



RALLYING POINT FOR THE BRIGHT SANDS

A Two-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1.0

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Lady Karistyne requires you to travel to Hardby to retrieve a package on her behalf, but errand boys are not adventurers. To be an adventurer, you need to make choices, not just travel between two points. Are you ready to look within yourself and discover if you are an adventurer willing to fight for a cause or just an errand boy, sent by a patron, to collect a chest?

A two-round Core adventure set in Hardy for character level 1-15 (APLs 2-16). Part 7 of "Blight on Bright Sands."

Resources for this adventure [and the authors of those works] include *COR3-13 Traitor's Road* [Paul Looby], *COR4-13 A Wretched Soul* [Mike Hinds], *COR5-06 Blood on Bright Sands* [Creighton Broadhurst], *COR5-09 Gateway to Bright Sands* [Theron Martin], *COR5-11 Dark Deceit on Bright Sands* [Chris Chesher], *COR5-17 Time's Tide on Bright Sands* [Bruce Paris and James Dempsey] and *COR5-20 Phantoms on Bright Sands* [Tom Kee].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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Players Read No Farther

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

TIME UNITS AND UPKEEP

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

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

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

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

ADVENTURE BACKGROUND

Factions in Hardby have worked behind the scenes for years, subtly warring against each other through politics and other underhanded methods. This secret war has come to a head, with the impending death of the Despotrix Ilena Norbelos, who has maintained a sense of stability in the City of the Scorned for years. Since participating in the Flight of Fiends, the Despotrix has

been dying and only the secret elixirs of Rary have stayed death's embrace.

An important clandestine vote is soon to be taken. It will decide whether Hardby should declare itself independent from Greyhawk, and accept closer ties with the Empire of the Bright Lands. The outcome balances on a knife's edge and the Despotrix's vote will sway many; if she lives long enough to cast it. In this adventure the actions of the PCs decide which of the many factions have their way and ultimately the course of this crucial vote.

An Explanation of Hardby's Government

In this adventure "Gynarch" refers to a member of the ruling body of women in Hardby, which is called the "Gynarchy." When used as a title, "Gynarch" refers to the original title of the leader of Hardby, which was later replaced with the term "Despotrix."

"Didatrix" refers to a woman serving as a personal secretary, annalist, and herald to a Gynarch. This job commonly serves as a stepping-stone to becoming a Gynarch.

There are forty members of the Gynarchy. Six are chosen from each of the six most prominent families in Hardby: Norbelos, Gerneskir, Jonnosh, Havelos, Maynem and Longland (which replaced Yragerne when that line ended). The last four members of the Gynarchy are made up of the Despotrix and three other members chosen by her as personal advisers. Each Gynarch is served by a Didatrix.

Factions in Hardby

There are several factions active in Hardby; each concerned about the future direction of Hardby's politics. Several are briefly listed here to aid the DM in adjudicating this adventure.

Bright Lands Faction: Minions of Rary are few but well placed. This faction seeks to use the Gynarchy as a weapon against Rary's foes in Greyhawk. The Bright Lands faction attempts to retain good relations with Hardby under the guise of opening trade. This faction secretly includes Messalina, and generally favors Aleeta as a successor to Ilena.

Compromise Faction: This group is composed primarily of a small number of Gynarchs. They seek a compromise candidate who has both age and arcane ability and that can work with Greyhawk without being too friendly or accommodating. Although this faction has pursued Bridara Norbelos as a candidate, they now look for a new choice given Bridara's refusal to get involved in politics.

Longland Faction: These are supporters of Deirdre Longland. Although she has the advantage of age, title, and experience, she lacks the magical ability traditionally expected of a Despotrix. She has earned the respect of Wilbren Carister for her military acumen and is the preferred candidate of the Ruling Oligarchy, which means that she also has the covert (if not necessarily welcomed) support of Retep Mandel. She has the support

of the faithful of Mayaheine and some elements of the Church of Pelor.

Merchant Alliance Faction: Led by Perav Hulvir and Harvan Lhoral this group is comprised primarily of Trade Council members. They would just as soon see the Gynarchy collapse and hope to eliminate the position of Despotrix. They are an anti-Greyhawk group but are not allied with the Norbelos Faction.

Norbelos Faction: These are supporters of Aleeta Norbelos. She is Despotrix Ilena's preferred choice because of her staunchly anti-Greyhawk stance, though Ilena feels that, at age 26, she is still too young and unseasoned. Rary (and thus Messalina) favor her, as do the Slavelords, with whom she has secretly made a pact. She also has the open support of the Church of Wee Jas and Mirlan Rinshad. Unbeknownst to Aleeta, her Slavelord allies are arranging the assassination of Deidre Longland.

Tenser's Faction: The minions of Tenser, such as Javka Gerneskir, Helena Stanmaer, the paladin Karistyne and the pseudodragon Scrimongishaz, work to stymie the efforts of Rary in the region. Thus, they are not always concerned with Hardby politics unless the Traitor is at work.

ADVENTURE SUMMARY

The paladin Karistyne has dispatched the PCs to Hardby. Their mission is to recover research on the locations of the good- and evil-aligned weapons necessary for the unmaking ritual of the *Scorpion Crown*. (This ritual was discovered in COR5-11 *Dark Deceit on Bright Sands*).

Introduction: The PCs enter Hardby just after Helena Stanmaer, a cleric of Fharlanghn and ally of the paladin Karistyne, and her allies have attacked Lord Robilar in the streets. Robilar himself had just arrived in Hardby to deliver another of Rary's elixirs that keep the Despotrix alive. Robilar has withdrawn in a purposeful effort to lead Helena and her minions away from Hardby and the damage the battle was causing. This gives the illusion that Robilar (and thus Rary) cares about Hardby and her citizens. Further more, Robilar has his orders and some very good reasons not to get drawn into a fight just yet. Killing Helena (as he could with ease) would bring hardship to Rary's plan.

Encounter 1: During the battle, some rare monstrous specimens on their way to Rotanna's Menagerie in Northend have been freed. The party must act quickly to deal with them before they feast on innocent bystanders. After defeating the beasts, the PCs are able to question the crowd about what occurred.

Encounter 2: The PCs arrive at The High Chapel, the temple of Pelor, to receive the research and divinations requested by Karistyne. The details are sealed in a small chest.

Encounter 3: Javka Gerneskir, the Didatrix to Despotrix Ilena, waits outside the temple to summon the PCs to a meeting with the Despotrix at her estate outside of Hardy. She has few answers for the PCs.

Encounter 4: The PCs meet with the Despotrix, who is on her deathbed. The Despotrix asks the PCs for

their loyalty and for them to perform a task for her before she dies. If the PCs agree, she sends them to meet with her granddaughter Aleeta Norbelos who has given sanctuary to Lord Robilar. Unbeknownst to Ilena and the PCs, without the elixir she has only six days to live.

Encounter 5: Aleeta and Robilar explain their desire to help the Despotrix survive. Robilar claims to be on a mission of mercy when Helena attacked him, unfortunately destroying the elixir he was to deliver. He wishes them no harm, but he knows they will soon find him and attempt to kill him again. As such Robilar asks, and Aleeta begs, that the PCs consider him their patron while they try to recover the necessary ingredients to recreate the potion. Speed matters, so if the PCs accept, Aleeta will arrange to have them transported to the cairn the next day.

Encounter 6: As the PCs rest for the night representatives of several different factions contact them. All try to sway the PCs to their cause and some try to turn the PCs against each other.

Encounter 7: The PCs are transported to the Cairn of Reflected Souls in the Abbor-Alz where they must deal with the inhabitants of the glen housing the Cairn's entrance. The cairn is from the time of the dead Sulum empire and is the resting place of one of three brothers who's names have been lost to time. Each of the brothers was a master of his own inner power with a specific connection to life, death and the cycle of rebirth. This cairn is dedicated to the brother of rebirth.

Encounter 8: The party enters the cairn and learns some of the cairn's history after bypassing a trap. The PCs are able to enter the lower caverns of the cairn by means of a permanent *teleportation circle* located in the upper portion of the cairn.

Encounter 9: The PCs undergo a test and avoid life-draining traps to gain one of the keys needed to operate the *teleportation circle* found in Encounter 8.

Encounter 10: The PCs undergo a test and avoid fiery traps to gain the second key needed to operate the *teleportation circle* found in Encounter 8.

Encounter 11: The party uses the *teleportation circle* to enter the underground resting place of the third unnamed brother, only to find, they are not alone. His servants still attend him.

Encounter 12: As the party returns to Hardby, they are attacked by Retep Mandel and minions of the Greyhawk Directing Oligarchy who want the Despotrix to die. The assassins seek to kill, or delay the party. A minion of the Slavelords of Highport is also involved, seeking to speed the PCs on their way. (DM Note: The *EL* of this encounter has been decreased by one due to the aid the PCs receive.)

Encounter 13: The PCs decide to whom they hand over the elixir ingredients and research.

Conclusion: Depending on the actions of the party, the outcome of the vote either ties Hardby to the Free City of Greyhawk or the Empire of the Bright Sands.

PREPARATION FOR PLAY

To better understand the PCs' place amongst the various squabbling factions, review previous ARs from the "Blight on Bright Sands" series and other adventures that have occurred in or near Hardby.

