5, Jump +4, Knowledge (nature) +1, Listen +4, Move Silently +5, Spot +4; Alertness, Lightning Reflexes, Two-Weapon Fighting, Weapon Finesse, Weapon Focus kukri)

Encounter Three-C APL 12

Harssaf: Rogue 3, CR 8; Medium Monstrous Humanoid (Fire); HD 6D8+18 + 3D6+9 hp 65, Init +3; Spd. 30ft.; AC 20, touch 13, flat-footed 17 (+3 Dex, +3 natural, +4 chain shirt); BAB/Grp: +8/+10; Atk: +12 melee (kukri 1D4+2/18-20 plus 1D6 fire); Full Atk: +10/+5 melee (kukri 1D4+2/18-20 plus 1D6 fire) and +10 melee (kukri 1D4+1/18-20 plus 1D6 fire); SQ Blindsense 30ft, damage reduction 5/bludgeoning, fast healing 3, immunity to blindness and fire, sand form, spell resistance 17, vulnerability to cold; SA Flaming aura, sand pulse, sneak attack +2D6; AL LE; SV Fort +6, Ref +13, Will +8; Str 14, Dex 16, Con 16, Int 11, Wis 11, Cha 13.

Skills and Feats: Climb +5, Hide +10, Jump +7, Knowledge (nature) +1, Listen +7, Move Silently +10, Spot +9, Tumble +10; Alertness, Lightning Reflexes, Two-Weapon Fighting, Weapon Finesse, Weapon Focus kukri), Iron Will

Encounter Four-A APL 12

Troll Barbarians: Barbarian 2, CR 7; Large Giant; HD 6D8+36 +2D12+12 hp 88, Init +2; Spd. 40ft.; AC 20, touch 11, flat-footed 18 (-1 Size, +2 Dex, +5 natural, +4 chain shirt); BAB/Grp: +6/+20; Atk: +11 melee (Claw 1D6+6); Full Atk: +11/+11 melee (2 Claws 1D6+6 and +6 melee (bite 1D6+3); SQ Darkvision 90ft, low-light vision, regeneration 5, scent, Uncanny Dodge, Rage 1/day; SA Rend 2D6+9; AL CE; SV Fort +14, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track, Improved Grapple

Troll Druid: Druid 6, CR 11; Large Giant; HD 12D8+72 hp 126, Init +2; Spd. 30ft.; AC 19, touch 16,

flat-footed 16 (-1 Size, +3 Dex, +5 natural, +2 leather armor); BAB/Grp: +8/+16; Atk: +11 melee (Claw 1D6+4); Full Atk: +11/+11 melee (2 Claws 1D6+4 and +6 melee (bite 1D6+2); SQ Darkvision 90ft, low-light vision, regeneration 5, scent, Animal companion, nature sense, wild empathy, woodland stride, resist nature's lure, wild shape 2/Day; SA Rend 2D6+9, Spells; AL CE; SV Fort +16, Ref +6, Will +12; Str 18, Dex 16, Con 23, Int 6, Wis 16, Cha 6.

Skills and Feats: Listen +7, Spot +8, Survival +12, Knowledge (nature) +12; Alertness, Iron Will, Track, Combat Casting, Combat Reflexes, Hold the Line (CW).

Spells Memorized: 1st: Shillelagh, Shillelagh, Speak with Animals, Jump, Faerie Fire, Entangle; 2nd: resist energy, resist energy, resist energy, Bulls's strength; 3rd: protection from energy, dominate animal, meld into stone, Quench; 4th: Spike Stones, Rusting Grasp.

Encounter Five-A APL 6

Advanced Gelatinous Cube: CR 7; Huge Ooze; HD 6D10+50 hp 81, Init -5; Spd. 15ft.; AC 3, touch 3, flat-footed 3 (-2 Size, -5 Dex); BAB/Grp: +5/+9; Atk: +3 melee (Slam 1D6 plus 1D6 acid); Full Atk: +3 melee (Slam 1D6 plus 1D6 acid); SQ Blindsight 60ft, immunity to electricity, ooze traits, transparent; SA Acid, engulf, paralysis; AL N; SV Fort +9, Ref -4, Will -4; Str 10, Dex 1, Con 26, Int -, Wis 1, Cha 1.

Skills and Feats: -

Encounter Five-A APL 8

Advanced Gelatinous Cube: CR9; Huge Ooze; HD 8D10+64 hp 108, Init -5; Spd. 15ft.; AC 3, touch 3, flat-footed 3 (-2 Size, -5 Dex); BAB/Grp: +5/+9; Atk: +3 melee (Slam 1D6 plus 1D6 acid); Full Atk: +3 melee (Slam 1D6 plus 1D6 acid); SQ Blindsight 60ft, immunity to electricity, ooze traits, transparent; SA Acid, engulf, paralysis; AL N; SV Fort +9, Ref -4, Will -4; Str 10, Dex 1, Con 27, Int -, Wis 1, Cha 1.

Skills and Feats: -

Encounter Five-A APL 10

Advanced Gelatinous Cube: CR 11; Huge Ooze; HD 10D10+80 hp 135, Init -5; Spd. 15ft.; AC 3, touch 3, flat-footed 3 (-2 Size, -5 Dex); BAB/Grp: +6/+11; Atk: +4 melee (Slam 1D6 plus 1D6 acid); Full Atk: +4 melee (Slam 1D6 plus 1D6 acid); SQ Blindsight 60ft, immunity to electricity, ooze traits, transparent; SA Acid, engulf, paralysis; AL N; SV Fort +9, Ref -4, Will -4; Str 10, Dex 1, Con 26, Int -, Wis 1, Cha 1.

Skills and Feats: -

Encounter Five-A APL 12

Advanced Gelatinous Cube: CR 13; Huge Ooze; HD 12D10+108 hp 174, Init -5; Spd. 15ft.; AC 3, touch 3, flat-footed 3 (-2 Size, -5 Dex); BAB/Grp: +6/+11; Atk: +4 melee (Slam 1D6 plus 1D6 acid); Full Atk: +4 melee (Slam 1D6 plus 1D6 acid); SQ Blindsight 60ft, immunity to electricity, ooze traits, transparent; SA Acid, engulf, paralysis; AL N; SV Fort +9, Ref -4, Will -4; Str 10, Dex 1, Con 28, Int -, Wis 1, Cha 1.

