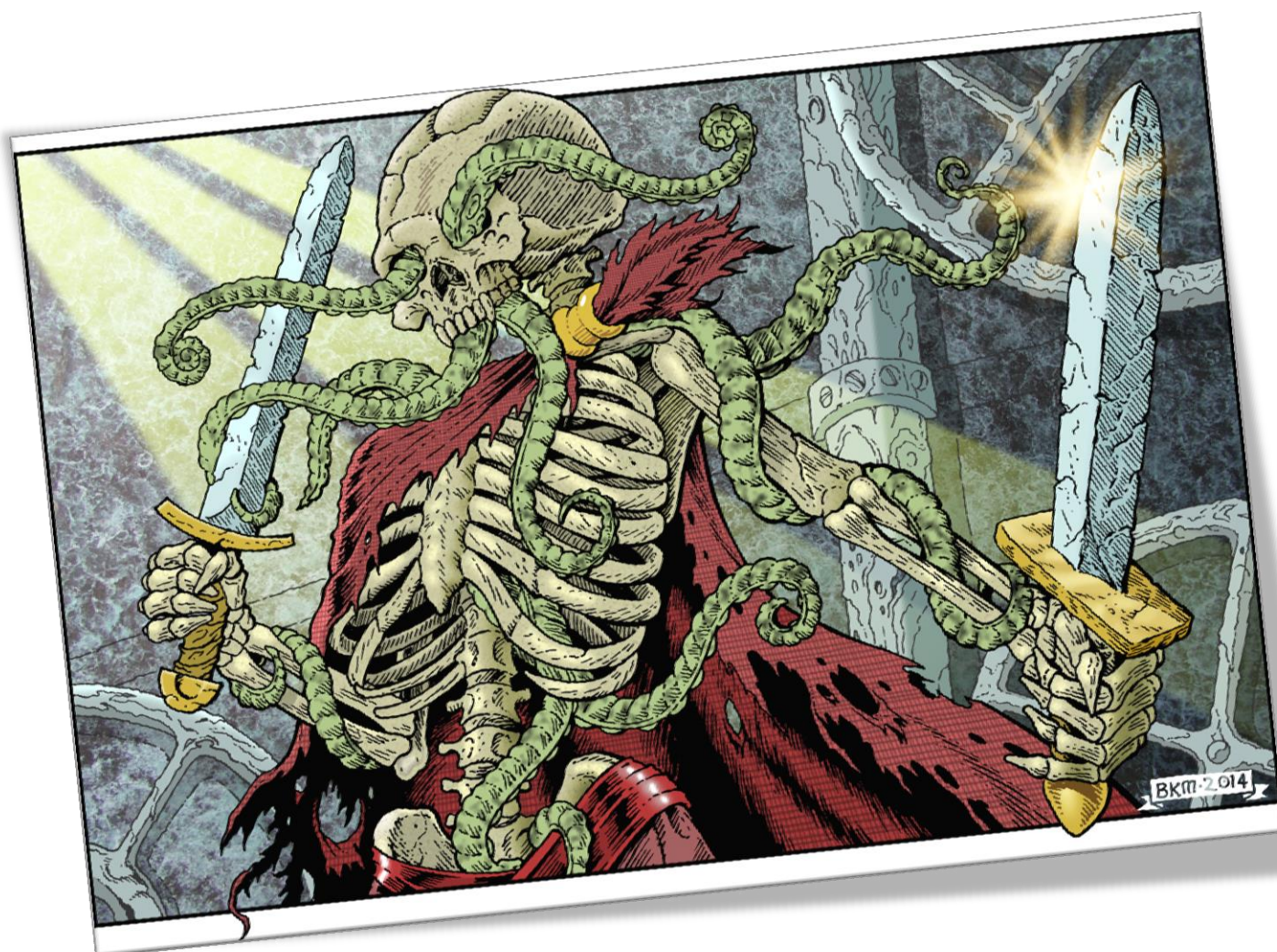


A Pathfinder Roleplaying Game adventure for 4-6 characters of level 1.

The Gardens of Marina lie forlorn and neglected in an unfashionable district of the coastal city of Morphoton.

A single senile gardener tends to the vegetation but the magnificent central fountain which once drew in visitors for miles around now lies dry, forgotten and broken. Those who remember why the fountain was built shake their heads at this neglect whilst glancing nervously down dark alleys and suspiciously at strangers. When the party is bequeathed a valuable painting of the fountain with a cryptic message written on its back it would seem as if the time has arrived for them to begin investigations – wherever they might lead ...



Four Dollar Dungeons are standalone adventures designed to be logical, entertaining, challenging and balanced, and easily integrated into any campaign world.

Each adventure has enough material to last two to three playing sessions and enough experience to raise four characters of the appropriate level up by one extra level. Treasure is commensurate with the encounter challenges faced. Scaling information is included for adventuring parties of five or six. This adventure is set in a city by the sea. One third of the action is city-based; the remainder takes place below it.

The Key to Marina

By Richard Develyn

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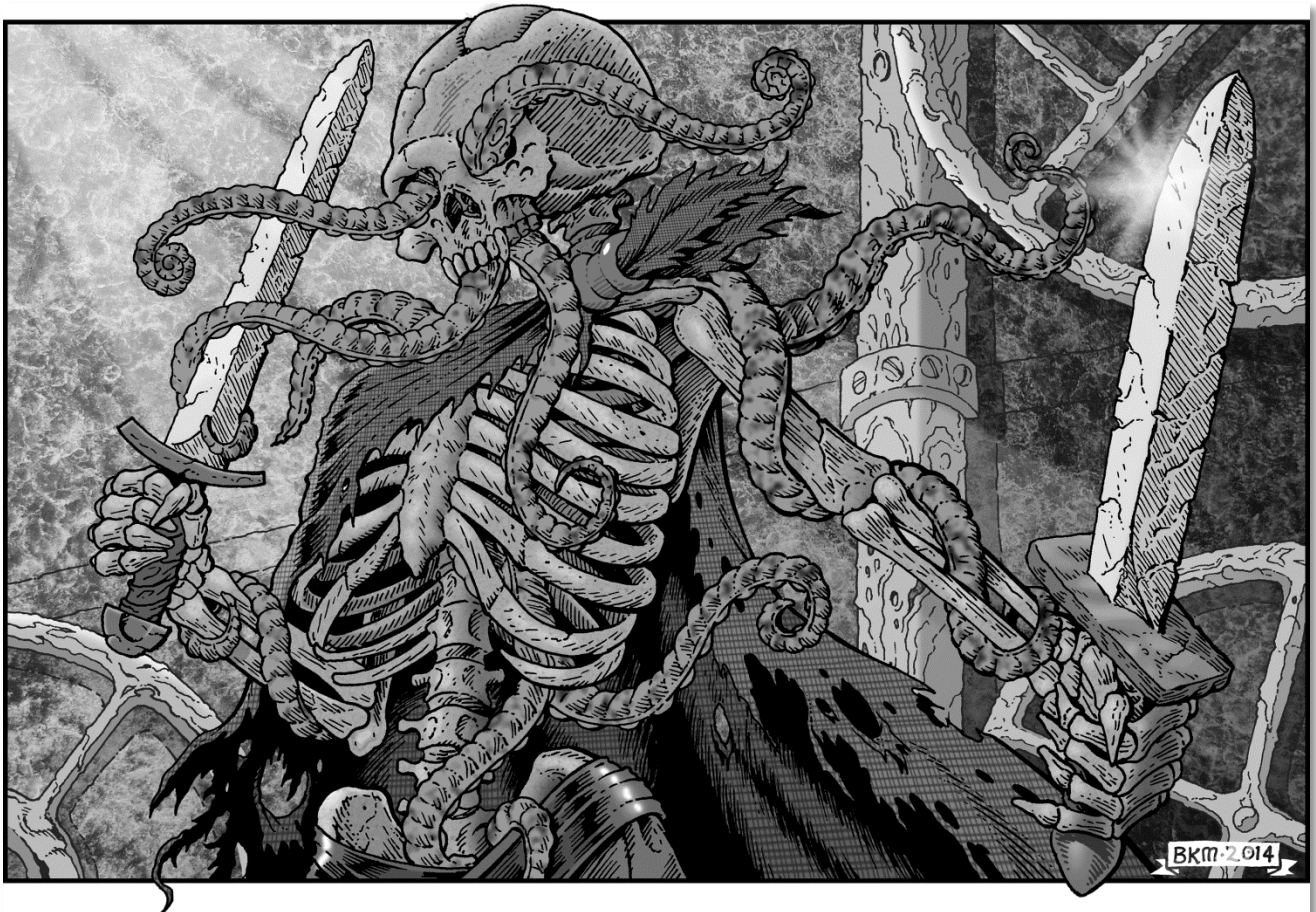
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Background

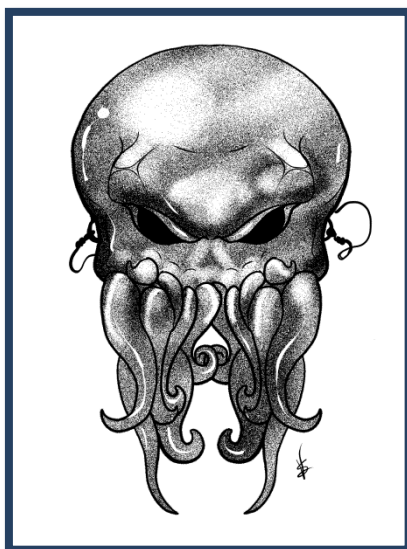
Long ago the coastal city of Morphoton was beset by a danger that arose from the fathomless deeps. Sahuagin, the ancient enemy of land-bound humanoid-kind, attacked in waves along the coast around the city and through the harbour into the city itself, arriving without warning and departing without fear of pursuit.

Despite the city's significant defences the rulers soon realised that they were ill-equipped to deal with such a menace. Many of them abandoned the city altogether, thinking only of their own lives and property rather than of the salvation of the citizens who had elected them precisely so that they could show some sort of leadership in a moment of crisis such as this.

One councillor, however, a man called Arbitan, sought help from the deities of the winds and the waves, pleading against their dispassionate natures that the city of Morphoton might be spared from destruction. Fortunately for him Marina, a benevolent aspect of the god of nature, answered his call, and the next day a force of Mermen and Gillmen arrived out of the sea just before the Sahuagin onslaught began, giving the city's militia ample warning and providing them with the intelligence that they needed in order to be able to properly organise their defenses against the attack.

The Sahuagin suffered terrible losses that day. After two more unsuccessful attempts to overrun the city the Sahuagin retreated back to their deep sea homes, never to return.

With the invasion successfully repelled, the grateful citizens of Morphoton elected Arbitan as their next mayor, who then commissioned the landscaping of a beautiful garden in honour of the goddess that had saved them, and a magnificent fountain of Marina herself erected and placed in its centre.



This fountain, combining craftsmanship and magical artifice, produced a variety of enchanting visual effects using carefully timed sprays of multi-coloured water. Unbeknown to any but Arbitan himself, however, the sea-faring races which built it also excavated beneath the fountain a series of underground lakes and reservoirs as shelter and refuge for their own kind should there ever be a need for such a use in the future¹.

In this they were, indeed, prophetic, for as time passed the service paid to Morphoton by Marina's races faded from people's memories. Arbitan himself lost his seat to more entrepreneurial contenders and Marina's garden became overgrown and neglected.

Twelve years ago priests of Asmodeus discovered the underground tunnels beneath the fountain as they were looking to expand their own subterranean operations. With usable space below ground being at an even greater premium than that above they soon cleared out Marina's last surviving worshippers and sealed the area off against further incursion.

For good measure they also broke Marina's fountain, taking her head from its central statue and stopping the magic that powered its sprays and sprinklers.

Today the garden and its central fountain are all but forgotten. One solitary old gardener still tends the trees and bushes for reasons of his own² but the gardens otherwise have very few visitors. Half of the statues which accompanied the fountain in the garden have disappeared and the fountain itself is dry and lifeless.

In the 40 years since the Sahuagin attack those who remembered the crisis and who subsequently loved to spend their time here have slowly been dying off or moving away and few now recall the splendour that the garden once had and the magnificent displays that were generated by its centrepiece.

An artist called Sabetha, however, produced a couple of paintings of the gardens before he died many years ago, and one of these has just fallen into the hands of the PCs, inherited by them from an uncle recently deceased. As the aunt of that particular PC tearfully hands over his inheritance, said to be worth a reasonable sum of money, she asks that her nephew/niece investigate whatever happened to the fountain as a final tribute to the memory of her late husband. The PC's uncle was convinced that there was a mystery to be solved within the garden and spent many years trying to decipher the strange glyphs that are present around the fountain's rim. His dying words, written by his wife on the back of the painting, were these: "Find out what has happened to the Key to Marina before something terrible happens to the city."

¹ the mermen and gillmen being only too aware of humanoidity's tendency towards racial intolerance.

² see later

Notes for the Games Master

**“A little neglect may breed great mischief”,
Benjamin Franklin, 1758**

General

Memories fail and people forget their old benefactors as the desires of the present overtake in importance the need to remember the troubles of the past. Marina’s beautiful garden is only just kept decent by the ministrations of one lone and lonely old gardener but the canker that has taken root below it is slowly gaining strength. One day the priests of Asmodeus may well hold the balance of power within the city and then who knows what the future might hold for its citizens. As luck would have it, however, the PCs have just gained the opportunity to put matters right and in so doing deal a telling blow to that evil deity’s machinations.

The adventure begins with the PCs having to solve a riddle regarding the fountain at the behest of one of their aged widowed relatives³. It all feels like pretty low-key stuff but that’s fine because the PCs have only just started out on their adventuring careers. Once the various statues that used to adorn Marina’s gardens have been located the PCs will be able to deduce the correct four glyphs on the edge of the fountain that need to be pressed in order to, they might imagine, start the fountain up again.

What they will actually have discovered, however, is the mechanism that opens the secret door into the underground reservoirs once used as refuge by the Mermen and Gillmen residents of Morphoton many years ago. The second part of the adventure then takes place within those reservoirs.

Although built in order to house the varying needs of aquatic creatures as well as allowing for air-breathing visitors, these caves and tanks are now all but abandoned. There is evidence to suggest that the place suffered some form of attack at some point in its past, and the PCs will soon discover a huge tank at the bottom of the complex which has been sealed off against further exploration. By manoeuvring the water which still lies dormant within the reservoirs using the wheel-cog-key that they find at the bottom of the well the PCs will be able fill that tank up and then either swim or float across it to see what lies beyond.

The third part of the adventure then drops the PCs into the back of a fully functioning temple of Asmodeus.

Fortunately for the PCs the denizens of that temple are not expecting serious incursion from this direction. Once the Hell Hound that has been left as guard has been defeated the PCs will be able to penetrate the rear part of the temple and so find the massive door which connects it to the tank that they have just filled up with water. By raising that door and letting the water through, the PCs will be able to flood the chamber beyond, though in doing so they will release the Hala Demon

within as the incoming water erases the pentagram that is keeping it bound in place.

When the Demon has been defeated and the rear chamber flooded the PCs will then be able to look into the main part of the temple, where all manner of devilish monstrosities and their Asmodean-worshipping brethren busy themselves with the torture and scheming that is their natural bent. The inner chamber that has been flooded by the PCs adjoins the main temple via another set of doors which, although huge and impressive, have not been built to hold back hundreds of tons of water. With a little bit of help from PCs disguised as Asmodean clerics, the doors can be made to give way, letting the water into the main temple in the form of a massive tsunami which will slaughter / banish much of the evil within and set the course of Asmodean politics back by a significant number of years.

The stone head of Marina missing from the fountain will finally be found in a scone embedded in the back wall of the temple. When it is returned to its proper position on the fountain, the fountain will spring to life and, as a last gesture of thanks, an Elder Water Elemental will rise up out of the water and hand to the PCs their final reward.

Specifics

Much depends on your own particular GM style, of course, and the relationship and expectations that you and your players have of each other, however the following notes will hopefully provide some hints about how this module should play out.

Scenario Hook

Although it’s not explicitly stated as such the aunt, or whoever, that is giving the PCs the painting is doing so in exchange for the solving of the mystery of the fountain. If this is not sufficient motivation for your players then you could have someone offer to employ them to solve the puzzle, though ultimately this adventure works best if the PCs are possessed of at least a little degree of inquisitiveness and appetite for adventure.

R4 - Zombie Great White Shark

The encounter in the input tank below the fountain could be quite lethal if the PCs are ill equipped or don’t think about what they’re doing.

Taking the shark on in the water is just crazy so the PCs will probably want to drain the water from R4 into R3.

Even with the water out the shark is still far too strong to take on in melee so the PCs will probably want to use arrows or other ranged attacks to kill it. The shark’s DR, however, will mean that it will take a lot of arrows to kill it – possibly more than the party has.

With the water from R4 now in R3, the PCs may well be cut off from the rest of the city, particularly if they have no way of crossing R4 with a rope and grappling hook.

If the party runs out of arrows and has no other way of damaging the shark, i.e. no PCs with ranged attacks such as

³ if this causes problems with respect to the value of the painting being shared out across the party, change the bequeather to a mutual benefactor of all of the PCs

bombs, rays, or energy channelling, even if this means resting up one or two nights, and if additionally they can't get out past R3 to the surface to stock up, then they may well end up stuck in here forever!

Slow starvation is a bit of a grim way to TPK a party so you might just like to quietly make sure that this turn of events cannot happen.

R5 - Brown Mouldy Skeleton

This encounter requires careful management by the PCs as the 3d6 damage, even non-lethal, caused by the Brown Mold in a 5' radius is very dangerous to 1st level characters.

The PCs will principally want to kill the skeleton, which carries the Brown Mold, from a distance. Although the skeleton has damage reduction against arrows its pitiful number of hit points should allow it to be killed quite easily.

If the PCs want to kill the mold too then they will need to be able to deliver cold damage. There are a couple of items found within the adventure which can help them out this, however the PCs don't necessarily have to kill the mold at all. Once the skeleton is dead, they can just keep out of its way, particularly if they've succeeded in getting it out of R5 so that the water in there can thaw. Should they do this I would suggest that you let them have the experience for destroying the mold.

R7 - The Assassin Vine

Even once the water has been drained out of the cave in R7 this encounter can still prove deadly depending on how you run it.

From the vine's point of view, its most optimal way of making an attack is to Slam (1d8+7) + Grab + Constrict (1d8+7) + let-go. However most 1st level characters will be in trouble if they take 2d8+14 points of damage, especially if the Slam damage knocks them unconscious (though with a CMB for a grapple of +13 the Vine is very likely to succeed at grabbing even characters who are fully conscious).

You could, of course, argue that they should never get into melee combat with it in the first place, especially given that it only has a 5' move, so they deserve everything that they get!

However my recommendation is that you only have the vine grab and constrict conscious PCs rather than unconscious ones – i.e. if the Slam damage knocks them out then let them drop, possibly into the water, rather than squeeze them to death. That is still pretty deadly for a 1st level party.

A4 - Cloak Room

There's no reason why the party shouldn't go out of the room and hold the door closed for 10 minutes or so once they realise what Herona's tactics are so that her buff spells run out. With her invisibility gone, she'll be a sitting duck, particularly as she won't be able to time the casting of any subsequent buff spells without knowing precisely when the PCs will be coming through the door again. Fully buffed up and channelling negative energy this, again, is a pretty deadly encounter, though somewhat offset by its appearance later on in the module when hopefully the PCs will have had time to sell

some of the treasure they have found and purchase better equipment.

A6 - Hala Demon

This is the main, epic, encounter in the adventure, and as such has the potential to TPK a thoughtless or sub-optimal party⁴, especially if they release the demon inadvertently by opening up the door from R15 without thinking!

The main danger with this encounter is the demon's high damage reduction, particularly since 1st level characters may well not have cold-iron weapons. If the PCs aren't obvious in their exploration of the temple to Asmodeus, however, they will have time to research the creature and come back later, since even the Hell Hound's corpse will not be noticed for a day or so. There are also two masterwork cold-iron short swords wielded by the creature in R14.

Wandering Monsters

The first part of this adventure is city-based and city adventures don't have wandering monsters as such. Life in a city goes on all around the PCs morning, noon and night, including encounters with guards, streetwalkers, thieves and so on. These sorts of encounters are outside of the scope of this module.

The second part of the adventure is set in the reservoirs below ground that have been long abandoned and are in many places waterlogged. Although creatures do come and go these tend to be ordinary rats and vermin with possibly the occasional Dire Rat or Giant Centipede. You are more than welcome, of course, to include encounters with either of these during the PCs explorations, but from this adventure's point of view these encounters should be rare,

The final part of the adventure definitely does have wandering monsters but since the PCs are not going to want to spend a lot of time in an evil temple there should be little need or desire to check for them⁵.

Food and Drink

Assuming the PCs can't create water for themselves, the water under the ice in R5 and the hot water in R8/R12 is safe to drink. The rest is either too salty or infested with bacteria or bits of decayed shark zombie. The normal DC 10 Survival check for foraging applies to the reservoirs as well, but you should add +2 to the DC for every day that a check has been made as the supply of edible jellyfish and what have you decreases over time. Rules for starvation and thirst are reproduced in the appendix.

DC Summary

10	Base Survival check to forage for food and water within the reservoirs for one person. Provide for one extra person for every 2 points by which the result exceeds 10.
----	--

⁴ these adventures are **meant** to be challenging

⁵ at least I hope your players aren't crazy enough to want to spend the night in a temple to Asmodeus.

+2 To the DC above for every successful check previously made.

Create Water

Given that part of the challenge of this adventure is to fill up the output tank under Marina's fountain (R15) using water from other sources, PCS might be tempted to think that they can bypass this aspect by using *Create Water* 0th level spells.

At 1st caster level, *Create Water* has the capacity to produce up to 4623 cubic feet in 24 hours before the water starts to disappear. Producing this amount means working solidly for the whole of that time. Given that the area of the floor of the output tank is 1040 feet, this effort would result in the raising of the water level in that tank by just over 4½ feet.

Apart from the sheer tedium of the operation, this theoretical maximum could only be achieved by skipping meals, sleep and even toilet breaks. Theoretically two or three PCs together could manage to raise the level of the output tank 10 feet and thus bypass some of this adventure's puzzles, however it's probably worth reminding PCs gently that this isn't the sort of thing that they signed up to when they chose to become adventurers and that doing so could well mean they have no means of retreat.

Maps

Player and GM versions of the maps are provided towards the end of this module. These consist of one map of the gardens at double the scale of the other maps (i.e. one square being 10' instead of 5'), two cross-section maps and six flat-level maps.

The player's versions of the maps are normally the same as the GM's but with the labels removed. In the case of the map of the gardens, however, the player's map also omits the statues that are currently missing while the GM's map shows where these statues once stood.

Two versions of the cross-section maps are provided (i.e. four maps – two each for Players and GMs). The simpler one shows a slice taken through the ground at a point bisecting the main "tanks" with the addition of room R2 and its connecting corridors. The more complex one also shows the location of the other rooms though not their connecting corridors as that would have made the map impossible to read.

The extra rooms in the complex cross-section are shown in purple if they are to the north of the main "slice" and red if they are to the south (i.e. if looking at the "slice" from the south to the north, the red rooms are in front and the purple ones behind).

The curved arches on the cross-sections show where passageways (brown) or doors (grey) lead either directly towards or directly away from the viewer (or sometimes both ways).

The normal main level maps focus on rooms at a particular "level" of the reservoirs plus connecting corridors and adjacent rooms where this is practically possible to be shown. This is a very three dimensional complex so rooms frequently appear on more than one map.

Note that the tanks (R3, R4 and R15) have entrances and exits at more than one level because they are themselves quite tall structures as the cross-section diagram hopefully makes clear.

Arrows on the level maps point downwards, with the number next to them indicating the amount of descent in feet. When the arrows and the descents are in red, this means the slope is too steep to walk up or down normally, though a DC 0 Climb check is sufficient to negotiate the slope. When the arrows are curved and red then the drop is sheer and cannot be climbed⁶, though it can be fallen down.

The scale of the text-in-line maps is generally 5' to a square except for Above the Velvet Web where the squares are 1'

DC Summary

0	Climb check for slopes marked in red (ascent or descent)
---	--

Encounter Summary

With three CR 3 encounters and one CR 2 1/3, as well as the normal CR 4 boss encounter, this adventure has slightly more "hard" encounters than usual:

Type	Number	Description
Easy (CR < 1)	4	Dire Rat Small Giant Spider Giant Centipede "Mind Player"
Average (CR 1)	2	Ghoul Death's Head Jellyfish,
Challenging (CR 2)	4	Monkey Swarm Zombie Great White Shark Brown Moldy Skeleton (CR 2 1/3) Evil Priest
Hard (CR 3)	3	Assassin Vine Medium Magma Elemental Hell Hound
Epic (CR 4)	1	Hala Demon

The table on the next page summarises all of the encounters and treasures. The Rat and the Spider may well only be taken on by one PC, which will make them a bit harder, and the fact that the module is a little bit on the top-heavy side means that it could be quite dangerous if the PCs don't quickly learn to work well with each other.

In terms of treasure-balance, without taking into account any scaling considerations, the total amount of treasure which should be present according to the encounter CRs here is 7050gp, and the actual amount is 7091 gp.

⁶ though R3 and R4 have metal rungs on their sides to enable descent.

+ MW Dagger (302)				+ 302
R4	Zombie Great White Shark (disadvantaged)	2	600	
R5	Brown Mouldy Skeleton	2 1/3	600 130	
R6	Death's Head Jellyfish	1	400	
R7	Assassin Vine	3	800	Skeletons on trees: 418 1: Longsword (15) + Dagger (2) 2: Chain Shirt (100) 3: Composite Longbow (100) + 20 arrows (1) 4: Greatsword (50) 5: Wand of Ray of Frost with 20 charges (150) 6: MW Longsword (315) (6) from above plus 7: Wand of Cure Light Wounds with 15 charges (225) + 315 + 540
R11	Giant Centipede	1/2	200	
R12	Medium Magma Elemental	3	800	Aegis of Recovery 1500 Change to Amulet of Natural Armour (+1) Change to Swarmbane Clasp 2000 3000
R13	Wind Tunnel Machine	1	400	
R14	Mind Player	1/3	135	Everburning Torch (90) 750 Armoured Kilt (20) 2 x MW cold-iron Shortswords (320) Change Kilt to MW (+150) + 150
A1	Hell Hound	3	800	Gem studded iron collar (100) 100
A4	Evil Priest	2	600	MW Light Mace (305) MW Breastplate (350) MW Light Steel Shield / Asmodean Holy Symbol (409) 1064
A5				MW Manacles (50) 50
A6	Hala Demon	4	1200	
A9				Scattered down the passageway: 600 MW Cold Iron Light Mace (310) MW Buckler (155) Silver Goblet (5) Orc Double Axe (60) 10 ft. length of chain (30) Silver Asmodean Holy Symbol (25) Large Golden Plate (15) + MW Shortsword (310) + MW Quarterstaff (600) +310 +600
	Final Reward			Wand of Buoyancy (CL 4) with 10 charges (1200) 1200 Change wand CL to 5 (1500) Change wand CL to 6 (1800) +300 +600
T			8000	7091 8891 10728

Morphoton, Marina and the Missing Statues

Morphoton

Morphoton can be any large coastal city in your campaign world which satisfies the following conditions:

- It's 50+ years old, in order to fit in with the history given in the Background.
- It's predominantly human-populated, to tie in with the fact that memories are short and that the help given by Marina's races in times past has been largely forgotten.
- It has many tall stone or brick buildings and monuments, to tie in with the presence of statues within the gardens and the fact that one of them is now found inside the old town-hall's bell-tower.
- It has districts for the rich, poor and middle classes, to justify the presence of a public garden, a cobbled fish-market, a textile/clothing market and a more or less abandoned mansion with a maze in its gardens.
- It has a council, probably elected, and a town hall, to tie in with the background of the adventure, the presence of a past mayor and the fact that there is another painting by Sabetha in the town hall.
- It has a strong mercantile presence, to tie in with the concept that the city is more interested in commerce than in remembering or repaying the debts of the past.

The city should probably be neutral or lawful-neutral aligned and, given that the PCs are only 1st level, have sufficient resources within it to cater for all of the party's needs. Individual non-descript NPCs are not detailed however I would suggest that as a rule of thumb you assume saving throws, skills and the like are +2 unless you think an NPC should be particularly poor at something (in which case reduce it to 0) or particularly good at it (in which case increase it to +4).

The Gardens of Marina

The centrepiece of this adventure lies nestled among the houses and tenements of Morphoton's lower-middle classes in an area once popular with artists and bohemians but now mainly occupied by retired couples mixed in with a sprinkling of rather sinister looking bachelors and spinsters.

The gardens of Marina are seen as something of a curiosity by the residents that live here: passed-by rather than entered, nice-to-have-in-the-vicinity rather than nice-to-visit. They occupy an area of about one acre and are surrounded by a three foot high iron fence decorated with various aquatic creatures. Gates embossed with twin facing porpoises provide entrance at four diametrically opposed locations.⁷

It is clear that people are welcome to visit but only the old and lonely do, and not too frequently at that.

Horticulturally speaking the garden plays host to a number of shrubs and bushes interspersed with trees such as Weeping

Willow, Maple and Beech. In the spring and summer the garden has a subdued beauty about it coloured by a profusion of tiny purple, yellow and white flowers, whilst in the autumn⁸ the garden comes to life in a vivid display of fiery colours almost as if the garden itself was stating unequivocally what its favourite season was.

Most people visit in the autumn. Winter comes a close second, as those who visit when the garden is at its finest seem reluctant to cease their visits when it's at its dreariest.

Although you can set this adventure at any time of the year, autumn is more in keeping with this adventure's themes of decay and neglect.

Should visitors attempt to vandalise any part of the garden they quickly draw the attention of Arbitan, the garden's senile gardener, who always seems to be around whenever anyone else is present. Although Arbitan cannot do much to stop this sort of thing himself, at least beyond blustering and shouting, he has enough friends in high places to ensure that vandals are soon visited by Morphoton's constabulary and arrested, put up for trial, convicted, made to pay for repairs and forced to undertake two to three months "community service" first of all repairing the gardens and then cleaning out the sewers.

Details of the garden's individual features are given below.

G1. The Fountain

The centrepiece of the gardens is the fountain depicting Marina standing amidst a number of aquatic races and creatures.