- **Attracted Attention:** The agents of the Slavelords in Hardby know PCs who have this designation from *COR5-09 Gateway to Bright Sands*.
- **Favor of Despotrix Ilena:** The Despotrix favors any PC with this note due to their efforts on her behalf previously (*COR5-09 Gateway to Bright Sands*). These PCs have also previously met Javka Gerneskir.
- **Worked for Scor:** Any PC who has worked for Scor (during *COR5-09 Gateway to Bright Sands*) is known by allies of Tenser to oppose Rary.
- **Hospitality of Karistyne Castle or Karistyne's Arms and Armor or Favor of Karistyne Castle:** These favors from *COR5-06 Blood on Bright Sands*, *COR5-11 Dark Deceit on Bright Sands* or *COR5-20 Phantoms on Bright Sands* mark the PC as favored by Lady Karistyne and someone who knows Helena Stanmaer as one of her agents.
- **COR5-17 Time's Tide on Bright Sands:** Any PC that has played this event has previously met Lady Karistyne in her castle and knows Helena Stanmaer as one of her agents.
- **Wrath of the Greyhawk Assassin's Guild:** In Encounter 8, agents of the Greyhawk Assassin's Guild preferentially target any PC with this enmity from *COR3-13 Traitor's Road*.
- **Favor of Gynarch Rotanna Maynem:** Those PCs with this favor from *COR4-13 A Wretched Soul* have already met Rotanna Maynem (she appears in Encounter 1).

TIMELINE

Some events of this module take place regardless of the actions of the PCs, and this brief timeline is provided to aid the DM in organizing these events.

Day 1: Robilar is attacked in the streets of Hardby and the PCs arrive in Hardby.

Day 2: Aleeta sends either the PCs to the Cairn of Reflected Souls, or goes herself.

Day 6: Unless provided with the elixir, Despotrix Ilena dies.

Day 7: The Gynarchy votes on independence.

Day 9: If Ilena has previously been provided with the elixir, she dies.

INTRODUCTION

Leaving Karistyne Castle, it takes many days travel to reach Hardy. You are traveling on a mission of importance to the paladin.

Remembering her words, her voice echoes in your heads; "Go to Hardby and the temple of the Sun Father there. Collect for me the results of the research that you plundered for me in the past and return to me when you can, but do not hurry, for I have other matters of equally great import to attend to. I have also heard rumors of unrest in Hardby. While there see if you can uncover anything unusual."

The PCs have just arrived in Hardby after a journey from Karistyne Castle. They are headed to the temple of Pelor, to pick-up some research and divinations requested by Karistyne. This mission is not especially time sensitive and the PCs have been told they may take their time in journeying to Hardby and back. The PCs have been journeying together for several days.

Introductions should be carried out before reading the following

Coming through the gate from Orz into the Ebbfields district of Hardby, it is clear that a great disturbance has just occurred in the square ahead.

Carts are overturned, people scream and cry, and chaos abounds. Weapons lie discarded on scorched cobblestones. Nearby, a woman trying to care for a wounded man, squats in the shadow of several overturned cages filled with exotic beasts.

Give the PCs a moment to react. It is clear there was a battle in the square between many people, although no combat is currently ongoing. Many bystanders have been injured.

Once the PCs have moved to investigate, proceed to Encounter 1.

ENCOUNTER 1: RAMPANT MENAGERIE

Screams ring out from the crowd as several of the creatures in the overturned cages force their way free.

The noise seems only to frighten the beasts, which lash out at nearby bystanders. With no guardsmen in sight, it seems likely that many innocents will die unless heroes step forward from the crowd.

Robilar brought several monstrous specimens as a gift for Rotanna's Menagerie in Northend. Unfortunately the combat between his entourage and Helena Stanmaer's followers damaged some of the cages. The party must act quickly to deal with the escaping monsters before they feast on innocent bystanders.

In the first round, the monsters are in the midst of the crowd. The DM should place a dozen or so innocent bystanders in their immediate vicinity. Area of effect

spells cast in the first round will certainly affect at least some of these individuals. The commoners run away at the end of the first round.

APL 2 (EL 4)

➤ **Medium Monstrous Scorpion (4):** hp 13 each; *Monster Manual* 287.

APL 4 (EL 6)

➤ **Large Monstrous Scorpion (3):** hp 32 each; *Monster Manual* 287.

APL 6 (EL 8)

➤ **Large Monstrous Scorpion (2):** hp 32 each; *Monster Manual* 287.

➤ **Huge Monstrous Scorpion (1):** hp 75; *Monster Manual* 287.

APL 8 (EL 10)

➤ **Dire Tortoise (2):** hp 170; Appendix 1.

APL 10 (EL 12)

➤ **Huge Monstrous Scorpion (3):** hp 75; *Monster Manual* 287.

➤ **Dire Tortoise (2):** hp 170; Appendix 1.

APL 12 (EL 14)

➤ **Crocosphinx (2):** hp 172; Appendix 1.

APL 14 (EL 16)

➤ **Advanced Crocosphinx (2):** hp 277; Appendix 1.

APL 16 (EL 18)

➤ **Advanced Crocosphinx (4):** hp 277; Appendix 1.

Tactics: At all APLs, the creatures move to the nearest source of food and attack, switching targets only if they are attacked. Note that the crocosphinxes are intelligent and use their ability to fly to best advantage, attempting to isolate dangerous enemies.

If any of the creatures are reduced to below a quarter of their hit points, they flee out of the north gate; which is just off the square.

Development: If the PCs are having a particularly hard time, eventually a squad of Hardby Marines arrives. The marines make an effort to stabilize fallen PCs, and to drag hard-pressed PCs into cover until the rampaging beasts can be dealt with. In the case of parties doing particularly badly, the beasts may waste one or more rounds snapping at each other, particularly at APLs with mixed creature types.

If the PCs are having no trouble, the marines arrive just as the last creature is dealt with.

Investigating the Cages

There are many cages left from Robilar's party, but not all of them housed dangerous creatures. The majority of the

beasts were fairly harmless and only the most dangerous ones were involved in the combat.

Desert rodents, tiny-sized scorpions, sand beavers, dune scarabs, oasis monkeys, dire lamas, drought-mouth lions and storm frogs are all good examples of the desert fauna held in these cages

The cages all have locks and the larger cages (like the ones with dangerous creatures) have latch bars incase the lock comes off.

PCs examining the cages notice that the cages opened not only because the locks were removed, but because the latch bars had been lifted as well (there's no signs that the beasts burst or bent their way out).

During the parade, invisible and sneaky agents of the Greyhawk Assassin's guild opened the cages in an attempt to damage Robilar's (and thus Rary's) relationship with Hardby.

Questioning the Witnesses

If the PCs defeat the beasts they are hailed as heroes. The merchants of the gate to Orz, shout cheers for them and many come out of their homes and business to thanks the PCs. The responding marines also thank the PCs for their aid.

One merchant comes forward to answer the PCs' questions.

☛ **Ithno Waroc:** CN male human (mixed) expert 3.

Ithno is middle-aged man with thinning brown hair, and a hint of belly. While no fighter, he is jovial enough in the company of men-at-arms, and thus is confident enough to speak with the PCs. He knows the following:

- He is a member of the Hardby's Merchant Alliance and imports a number of crafts items from Twilight Falls in the Viscounty of Verbobonc. (Twilight Falls is a small town populated by rogues and smugglers posing as honest merchants who can supply almost anything given sufficient time and gold).
- Ithno is relatively ambivalent about the politics of Hardby and the surrounding area, as long as it doesn't affect trade. He did watch the spectacle however.
- All the commotion began about a half-hour ago, when Lord Robilar arrived in Hardby on his metal horse with all the pomp and circumstance of a parade. He claimed to be in the city on a diplomatic mission bearing gifts for the Despotrix and the Gynarchy on behalf of the Bright Lands. In his hand he carried a bottle that sparkled with magical light.
- As the PCs had seen, he also brought a number of strange beasts from the deep desert. Lord Robilar's herald announced that he would be donating the desert creatures to Rotanna's Menagerie in Northend for the enjoyment of all Hardby's citizens.

- As Lord Robilar watched the passage of his caravan into the city, some of his retinue bantered with the crowds. Suddenly a group of people arrived in a flash of light. The group was led by a woman dressed in the vestments of a cleric of the Dweller on the Horizon (Fharlanghn). The woman screamed that Lord Robilar was evil and was here to corrupt or kill the Despotrix. Lord Robilar smiled wide and claimed he was here for no such thing, and then he questioned the nature of the cleric's relationship with some paladin. The crowd began to laugh at the cleric, so she attempted to strike Lord Robilar down, in the process destroying the glowing bottle. The cleric woman was a short unassuming Oeridian woman with dark hair and a weathered countenance wearing green and grey. *[If any PC has met her, the description of the cleric of Fharlanghn matches Helena Stanmaer.]*
- After the battle began, Ithno kept his head down and didn't see it all. During the battle, he believes both sides were generally careful to avoid hurting bystanders; although not with complete success. Ithno noted that the more they fought, the more Robilar laughed, and the more the clerical woman and her followers became angry. Eventually Robilar and some of his minions fled by magic and the woman and her minions followed. Moments later the PCs arrived and the creatures escaped.
- Ithno tells the PCs the location of his nearby home in Tradetown in case they have more questions for him. He can also give directions to the temple of Pelor, called the High Chapel, located in Northend (which is also sometimes called the High Chapel district).

There is no way for the PCs to follow Robilar or Stanmaer; both are protected from *scying* and similar divinations.

Gynarch Rotanna Maynem

Just before the PCs proceed, they briefly encounter Gynarch Rotanna Maynem coming to supervise the arrival of the beasts. PCs that have her favor from *COR4-13 A Wretched Soul* already know her, and she is particularly friendly toward them.

Just as you are about to leave, a finely dressed Oeridian woman arrives. "Oh my. Blessed Ehlonna what has happened here?" she exclaims, looking toward your group.

She introduces herself as Gynarch Rotanna Maynem – owner of the menagerie these creatures were destined for. She simply wishes to hear the PCs' story before they leave.

👤 **Rotanna Maynem:** NG female human (Oeridian) aristocrat 5.