Skills and Feats: -

Encounter Four-B / Five-B APL 4,12

Yogoloth, Canoloth: CR 5; Medium Outsider (Evil, Extraplanar, yugoloth); HD 6D8+24 hp 51, Init +4; Spd. 50ft.; AC 18, touch 10, flat-footed 18 (+8 natural); BAB/Grp: +6/+10; Atk: +11 melee (Tongue 1D4+4); Full Atk: +11 melee (tongue 1D4+4) and +8 melee (bite 2D6+2); SQ Blindsight 40ft, Damage Reduction 5/good, immunities, resistance to cold 10, fire 10 and electricity 10, spell resistance 18, telepathy 100 ft.; SA Improved grab, paralysis, spell-like abilities, summon yugoloth; AL NE; SV Fort +9, Ref +5, Will +8; Str 19, Dex 10, Con 19, Int 5, Wis 17, Cha 12.

Skills and Feats: Hide +5, Intimidate +10, Jump +21, Listen +12, Move Silently +4, Spot +12; Improved Initiative, Multiattack, Track, Weapon Focus (tongue)

Paralysis. Those hit by a canoloth's tongue attack must succeed on a DC 17 Fortitude save or be paralyzed for 1D6+2 minutes.

Spell-Like Abilities. At Will- *cause fear* (DC12), *desecrate*, *detect good*, *detect magic*

Immunities. Canoloths are immune to gaze attacks, visual effects, sight-based illusions, and other attack forms that rely on sight. All yugoloths are immune to poison and acid.

Telepathy. Canoloths can communicate telepathically with any creature within 100 feet that has a language.

Encounter Four-B / Five-B APL 6-12

Yogoloth, Mezzoloth: CR 6; Medium Outsider (Evil, Extraplanar, yugoloth); HD 10D8+50 hp 95, Init +5; Spd. 40ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +8 natural, +2 large metal shield); BAB/Grp: +10/+13; Atk: +14 melee (Trident 1D8+3/19-20); Full Atk: +14/+9 melee (trident 1D8+3/19-20); SQ Damage Reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10 and electricity 10, spell resistance 22, telepathy 100 ft.; SA Improved grab, paralysis, spell-like

abilities, summon yugoloth; AL NE; SV Fort +12, Ref +8, Will +7; Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14.

Skills and Feats: Hide +14, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +14, Spot +13; Improved critical (trident), Improved Initiative, Power Attack, Weapon Focus (trident)

Spell-Like Abilities: At Will- *cause fear* (DC13), *darkness*, *desecrate*, *produce flame*, *see invisibility*; 1/day – *cloudkill* (DC17), *dispel magic*

Immunities: Mezzoloths are immune to poison and acid.

Telepathy: Canoloths can communicate telepathically with any creature within 100 feet that has a language.

Encounter Four-B / Five-B APL 12

Yugoloth, Nycaloth: CR 10; Large Outsider (Evil, Extraplanar, yugoloth); HD 14D8+98 hp 161, Init +2; Spd. 40ft., fly 90ft. (good); AC 23, touch 11, flat-footed 21 (-1 Size, +2 Dex, +12 natural); BAB/Grp: +14/+18; Atk: +16 melee (Greataxe 3D6+13/X3); Full Atk: +16/+11/+6 melee (Greataxe 3D6+13/X3) and +10 melee (2 claws 1D6+5 plus bleeding wound); SQ Damage Reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10 and electricity 10, spell resistance 24, telepathy 100 ft.; SA Bleeding wounds, Improved grab, liftoff, spell-like abilities, summon yugoloth, Rake; AL NE; SV Fort +16, Ref +11, Will +11; Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16.

Skills and Feats: Bluff +13, Concentration +17, Diplomacy +13, Hide +8, Intimidate +24, Jump +19, Knowledge (arcane) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +11, Spot +19; Alertness, Flyby Attack, Iron Will, Mobility, Power Attack, Weapon Focus (greataxe)

Bleeding Wounds: A wound from a Nycaloth's claw attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of damage per round thereafter. The bleeding can be stopped only by a successful DC 15 Heal check or the application of any cure spell or other healing spell.

Rake: Attack bonus +15, damage 1D6+5. A nycaloth that gets hold can make two rake attacks with its hind legs. This includes using the Power Attack feat to take a -3 penalty on its attack rolls and gain +3 on damage rolls.

Spell-Like Abilities: At Will- *deeper darkness*, *desecrate*, *fear* (DC 17), *invisibility*, *mirror image*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only)

Immunities: Nycaloths are immune to poison and acid.

Telepathy: Canoloths can communicate telepathically with any creature within 100 feet that has a language.

CANOLOTH (from *Monster Manual III*)

Medium Outsider (Evil, Extraplanar, Yugoloth)

Hit Dice: 6d8+24 (51 hp)

Initiative: +4

Speed: 50 ft. (10 squares)

Armor Class: 18 (+8 natural). touch 10, flat-footed 18

Base Attack / Grapple: +6 / +10

Attack: Tongue +11 melee (1d4+4)

Full Attack: Tongue +11 melee (1d4+4) and bite +8 melee (2d6+2)

Space / Reach: 5ft. / 5ft. (tongue up to 20 ft.)

Special Attacks: Improved grab, paralysis, spell-like abilities, summon yugoloth

Special Qualities: Blindsight 40 ft., damage reduction 5/good, immunities, resistance to cold 10, fire 10, and electricity 10, spell resistance 18, telepathy 100ft.

Saves: Fort +9, Ref +5, Will +8

Abilities: Str 19, Dex 10, Con 19, Int 5, Wis 17, Cha 12

Skills: Hide +5, Intimidate +10, Jump +21, Listen +12, Move Silently +4, Spot +12

Feats: Improved Initiative, Multiattack, Track, Weapon Focus (tongue)

Environment: Bleak Eternity of Gehenna

Organization: Solitary or pack (3-8)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

Advancement: 7-10 HD (Medium); 11-15 HD (Large)

Level Adjustment: +5

This massive armoured canine snarls and flicks its huge, barbed tongue inside its double-jawed mouth. Eyeless, it sniffs and snorts as it shifts its bulk and rakes the ground with its four clawed feet.

Appendix Two: New Monsters

The scouts and skirmishers in Yugoloth armies, canoloths also serve as guardians for their dark masters. Their keen senses spot stealthy

adversaries, which are then apprehended with their wicked barbed tongues.

A canoloth looks like a armoured bulldog the size of a human, with two sets of jaws: a vertical set inside a horizontal set. It has no eyes, relying totally on hearing and smell to find intruders. Its most prominent feature is a barbed tongue several inches thick that it can flick out at a target up to 20 feet away. A canoloth stands about 4 feet tall at the shoulders, is about 6 feet long, and weighs 400 pounds.

Canoloths speak Abyssal, Draconic, and Infernal.

COMBAT

A canoloth's combat strategy is simple: Use scent and hearing to track down an opponent, then grab it with the tongue, pull it back to the mouth, and chew until it's a meal, not an enemy.

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

Improved Grab (Ex): To use this ability, a canoloth must hit with its tongue attack. It can pull a grabbed opponent of Medium or smaller size into its mouth in the same round and make a bite attack. The canoloth can establish a hold with a successful attack even if the victim isn't paralyzed (see below.)

