# MAYHEM BENEATH DEMONITAIN





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# A MIDGARD ADVENTURE

"Mayhem Beneath Demon Mountain" is a fantasy adventure suitable for four 3rd level PCs.

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### ADVENTURE SUMMARY

Mayhem Beneath Demon Mountain takes the player characters on a mission into the domain of the Master of Demon Mountain, whose fabled keep perches on a mountain overlooking the Rothenian plain. Korsav the wine merchant's finest bottle of Baccan wine was stolen by his bitter rival, Ulfer Frazo, son of the Master of the Demon Mountain. Korsav convinces the PCs to help him embarrass his rival, by spoiling Ulfer's wine that will be served at a grand ball the Master is throwing for his daughter.

The PCs will have their first brush with danger in the caravan as they approach the Demon Mountain, and will also learn that the "law" is not applied equally or consistently there. They will be asked to surrender their weapons upon entering the donjon, and once inside will have a chance to explore. There will be two goals, recover their weapons, and find a kobold, Vyoda, who can help them find their way into the wine cellar.

## BACKGROUND

The Demon Mountain casts its shadow on a wide, flat plain. It is the home of the Master, who has ruled there for generations. Dark and foreboding, Demon Mountain is held in mythical status by the local population. Rulers near and far send emissaries to seek the Master's favor or to avoid his wrath. Rarely, the Master will hold a great celebration and demand the locals supply a menagerie of entertainment, delicacies, and pleasures for his guests. Just such a celebration is being held for his daughter Elizaveta's latest conquest on the Rothenian plane (a sire of many, the Master recognizes only eight of his children). Merchants, entertainers and others who would marvel at a chance to supplicate themselves to the Master eagerly seek entry to the castle's outer donjon, where the Master's Solicitor will choose a lucky (or unlucky) few to amuse the Master and his guests.

In the land of the Rothenians and the Czars of Vidim, reputation is everything where ironically men will stand on false honor and go to lengths of great deceit to maintain it. It is the reputation of the Master that extends his influence far beyond his mountain. The same holds true for simple merchants, and is why this mission is so important to Korsav and potentially such a powerful blow (if the PCs succeed) to Ulfer Frazo.

### RUNNING THE ADVENTURE

Once the PCs observe the caravan of greedy merchants, half-mad supplicants, and purveyors of perversity, it should be obvious that they are heading into the mouth of terror. Because of the unpredictability of their environment and their strange fellow travelers, the PCs should never be at ease.

A few things should be clear from the outset. The PCs will never see the Master, nor will they be allowed into the main keep. They will be restricted to exploring the outer donjon – a heavily fortified building where guests are greeted and wait to be ushered into the main keep or sent away. Similarly, it should be clear to the PCs that, aside from never entering the main keep, there are no rules. Chaos rules supreme here, and it is of no consequence to the Master if throats are cut, or merchants are robbed.

#### PART I

# A TROUBLED TALE, A CURIOUS OFFER

The adventure may start in any major city within reasonable distance to the Demon Mountain. Orkasa, Volvyagrad, Hugrgrad are acceptable choices, as the PCs will move quickly out of the city to the Demon Mountain, where the bulk of the adventure takes place.

#### THE MARKET

The market is thin today, fewer merchants and even fewer buyers. No apples on the apple carts, few minstrels in the square – even in lean times the PCs have seen this square flush with commerce. If the PCs inquire about this the guards will brush them off, the peasants will be clueless, and the odd, remaining merchants will simply mumble something about "off to see the Master." The PCs can made a Knowledge (local) check (DC 13) to parse this response. If successful, they will know that the merchants may be referring to the Master of the Demon Mountain.

Eventually, the PCs detect a faint hint of cinnamon and clove – the alluring smell of mulled wine. Amidst the mostly empty merchant tents, the PCs notice one that is fully stocked, its proprietor slowly stirring a brazier full of wine and spices. Upon seeing the PCs, the merchant beckons them, and begs their company on this dreary day and says:

"I am Korsav! Finally a few customers, and travelers by your look. Come and at least keep me company, I feel naked without the crowds."

The PCs can make a Perception check (DC 15) to try and read Korsav. If successful they will notice that his eyes are alert, constantly darting from person to person. He has precise control over his expression – just moments before he greeted the PCs his look was of boredom and sadness, which changed instantly to ebullient enthusiasm. If the PCs ask about the Master or the empty merchant tents, his expression will immediately change to one of anger.

"Pah! Curse the Master and his children, and his childrens' children!"

Korsav explains that the master has called the local merchants for a chance to supply goods and entertainment for his celebration, hence the empty market and empty coffers. Another Perception check (DC 12) will indicate there is more to this story. Korsav's anger is not just over lost coin, but also something personal: his finest bottle of Baccan wine was stolen by his bitter rival, Ulfer Frazo son of the Master of the Demon Mountain.

Korsav the opportunist gambles and makes the PCs a bold offer. Take his wagon to the Demon Mountain, sneak into Ulfer's wine cellar, and spoil the wine. If coin is not enough to convince the PCs to undertake this deed, Korsav will make the case that Ulfer is a very bad man, not just peddling wine but also flesh, and weapons, hurting his reputation could save countless lives – in short, he deserves it.

He offers the PCs his merchant's credentials for entry into the keep, as well as a magical scroll to read aloud that will spoil the wine. He does not know where the wine cellar



is located, but tells the PCs to start in the kitchens of the outer donjon where they should find Vyoda, a kobold who once served Ulfer. He makes it clear that the celebration will last for 5 days and the PC must complete their task before the celebration ends.

### PART II: TO THE DEMON MOUNTAIN

As the PCs approach Demon Mountain they join the masses of merchants, entertainers, and would-be supplicants. The shadow of the mountain hangs over them, strange smokes rise into the air from the high towers, as cacophonous music echoes across the plain from the Master's tower.