The bowl of the fountain is 20' across. Marina is in the centre, minus her head, facing the coast, presumably looking out to sea. Around her are a dozen statues which PCs may be able to identify if they have the appropriate skills:

- A male humanoid with three slim gill marks each side of his neck near the shoulder (*Knowledge Local DC 11, Gillman*).
- A beautiful woman with the lower torso of a long slender fish (*Knowledge Local DC 6, Mermaid*).
- A long-tailed aquatic beast resembling a massive snapping turtle with draconic features (*Knowledge Arcana DC 19, Dragon Turtle*).
- A streamlined, fish-like mammal with sparkling eyes over a smiling mouth filled with hundreds of teeth (*Knowledge Nature DC 10, Dolphin*).
- A six-foot-long, snake-like fish (*Knowledge Nature DC 12, Eel*).
- A delicate humanoid figure of extraordinary beauty with long ears tapering to points above her head (*Knowledge Nature DC 17, Nymph*).
- A barrel-shaped large-eyed creature with eight tentacles covered in suckers (*Knowledge Nature DC 6, Octopus*).
- A huge snake with a spine-frilled neck (*Knowledge Arcana DC 12, Sea Serpent*).

⁷ these gates can be locked but haven't been for years and no one knows who has the keys

⁸ "fall", as you say over in the US

- A long, lean fish with a muscular body and a head with long jaws filled with sharp teeth (*Knowledge Nature DC 11, Gar*).
- A creature with the foreparts of a horse and the hindquarters of a fish, its forelegs ending in splayed fins rather than hooves (*Knowledge Arcana DC 11, Hippocampus*).
- A large flat fish with wing-like fins curling up at the edges (*Knowledge Nature DC 11, Manta Ray*).
- A graceful looking man with fin-like ears and webbed hands and feet (*Knowledge Local DC 11, Undine*).

The rim of the bowl is a solid ring of stone about 2' high and 6" thick. Small holes on the inside midway up the rim, which can be spotted with a DC 15 Perception check, allow the water to drain away.

The rim's top is decorated with a number of 6" square tiles in various shades of green and blue. Twelve of these tiles are engraved with symbols (see the accompanying diagram) and can be pressed down by about half an inch. Depressed tiles rise back into position, unless prevented, over the course of 10 minutes, with no practical way⁹ for the PCs to raise any of them faster.

If the tiles with the Fork, Whirlpool, Bird and Ship symbols are in the lowered state at the same time and all of the other tiles are in the raised state then the arm on the statue

of Marina turns to point to the well and a secret door at the bottom of the well opens, letting any water in the well out into the antechamber below in the process.

If the condition of the up/down tiles changes in any way (i.e. a new one is pressed down or one of the depressed ones returns to the up position), then Marina's arm returns to its normal position and the secret door in the well closes.

The fountain itself radiates moderate transmutation magic which may be identified as a variant Decanter of Endless Water with a DC 24 Spellcraft check (with *Detect Magic*).

When activated, the fountain produces fresh water at a rate of 5 gallons per round. The command word to start producing water is "Marina" in Aquan, whereas the command to stop it is "Marina" in Auran. Unfortunately, without its head, the

fountain cannot "hear" the command words being spoken¹⁰. The fountain does not duplicate any of the other effects of a Decanter of Endless Water.

DC	Summary
varies	Identification of various aquatics creatures
15	Perception check to notice the drain holes around the inside rim of the fountain
24	Spellcraft check to identify that the fountain is a variant Decanter of Endless Water (transmutation magical aura)

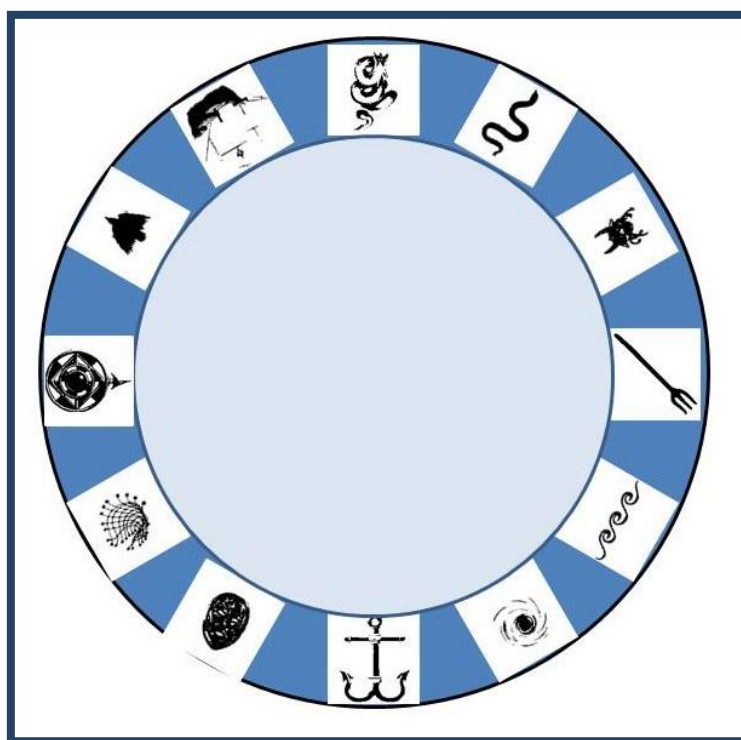
G2 - G8. The Statues

Eight statues on stone plinths were originally scattered around the garden at the locations shown on the (GM's) map. Of these,

only four remain in place, those in G2 to G5, with the location of the other four now grassed over (a DC 25 Perception check in the right area reveals an indentation in the ground where each stood next to a few tiny bits of broken stonework).

Each statue is approximately 18" squared by 2' high. The plinths they stand on are 2' square and 3' high. Both statues and plinths are hollow, with the latter assembled from stone plates joined together using dove-tail joints¹¹.

Each plinth, whether present here or elsewhere, has one of



the symbols seen around the fountain engraved into each of its four sides. In order to progress to the next stage of this adventure the PCs will have to locate all of the missing statues and then solve the riddle of the symbols explained later on.

The statues with their symbols are reproduced as player hand-outs in the appendix. Rather like the statues in the fountain, the creatures on the plinths are also described below, along with the knowledge checks necessary to identify them.

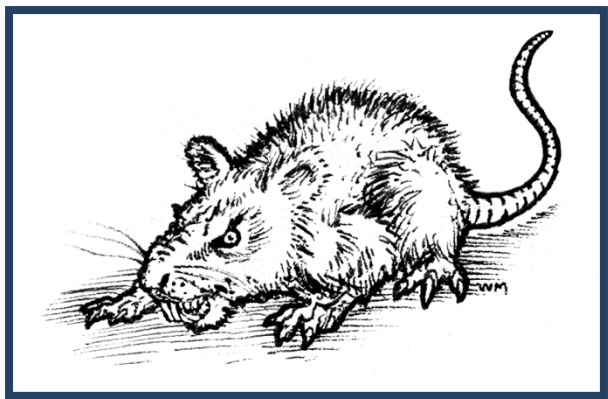
G2. Jellyfish (present)

A bell-shaped body with a mass of tentacles beneath (*Knowledge Nature DC 11*).

¹⁰ artistic licence

¹¹ ordinarily a wood-working technique but here made possible with the use of the *Stone Shape* spell

⁹ at least, that I can think of



G3. Kraken (present)

A vast squid with markings on its body which are strangely unsettling to look upon (*Knowledge Arcana DC 18*).

G4. Snapping Turtle (present)

A thick shell encasing a reptile's body, from which only its tail, feet, and a head fitted with powerful jaws emerge (*Knowledge Nature DC 10*).

G5. Whale (present)

A box-headed fish with a toothy maw, small of side fin but big in the tail (*Knowledge Nature DC 20*).

G6. Crab (in the Fish Market)

A crustacean with forward pincers, spindly legs and eyes on stalks (*Knowledge Nature DC 5*).

G7. Sea Drake (in Sabetha's Family Crypt)

Not quite sea serpent or dragon, a vicious looking beast covered in scales, its arms serving as both wings and flippers (*Knowledge Arcana DC 16*).

G8. Hammer-head Shark (in the Maze of Tarren Voord)

A long fish with a hammer-shaped head and a large dorsal fin (*Knowledge Nature DC 13*).

G9. Water Elemental (in The Velvet Web)

A rising, crashing wave with humanoid-style facial features peering out of its centre (*Knowledge Planes, DC 11*).

DC	Summary
25	Perception check in the area of a missing statue which reveals clues that a statue once stood there
varies	Identification of the various creatures on the statues

G10. The Well (EL 1/3)

The well is 5' in diameter and surrounded by a 2' high brick-built wall. The water level inside is 15' deep, 20 feet below the level of the garden's grounds. The inner walls of the well are bricked with occasional drainage holes to let water out¹² in case of flooding. The well's floor is also, curiously, bricked,

¹² note, not "in"

betraying the fact that this isn't a true well at all but rather a concealed entrance to the reservoirs beneath the gardens. A secret door at the bottom of the well can be found with a DC 20 Perception check though it can only be opened from the well-side by depressing the correct four tiles on the rim of the fountain¹³.

Various rats and other vermin make their homes inside the well. One particularly large rat occasionally pops its nose out of the water if it hears any noise above¹⁴, though it only attacks if anyone drops down into the well itself. When the secret door opens, water drains away, leaving about 1 foot of mud and rubbish at the bottom. This mud conceals the rat, the rat's "treasure" - a certain amount of coinage dropped into the well

Rat, Dire	CR 1/3
N Small Animal Init 3; Senses low-light vision, scent Perception 4	
Defence	
AC 14 , touch 14, flat-footed 11 hp 5 (1d8+1) Fort 3, Ref 5, Will 1	
Offense	
Speed 40 ft., climb 20 ft., swim 20 ft. Melee bite +1 (1d4 plus disease)	
Statistics	
Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4 Base Atk 0; CMB -1; CMD 12; +4 vs trip Feats Skill Focus (Perception) Skills climb 11, stealth 11, swim 11	
Disease (ex) Filth Fever	
Type injury (bite); Save DC 11 (con based) Onset 1d3 days; Frequency 1/day Effect 1d3 Dex and 1d3 Con damage; Cure 2 consecutive saves	

by hopeful wishers in the past – and a Wheel-Cog-Key¹⁵.

Arbitan will not complain if the PCs start helping themselves to the coins in the well¹⁶. Although strictly speaking the money belongs to the council, if the PCs are keen to investigate what has happened below Marina's fountain then Arbitan will sense this and "strategically" go and prune the hedges over at the other end of the garden.

¹³ a handle on the other side of the door allows it to be opened from that direction with ease

¹⁴ partially submerged results in +8 to AC, +4 to Reflex

¹⁵ see The Reservoirs below the Fountain

¹⁶ see the encounter summary for the precise amount

DC	Summary
20	Perception check to find the secret door at the bottom of the well
10	Climb check to descend the well
10	Swim check to tread water in the well

The Painting Bequeathed to the PCs

As far as the PCs know Sabetha created their painting about 15 years ago. Painted in the autumn, the picture shows a view of the fountain from the south-east corner looking north-west. Sabetha signed the painting on the bottom right and as explained in the background the PC's bequeather has written a message on its back.

If the PCs compare the view in the painting with that now present, if one places oneself at the location where Sabetha must have been at the time he painted it, then three things become clear:

1. The garden was in considerably better shape back then.
2. Marina's statue had her head and the fountain was operational.
3. There was another statue just beyond the fountain and to the left, of the same style as the other statues still in the garden but in this case portraying a 2' square crab.

The last point leads to the first of the following reasonably obvious lines of investigation which the PCs could pursue:

1. Find the crab statue depicted in the portrait (c.f. The Fish Market and Shaley).
2. Ask a dealer about the painting (c.f. The Second Painting in the Town Hall and Eyesen Yartek).
3. Investigate what happened to the painter (c.f. Sabetha's Family Crypt and Reverend Altos).

The Riddle of the Symbols

Each of the twelve symbols shown on the fountain is represented three times in the garden, either appearing on the side of one of the plinths or as a tile to be pressed on the rim of the fountain.

Once the party has seen all of the statues, they should be able to deduce that eight of the twelve symbols are present three times on the statues whereas four only appear twice. It is these four symbols, **Fork, Whirlpool, Bird and Ship**, which must be pressed on the rim of the fountain in order to open the secret door in the well.

Arbitan (the senile gardener)

At just over 90 years old Arbitan (LG male human aristocrat 1 / adept 5 / expert 3), senile, cantankerous, forgetful, etc, has been the only regular visitor to Marina's gardens for the last five years or so. Somewhere buried in all the paperwork in the town hall is a letter appointing him as official gardener - dated

about thirty years ago. The letter relieving him of his job and congratulating him on his retirement is, strangely, missing.

Although Arbitan has rather fewer synapses now in his brain than he had when he was seven years old, he can still be alarmingly lucid when the right circumstances present themselves. He is also pretty instinctive about matters pertaining to the goddess that answered his prayers and will pretty quickly ascertain from the PCs their intentions as soon as he meets them – i.e. whether they are on Marina's side or against her.

Arbitan is still pretty upset about losing four statues even though he (a) agreed to one of them being taken (though he's forgotten) and (b) hasn't had one go missing for over 3 years. Although previous thieves didn't find it too difficult to distract him long enough for a theft to take place, Arbitan is much harder to fool now and rarely stays away from the garden when there are any visitors present.

Being the age he is Arbitan's recollection generally needs prompting. As a source of information Arbitan's role in this adventure is more about confirming what the PCs think that they know rather than providing them with any new information. Ask him what the other statues were, for example, and he's not likely to remember, but ask him if one of them was a crab and he will definitely remember that it was.

The Missing Statues

The Fish Market

The Crab Statue was the first of the ones to be stolen from the garden ten years ago when "Captain" Darrius (CG male human expert 6), an ambitious purveyor of crustaceans at the local fish market, with a wife famous for her Cullen Skink soup, invited Arbitan over for dinner one evening, loaded his soup with rum and then made off with the statue while Arbitan was snoring on the couch.

Darrius took the stolen statue to his market stall and built around it a wooden box, 8' long by 3' wide by 3' high, with the crab statue, painted pink, protruding from its top. This crazy pink think now has pride of place amidst all the collection of shellfish that he has on his display.

Although Arbitan has stared at the statue suspiciously over the intervening years, Darrius has always succeeded in distracting the old man long enough to prevent him from coming to the right conclusion. The PCs, however, should have no trouble at all identifying the statue for what it is as long as they go to the fish market with that particular thought in mind.

Darrius will, of course, completely deny any wrongdoing and not take any notice of any threats about going to Arbitan or alerting the authorities. He will, however, allow the PCs to inspect the plinth under his stall if they spend at least 20 sp buying his tasty crabs¹⁷.

If the PCs want to try a more sneaky tactic then Darrius locks his box up with a fairly simple padlock (DC 25 Disable

¹⁷ he can also be intimidated or persuaded with the right skill checks

Device), and the fish market is only patrolled at night by a single guard (LN male dwarf warrior 2) who, although not stupid, should not be too difficult to distract.

DC Summary

17	Intimidate check to scare Darrius into letting the PCs look at his statue's plinth
15	Diplomacy check to persuade Darrius into letting the PCs look at this statue's plinth
25	Disable Device check for the padlock around the statue's plinth at night

Shaley

Darrius's daughter (LG female human) is a charming and sociable 12 year old girl who visits the garden in the middle of the day from time to time. She especially likes to play around the statues of the jellyfish and the turtle (which she can both readily identify) and she knows her fair share of nautical based nursery rhymes and shanties¹⁸ which she sings to herself as she darts about in the garden.

If Shaley is made helpful, with a DC 12 Diplomacy check (she starts out friendly), then she'll explain that she keeps telling her father that they should get another statue from the garden but "shhh – don't tell the gardener!" If the PCs give her 1 gp she will even tell them where her father's crab stall is.

DC Summary

12	Diplomacy check to make Shaley helpful
----	--

S1. Sabetha's Family Crypt (EL 1)

Sabetha was a local painter who died over seven years ago at the age of seventy - a quiet solitary man who lived in one of the houses near the gardens.

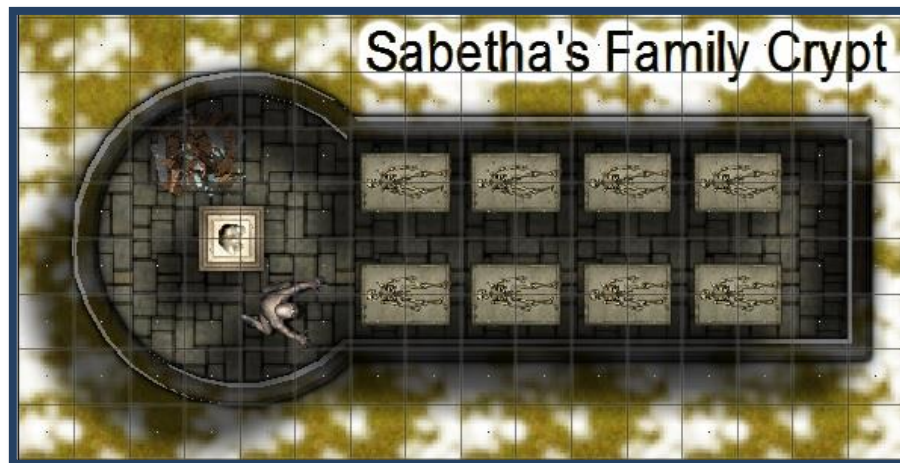
Being the age he was, he remembered the Sahuagin invasion quite well, particularly as he'd been close to the action on one or two occasions and personally witnessed the horror of the attack. Marina's garden was, therefore, one of his favourite visiting spots, and he painted the fountain several times

throughout his life though only three of his paintings remain in the city¹⁹.

Although too introverted to have many friends Sabetha and Arbitan shared a mutual fondness for each other, probably drawn out of their common love for Marina, so that when Sabetha died Arbitan, without quite understanding how or why, agreed to the painter's dying wish to have one of the garden's statues placed inside his family's crypt.

Sabetha died childless and was therefore the last of his family's line. The only key that opens the crypt is held by the family's solicitors, and it will take a month of Sundays to wrestle it out of their legalistic bureaucratic grasp. As long as reverend Altos, also a regular visitor of the gardens and custodian of the church whose cemetery contains the crypt, is kept out of the way, then an enterprising party may well be able to either pick open the crypt's lock (DC 30 Disable Device), or climb in through its roof via a loose clerestory window.

Unfortunately a ghoulish also uses the same loose window to come and go from the crypt and the crafty little creature now makes a very pleasant home for itself inside Sabetha's crypt.



Ghouls, not being hugely sanitary, have an unpleasant smell about them, which will immediately be obvious as soon as anyone either opens the door or prises open the window. The ghoulish will attack as soon as it hears anyone

enter its home, however since it hunts for a couple of hours each night an enterprising party may well be able to enter the crypt while the ghoulish is out and track it and ambush it outside of its lair.

The statue in the rear of the crypt is the one of the Sea Drake. The ghoulish's treasure is stuffed around the back²⁰.

DC Summary

30	Disable Device check to pick the lock to the crypt
10	Climb check to get onto the roof of the crypt
10	Perception check to find Ghoulish tracks outside the crypt, or Survival check to see that they come and go from the edge of the cemetery to the crypt

¹⁸ some of them quite bawdy

¹⁹ Arbitan has the third one at home – somewhere. He's completely forgotten about it and in any case it holds no further clues for this adventure.

²⁰ see encounter summary

Reverend Altos

Altos (LG male human adept 7) is a tall and gangly gentleman in his late 50s who always carries a small prayer book with him and who likes to quietly smoke his pipe in a corner of the garden generally between mid-day and mid-afternoon.

Altos is respectable and learned, always open to discussions about the arts with other respectable, learned and polite people. If made helpful (DC 13 Diplomacy check if the person is of this type, DC 18 otherwise), then Altos will happily talk about Sabetha and the fact that the painter is buried by the side of his church. Altos will not, of course, countenance any idea of breaking in and furthermore doesn't have a key or know where one might be obtained. Altos will, however, recall the fact that the crypt does contain one of the statues that used to be present in the garden.

DC	Summary
13	Diplomacy check to make Altos helpful if the person doing so is learned and cultured
18	Diplomacy check as above if the person isn't

The Second Painting in the Town Hall

Sabetha was a reasonably well known and respected local artist and Morphoton has its fair share of art dealers and interested merchants. A simple DC 10 Knowledge Local check will allow the PCs to find and make contact with one of these sorts of people.

Merchants are not generally that interested in talking to anyone unless it's in pursuit of their particular line of business. As it happens the PCs are in possession of a painting which they will doubtlessly want to sell. If the PCs are prepared to give away a 10% commission (or 5% with a DC 20 Diplomacy check and no commission at all if they succeed on a DC 25 Diplomacy check) then they will be able to learn from their buyer that a second painting of the same garden by the same artist is hanging in Morphoton's town hall.

If the PCs don't seek out a merchant off their own backs then they might still encounter a local art dealer by the name of Eyesen Yartek (see later) who happens to be another one of the garden's rare visitors.

Getting into the town hall to view the second painting requires visiting during "office" hours and paying an entry fee of 1gp per person²¹. This second picture shows the fountain from the north-east facing south-west, is dated five years after the first and shows the fountain no longer operational with Marina missing her head. A second missing statue, however, showing a big wave (the Water Elemental) can also be seen in the middle distance to the left. This statue is currently in "The Velvet Web" (see below).

Under the painting is a plaque which reads:

Generously donated to the city of Morphoton by Councillor Tarron Voord - (dated two years ago)

²¹ it's a bit steep, but the councillors like to discourage the hoi-polloi from traipsing around their corridors.

Ghoul

CR 1

CE Medium Undead
Init 2; Senses darkvision 60 ft.; Perception 7

Defense

AC 14, touch 12, flat-footed 12
hp 13 (2d8+4)
Fort 2, Ref 2, Will 5
Defensive Abilities undead traits, channel resistance +2

Offense

Speed 30 ft.
Melee bite +3 (1d6+1 plus disease and paralysis)
2 x claw +3 (1d6+1 plus paralysis)
Special Attacks Paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

Statistics

Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 14
Base Atk 1; CMB 2; CMD 14
Feats Weapon Finesse
Skills acrobatics 4, climb 6, stealth 7, swim 3
Languages Common

Disease (ex) Ghoul Fever

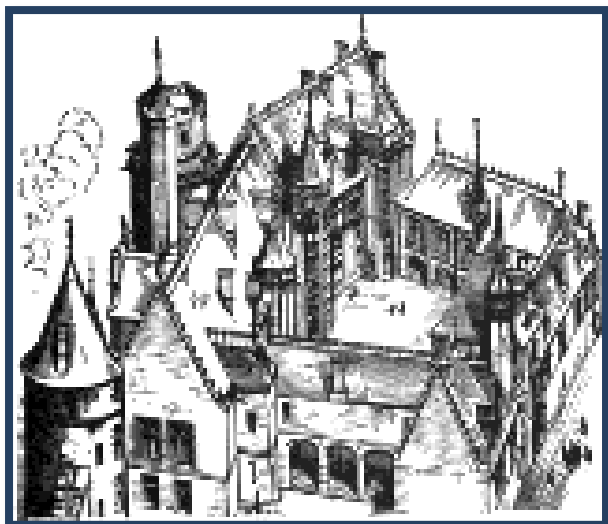
Type injury (bite); Save DC 13 (cha based)
Onset 1 day; Frequency 1/day
Effect 1d3 Dex and 1d3 Con damage;
Cure 2 consecutive saves
A humanoid who dies of ghoulish fever rises as a ghoulish at the next midnight. A humanoid who becomes a ghoulish in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoulish in all respects. A humanoid of 4 Hit Dice or more rises as a ghoulish.

DC	Summary
10	Knowledge Local check to find an art dealer
20	Diplomacy check to reduce the amount of commission needed to gain help from a dealer to 5%
25	As above but to remove the need for commission completely

Eyesen Yartek

Yartek (LN male half-elf expert 4) likes to visit the garden two to three times a week, generally during the first and last hours of sunlight in order to try to paint Marina's fountain in his own inimitable way.

As well as being a reasonably competent painter, Yartek is also a keen collector of local art. If approached in a sympathetic way, either while he is setting up or closing down his easel rather than while he is in the midst of his "creative" process, he will happily engage the PCs in discussions about Sabetha and even offer to buy the PCs painting off them for the right price.



If the PCs choose to do business with him and pay him his due commission (see above) then he will be forthcoming about Sabetha's other painting in the town hall.

S2. The Velvet Web (EL ½)

The Velvet Web is the name of a market square in the city dedicated to all matters relating to clothing and textiles. The tall buildings which surround the central plaza provide everything from clothes laundering and the mass-production of uniforms to expensive tailor made suits made for the use of the rich and famous.

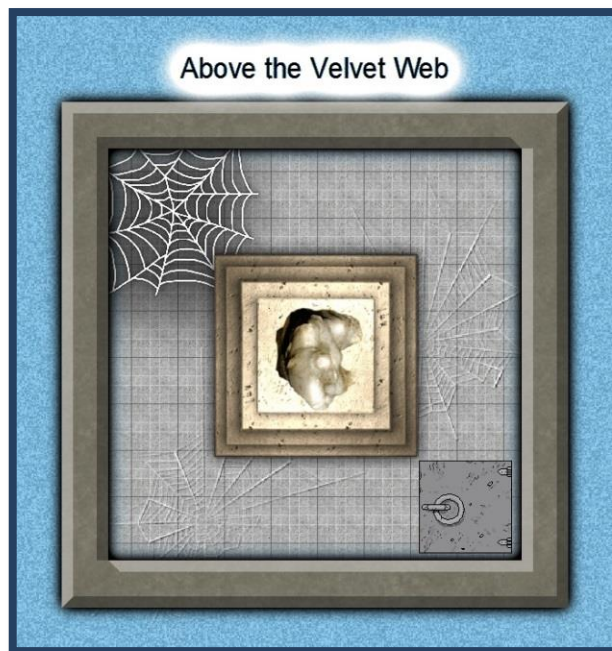
The various businessmen and merchants which operate inside "The Velvet Web" compete fiercely for prestige and status. It doesn't matter whether any given business caters for the rich or poor what's important is profit, which is why the lowliest business from the point of view of the former turns out to be the one held in the highest regard from the point of view of the latter.

Eight years ago a young entrepreneur called Ralf De La Torre set up the De La Torre Laundries in the city's old town hall (coincidentally in the Velvet Web square). De La Torre succeeded²² in securing for his laundries a steady stream of cheap labour by becoming the workhouse used by the city's judiciary as punishment for wayward women condemned of minor misdemeanours.

Conditions inside the laundries are awful, but nobody bothers to look that much. Many of the women condemned to work in there stay for much longer than they should though if any of them escape nobody bothers trying to catch them.

Around the same time that the laundries were set up De La Torre stole the Water Elemental statue from Marina's gardens and placed it in the bell tower of his hall for everyone to see. Arbitan, of course, complained bitterly, but since De La Torre had all the right people in his pocket he was able to bribe his way out of blame and even managed to keep the statue.

²² by making the right payments in the right places



Learning the location of the statue is possible with a DC 15 Diplomacy check and 1d4 hours asking around. In order to see the statue's plinth, however, the PCs will have to make their way up into the bell tower, despite the fact that the laundries are not open to visitors.

The laundries are locked at night (DC 25) and guarded during the day. There is a chance of bumping into a guard at night as well (N male human warrior 2), depending on the amount of noise that the party makes, but a guard at either time can be persuaded to look the other way with a simple 1gp bribe.

The spiral stairs that lead up to the bell tower and the bell tower itself are narrow – comfortable for a single small creature, requiring a squeeze for a medium sized one.

A giant spider lives in the small roof area above the statue and will attack, from above, anyone who appears below it (i.e. anyone trying to read the symbols on the statue).

DC	Summary
15	Diplomacy check to gather information and learn that a statue with a wave on it is in The Velvet Web
25	Disable Device check to break into the laundries at night

Kala

Kala (CN female human commoner 1) escaped from the De La Torre Laundries six months ago. She is a ragged tramp of a woman though not un-comely, at the age of 22, in a fairly rough and ready sort of way. Having been in the laundries for the last 10 years she hasn't had much of an education and has a very bad grasp of the common language.



Kala sleeps under the bushes when she's not out begging. She tries to keep out of the way but unfortunately she's not very good at it so the PCs should have no trouble spotting her if they look around in the gardens at night. As she starts out

unfriendly the Diplomacy check needed just to make her indifferent has a DC 21, however being a beggar she responds very well to food and coins²³ and about 1gp's worth of either will reduce the check by 5.

Any attempts at intimidation, of course, will automatically succeed.

If either intimidated or unfriendly, she will just repeat her frightened plea of "please don't send me back to the Wave!" If her attitude is improved to friendly, then she will explain that the Wave is in the Web, and if made helpful she will even take the PCs there herself (though she will be shaking like a leaf all the time that they're near it).

Learning what the Wave and the Web are, if Kala is not made helpful, can be achieved with a DC 10 Diplomacy check used to gather information (a bit easier than just asking about the Wave alone).

DC Summary

21	Diplomacy check to make Kala helpful (26 makes her friendly and 31 helpful, though more than two improvements in attitude is not ordinarily possible)
-5	To the above if bribed with 1gp's worth of small coins or food
0	Intimidate check on Kala instead (she succumbs readily to threats)
10	Diplomacy check to gather information and learn what The Wave and The Web are

S3. The Maze of Tarren Voord (EL 2)

Tarren Voord is an unusual member of Morphoton's city council in that he spends at least half of his life away on adventures on the other side of the world. Many councillors have tried to get him voted out because of this but thanks to his popularity with Morphoton's citizens Voord has ensured that he's kept his seat even if he doesn't actually occupy it all that much.

²³ of the sp and cp variety, she won't touch gold or platinum – she's too frightened of it and wouldn't know what to do with it

Giant Spider (Small)

CR ½

N Small Vermin

Init 2; **Senses** darkvision 60 ft., tremorsense 60ft.

Perception 4

Defense

AC 13, touch 13, flat-footed 11

hp 11 (2d8+2)

Fort 4, **Ref** 2, **Will** 0

Defensive Abilities vermin traits

Offense

Speed 30 ft., climb 20ft.

Melee bite +2 (1d4 plus poison)

Special Attacks Web (+3 ranged, DC 12, hp 2)

Statistics

Str 10, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk 1; **CMB** 0; **CMD** 12 (+12 vs trip)

Skills climb 24, stealth 10 (+8 in webs), swim 3

Poison (ex)

Type injury (bite); **Save** DC 14 (con based)

Frequency 1/rnd for 4 rnds

Effect 1d2 Str

Cure 1 save

Voord is a keen explorer and anthropologist. His mansion in one of the city's richer districts has a comprehensive library cum bestiary cataloguing over 1000 different animal species. Unfortunately the city's militia also has an extensive set of records detailing all the stray creatures that have escaped from his grounds as well as the casualties they have caused and the extensive repair work that had to be undertaken following their recapture. Voord, of course, has always made the necessary reparations, but that still doesn't make him popular with the constabulary.