Paralysis (Ex): Those hit by a canoloth's tongue attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d6+2 minutes. The save DC is Constitution based.

Spell-Like Abilities: At will – *cause fear* (DC 12), *desecrate*, *detect good*, *detect magic*. Caster level 5th.

Summon Yugoloth (Ex): Once per day, a canoloth can attempt to summon a mezzoloth or 1d3 canoloths with a 40% chance of success.

Blindsight: Canoloths can ascertain all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Canoloths are susceptible to sound- and scent-based attacks, and are affected normally by loud noises and sound-based spells (*ghost sounds*, *silence*) and by overpowering odors (such as *stinking cloud*, *cloudkill*, or incense-heavy air.) Negating a canoloth's sense of smell or hearing reduces this ability to normal Blind-

Fight (as the feat). If both senses are negated, the canoloth is effectively blinded.

Immunities (Ex): Canoloths are immune to gaze attacks, visual effects, sight-based illusions (such as *silent image*), and other attack forms that rely on sight. All Yugoloths are immune to poison and acid.

Telepathy (Su): Canoloths can communicate telepathically with any creature within 100 feet that has a language.

MEZZOLOTH (from *Monster Manual III*)

Medium Outsider (Evil, Extraplanar, Yugoloth)

Hit Dice: 10d8+50 (95 hp)

Initiative: +5

Speed: 40 ft. (8 squares)

Armor Class: 21 (+1 Dex, +8 natural, +2 large metal shield), touch 11, flat-footed 20

Base Attack / Grapple: +10 / +13

Attack: Claw +13 melee (1d4+3) or +1 trident +15 melee (1d8+4/19-20) or +1 trident +13 ranged (1d8+4/19-20)

Full Attack: 2 Claws +13 melee (1d4+3) or +1 trident +15/+10 melee (1d8+4/19-20) or +1 trident +13 ranged (1d8+4/19-20)

Space / Reach: 5ft. / 5ft.

Special Attacks: spell-like abilities, summon yugoloth

Special Qualities: Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100ft.

Saves: Fort +12, Ref +8, Will +7

Abilities: Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14

Skills: Hide +14, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +14, Spot +13

Feats: Improved Critical (trident), Improved Initiative, Power Attack, Weapon Focus (trident)

Environment: Bleak Eternity of Gehenna

Organization: Solitary, squad (3-8), or platoon (10-18 plus 1 ultroloth)

Challenge Rating: 6

Treasure: Standard plus +1 trident

Alignment: Always neutral evil

Advancement: 11-18 HD (Medium); 19-24 HD (Large)

Level Adjustment: +5

The six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It holds a long trident in its claws.

Mezzoloths are the most common foot soldiers in the Yugoloth armies. They understand little beyond combat, but their skill in battle is fearsome. When they aren't fighting, they're imagining new ways to hurt their enemies and practicing their martial skills.

A mezzoloth looks like a human-sized insect with heavy chitin and four limbs tipped with sharp claws. Its wide-set eyes glow red when it's angry (which is almost always.) When arrayed for battle, mezzoloths wield tridents and carry shields. A mezzoloth stands 7 feet tall and weighs 250 pounds.

Mezzoloths speak Abyssal, Draconic, and Infernal.

COMBAT

When directed to attack an opponent, mezzoloths first try to weaken it with *cloudkill*, then close and attack with their tridents. If the enemy is likely to use enhancing magic such as *bull's strength* or *stoneskin*, a few mezzoloths use an area *dispel magic* before melee begins. If the battle is going poorly, mezzoloths use *darkness* and *teleport without error* to make a getaway.

Their tactics are similar in a large army battle. Squads of trident-wielding mezzoloths are the backbone of a Yugoloth force. They teleport into battle, launch *cloudkill* at the enemy, then charge into the yellow mist with their tridents.

A mezzoloth's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of over-coming damage reduction.

Spell-Like Abilities: At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*; 2/day – *cloudkill* (DC 17), *dispel magic*. Caster level 10th.

Twice per day, a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 14th level sorcerer.

Summon Yugoloth (Ex): Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

Immunities (Ex): Mezzoloths are immune to poison and acid.

Telepathy (Su): Messoloths can communicate telepathically with any creature within 100 feet that has a language.

NYCALOTH (from *Monster Manual III*)

Medium Outsider (Evil, Extraplanar, Yugoloth)

Hit Dice: 14d8+98 (161 hp)

Initiative: +2

Speed: 40 ft. (8 squares), fly 90 ft. (good)

Armor Class: 23 (-1 size, +2 Dex, +12 natural), touch 11, flat-footed 21

Base Attack / Grapple: +14 / +18

Attack: Claw +15 melee (1d6+8 plus bleeding wounds) or +2 greataxe +18 melee (3d6+15/x3)

Full Attack: +2 greataxe +18/+13/+8 melee (3d6+15/x3) and 2 Claws +10 melee (1d6+5 plus bleeding wounds) or 4 claws +15 melee (1d6+8 plus bleeding wounds)

Space / Reach: 10ft. / 10ft.

Special Attacks: Bleeding wounds, rake +15 (1d6+5), improved grab, liftoff, spell-like abilities, summon yugoloth

Special Qualities: Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 24, telepathy 100ft.

Saves: Fort +16, Ref +11, Will +11

Abilities: Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16

Skills: Bluff +13, Concentration +17, Diplomacy +13, Hide +8, Intimidate +24, Jump +19, Knowledge (arcane) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +11, Spot +19

Feats: Alertness, Flyby Attack, Iron Will, Mobility, Power Attack, Weapon Focus (greataxe)

Environment: Bleak Eternity of Gehenna

Organization: Solitary, or squad (4-8)

Challenge Rating: 10

Treasure: Half coins, half goods, double items plus +2 greataxe

Alignment: Always neutral evil

Advancement: 15-24 HD (Large); 25-33 HD (Huge)

Level Adjustment: +5

Though large and obviously powerful, this winged green creature still evokes a sense of speed and agility. Its dog-shaped head turns quickly from side to side, almost like a bird's. The claws on the ends of its powerful fingers look like more than a match for all but the best armor.

Nycaloths act as elite cavalry in Yugoloth armies, swooping down onto enemy flanks and tearing up unsuspecting troops. They price themselves on their ability to strike with out warning, then disappear before the enemy has time to launch a reprisal.

A Nycaloth looks like a big gargoyle with powerful batwings and thick, green skin. All four limbs have razor-sharp claws. The head is vaguely canine, with small webbed ears and horns. Most nycaloths carry large greataxes into battle. An average nycaloth stands 8 feet tall and weighs 800 pounds.

Nycaloths speak Abyssal, Draconic, and Infernal.