#### A SCUFFLE AT THE GATE

As the PCs approach the massive gate that guards the path to the Master's keep, they are stopped by the guards who demand that the PCs hand over their weapons (they do not take armor, spell books, or miscellaneous items). The guards are numerous and fierce-looking, in blackened full plate standing a full foot taller than the party. On the parapet the PCs clearly see an abyssal beast ready to pounce if they are overly defiant.

The guards inspect the PCs' merchant papers and confiscate their weapons to be returned when they leave. The PCs are told they will be held by the Quartermaster until they are ready to depart.

Immediately following the PCs is an ornate, gilded wagon, loaded with scrolls and tomes, manned by several gnomes. If the PCs make a Perception check (DC 12) they notice that the gnomes quickly hide their weapons within their robes before the guards inspect their wagon and avoid giving up their arms.

If the PCs alert the guards that the gnomes have concealed weapons, the guards laugh and tell the gnomes:

"Little men, why don't you show us how deadly your little razors are by turning them on the betrayers of your deception!"

**ENCOUNTER:** The gnomes attack with glee and will fight until subdued (the PCs will not have weapons so it will come to fisticuffs). If the PCs take several substantial blows from the gnomes, the guards can step in and tell the gnomes to let the PCs go for now. If this is the case you can give the PCs the opportunity to re-fight this battle later after they have regained their weapons.

#### **Ghovheinus CR 2**

#### XP 600

Male gnome cleric 3 NE Small humanoid (gnome) Init +1; Senses low-light vision; Perception +4

#### DEFENSE

AC 18, touch 12, flat-footed 17 (+6 armor, +1 Dex, +1 size) hp 16 (3d8+3)

Fort +4, Ref +2, Will +5; +2 vs. illusion spells or effects

#### OFFENSE

#### Speed 20 ft.

Melee scythe +3(1d6/x4)

**Special Attacks** channel negative energy 6/day (DC 14, 2d6) **Domain Spell-Like Abilities** (CL 3rd; concentration +5);

- 6/day—*rebuke death* (1d4+1), *touch of evil* (1 round) **Cleric Spells Prepared** (CL 3rd; concentration +5)
- 2nd—*cure moderate wounds<sup>D</sup>*, *death knell* (DC 14), *hold* 
  - person (DC 14)
- 1st—bane (DC13), cause fear (DC 13), cure light wounds<sup>D</sup>, doom (DC 13)
- 0 (at will)—*bleed* (DC 12), *guidance*, *light*, *resistance* <sup>D</sup> domain spell; **Domains:** Evil, Healing

#### STATISTICS

# Str 10, Dex 13, Con 12, Int 8, Wis 15, Cha 16 Base Atk +2; CMB +1; CMD 12 Feats Alignment Channel (good), Combat Casting, Selective Channeling Skills Diplomacy +7, Knowledge (religion) +3, Perception

+4, Sense Motive +6; **Racial Modifiers** +2 Perception **Languages** Abyssal, Common, Infernal

**Equipment**: bloodroot poison (1 dose), vials of unholy water (2); chainmail, scythe

#### **Gnomish Caravaners x2 CR 1**

#### XP 400 each

Gnome rogue 2 NE Small humanoid (gnome) Init +3; Senses low-light vision; Perception +6

#### DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex) hp 12 (2d8+2) Fort +1, Ref +6, Will –1; +2 vs. illusion spells or effects Defensive Abilities evasion

#### OFFENSE

Speed 20 ft. Melee razor +4 (1d4+1/19–20) Special Attacks sneak attack +1d6

#### STATISTICS

Str 12, Dex 17, Con 12, Int 10, Wis 8, Cha 14 Base Atk +1; CMB +1; CMD 14 Feats Skill Focus (Intimidate), Weapon Finesse Skills Appraise +5, Bluff +7, Escape Artist +7, Intimidate

+10, Knowledge (local) +5, Perception +6, Sleight of Hand

+7, Stealth +11; Racial Modifiers +2 Perception Languages Common SQ rogue talents (finesse rogue), trapfinding +1 Equipment: masterwork chain shirt, razor (as dagger, cannot be thrown)

#### THE COURT OF CHAOS

As the PCs pass through the massive gates they see an enormous tower displaying the myriad banners of the esteemed guests. In the shadow of the great tower is a smaller fortification, the outer donjon. The courtyard teems with merchants and entertainers of all kinds. Outside the donjon is pure chaos, a sea of makeshift tents, petitioners, hagglers, and merchants.

Hanging over all is the Master's tower and the celebration taking place therein. Every few minutes, or when the PCs pause to make a Perception or Search roll, roll on the Random Revelry Table and describe the event to the PCs.

# RANDOM REVELRY

- 1. The music abruptly stops. A body is flung from the Master's tower and crashes down. The music resumes.
- 2. A swarm of flies descends from the tower covering all things, dissipates in 1d4 rounds.
- 3. A cadre of guards carrying bound bodies run past the PCs and toward/into the main tower.
- 4. Thunder crashes in daylight, mad laughter erupts from the main tower, and the music moves to doubletime.
- 5. Light flashes, the smell of honey fills the air, and all PCs/NPCs see an image of the Master's mask.
- 6. The ground erupts with black serpents, which speedily file toward the main tower as the music slows.
- 7. Fireworks suddenly explode over the tower, and feathers rain down on outer keep.
- 8. Complete silence as the temperature drops to shiveringly cold. In a moment the sound returns and the music resumes.
- 9. The color of the main keep temporarily changes color. Screams come from within, followed by laughter.
- 10. Spirits dance around the high tower. The music stops, and they dissipate. The music resumes.