To the common masses, however, he's a bit of a maverick hero.

Six years ago Voord tricked the council into letting him have one of the statues in Marina's garden. Arbitan opposed it but Voord secured the statue by first of all using some ancient bylaw to register his own private grounds as a municipal park and then pushing through a request to get the statue relocated on a (very) long-term loan.

Voord's reason for doing all this wasn't that he wanted to upset Arbitan, it was that he was fascinated by the hammerhead shark that the statue depicted, having just encountered a few of them himself, and he wanted to have a representation of one of them in his gardens.

Two years ago Voord gave one of Sabetha's paintings over to the council as a way of making amends, particularly to appease Arbitan as the old gardener's constant pestering was getting on his nerves. Last year he set off on an expedition from which he

has yet to return, and now nobody knows whether he's alive or dead.

Voord's staff left a few weeks ago when the legal provision to pay them in his absence ran out. The mansion is now boarded up and abandoned, and as a result the collection of simians that Voord had in his gardens have now become feral. These creatures terrify any who pass near the grounds, particularly around the hedgerow maze at the back, which of course happens to be exactly where Marina's final missing statue is.

Finding Voord's mansion is possible with a DC 10 Diplomacy check made to gather information (every 1d4 hours of asking around).

The mansion and its grounds are quite distinctive, being liberally decorated with statues of animals climbing up the walls, launching themselves into flight from the roofs, or prowling around on the hunt in the garden. Getting into the mansion itself is pointless, as well as illegal. Getting into the grounds is easy but the monkey swarm that lives there attacks anyone who goes in the maze.

A collection of valuables stolen from unlucky visitors lies scattered around the statue's base. The Encounter Summary details exactly what is present. The maze's walls are 8' high and can be hacked through in a 3-4 rounds if required.

DC Summary

10	Diplomacy check to gather information and learn where Voord's mansion is
----	--

Eprin

Eprin (LG male human expert 4), Voord's forcibly retired groundsman, is a friend of Arbitan who regularly comes to visit him in the garden.

Eprin is almost as old as Arbitan, and it is pretty impossible for anyone apart from the two of them to ever understand what on earth they are talking about most of the time

In any case, by mutual consent, they refuse to talk about the statue stolen by Eprin's last employer.

Eprin is still a little concerned about Voord's disappearance though not at all upset about losing his job. If the PCs are on good terms with Arbitan²⁴ then they will be able to talk to Eprin and learn who Tarren Voord is, where he lives (or lived) and the current rather dangerous circumstances of his estate.

Arbitan is too batty to even remember who Voord is.

Monkey Swarm

CR 2

N Tiny Animal (swarm)
Init 7; **Senses** low-light vision; **Perception** 5

Defense

AC 15, touch 15, flat-footed 12
hp 22 (3d8+9)
Fort 6, **Ref** 8, **Will** 2
Defensive Abilities half damage from slashing and piercing weapons, swarm traits

Offense

Speed 30 ft., climb 20ft.
Melee swarm (2d6 plus distraction)
Space 10 ft.; **Reach** 0ft.
Special Attacks Distraction (DC 14)

Statistics

Str 7, **Dex** 16, **Con** 17, **Int** 2, **Wis** 12, **Cha** 11
Base Atk 2; **CMB** —; **CMD** —
Skills acrobatics 11, climb 10

Special Abilities

Coordinated Swarm (Ex): A monkey swarm coordinates its attacks more than a typical swarm, and deals swarm damage one step higher than a swarm of its HD would normally cause.

The Maze of Tarren Voord



²⁴ i.e. they've done nothing to upset him

The Reservoirs below the Fountain

General

Terrain

The three water tanks at locations R3, R4 and R15 have steel, perfectly smooth, walls, floors and ceilings; impossible to climb and very difficult to break. They also tend to be slippery, but not enough to cause the PCs any problems if they're only walking across.

The three natural caverns at locations R6, R7 and R11 have natural stone floors, walls and ceiling. R6 is always flooded. R7 and R11 can be flooded or not depending on the PC actions. The individual room descriptions give details about the different terrain effects for the different circumstances.

All of the remaining areas are constructed of standard masonry walls, flagstone floors and tiled ceilings. Ceiling height is 15' to 20' in natural caverns, 40' to 60' in the tanks and 15' everywhere else.

Passageways marked by a red arrow are too steep to walk up or down normally and therefore require a DC 0 Climb check to traverse.

Wall Type	Height	Climb	Break DC
Tank	40'-60'	-	30
Natural Cavern	15'-20'	15	65
Remainder	10'	20	35

Wall Type	Hardness	HP per 10' sq.
Tank	10	90
Natural Cavern	8	900
Remainder	8	90

DC	Summary
0	Climb check for passageways marked with a red arrow

Water-Retaining-Doors and Wheel-Cog-Keys

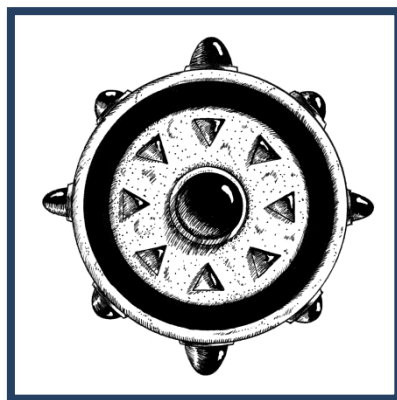
The tanks in R3 and R4 use water-retaining doors of a "standard" size – i.e. 5' by 10' made from double-thickness iron constructed to hold back tons of water. These pivot on their upper edges, swinging up and away from the tank by means of curved metal struts at each of their lower corners.

Trying to push or pull open one of these doors by hand is pretty much impossible (DC 40 strength check); the doors must be

raised and lowered using a wheel-cog key²⁵ inserted into the corresponding lock, and even then it takes a DC 10 strength check to turn the wheel to raise a door (half that to lower it).

Water-retaining doors do not close completely flush to the tank walls: a 2 inch wide by 1 inch thick lip around the edges of the "frame" helps to minimise leaks. When closed, the doors appear as 1 inch deep indentations on the tank walls.

A wheel-cog-key consists of a solid two foot diameter steel wheel with a 1' long and 6 inch thick "spoke" coming out of the back at the centre. This spoke has a number of teeth at various points around its circumference which act both as the "key" and as the cog used to engage the mechanisms within the wheel-cog-lock. The rear of the wheel shows two facing porpoises of the same style as the carvings on the gates leading into the garden. Within this complex, wheel-cog-keys are interchangeable – i.e. all of the locks can be operated by any of the keys.



Important: A wheel-cog-key can only be inserted or removed from a wheel-cog-lock when the associated water-retaining-door is completely lowered (i.e. closed).

The tank at R15 uses a twenty foot squared version of this type of door. Apart from the size of the thing and the fact that it takes a DC 20 strength check to open it the door functions identically to all the others.

Door Type	Hardness	Hp	Break DC
R2 to R13	10	60	28
R15 to A1	10	240	45
Water-Retaining	10	120	45
Ordinary	5	15	16

DC Summary

DC	Summary
10	Strength check to raise a door using a Wheel-Cog-Key
20	As above for the door from R15 to A1
½ the above	Strength check to lower a door instead of raise it

Air and Light

Air within the complex feels remarkably fresh thanks to the presence of an "air conditioning" plant in R13.

Most of the complex is pitch black, the exceptions being R1, where natural light comes in through the secret door to the well

²⁵ i.e. as found at the bottom of the well in Marina's Garden (area G10)

outside, R7 with its glowing fungi, and R14 which has an everburning torch on one of the walls.

R1. Antechamber

A dull roar can be heard from the east as the party enters this room, and the water which recently vacated the well can be seen slowly running away down the stairs to R2.

The walls of this antechamber are covered in dust and the floor has some of the mud from the well, but if everything is cleaned up then the following mosaic pictures can be discerned on the walls, floor and ceiling:

North Wall: A scaly humanoid with a long fish-like tail, webbed claws and a piscine head with toothy maw leading many of its kind up out of the sea to attack the city of Morphoton (Knowledge Nature DC 12 identifies these creatures as Sahuagin).

East Wall: A young man kneeling on the beach with arms outstretched to both sky and sea, whilst in the background the piscine creatures overwhelm the city.

South Wall: Graceful men with fish-like tails (Knowledge Local DC 6 -> Mermen) attacking the piscine creatures at sea whilst other humanoids, looking more like ordinary men but with gills on their neck and shoulders (Knowledge Local DC 11 -> Gillmen) attacking them on land.

West Wall: The fountain of Marina, complete and fully functional, in its garden, with a fish-like man inside the bowl and a gilled man on the outside, both smiling and holding hands with the young man who was depicted on the east wall mosaic.

Floor: A plan of a coastal city, as seen from above (Knowledge Local DC 10 to recognise the city as Morphoton, DC 20 notices that the plan is at least 40 years old).

Ceiling: A “goddess” – presumably. A young god-like female parting the clouds with her hands and looking down from the skies above (Knowledge Religion DC 20 recognises Marina as the somewhat unusual manifestation of a god of nature).

The room feels fresh and welcoming, though the party’s torches flicker alarmingly as the air from outside is drawn in towards the east.

The secret door back out to the well has a handle on this side so that it can be opened with ease.

DC Summary

DC	Summary
varies	Identification of various aspects of the mosaics

R2. Sea Drake

Once again the walls are decorated with mosaics though this time showing pictures of ships at sea:

North Wall: A huge three-masted galley sailing on the ocean on a windy day - porpoises playing alongside.

East Wall: A flotilla of six warships setting out from a distant harbour as the sun clears the horizon.

South Wall: Three colourful racing yachts speeding round a buoy.

West Wall: A single-masted sailing ship tossed by the waves in stormy seas.

None of the vessels carry any recognisable flags or insignia.

The centre of the room is dominated by a huge statue of a serpent / sea-dragon, recognisable as a Sea Drake with a DC 16 Knowledge Arcana check. The statue is 20’ long and 5 wide with the head of the creature rising to a height of 15’ as it points south. Small holes at the base of the statue allow water to run out from this room into the tank at R15, though note that even if the valve controlling the flow has not been opened there is still enough capacity in the pipework between this room and that to absorb all of the water that enters from the well outside.

A small steep flight of stairs leads up to an iron door on the west wall. This door is locked and somewhat seized up - a DC 32 Disable Device check is necessary to open it, DC 30 if the lock is first of all lubricated with oil.

A Wheel-Cog-Lock on the north wall controls the water-retaining door leading here from the tank at R3. If all of the water that starts in R4 is allowed to flow through R3 and into this room then this room will be flooded to a 10’ depth - level with the bottom of the iron door and covering the statue of the Sea Drake so that only its long neck protrudes from the water. This level also happens to be the same as the level of the sea portrayed on the mosaics, so that when this room is flooded the effect is to show a sea-based diorama with ships in the distance and a Sea Drake rising up to attack in the foreground.

DC Summary

DC	Summary
16	Knowledge Arcana check to recognise the Sea Drake
32	Disable Device check to open the door to R13
-2	Modification to the above if the lock is lubricated
10	Swim check when this room is flooded

R3. Airy Water

This is the first of three huge hexagonal tanks that the party are destined to encounter within these reservoirs and lakes.

Iron rings in the metal walls lead down from each of the tank’s high-level entrances to its base, which is itself covered in hundreds of tiny holes all blasting up a torrent of air.

A water-retaining door at floor-level leads to R2 with the lock-mechanism for it also in R2. A lower exit to R4 is also present 10’ up. The iron rings from the high level exit to R4 also pass next to the lower one.

A tall circular chimney, 10’ wide at its base but narrowing to 5’ wide at its summit 50’ up, draws air up and away from the tank and down into the apparatus below it in R13. This air then returns, oxygenated if necessary, via the holes in the tank’s floor. Depending on the settings in R13 the strength of the air circulating between floor and chimney can be varied from a

small breeze²⁶ up to a 50 mph gale. The apparatus in R13 is currently at its highest setting. Since the wind is only blowing upwards, only tiny creatures or smaller need to worry about being blown away or checked²⁷.

Should the tank be filled with a reasonable amount of water, such as by emptying at least half of the contents currently in R4, then this area will become impossible to cross while the strength in the current of air continues. Water with so much air blowing through it is not buoyant; nothing floats on it and it is impossible to swim in it. It's also impossible to see through all the bubbles and the violent currents and eddies caused by the random variations in the upward flow make any attempt to cross the area hazardous in the extreme.

Should anyone attempt to cross it nevertheless, possibly by trying to hold on to the wall while crawling along on the bottom, then they will have to make DC 15 strength checks every round to prevent themselves being caught up in the water and swirled away. If this happens then they will subsequently have to make DC 20 strength checks to stop themselves being whirled around the tank taking 1d6 points of damage every round that they do so. Additionally they will have to hold their breath, and no one outside will know where they are in that entire bubbly maelstrom in order to be able to save them.

Basically – not a good idea.

Once the current of air is switched off a simple DC 10 swim check is all that's necessary to get across.

DC Summary

15	Strength check necessary every round to keep control while moving through a maelstrom of water and air
20	Strength check necessary every round to try to regain control once control has been lost, with failure resulting in 1d6 points of damage
10	Swim check once the water is calm. It is impossible to swim in the maelstrom.

R4. Shark Tank (EL 2)

The second hexagonal tank likely to be encountered by the party is the one that lies directly beneath Marina's fountain.

When the fountain was operational, water came down from it into this tank through a number of small pipes in the tank's ceiling. This tank, therefore, provided the input water flow for the whole complex. Now the fountain has stopped and no more water flows in, though some water still remains at the bottom of the tank.

Iron rings lead down from the two high-level entrances to the floor in the same manner as with the tank in R3. Note that the exit to the east (to R3) is 10' higher than the one due west (to the long stairs) as the western exit was originally designated as an overflow.

²⁶ or even be switched off altogether

²⁷ although no combat is destined to take place here, ranged attacks are at -4 to-hit and fly checks also suffer a -4 penalty

Zombie Great White Shark	CR 3
NE Huge Undead (aquatic) Init 1; Senses darkvision 60 ft.; Perception 0	
Defense	
AC 13, touch 9, flat-footed 12 hp 44 (8d8+8) Fort 2, Ref 3, Will 4 Defensive Abilities DR 5/slashing, undead traits	
Offense	
Speed swim 60ft. Melee bite +19 (2d6+19), or slam +19 (2d6+19) Space 15ft.; Reach 10ft.	
Statistics	
Str 27, Dex 12, Con —, Int —, Wis 10, Cha 10 Base Atk 6; CMB 19; CMD 30 Feats Toughness SQ Staggered (constantly)	

Five water-retaining doors at floor level lead to other locations within the complex. The wheel-cog-locks corresponding to four of these doors are next to the doors themselves whilst the one corresponding to the door leading to R3 is just inside the high level entrance coming from that direction.

This tank is currently filled to a depth of 15' with stale rancid water. Swimming within this in slow languid circles is a Zombie Great White Shark.

The shark is a remnant of the time when the reservoirs belonged to the followers of Marina. Originally brought here with that deity's help to serve as a guardian / deterrent, it was killed and animated by the invading clerics of Asmodeus and made to continue with its guardian role on behalf of its new masters.

The zombie shark attacks mindlessly anything that it can reach – i.e. anything up to 25' up, 15' of its own size plus its 10' reach - regardless of whether there is any water in the tank. Fortunately this reach is not high enough to get to the upper entrances, though that doesn't stop it from trying, every now and then, when it detects something moving above it, launching itself up into the air and snapping shut its jaws, big enough to swallow a man whole, in an alarming display of futile undead viciousness. Fortunately it cannot actually jump - zombies are too slow and clumsy for that sort of thing.

As long as there is at least 7 foot of water in the tank, the shark can both move (swim) and gain cover from being partially submerged²⁸. With less than this it loses both though this doesn't make it completely immobile as every round it can do the equivalent of a 5' crawl by spasming its body in a massive flip a bit like a fish flapping around on dry land.

²⁸ +8 to AC, +4 to Reflex

When there is nothing to attack, the shark instinctively rests at the far end of the tank, putting it out of reach of spells and abilities with a 30' range or less.

Obviously jumping into the water and taking this beast on in its own territory is pretty much lethal for a 1st level party. The EL of this encounter assumes that the PCs will let the water out of the tank before engaging the shark. Once they have done so, the shark will be a sitting duck against any ranged attacks that the party might wish to use²⁹.

It is also possible to throw a rope with a grappling iron across the tank and hook it on to the rungs leading down from the opposite exit. This will avoid this encounter for the time being though the shark will more than likely have to be killed later on in order to gain access to the other parts of the complex.³⁰

Ground Level Exits:

- The tunnel to R3 slopes downwards at a 30° angle before reaching the tank at a point 10' up the wall. When all the water from R4 is in R3 this tunnel is flooded up to its half-way point. If the air in R3 is still blowing strong then water will bubble up in this tunnel almost up to this tank's exit.
- The tunnel to R5 slopes down at a 45° angle before emerging under the ice in R5. A blast of cold air immediately assaults the PCs when this door is opened; at the same time the creature that lives under the ice notices the change in temperature from this direction and starts to make its way towards the party through the freezing water.
- The tunnel to R6 drops down at a sharp angle into salty, jelly-fish infested water.
- The tunnel to R7 slopes down at a shallow angle to a 5' diameter round rusty grate. Brown brackish water gathered in the tunnel sloshes forward out of the grate as the PCs make their way down. The grate is old and gives way easily with a good push (strength check DC 5)
- The tunnel to R8 slopes down gently and feels almost welcoming as it approaches the warm scented steam which emanates from that room.

DC Summary

5	Strength check to dislodge the grate at the end of the passage to R7.
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R5. Terror under the Ice (EL 2 + 1/3)

Forming the upper part of the combined R5/R9 temple/cavern, this terrace was originally designated to accommodate visitors preferring a cold aquatic environment. Water flowing in from

²⁹ taking it on in melee would be suicide even with the water out, but note also that it's DR 5/slashing might mean that a lot of arrows get used up if that's the party's sole means of ranged combat

³⁰ it isn't completely necessary, though the encounter in R5 becomes much harder if the PCs try to approach it by cutting through the ice

Brown Moldy Skeleton	CR 2 + 1/3
NE Medium Undead Init 6; Senses darkvision 60 ft.; Perception 0	
Defense	
AC 14, touch 12, flat-footed 12 hp 4 (1d8) Fort 0, Ref 2, Will 2 Defensive Abilities DR 5/bludgeoning, undead traits Immune Cold	
Offense	
Speed 30ft. Melee 2 x claw +2 (1d4+2)	
Statistics	
Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10 Base Atk 0; CMB 2; CMD 14 Feats Improved Initiative SQ Brown Mould	
Special Abilities	
Covered in Brown Mold: Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Apply this damage as soon as a living creature is within range, but not more often than once per round. In this instance, fire brought within 5 feet of brown mold causes a new patch of mold to appear in the same square as the fire. Note: Killing the skeleton does not kill the Brown Mold, it merely takes away its form of locomotion.	

R4 was kept at a near freezing temperature by a patch of Brown Mold living in the centre of the floor, and if the water ever got too cold then it could be let out through a channel in the bottom of the north wall down into the pool in room R9.

When the complex was invaded, animated skeletons were used by the clerics of Asmodeus to attack this area because of a skeleton's immunity to cold. One of these skeletons was eventually abandoned here with orders to attack anything that might return. Over the years of patrolling and "resting" in various parts of this terrace the skeleton has picked up all of the Brown Mold that was on the floor, and this now adheres to it somehow like a brown and furry second³¹ skin.

The channel which lets the water out hasn't been opened for years and as time has gone on, aided by the Brown Moldy Skeleton's regular patrols, the water in here has developed an icy crust which is now 8 inches thick with the skeleton trapped underneath.

³¹ or is that first skin?

In order to “liberate” the water from this area down into room R9 the PCs will have to defeat the skeleton under the ice and then open the valve next to the channel underneath all of that freezing water. Not all of the water will flow through immediately, of course, but once the Brown Mold has either been removed or destroyed then the temperature in here will slowly rise back up to a comfortable 54°F and the ice will thaw³².

PCs may approach this terrace via one of two routes: either down the waterway from the tank at R4, which takes them under the ice, or up the stairs from R9, which takes them on top of the ice.

The water under the ice is 7' deep and very cold. Anyone in the water not protected by spells such as *Endure Elements* will take 1d6 points of nonlethal damage from hypothermia every minute. The Brown Moldy Skeleton immediately detects when the door from R4 has been opened so it is quite likely that any PCs exploring from this direction will be engaged by it before they even reach the water.

Above the ice, the temperature is about 20°F³³, and the ice also makes the terrain difficult (double movement cost, the DC of Acrobatics checks increases by 5 and it requires a DC 10 Acrobatics check to run or charge across). The wall at the end of this terrace, separating it from the drop down to R9 below, is just over 7½' high. Steps from this terrace climb up over the wall and onto the slope along the walls to the floor of R9³⁴. The top of the head of the statue in area R9 is just about visible over the top of this wall. The ice from this terrace rises over the wall and curves over its top so that anyone who acts in any way incautiously near the edge should have a chance of falling to the bottom of the empty plunge pool 37' below³⁵.

The Brown Moldy Skeleton will sense PCs walking on the ice above it and follow them around underneath, hitting angrily at the ice that is keeping them out of reach. The ice provides some protection from the Brown Mold's cold damage - only someone standing directly above the skeleton will take any damage and only 1d6 points of non-lethal cold damage at that.

Breaking through the ice requires inflicting 24hp of damage in order to smash through a 5' square area.

The Brown Mold on the skeleton can be identified as such with a DC 12 Knowledge Dungeoneering check, with a success by 5 or more communicating the fact that it requires cold damage to kill it.

DC	Summary
10	Acrobatics check to run or charge across the ice
10+	Reflex save to avoid falling over the ledge down to R9

³² though PCs can help matters along with fire based magic if they wish

³³ refer to the section on Cold Dangers in the appendix at the end of this module

³⁴ otherwise all the water would run out

³⁵ depending on how crazy they're behaving anything from a DC 10 reflex save upwards - but it's up to you as it's quite a drop

12

Knowledge Dungeoneering check to identify Brown Mold, with success by 5 or more needed to learn that cold damage kills it

Activity	Amount
Non-lethal cold damage in the freezing water per minute	1d6
Damage necessary to cut a 5' diameter hole in the ice	24
Non-lethal cold damage caused by the Brown Mold if the skeleton stands directly underneath a PC	1d6

R6. Jellyfish (EL 1)

The water in this cavern is salty, though not quite as salty as sea-water.

Salt used to be added to the small reservoir here in order to approximate sea water for those marine visitors who were accustomed to living in these conditions. As time has gone on, however, the level of salinity in here has declined, which has had an unfortunate effect on the ecology of the marine fauna

Death's Head Jellyfish	CR 1
N Small Vermin (aquatic) Init 3; Senses darkvision 60 ft.; Perception 0	
Defense	
AC 14, touch 14, flat-footed 11 hp 15 (2d8+6) Fort 6, Ref 3, Will 0 Defensive Abilities Amorphous, vermin traits, DR 5/piercing or slashing	
Offense	
Speed swim 20 ft. Melee 2 x tentacle +3 (1d3+1 plus poison) Space 5 ft.; Reach 10ft.	
Statistics	
Str 12, Dex 17, Con 16, Int —, Wis 10, Cha 1 Base Atk 1; CMB 1; CMD 14 (can't be tripped) Skills swim 9 SQ Compression	
Poison (ex)	
Type injury (tentacle); Save DC 14 (con based) Frequency 1/rnd for 6 rnds Effect 1 Con and 1 Cha Cure 2 consecutive saves If a creature fails two consecutive saving throws, its jaw locks, its tongue swells, and its lips pull back, making speech impossible. This condition ends when the Charisma damage is healed.	

which makes this lake their home.

Twelve years ago the water in this cave was home to hundreds of different species of jellyfish. Bright, luminous, colourful and 99.9% harmless, this lake was a joy to behold and a wonderful and relaxing place to swim in. Now, with neglect, a particularly aggressive species called a Death's Head Jellyfish has taken over, and twenty of these nasty creatures swim around in here attacking and eating anything that they get their tentacles on.

These jellyfish have destroyed either directly (by attack) or indirectly (by outcompeting) most of the other jellyfish which used to live here, leaving behind only a few luminous blue and green ones which nature has decreed are either symbiotic or independent of these particular nasty predators.

A DC 15 Knowledge Nature check discloses all of above. Anyone swimming in this lake has a 1 in 10 chance every round of being attacked by a Death's Head Jellyfish.

The tunnel from R4 emerges under the water. As luck would have it the mechanism to release the water from this cave down to R10, a 3' diameter iron wheel looking like a ship's helm, is directly above the tunnel, meaning that anyone who comes in from this direction only has to spend 3 rounds in the water in order to turn this wheel and let the water out. Swimming across from the far end of the lake is much more dangerous.

Grids at the side of the cave, 5' above the floor, let the water out when the wheel is opened, lowering the level of the lake down to a depth of 5' – no shallower as the cavern was never intended to be drained of water completely as this would have killed all the jellyfish.

This encounter assumes that the PCs only end up fighting one Death's Head Jellyfish. Whether you wish to award the PCs more or less experience if they either end up taking on more or less is entirely up to you.

DC Summary

15	Knowledge Nature check to learn about the changing ecology of the jellyfish
10	Swim check in the lake

R7. The Swamp of Silent Screams (EL 3)

This cave appears to hold a huge subterranean mangrove swamp.

Gnarled trees, black of bough and twisted unnaturally, rise up out of the brown brackish water which floods the floor to a 4' depth. Dank dreary vines hang in tendrils from their naked canopies and clusters of mushrooms and fungi gather in the many cracks upon their trunks. Eerie growths on the cave walls, floor and even on the trees themselves shine forth with a greenish glow that varies from dull olive to bright emerald. Here and there a shape on a tree trunk above the waterline suggests that something humanoid might that have met its grisly end here and then been left tied up on a tree to rot away and decay.

Clearly some sort of life is present in the cave – possibly just insects or maybe small water-borne vermin. Given the occasional sound of swirling water, however, something larger

also appears to lurk beneath the surface, and logs which look suspiciously reptilian float around upon it.

There are, indeed, skeletal corpses affixed to the mangrove trees - remnants of a battle that took place when this area was invaded many years ago. The creature that lives here has strung up those skeletons in order to get them out of the way rather than through any sort of vegetable malice but the effect is spooky nonetheless.

The number of tree-bound skeletons and their treasure is detailed in the Encounter Summary.

A 5' diameter tunnel covered with a rusty grate (strength check DC 5 to pull open) leads up to R4. Numerous other grates on the floor drain the water out of this cave when activated by the idol in the cavern below (R11). Although many of the grates are covered in vegetation the water here will still run out over the course of 30 minutes once the grates below have opened.

When flooded, this cavern is treated as deep bog, meaning that

Assassin Vine (aquatic variant) CR 3
N Large Plant (aquatic) Init 0; Senses blindsight 30 ft., low-light vision Perception 1
Defense
AC 15, touch 9, flat-footed 15 hp 30 (4d8+12) Fort 7, Ref 1, Will 2 Defensive Abilities plant traits, resist cold/10, fire/10 Immune electricity
Offense
Speed 5ft., swim 5 ft. Melee slam +7 (1d8+7 plus grab) Space 10 ft.; Reach 10ft. Special Attacks Constrict (1d8+7), Entangle
Statistics
Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9 Base Atk 3 CMB 9 (+4 vs grapple); CMD 19 (can't be tripped) Skills swim 13 SQ Camouflage
Special Abilities
Entangle (Su): An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to <i>entangle</i> (CL 4th, DC 13). The save DC is Wisdom-based.
Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.



movement through each square costs as four times normal and everything benefits from cover (+4 AC). If the Assassin Vine uses its *Entangle* ability under these circumstances then trapped characters will need to take a full round action just to move 5'.

Additionally, PCs that fail their saving throws versus *Entangle* while the cave is flooded must save again or fall prone, due to the fact that the entangling vegetation is hidden under dirty water.

The Assassin Vine is of an aquatic type and has a 5' swim speed as well as its normal move. The creature will use stealth to attack with surprise then use its reach to target PCs at the edge of the party, moving 5' after each attack in order to prevent itself from being surrounded.

The Assassin Vine's slam (bludgeoning) attack is subject to a -2 penalty and half damage while in the water, but subsequent grapple attacks, including the constrict damage, are not subject to these reductions.

This encounter will be much easier, of course, if the cavern is first of all drained of its water. In this case water is replaced by slippery mud, which does not count as difficult terrain (movement costs are normal and combat is not subject to underwater rules) although acrobatics still take a -5 penalty.

Despite the similarity in appearance, the floating logs are not crocodiles. They are buoyant, though, and could be used by a resourceful party to build a raft or possibly even a pontoon to cross the final stretch of water in R15.

DC Summary

5	Strength check to open the grate to R4
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R8. Baths

This room is pleasantly warm. Steam rises out of four 5' square pools spaced regularly around the floor filled with hot water almost up to floor level.

The walls are tiled in greens and blues, the floor has a pumice-like covering designed to prevent slipping and the ceiling is made from a mineral that reacts with the steam in order to produce a fresh and nasal-cleansing smell. It feels like a Turkish bath still operational after all these years.

The room's four pools drop straight down 5' before joining a channel, also 5' wide, connecting them to a lower hot-water chamber. The steam that rises from these baths has nowhere to go so the water vapour that is generated condenses and drips back down the walls.

The temperature in the baths is bath-water hot. If the PCs fancy a bath - well maybe it's time they had one. The creature that lives in R12 will not rise up to bother them, but it will attack them if they go down to investigate.

R9. God of Sea and Sky

This area forms the mid to lower parts of the combined R5/R9 temple / cavern.

A 20' tall statue of a powerful bearded middle-aged man stares straight ahead, towards the north, with his right arm extended 45° upwards as he releases a dove from his open hand, and his left arm curled around a massive amphora carried over his left shoulder. The man's head is rime-encrusted and the retaining wall behind him is covered with ice curving over the top of the wall ending in small jagged icicles like rows of tiny teeth.

If the water from R5 is released, the flow will cascade out of the statue's amphora, descending into a 20' diameter 10' deep pool at the statue's base. The water will then run out of holes at the base of the pool when the corresponding valve in R14 is opened.

DC Summary

10	Knowledge Religion check to recognise the statue as a god of Nature (e.g. Poseidon)
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R10. Swimming with Dolphins

This large room is permanently consecrated to Marina.