COMBAT

A nycaloth's favourite tactic is to use *invisibility* to approach an enemy on the ground, then dive in with claws extended. If the opponent survives the attack, the nycaloth grabs it and takes off, grappling the enemy until it can drop it from a great height.

A nycaloth's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

A nycaloth normally attacks using its Power Attack feat, taking a -3 penalty on its attack rolls and gaining a +3 bonus on damage rolls (+6 damage with greataxe.)

Bleeding Wounds (Ex): A wound from a nycaloth's claw attack continues to bleed after the injury was infected. Each wound bleeds for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding less (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *mass heal*, and so on).

Improved Grab (Ex): To use this ability, a nycaloth must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to either deal

damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

Liftoff (Ex): A nycaloth can only use this ability when airborne. A nycaloth that gets a hold on a nonflying opponent of Medium or smaller size can ascend with the grappled creature. When carrying a medium load (a creature weighing between 267 and 532 pounds), the nycaloth's fly speed drops to 60 feet and it takes a -3 penalty on Hide and Move Silently checks; these penalties worsen to -6 with a heavy load (a creature weighing between 533 and 800 pounds). A nycaloth can't carry a load of more than 800 pounds.

Rake (Ex): Attack bonus +15, damage 1d6+5. A nycaloth that gets a hold can make two rake attacks with its hind legs. This includes using the Power Attack feat to take a -3 penalty on its attack rolls and gain +3 on damage rolls.

Spell-Like Abilities: At will – *deeper darkness*, *desecrate*, *fear* (DC 17), *invisibility*, *mirror image*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only).

Summon Yugoloth (Ex): Once per day, a nycaloth can attempt to summon another nycaloth or 1d3 mezzoloths with a 30% chance of success.

Immunities (Ex): Nycaloths are immune to poison and acid.

Telepathy (Su): Nycaloths can communicate telepathically with any creature within 100 feet that has a language.

HARSSAF (from *Monster Manual III*)

Medium Monstrous Humanoid (Fire)

Hit Dice: 6d8+18 (45 hp)

Initiative: +3

Speed: 30 ft. (6 squares), burrow 10ft.

Armor Class: 20 (+3 Dex, +3 natural, +4 chain shirt), touch 13, flat-footed 17

Base Attack / Grapple: +6 / +8

Attack: Kukri +10 melee (1d4+2/18-20 plus 1d6 fire)

Full Attack: Kukri +8/+3 melee (1d4+2/18-20 plus 1d6 fire) and Kukri +8 melee (1d4+1/18-20 plus 1d6 fire)

Space / Reach: 5ft. / 5ft.

Special Attacks: Flaming aura, sand pulse

Special Qualities: Blindsense 30ft., Damage reduction 5/bludgeoning, fast healing 3, immunity to blindness and fire, sand form, spell resistance 17, vulnerability to cold

Saves: Fort +5, Ref +10, Will +5

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

Skills: Climb +1, Hide +5, Jump +4, Knowledge (nature) +1, Listen +4, Move Silently +5, Spot +4

Feats: Alertness, Lightning Reflexes, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri)

Environment: Warm deserts

Organization: Solitary, squad (2-5 plus 1 3rd-level sergeant), or band (30-60 plus 50% non-combatants plus 1 3rd-level sergeant per 10 adults, 3 5th-level lieutenants, 3 7th-level captains, and 1 9th-level chieftain)

Challenge Rating: 5

Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: +4

Armed with a pair of curved kukris, this armored humanoid's long-fingered hands and its vaguely reptilian face are the only parts of its body not covered in sand-colored desert clothes. Its reddish-brown skin is rough and grainy like sand, and its slitted eyes glow a fiery red.

As harsh and unyielding as their desert homes, harssafs don't typically deal congenially with others. Harssafs live in and wander the great deserts and barren places of the world. Seemingly composed of the fire and sand of their home terrain, they live in nomadic bands and frequently raid settlements within or near their desert homes.

Harssafs live mostly insular lives, travelling and raiding throughout a massive section of desert. Harssafs have no compunctions about killing when necessary, but they take no particular pride in it. Killing who the harssafs is a necessary skill to survive the coming sandstorms that will carry the great desert to the far reaches of the world.

Both male and female harssafs stand about 6 feet tall and weigh about 190 pounds.

Harssafs speak Ignan and Common.

COMBAT

A Harssaf prefers to ambush its opponents, hiding among the dunes near the desert edge in sand form or just beneath the sands and using its blindsense to determine when potential targets wander by. Once engaged in melee, a Harssaf ignites its weapons and close to melee, wielding its twin kukris with deadly efficiency. Most clans of harssafs include monks that specialize in the arts of grappling, and one of these can frequently be found as part of a raiding party. These individuals have the unenviable job of subduing spellcasters, especially those that exhibit any signs of casting cold magic.

Flaming Aura (Su): At will as a free action, a Harssaf can generate an intense fiery heat. This aura takes the form of a miragelike shimmering around a harssaf's body. Any creature that comes within 5 feet of a Harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.

Sand Pulse (Su): Once per day as a standard action, a harssaf can generate a sand pulse in a 30-foot-radius spread centred on itself. All creatures within the area must make a DC 15 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage. The save DC is Constitution-based.

Creature that do not rely on eyes to see (such as grimlocks) are unaffected by the blindness but can still take damage from the sand pulse. Harssafs are immune to the sand pulse of other harssafs.

Sand Form (Su): At will as a standard action, a Harssaf can assume the form of a pile of mobile sand. This ability works as the *gaseous form* spell, except the Harssaf is composed of sand instead of vapour and it cannot fly; harssafs in sand form slither along the ground and can fit through gaps or crevices less than one-quarter inch wide.

HARSSAF SOCIETY

Harssaf clans are incredibly structured, composed of a strict caste system of scouts and tenders. Tenders comprise less than one-third of a band's total population, and even they are capable warriors. Consisting mostly of scouts incapable of fighting due to age or infirmity, pregnant females, young children, and the few craftfolk of the clan, tenders are regarded as second-class citizens. Leaders of the clans always

emerge from the scout caste, which consists of any male or female of fighting age.

Males and females have an equal opportunity to prove themselves worthy of the scout caste. But females who have children are relegated to be tenders until their children are old enough to be left with others of the caste. Only then can females return to the scout clan. As a result, children are raised by the clan as a whole, being alternately schooled by different members of the scout caste. These scouts have taken it upon themselves to educate the youngsters in various martial and religious mysteries to ensure they are prepared to choose their career when they come of age.

Harssaf clans sometimes skirmish over resources or territory, but prefer to avoid fighting other desert dwellers and focus their raids on the soft outlanders.