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#### RESTING AND EQUIPMENT

If the PCs require rest they may rent a tent in the courtyard for 1 gp. They are not entitled to quarters within the donjon. Scores of merchants have made their way to the Demon Mountain and so the PCs will find all types of non-weapon equipment available for purchase.

#### PAVILIONS OF PERVERSITY

All types come in hopes of amusing the Master of the Demon Mountain. He is far too removed to notice, or care, however some of his more depraved minions and supplicants appreciate the bizarre and terrible. Whenever the gates are thrown open for a celebration at the Demon Mountain, some of Midgard's truly twisted attend.

The PCs can explore the Court of Chaos prior to entering the outer donjon, however they will be required to come back later when searching for Vyoda. If the PCs spend too much time exploring the pavilions before their mission is complete, remind them that the clock is ticking. The various tents include:

#### VARGOILLE KISSING BOOTH

An enormous wrought iron bird cage contains a vargoille, its handler, and a mass of bodies on the floor. Double your money by surviving the vargoille's kiss (Fort DC 16) up to 50 gp for a max 25 gp bet.

#### LIMB JUGGLER

A master juggler juggles a goblin's foot, a kobold's femur, a dwarf's hand, and a minotaur's hoof. Juggle more limbs (5 minimum, DC 20 Perform or Dex) to earn a sapphire (100 gp) - PCs must supply limbs.

#### **ELEVEN ELVEN DANCERS**

Eleven elven dancers perform impressive acrobatics and dance. A Perception check (DC 20) reveals the elven features to have been sewn onto humans by their gnomish master. If the PCs reveal this to the crowd, the crowd turns on and kills the gnome and the humans are freed.

#### **Bemmean Tent of Horrors**

10 gp to enter the Tent of Horrors, double your money if the party makes it out alive. A mirror maze (DC 15 Int to solve) awaits with a random encounter at its center - use *summon monster II* if the players have not recovered their weapons, otherwise *summon monster IV*.

#### **DEATH'S RELEASE**

Experience the unearthly bliss of massage by unliving hands for 1 gp. If a PC springs for a massage and the party did not kill Ghovheinus at the gate, he ducks into the tent and assumes control of a zombie in the parlor which then attacks the PCs. They PCs have not regained their weapons, the pavilion owner re-asserts control of the zombie after 1 round of combat.

#### TASTES OF DOOM

Halvrad the dwarf dares all comers to taste of his pets (a garden ooze, a gray ooze, and a black pudding), dipping a goblet into carefully constructed vats which hold them. Each drink does ½ normal acid damage for the type, and the PC must make successive Will saves to keep drinking (DC 12, 15, and 18). If successful Halvrad rewards the PCs with instructions for growing and handling a garden ooze, as well as a container which holds a garden ooze culture from which the PCs may grow their own.

#### MADAME JOJANE'S TENT

An exotic Eastern sorceress sits at pentagonal table, on which a crystal ball sits, bathed in blood. Madame Jojane introduces herself and offers to tell the PCs fortunes for 10 gp plus a sufficient amount of fresh blood to tell the PCs' fortune (per Augury spell). If the PCs are stumped at any point, Madame Jojane can be used to move the PCs to their next objective.

#### FINDING VYODA

The PCs will not be able to find Vyoda until after completing **Part III: Kitchenmaids and Quartermasters.** After speaking with the Cleaning Staff in D8, or figuring out that Vyoda likes to gamble from the clues in D4 and D12, the PCs will be able to search for Vyoda in the *Pavilions of Perversity*.

At each tent there is a chance that Vyoda will be there either spending his money or blissfully ogling the bizarre spectacles. Roll a 1d4 as the PCs visit each tent, a roll of 1 indicates that Vyoda is present. He will always be present in the last tent if the PCs have visited all others.

Once the PCs have found Vyoda and convinced him that Korsav sent them, he takes them to the kitchen store room (D3) in the outer donjon. Proceed to **Part IV: To the Wine Cellar!** 

#### PART III:

# KITCHENMAIDS AND QUARTERMASTERS

The outer donjon is a bleak fortification housing the guard and the officials who oversee the guests and their interests. There is a large festhall in the center of the donjon for eating and drinking, as well as an armory, kitchen, and other quarters.

#### D1. A Rowdy Festhall

Long tables are packed with travelers hailing from all corners of Midgard, feasting and waiting anxiously to be called by the Solicitor, a small man pouring over ledgers at his own small table in the hall. He will decide who will be allowed to serve the Master's guests. Fights often break out between parties who seek to discredit each other in hopes of gaining favor and the guards care little if travelers kill each



# IMPROVISED WEAPON TABLE

#### 1. Sack of flour

1d2 damage, burst sack - dazzle 5' radius (DC 14 Reflex to negate), 1 use

#### 2. Heavy Broom

As quarterstaff, 1d6, 1 in 10 chance of breaking on a successful blow

Broken Broom, 1d2 piercing, as wooden stake

#### 3. Bucket of Offal

Dump on foe (touch attack), nauseated for 1d3 rounds (DC 15 Fortitude to negate)

#### 4. Butcher's Long Knife

As dagger, 1d4, cannot be used as a thrown weapon (unbalanced)

#### 5. Ornate Longsword on Wall

As longsword, 1d8, breaks after striking first blow (it is ceremonial)

#### 6. Boiling Pot of Stew

Dump on foe (touch attack), 2d4 burning damage, attacker also takes 1d4 splash damage (DC 12 Reflex for half)

other. If the PCs have regained their weapons, this would be an opportunity for them to re-fight Ghovheinus and his lackeys. The Solicitor and staff have no information about Vyoda, but will point the PCs to the kitchen if asked.