Rotanna is a friendly woman, keenly interested in any asherati or centaur PCs present. She quizzes such individuals about unusual creatures they have seen or possess. In addition, if she learns that the PCs are heroes, she thanks them profusely for their selflessness in protecting the populace.

Treasure: Rotanna rewards the party if they defeated the rampaging beasts by giving them her *sizing collar*. If the PCs also succeeded in capturing any of the beasts alive, she grants them her favor. Such PCs receive the "Favor of Rotanna's Menagerie" AR entry.

All APLs: Magic – *Rotanna's sizing collar* (400 gp).

Development: Once the PCs have spoken to the available witnesses, proceed to the temple of Pelor and Encounter 2.

ENCOUNTER 2: THE HIGH CHAPEL

The golden dome of the High Chapel rises high above the nearby buildings, the sun glinting of its burnished gold leaf. Simple symbols of Pelor adorned the doors leading to the large temple.

The temple of Pelor is one of the oldest, and tallest, structures in Hardby. It is a center of healing and aid to the poor.

The acolytes staffing it are very responsive to visitors. Within moments the PCs are directed to High Priestess Mother Storanna; a kind, elderly woman who emphasizes the charitable aspect of Pelor.

👤 **Mother Storanna:** NG female human (Suel) cleric (Pelor) 9.

Mother Storanna greets the PCs in the name of Pelor. After hearing of their mission she directs an acolyte to bring forth a small chest containing the information Karistyne requested.

Mother Storanna knows the following:

- Lady Karistyne asked her to cast a number of *divination* and *commune* spells on a number of subjects and then perform some research using the various resources of Hardby. She is not willing to discuss the questions asked or the answers received, saying that Lady Karistyne asked her to act in confidence. She also warns the PCs that Karistyne had her lay some protections upon chest so they should be careful handling it.
- She tries to do everything she can to keep the temple of Pelor out of politics, but she notes that there are many questions about Rary the Traitor and his Empire of the Bright Lands. If told about

the attack at the North Gate, she says it is quite likely that Lord Robilar is an evil man. However he does not normally attack first.

- She hopes that in future, such conflicts can be avoided; at least in Hardby where so many innocents stand to be injured. She notes that a few of her younger acolytes would probably take a more militant approach.
- Mother Storanna acknowledges the PCs' good deeds in saving the people in the square. As a result, during this adventure she is willing to cast any healing or restorative spells the PCs require at a 25% discount from the prices listed in the *Player's Handbook*. These spells include all spells with the Healing descriptor, or spells such as *restoration*, *remove blindness*, *neutralize poison*, and the like. Spells used for divinations, removing curses, or combat purposes are not included in this discount.

The chest is indeed well protected. Those attempting to open it must bypass both its lock and magical ward. Anyone actually opening the chest may prematurely learn the information imparted by Karistyne in the Conclusion.

🔒 **Wooden chest:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Open Locks DC 25.

🔮 **Glyph of Warding Trap:** CR 5; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 9th-level cleric, 4d8 acid, DC 14 Reflex save half damage; multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Once the PCs have asked their questions and received the chest, Mother Storanna bids them good day and invites them to attend services to Pelor if they are in Hardby in the future.

ENCOUNTER 3: A WAITING CARRIAGE

This encounter occurs as the PCs leave the temple of Pelor. Word of their exploits in the square has reached many ears. As a result Javka Gerneskir, Didatrix to Despotrix Ilena, has been dispatched to invite the PCs to a meeting. She has finally managed to track them to the High Chapel.

PCs that have played *COR5-09 Gateway to Bright Sands* recognize her.

👤 **Javka Gerneskir:** NG female human (Suel) cleric (Lirr) 3/ rogue 3.

A short, stout woman stands at the bottom of the temple stairs near a carriage. She has an olive complexion and stands with her arms crossed. A jeweled rapier hangs at her hip, but she makes no move to draw it as she speaks.

"My mistress, the Despotrix of Hardby asks you to attend her at her estate at your earliest convenience. You will follow me there now."

Javka Gerneskir's manner is brief, and somewhat gruff, but is decidedly improved by the presence of women, especially those of Suel descent, or those who claim to be bards.

She addresses women first, expecting them to be in charge. She asks the PCs to ride with her in the carriage. (Centaur PCs are expected to follow behind). She expects that all invited by the Despotrix will attend her immediately, and her tone makes that obvious. Those who refuse surprise her, and she marks them as likely troublemakers.

Javka does not know why her mistress has summoned them; only that she has heard of their exploits in the square this morning and wishes to speak with them. If the PCs have previously worked for the Despotrix in the module *COR5-09 Gateway to Bright Sands*, Javka is willing to speculate that perhaps her mistress has another offer of employment for them.

Development: It is possible that the PCs may be put-off by Javka's manner and refuse to accompany her to the Despotrix's estate. In this case, skip ahead to Encounter 6. If they later decide to speak with the Despotrix, they are given an audience, though both Javka and Ilena will be notably colder.

ENCOUNTER 4: ON HER DEATHBED

This encounter assumes the PCs are arriving with Javka to meet Ilena. If this is not the case, the DM should adjust the read aloud text and encounter accordingly.

The distance to the Despotrix's manor is quickly put behind you as the comfortable carriage rumbles out of Hardby towards the Despotrix's countryside estate.

Large centaur characters are politely, but firmly, asked to wait outside with the carriage while the other PCs go inside. The house is simply not designed for them.

In short order you are lead through a pleasant sitting room into a bedchamber. Inside, a frail, white haired Suel woman is propped up in a near sitting position. Despite her obvious weakness, her piercing blue eyes retain a calculating, bright intelligence. "Welcome to my home adventurers," she whispers in a strained voice.

The Despotrix addresses the PCs in a strained voice. She has a reserved demeanor that hides a sardonic wit. It is obvious that she is not far from death. The cause of her weakness is not clear and cannot be cured by any healing magic the PCs possess. Unless the PCs undertake her

proposed quest, she will die in six days. While Ilena does not know exactly how long she has left, she knows it isn't long.

She preferentially addresses women, especially those that are Suel, and failing that, those PCs that have her favor. Javka does not allow any rudeness to the Despotrix and orders nearby guards to eject such PCs from the manor immediately.

☛ **Ilena Norbelos:** NG female human (Suel) wizard 13.

Once the PCs have accepted the Despotrix's hospitality, she continues.

"I have asked you to my home so that we might talk in private. I am not as vigorous as I once was, and I fear I have little time left on this mortal plane. I need folk of strong arm and good heart who will act with the best interests of Hardby in mind. I hope you are these true heroes I seek. I would propose a quest to you if you would give me your assurances to see it completed for the good of Hardby."

The Despotrix does not continue until each PC pledges his or her loyalty. She is willing to say that this quest is not evil, in no way would violate any moral or religious codes the PCs have, and should not take them more than a week to complete. In addition, the future of Hardby is at stake. Those that refuse are asked to wait outside the manor house and other PCs are asked not to share the details of the quest with their friends should they see fit to allow them to accompany them on the quest.

Once the PCs agree, or those that do not leave, she continues.

The elderly woman inclines her head towards you and whispers fiercely, "Soon the Gynarchy will undertake a crucial vote to determine Hardby's future. This vote takes place in but six days, but I fear I will not see it. I am dying, and my healers tell me they can do no more. I must live to see this vote, before the arguments of succession muddy the waters and our future perishes under the yoke of Greyhawk's oppression. I ask you to help me cheat death for just long enough to sway the other Gynarchs to my cause - freedom."

Despotrix Ilena answers the PCs' questions to the best of her ability. In each case, she always tries to portray things in the best light, to keep the PCs interested in helping her.

She knows the following:

- She has been sick since the Archmage Tenser strongly urged her to participate in the striking of the *Croak of Rao*. While her mind remains sharp, her body's strength ebbs with each day.

- She should have died already, as many of those that participated also have, but for a rare elixir she has been able to acquire. She has run out of this elixir and needs the PCs to acquire more ingredients so that her granddaughter Aleeta, also a wizard, might brew more. She does not say who gave her the potion or the recipe. How she learned of it is no concern of the PCs.
- She gets regular reports about events in the city, and that is how she learned of the PCs' efforts to rescue innocent townsfolk from the rampaging beasts. That selfless act was what made her realize the PCs were just the heroes she was looking for.
- If the PCs are willing to undertake the quest, she asks them to attend her granddaughter Aleeta at her manor to get the details on what ingredients are required and where they might be found. They are welcome to take her coach to her granddaughter's manor if it pleases them.
- Ilena says she cannot send Aleeta. If she were to die while her granddaughter was out of the city, and she may die very soon, Aleeta might lose her chance to become the next Despotrix. Aleeta is Ilena's favored choice to replace her.
- Ilena will not discuss the vote beyond saying that the future of Hardby is tied to it, and without it, Hardby is doomed. She believes she must live in order to see good done.
- If the PCs inquire about Robilar's entrance into Hardby, she (honestly) claims he was on a diplomatic mission and announced his intention to arrive peacefully several days ago. Robilar, and Rary for that matter, have done nothing evil towards Hardby and if they ask for a peaceful diplomatic meeting they will be listened to provided they follow all required protocols. As far as Ilena has been able to determine, Robilar suffered an unprovoked attack in the city streets and the Despotrix is not pleased; especially because it endangered innocent lives.
- If the PCs ask for a reward, the Despotrix says that their efforts will be rewarded by several of the most powerful people in the city and that should be more than ample. She does not lower herself to speak of money.

Once the PCs have spoken with the Despotrix, she directs them to see her granddaughter; after asking one more time for their loyalty and secrecy in this mission.

Development: There is no mechanic that prevents the PCs from spreading the information they have learned, and indeed, there are many that would be interested to learn it. What and who the PCs speak with drastically alters the conclusion of this adventure and the DM should keep careful track of who individual PCs might side with.