A Harssaf camp is usually composed of several small tents shared by tenders, and a few large pavilions where the scouts stay. Due to their natural affinity for the hot and sandy environments, harssafs have no problem sleeping in the open desert. Rumours exist of ancient Harssaf structures in the deepest deserts, strongholds are said to hold the history of the mysterious Harssaf people, as well as monasteries that devote themselves to schooling the many monks of the Harssaf clans.

Harssafs worship no particular deity, but rather worship the desert itself. They believe their race once spawned from the desert, and that one day the desert will rise up to swallow the earth in its warm embrace. Only they, the faithfully prepared, will survive the onslaught of the desert. A few worship powerful lords of the Elemental Plane of Fire.

Harssaf clerics can choose from the Fire, Law, Strength, and Sun domains.

HARSSAFS AS CHARACTERS

Monks are common among the scout caste, as are rangers and fighters. Barbarians are almost unheard of among Harssaf clans, since the race is typically far too ordered and organized and tend to a lawful alignment. Harssaf clerics are rare, but greatly valued for their healing powers; such individuals frequently become clan leaders due to their wisdom and leadership. Harssaf druids are more common; many actively seek to expand the desert's influence on the surrounding lands, hoping to hasten the day when the desert swallows all. Wizards and sorcerers are slightly less rare. The structured lifestyle of the clans appeals to those of a scholarly bent, and many harssafs take naturally to magic without training.

Harssaf characters possess the following racial traits.

- +4 Strength, +6 Dexterity, +6 Constitution, +2 Charisma.
- Medium size.
- A harssaf's base land speed is 30 feet, and it has a burrow speed of 10 feet.
- Racial Hit Dice: A Harssaf begins with six levels of monstrous humanoid, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +2, Ref +5, and Will +5.
- Racial Skills: A harssaf's monstrous humanoid levels give it skill points equal to 9 x (2 + Int modifier, minimum 1). Its class skills are Climb, Hide, Jump, Knowledge (nature), Listen, Move Silently, and Spot.
- Racial Feats: A harssaf's monstrous humanoid levels give it three feats. It also has Alertness and Lightning Reflexes as bonus feats.
- +3 natural armor bonus.
- Special Attacks (see above): Flaming Aura, sand pulse.
- Special Qualities (see above): Blindsense 30 ft., damage reduction 5/bludgeoning, fast healing 3, immunity to blindness and fire, sand form, spell resistance equal to 17 + class levels, vulnerability to cold.
- Automatic Languages: Common, Ignan, Bonus Languages: Draconic, Dwarven, Elven, Giant, Halfling, Orc, Terran.
- Favored Class: Monk
- Level adjustment +4

HARSSAFS IN EBERRON

Harssaf communities dot the great desert of Sarlona. When humans migrated from Sarlona to Khorvaire millennia ago, they brought Harssaf slaves with them. Their descendants gather in small tribes in the heart of the Talenta Plains, where the harssafs maintain a tenuous truce with roaming Halfling plainsfolk. The Halflings of the Talenta Plains refer to these Harssaf "interlopers" as the Flameborn.

HARSSAFS IN FAERUN

Harssafs came to Faerun as servants and soldiers of the efreeti emperor Memnon. Memnon and his archrival, the djinni emperor Calim, reduced much of

Calimshan's fertile lands to a desert wasteland with their tireless warring until, at long last, their spirits were bound to the air and sand by elven high magic. The Harssafs were confined to the Calim Desert as well, surviving the rise and fall of Coramshan, the tyranny of the Rose Dragon Ylveraasahlisar and the beholder occupation, the Rage of Dragons (1018 DR), and the Time of Troubles (1358 DR). Harssaf tribes menace Calishite caravans and prey on other desert nomads, and many caliphs have lost sleep trying and failing to eradicate the Calim Desert's Harssaf "infestation."

KENKU (from *Monster Manual III*)

Medium Monstrous Humanoid (Fire)

Hit Dice: 1d8-1 (3 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 17 (+2 Dex, +4 chain shirt, +1 buckler), touch 12, flat-footed 15

Base Attack / Grapple: +1 / +1

Attack: Claw +1 melee (1d3) or short sword +2 melee (1d6/19-20) or sap +1 melee (1d6 nonlethal) or shortbow +3 ranged (1d6/x3)

Full Attack: 2 Claws +1 melee (1d3) or short sword +2 melee (1d6/19-20) or sap +1 melee (1d6 nonlethal) or shortbow +3 ranged (1d6/x3)

Space / Reach: 5ft. / 5ft.

Special Attacks: -

Special Qualities: Great ally, low-light vision, mimicry

Saves: Fort +1, Ref +2, Will +0

Abilities: Str 11, Dex 14, Con 8, Int 10, Wis 11, Cha 9

Skills: Climb +1, Hide +1, Jump -1, Move Silently +0, Ride +2

Feats: Weapon Focus (short sword)

Environment: Temperate plains

Organization: Solitary, pair, or gang (3-12)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +0

A cloaked humanoid clings to the shadows. It has birdlike talons instead of hands and feet, and beneath the cowl of its robe you can discern avian features—beady black eyes, a black beak, and russet-brown feathers.

Kenkus evolved from avians, although they no longer possess wings or the ability to fly. Soft, dark feathers cover a kenku's head and torso, although its scrawny arms and legs remain bare.

Selfish and secretive in their dealings, kenkus gather in large cities, lurk in dark alleys, and hoard purloined gold. They rarely travel alone, instead preferring to roam the streets in small gangs, all the while hatching plots to amass more wealth and power. Due to their penchant for shady ventures, they are often employed as thugs, thieves, spies, and assassins.

A Kenku averages 5 feet in height. Because its bones are partly hollow, it weighs a mere 75 pounds.

Kenkus speak Common and their own language, Kenku.

COMBAT

Beneath their unremarkable brown robes, kenkus conceal a variety of useful tools and weapons. Vicious but cowardly, kenkus usually flee or surrender the instant things start to go badly for them.

The Kenku warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 12, Con 8, Int 10, Wis 11, Cha 9.

Great Ally (Ex): Kenku work exceptionally well with their allies. When successful aided on a skill check or attack roll by an ally, or when aiding another, a Kenku applies or gains a +3 bonus on its check or attack roll (instead of the normal +2 bonus). Furthermore, a kenku gains a +4 bonus on attack rolls against an opponent flanked by an ally (instead of the normal +2 bonus).

Mimicry (Ex): A Kenku can perfectly mimic familiar sounds, voices, and accents. This ability does not enable the Kenku to speak languages it can't normally speak. To duplicate a specific individual's voice, a Kenku makes a Bluff check; a listened familiar with the voice being imitated must succeed on an opposed Sense Motive check to discern that the voice isn't genuine.

Skills: Kenku have a +2 racial bonus on Hide checks and Move Silently checks.

KENKU SNEAK

A Kenku sneak uses its skills to serve more powerful creatures as a spy or assassin. In combat, it relies on sneakiness, cooperation, and initiative to survive. In addition to its weapons, a Kenku sneak carries its own sets of thieves' tools.