#### D2. Kitchen

The pleasant aroma of baked bread greets the PCs as they approach the kitchen – along with the sound of boisterous laughter, shattering glass, and a woman's scream, muffled by the thick oaken door. A Perception check (DC 14) will allow the PCs to determine there are three distinct laughs in addition to the woman.

If the PCs enter the kitchen they see three human males, two in fine chainmail, and one in long black and crimson robes. The robed man and one of the thugs are extremely drunk and have a young woman pinned to a table. The robed man, Carolious, curses at the PCs and berates them for spoiling his fun and they attack.

**ENCOUNTER:** give the PCs and NPCs the option to grab an improvised weapon in order of initiative after rolling. You need not describe the exact function of each improvised weapon to the PCs.

The wizard Carolious and the thug Marus are drunk (sickened) and should take a -2 penalty to armor class, checks, attacks, and saves. Marus will fight to the death. If in mortal danger, Velden will surrender and offer his gold for his life, and Carolious will flee using his dust of disappearance.

#### **Carolious CR4**

XP 1,200

Male human commoner 2/wizard 3 NE Medium humanoid (human) Init +1; Senses Perception +8

#### DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex) hp 22 (5d6+5) Fort +3, Ref +3, Will +6

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4/19-20) Ranged dagger +3 (1d4/19-20) Special Attacks hand of the apprentice (7/day) Wizard Spells Prepared (CL 3rd; concentration +7)

2nd—scorching ray (DC 16), summon monster II

1st—magic missile, color spray (DC 15), sleep (DC 15)

0 (at will)—*acid splash, daze* (DC 14), *mage hand,* 

prestidigitation

#### STATISTICS

Str 10, Dex 13, Con 12, Int 18, Wis 14, Cha 8 Base Atk +2; CMB +2; CMD 16 Feats Brew Potion, Combat Casting, Defensive Combat

Training, Scribe Scroll, Skill Focus (Craft [alchemy]) Skills Appraise +12, Craft (alchemy) +15, Knowledge

(arcana) +12, Knowledge (dungeoneering) +10,

Knowledge (geography) +10, Knowledge (history) +10,

Knowledge (local) +10, Perception +8, Spellcraft +12 Languages Common, Gnome, Abyssal

**Equipment**: *potion of healing, dust of disappearance*, large opal (50 gp), sapphire ring (100 gp), *cloak of resistance* +1, alchemy kit

#### Marus and Velden CR 2

**XP 600 each** Male human fighter 3 NE Medium humanoid (human) **Init** +2; **Senses** Perception -1

DEFENSE
AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)
hp 21 (3d10)
<b>Fort</b> +4, <b>Ref</b> +3, <b>Will</b> +0; +1 vs. fear
Defensive Abilities armor training I
OFFENSE
Speed 30 ft.
Improvised Weapon +3
STATISTICS
Str 16, Dex 14, Con 11, Int 10, Wis 8, Cha 13
Base Atk +3; CMB +6; CMD 18
Feats Iron Will, Point Blank Shot, Precise Shot, Quick Draw,
Weapon Focus (greatsword)
Skills Handle Animal +7, Intimidate +7, Ride +1

Languages Common

SQ bravery +1



**Equipment**: Masterwork chainmail, *potion of healing*, mirror (Marus only), 30 gp each

# QUESTIONING THE KITCHEN MAID

The kitchen maid, Lyssa, is thankful that the PCs took care of Carolious and his men, but is also suspicious of all strangers. Upon a PC making a successful Diplomacy or Charisma check (DC 14), she tells the PCs that she does not know how to get to the wine cellar as she only began working in the kitchen recently. She has heard rumors that the previous kitchen staff, a family of kobolds, was murdered by a terrible beast summoned by the Master for displeasing his guests. Vyoda survived by chance, but he hasn't been seen for days. She tells the PCs that they might ask the cleaning staff, as he spent a lot of time helping them when he wasn't working in the kitchen.

Lyssa also advises that all weapons are being held in the office of the Quartermaster, an old Minotaur who was once a military adviser to King Stephanos in Magdar, but was discharged dishonorably from his service. She recommends the PCs bribe the Quartermaster to regain their weapons, and warns them not question him about Stephanos, Magdar, or his discharge.

#### **D3. Kitchen Store Room**

The kitchen store room is packed with barrels of ale, pickled fish, rafts of salted meat and other supplies. There is a secret entrance to the tunnels beneath the donjon, however only Vyoda knows where and how to open it.

#### **D4. Servants Quarters**

Five densely packed bunks, four beds high, line the walls of this room. At the head of each bunk is a chest. One of the bunks is smaller than the rest, obviously sized for gnomes or kobolds. Only one of the smaller bunks shows signs of recent use. A search of this bunk reveals playing cards, dice, and a rusty throwing dagger stuffed beneath the mattress. If the PCs search the chests, they will find a total of 20 cp, and several personal items, including a satchel of seeds, a rag doll, etc.

#### **D5. Guard Quarters**

The PCs enter to see three guards sitting around a table playing a game of dice and several other guards asleep in bunks. The guards jump to their feet, weapons ready, and demand to know why the PCs are poking around where they shouldn't be. The PCs can Bluff (DC 15), otherwise the guards will demand a 5 gp bribe. The guards relax after either being bluffed or bribed. If the PCs mention they are looking for Vyoda, the guards will mention that he liked to play dice with them, but they haven't seen him since the merchants and entertainers started arriving for the Master's celebrations.

#### D6. Solicitor's Office

The PCs see a richly appointed office. If the PCs search they will find a ledger listing all the servants and their pay. Vyoda is still listed as a servant, although the rest of the previous kitchen staff has been crossed out.