Also note that the PCs may freely work counter to each other. The results of their machinations may even

lead to some PCs being targeted by opponents instead of other PCs. As long as the PCs do not directly enter combat with each other, they have not broken any campaign rules.

If the PCs decide to meet with Aleeta, proceed to Encounter 5. If they do not agree to meet her and undertake the quest, proceed to Encounter 6.

ENCOUNTER 5: ACCIDENTAL CONSPIRACIES

This encounter occurs if/when the PCs arrive at Aleeta's manor outside Hardby. If the PCs do not meet with Aleeta and Robilar, skip this encounter.

Once again, large-sized centaurs are asked to wait outside while their companions speak with Aleeta. If the party contains medium-sized centaurs, a party of guards accompanies them into the study due to the presence of their enemy, Robilar.

Aleeta's manor is a small but elegant affair near the city. The gate guards obviously expected you and your party is quickly ushered inside despite the late hour.

You are led by a man in fine servant's livery to a study lit by a roaring fire. As you enter, a young, black-haired woman resembling a younger and more attractive version of the Despotrix turns from her guest to greet you. "Welcome to my home noble adventurers," she says warmly. She gestures to a large bearded man standing near the fireplace holding a glass of brandy in his hand; "May I present Lord Robilar of the Bright Lands. Please sit, there is much you should be told."

Aleeta is an extremely ambitious Suel woman who despises Greyhawk and is willing to do anything to free Hardby from its clutches. She tries to keep the meeting as civil as possible, but is even more sexist than her grandmother. Additionally she lacks her elderly relative's tempering wisdom, so it is possible that words may become heated if the PCs expound on the supremacy of Greyhawk or the male gender. In such cases, she is given to stroking her cat familiar to calm herself. Regardless of her behavior, she expects the PCs to do their duty to her grandmother.

☞ **Aleeta Norbelos:** NE (detects as N) female human (Suel) wizard 7.

Robilar for his part seems a large and jolly man of generally friendly demeanor given to throaty laughs. While there are many stories of his evil acts, he laughs them off as just stories spread by rivals and the sort of thing that all brash adventurers have said about them. Robilar appeals to Baklunish PCs, particularly those from Ket, to agree that such false tales are commonly told in

the east about Baklunish adventurers. While Robilar is a dangerous murderer, his friendly demeanor makes that hard to believe. Given that he is on a mission for Rary to strengthen ties between the Bright Lands and Hardby, he does not jeopardize his assignment by giving into any of his baser instincts.

☞ **Lord Robilar:** LE (detects as N) male human fighter 24; *mind blank*.

Once the PCs are comfortable and have gotten over the shock of meeting Robilar, he continues with the explanation. Neither Robilar nor Aleeta and her many guards allow any combat. Aleeta explains that Robilar is under protection of diplomatic parlay. Hostile PCs are ejected while Aleeta and Robilar use contingent magic to flee from parties that stand a true chance of harming them. In this case, Robilar leaves Hardby to update Rary on the impending death of the Despotrix. Without Robilar, there is no way for the PCs to recover the elixir and the Despotrix dies. PCs that insist on attacking Robilar should be reminded that he is well known for having plumed the depths of Castle Greyhawk alone, and is known to have killed several ancient dragons single-handed. Most PCs have no chance at all against such an epic personage.

Robilar drinks deeply from his glass before placing it on the mantel and producing a pipe. "I'm glad we could meet in such a civilized atmosphere. I was beginning to wonder if all adventurers in Hardby attacked innocent diplomats without cause." Robilar says, offering a large grin to Aleeta. Puffing on his pipe, he takes up a comfortable position leaning by the mantel and continues.

Robilar converses with the PCs, explaining the original purpose of his mission and the unprovoked attack upon him; eventually detailing what the PCs must do. Use the following summaries to assist in roleplaying this conversation:

- Since Tenser convinced the Despotrix to attend the ceremony to destroy the *Crook of Rao* she has been deathly ill. Only a regularly administered elixir crafted by Rary, Lord of the Bright Lands, has prolonged her life. It was one such freely offered elixir that he was delivering as part of his diplomatic mission to Hardby.
- Robilar's impending arrival in Hardby was no secret. It was well known that his caravan would be arriving and so he had the tributes arranged in order to show what the Bright Lands would be giving to the citizens of Hardby. Sadly, as the parade began, a group of adventurers lead by a female cleric of Fharlanghn attacked before he could determine why. In particular, she targeted the elixir he personally carried and destroyed it in the opening exchange. Several of her minions also seemed to be targeting the cages housing

some of the beasts he brought for the menagerie.

- Robilar does know that the cleric sometimes works for a female paladin, but he can't believe that the paladin would ever sanction such an ambush.
- Rather than allow the crazed woman to harm the animals or the citizens of Hardby, he ordered his men to scatter, and he himself led the worst offenders on a merry chase out of Hardby before using magic to elude them.
- Sadly, the elixir has been destroyed and if steps are not taken to recover new ingredients, the Despotrix will surely die in the next few days. Normally the ingredients are gathered from places in the Bright Lands, but that is a very time consuming process as they are spread far and wide. There is one place however, where all the ingredients might be found. He cannot go himself, as the cleric woman is surely still hunting for him. He will not lead her to the ingredients that she might then destroy to prevent the survival of the Despotrix. Instead, he will stay behind and lead her about the Abbor-Alz and the Hardby hinterlands, so as to distract her from the PCs.
- Robilar believes the ingredients can be found in a cairn south of here in the hills between the Bright Lands and Hardby called the Cairn of Reflected Souls. Robilar gives the PCs a list of what to look for (see Player Handout 1). The list includes the items as best as Robilar can remember and describe. He has no appropriate knowledge skills and thus cannot say what the items are, but he remembers what was collected in the past, and what they looked like.
- Robilar can tell the PCs much about the cairn. (See "Robilar and the Cairn of Reflecting Souls" below).
- Robilar encourages the PCs to forget what rumors they may have heard and trust him enough to save the Despotrix. Contentious PCs are told: ***"Peace and freedom for Hardby are within its grasp and you can make it happen. Choose to be a part of something; something more than what the current power establishment shackles you with. Especially do not trust the Circle and their many minions. They pull the strings and mortals dance. None of them knows the full truth of anything. Even Rary has had to take extremes measures to free himself from their shackles. Because we seek freedom our own way, the powers that be label us evil and criminals. I am not a criminal; I'm just looking for my own way. Join us for a new Oerth order, one where honor will again have meaning."***

- Aleeta very much wishes her grandmother to live and begs the PCs to help her. Robilar claims that he is here doing as Rary commands. He suspects Rary seeks to aid the Despotrix, as Hardby is the gateway to the Bright Sands and so good relations are necessary if trade is to flow.
- Aleeta says that after the PCs have rested, she will use a scroll of *teleportation circle* to transport them to the cairn. She does not possess the scroll yet; her agents are on their way to deliver it and should arrive by dawn. Given the late hour, she has procured rooms for the PCs in the city at the exclusive Mistress of the Coach Inn in the Ebbfields (though large-sized centaurs will find when they arrive that they are forced to stay in the stables, and medium-sized centaurs create quiet a fuss with the clientele). In order that they blend in, Aleeta provides suitable clothing if the PCs do not possess it (a courtier's outfit for each PC).
- Aleeta will have a coach pick them up at first light. She urges them not to be late as her grandmother's life hangs in the balance.
- As a security precaution, Robilar does not reveal the location of the cairn until the PCs leave for it. It is too likely that they might be captured or magically compelled to speak.
- If the PCs refuse Aleeta and Robilar's request, Aleeta angrily orders them from her house and shouts that she shall just have to do it herself, regardless of the cost it might have to Hardby.

Robilar and the Cairn of Reflected Souls

Robilar is not an expert on this cairn but he knows enough to kick open the front door and smash his way through to the treasure. Rary has dozens of history obsessed experts who could give a much more thorough briefing if they were in Hardby, but Robilar rarely listens to such types; at least not enough to repeat the most important details.

What he does know, he'll be glad to pass on if it convinces the PCs to do his bidding. Read or paraphrase the following:

"Long ago, in the Sulm empire, there were three brothers, each a master of their own inner power. Each had a specific connection to life, death and the cycle of existence. When these brothers died, their followers entombed them each in their own great cairn; a separate faction for each brother, each connection. I uncovered one of the cairns, hidden away in the Bright Lands. It is a place of mystery and understanding, filled with strange talking trees that wanted specific answers about my childhood. Luckily I was able to cut to the chase with my sword. I hate answering weird questions.

A teleportation rune on the floor brought my entourage and me to a fungal garden. It was

here that we gained the ingredients to make the elixir. We have nearly depleted the resources within the tomb's garden making the previous elixirs but luckily, our sages have found information on the third brother. It is said he was shunned by the rest of the Sulm in life and his cairn was made outside Sulm. This place on the edge of the Bright was called the Cairn of Reflected Souls. It is only a few days journey from here, in the Abbor-Alz. I've never been there, but I've been given descriptions of nearby landmarks.

Once there, follow my written directions and collect the ingredients I've listed. Once you've obtained the listed ingredients, travel back by your own means."

Banner of Robilar

It is possible that some PCs may possess the *Banner of Robilar* from *COR5-11 Dark Deceit on Bright Sands*. If they display it at any time, he notices it, but says nothing. If they choose to freely return it to him, he is pleased by their honesty and offers them a *banner of law* in return. However, if the PC demands money for the banner, he refuses, ominously saying *"Finders keepers. I'm sure I'll find it again someday."*

Treasure: If a PC offers Robilar his standard back and seeks no reward, Robilar gives them a *banner of law* in exchange. That PC loses *Robilar's banner*. This PC, and only this PC, receives Robilar's Approval upon their AR. This is a plot item.