The Kenku rogue presented here had the following ability scores before racial adjustments: Str 10, Dex 15, Con 8, Int 12, Wis 13, Cha 14.

COMBAT

A Kenku sneak uses its rogue abilities to great effect, preferring to work with an ally to flank and sneak attack a foe.

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

Trapfinding (Ex): A Kenku sneak can use the Search skill to locate traps when the task has a Difficulty Class higher than 20, and it can use the Disable Device skill to disarm magic traps.

KENKU SOCIETY

Kenku hatch like birds and dwell in family aeries and nests, most of which are located in or near large cities. At age nine, a young adult Kenku leaves the home-nest forever and strikes out on its own, usually falling in with small groups of like-minded kenkus. Adult kenku remain with these groups for mutual protection and gain. A few strike out on their own or partner with other types of creatures who value the services a Kenku can provide.

KENKU AS CHARACTERS

Kenku characters tend toward neutrality; although most kenkus are evil, neutral and neutral good kenkus also exist. Kenku favor the rogue class and often pursue the assassin prestige class. Kenku clerics are rare, but those that exist typically worship Vecna, the god of secrets.

Kenkus possess the following racial traits.

- +2 Dexterity, -2 Strength.

- A kenku's base land speed is 30 feet.

- Great Ally (Ex): Kenkus work exceptionally well with their allies. When successful aided on a skill check or attack roll by an ally, or when aiding another, a Kenku applies or gains a +3 bonus on its check or attack roll (instead of the normal +2 bonus). Furthermore, a kenku gains a +4 bonus on attack rolls against an opponent flanked by an ally (instead of the normal +2 bonus).

- Mimicry (Ex): A Kenku can perfectly mimic familiar sounds, voices, and accents. This ability does not enable the Kenku to speak languages it can't normally speak. To duplicate a specific individual's voice, a Kenku makes a Bluff check; a listener familiar with the voice being imitated must succeed on an opposed Sense Motive check to discern that the voice isn't genuine.

- Natural Weapons: 2 claws (1d3)

- +2 racial bonus on Hide checks and Move Silently checks.

- Low-light vision.

- Automatic languages: Common and Kenku. Bonus Languages: Auran, Dwarven, Gnome, Goblin, Halfling.

- Favored Class: Rogue

- Level adjustment +0

KENKU IN EBERRON

A network of Kenku spies calling themselves the Nightswift has infiltrated various metropolitan cities across Khorvaire. The Nightswift maintains secret meeting halls (called "eyries") in Zarash'ak (the Shadow Marches), the Great Crag (Droaam), Sharn and Starilaskur (Brelan), Wyvernaskull (Darguun), Taer Valaestas (Valenar), and Newthrone (Q'barra). Guilds of Kenku thieves and assassins are equally prevalent; the largest of these is called Shadoweye's Flock, based in Starilaskur. The stately guildmaster, Shadoweye (NE female kneku rogue 8/assassin 4), has white plumage that testifies to her advanced age, and rumor is she's looking for a worthy successor.

KENKU IN FAERUN

Kenku inhabit cities across southern Faerun, with a large but loose guild of thieves and assassins called the Daggertalons based in Zazesspur. Kenku living in the eastern nations of Veldorn and Estagund trace their ancestry even farther east, to Kara-Tur.

SPELLWARPED CREATURE

Spellwarped creatures have been tainted by powerful magic. Long ago, powerful spellcasters infused magic into the bodies of many creatures, seeking to make them stronger, tougher, and more tractable. The magic used in this process changed the nature of the affected creatures. These changes were irreversible, and the changes bred true as the creatures matured and produced offspring of their own. The process was a partial success, and the creatures did indeed grow stronger and faster than normal creatures of their kind. The creatures invariably proved unruly, however, and they seemed more clever and quick-thinking than others of their type. In addition, the creatures gained a strange and alien mind-set, reacting to many situations in unusual but cunning ways.

CREATING A SPELLWARPED CREATURE

"Spellwarped" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin (referred to hereafter as the base creature).

A spellwarped creature uses all the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to aberration. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes. The creature gains the augmented subtype if necessary. Size is unchanged.

Armor Class: Natural armor bonus improves by 2 (this stacks with any natural armor bonus the base creature has).

Special Qualities: A spellwarped creature has all the special qualities of the base creature, plus the following special qualities.

Spell Resistance (Ex): A spellwarped creature gains spell resistance equal to 11 + its Hit Dice. If the creature already has spell resistance, use the greater of the two values.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic)

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +4.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 10, as base creature +1; HD 11 or more, as base creature +2.

Alignment: Usually evil (any). Spellwarped creatures are typically selfish and cruel.