Although the invading Asmodean clerics countered this effect temporarily when they were here twelve years ago, doing so permanently would have required far more effort that they were prepared to expend, especially given that such effort would not have gained them any further advantage. As a result this room was allowed to regain its holy nature after the Asmodean clerics left.

Mindless undead do not come in, and it "feels" welcoming and nice.

The room is decorated with mosaics like the others in this complex only this time showing marine life in its natural habitat. All of the creatures depicted are examples of a type of

aquatic life rather than individual species so no knowledge checks are necessary to recognise what they are.

The water level shown on the mosaics, 10' high, matches the level of the water when this room is flooded.

Around the walls can be seen the following:

North Wall: schools of multi-coloured fish swimming around below the surface.

East Wall: a coral reef teeming with molluscs, sponges and crustaceans all the colours of the rainbow.

South Wall: an icy landscape with seals, sea lions, walruses, penguins and a killer whale in the distance.

West Wall: a frothy wave-covered sea running towards a beach in the distance, with the walls of a forest rising above that and a mermaid nearby and a pelican looking on.

Additionally the west wall has upon it a row of dolphin heads near the ceiling with their mouths wide open. Salt water from R6 enters through these mouths when released from that particular cavern.

Marina's holy fixtures, upon which the consecrate spell is anchored, consist of 13 dolphin statues³⁶ on the floor, positioned in various poises and placed at different heights. When the room is dry, the dolphins look rather odd, almost as if some of them were flying through the air or doing crazy loop-the-loops. When flooded by the water from R6, however, the room takes on the appearance of a sea scape with the dolphins swimming around it and jumping in and out of the water.

The dolphins also radiate a faint enchantment magical aura. If anyone who is at least friendly to Marina³⁷ swims in here when the room is flooded (DC 10 swim check) then they will receive the benefit of an *Aid* spell at caster level 5. Additionally the duration of this spell will not be expended while within these reservoirs (i.e. all the rooms labelled R plus the corridors between them), and only start to tick away when the recipient moves out.

No one can benefit from this effect more than once a week.

DC Summary

10	Swim check when this room is flooded
----	--------------------------------------

R11. Goddess of Rain (EL ½)

This large cavern looks like it was once some sort of pigmy underground jungle though all the vegetation is now dry and lifeless.

Small stunted trees, 13' high or so, reach up unsteadily towards the cavern ceiling 15' above, looking precarious – almost as if a good push could topple them over - with plants around them crunching dryly underfoot.

Foliage of a dull colour gathers in pathetic clusters between the trees, clinging to life through some miracle of hydrotropism. A

³⁶ if they haven't figured out what dolphins look like by now then just tell them!

³⁷ which you can probably assume the PCs are, unless they've explicitly expressed sentiments hostile to Marina

Giant Centipede

CR ½

N Medium Vermin

Init 2; Senses darkvision 60 ft.; Perception 4

Defense

AC 14, touch 12, flat-footed 12

hp 5 (1d8+1)

Fort 3, Ref 2, Will 0

Defensive Abilities vermin traits

Offense

Speed 40 ft., climb 40ft.

Melee bite +2 (1d6-1 plus poison)

Statistics

Str 9, Dex 15, Con 12, Int —, Wis 10, Cha 2

Base Atk 0; CMB -1; CMD 11 (can't be tripped)

Skills climb 10, stealth 10

Poison (ex)

Type injury (bite); Save DC 13 (con based)

Frequency 1/rnd for 6 rnds

Effect 1d3 Str

Cure 1 save

DC 15 Knowledge Nature check reveals not only what hydrotropism means³⁸ but also that the plant life here is actually built to survive these conditions as it waits for the rains to return.

In the centre of the cavern is a 10' tall statue of a beautiful young girl shown kneeling with her legs together and her arms and head raised towards the sky as if beseeching for the rain to come (recognisable as Marina with a DC 15 Knowledge Religion check). A DC 15 Perception check reveals a secret compartment at the base of her back, about 1' square, which has a small lever within it currently pointing at 9 o'clock. If the lever is turned to 12 o'clock then the grates under area R7 will open, letting the water from the swamp above into this cavern as an invigorating shower of rain.

The effect of the rain on the vegetable life here will be immediate. Within one or two minutes the trees will almost seem to be straightening up, plants stretching out as the colour starts to return to their foliage.

As the jungle slowly comes back to life, various verminous eggs which have been lying dormant within the dry soil will start to hatch their larvae – larvae which very quickly metamorphose into insect life ready to take advantage of this short period of abundance.

It will take 30 minutes for all the water in R7 to drain through into this cavern. After a few rounds, however, a Giant Centipede will emerge out of the undergrowth and attack the party. If the PCs hang around, more will start appearing a minute or so later. After 15 minutes the ground will be soaked

³⁸ roots sensing the presence of water and growing towards it.

through as the water level begins to rise and by the end of the rainstorm the swamp in here will be 3' deep.

Just as it was possible to drain the water from R7 into this cave, the correct valve in R14 can be used to drain that water in here back out again into R15. Should the PCs do so, the 3' depth of swampy water will disappear, but the soil and vegetation will retain the rest of the water and remain wet.

DC	Summary
15	Knowledge Nature check to understand the cave's ecology
15	Knowledge Religion check to recognise Marina
15	Perception check to find the secret cubicle at the back of the statue

R12. Locathah (EL 3)

This room is completely flooded, in fact higher than the 15' high ceiling as it rises up through two distinct exits to a point 1' lower than the level of the floors of R8 and R13.

Four statues of aquatic looking humanoids with crested fins on their heads and backs and wide-eyed wide-lipped fish-like faces are in the room – one in each corner. These rare creatures, recognisable with a DC 15 Knowledge Local check as Locathah, are depicted in peaceful poses richly dressed - almost like academics or ambassadors. One wears a magical amulet tightly around his neck³⁹.

The centre of the floor is decorated with a mosaic showing a fiery orange flower. This mosaic contains a number of small holes within it which release the water in this room down to R15 when the correct valve in R14 is opened. The mosaic is 5' in diameter; the Medium Magma Elemental that lives and burrows within this room does not burrow or attack from beneath it.

The Magma Elemental will, however, attack anything else that comes in here to investigate, using its Earth Glide ability to position itself directly beneath its chosen prey. Note that the elemental cannot see through stone, so it will use its move actions to go down and along at a point just below floor level, allowing it to see out even if that means that everyone else can see it. In this mode of combat, the elemental will receive and grant cover to anyone not directly above it (i.e. +2 AC, +1 Reflex saving throw).

The elemental was originally a peaceful creature, bound / contracted to provide heat in this area for marine life that liked its water hot. The Asmodean attack, however, made it aggressive, and with no one coming back to pacify it or explain what happened its aggressive nature has become dominant.

DC	Summary
15	Knowledge Local check to recognise Locathah

³⁹ see the Encounter Summary

Medium Magma Elemental	CR 3
N Medium Outsider (earth, elemental, extraplanar, fire) Init 3; Senses darkvision 60 ft.; Perception 7	
Defense	
AC 16, touch 9, flat-footed 16 hp 30 (4d10+8) Fort 6, Ref 3, Will 1 Defensive Abilities elemental subtype Immune fire Weaknesses vulnerable to cold	
Offense	
Speed 20 ft., burrow 40ft.; earth glide Melee slam +6 (1d6+3 plus burn) Power Attack slam +4 (1d6+9 plus burn) Special Attack Burn (1d4, DC 12), Lava Puddle	
Statistics	
Str 14, Dex 8, Con 15, Int 4, Wis 11, Cha 11 Base Atk 4; CMB 6; CMD 15 Feats Improved Initiative, Power Attack Skills knowledge (dungeoneering) 4, stealth 6	
Special Abilities	
Lava Puddle (Su): Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after a number of rounds equal to the elemental's Hit Dice. At the GM's discretion, this puddle of lava could start secondary fires.	

R13. Air Conditioning (EL 1 or 7)

This hexagonal room is positioned directly below the tank at R3. A constant whirling, swirling clatter, like the noise that might be made by a trapped tornado, issues from a metallic hexagonal cabinet at its centre. The ceiling of the room is metallic, slanting down slightly from the edges to the point where it joins the cabinet. The room is otherwise rather dreary, particularly by the standards set elsewhere within this complex.

A Huge Air Elemental is trapped within the cabinet. Windows on the cabinet's walls allow it to be seen inside, sometimes in whirlwind form and sometimes looking like a huge and angry giant. Whichever form it takes it always seems to be vigorous and aggressive.

Strange levers, dials, pipes, wheels and other machine-like protrusions cover the cabinet. Occasional blue sparks of electricity arc between exposed anodes and various valves

Huge Air Elemental	CR 7
N Huge Outsider (earth, elemental, extraplanar) Init 13; Senses darkvision 60 ft.; Perception 13	
Defense	
AC 22, touch 18, flat-footed 12 hp 95 (10d10+40) Fort 11, Ref 16, Will 5 Defensive Abilities DR 5/—, elemental subtype, Air Mastery	
Offense	
Speed fly 100ft. (perfect) Melee 2 x slam +17 (2d6+6) Space 15 ft.; Reach 15ft. Special Attacks Whirlwind (DC 21)	
Statistics	
Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11 Base Atk 10; CMB 18; CMD 38 Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Weapon Finesse Skills acrobatics 18, escape artist 18, fly 23, knowledge (planes) 7, stealth 9 Languages Auran	
Special Abilities	
Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.	

inexplicably release scalding steam or freezing air at random intervals.

It does all look rather dangerous. It's also the partly magical partly technological mechanism which controls the air blasting up through the holes in R3.

Operating the machine requires a successful DC 20 Disable Device, or Use Magic Device, or Knowledge Engineering check or even just a straight forward pot luck fiddling-with-the-controls check (treat as a +0 attempt). Failing the check by 4 or less is harmless – just a few strange noises coming out of the machine as the elemental slightly changes what it's doing. Failing the check by 5 or more causes a mishap, with the failing PC taking 1d6 points of damage randomly determined as electricity, heat or cold, with a DC 25 Reflex save for half.

Other PCs can use “aid another” actions to help operate the machine, however if they fail their own (DC 10) check by 5 or more then they suffer their own mishap as well.

Operating the machine is a fiddly business requiring both hands and a lot of attention to detail. It cannot be done at a distance, or by using ropes, cloths or tools to try to protect against the damage (including damage caused by assisting). Each attempt at controlling the machine takes about a minute. Success allows the wind speed in R3 to be changed from 0 to

50mph as required. Successfully operating the machine grants a +2 cumulative bonus to further attempts to control it. Left unattended, the machine gradually increases the wind speed in R3 up to its maximum of 50 mph, raising it by 1 mph every day.

It will immediately be clear to anyone who starts trying to break open the machine that the elemental inside does not approve of this activity. If the machine is broken nonetheless⁴⁰ then the elemental will come out and attack.⁴¹

DC	Summary
20	Disable Device or Use Magic Device or Knowledge Engineering or pot luck (+0) check necessary to regulate the machine.
-2	Modifier to the above for every successful check made in the past
25	Reflex DC to avoid taking damage if the check to control the machine fails by 5 or more

R14. Control Room (EL 1/3)

This small room at the bottom of the long eastern stairway is used to control the ingress of water from the various locations around the complex through into the tank at R15.

A single ever-burning torch near the ceiling on the north wall illuminates the exit opposite this room's entrance. Beyond it is the floorless expanse of the tank at R15 and then at the tank's far exit a faint fiery glow coming from room A1.

Pipes enter and exit the ceiling and walls of this room though their purpose can only be guessed. Large metal wheels embedded in the walls control the flow of water from R2, R9, R10, R11 and R12, into R15, though it is impossible to tell which wheel does which without trial and error. When the PCs arrive into this area, all of the wheels will be closed, and unless the PCs have taken steps to move some of the water on in the rooms above only the wheel which controls the water from R12 will make anything happen.⁴²

Despite the superior construction of the plumbing in this complex water still escapes from time to time around the joints and bends. This room, in particular, is damper than all the rest.

Walls and pipes glisten with moisture and numerous slimes and moulds cover the walls and pipes. Fortunately none of these are harmful, though the resemblance to Green Slime should not be lost on the party.⁴³

The clerics of Asmodeus that live beyond R15 left a guard many years ago in this room to put off casual explorers. This creature is spooky, rather than dangerous, resembling as it does an evil creature of legend⁴⁴, though it is actually just an

⁴⁰ treat as a tank wall for hardness, hp and break DC

⁴¹ which will probably be the end of the PCs.

⁴² you will need to note whether wheels are left in the open or closed position when PCs leave this area so that you know what happens if water is later fed into the feeder rooms above

⁴³ (evil grin)

⁴⁴ which I'm not allowed to mention here for copyright reasons

animated gillman skeleton with an animated (and rather useless) zombie octopus stuffed inside its skull.

The skeleton wears an armoured kilt and a tattered red cloak. It carries a couple of shortwords in its hands even though it can only use one of them effectively. The octopus' tentacles emerge from the skeleton's mouth and eyes and wriggle around menacingly but are otherwise of little use.

Despite its fearsome appearance, one good hit will probably kill it – or at least kill the skeletal part of the thing. The zombie octopus is harmless, thought it may well gloop its way towards the party in a menacing way if they don't stamp on it first.

R15. Output Tank

This hexagonal tank is 70' high. The entrances from R14 and A1 are 50' up and the 20' square water raining door to A2 is at floor level.

Similar to the other two tanks in this complex, the walls of this tank are smooth and unclimbable. Unlike those other two tanks, however, there are no rings in the walls to allow descent from the high level entrances down to the floor. There is evidence to suggest that some sort of structure, like a catwalk, once ran around the tank walls connecting the two 50' entrances, but the small metallic protrusions which are all that's left of it offer no help to any potential climbers.

As a further discouragement to crossing the tank, the last foot or so of the metal wall just below the exit to A1 has been removed, with the stone wall behind sculpted into a smooth curve to prevent the use of any grappling hooks, arrows or irons.

Water flows into this tank by way of the mouths of metal bas-relief heads which adorn the tank's walls⁴⁵.

The inlet from R2, constructed to look like the head of a dragon, is directly above the exit to A1, at a height of 65' from the base of the tank.

There is no inlet on the wall over the door leading in from R14.

The other walls have inlets at a 55' height as follows:

- A giant fish from R12
- A bearded man from R9
- A dolphin from R10
- A maiden from R11

The best way to cross the tank for a party of 1st level characters is for them to fill it up with water and then either swim or cross it using the logs from R7. If all of the water available at each of the five locations feeding this tank is drained in, in some cases after first of all getting the water into those feeder rooms in the first place, then this tank will fill up to almost exactly a 50' depth⁴⁶.

Note that even being 10' short of the top provides an impossible obstacle to making a successful exit to A1 from either a swimming position or from balancing on top of a log

⁴⁵ note that these heads do not provide a purchase for grappling irons either

⁴⁶ almost uniformly – but consider each tank to be effectively providing 10' of water height

Mind Player	CR 1/3
NE Medium Undead (skeleton commoner) Init 6; Senses darkvision 60 ft.; Perception 0	
Defense	
AC 15, touch 12, flat-footed 13 hp 4 (1d8) Fort 0, Ref 2, Will 2 Defensive Abilities DR 5/bludgeoning, undead traits Immune Cold	
Offense	
Speed 30ft. Melee MW cold-iron short sword +3 (1d6+3 /19-20) Note that despite wielding two swords, the skeleton can only hit with one of them (i.e. it lacks Two Weapon Fighting)	
Statistics	
Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10 Base Atk 0; CMB 2; CMD 14 Feats Improved Initiative SQ Zombie Octopus in Skull Gear (light, acp 0): Armoured Kilt, 2 x MW scimitar	
Special Abilities	
Zombie Octopus in Skull - which does absolutely nothing for it and poses no threat to anyone. Note that this zombie needs to be destroyed separately to the skeleton – 1 hp of damage will do.	

or boat. At least, this is true without magical help, and should the party employ such help, such as by purchasing a scroll of *Levitate*, then you might wish have the Hell Hound in A1 come up to the edge of the tank to investigate. It is entirely up to you, of course, whether you allow your PCs to bypass solving all of the various puzzles / encounters in this adventure before moving on, but bear in mind that if they don't then (a) they will have missed some parts of the module and (b) they might not have a safe retreat should they need it.

Once the PCs are across it is time for the final part of this adventure – the exploration of a temple to Asmodeus.

The Temple to Asmodeus

General

All of the areas in this section are made from standard masonry walls with flagstone floors and tiled ceilings (see the last section for stats). The doors leading into areas A4, A5 and A6 are standard good wooden doors. The huge iron door connecting R15 to A2, as described in the previous section, is a water-retaining door whose lock is in A6.

The double doors between A7 and A8 are each 10' wide and 30' high with hinges on the A8 side. Anyone who starts trying to break these doors down will very rapidly draw the attention of the denizens in A8. Once A7 is flooded, it isn't possible to open the doors in any ordinary way, but see what might happen later under the sub-section labelled "The Flood".

All of the areas within these halls are lit by a mixture of *Continual Flame* spells cast on the walls (caster level 5) and various other forms of lighting such as glowing braziers, candles and torches. The light cast by the spells has an orangey red quality, making it look as if the walls were covered in flames⁴⁷.

Door Type	Hardness	Hp	Break DC
Standard good wooden doors	5	15	16

A1. Guard Dog (EL 3)

The room at the end of the passageway from R15 marks a very clear boundary between the disused temple to a benevolent god on the one hand and the very much used temple to a not very benevolent god on the other.

Why? Well, maybe it's the change of décor – pretty little sea-scape mosaics in Marina's reservoirs giving way to a rather nazi-like motif of red and black in the Asmodean temple with cruel looking insignia painted on the walls⁴⁸.

Or maybe it's because of the two iron braziers in this room and their red glowing coals, not only giving the room a rather hellish ambiance but also providing it with a rather hellish heat.

Or possibly it's the Rottweiler-looking thing, the size of a pony, with spiked collar, red fiery eyes and a mouth like a furnace that is gazing at the approaching party with a growl building up in its throat.

Hell Hounds are much more intelligent than your average dog. Unless the party were particularly stealthy this creature will have heard them splashing about in R15 and will now be waiting for them to appear so that it can gauge how best to attack them. Most likely it will have a readied action to charge as soon as anyone appears in the corridor, then use its 10' fiery cone on the party trapped behind.

Once the Hell Hound's blood is up, the creature fights to the death. It snarls and growls as it rips⁴⁹ the party to pieces, but it has far too much self-esteem to venture anything forth like a bark⁵⁰.

Note that this Hell Hound is a slight variant from the norm with Iron Will replacing Run as its second feat. This is a guard dog, not a hunter.

The Hell Hound's iron collar, which has small rubies embedded along it, is worth a bit of money as described in the Encounter Summary. The remains of the catwalk from R15 lies piled in numerous broken pieces at the easternmost section of the room and six wheel-cog-keys removed from Marina's complex can

Hell Hound (variant)	CR 3
LE Medium Outsider (evil, extraplanar, fire, lawful) Init 5; Senses darkvision 60 ft., scent Perception 7	
Defense	
AC 16, touch 11, flat-footed 15 hp 30 (4d10+8) Fort 6, Ref 5, Will 3 Immune fire Weaknesses vulnerable to cold	
Offense	
Speed 40ft. Melee bite +5 (1d8+1 plus 1d6 fire) Special Attacks Breath Weapon (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 14 for half)	
Statistics	
Str 13, Dex 14, Con 15, Int 6, Wis 10, Cha 6 Base Atk 4; CMB 5; CMD 16 (+4 vs trip) Feats Improved Initiative, Iron Will Skills acrobatics 8, stealth 9, survival 7 Languages Infernal (cannot speak)	

also be found by the side.

DC	Summary
10	Knowledge Religion check to recognise the insignia of Asmodeus

A2. The Corridor of Capitulation

The floor of this short passageway from R15 to A6 is smooth and rounded, the result of water running down it over the years even if it's bone dry now. The walls to either side have small

⁴⁷ Courtesy of a dramatic Asmodean cleric

⁴⁸ the exact insignia dependent on how Asmodeus is portrayed in your fantasy world – but a red lidless eye is certainly a possibility

⁴⁹ or cooks

⁵⁰ it's not a poodle!

plinths placed every 5' or so at a 5' height holding barely recognisable statues to various marine creatures. In many cases the statues are missing parts, or are broken and defaced, not savagely but resolutely, as if whoever did this was making it clear that the creature had been killed cleanly rather than being ripped to pieces. Each statue is also covered with a huge candle burning with a small flame and dropping red black wax on to the floor.

A3. Apprentice Rooms

Apprentice Asmodean clerics that come to learn to improve their embezzling, blackmailing and torturing techniques get housed in these little rooms off the top of the walkway at the rear part of the temple.

The doors to these rooms are locked (Disable Device check DC 25), with the keys either held by Master Apprentice-Scourger⁵¹ or by the apprentices themselves. There is little of interest or value within apart from a few writing implements, some nasty looking little metal devices and perhaps a copy of "Pain for Profit and Pleasure" or "How to make Enemies and Intimidate People" or "I'm Ok, You're Not Doing Too Well" underneath one of the pillows. Signs on the back of the doors explain in some detail what will happen to apprentices if they break anything, followed by the simple, rather Asmodean, advice: "In case of Fire, Burn!"

DC Summary

25	Disable Device check to open the doors
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A4. Cloak Room (EL 2)

Even evil clerics who torture the innocent, corrupt the pure and oppress the weak like to look good on special occasions and for the priests that operate within this particular branch of the Asmodean temple every occasion is special.

Thirty Asmodean black and red robes of various sizes hang from poles around this room, together with other light cloth suits that look like evil black pyjamas. Each suit has different insignia sewn on it in order to create the appropriate effect, i.e. a dagger plunged through a dripping heart, a hand crushing a brain, a man spread-eagled on a wheel with his limbs broken, and more of that sort of thing

So much can be achieved by just looking the part, and it saves on raw materials if potential victims can be frightened witless into doing what you want them to do before you've even started warming the coals.

Herona currently holds the job of Master Seamstress – not a position she is hugely pleased to have as, though it is not without status, she cannot help but suspect that her possession of the unholy needle and thread is due to a certain amount of chauvinism on the part of her male colleagues. Still, she does what she can with pride, whilst at the same time plotting to stick those needles into the nether regions of the various male clerics that she holds responsible for her predicament when the right opportunity presents itself.

⁵¹ not detailed individually in this module

Herona	CR 2
Female Half-Elf (drow) Cleric 3 LE Medium Humanoid (elf, human) Init 5; Senses Darkvision 60ft.; Perception 4 Aura evil	
Defense	
AC 18, touch 11, flat-footed 17 hp 21 (3d8+3) Fort 3, Ref 2, Will 5 ; +2 vs. enchantments Immune magical sleep Weakness Light Sensitivity	
Offense	
Speed 20 ft. Melee MW light mace +4 (1d6+1) Special Attacks Channel Negative Energy (6/day, DC 16, 2d6); Hand of the Acolyte (5/day, MW light mace +7 (1d6+1))	
Spell-Like Abilities	
CL 3; +5 melee touch; +5 ranged touch; conc 5 5/day Copycat (3 rounds) 1/day <i>Dancing Lights, Darkness, Faerie Fire</i>	
Cleric Spells Prepared	
CL 3; +5 melee touch; +5 ranged touch; conc 5 2 <i>Aid, Eagle's Splendor, Invisibility</i> 1 <i>Divine Favor, Identify, Protection from Good, Shield of Faith</i> 0 (at will) <i>Detect Magic, Enhanced Diplomacy, Mending, Resistance</i>	
Statistics	
Str 13, Dex 12, Con 10, Int 8, Wis 15, Cha 16 Base Atk 2; CMB 3; CMD 14 Feats Improved Channel, Improved Initiative Skills bluff 7, craft (clothing) 1, stealth 2 Languages Common, Elven SQ Spontaneous Casting (inflict) Gear (light, acp 3) : MW breastplate, MW light steel shield (with Asmodean Holy Symbol), MW light mace	

Herona sits in the middle of the room on a comfortable chair behind a table quietly getting on with her sewing. Unless the party is really stealthy she will more than likely hear them as they chat away outside her door. Whether she does so or not her tactic is still the same: cast *Invisibility* on herself followed by a series of buffing spells (in the order below) and then initiate combat by channelling negative energy to hurt. This last action will, of course, cancel her invisibility, but she will continue channelling anyway as long as she can unless for some reason it doesn't appear to be doing any good⁵². She will only use her mace as a last resort.

⁵² erm - evil

Herona's Special Abilities

Copycat (Sp): You can create an illusory double of yourself as a move action. This double functions as a single mirror image and lasts for a number of rounds equal to your cleric level, or until the illusory duplicate is dispelled or destroyed. You can have no more than one copycat at a time. This ability does not stack with the mirror image spell. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Hand of the Acolyte (Su): You can cause your melee weapon to fly from your grasp and strike a foe before instantly returning. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Wisdom modifier to the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Her buffing spells in order of priority are as follows:

- 1) *Eagle's Splendour* (it's like being caught without your make-up on!)
- 2) *Aid*
- 3) *Shield of Faith*
- 4) *Protection from Good*
- 5) Copycat (domain spell-like ability)
- 6) *Divine Favor*
- 7) *Resistance*

Hearing Herona cast a spell requires a DC 30 Perception check due to her invisibility, as she always moves after casting in order to make it hard for the PCs to close in on her inside the room. If any PC succeeds in this check then they will know which square she occupies though they will still have to deal with the 50% miss chance for her being invisible. Note that step (5), her Copycat spell-like ability, is silent.

DC Summary

30	Perception check to hear Herona casting a spell
----	---

A5. Storage Room

This room, partner to the cloak room opposite the hall, is used for general storage by the denizens of the temple, though note that general storage for a branch of the Asmodean clergy is not the same as general storage for a builder, shipwright or greengrocer.

Although there are some things in here which are reasonably innocuous, the fact that they are mixed up with racks, iron maidens, braziers, pokers, whips, chains, spikes, knives, leather strap arrangements that defy the imagination and lots of other implements that leave very little to the imagination means that even something as innocent as a wooden plank looks far too sinister and disturbing to be just a piece of scaffolding.

Herona's Buffs

Eagle's Splendor

Special Attacks Channel Negative Energy (DC 18)
Skills bluff 9

+ *Aid*

hp 28 (3d8+3+7 temporary hp)
Saving Throws +1 against fear effects
Melee MW light mace +5 (1d6+1)
Special Attacks Hand of the Acolyte (MW light mace +8 (1d6+1))
+6 melee touch, +6 ranged touch

+ *Shield of Faith*

AC 20, touch 13, flat footed 19

+ *Protection from Good*

Saving Throws +2 vs spells cast by good-aligned creatures

+ *Divine Favor*

Melee MW light mace +6 (1d6+2)
Special Attacks Hand of the Acolyte (MW light mace +9 (1d6+2))
+7 melee touch, +7 ranged touch

+ *Resistance*

Saving Throws +1 (does not stack with Protection from Good)

Summary of everything cast

AC 20, touch 13, flat footed 19
hp 28 (3d8+3+7 temporary hp)
Fort 4, **Ref** 3, **Will** 6; +2 vs. enchantments, +1 vs fear, +1 vs spells cast by good-aligned creatures
Melee MW light mace +6 (1d6+2)
Special Attacks Channel Negative Energy (6/day, DC 18, 2d6); Hand of the Acolyte (5/day, MW light mace +9 (1d6+2))
+7 melee touch, +7 ranged touch
Skills bluff 9

Although there are lots of items here with mundane value, there's not much here that one could call "treasure". Pretty much any sort of carpentry or stone masonry tools can be found and there are several crowbars and sledgehammers suggesting that the owners of all of this stuff value the art of destruction as much as construction. A DC 20 Appraise check, however, identifies one set of masterwork manacles amongst all the other less valuable stuff.

DC Summary

20	Appraise check to identify the one piece of treasure that is present here
----	---

A6. The Sea of Death (EL 4)

Buried deep beneath the ground this large rectangular hall forms the rear part of the temple to Asmodeus. A 5' wide stone rail-less walkway, 20' up, overlooks the hall from both the north and south walls. Doors lead from these walkways into A3, A4 and A5, whilst gargoyles sit in sconces in between the doors looking out in all directions.

Hala Demon	CR 4
CE Medium Outsider (air, chaotic, evil, demon, extraplanar) Init 4; Senses darkvision 60 ft.; Perception 8 Aura Stormwind	
Defense	
AC 18, touch 14, flat-footed 14 hp 37 (5d10+10) Fort 6, Ref 8, Will 1 Defensive Abilities DR 10/cold iron or good, SR 15, Vengeful Wind, resist acid/10, cold/10, fire/10 Immune electricity, poison Weaknesses enemy of dragons and eagles	
Offense	
Speed 30ft.; fly 60 ft. (perfect) Melee 2 x claw +9 (1d4+3) bite +9 (1d6+3) Special Attacks Hailstorm (not usable in this situation – must be outside with clouds in the sky)	
Spell-Like Abilities	
CL 5; +8 melee touch; +9 ranged touch; conc 7 At will <i>Alter Winds</i> (DC 13) 3/day <i>Gust of Wind</i> (DC 14), <i>River of Wind</i> (DC 16) 1/day <i>Control Winds</i> (DC 17), <i>Summon</i> (level 3, 1 hala 40%)	
Statistics	
Str 16, Dex 19, Con 14, Int 12, Wis 11, Cha 15 Base Atk 4; CMB 8; CMD 22 Feats Flyby Attack, Hover, Weapon Finesse, Wingover Skills acrobatics 12, escape artist 12, fly 20, intimidate 10, knowledge (planes) 9, stealth 12 Languages Abyssal, Celestial, Draconic, Telepathy 100ft.	

Beneath the walkway, at ground level, the walls have been painted to look like a hellish prison, with various forlorn creatures shown gazing out through iron bars with little hope of release or salvation.

Asmodeus himself looks down into the room from over the two main exits, in each case as a 5' squared bas-relief, impassive from the west and ferocious from the east.

Hala Demon's Special Abilities

Enemy of Dragons and Eagles (Ex): Halas are hated enemies of dragons and eagles. Those creatures gain a +2 bonus on attack and damage rolls against hala demons.

Stormwind Aura (Su): Halas surround themselves with a buffeting shroud of supernatural, windstorm-force winds. These winds shield a hala from any other wind effects and form a shell of breathable air around it, allowing the hala to breathe underwater. Ranged weapons and gases directed toward a hala are affected as the spell *Wind Wall*.

Vengeful Wind (Su): Anytime a hala takes damage from a critical hit, a powerful blast of wind explodes forth in the direction of the attacker. This blast takes the form of a 60-foot-long gale, treated as a gust of wind spell, directed from the hala toward the opponent that scored the critical hit against it (if that creature is more than 60 feet away, the wind is aimed in its direction but doesn't come close enough to affect it). This wind is also charged with electricity. Any creature in or that enters the area of effect must make a DC 14 Reflex save or take 3d6 points of electricity damage. The save DC is Constitution-based.