#### **D7. Solicitor's Private Quarters**

A richly appointed bedroom. If the PCs search, they find heavy, locked coffer (Disable Device DC 20 to unlock) containing 25 gp and a sapphire necklace worth 50 gp.

#### **D8. Cleaning Staff Quarters**

Two exhausted looking Kariv women are asleep, head down on a small table. The room is filled with buckets, brooms, mops, strange oils, fresh bedding and candles. As the PCs enter the two women look up with weary eyes. If questioned, the women reveal that Vyoda liked to gamble, and if he is anywhere he is somewhere in the Pavilions of Perversity foolishly spending what little he has.

#### D9. & D10. Quartermaster's Office/Armory

The quartermaster's office is starkly appointed with the exception of a work table covered in maps, marked with model armies and fortifications. The Quartermaster broods over them huffing, pounding his cloven foot into the ground. At the rear of the office, there is another large door with an enormous metal locking mechanism.

He looks up at the PCs and simply says tersely:

#### "What do you want?"

In order to successfully bribe the quartermaster, the PCs should make a diplomacy of bluff check (DC 16). He will eventually settle on 150 gp. From his utter disinterest, it is clear the Quartermaster is fairly apathetic toward everything aside from his maps and imaginary battles.

He takes the PCs through the large iron door to the armory and retrieves their weapons. Standing out from the collection of confiscated weapons is a very impressive-looking +1 *silver morningstar*. If the PCs make a successful Bluff check (DC 20), they may convince the quartermaster that it also belongs to them.

If at any time the PCs ask about the maps the Quartermaster will begin to twitch and slam his fists,

answering only with a growl. If they mention his service in Magdar, King Stephanos, or his discharge, he flies into a rage, devolves into a monstrous state and attacks the PCs. If the PCs are foolish enough to try this before they have recovered their weapons, they can flee to a guard post. The guard will calm the Quartermaster down, but the required bribe will double to 300 gp to recover their weapons.

#### The Quartermaster CR 4

#### XP 1,200

CE Large monstrous humanoid

**Init** +0; **Senses** darkvision 60 ft.; Perception +10

#### DEFENSE

AC 14, touch 9, flat-footed 14 (+5 natural, -1 size) hp 45 (6d10+12) Fort +6, Ref +5, Will +5 Defensive Abilities natural cunning OFFENSE

#### Speed 30 ft.

Melee greataxe +9/+4 (3d6+6/×3) and gore +4 (1d6+2) Space 10 ft.; Reach 10 ft.

Special Attacks powerful charge (gore +11, 2d6+6)

STATISTICS

Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8 Base Atk +6; CMB +11; CMD 21 Feats Great Fortitude, Improved Bull Rush, Power Attack Skills Intimidate +5, Perception +10, Stealth +2, Survival +10; Racial Modifiers +4 Perception, +4 Survival Languages Giant

#### D11. Donjon Chapel

A Single Eye burned into the stone wall above Wotan's alter dominates this small chapel. The wooden pews are scorched black, and the walls are paneled with ornate carvings. The chapel smells of death. The carved panels appear to tell stories of Wotan's victories; however, a closer inspection (Perception DC 18) reveals there is a parallel story hidden in the panels. A Knowledge (religion) check (DC 20) reveals this to be a secret chapel to Chernovog.

#### **D12.** Priest's Quarters

The PCs find simple bedroom, unadorned except for the symbol of Wotan and several bookshelves lined with religious tomes. Drovang, thumbing through one of the tomes, introduces himself as the chaplain and extols the glory of Wotan. He offers to help the PCs as he helps all travellers, and provide them with spiritual guidance. If the PCs inquire about Vyoda, he will dismiss Vyoda as a troublemaker who is always gambling his money.

If the PCs have visited the chapel (D11) and uncovered Drovang's secret and decide to confront him, he bellows with laughter. "So what? What will you do about it and what do you care? Chernovog will destroy all in the end. Go tell the others about me, they won't believe you!"

Drovang will not attack the PCs immediately as he doubts anyone will believe them. If they goad him sufficiently, or move to attack he will gladly engage in battle. If the part kills Drovang, his eyes continue to dart from PC to PC for several minutes, intense with hatred.

#### **Drovang CR 5**

#### XP 1,600

Male human cleric 6 CE Medium humanoid (human) Init –1; Senses Perception +6

#### DEFENSE

AC 14, touch 9, flat-footed 14 (+5 armor, -1 Dex) hp 38 (6d8+6) Fort +6, Ref +1, Will +9

#### OFFENSE

Speed 30 ft.
Melee mwk flail +4 (1d6)
Ranged hand of the acolyte (mwk flail) +9 (1d6)
Special Attacks channel negative energy 7/day (DC 15, 3d6)

**Domain Spell-Like Abilities** (CL 6th; concentration +10) 7/day—copycat (6 rounds), hand of the acolyte

**Spells Prepared** (CL 6th; concentration +10)

3rd— blindness (DC 17), contagion (DC17), nondetection<sup>D</sup>, summon monster III

2nd— darkness, hold person (DC 16), invisibility<sup>D</sup>, status 1st— command (DC 15), cure light wounds (2), disguise self <sup>D</sup>, doom (DC 15), shield of faith

0 (at will)—*detect magic, detect poison, light, stabilize* <sup>D</sup> domain spell; **Domains** Magic, Trickery

#### STATISTICS

**Str** 10, **Dex** 8, **Con** 12, **Int** 14, **Wis** 19, **Cha** 10 **Base Atk** +4; **CMB** +4; **CMD** 13

**Feats** Alignment Channel (good), Combat Casting, Extra Channel, Improved Initiative, Selective Channeling

Skills Diplomacy +10, Heal +13, Knowledge (arcana) +6, Knowledge (history) +6, Knowledge (planes) +6, Knowledge (religion) +6, Perception +6, Sense Motive +13, Spellcraft +11

SQ aura

**Equipment**: *wand of cure light wounds* (10 charges), +1 *chain shirt*, masterwork flail, *cloak of resistance* +1, holy symbol

# TO THE WINE CELLAR.

Vyoda takes the PCs to the kitchen store room (D3), picks up a broom and pushes a pile of refuse aside. Carefully tracing along a seam in the floor, he reveals a hidden handle that can be used to pull up a large floor stone and explains to the party that beneath the kitchen is a tunnel joining

with the main keep - a secret door at the other end will take the party into Ulfer's wine cellar. Vyoda is not strong enough to pull the stone from the floor. A Strength check (DC 15) is required; however, if the PCs fail they can take 20 and work together to remove the stone.