Level Adjustment: +3

SPELLWARPED CREATURES IN EBERRON

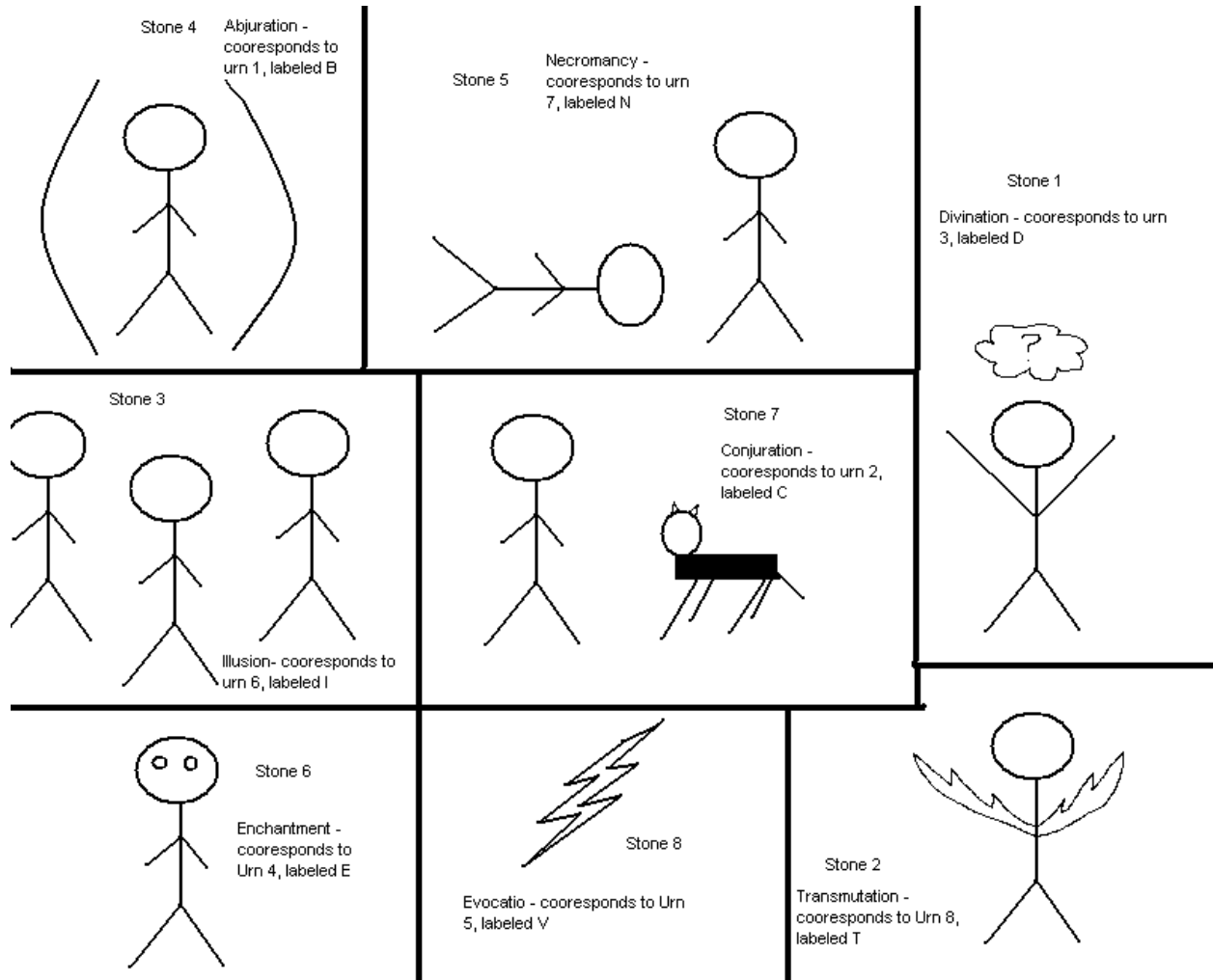
Long before humans walked Eberron, dragon sorcerers experimented on various lesser creatures in a vain attempt to improve upon them. The dragons pitted their spellwarped creations against each other in battle, mostly for their mutual amusement. After centuries of experimentation, they grew bored with the exercise and became more immersed in the draconic Prophecies. Many of their spellwarped creations survived the ages and continue to inhabit Eberron to this day, although few have any recollection of their true origins.

The giants of Xen'drik learned the secrets of creating spellwarped creatures from the dragons and revived the arcane practice, creating spellwarped elves, orcs, ettins, and even more monstrous creatures. Many spellwarped creatures that once served giants as slaves now haunt the ruins of the giant's shattered civilization.

SPELLWARPED CREATURES IN FAERUN

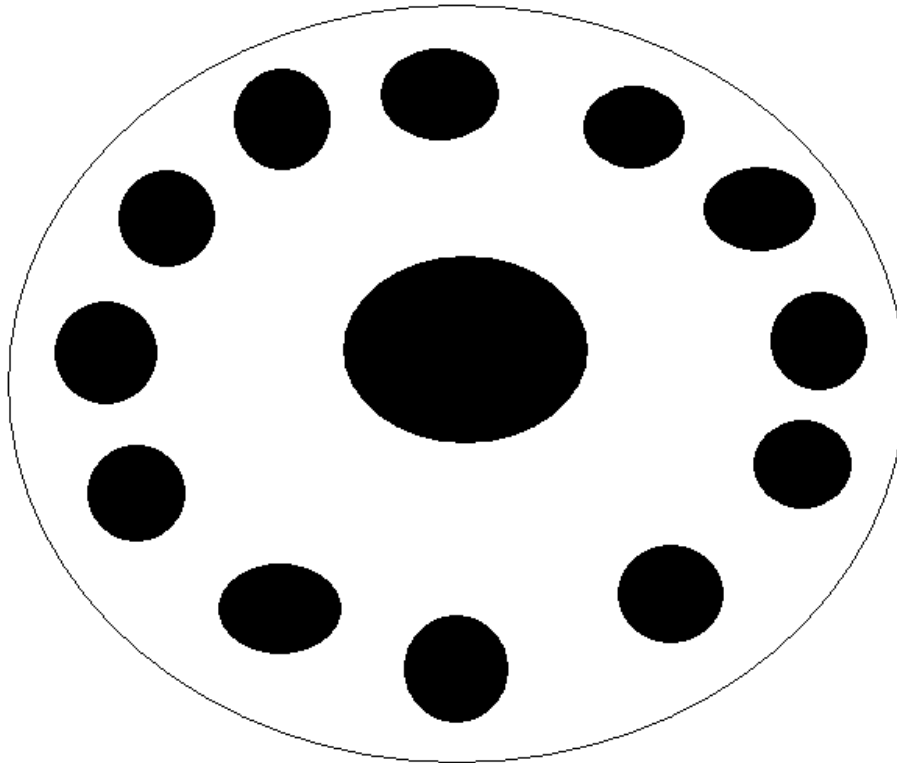
The origin of spellwarped creatures can be traced back to Netheril, possibly back to the Nether Scrolls themselves. Netherese wizards worked their spellwarped creations into the armies of the day, even putting them to use defending cities against the phaerimm onslaught. Explorations of Netheril's ancient secrets of creating spellwarped creatures, and new variations have begun to emerge from the Thaymount to perform the Red Wizards' bidding.