Four 5'-diameter circular iron bowls resting on 5' tall tripods filled with burning oil add a strange blue flickering light to the fiery glow which otherwise emanates from this room's walls and ceiling.

In the centre is a 15' diameter circular iron cage formed of 10' long iron spears rising up from the floor. The spears of the cage are placed 3 inches apart but the cage has no top, which is odd because the creature imprisoned within looks like it's perfectly capable of flight. This devil or demon, for such it must be, shrieks in rage within his prison as if desirous of escape, but for whatever reason does not contemplate flying out through the top. In its madness, the creature appears to have agitated the air around it into a veritable windstorm.

Closer inspection of the cage reveals strange glyph-ridden circles on both the inside and outside of the cage, the latter in powdered silver. This second, outer, circle, is recognisable with a DC 20 Spellcraft check as the diagram necessary to bind an outsider using the spell *Magic Circle Against Evil*.

All in all there are four circles surrounding the Hala Demon⁵³ imprisoned here.

The first, innermost, one is created by the demon itself using its Stormwind Aura. This whirlwind of turbulent air, 2' thick, provides complete protection for the demon against any arrows or bolts that are fired at it from outside.

The second circle, just outside of this, is drawn on the floor, and although complex looking does not serve any real purpose.

⁵³ a servant of the demon lord Pazuzu, which the Asmodean clergy are putting to their own use regardless of what its master might have to say on the matter

The third circle, essentially covering the squares around the demon which are 5' away from it, is the iron cage described above, which appears to be its prison but in fact has been put there in order to protect it from attacks by the temple's other over-zealous members.

The final circle, at a 10' distance from the demon, is the powdered-silver-circle-based *Magic Circle Against Evil* spell which is keeping the demon in place – including preventing it from escaping by flying up and over the top. Note that the demon cannot use its Stormwind Aura to disturb the circle in any way, or indeed target anything else outside of it.

(If anyone shoots the demon with a fire arm, the cage provides improved cover (+8 to AC) and the Wind Wall effect gives a 30% miss chance. Additionally, there's a 20% chance that any shot which misses the demon causes a break to appear in the silver circle either by means of a ricochet, the chipping off of a piece of the cage or enough of a shock/air wave to disturb the dust on the floor.)

A wheel-cog-lock operating the door from R15 is on the southern part of the western wall. Any wheel-cog-key will fit, however it requires a DC 20 Strength check to raise the door from R15 as this door is much bigger than the others. Letting all the water through will flood this room to a depth of 18', which is just below the level of the walkway, 2' below the level of the top of the doors into A8 and 8' up the walls of the tank at R15.

The incoming water will flow into the tripods full of oil once it gets to the right height and will slosh the oil out into a greasy burning sheen floating upon its top. Before the room floods completely, of course, the circle binding the Hala Demon in powdered silver will be erased, releasing that demon so that it can fly up and attack the party.

The demon cannot use its Hailstorm ability while in this hall. It can, however, make very effective use of *River Of Wind* on PCs caught on the walkway and FlyBy attacks with its bite on PCs caught paddling around in the water.

Unless the PCs are very capable with ranged combat, their best bet will be to retreat back to A1. The demon, maddened by its extended confinement, will pursue the party wherever it goes and fight them to the death.

Unless you feel your party are finding this combat easy⁵⁴, the demon will not use its Summon ability to bring in another one of its kind.

DC	Summary
20	Spellcraft check to recognise the silver circle as the necessary component of a <i>Magic Circle Against Evil</i>
20	Strength check to turn the wheel-cog-key to raise the door from R15

A7. The Passage to Victory

The floor of this huge passageway slopes down gradually from the exit out of A6 down to the double doors leading to A8⁵⁵,

⁵⁴ and kudos to them if they are!

but the ceiling and the walkway stay level, so that at the passageway's end the ceiling has risen from a 30' height to 40' and the walkway has gone from being 20' off the ground to a rather vertiginous 30'.

The double doors themselves are each 30' high and 10' wide, opening towards the passageway, i.e. away from room A8 beyond. They have not been opened in years, the high level walkways being sufficient to allow the denizens of this place to travel between the western halls and the main temple, and so are swollen shut and difficult to open (strength check DC 30 needed). This is just as well as it means that they will hold back the water that floods in from room R15 – at least for the time being.

The gargoyles present in A6 do not continue into this hallway, instead the walls above the walkway are adorned with regular carvings of great green devil heads sporting wide open mouths that radiate a strong evil aura⁵⁶.

At ground level the walls are decorated with 10'x10' frescoes showing Asmodean domination across various realms, worlds and planes, with the indigenous population of generally humanoid creatures either being beaten in battle, enslaved or subjugated by despotic demagogues.

From east to west, the four frescoes on the north wall are as follows:

1. A small amphitheatre of Asmodean alchemists and other arcane practitioners looking down at a lecturer dissecting a body strapped to a table beneath them, whilst making notes and referring to complicated diagrams on the walls. The body is still alive. Other naked humanoids wrapped in chains wait to one side for their turn at the dissecting table.
2. A stream of hunched grey humanoids filing through an iron gate into a cold lifeless building shadowed by a massive clock in the distance atop a tall tower. The building bears Asmodean insignia on its tall chimneys belching forth sooty yellow smog. Just visible through the windows in the building's higher stories are well-dressed Asmodean clerics counting out their money.
3. A mass of dark-skinned slaves hauling upon ropes to drag an enormous block of sandstone through searing desert heat towards a huge temple being built in the distance. Overseers in Asmodean robes crack their whips whilst wealthy Asmodean priests relax under canvas with their priestesses, fine food and exotic wines.
4. A cavalcade of Asmodean cavaliers in full plate armour, full plate barding, heavy shields, and armed with bastard swords, flails, axes and lances, charging down a hillside into an "army" of malnourished peasants equipped with sticks and stones, and slicing and dicing through them like knives cutting through butter. The carnage is horrendous but the cavaliers are laughing.

⁵⁵ the highest 5' and lowest 10' are flat, allowing the doors at the bottom of the passageway to open

⁵⁶ though they are not inherently dangerous

Whilst on the southern wall:

1. An opulent mansion lighting up the night-time sky through a multitude of windows which blaze forth flames from a hundred crystal chandeliers. Bejewelled courtiers in Asmodean clothing within the building flirt and dance, laugh and gossip, whilst outside the building small clusters of ragged humanoids scabble for scraps of food in the drains or compost and fight each other over the least little morsel that they find.
2. Crowds of humanoids baying for blood around a large platform raised in the centre of a city upon which a guillotine has been built. Asmodean gentry in fine clothes, powdered faces and opulent wigs direct the execution of a long queue of academic-looking men and women. A large pyre of burning books flames away in the background.
3. An Asmodean priest in full regalia preaching from the pulpit of a huge cathedral – his congregation crowded and attentive. Practitioners of other religions dressed in their own religious costumes languish crucified upon the walls, their bodies broken and their clothing soiled.
4. A flotilla of galleons showing the Asmodean flag lying at anchor off the coast of a jungle-covered land. The jungle is gradually being felled to extinction. A steady supply of tree trunks, exotic plant and animal life, gold, food, slaves and other miscellaneous commodities are slowly being loaded on to the ships. Elderly and sick slaves are left to die.

Red curtains separate the walkway between this room and room A8 at a point level with the doors. The curtains have the Asmodean holy symbol embroidered in black on each side and are heavy enough to prevent normal light and noise from crossing through them.

DC Summary

30	Strength check to open the huge doors to A8
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A8. Sentence of Death (EL ∞)

This huge room is where the main business of the temple to Asmodeus appears to be taking place.

Actually, Asmodeus is not all that interested in ritualised worship, live sacrifices or any of that sort of thing. Being a lawful evil god of infiltration and subjugation, the really serious business carried out by his worshippers takes place within other people's homes, businesses, town halls, temples and churches.

Terror, however, has its part to play, and when carrying out negotiations with devilish outsiders or recruiting impressionable young sociopaths to "the cause" it pays to have somewhere awe inspiring that you can take them down to have a look at⁵⁷.

⁵⁷ or burn them in, if they fail their interview

The ceiling of this room, 50' up, is covered with a multitude of bars, racks and cages, many of which hold the skeletal remains of unfortunate transgressors⁵⁸. One cage up in the ceiling has a sackcloth-dressed cleric imprisoned within, looking forlornly down at a burning pit of coals that is glowing almost directly beneath him. At present, the pit is probably just keeping him warm, but looking at the cogs, wheels and chains descending from the ceiling it is clear that this degree of comfort is not likely to stay that way for long.

The walkway from A6 and A7 continues into this room, doing a circuit of the walls at a 30' height. Stone stairs to the north and south lead from the level of the walkway down to the level of the main floor. Carvings of notable members of Asmodeus's inner court grace the walls above the walkways, recognisable as particular types of devils rather than individuals⁵⁹ with the right Knowledge Planes check (i.e. DC 23 for Ice Devils, DC 26 for Horned Devils and DC 30 for Pit Fiends). Huge green permanent Magic Mouths between the statues chant praise to Asmodeus in various languages in deep baritone voices.

At ground level the walls are dotted regularly with 2' diameter semi-spherical alcoves, each about 5' off the floor, covered with locked iron grates. These alcoves are full to the brim with humanoid skulls, though there is one to the east which clearly has within it the head of the statue to Marina that belongs in the fountain in the gardens above.

The double doors leading west are of a thick oaken construction reinforced with iron. Carved upon the doors is a depiction of a massive Treant with its face in the likeness of Asmodeus. The Treant holds what appears to be a lightning bolt in its hand, poised as if to throw it at the viewer with an expression of hatred on its face.

The whole area radiates overwhelming evil. Between 10 and 20 Asmodean clerics of levels 5 to 9 carry out their nefarious businesses here. Imps buzz backwards and forwards on errands and it is possible for a Bearded Devil, Erinyes or even a Bone Devil to be present as well.

Happily, as long as the PCs wear Asmodean robes⁶⁰, they will not be bothered or even inspected⁶¹ by any of the denizens within this room unless they draw undue attention to themselves⁶².

DC Summary

23	Knowledge Planes check to spot an Ice Devil carved on the side of the walls
26	As above for Horned Devils
30	As above for Pit Fiends

⁵⁸ or seriously lost window-cleaners

⁵⁹ unless some Tiefling PC happens to recognise "Uncle Gelugon"

⁶⁰ such as those found within A4

⁶¹ by *Detect Good* or *Telepathy*, for example

⁶² i.e. commit suicide

The Flood

Hidden deep under the ground and protected by potent wards against scrying and teleportation, this particular chapter of the Asmodean clergy believes itself to be impervious to spies and infiltration.

Even if anyone within the group has ever bothered to think about the reservoirs to Marina to the east, given that nothing more dangerous than the odd bat has come out of there for the last decade everyone considers the Hell Hound placed as guard as more than adequate protection.

No one has visited Marina's reservoirs since the place was cleared out twelve years ago.

No one remembers that it is possible to gain entrance into those reservoirs from the well by the side of the fountain, despite the fact that the missing head of Marina's statue peers out at them every day from one of the alcoves in their main hall.

No one ever imagines that anyone will ever creep in to their halls from the tank to the east. In fact, the clergy of Asmodeus can be said to be just as guilty of neglect as were the councillors and citizens of Morphoton who allowed this sect to take root within the city in the first place.

These evil worshippers, however, are about to get a bit of a shock.

With areas A2, A6 and A7 flooded with the water from R15, assuming that the tank itself was flooded up to a 50' height, the weight of water behind the doors to A8 will have caused those doors to lean forward 6 inches or so on their hinges – just about enough to expose a small but significant gap at their top. Given that this only represents a 1° tilt from the vertical this inclination will not have been noticed by any of the denizens of A8 and there will not be any water leaking through since the level of water in A7 is 2' below the top of the door.

This gap, however, represents a golden opportunity for PCs, suitably disguised, armed with crowbars⁶³, and brave, to cause havoc within the temple.

Apprentices in Asmodean robes travel backwards and forwards between the eastern and western portions of the temple all the time. Not all of them are priests – all races and classes are possible⁶⁴, so if anyone from A8 glances up at the walkways and sees a couple of "apprentices" working on the doors, even with crowbars, they'll simply conclude that these two lowly members of the clergy have been asked by their superiors to carry out a bit of maintenance.

No one will ever imagine in their wildest dreams what is actually about to happen, but if one PC on each side of the doors succeeds on a DC 8 strength check⁶⁵ at the same time then the double doors will give way and hundreds of tons of water will come crashing through⁶⁶.

⁶³ such as those found in area A5

⁶⁴ though the PCs better not be prominently displaying any non-Asmodean holy symbols!

⁶⁵ allowing for the +2 for using a crowbar

⁶⁶ 1,500 tons of water, in fact, about half the volume of an Olympic swimming pool

The tsunami will obliterate almost everyone in the room, either from the initial impact or from the subsequent battering as the water sweeps everything around and down through the passageway at A9 and then out to the sea.

It will be an unmitigated disaster for the temple. As long as PCs are sensible, however, they shouldn't get caught up in the deluge. The only other survivor will be the cleric up in the ceiling who will be prevented from damage and drowning by the cage that is holding him in⁶⁷.

It will only take a minute or so for the floodwaters to recede.

It will then take several minutes before anyone else from the remainder of the temple of Asmodeus comes down to investigate. Most of the senior members of the chapter are, or rather were, here, and nobody else in the organisation has either the gumption or the initiative to check out what has happened.

The lock on the grate holding the head of Marina's statue, which is the "key" to the fountain, can be retrieved by either picking the lock (Disable Device DC 20) or by pulling out the bars from the wall (Strength Check DC 20, given that they've already been weakened by the tsunami).

If the cleric trapped in the ceiling (Carvic, LG male human cleric 5) is also released, then he will travel back up to the surface with the party and freely heal them of any ailments that they might have acquired during the adventure⁶⁸.



DC Summary

8	Strength check for two PCs armed with crowbars to topple the main doors into A8
20	Disable Device or Strength check to break the bars in the alcove holding Marina's head

A9. Outlet

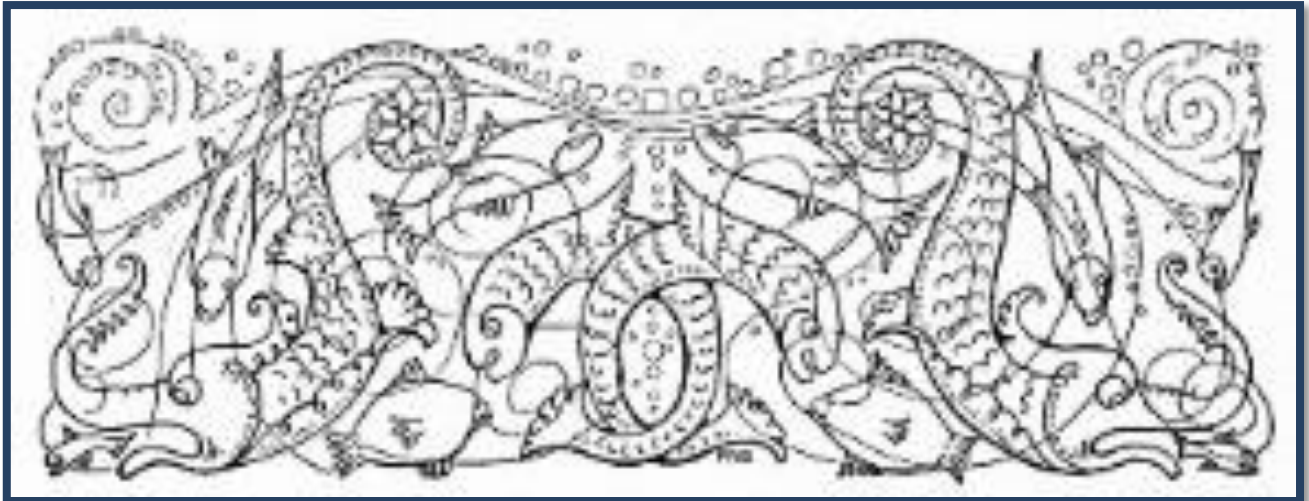
This broad passageway winds its way down to the sea, eventually emerging at the back of a cave under the cliff face at the side of the city. Odd bits of debris from A8 and scattered possessions from its drowned denizens will be found along the way⁶⁹, but since the tide is high all of the corpses and most of their valuables will have been washed out to sea.

Unless the PCs have some means of climbing back up into R14 from R15 then this will probably be the only way for them to get out of the temple. The final and concluding part of the adventure then takes place where it all started: in the gardens to Marina.

⁶⁷ oh, the irony!

⁶⁸ and also, of course, help them in the future, or lead them on to further adventures, at your discretion

⁶⁹ see the Encounter Summary



Conclusion

When the PCs have retrieved Marina's head from the temple of Asmodeus and placed it on her neck, the statue will magically re-knit and then a few rather nice and holy things will happen.

First of all the fountain will be bathed in a watery mist which will wash away all of the years of grime and dirt that are caked upon it. A minute later fresh clean water will erupt out of the mouths of the statues in varying colours and strengths and the fountain will once again spring to life.

As the level of the water in the fountain reaches a one foot depth and the overflow exit holes start to take the surplus down into the reservoirs below, an Elder Water Elemental in the shape of Marina herself will rise up out the bowl and gaze benevolently down at the PCs. Reaching into the mouth of the Hippocampus statue she will retrieve a Wand of *Buoyancy*⁷⁰ and hand it over to them with a small bow. The elemental will then depress the correct four tiles to gain

entrance into the chambers below, climb up out of the fountain and disappear down into the well.



The worshippers of Marina are reclaiming their Morphoton home.

As far as the displaced temple of Asmodeus is concerned, that devilish prince of all things Machiavellian will consider the destruction of one of his chapters in the city merely a part of the natural selection process which hopefully ensures that his most capable worshippers rise in rank over the corpses of the worst. Although the priests washed away by the PC's tsunami might disagree, the Asmodean organisation itself will not seek to gain any sort of retribution against the party for helping out with the "cull".