All APLs: Magic – *banner of law* (0 gp).

Some characters may wish to research the Cairn of Reflected Souls before they leave Hardby. All research, and appropriate knowledge checks can be found in Encounter 7.

Development: High-level parties may have the ability to contact Lady Karistyne in order to determine her side of the story. Karistyne did not dispatch Helena to attack Robilar but would have if she had known of his location. She does admit that Helena is currently aiding an ally of hers but refuses to go into details.

She claims Robilar is an incredibly powerful and evil man who must be slain or captured. However, his plot in Hardby should be uncovered first. Karistyne encourages the PCs to go along with the quest and then attempt to contact Helena rather than turning over the ingredients to Aleeta.

If the PCs ask about the Despotrix's likely death if she does not receive the elixir, Karistyne explains that those that consort with evil become evil themselves and should not be aided. Besides, there is no proof that Robilar's potion would save her. This attitude should leave good-aligned PCs who do not have a code against associating with evil persons very uncomfortable.

Once the PCs have had their questions answered, Aleeta arranges for the Despotrix's coach to take them to

the Mistress of the Coach Inn in the Ebbfields (proceed to Encounter 6).

ENCOUNTER 6: MISTRESS OF THE COACH

This encounter assumes that the PCs are spending the night in the Mistress of the Coach Inn. If this is not the case, the DM should adjust this text accordingly. As long as the PCs stay in Hardby or the surrounding lands, the interested parties listed below contact the PCs. PCs immediately leaving for the cairn (provided they uncover its location somehow) do not have this encounter.

A DC 15 Knowledge (local - core) check brings to mind some details about the famed Mistress of the Coach Inn. It is known as the best inn in all of Hardby, with luxurious rooms, exotic fare, and a wine cellar without compare. As rooms here are generally reserved for the richest and most aristocratic of clientele, formal dress is required to enter.

For this encounter it is necessary to reference the AR entries from previous adventures mentioned in the "Preparations for Play" section at the beginning of the adventure. The DM should use this information to determine which factions PCs know, and which PC seem likely allies for each of the approaching factions.

The coach pulls up a lit driveway, past old trees and a manicured lawn, to a four-sided villa with an interior courtyard. Couples in fancy dress can be seen making there way past a large, armed doorman.

The PCs must be generally clean and wearing fine clothes (at least a courtier's outfit or better) in order to enter the inn. While the doorman (or any of the several hired mercenaries patrolling the grounds) allows weapons and armor to be brought inside, nothing larger than a dagger may be worn openly. All other weapons and armor must be stored. The inn provides lockable (DC 20 Open Locks check to open) trunks if required. PCs not following these guidelines are asked to leave.

In addition, medium-sized centaurs draw a great many stares, and the coldest of service inside. Anyone so rude as to make a scene will be asked to leave, or arrested by the marines. Large-sized centaurs are not under any circumstances allowed inside the inn, though a place in the well-guarded stables can be made available to them along with food, wine, and comfortable blankets.

Anyone causing a scene the DM deems to be extreme such as initiating combat or causing significant property damage is arrested by Hardby marines. Such individuals spend the night in jail until they are released on the authority of a very displeased Despotrix. Jailed PCs are fined 5 gp x APL for disturbing the peace, unless they killed an innocent. (Deliberately killing an innocent is an evil act).

In all cases the PC is sentenced to be hung. Powerful people though work behind the scenes to keep the PC from the hangman's noose (assuming that the PC has not

been removed from the campaign for committing an evil act). Instead of death the PC languishes in prison and must pay a fine of 1000 gp x APL. Additionally he loses 15 TU and the DM should note the evil act on the PC's AR. For that PC, this adventure is over.

Each PC has been reserved a single room and there are no adjoining suites available, though PCs may choose to sleep more than one to a room if the desire. Young boys in smart uniforms bring all of their baggage to their rooms. Each room has a large single bed, a dresser with washbasin and pitcher, a trunk filled with linens, a standing mirror, two comfortable chairs, and a small table. In addition to the door, there are multiple windows that overlook the central courtyard. All have simple locks.

During the night the PCs have a series of mini-encounters. Representatives of several factions approach them trying to discover their plans and motivations. If possible they seek to sway the PCs toward the NPC's goals. Each NPC approaches and behaves in a different matter and are presented separately below.

It is up to the DM to control the pacing of this encounter and the PCs' time in the inn based upon the temperament of the players. If necessary the DM may pull players away from the table to ensure secrecy as they work against each other.

Messalina (Bright Lands Faction)

Rary is well aware that many do not consider his emissary Robilar a trustworthy man. As such he has instructed his other operative in Hardby to contact the PCs. Messalina, a Throne Knight and magical advisor to the Despotrix, was an adventuring companion of Rary's twenty years ago, and now serves as a tutor to Aleeta. This encounter happens as the PCs arrive at their rooms, Messalina, who was watching the building remotely, *teleports* into the inn and approaches the PCs asking to speak with all of them.

A brief flash of light can be seen from the room across the hall from yours just seconds before the door opens. A woman of medium height with dark-haired in her mid to late forties wearing robes with an emblem resembling a wooden throne greets you. "Welcome adventures, I have been waiting for you. You may call me Messalina."

PCs that have played *COR5-09 Gateway to Bright Sands* recognize Messalina as one of the Despotrix's advisers and a Throne Knight. Those who have not played *COR5-09 Gateway to Bright Sands*, but succeed at a DC 15 Knowledge (local - core) know that Messalina is the advisor to the Despotrix in arcane matters and lives a half day outside of Hardby in Minaryn Castle.

☞ **Messalina:** LN female (Suel) human wizard 15.

Messalina is an intelligent woman given to lively debate. She asks to speak privately with the PCs about a matter concerning Hardby. Prior to arriving she has consumed a

potion of glibness and donned her *ring of mind shielding* to limit the chances of her story being questioned. If the PCs refuse, she returns to her castle and reports her failure to Rary. If the PCs invite her into one of the rooms, she imparts the following (some of which is far from the truth):

- Messalina is concerned about the recent goings on in Hardby. She knows that Ilena receives a potion with increasing regularity from Rary that is supposed to extend her life. She even believes that she could replicate it if she had the ingredients.
- She wishes to acquire the ingredients, inspect them and then brew the potion in order to limit the chance that Rary is attempting to control Ilena in some manner. Although Aleeta is likely trustworthy, Messalina is concerned Robilar's presence in her manor compromises her.
- She claims to have found a book from the Bright Lands that details a similar elixir, which she could use as a resource to replicate Rary's elixir. If she fails in this task she would allow the PCs to give the leftover ingredients to Aleeta and Robilar.
- Messalina explains it is her duty as a Throne Knight to protect the Gynarchy and thinks this is the best course of action.
- Messalina asks that the PCs keep silent about her involvement. If she is noticed, the many competing factions will prevent her from protecting Hardby and its rulers.
- If the PCs agree to side with her, she asks that they journey to her home at Minaryn Castle after they return from the cairn. She will give them their reward on their arrival.

Mirlan Rinshad (Norbelos Faction)

Shortly after Messalina leaves, Mirlan orders food sent up to the PCs' room. As the food arrives, Mirlan asks to join the PCs.

Just moments after Messalina disappears in a flash of light there comes a knock at the door to the room in which you have gathered. In the hall, two serving girls bare large platters of food and several bottles of wine. Behind them is an Oeridian man with curly black hair dressed in cloth of gold. He smiles at you and says "I thought you could use some food," as he enters the room. "Your meal is courtesy of Mirlan Rinshad and the Royal Guild of Merchants of Aerdy."

Mirlan is a handsome, friendly man of great ambitions. He drinks freely, with much back slapping of fellow men and flirting with attractive women. He claims to be a merchant from Kalstrand in Ahlissa interested in sharing a meal with fellow foreigners. He neglects to inform the PCs his position as Factor of the Guild's mission to Hardby.

A successful DC 25 Knowledge (local - core) check or DC 20 Gather Information check reveals that Mirlan Rinshad is the local Factor of the Royal Guild of Merchants of Aerdy and is known as a flamboyant playboy and sot.

☛ **Mirlan Rinshad:** LN male human (Oeridian) rogue 10; Bluff +16, Sense Motive +16, Slippery Mind.

Mirlan has noticed the arrival of the out-of-place PCs in one of the Gynarchy's coaches. He has realized that they are likely on some mission and assumes it is something to do with this morning's battle. Through his contacts in the Norbelos faction, he is also well aware that a crucial secret vote nears that may herald Hardby's split with Greyhawk; something he must support if the guild is to increase its dominance over trade in this area. Mirlan hopes that friendly conversation and fine food and drink will loosen the tongues of the PCs and that they might give him some useful information. He suggests that he knows much more than he does and that he might be willing to help the PCs, if it seems likely to motivate them to talk.

If the PCs tell him nothing, he thanks them for sharing a meal with them and goes his own way. However, if the PCs tell them anything regards their mission, his demeanor changes, and while he offers no direct intervention in the PCs' affairs, he does have several bits of (self-serving) advice:

- He knows that many of the factions active in Hardby want the Despotrix and her granddaughter dead in order to strengthen ties to Greyhawk. Greyhawk seeks only to further enslave the people of Hardby. Whatever the PCs have been asked to do, he would trust the Despotrix and Aleeta over others. They have the true interests of the people at heart. He admits that coincidentally they both also support free trade, which would benefit him.
- He warns the PCs to beware secret messengers and the like, as they could be working for anyone or seeking to lead the party astray. Such wheels within wheels are common in Hardby, and betrayal can be found everywhere.
- Mirlan never admits to being a member of the Norbelos faction supporting Aleeta; but rather tries to portray himself as a neutral observer.
- If the PCs find themselves in danger while on this mission in Hardby, he offers them the safety of the Royal Guild of Merchants of Aerdy Office in Tradetown. In addition to guards, the Office possesses some measure of diplomatic protection. The Guild can always use talented adventurers so Mirlan says he is only too happy to help. He says he has some small pull with the local Factor who is in charge.