Before the party descends Vyoda offers them a final warning: the last time he saw his family, they were fleeing into the tunnels and he has not seen them since. He refuses to go with the PCs, for fear of what he might find.

# MA4

#### DONJON TUNNELS

#### T1. Beneath the Kitchen Stores

The tunnels beneath the kitchen are utterly lightless, and a thick layer of sediment has accumulated over the many years. The PCs will have to supply some source of light. Examining the tunnels (Dungeoneering DC 18) reveals that they are gnomish in origin and very, very old. A Perception check (DC 14) reveals kobold tracks in the sediment.

#### T2. Chamber of Refuse

As the PCs approach the chamber they are overwhelmed

#### with the stench of refuse. A thick coating of dried feces covers the floor. There are several jammed sluices that must have once fed the waste to this chamber. A giant heap of filth lies toward the back of the chamber. If the PCs enter the chamber, it suddenly floods with the stench of vinegar and an otyugh zombie emerges from the refuse.

Upon defeating the otyugh zombie, a search will reveal a hidden door behind the mound of filth. Lying face down is an ancient gnomish skeleton, containing masterwork thieves' tools, a *dagger* +1, rotted leather armor, and 17 gp. The end of the tunnel is collapsed and impassible.

#### **Otyugh Zombie CR 4**

XP 1,200

NE Large undead

Init +0; Senses darkvision 60 ft.; Perception +1

#### DEFENSE

AC 20, touch 9, flat-footed 20 (+11 natural, -1 size) hp 30 (6d8+3) Fort +4, Ref +4, Will +6

DR 5/Slashing; Immune undead traits

#### OFFENSE

#### Speed 20 ft.

**Melee** bite +9 (1d8+4 plus disease), 2 tentacles +6 (1d6+2 plus grab)

**Space** 10 ft.; Reach 10 ft. (15 ft. with tentacle) **Special Attacks** constrict (tentacle, 1d6+2)



#### STATISTICS

**Str** 18, **Dex** 10, **Con** --, **Int** 5, **Wis** 13, **Cha** 6 **Base Atk** +6; **CMB** +11 (+15 grapple); **CMD** 21 (23 vs. trip) **Feats** Toughness **SQ** staggered

#### SPECIAL ABILITIES

**Disease (Ex)** Filth fever: Bite—injury; *save* Fortitude DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

#### **T3. Kobold Grave**

Three kobold bodies, clutched together in fear, lie rotting in the middle of the passage. An aura of evil energy surrounds their bodies.

Just beyond lie the still bodies of two giant rot grubs. If the PCs disrupt the haunt with positive energy, or destroy the haunt the rot grubs begin writhing and attack the PCs, as they were paralyzed by the energy of the haunt (Perception check DC 22 to determine this before defeating the haunt, in which case the PCs can coup de grace the rot grubs without a fight).

#### Keening Kobold Grave (Haunt CR 6)

#### XP 2,400

Haunt (5 ft. by 5 ft. hallway)

**Caster Level** 5th **Notice** Perception DC 18 (whispering pleas)

hp 27; Trigger proximity; Reset 1 day

**Effect:** When this haunt is triggered, the desiccated skulls of the kobolds start emitting a bilious cloud from their paralyzed mouths, and beg forgiveness from the Master from beyond the grave repeating: "Spare Us! Great one how can we serve you! Don't hurt us!"

All creatures in the hallway must save versus a *stinking cloud* spell (DC 16).

**Destruction:** To destroy the haunt the PCs must retrieve a broom, a butchering knife, and a cooking implement and return to the haunt and order the spirits to resume their duties in the name of the Master. All of these items can be found in the Kitchen (D2).

#### **Giant Rot Grubs CR 3**

#### XP 800 each

N Small vermin Init +1; Senses blindsense 30 ft.; Perception +0

#### DEFENSE

AC 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size) hp 28 (4d8+16) Fort +8, Ref +2, Will +1 Immune mind-affecting effects

#### OFFENSE

#### Speed 20 ft.

Melee bite +6 (1d6+3 plus poison and grab) Special Attacks gnaw, grab (Medium)

#### STATISTICS

Str 14, Dex 12, Con 18, Int —, Wis 10, Cha 1 Base Atk +3; CMB +4 (+8 grapple); CMD 15

#### SPECIAL ABILITIES

- **Gnaw (Ex)** A rot grub that is grappling a foe and chooses to damage the foe with an additional grapple check deals twice its normal bite damage (2d6+6 for most giant rot grubs), in addition to injecting an additional dose of poison with each successful check.
- **Poison (Ex)** Bite—injury; *save* Fort DC 16; *frequency* 1/round for 5 rounds; *effect* 1d3 Str; *cure* 1 save.

#### **T4. Summoning Chamber**

A heavy iron door leads into this candlelit chamber. The floors are covered in blood with symbols carefully carved in the floor underneath. A goat-headed humanoid, covered in mangy gray fur paces the chamber (Knowledge [planes] DC 20 reveals it as a schir demon).