Unless, of course, you should deem it otherwise ☺

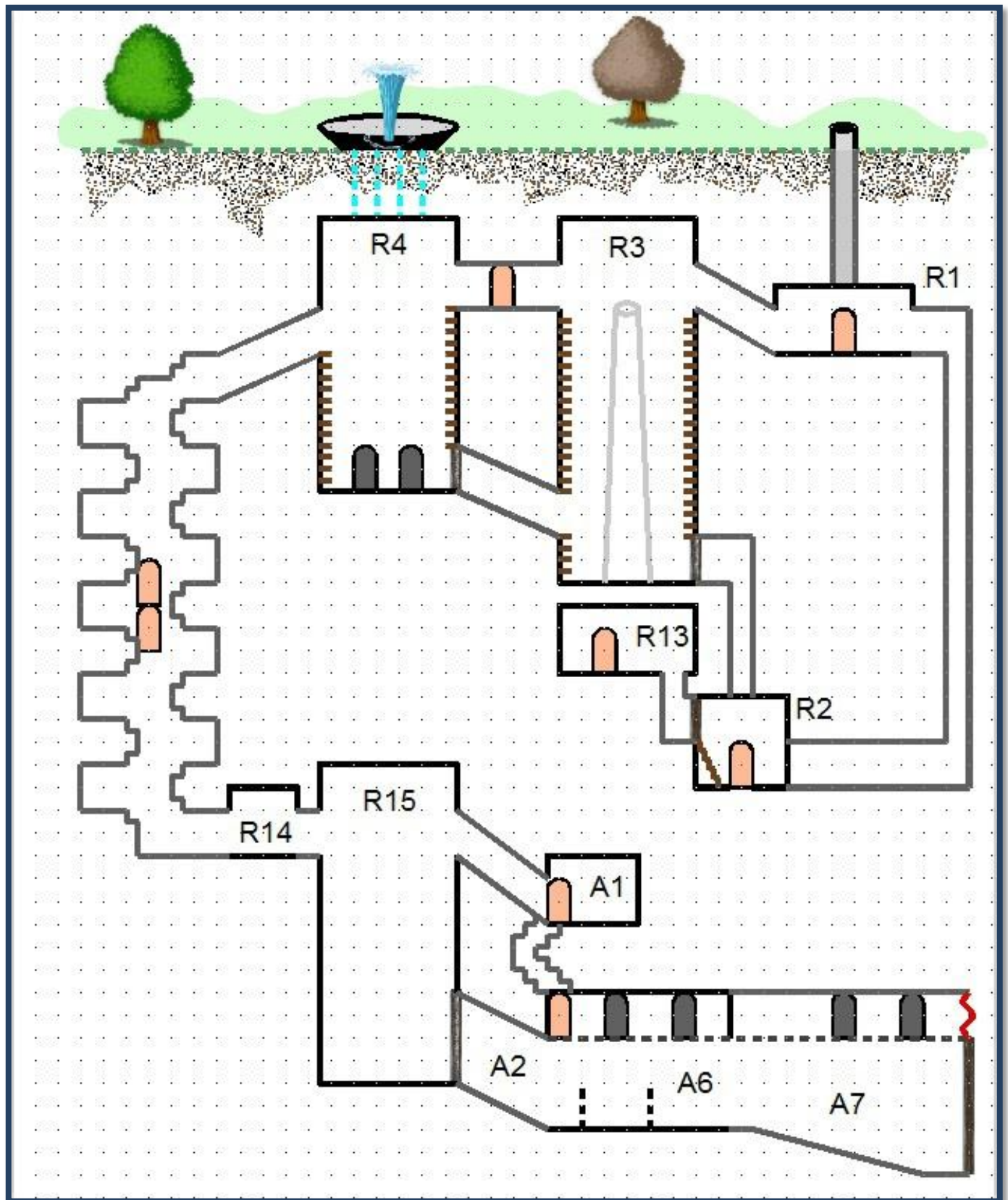
⁷⁰ see Encounter Summary for details

GM Maps

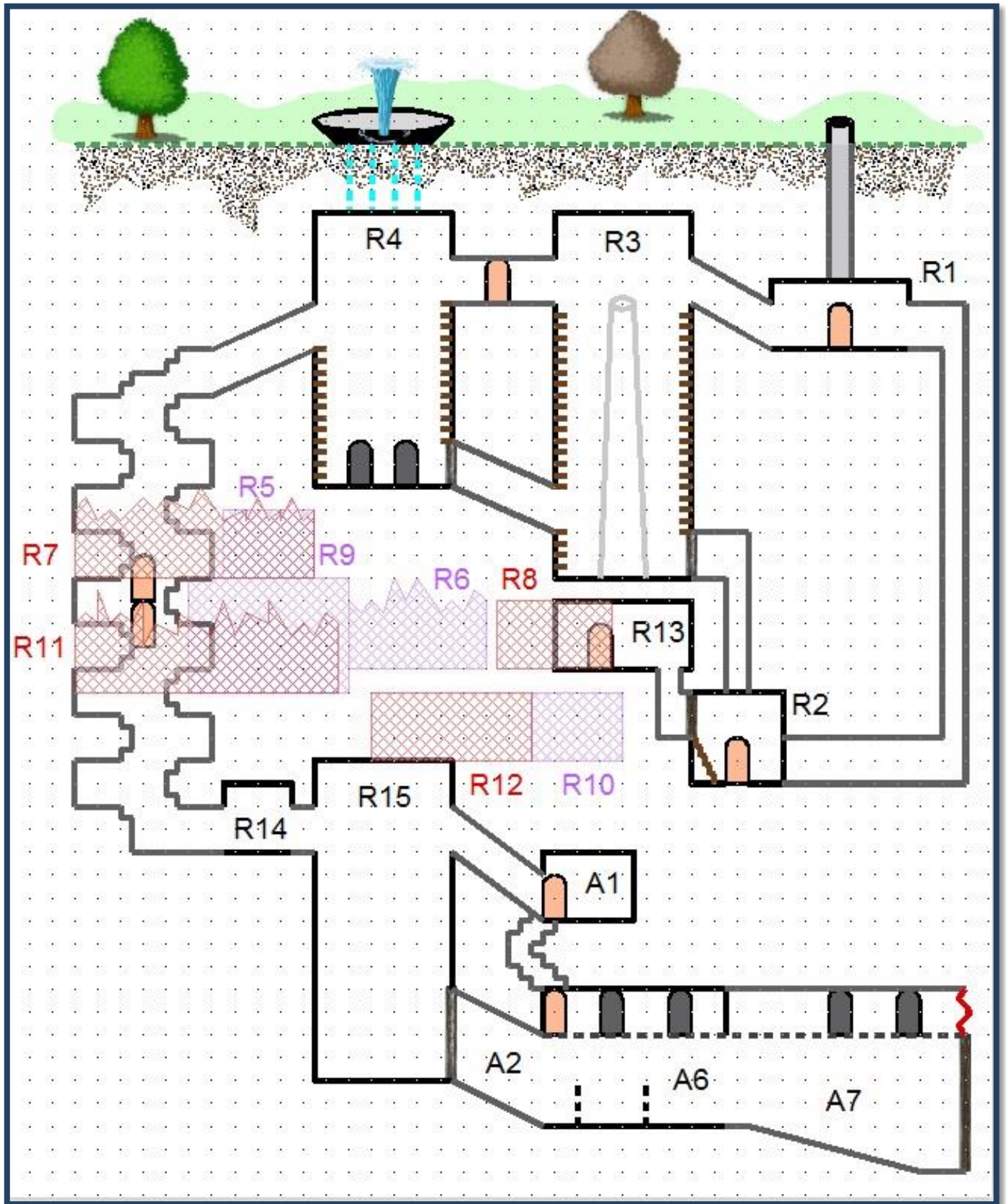
The Gardens of Marina



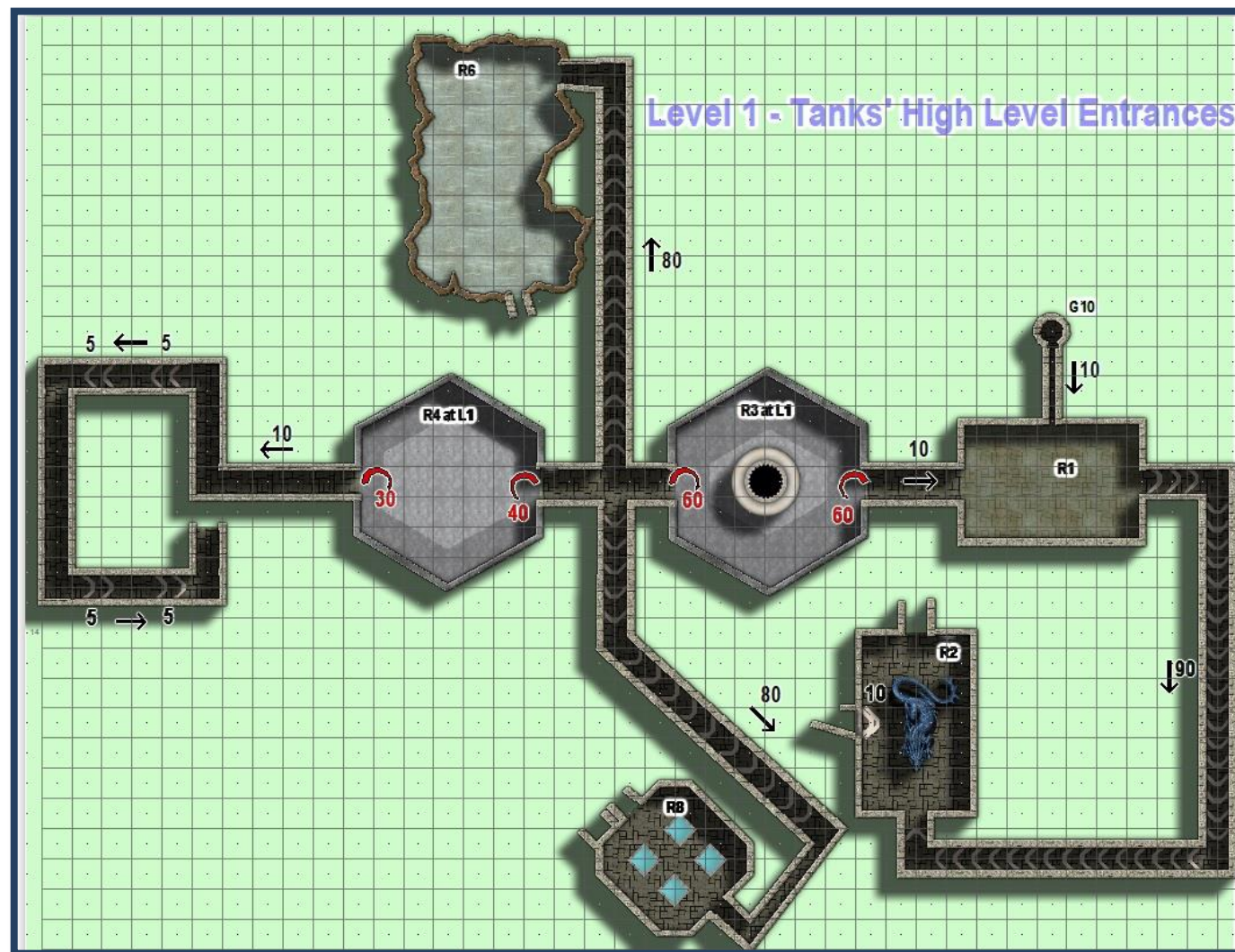
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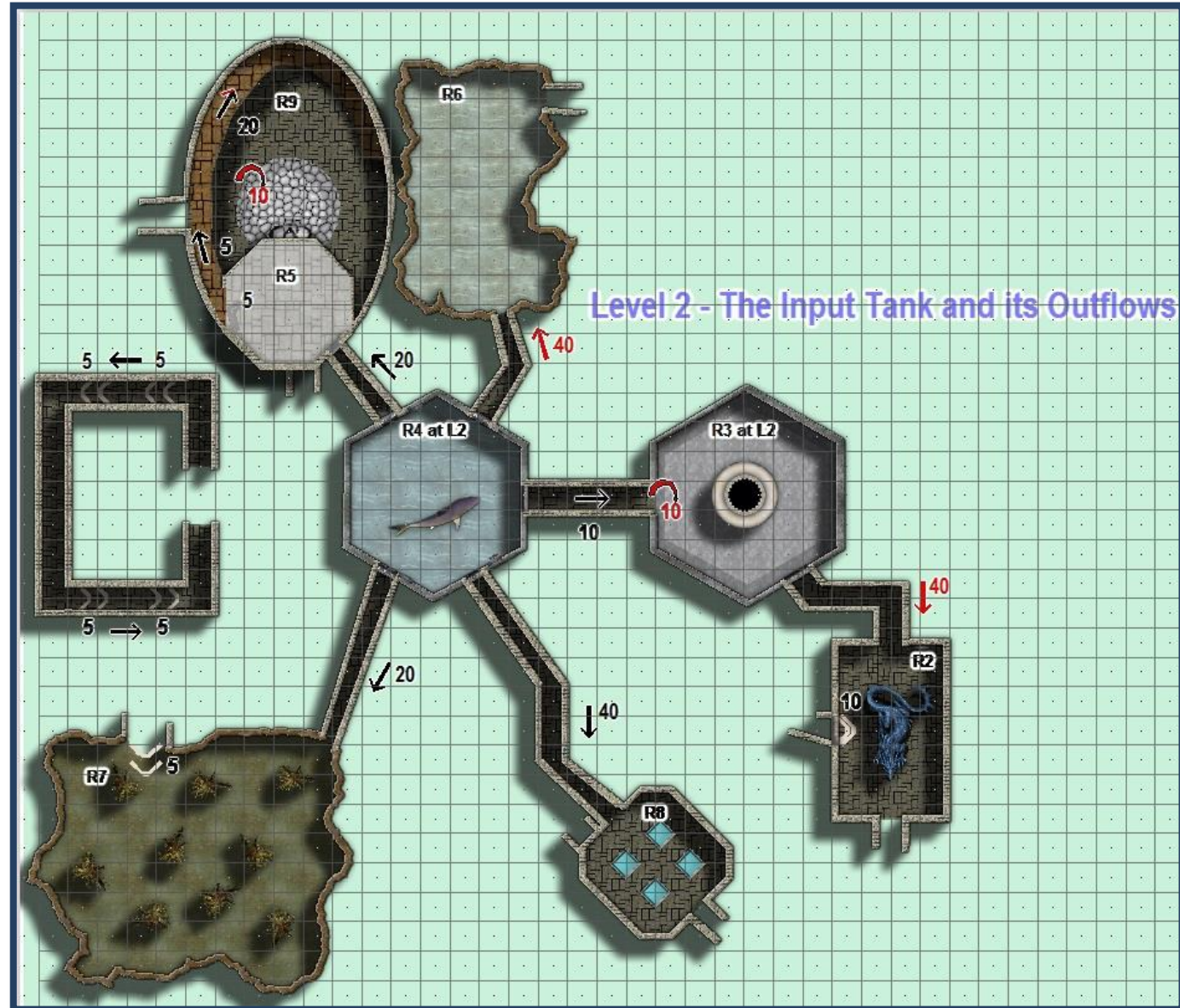
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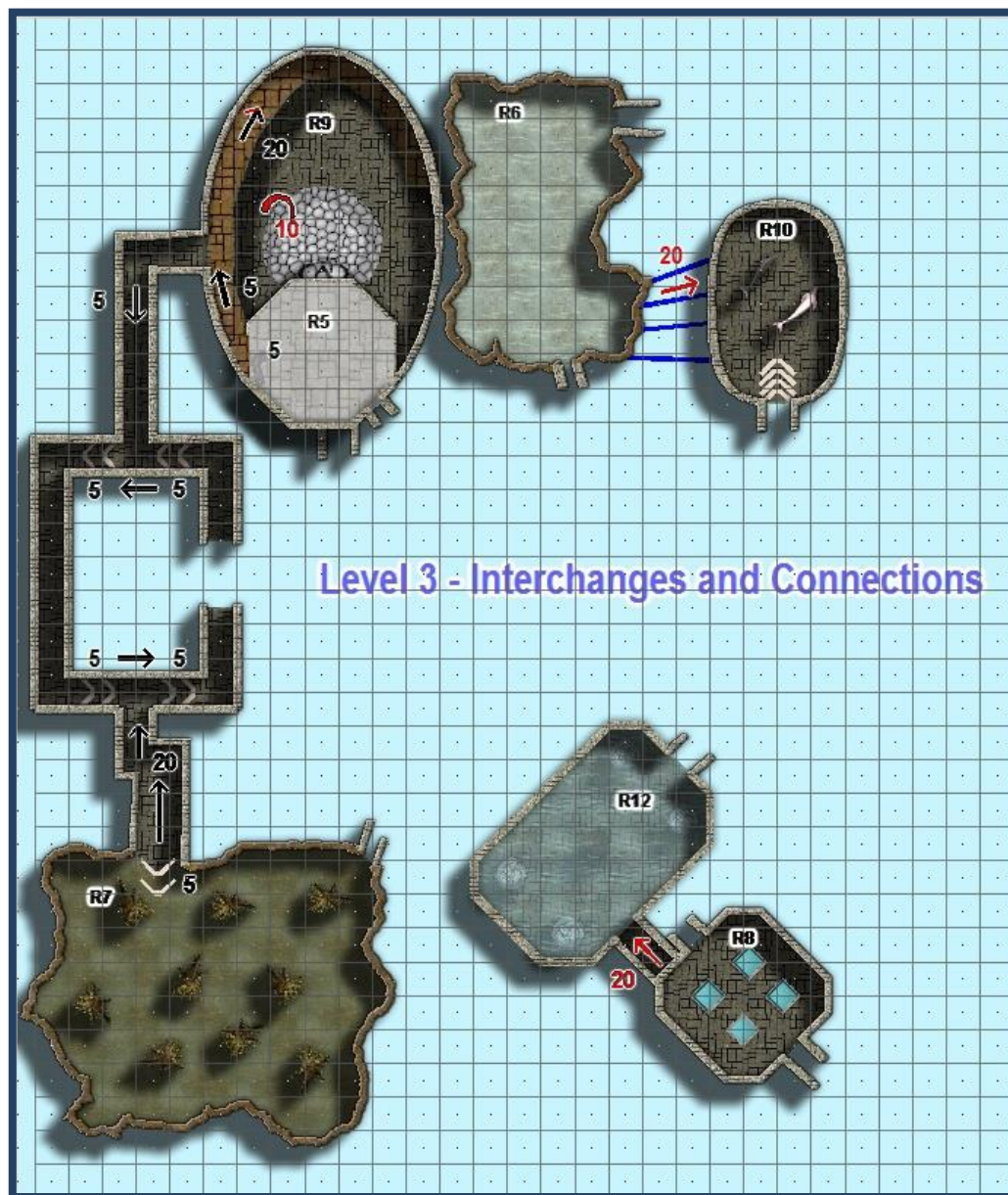
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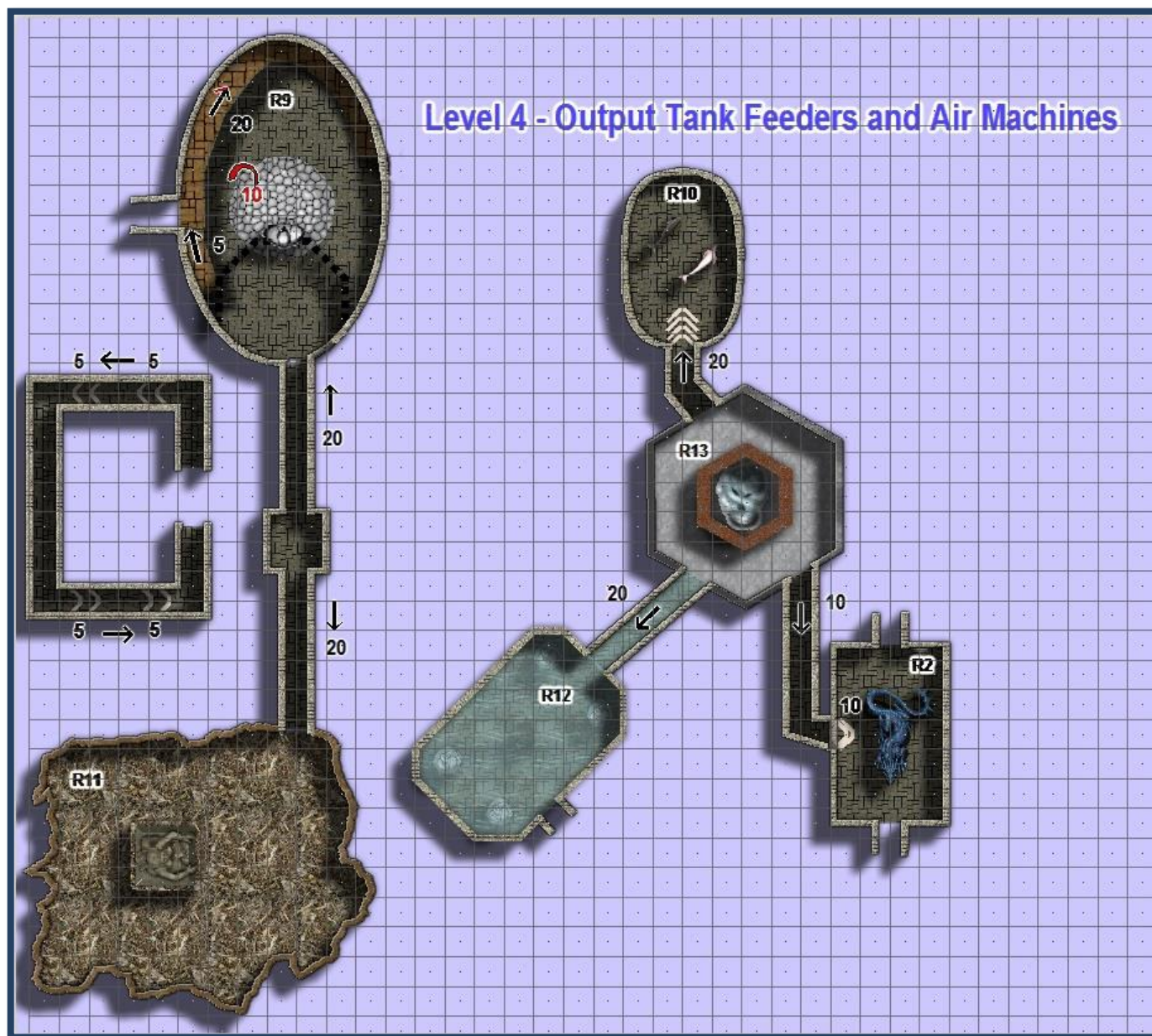
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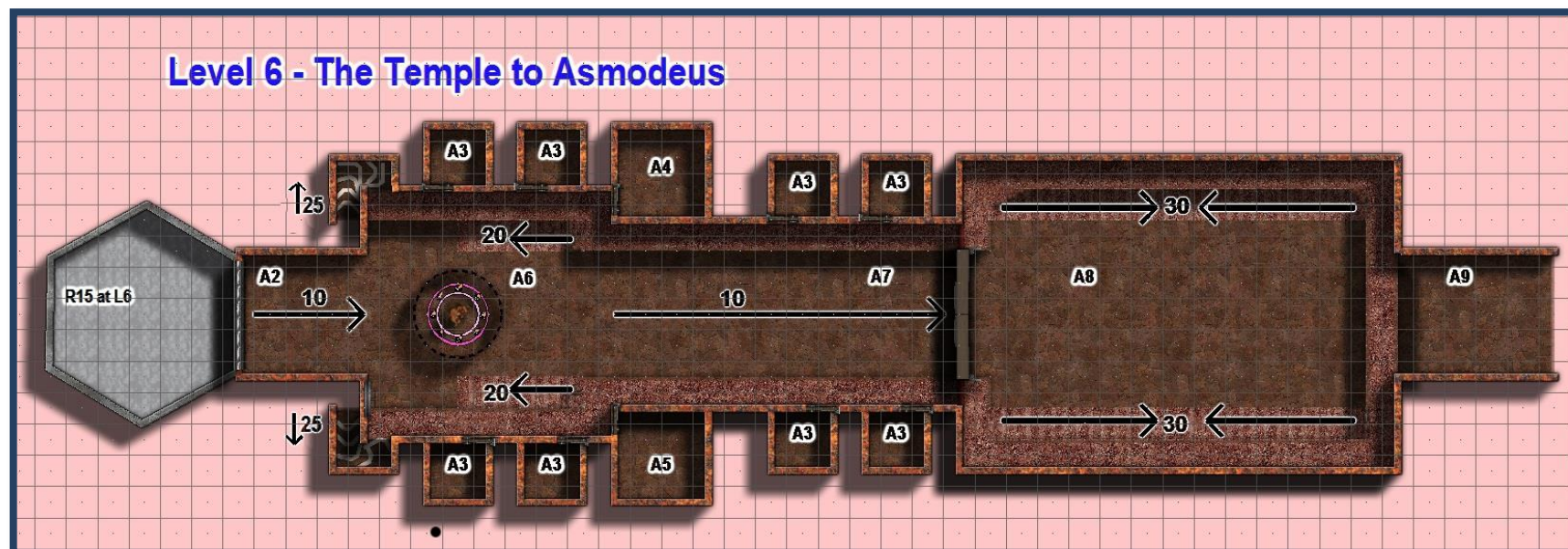
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Level 4



Levels 5 and 6

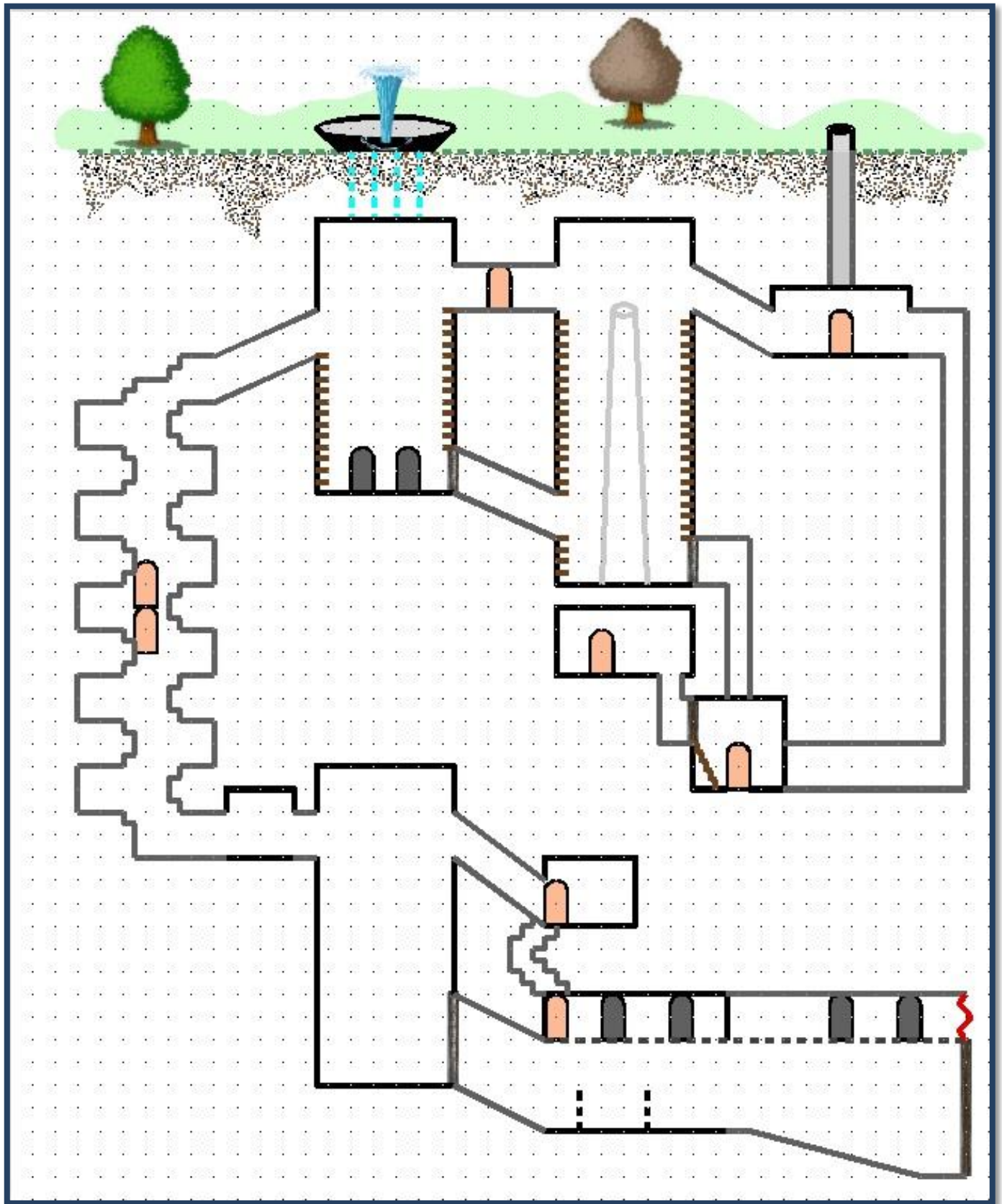


Player Maps

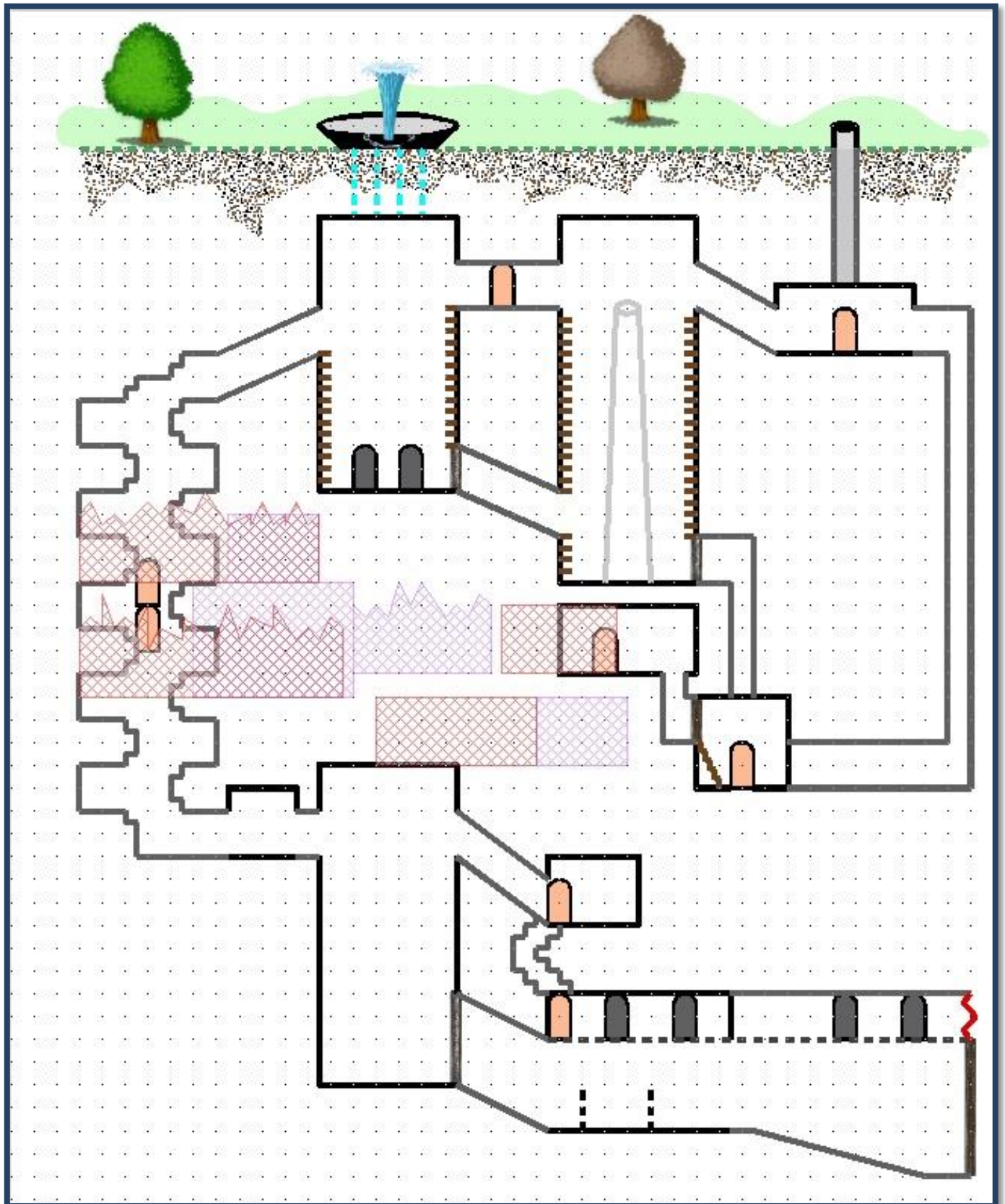
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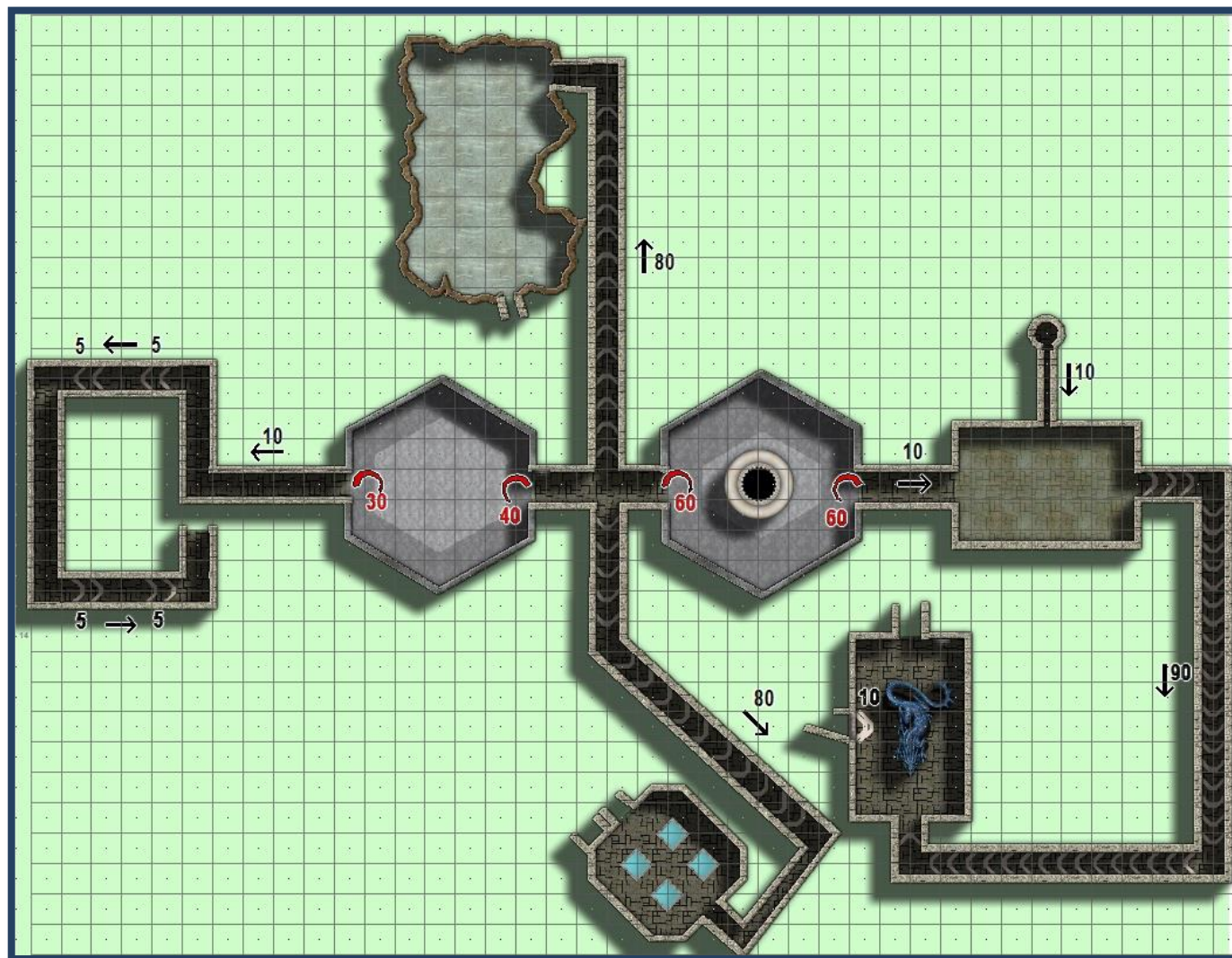
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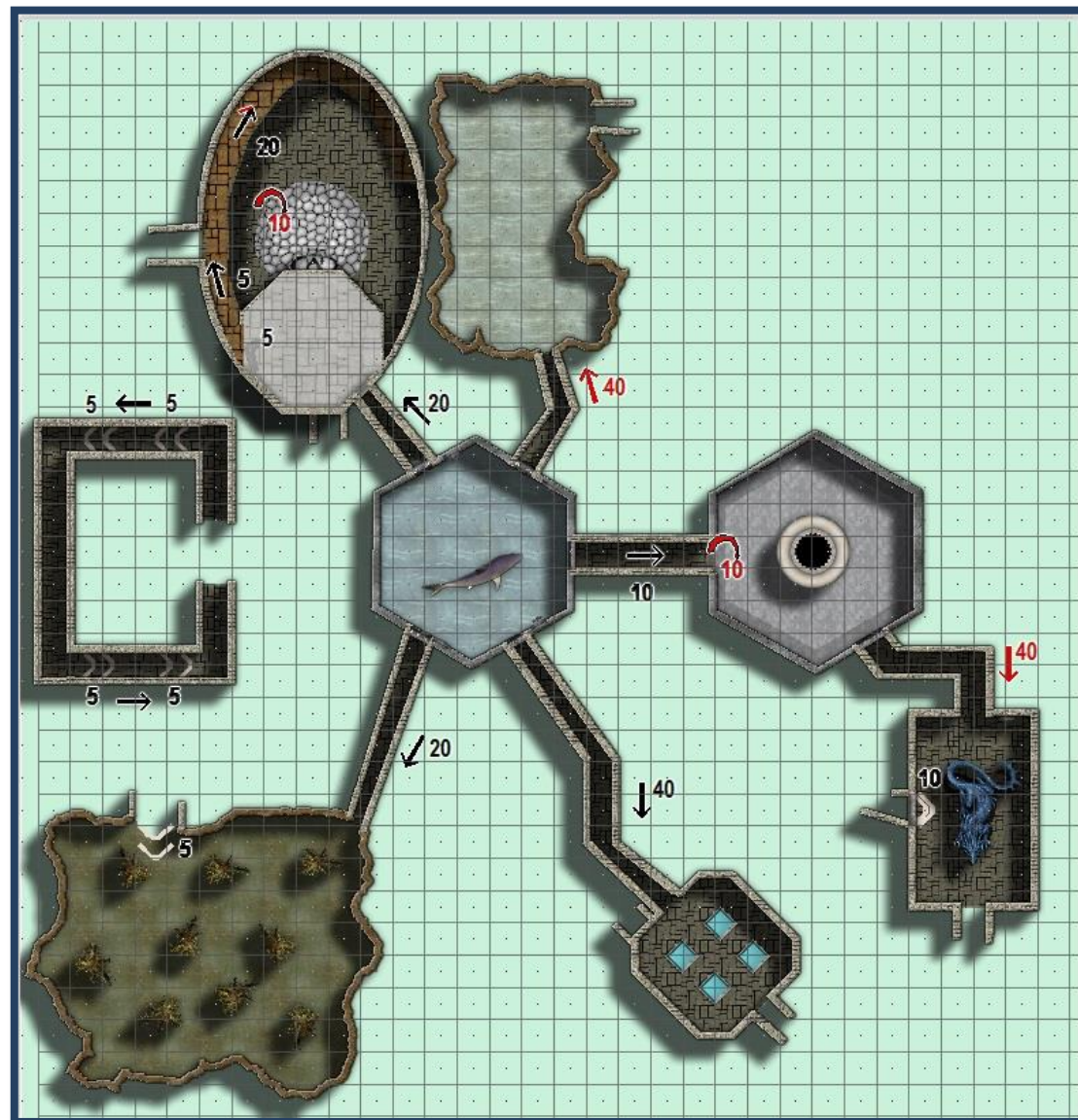
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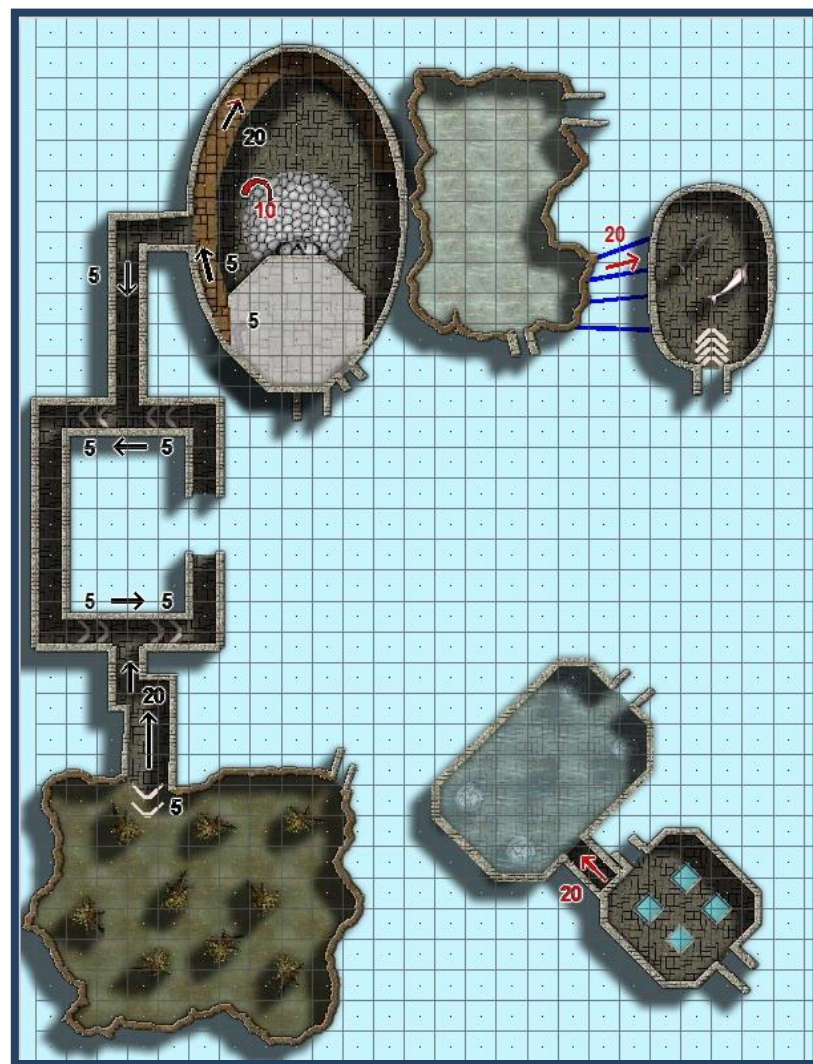
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Level 2