Retep Mandel (Longland Faction)

After the PCs have retired to their separate rooms, one of them discovers he is not alone. A disguised Retep Mandel has been waiting for them. Choose a PC that seems the

most morally flexible; particularly if they have rogue levels and have few or none of the AR notes listed in the "Preparation for Play" section.

You are dozing when you notice how much your clothing hung over the chair reminds you of a person sitting upon it. Then the puff of a pipe leaves your sleep-addled mind clear that it is no pile of clothes that watches you. "Sit up and listen," the form whispers in an ambiguous voice.

The Gynarchy is up to something and Retep Mandel intends to uncover it for the Directing Oligarchy of Greyhawk. He, or his spies, have noticed the comings and goings of the PCs and their conversation with Mirlan, and so it is only proper that he involves himself. Retep is a short, narrow, nondescript man officially working for the Military Governor. In truth he is a minion of the Directing Oligarchy and the Greyhawk Assassin's Guild. For this meeting he is dressed entirely in black and wears a mask. He is cold and calculating, without feeling or mercy. He uses magic to disguise his voice and calls himself Geven.

☛ **Retep Mandel:** LE (detects as N) male human rogue 5/assassin 4; Bluff +14, Sense Motive +5, *undetected alignment*.

- "Geven" thanks the PC for taking the time to speak with him, and then asks their business in Hardby. Retep knows that they have met with the Despotrix, as well as her granddaughter Aleeta. He also knows they have met Factor Mirlan Rinshad and he wants to know why they have been meeting with these seditious individuals.
- "Geven" suggests that he may be in law enforcement, without ever saying which organization he belongs too.
- He suggests that the Despotrix has gone over to the forces of darkness and may in fact be a minion of such evils as Rary; or worse. Working against the Despotrix is a good deed; one that his powerful friends will greatly reward.
- "Geven" suggests that he might be willing to pay for information. If the PC seems willing to sell out his compatriots, he sweetens the deal, and says the reward will be bigger if the PC is willing to do something for him as well. He gives the PC a magical ring if the PC agrees to recover whatever it is the Despotrix is sending them after and delivers it to him Bonded Barrel Ghetto in the district of Fishtown.
- If they reach an agreement he gives the PC "Geven's ring" as per the AR. He tells the PC to wear it; saying it will mark him as a friend, in case anyone dangerous crosses their paths. He warns the PCs that the ring will loose its

enchantment if the ingredients are not returned to him within a week.

- “Geven” explains he needs all of whatever it is that the PCs are being sent after. If he feels he’s been double-crossed, he will not be pleased, and the ring will lose its enchantment.
- If the PC does not wish to deal, “Geven” is displeased and says they have made a powerful enemy before using a magical item to *dimension door* away. He also uses his *cape of the mountebank* if threatened or targeted with a spell. Once their business transaction is completed, he also leaves in the same manner.

Treasure: If the PC agrees to work for “Geven” they receive *Geven’s ring* on their AR and add it directly to their MIL at no cost. This is a plot item.

All APLs: Magic – *Geven’s ring* - 0 gp.

Scorimongishaz (Tenser’s Faction)

This encounter occurs in the dead of night when all of the PCs have settled in for the evening. Scorimongishaz (Scor for short), a pseudodragon familiar of one of Tenser’s apprentices, sneaks into the rooms of any PC with the “**Worked for Scor**” notation from *COR5-09 Gateway to Bright Sands*. If there is more than one such PC, he tries to get them to meet with him as a group. If no one has this designation, choose the good-aligned PC who is closest to Lawful Good and take that player aside. If there is more than one Lawful Good PC, preference is given to arcane spellcasters. If there are no good-aligned PCs or no one has the “Worked for Scor” notation this encounter does not happen.

Scor tries to avoid speaking with other PCs using his *invisibility* and *telepathy* abilities to remain unseen and guide the chosen PC(s) to him.

 **Scorimongishaz:** NG male pseudodragon familiar.

Tenser has long suspected that Despotrix Ilena has had dealings with Rary. When Javka reported to him the nature of Ilena’s meeting with the PCs, some of whom she may have had secret dealings with previously, Tenser became suspicious and asked one of his acolytes to look into the matter further. To this end Scor has been dispatched to get more information about what the PCs were asked to do by the Despotrix and what it has to do with the appearance of Robilar in Hardby.

Adjust the following description accordingly if the PC was already awake when Scor contacts him:

Upon being awoken from your pleasant sleep/reverie you find that one aspect of your recent dream was not just a figment of your imagination: you really are looking at a tiny reddish dragon, one about the size of a house cat. It wears a gem-studded blue collar.

“Hello again,” a voice in your head says as the little dragon gestures with its wing. “I’ve

been sent to talk to you by my master. He’d like to find out what the Despotrix asked you to do that even her Didatrix can’t be trusted to know.”

A DC 12 Knowledge (arcana) check identifies Scor as a pseudodragon and that such creatures are sometimes familiars to powerful wizards and sorcerers. A successful DC 17 Knowledge (arcana) check reminds the PC that pseudodragons only serve good-aligned masters.

Scor is a laid-back, good-natured creature. Use the following to assist in roleplaying this encounter:

- If the PC is not forthcoming, Scor tries to convince the PC by promising that he and his master aren’t here to hurt anyone; they’re just concerned that the Despotrix might be dealing with someone (Robilar) who is dangerous and evil.
- He won’t reveal whom exactly he’s working for other than to say he’s a “good man” who “works for another man who’s very interested in protecting the peace and security of the land.”
- If the PC has previously worked with Scor, he admits that Helena Stanmaer was also working with his master in this action.
- If asked about the “evil” that the Despotrix might be dealing with, Scor says that his master and the man he works for are concerned that Rary and Robilar are attempting to take over Hardby using some sort of mind control potion. Regardless, Ilena has been consorting with evil men like Robilar, and that is more than cause for concern.
- If the PC won’t tell him what is going on, Scor thanks him for his time and leaves.
- If the PC truthfully explains the quest they were asked to undertake, he offers the PC a blue gem from his collar and tells the PC: ***“When you return from your quest, put that little thing in your mouth and speak your report and me and my master will hear it. I and some of my master’s friends will meet with you then if we should take the elixir ingredients.”*** If the stone is checked for magic, it radiates strong evocation magic. It is imbued with a *sending* spell cast at 13th-level. It activates when the stone is placed in a person’s mouth. The stone dissolves into a minty-tasting powder once used.
- If any mention of a reward for this service is made, Scor looks offended but promises that the PC will be rewarded for her efforts.
- If Scor is treated in a hostile fashion at any point, he uses *dimension door* to flee. (This ability is usable once per day and was gained from a *wish* spell).
- If the stone is used, go to Encounter 9.

Once the PCs are ready to travel to the Cairn of Reflected Souls, continue to Encounter 7.

ENCOUNTER 7: A POLE IN ONE

This encounter details the research of, travel to, and exploration of the Cairn of Reflected Souls.

Researching to the Cairn

Prior to leaving Hardby, there are several ways the PC might research the Cairn of Reflected Souls and the ingredients they have been sent to recover.

Hardby Resources: The party might wish to avail themselves of the same researchers at the High Chapel used by Karistyne. In this case they are granted an audience with Mother Storanna. Mother Storanna informs them that it would take several days to perform any mundane research, but she is capable of casting one *commune* and one *divination* spell today. She charges normal rates as listed in the *Player's Handbook*.

It is also possible to seek out the naturalist Gynarch Rotanna Maynem who the PCs met earlier in order to learn more about the ingredients on Robilar's list. Rotanna knows nothing of the cairn, but if shown the list of ingredients, she relates all the information listed below gained by a DC 20 Knowledge (nature) check.

Anyone attempting a Knowledge check receives all of the information equal to their check, and that gained by lesser results.

Bardic Knowledge (Cairn of Reflected Souls)

- **DC 15:** There are many cairns in the Abbor-Alz, but this one is thought lost. Stories say that great pains were taken to hide it so what or whomever was buried there would never be found by grave robbers.
- **DC 20:** Legends claim that the cairn reflects not the souls of those who visit it, but those that are buried there.
- **DC 25:** An obscure tale by bard Almesco Delveran claims that there were once three brothers in ancient Sulm that worshipped the cycle of life in its three forms: birth, death, rebirth. The tale claims the brother who represented rebirth was laid to rest in a place called the Cairn of Reflected Souls, and his remains were purified.

Knowledge (history) (Cairn of Reflected Souls)

- **DC 20:** Many of the cairns in the hills and mountains surrounding the Bright Desert were built by the Flan before the creation of the desert.
- **DC 25:** Several different bands of workers were corrupted by the strange unknown religion of the being that lies in the cairn. The ruins of their work camp still mark the entrances.
- **DC 30:** An obscure tale by bard Almesco Delveran claims that there were once three

brothers in ancient Sulm that worshipped the cycle of life in its three forms: birth, death, rebirth. The tale claims the brother who represented rebirth was laid to rest in a place called the Cairn of Reflected Souls.

Bardic Knowledge (Elixir Ingredients)

- **DC 20:** Legends often speak of using the remains of powerful spellcasters in elixirs to prolong life. Often these tales involve dark arcane rituals or supplications to evil gods.
- **DC 25:** Many strange mushrooms are used in elixirs. The ones described here sound like those described in a tale of miners that ventured deep underground and found a strange mushroom forest. Each mushroom has a different property.