When the PCs enter, it shouts to them: "Bring me Vyoda so that I may leave this wretched place, or die where you stand! Tell him his mother screamed especially well. Those three were so easy to find. A simple bargain I thought it was! Find him now!"

The PCs can choose to attack or to return with Vyoda so that the schir demon may kill him and complete his bargain with the Master. The PCs may also choose to lie and say they will return with Vyoda and leave the chamber to buff with their prepared spells, however they must succeed on a Bluff check (DC 16). If the PCs hesitate, the schir demon attacks.

#### Schir CR 4

#### XP 1,200

CE Medium outsider (chaotic, demon, evil, extraplanar) **Init** +2; **Senses** darkvision 60 ft., see invisibility; Perception +13

#### DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural) hp 40 (5d10+10) Fort +6, Ref +3, Will +3 DR 5/cold iron or good; Immune disease, electricity, poison; Resist acid 10, cold 10, fire 10; SR 15 OFFENSE Speed 30 ft. Melee mwk halberd +10 (1d10+4/x3 plus disease) gore

**Melee** mwk halberd +10 (1d10+4/×3 plus disease), gore +3 (1d6+2) or gore +8 (1d6+4)

**Special Attacks** powerful charge (gore, 3d6+4) **Spell-Like Abilities** (CL 6th; concentration +4) **Constant**—*see invisibility, tongues*  3/day—arcane lock, expeditious retreat, protection from good 1/day—summon (level 2, 1d2 dretch 20%)

#### STATISTICS

**Str** 17, **Dex** 14, **Con** 15, **Int** 8, **Wis** 5, **Cha** 6 **Base Atk** +5; **CMB** +8; **CMD** 20

**Feats** Iron Will, Power Attack, Weapon Focus (halberd) **Skills** Acrobatics +10 (+18 jumping), Climb +11, Intimidate +6, Perception +13, Survival +2; **Racial Modifiers** +8 Acrobatics when jumping, +8 Perception **Languages** Abyssal; telepathy 100 ft., *tongues* 

#### SPECIAL ABILITIES

**Disease (Ex)** A schir constantly gnaws on its halberd. This infuses the blade with disease from the demon's spittle. Any creature struck by a schir's halberd must succeed at a DC 15 Fortitude save or contract gray pox—a frightening disease that causes weakness, gray splotches on the skin, and eventual catatonia. The save DC is Constitution-based.

Gray Pox: Halberd—injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Str damage; *cure* 2 consecutive saves.

#### T5./T6. Old Store Room/Wine Cellar

After leaving the summoning chamber clear tracks can be seen heading toward the old store room. A Perception check (DC 16) reveals the tracks are of one person with a long robe that dragged along the floor, likely whoever summoned the schir demon. The old store room is packed with rotted barrels and dustcovered supplies, and as Vyoda described there is a secret door that swings open to reveal the wine cellar.

The PCs should read the scroll aloud, instantly spoiling all of the wine in the chamber. If the PCs think to search for Korsav's Baccan wine first, they must succeed on a Perception check (DC 22) to find it. There is a ladder up and a trap door in the ceiling that leads to the main keep, but it is locked (Disable Device DC 30) and barred from the other side.

### PART V AMUSEMENTS AND REWARDS

On their way out of the donjon the PCs will be stopped by Vyoda who asks what has become of his family. If the PCs successfully destroyed the haunt allowing the kobolds to rest, Vyoda is eternally grateful and offers the PCs a brooch his mother gave him when he was boy (a *brooch of shielding* with 31hp remaining). He and Lyssa convince the PCs to stay until the next round of wine is called for by the Master's party.

Several minutes after the PCs have spoiled the wine, the music from the Master's tower comes to a sudden halt and a single body is thrown from the high tower. Half-way to the ground it begins to float like a feather until landing in a muddy pi gpen. It is Ulfer Frazo, who curses and flops in the mud as a crowd of onlookers laugh riotously.

When the PCs return to Korsav, he is both surprised and delighted by their success. Laughing mirthfully, he rewards them with 250 gp, a masterwork longsword, and a *potion of cure critical wounds*. If the PCs recovered Korsav's Baccan wine from the wine cellar, he is doubly delighted and adds a *potion of heroism* to their reward. Finally, he warns the PCs not to boast of their success too loudly, for Ulfer Frazo has ears throughout the North and bids them farewell.

### APPENDIX PRE-GENERATED CHARACTERS

#### **Adrosh Damsthane**

Adrosh is the youngest of five brothers in the Illyrian noble house Damsthane. Tired of his older brothers squabbling over the family's assets, and knowing there will be little inheritance for himself, Adrosh left Illyria to seek fortune – enough to return to Illyria rich, independent of his family. He enjoys rushing recklessly into battle and rarely flees from a fight.

#### Male human (Illyrian) fighter 3

**Init** +5; **Senses** Perception +4

#### DEFENSE

AC 21, touch 11, flat-footed 20 (+8 armor, +1 Dex, +2 shield) hp 35 (3d10+12) Fort +6, Ref +2, Will +2; +1 vs. fear Defensive Abilities bravery +1

#### OFFENSE

**Speed** 20 ft. **Melee** *flame head flail* +8 (1d8+4) or +8 (1d8+4 +1d4 fire) **Ranged** dagger +4 (1d4+4/19-20)

#### STATISTICS

Str 18, Dex 13, Con 16, Int 10, Wis 12, Cha 8 Base Atk +3; CMB +7; CMD 18 Feats Improved Initiative, Iron Will, Weapon Focus (flail), Shield Focus, Toughness Skills Intimidate +5, Perception +4, Sense Motive +4 Languages Common SQ armor training 1

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**Equipment:** masterwork half-plate, heavy steel shield, *flame* head flail, 4 daggers, *potion of bull's strength, potion of cure* moderate wounds, rope, 6 flasks of oil, 200 gp

**Flame Head Weapon** This Zobecki design adds a chamber in the head of a weapon into which an oil flask may be placed and ignited. The oil burns for 4 rounds and does an additional 1d4 fire damage on a successful strike. It takes a standard action to light the oil in the head of the flail. Cost 350 gp.