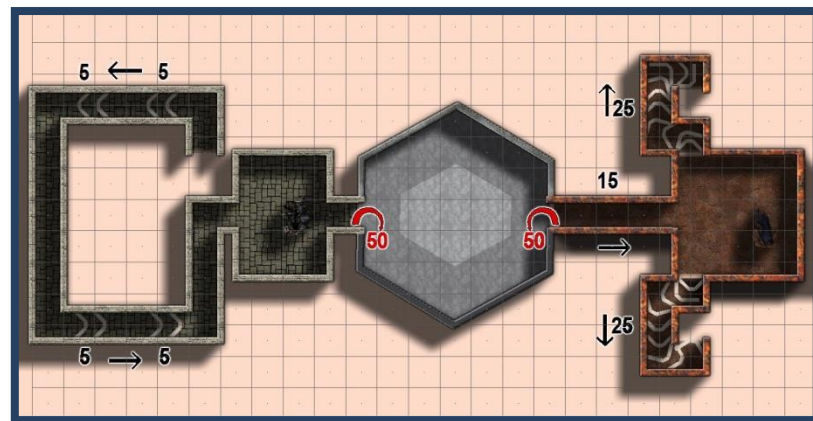
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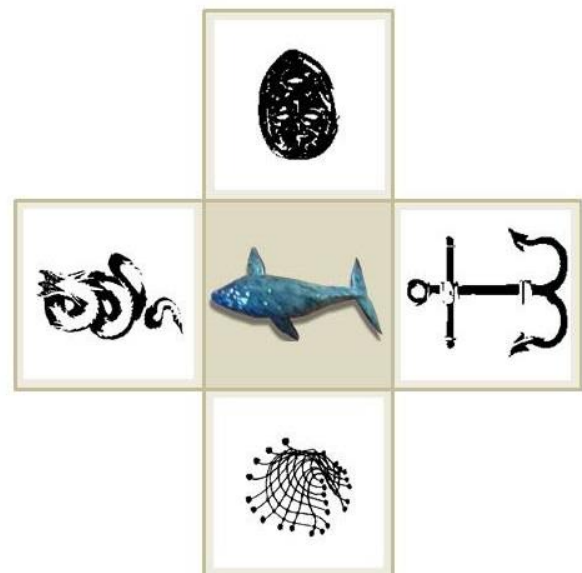
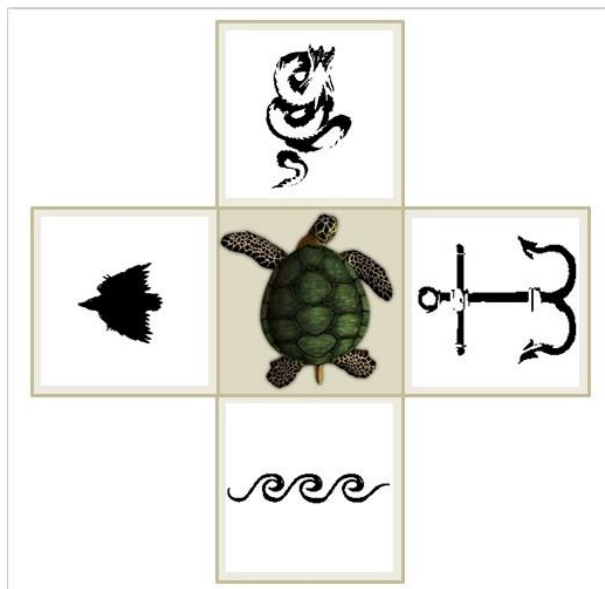
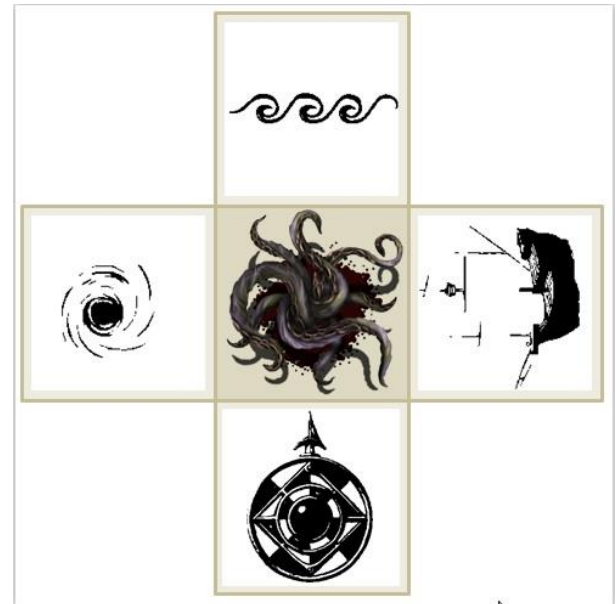
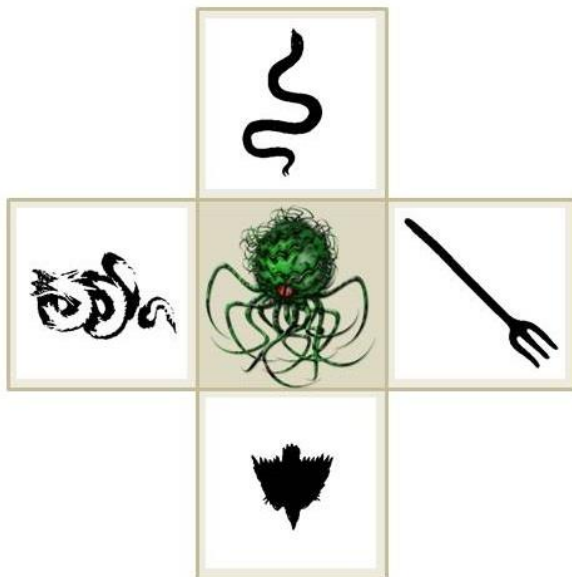
Level 4



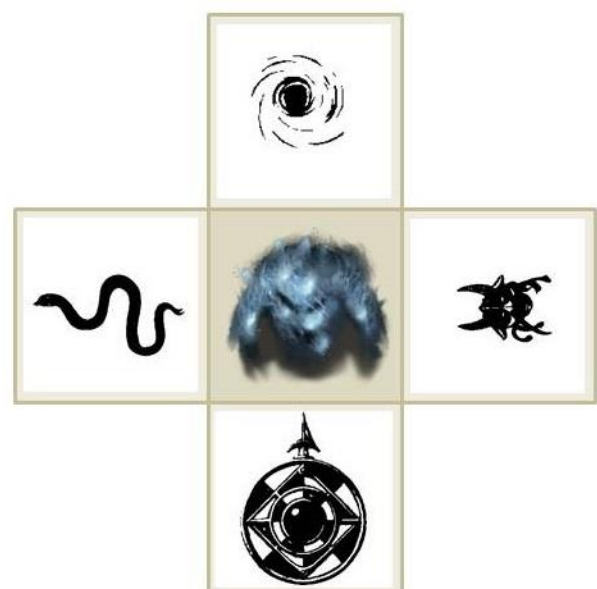
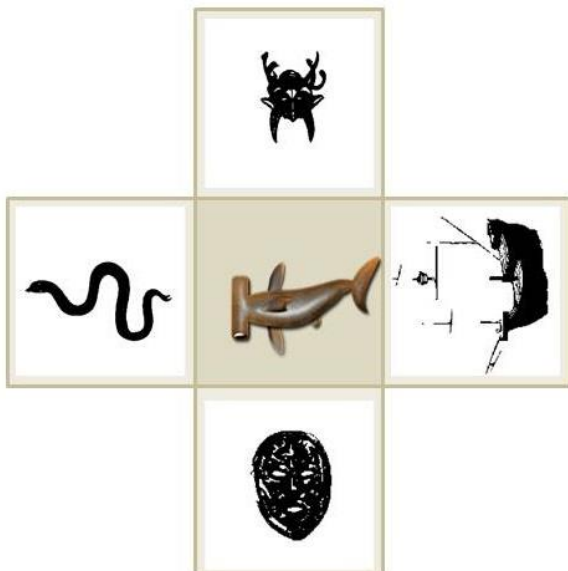
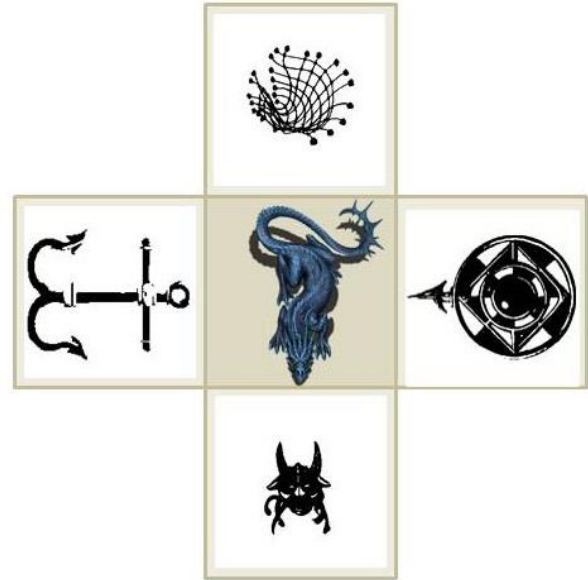
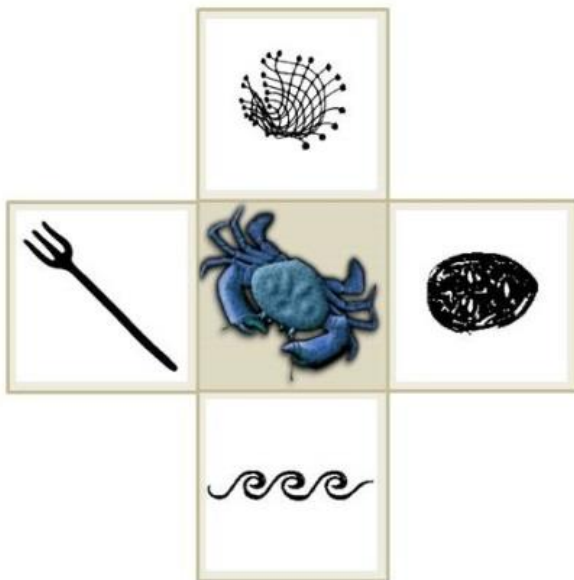
Levels 5 and 6



Statues Present in the Garden



Statues Absent from the Garden



Bestiary Reference

Textual descriptions of the various creatures found in this module plus the base Knowledge DC needed to recognise them.

Assassin Vine

This gnarled vine, as thick as a man's arm and bearing hand-shaped leaves, convulses across the ground in an unnatural slither.

Knowledge Nature DC 13

The assassin vine is a carnivorous plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots. These remarkable plants can see minute movements in the earth and air and detect changes in light and heat through their broad leaves, giving them exceptional awareness of the area around them. Possessing no intelligence or agenda, they lash out at whatever living things pass nearby, regardless of the target's size, sentience, or potential deadliness. A mature plant consists of a main vine, about 20 feet long; smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild blackberries. The fruit is tough and has a hearty and typically bitter flavor, although some say the berries change in taste depending on what victims composted a given plant's roots. The most murderous assassin vines supposedly produce the sweetest berries.

An assassin vine can move about, but usually stays put unless it needs to seek prey in a new vicinity. The plants use simple tactics, lying still until prey comes within reach and then attacking. Once an assassin vine is engaged, it pursues prey (albeit slowly) in order to catch and compost the creature. The plants prove tenacious, as long as their quarry remains within sight. Once a creature moves beyond the plant's ability to perceive it, the unthinking vine falls still and lies in wait for the next passer-by.

Assassin vines lurk within dense forests and swamps, but some might encroach upon poorly tended fields and vineyards. The vine's seeds might be spread far by birds swift enough to pluck them and escape. Tales often tell of assassin vines appearing in flower beds or infiltrating greenhouses, murderous surprises planted by rivals and enemies or arbitrary doom dropped by unsuspecting wing.

Brown Mold

Knowledge Nature DC 12

Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes the mold to instantly double in size. Cold damage, such as from a cone of cold, instantly destroys it.

Centipede, Giant

This lengthy, segmented horror writhes and twists, pulsing its venomous mandibles in search of prey.

Knowledge Nature DC 11

Giant centipedes attack nearly any living creatures with their poisonous jaws. These creatures adapt to many environments and feed voraciously on the local fauna, including humanoids. The coloration of giant centipedes mirrors that of normal centipedes and spans the spectrum, ranging from dull hues to bright reds and fiery oranges.

Elemental, Magma

This rocky monster glows with an internal heat. Red light spills from its eyes and mouth, as well as fractures in its outer surface.

Knowledge Planes DC 11 (based on CR 1)

In the border areas between the Plane of Earth and Plane of Fire, volcanoes and continent-sized lava flows are commonplace. Elementals in this area tend to have aspects of both planes, and the typical sort is the magma elemental, an earth elemental with a core of liquid fire. Magma elementals generally have a somewhat feral or bestial appearance.

Ghoul

This humanoid creature has long, sharp teeth, and its pallid flesh is stretched tightly over its starved frame.

Knowledge Undead DC 11

Ghouls are undead that haunt graveyards and eat corpses. Legends hold that the first ghouls were either cannibalistic humans whose unnatural hunger dragged them back from death or humans who in life fed on the rotting remains of their kin and died (and were reborn) from the foul disease—the true source of these undead scavengers is unclear.

Ghouls lurk on the edges of civilization (in or near cemeteries or in city sewers) where they can find ample supplies of their favorite food. Though they prefer rotting bodies and often bury their victims for a while to improve their taste, they eat fresh kills if they are hungry enough. Though most surface ghouls live primitively, rumors speak of ghouls cities deep underground led by priests who worship ancient cruel gods or strange demon lords of hunger. These "civilized" ghouls are no less horrific in their eating habits, and in fact the concept of a well-laid ghoulish banquet table is perhaps even more horrifying than the concept of taking a meal fresh from the coffin.

Hala (demon)

Skin the color of thunderheads and wings made for soaring through the most violent winds mark this lean, cyclopic being as a master of terrible storms. The sound of shrieking wind emanates from its mouth full of needle-sharp teeth.

Knowledge Planes DC 14

Hala demons are commonly known as storm demons. Bound to service by Pazuzu, these demons ride the winds across the Abyssal skies, lurk within dark and turbulent clouds, and act as his scouts and spies. Halas have a single, blood-red eye, an enormous mouth lined with razor-sharp teeth, and lengthy horns growing from their heads. A typical hala stands 7 feet tall, weighs 200

pounds, and possesses large wings that span 20 feet across.

Hell Hound

This creature resembles a thin, lanky wolf with reddish-brown fur, white claws, and burning, fiery red eyes.

Knowledge Planes DC 13

A typical hell hound stands 4–5 feet tall at the shoulder and weighs 120 pounds. Efficient hunters, a favorite pack tactic is to surround prey quietly, then attack with one or two hounds, driving prey toward the rest of the pack with their fiery breath. If the prey doesn't run, the pack closes in. Hell hounds track fleeing creatures relentlessly.

Hell hounds are particularly favored by fire giants, as the creatures are immune to fire and share the fire giant's sense of cruelty when it comes to handling intruders. Only when a fire giant goes too far toward treating a relatively intelligent hell hound like a pet do such alliances begin to falter.

Jellyfish, Death's Head

This long-tentacled jellyfish has a wide bell with a vaguely skull-shaped pattern on it.

Knowledge Nature DC 11

Most common in warm or temperate waters, the death's head jellyfish is an aggressive predator. The creature derives its name from the pattern on its 4-foot-wide bell and from the poison it delivers with its tentacles. Those unfortunate enough to be subjected to this toxin develop rigor of the facial muscles that results in a wide-eyed grimace if left untreated.

Monkey Swarm

Screeches and bestial calls precede this pack of monkeys, each primate propelling itself forward on calloused knuckles.

Knowledge Nature DC 12

Monkeys sometimes travel in huge colonies of hundreds of individuals. In such quantities, these primates can become quite dangerous, capable of overwhelming many foes by their sheer numbers.

Unlike most swarms, monkey swarms work well together. A swarm of monkeys does not possess a true hive mind, but it is capable of working in tandem with other swarms to make basic tactical decisions in combat.

Octopus

Eight tentacles, each adorned with rows of countless suckers, unfurl from the barrel-shaped body of this large-eyed creature.

Knowledge Nature DC 6

The octopus is a cunning animal capable of using complex tactics to get food.

Rat, Dire

This filthy rat is the size of a small dog. It has a coat of coarse fur, a long and scabby tail, and two glittering eyes.

Knowledge Nature DC 6 (common)

Dire rats grow up to 2 feet long and weigh up to 25 pounds. They are common menaces in dungeons and city sewers alike.

Shark

This blue shark's fins slice through the water, its black eyes rolling and its gaping jaws showing countless teeth.

Knowledge Nature DC 12

The shark is a relentless eating machine, a creature evolved over the course of eons to do one job perfectly—hunting. Sharks have achieved a special place in the lore of most seafaring races, who view them as devils, monsters, and the wrath of the gods.

The shark presented here is a 10-foot-long, 300-pound blue shark. Smaller sharks exist, although these are not dangerous. The same cannot be said of larger sharks, such as the following (you can create stats for these sharks by applying the indicated simple templates).

Hammerhead Shark (DC 13): This shark has a distinctive hammer-shaped head. It is an advanced shark.

Tiger Shark (DC 13): Larger than the average shark, the ravenous tiger shark is a giant shark.

Great White Shark (DC 14): One of the most notorious maneaters of the sea, the truly immense great white shark is an advanced giant shark.

Skeleton

The pile of bones suddenly stirs, rising up to take on a human shape. Its long, bony fingers reach out to claw at the living.

Knowledge Religion DC 11

Skeletons are the animated bones of the dead, brought to unlife through foul magic. While most skeletons are mindless automatons, they still possess an evil cunning imparted to them by their animating force—a cunning that allows them to wield weapons and wear armor.

Spider, Giant

A spider the size of a man crawls silently from the depths of its funnel-shaped web.

Knowledge Nature DC 6

Zombie

This walking corpse wears only a few soiled rags, its flesh rotting off its bones as it stumbles forward, arms outstretched.

Knowledge Religion DC 11

Zombies are the animated corpses of dead creatures, forced into foul unlife via necromantic magic like animate dead. While the most commonly encountered zombies are slow and tough, others possess a variety of traits, allowing them to spread disease or move with increased speed.

Zombies are unthinking automatons, and can do little more than follow orders. When left unattended, zombies tend to mill about in search of living creatures to slaughter and devour. Zombies attack until destroyed, having no regard for their own safety.

Although capable of following orders, zombies are more often unleashed into an area with no command other than to kill living creatures. As a result, zombies are often encountered in packs, wandering around places the living frequent, looking for victims. Most zombies are created using animate dead. Such zombies are always of the

standard type, unless the creator also casts haste or remove paralysis to create fast zombies, or contagion to create plague zombies.

Item Reference

Descriptions of the magic items found within this module plus their auras and the spellcraft DCs required to discover their powers if applicable. Note that either *Detect Magic* or *Identify* must be used, that an attempt can only be made on a specific item once per day, that the item must be thoroughly examined, and that it takes 3 rounds per item. Using *Identify* gets you +10 on the spellcraft check but since it only lasts 3 rounds per level this means you basically get to identify one item per spell cast per spell-caster level.

+1 Weapon

Faint evocation; DC 18

+1 to hit and damage.

Aegis of Recovery

Faint Abjuration and Conjunction; DC 18

An aegis of recovery grants its wearer a +2 resistance bonus on all saving throws made to recover from a continuing effect, such as ongoing poison damage, daily saving throws against a disease, a hold person spell, or lingering damage from an attack. This bonus does not help against initial saving throws against such effects. Should the wearer ever drop below 0 hit points, the aegis heals the wearer for 2d8+3 points of damage and then crumbles to dust.

Amulet of Natural Armour

Faint Transmutation; DC 20

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor from +1 to +5, depending on the kind of amulet.

Antiplague

If you drink a vial of this foul-tasting, milky tonic, you gain a +5 alchemical bonus on Fortitude saving throws against disease for the next hour. If already infected, you may also make two saving throws (without the +5 bonus) that day and use the better result.

Antitoxin

This substance counteracts a specific toxin. If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Decanter of Endless Water

Moderate Transmutation; DC 24

If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type of water as well as the volume and velocity.

"Stream" pours out 1 gallon per round.

"Fountain" produces a 5-foot-long stream at 5 gallons per round.

"Geyser" produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round.

The geyser effect exerts considerable pressure, requiring the holder to make a DC 12 Strength check to avoid being knocked down each round the effect is maintained. In addition, the powerful force of the geyser deals 1d4 points of damage per round to a creature that is subjected to it. The geyser can only affect one target per round, but the user can direct the beam of water without needing to make an attack roll to strike the target since the geyser's constant flow allows for ample opportunity to aim. Creatures with the fire subtype take 2d4 points of damage per round from the geyser rather than 1d4. The command word must be spoken to stop it.

Holy Water

Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Liquid Ice

Also known as "alchemist's ice," this sealed jar contains crystalline blue fluid that immediately starts to hiss and evaporate once opened. During the 1d6 rounds after it is opened but before it evaporates completely, you can use it to freeze a liquid or to coat an object in a thin layer of ice. You can also throw liquid ice as a splash weapon. A direct hit deals 1d6 points of cold damage; creatures within 5 feet of where it hits take 1 point of cold damage from the splash. Crafting this item is a DC 25 Craft (alchemy) check.

Potion of Bungle (labelled True Strike)

Faint enchantment (not Divination!); DC 16

See the spell of the same name.

Potion of Cure Light Wounds	See the spell of the same name.
<i>Faint conjuration; DC 16</i> See the spell of the same name.	Wand of Buoyancy
Scimitar with Continual Flame	<i>Faint transmutation; DC 18</i> See the spell of the same name.
<i>Faint evocation; DC 18</i> See the spell of the same name	Weapon Blanch
Swarmbane Clasp	These alchemical powders have a gritty consistency. When poured on a weapon and placed over a hot flame for a full round, they melt and form a temporary coating on the weapon. The blanching gives the weapon the ability to bypass one kind of material-based damage reduction, such as adamantine, cold iron, or silver. The blanching remains effective until the weapon makes a successful attack. Each dose of blanching can coat one weapon or up to 10 pieces of ammunition. Only one kind of weapon blanch can be on a weapon at one time, though a weapon made of one special material (such as adamantine) can have a different material blanch (such as silver), and counts as both materials for the first successful hit.
<i>Moderate Transmutation; DC 23</i> An ancient fossilized insect lies trapped within this ornate amber clasp, impaled by the long golden pin that fastens the wearer's cloak. The wearer's weapons, unarmed attacks, and natural attacks deal full damage to swarms, regardless of the swarm's immunity to weapon damage (if any, although damage reduction applies as normal). If the wearer is damaged by a swarm, she automatically succeeds on her saving throw against the swarm's distraction ability.	
Wand of Ray of Frost	
<i>Faint evocation; DC 15</i>	

Rules Reference

All rules-related terms not otherwise explained within the text.

Note that feats or abilities which result in an unconditional bonus or penalty will already have been factored into a creature's statistics block.

Amorphous (Ex)

The creature's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits.

Blindsight (Ex)

This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within this range. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Breath Weapon (Su)

Some creatures can exhale a cone, line, or cloud of energy or other magical effects. A breath weapon attack usually deals damage and is often based on some type of energy. Breath weapons allow a Reflex save for half

damage (DC 10 + 1/2 breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save. Each breath weapon also includes notes on how often it can be used, even if this number is limited in times per day.

Burn (Ex)

A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Catching on Fire

Characters exposed to burning oil, bonfires, and non-instantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw.

Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out—that is, once he succeeds on his saving throw, he's no longer on fire.

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those whose clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

Channel Energy (Su)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or one who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or one who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric who worships a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric casts spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

Channel Resistance (Ex)

A creature with this special quality (usually an undead) is less easily affected by clerics or paladins. A creature with channel resistance adds the bonus listed for that creature to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).

Cold Dangers

Cold and exposure deal nonlethal damage to the victim. A character cannot recover from the damage dealt by a cold environment until she gets out of the cold and warms up again. Once a character has taken an amount of nonlethal damage equal to her total hit points, any

further damage from a cold environment is lethal damage.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well. Characters wearing a cold weather outfit only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below -20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage.

Combat Reflexes

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Compression (Ex)

The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Constrict (Ex)

A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Damage Reduction (DR) (Ex or Su)

A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of

weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage. Others are vulnerable to certain materials, such as adamantite, alchemical silver, or cold-forged iron. Attacks from weapons that are not of the correct type or made of the correct material have their damage reduced, although a high enhancement bonus can overcome some forms of damage reduction.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons—that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to good-, evil-, chaotically, or lawfully aligned weapons. When a cleric casts align weapon, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that matched the subtype(s) of the creature.

When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon. A weapon that inflicts damage of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction, and a weapon must be both types to overcome this type of damage reduction. A weapon that is only one type is still subject to damage reduction.

Damage Reduction (Overcoming)

Damage reduction may be overcome by special materials, magic weapons (any weapon with a +1 or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an alignment.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Weapons with an enhancement bonus of +3 or greater can ignore some types of damage reduction, regardless of their actual material or alignment. The following table shows what type of enhancement bonus is needed to overcome some common types of damage reduction.

DR Type	Weapon Enhancement Bonus Equivalent
cold iron/silver	+3
adamantine*	+4
alignment-based	+5

* Note that this does not give the ability to ignore hardness, like an actual adamantite weapon does

Darkvision

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black-and-white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Disease

From a widespread plague to the bite of a dire rat, disease is a serious threat to common folk and adventurers alike. Diseases rarely have a limited frequency, but most have a lengthy onset time. This onset time can also be variable. Most diseases can be cured by a number of consecutive saving throws or by spells such as remove disease.

Distraction (Ex)

A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 creature's HD + creature's Con modifier) negates the effect. and for 24 hours thereafter.

Dodge

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Earth Glide (Ex)

When the creature burrows, it can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing the burrowing creature flings it back 30 feet, stunning it for 1 round unless it succeeds on a DC 15 Fortitude save.

Elemental Subtype

An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features.

Immunity to bleed, paralysis, poison, sleep effects, and stunning.

Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.

Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.

Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.

Elementals do not breathe, eat, or sleep.

Energy Resistance

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type per attack, but it does not have total immunity.

Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or magical source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell. This resistance does not stack with the resistance that a spell might provide.

Flyby Attack

This creature can make an attack before and after it moves while flying.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Grab (Ex)

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature's Special Attacks line. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack

that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Hover

This creature can hover in place with ease and can kick up clouds of dust and debris.

Prerequisite: Fly speed.

Benefit: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Improved Channel

Your channeled energy is harder to resist.

Prerequisite: Channel energy class feature.

Benefit: Add 2 to the DC of saving throws made to resist the effects of your channel energy ability.

Improved Initiative

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Iron Will

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Light Sensitivity (Ex)

Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a daylight spell.

Low-Light Vision

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to him as a source of light.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Mobility

You can easily move through a dangerous melee.

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that

makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Paralysis

Some monsters and spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through magical means.

A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components.

A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Plant Traits (Ex)

Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Poison

No other affliction is so prevalent as poison. From the fangs of a viper to the ichor-stained assassin's blade, poison is a constant threat. Poisons can be cured by successful saving throws and spells such as neutralize poison.

Contact poisons are contracted the moment someone touches the poison with his bare skin. Such poisons can be used as injury poisons. Contact poisons usually have an onset time of 1 minute and a frequency of 1 minute. Ingested poisons are contracted when a creature eats or drinks the poison. Ingested poisons usually have an onset time of 10 minutes and a frequency of 1 minute. Injury poisons are primarily contracted through the attacks of certain creatures and through weapons coated in the toxin. Injury poisons do not usually have an onset time and have a frequency of 1 round. Inhaled poisons are contracted the moment a creature enters an area containing such poisons. Most inhaled poisons fill a volume equal to a 10-foot cube per dose. Creatures can attempt to hold their breaths while inside to avoid inhaling the toxin. Creatures holding their breaths receive a 50% chance of not having to make a Fortitude save each round. See the rules for holding your breath and suffocation in Environment. Note that a character that would normally suffocate while attempting to hold its breath instead begins to breathe normally again.

Unlike other afflictions, multiple doses of the same poison stack. Poisons delivered by injury and contact cannot inflict more than one dose of poison at a time, but inhaled and ingested poisons can inflict multiple doses at once. Each additional dose extends the total duration of the poison (as noted under frequency) by half its total duration. In addition, each dose of poison increases the DC to resist the poison by +2. This increase is cumulative. Multiple doses do not alter the cure conditions of the poison, and meeting these conditions ends the affliction for all the doses. For example, a character is bit three times in the same round by a trio of Medium monstrous spiders, injecting him with three

doses of Medium spider venom. The unfortunate character must make a DC 18 Fortitude save for the next 8 rounds. Fortunately, just one successful save cures the character of all three doses of the poison.

Power Attack

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Scent

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If the creature moves within 5 feet (1 square) of the scent's source, the creature can pinpoint the area that the source occupies, even if it cannot be seen.

A creature with the Survival skill and the scent ability can follow tracks by smell, making a Survival check to find or follow a track. A creature with the scent ability can attempt to follow tracks using Survival untrained. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill in regards to tracking. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

Skill Focus

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Spell Resistance (SR) (Ex)

A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Staggered (condition)

A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift and immediate actions. A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.

Starvation and Thirst

Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. Characters that take an amount of nonlethal damage equal to their total hit points begin to take lethal damage instead.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. Characters that take an amount of nonlethal damage equal to their total hit points begin to take lethal damage instead.

Characters who have taken nonlethal damage from lack of food or water are fatigued. Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage.

Summon (Sp)

A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they

came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

Swarm Attack

Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Melee entry, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

Swarm HD	Swarm Base Damage
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6
21 or more	5d6

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, or other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, blood drain, poison, or other special attacks in addition to normal damage.

Swarms do not threaten creatures, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Swarms possess the distraction universal monster rule. Spellcasting or concentrating on spells within the area of a swarm requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

Swarm Traits

A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-

affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Telepathy (Su)

The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Toughness

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Tremorsense

A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Undead Traits (Ex)

Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Vermin Traits

Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). A vermin-like creature with an Intelligence score is usually either an animal or a magical beast, depending on its other abilities.

Darkvision 60 feet.

Proficient with its natural weapons only.

Proficient with no armor.
Vermin breathe, eat, and sleep.