Knowledge (arcana) (Elixir Ingredients)

- **DC 15:** Mushrooms are sometimes used in potions and elixirs, although more commonly in poisons.
- **DC 20:** The mushrooms described as smelling of the air after a lightning strike suggests they may have some planar tie; possibly not actually originating from the Material Plane.
- **DC 25:** It is likely that the description of the water refers to magical water that radiates an aura of illusion magic, rather than that of divination.

Knowledge (nature) (Elixir Ingredients)

- **DC 15:** The gray mushrooms are sometimes called "Sweet Stone Mushrooms" and are rare in this part of the world. A tasteless brew made from them is said to ease joints swollen with age.
- **DC 20:** The shiny black stone streaked with white, sounds like it may be volcanic glass, or obsidian, but with some impurity causing the white lines.
- **DC 30:** The red mushrooms do not sound like mushrooms from this area at all. Most red plants or fungi are extremely poisonous. Some may be administered over several months and cause a painful death.

Traveling to the Cairn

PCs ready to leave for the cairn, must return to the woods just outside Aleeta's manor, unless they plan to travel to the cairn without the aid of her *teleportation circle*.

At this point they have four days to get the ingredients and return.

Aleeta's coach arrives just before dawn, and you quickly make your way from the Mistress of the Coach to Aleeta's manor. The quiet driver dropped you near the edge of a small wood and pointed toward its middle with steady hand before driving off.

Following the path, you come across a clearing where a cauldron bubbles next to a circle inscribed upon the ground.

While Robilar stands guard nearby, Aleeta puts the finishing touches on the circle. She looks very tired, and her dress is stained with the dirt and leaves of the forest floor. She grins as you approach, "This circle should take you to the cairn. Good luck. Hurry friends, time is of the essence."

Aleeta has inscribed a *teleportation circle* from the scroll she has acquired. Any PC succeeding on a DC 24 Spellcraft check notes the spell and realizes that Aleeta is not of sufficient power to successfully cast the spell automatically. Once the PCs step into the circle they arrive at the cairn, and may freely explore.

Arriving at the Cairn

You stand in an arid mountain glen. A sparse thicket of brush and scrub pine surrounds you. The high altitude glen is ringed with sloping mountainsides. Numerous caves of various sizes and shapes can be seen in all directions. To the east, a thick black pole rises from the rocks. Some sort of stone structure seems to be built around it.

The PCs are in the Abbor-Alz Mountains. If they were to travel south down out of the mountains, they would end up in the Bright Desert near the Tulwar Oasis. This locates the cairn closer to Karistyne's castle than to Hardby.

This 400 ft. in diameter mountain glade is remote and relatively undisturbed. Not far above this altitude, the snow line is clearly visible.

This glen is where the followers of the third brother of Sulm built his cairn. The black pole on the eastern edge of the glen is a marking device. The stone poll has many holes drilled through it at different heights and angles. When looked through, each one lines up with a cave or a fake excavation.

The fake excavations are there to fool would-be tomb robbers into thinking the builders started digging here, but gave up and moved on to some site somewhere else.

The many natural caves are meant to confuse or frustrate tomb robbers. The real cairn started out as one such cave but was extensively modified.

As the PCs approach the pole, the details of the stone structure become clear.

The 3 ft. wide black stone pole rises ten feet into the air with sunlight shining through numerous holes drilled through it at various angles and directions.

Around the base of the poll is a crude stone staircase zigzagging about half way up the eastern side of the pole. The ruins of individual stone buildings ring the pole's base.

There is a stirring below the half fallen stones and a loud resounding snort.

Before the PCs can fully investigate the pole and its secrets, they need to evict the squatters that have taken up residence in the remains of the builder's housing.

Creatures: These creatures know nothing of the cairn or of the hidden meaning of the black pole. At the most, they know that the surrounding hills have many caves of different sizes, but when it comes to looking for food, they always travel to lower altitudes and then return here for safety. As well, the creatures know that no other creatures of significance live within 1,000 ft. of here (basically within the glade).

The creatures exhibit no advanced tactics other than the desire to protect their home, and territory (and cubs if present).

At lower APLs, the animals are wary, and do not immediately attack; thus combat need not be the only solution here. For instance, the animals could be befriended and then allow the PCs to share their den. If cubs are present the PCs have to be extra careful not to antagonize the parents as they don't want humanoids so close to their young. Any PC befriending the animals, using animal empathy or extremely good roleplaying, needs to arrange for the removal of the cubs (either personally, or luring them out with food or what not). PCs who have not personally befriended the parents and who attempt to interact with, or enter the den when the cubs are present, are attacked until the parents can be calmed down again.

The more hostile but intelligent creatures (the displacer beast pack lords), may be reasoned with, and would gladly settle for a large portion of food and trade goods to share their home.

APL 2 (EL 2)

➤ **Wolverine:** hp 28; *Monster Manual* 283.

➤ **Wolverine Cubs (4):** hp 2 each; as cat, *Monster Manual* 270.

APL 4 (EL 4)

➤ **Wolverine (2):** hp 28 each; *Monster Manual* 283.

➤ **Wolverine Cubs (4):** hp 2 each; as cat; *Monster Manual* 270.

APL 6 (EL 6)

➤ **Dire Wolverine:** hp 45; *Monster Manual* 66.

➤ **Dire Wolverine Cubs (2):** hp 28 each; as dire badger; *Monster Manual* 62.

APL 8 (EL 8)

➤ **Dire Wolverine (2):** hp 45 each; *Monster Manual* page 66.

➤ **Dire Wolverine Cubs (4):** hp 28 each; as dire badger; *Monster Manual* 62.

APL 10 (EL 10)

➤ **Dire Tiger (mountain) (2):** hp 120 each; *Monster Manual* 66.

➤ **Dire Tiger Cubs (4):** hp 2 each; as cat; see *Monster Manual* page 270.

APL 12 (EL 12)

➤ **Displacer Beast Pack Lord:** hp 203; *Monster Manual* 66.

APL 14 (EL 14)

➤ **Displacer Beast Pack Lord (2):** hp 203 each; *Monster Manual* 66.

APL 16 (EL 16)

➤ **Displacer Beast Pack Lord (4):** hp 203 each; *Monster Manual* 66.

The Black Pole

A long time ago, short but sturdy stone buildings were built around the black pole and the crude stairs that lead up the eastern side. The buildings were the work camp of the sect that built the cairn.

Little remains of their presence here, except for what they deliberately left behind. Most of the buildings have collapsed or fallen into one another. This has created several stone lean-tos in which the monster in this encounter lair.

An exhaustive search of the stone ruins (other than the pole) reveals Flan markings and graffiti made by the three different work gangs that constructed the cairn.

The work crews have left messages boasting to one another and to future readers, which team was more productive and so on.

A DC 20 Search check (and one hour's searching) reveals the following intact messages written in Flan:

"The day is done by the Muck Movers!"

"Once again, the Engineering Ochre's have bested all and completed our assigned tasks before sunset."

"Though last each day, we Slippery Sliders have shown the way to rebirth and our true devotion."

A successful DC 15 Knowledge (architecture and engineering) check reveals that structures like these are typical of archaic constructions sites, such as tombs. The workers needed somewhere to live, and work gangs need to be organized. Gangs often named themselves after the motif of their masters and a sense of friendly competition usually spurred on building.

Each work gang (as well as the entire sect) had a motif that went along with their belief in the third brother. This third brother was shunned from Sulm society because he was a master of oozes. Yet like his brothers, he had an uncanny insight into the cycle of birth, death and rebirth.

For this sect, rebirth comes out of the decaying muck one would find oozes in. Thus is the secret to the black pole.

The black pole has a Flan rune marking one side of each hole. All the holes can be looked through by a normal-sized human standing on various steps of the stairs. All the holes line up with a natural cave or a fake excavation, but only the correct selection reveals the entrance to the Cairn of Reflected Souls.

The following is a list of holes (from highest to lowest), the accompanying rune (in Flan), and what they lead to.

- Nurture; natural cave
- Revenge; fake excavation
- Repulsive; Cairn of Reflected Souls
- Death; natural cave
- Birth; natural cave
- Joy; fake excavation
- Extravagance; nature cave
- Fire; natural cave
- Sky; natural cave
- Acceptance; fake excavation

To properly explore each dead end takes 1d3 hours (1d3+1 hours if done during night-time). The natural caves are uninhabited and range in size and depth. The fake excavations show signs of construction working, but such works peter out after ten feet or so. These fakes are meant to draw attention and distract looters from the real tomb.

The DM should try to balance the time spent letting the players explore these dead ends (to realize that's what they might be), against allowing a summarized search. Eventually, the PCs pick the right sight hole on the black pole and find the Cairn of Reflected Souls.

Keep track of the time it takes the PCs to find the cairn. Time is against the PCs as they need to get back to Hardby with the ingredients.

As well, depending on when the PCs arrive (assume 10 am if nothing unusually happened), it could very well be dark or even dawn again, by the time the PCs find the right cave. Keep this in mind when determining if the PCs become fatigued or not (consider this time spent searching as 'travel').

ENCOUNTER 8: THE CAIRN OF REFLECTED SOULS

Once the PCs have found the correct cave and started exploring inside, they gain a clue that they're on the right track.

This clue comes in the form of a trap in the tunnel leading from the cave mouth to the main chamber of the upper cairn.

There is no light in the cairn unless otherwise noted.

Trap: A pit trap blocks the passage through the 10 ft. wide natural cavern. At those APLs where an elemental is summoned, the bottom of the pit is wider than the shaft and can accommodate fallen PCs and the elemental. At APL 16, the *horrid wilting* effect targets those within 30-ft. of the hole, every round. The elemental is not targeted by the *horrid wilting*.