DM Aid #1



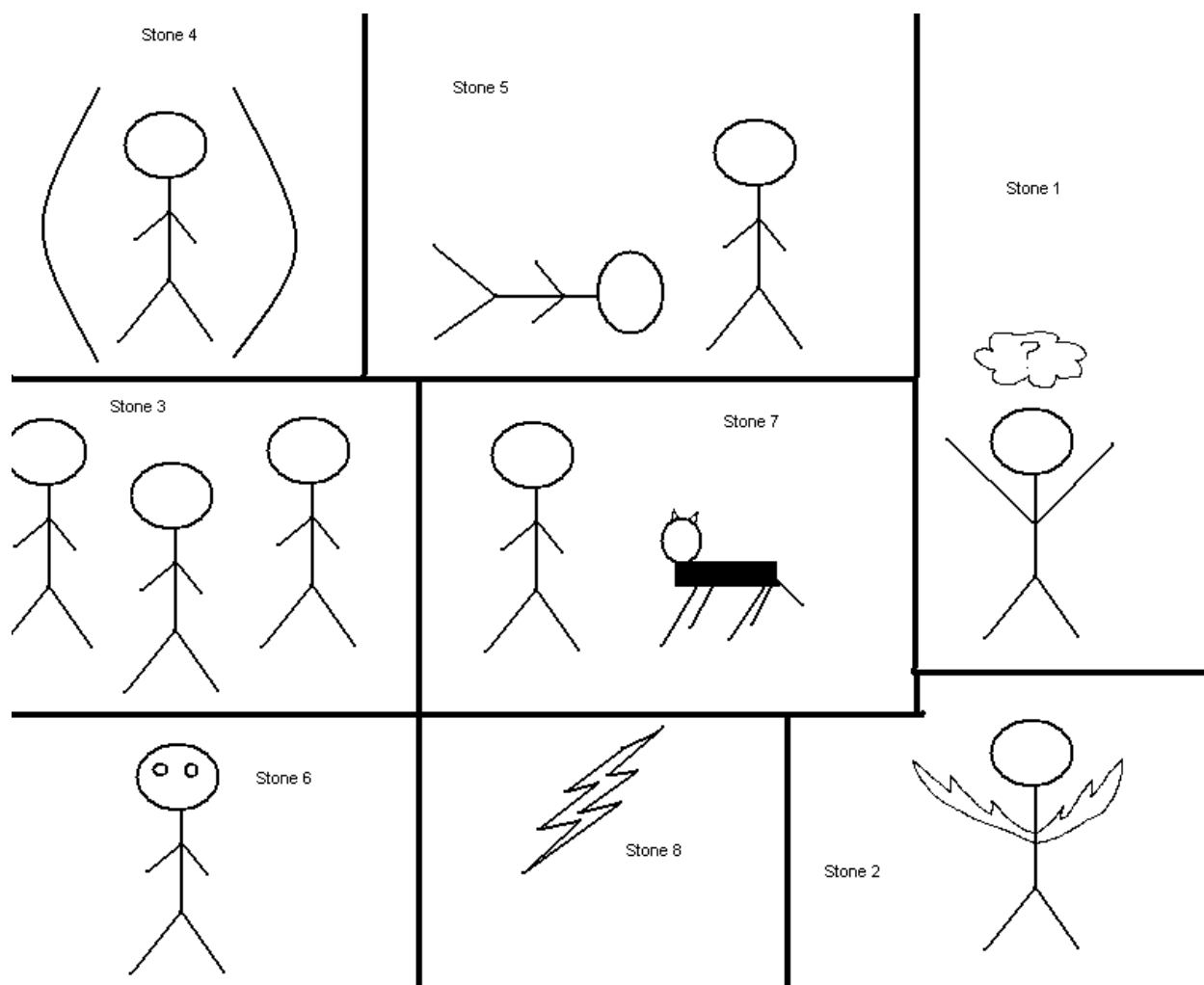
Player Handout #1

Rock Face



My friends, the lock is a tricky thing and it took me a few hours to get through. You must turn rock two, eight, and twelve 180 degrees clockwise and ten 180 degrees counterclockwise, then push in the center stone. Watch out for those darn trolls, they hit me so hard I'm still seeing double!

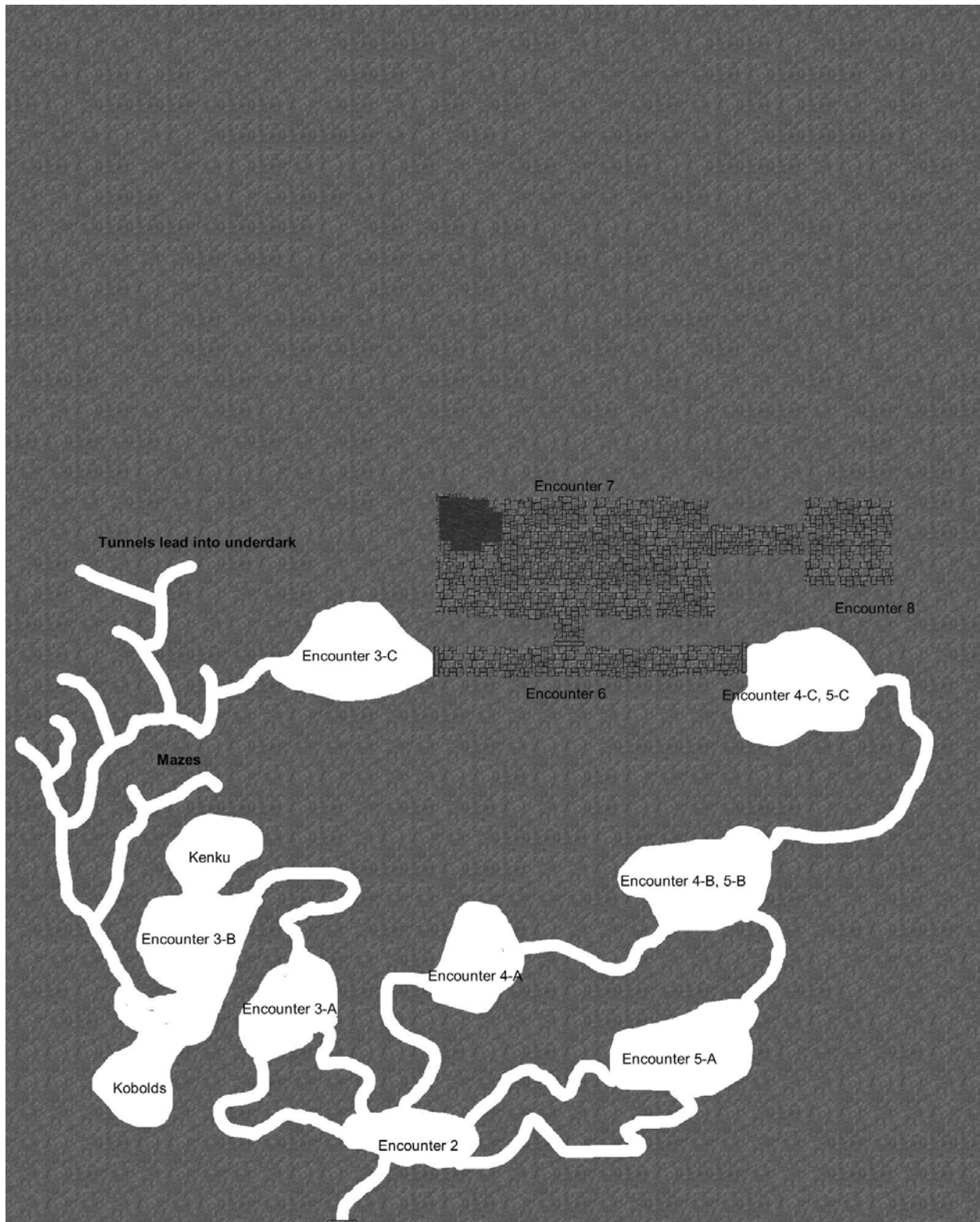
Player Handout #2



Urn labels

Urn1: B Urn2: C Urn3: D Urn4: E Urn5: V Urn6: I Urn7: N
 Urn8: T

Map: Cave complex



Scale:

|---| = 100 ft.