Vulnerabilities (Ex or Su)

A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a –4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

Weapon Finesse

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Web (Ex)

Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 creature's HD + creature's Con modifier. Attempts to burst a web by those caught in it suffer a –4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/-.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Whirlwind (Su)

Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form, otherwise it gains a fly speed equal to its base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is

always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 +

spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

Wingover

This creature can make turns with ease while flying.

Prerequisite: Fly speed.

Benefits: Once each round, a creature with this feat can turn up to 180 degrees as a free action without making a Fly skill check. This free turn does not consume any additional movement from the creature.

Spell Reference

A reference for all the spells which might be cast by the denizens of this adventure or which become available to the party via magic items found in this adventure.

Aid

School enchantment (compulsion) [mind-affecting]

Level cleric 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target living creature touched

Duration 1 min./level

Saving Throw none; **Spell Resistance** yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).

Alter Winds

School transmutation [air]

Level druid 1, sorcerer/wizard 1

Casting Time 1 minute

Components V, S

Range touch

Area immobile 10-ft.-radius emanation

Duration 1 hour/level

Saving Throw Will negates; **Spell Resistance** yes

You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile

emanation around a point touched by you as the spell is cast. Within the area, natural (but not magical) wind effects are either increased or decreased by one step in intensity. The maximum wind force you can affect with this spell is based on your caster level, as shown on the table below. Alter winds has no effect on magical wind effects.

Caster Level	Wind Force
1 st -3 rd	Light
4 th -9 th	Moderate
10 th -15 th	Strong
16 th or higher	Severe

Bungle

School enchantment (compulsion)

Level sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one humanoid

Duration concentration + 2 rounds or until triggered

Saving Throw Will negates; **Spell Resistance** yes

The target takes a –20 penalty on its next attack roll or check that requires a d20 roll. The action must be one deliberately taken by the target on its turn. Creatures with more than 10 HD are unaffected by this spell.

Buoyancy

School transmutation

Level bard 2, sorcerer/wizard 2
Casting Time 1 immediate action
Components V
Range close (25 ft. + 5 ft./2 levels)
Target one Medium or smaller object or creature/level, no two of which may be more than 20 ft. apart
Duration until on dry land or 1 round/level
Saving Throw Will negates (harmless) or Will negates (object); **Spell Resistance** yes (object)
 The affected creatures or objects become incredibly buoyant. The affected creatures (including gear and carried objects up to each creature's maximum load) and objects naturally float on any water at least 1 foot deep. An affected creature that deliberately tries to submerge must succeed at a DC 20 Swim check every round to stay underwater. The spell ends if the creature or object spends at least 1 round on dry land.

Continual Flame

School evocation [light]
Level cleric 3, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (ruby dust worth 50 gp)
Range touch
Target object touched
Effect magical, heatless flame
Duration permanent
Saving Throw none; **Spell Resistance** no
 A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched.
 Light spells counter and dispel darkness spells of an equal or lower level.

Control Winds

School transmutation [air]; **Level** druid 5
Casting Time 1 standard action
Components V, S
Range 40 ft./level
Area 40 ft./level radius cylinder 40 ft. high
Duration 10 min./level
Saving Throw Fortitude negates; **Spell Resistance** no
 You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an "eye" of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.
Wind Direction: You may choose one of four basic wind patterns to function over the spell's area.
 * A downdraft blows from the center outward in equal strength in all directions.
 * An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.

* Rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
 * A blast simply causes the winds to blow in one direction across the entire area from one side to the other.
Wind Strength: For every three caster levels, you can increase or decrease wind strength by one level. Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area. See Environment for more details.
 * Strong winds (21+ mph) make sailing difficult.
 * A severe wind (31+ mph) causes minor ship and building damage.
 * A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.
 * Hurricane force winds (75+ mph) destroy wooden buildings, uproot large trees, and cause most ships to founder.
 * A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

Corrosive Touch

School conjuration (creation) [acid]
Level magus 1, sorcerer/wizard 1, summoner 1
Casting Time 1 standard action
Components V, S
Range touch
Target creature or object touched
Duration instantaneous
Saving Throw none; **Spell Resistance** yes
 Your successful melee touch attack deals 1d4 points of acid damage per caster level (maximum 5d4).

Create Water

School conjuration (creation) [water];
Level cleric 0, druid 0, paladin 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect up to 2 gallons of water/level
Duration instantaneous
Saving Throw none; **Spell Resistance** no
 This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.
Note: Conjuraction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Cure Light Wounds

School conjuration (healing);
Level bard 1, cleric 1, druid 1, paladin 1, ranger 2
Casting Time 1 standard action
Components V, S
Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text;

Spell Resistance yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Dancing Lights

School evocation [light]; **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect Up to four lights, all within a 10-ft.-radius area

Duration 1 minute (D)

Saving Throw none; **Spell Resistance** no

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

Darkness

School evocation [darkness]

Level bard 2, cleric 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, M/DF (bat fur and a piece of coal)

Range touch

Target object touched

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical

light sources only increase the light level in an area if they are of a higher spell level than darkness.

If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level.

Delay Poison

School conjuration (healing)

Level bard 2, cleric 2, druid 2, paladin 2, ranger 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw Fortitude negates (harmless)

Spell Resistance yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

Detect Magic

School divination;

Level bard 0, cleric 0, druid 0, sorcerer/wizard 0

Casting Time 1 standard action

Component: V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long

the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a permanency spell.

Aura	Spell (spell level)	Magic Item (caster level)
Faint	3 rd or lower	5 th or lower
Moderate	4 th to 6 th	6 th to 11 th
Strong	7 th to 9 th	12 th to 20 th
Overwhelming	10 th + (deity)	21 st + (artifact)

Divine Favor

School evocation; **Level** cleric 1, paladin 1

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

Eagle's Splendor

School transmutation

Level bard 2, cleric 2, paladin 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (feathers or droppings from an eagle)

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless)

Spell Resistance yes

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers

(and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

Enhanced Diplomacy

School divination; **Level** cleric 0, druid 0

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 minute or until discharged

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

You imbue the subject with divine diplomacy skills. The creature gets a +2 competence bonus on a single Diplomacy or Intimidate check. It must choose to use the bonus before making the roll to which it applies.

Entangle

School transmutation; **Level** druid 1, ranger 1

Casting Time 1 standard action

Components V, S, DF

Range long (400 ft. + 40 ft./level)

Area plants in a 40-ft.-radius spread

Duration 1 min./level (D)

Saving Throw: Reflex partial; see text;

Spell Resistance: no

This spell causes tall grass, weeds, and other plants to wrap around creatures in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

Faerie Fire

School evocation [light]; **Level** druid 1

Casting Time 1 standard action

Components V, S, DF

Range long (400 ft. + 40 ft./level)

Area creatures and objects within a 5-ft.-radius burst

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Creatures outlined by faerie fire take a –20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or

higher magical darkness effect functions normally), blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Frostbite

School transmutation [cold]

Level druid 1, magus 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Targets creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Your melee touch attack deals 1d6 points of nonlethal cold damage + 1 point per level, and the target is fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This spell cannot make a creature exhausted even if it is already fatigued. You can use this melee touch attack up to one time per level.

Gust of Wind

School evocation [air]

Level druid 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range 60 ft.

Effect line-shaped gust of severe wind emanating out from you to the extreme of the range

Duration 1 round

Saving Throw Fortitude negates

Spell Resistance yes

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. All flying creatures in this area take a –4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 × 10 feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet.

Small creatures are knocked prone by the force of the wind.

Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check.

Large or larger creatures may move normally within a gust of wind effect.

This spell can't move a creature beyond the limit of its range.

Any creature, regardless of size, takes a –4 penalty on ranged attacks and Perception checks in the area of a gust of wind.

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes

protected flames, such as those in lanterns, to dance wildly and has a 50% chance to extinguish those lights. In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Gust of wind can be made permanent with a permanency spell.

Hide from Undead

School abjuration; **Level** cleric 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Targets one touched creature/level

Duration 10 min./level (D)

Saving Throw Will negates (harmless); see text

Spell Resistance yes

Undead cannot see, hear, or smell creatures warded by this spell. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures (such as skeletons or zombies) are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. If it has reason to believe unseen opponents are present, however, it can attempt to find or strike them. If a warded creature attempts to channel positive energy, turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

Identify

School divination; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (wine stirred with an owl's feather)

Range 60 ft.

Area cone-shaped emanation

Duration 3 rounds/level (D)

Saving Throw: none; **Spell Resistance:** no

This spell functions as detect magic, except that it gives you a +10 enhancement bonus on spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.

Inflict Light Wounds

School necromancy; **Level** cleric 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half; **Spell Resistance** yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Inflict Moderate Wounds

School necromancy; **Level** cleric 2

This spell functions like inflict light wounds, except that you deal 2d8 points of damage + 1 point per caster level (maximum +10).

Invisibility

School illusion (glamer); **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (an eyelash encased in gum arabic)

Range personal or touch

Target you or a creature or object weighing no more than 100 lbs./level

Duration 1 min./level (D)

Saving Throw Will negates (harmless) or Will negates (harmless, object);

Spell Resistance yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *blessthat* specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a permanency spell.

Magic Circle Against Evil

School abjuration [good]

Level cleric 3, paladin 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF (a 3-ft.-diameter circle of powdered silver)

Range touch

Area 10-ft.-radius emanation from touched creature

Duration 10 min./level

Saving Throw Will negates (harmless)

Spell Resistance no; see text

All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of protection from evil), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A magic circle against evil can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the lesser planar binding, planar binding, and greater planar binding spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal protection from evil spell for that creature only.

A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a dimensional anchor spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check.

You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a dimensional anchor spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the lesser planar binding spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with protection from evil and vice versa.

Magic Weapon

School transmutation

Level cleric 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target weapon touched

Duration 1 min./level

Saving Throw Will negates (harmless, object)

Spell Resistance yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.

You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Mending

School transmutation

Level bard 0, cleric 0, druid 0, sorcerer/wizard 0

Casting Time 10 minutes

Components V, S

Range 10 ft.

Target one object of up to 1 lb./level

Duration instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell

does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Protection From Good

School abjuration [evil]; **Level** cleric 1, sorcerer/wizard 1

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by good creatures. The target receives a new saving throw against control by good creatures and good summoned creatures cannot touch the target.

Protection From Evil

School abjuration [good];

Level cleric 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M/DF

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless);

Spell Resistance no; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as charm person, command, and dominate person. This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Ray of Frost

School evocation [cold]; **Level** sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Resistance

School abjuration; **Level** bard 0, cleric 0, druid 0, paladin 1, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M/DF (a miniature cloak)

Range touch

Target creature touched

Duration 1 minute

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell.

River of Wind

School evocation [air]; **Level** druid 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range 120 ft.

Area 120-ft. line

Duration 1 round/level

Saving Throw Fortitude partial; **Spell Resistance** yes

Summoning up the power of the tempest, you direct a current of forceful winds where you please. This spell creates a 5-foot-diameter line of wind—the direction of the wind is away from your location when you cast the spell, and remains constant in that direction for the spell duration. Creatures caught in a river of wind take 4d6 nonlethal damage and are knocked prone. A successful Fortitude save halves the damage and prevents being knocked prone.

A creature that begins its turn wholly or partially within a river of wind must make a Fortitude save or be pushed 20 feet in the wind's direction of flow, take 2d6 nonlethal damage, and be knocked prone—a successful Fortitude save means the creature merely takes 1d6 nonlethal damage. Creatures under the effect of freedom of movement and creatures with the air subtype are unaffected by a river of wind.

Shield of Faith

School abjuration; **Level** cleric 1

Casting Time 1 standard action

Components V, S, M (parchment with a holy text written on it)

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

True Strike

School divination; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, F (small wooden replica of an archery target)

Range personal

Target you

Duration see text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Wind Wall

School evocation [air]

Level cleric 3, druid 3, ranger 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF (a tiny fan and an exotic feather)

Range medium (100 ft. + 10 ft./level)

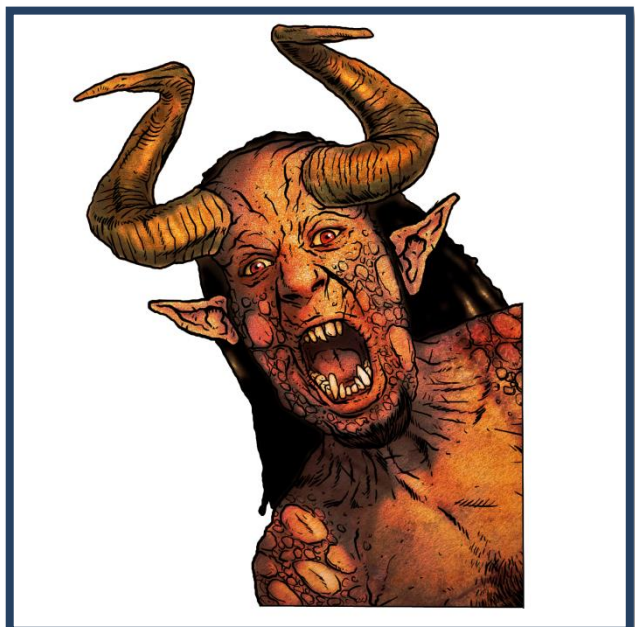
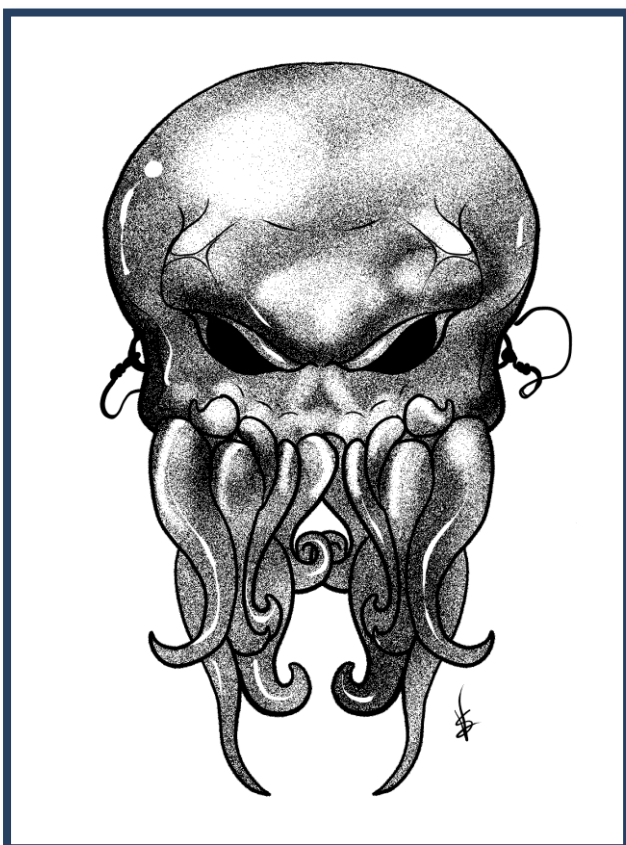
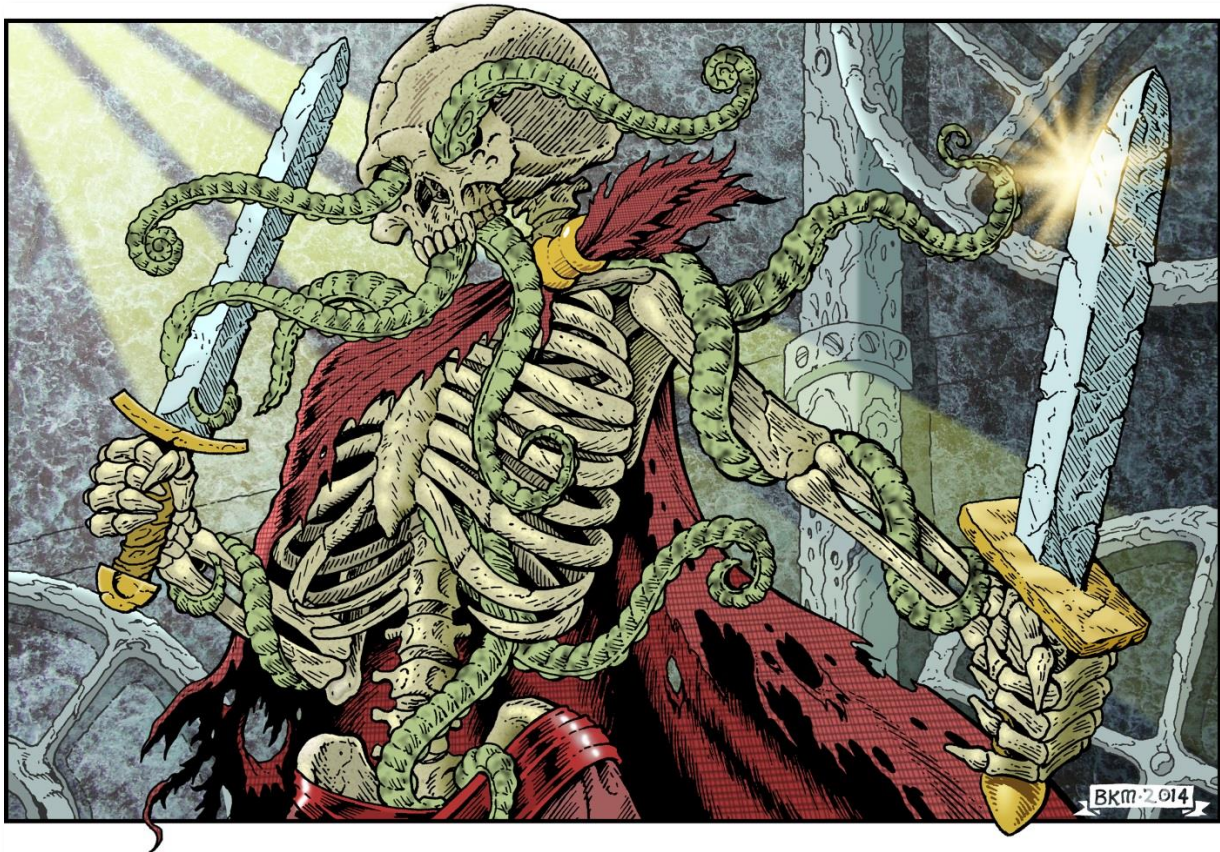
Effect wall up to 10 ft./level long and 5 ft./level high (S)

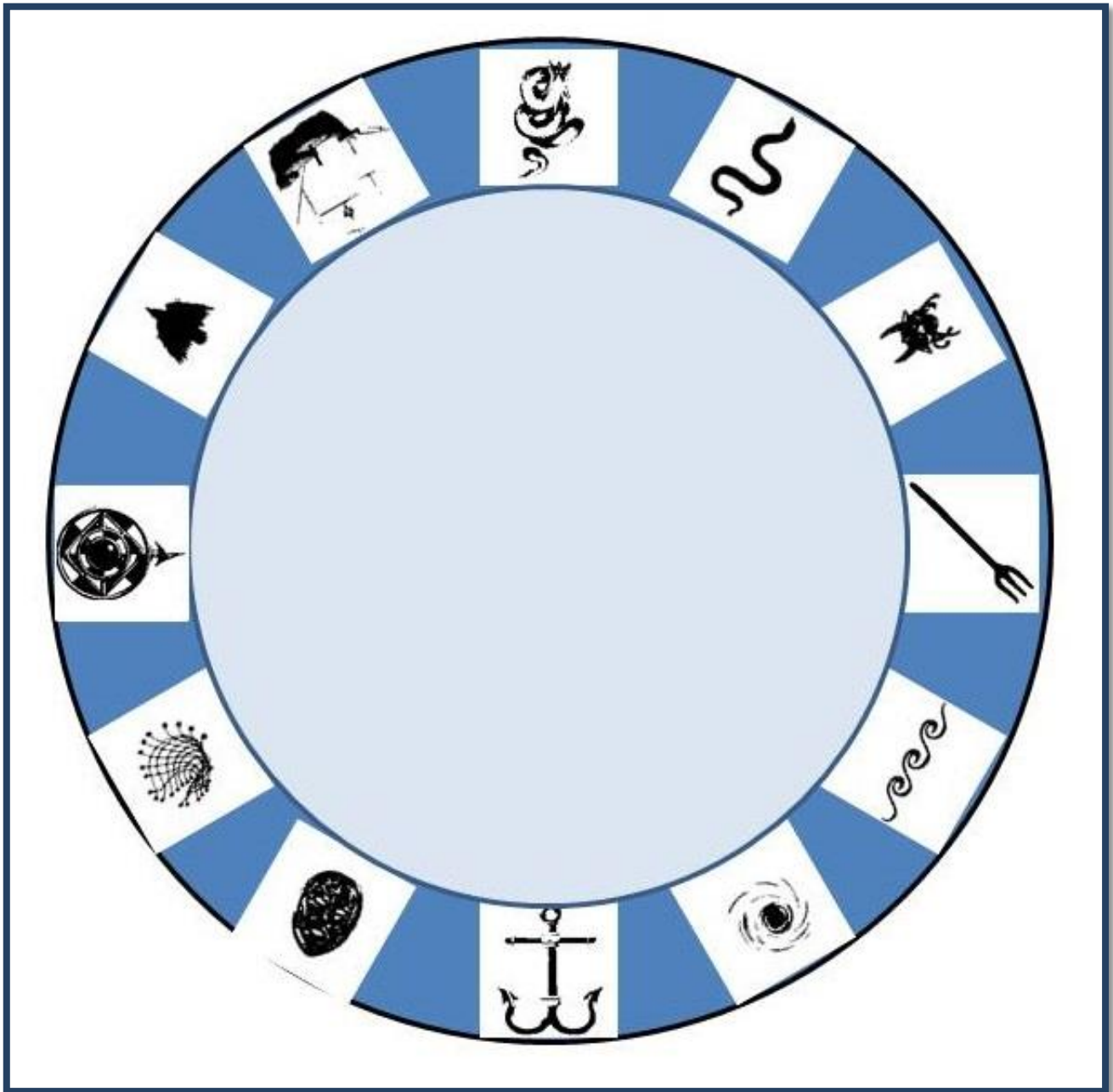
Duration 1 round/level

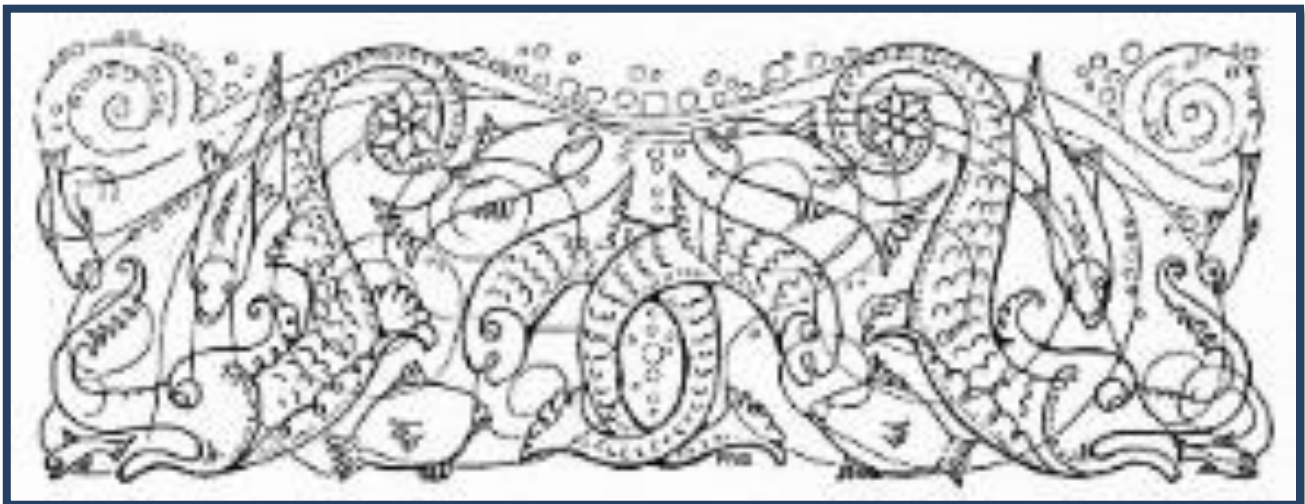
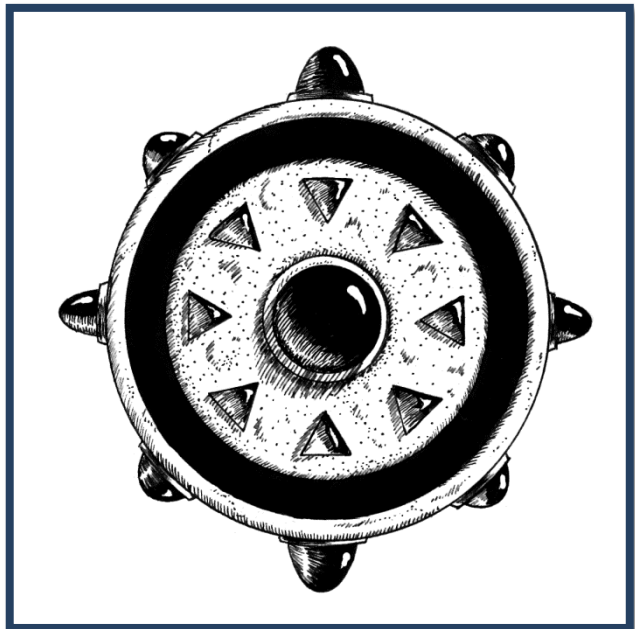
Saving Throw none; see text; **Spell Resistance** yes

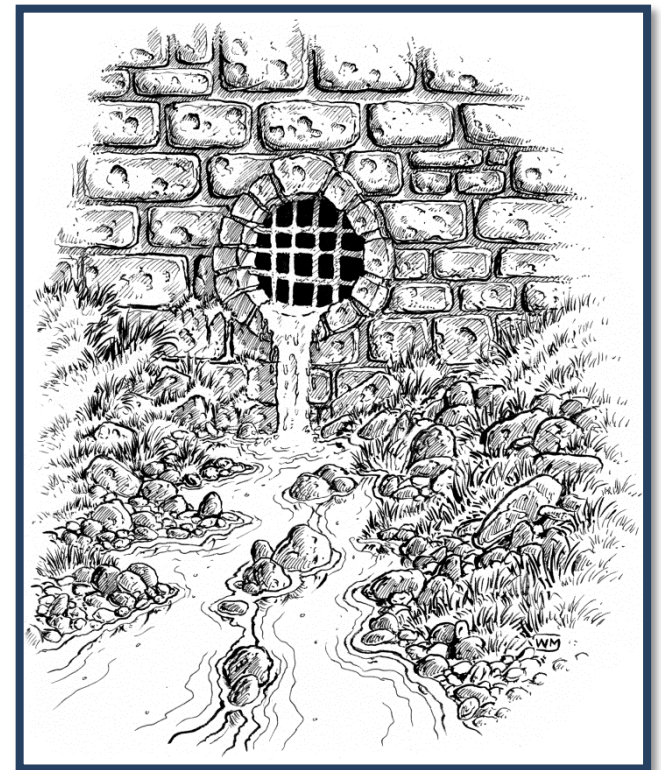
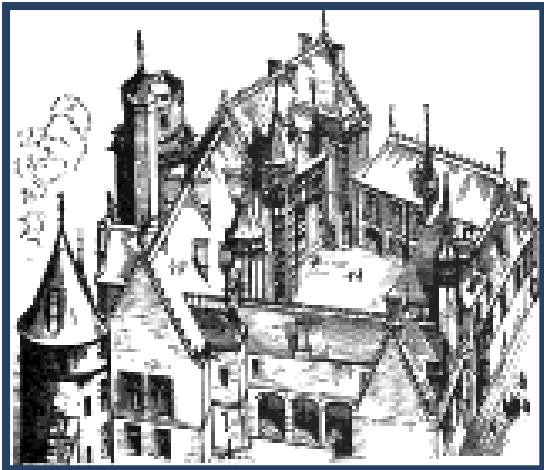
An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

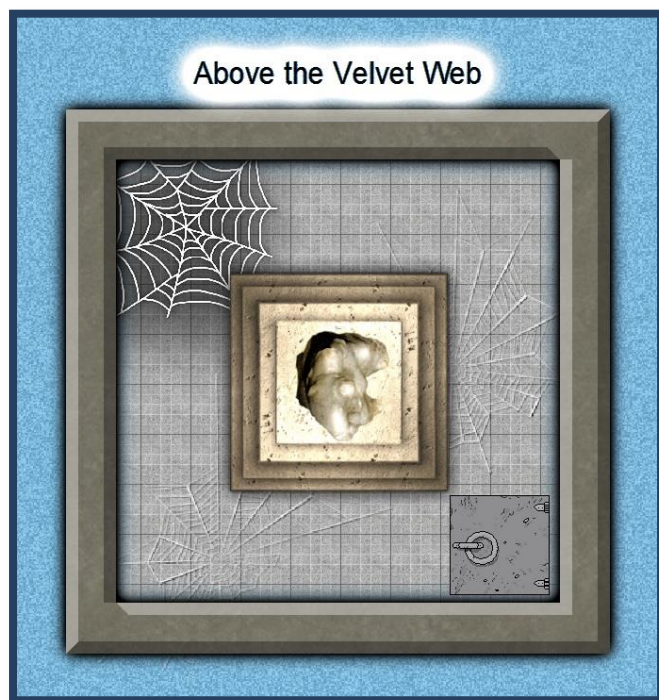
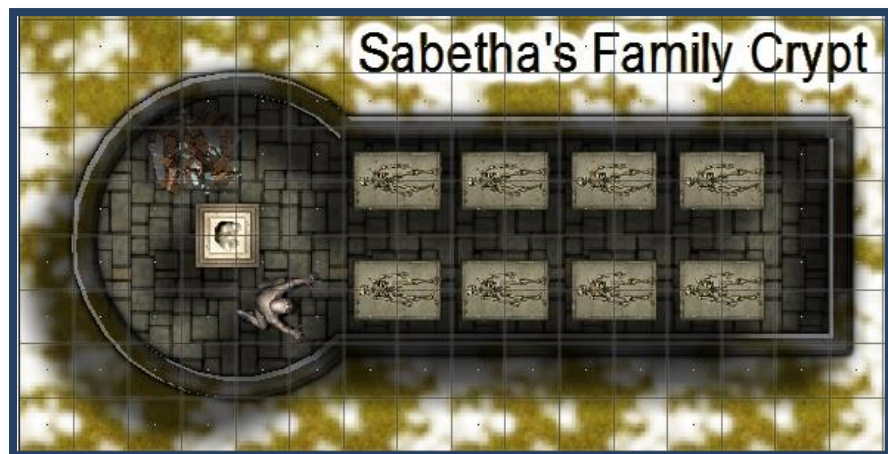
While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.











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