#### Faellya Vodan

Faellya has hunted on the plains since she was a young girl. Quite skilled with the spear, she eventually took residence in Hugrgrad. She earned the ire of the local authorities defending the honor of another young girl Kariv girl whom they were harassing. She now travels around the cities that border the plains, looking for adventure.



Female human (Kariv) ranger 3 Init +3; Senses Perception +6

#### DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex) hp 32 (3d10+9) Fort +6, Ref +6, Will +1

#### OFFENSE

#### Speed 30 ft.

**Melee** mwk longspear +6 (1d8+2/×3) or +1 *shortspear* +7 (1d6+3)

**Ranged** +1 shortspear +8 (1d6+3) or javelin +6 (1d6+2) **Special Attacks** favored enemy (undead +2)

STATISTICS

Str 14, Dex 16, Con 17, Int 8, Wis 10, Cha 12

#### Base Atk +3; CMB +5; CMD 18

Feats Animal Affinity, Endurance, Far Shot, Point-Blank Shot, Trample, Weapon Focus (shortspear)Skills Climb +5, Handle Animal +9, Heal +4, Knowledge

(nature) +4, Perception +6, Ride +10, Stealth +8, Survival +6 Languages Common, Kariv

**SQ** favored terrain (plains +2), track +1, wild empathy +4 **Equipment:** masterwork chain shirt, masterwork heavy wooden shield, masterwork longspear, +1 shortspear, javelins (3), healing kit, *wand of cure light wounds* (12 charges), 30 gp

#### **Krosala Gunnacks**

Krosala doesn't like to speak about his origins. Exploration and the future are his unwavering focus, for they allow him to forget his past. Married and subsequently widowed at a young age, Krosala was shunned as unlucky. With no prospects, Krosala found happiness in the Ravan clergy. One morning he started walking out of Gunnacks on a northerly road and has never looked back.



Male cantonal dwarf cleric of Rava 3 Init +1; Senses darkvision 60 ft.; Perception +3 DEFENSE

AC 19, touch 10, flat-footed 19 (+8 armor, +0 Dex, +1 shield) (+4 dodge vs. giants) hp 31 (3d8+12) Fort +6, Ref +2, Will +6; +2 against poison, spells, and spell-like abilities

#### OFFENSE

Speed 20 ft. Melee warhammer +2 (1d8/×3) **Special Attacks** channel positive energy 5/day (DC 12, 2d6), +1 on attack rolls against giants

**Domain Spell-Like Abilities** (CL 3rd; concentration +6) 6/day—*agile feet, bit of luck* 

**Cleric Spells Prepared** (CL 3rd; concentration +6) 2nd—*aid<sup>D</sup>*, *hold person* (**DC 15**), *spiritual weapon* 1st—*bless, command* (DC 14), *cure light wounds, true strike<sup>D</sup>* 0 (at will)—*detect magic, guidance, resistance, stabilize* <sup>D</sup> domain spell; **Domains** Luck, Travel

#### STATISTICS

Str 10, Dex 12, Con 16, Int 10, Wis 16, Cha 14 Base Atk +2; CMB +2; CMD 13 (17 vs. bull rush, 17 vs. trip) Feats Toughness, Footslasher Skills Diplomacy +6, Heal +7, Knowledge (history) +4,

Knowledge (religion) +4, Perception +3 (+5 stonework), Sense Motive +7, Spellcraft +4

Languages Common, Dwarven

SQ aura, giant hunter

**Equipment:** half-plate, buckler, warhammer, healer's kit, silver holy symbol of Rava, *scroll of bull's strength* (2), *scroll of cure moderate wounds* (2), *scroll of magic weapon* (2), 95 gp

#### **Senjen Irane**

Senjen is a fast talker, and the precise details of his past change with every telling. His fiery blood has gotten him in trouble on more than on occasion. Tall and lean, dressed in traditional Mahroti garb, he stands apart from the crowds of the north and basks in the attention he draws. He particularly enjoys fighting in front of others, so they can be amazed by his power.

Male human (Mahroti) sorcerer 3 Init +3; Senses Perception +0



#### DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex) hp 20 (3d6+6) Fort +2, Ref +4, Will +3 Resist 10 fire

#### OFFENSE

Speed 60 ft.

Melee sickle +4 (1d6)

Ranged +1 light crossbow +5 (1d8+1/19–20) Bloodline Spell-Like Abilities (CL 2nd; concentration +5) 6/day—elemental ray (1d6+1 fire) Spells Known (CL 3rd; concentration +6) 1st (6/day)— burning hands (DC 14), color spray (DC 14), mage armor, magic missile

0 (at will)—*acid splash, dancing lights, detect magic, daze, bleed* 

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#### **Bloodline** Elemental (Fire)

STATISTICS
Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 17
Base Atk +1; CMB +1; CMD 14

Feats Combat Casting, Eschew Materials, Toughness, Weapon Finesse

**Skills**: Bluff +9, Craft (alchemy) +8, Knowledge (arcana) +8, Knowledge (planes) +8, Spellcraft +8

Languages Common

**Equipment:** +1 light crossbow with 20 bolts, sickle, smokesticks (2), thunderstones (2), black adder venom (3), traveler's tea set, fine robes, scroll of summon monster II, scroll of eagle's splendor, 135 gp

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