APL 2 (EL 2)

↗ **Spiked Pit Trap:** CR 2; mechanical; touch trigger; automatic reset; DC 20 Reflect save avoids; 20 ft. deep (2d6, fall); Multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 per spike); Search DC 18; Disable Device DC 15.

APL 4 (EL 4)

↗ **Spiked Pit Trap:** CR 4; mechanical; touch trigger; automatic reset; DC 20 Reflect save avoids; 60 ft. deep (6d6, fall); Multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 per spike); Search DC 20; Disable Device DC 20.

APL 6 (EL 5)

↗ **Spiked Pit Trap:** CR 5; mechanical; touch trigger; automatic reset; DC 25 Reflect save avoids; 40 ft. deep (4d6, fall); Multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 per spike); Search DC 21; Disable Device DC 20.

APL 8 (EL 6)

↗ **Spiked Pit Trap:** CR 6; mechanical; touch trigger; automatic reset; DC 20 Reflect save avoids; 100 ft. deep (10d6, fall); Multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 per spike); Search DC 20; Disable Device DC 20.

APL 10 (EL 8)

↗ **Well-Camouflaged Pit Trap:** CR 8; mechanical; location trigger; repair reset; DC 20 Reflect save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 18.

APL 12 (EL 9)

↗ **Wide-Mouth Pit Trap:** CR 9; mechanical; location trigger; manual reset; DC 25 Reflect save avoids; 100 ft. deep (10d6, fall); Multiple targets (all targets in a 10 by 10 ft. area) Search DC 25; Disable Device DC 25.

APL 14 (EL 11)

↗ **Wide-Mouth Pit Trap:** CR 9; mechanical; location trigger; manual reset; DC 25 Reflect save avoids; 100 ft. deep (10d6, fall); Multiple targets (all targets in a 10 by 10 ft. area) Search DC 25; Disable Device DC 25.

↗ **Summon Monster VIII Trap:** CR 9; magic device; proximity trigger (the trapped pit squares); no reset; spell effect (*summon monster VIII*, greater fire

elemental, 15th-level wizard) Search DC 33; Disable Device DC 33.

APL 16 (EL 12)

↗ **Wide-Mouth Pit Trap:** CR 9; mechanical; location trigger; manual reset; DC 25 Reflect save avoids; 100 ft. deep (10d6, fall); Multiple targets (all targets in a 10 by 10 ft. area) Search DC 25; Disable Device DC 25.

↗ **Horrid Wilting Trap:** CR 9; magic device; proximity trigger (the trapped pit squares); automatic reset (immediate); spell effect (*horrid wilting* spell, 15d6 to all within 30 ft., 15th-level wizard) Search DC 33; Disable Device DC 33.

↗ **Summon Monster VIII Trap:** CR 9; magic device; proximity trigger (the trapped pit squares); no reset; spell effect (*summon monster VIII*, greater fire elemental, 15th-level wizard) Search DC 33; Disable Device DC 33.

Once past the trapped entrance, the passageway leads into a larger chamber. The walls of this chamber are of worked stone and the area has obviously been expanded.

The natural cave tunnel opens up into a stone worked chamber with two more passages leading off to the left and right. Near the center of the chamber is a fountain with shimmering water flowing from one raised basin to another lower basin before disappearing through a drain. A large arcane pattern is marked on the floor before the fountain.

THE TELEPORT CIRCLE

This is the large arcane pattern on the floor. It is a device triggered through successful use of the fountain (see below). It radiates strong conjuration magic.

The circle leads to the otherwise inaccessible lower cairn.

THE FOUNTAIN

Upon closer inspection, the shimmering of the fountain is actually caused by moving images within the cascading water. Within the water, tiny people move around a rustic and archaic-looking village built into the side of a hill.

The fountain itself is of stone with a waterspout at the top shaped like a decorative mushroom with water cascading over the sides of the cap. There are two obvious curved recesses in the mushroom.

The fountain has two functions.

The first is that it allows for the activation of the *teleportation circle*. This is done by inserting the two tokens (each earned from the two side passage encounters) into the areas provided on the sculptured mushroom.

The second function of the fountain is more complicated. Using illusion magic (moderate strength)

enchancements cast on the fountain depicts daily events, life lessons, and the dogma of the life and times of the brother entombed here.

Watching and studying these events gives the PCs some insight into what needs to be done to pass the tests of the Cairn of Reflected Souls and enter the lower cairn where the ingredients are located.

As each Flan brother represents part of the Old Faith style circle of life; birth, death and rebirth, each cairn had tests and traps set to the cycle of the brother entombed there. This tomb is dedicated to the notion of rebirth, but also pays tributes to the importance of the other aspects.

The show is just illusionary and the images cannot be interacted with, only watched. Hampering the flow of the water interferes with the viewing, but it returns to normal with the return of the water flow. Drinking the water has no abnormal effects.

The following are the highlights the PCs can observe. The images repeat every hour.

- The village is densely populated with humans of Flan decent. One centaur is present in the village, buying trade goods, but eventually leaves.
- A busy market sells all manners of goods. The equipment and technology seems primitive to the current standard in the Flanaess. A DC 25 Knowledge (history) check reveals this to be a rendition of a Sulmite village.
- Three flowing fountains are present in the village. One has a mushroom top like this one, but the other two have a nut (tree seed) and a raven, respectively.
- Mothers wash their babies in the fountain with the nut, and the old and infirm regularly take drinks and hand wash from the fountain with the raven before walking off with a look of ease on their faces.
- The mushroom fountain is farther removed from the rest of the village. People come out of their homes and dump buckets of sloppy liquids into the mushroom fountain.
- A procession of mounted and armored men arrives at the village. A DC 15 Knowledge (nobility and royalty) check reveals these to be a royal procession led by a Flan king. Most react in fear to the mounted warriors, but three men come forth.
- The first man is dressed in green, the second dressed in black and the third is dressed in tattered and stained brown clothes.
- The king figure parlays from horseback with the three men, until each leads the mounted leader to one of the fountains.
- The green dressed man gives forth a drink from the nut-decorated fountain and the leader accepts and responds positively.
- The black dressed man offers a drink from the fountain but the rider refuses and instead pours the water into a flask, which he then pockets.

- The brown dressed man offers the mounted man a drink from the mushroom-capped fountain. At first the rider hesitates, but the brown man seems to reassure him, and the rider then drinks.
- After drinking from the mushroom fountain, the rider spits out the drink and becomes angry. He draws his sword and waves it around, yet he does not strike at the unarmed brown clothed man. The rider shouts some more and rejoins his main procession. The riders then leave the village in a hurry, trampling several commoners on the way out.
- The injured and dying commoners are taken to the three men, whom all stand on a rune-marked circle (similar to the one on the floor in this room) and suddenly they all disappear.
- The images then restart from the beginning.

Development: There are two carved passageways leading to Encounters 9 and 10. It is in these encounters that the knowledge of the fountains can be used to earn the tokens needed to operate the teleport circle.

If the PCs have received the two tokens from Encounters 9 and 10, they have simply to insert them into the available spots on the fountains stone mushroom cap. Using the tokens in this manner transports all those standing within the *teleportation circle* to the lower cairn. Once the circle is completed, the two tokens can be reused for up to 24 hours before they dissolve.

ENCOUNTER 9: THE DREGS

The chamber before you has ten pedestals prominently placed about it. On each pedestal is an open wooden case each with a different word engraved upon it. In each case, carefully laid out on black silk, is a drinking flask with a clear liquid in it.

A voice echoes through the chambers (read this only if a PC understands Flan). "To each his own, the brothers did agree, for there could not be one without all three. One leads to another, but drink the flask this brother thinks key."

After the voice speaks, the chamber is silent.

All ten pedestals and their contents are trapped; all radiate strong necromantic magic.

Each time the PCs enter the room, the voice repeats the riddle.

This room represents the Death aspect of the three Flan brothers.

To receive the token the PCs must drink from the correct vial. Each time they touch or interact with an incorrect potion, case or pedestal, they set off the trap.

Once a PC has drunk the correct dreg, the case that held the bottle closes then reopens on its own, and a little

stone mushroom appears (that fits into the fountain's slot). In addition, the PC who drank the correct dreg immediately receives a *restoration* spell cast at 7th-level.

The case labels are as follows, each in Flan:

- Joy
- Birth
- Extravagance
- Fire
- Acceptance
- Sky
- Rebirth
- Solidarity
- Death
- Storm

The correct answer is Death.

Development: Should something unforeseen happen to the Death bottle (such as it being destroying), this entire encounter resets every 8 hours.

Should the PCs attempt to drink any of the incorrect flasks outside the room (for example if they rope the bottle from a distance, then drag it out of the room), the bottle becomes nonmagical and tastes only of water. The bottle must be brought back into the room, whereupon it is magical again, in order for there to be an effect whether it is success or failure.

Trap: Tampering with the wrong box, vial, or pedestal targets the offender (and possibly others nearby) with a spell effect.

APL 2 (EL 4)

↗ **Ray of Exhaustion Trap:** CR 4; magical device; touch trigger; automatic reset; spell effect (*ray of exhaustion*, 5th-level wizard, Atk +10 ranged touch, exhaustion or just fatigue if pass DC 13 Fort save); Search DC 28; Disable Device DC 28.

APL 4 (EL 5)

↗ **Enervation Trap:** CR 5; magical device; touch trigger; automatic reset; spell effect (*enervation*, 7th-level wizard, Atk +10 ranged touch, 1d4 negative levels); Search DC 29; Disable Device DC 29.

APL 6 (EL 7)

↗ **Enervation Trap (2):** CR 5; magical device; touch trigger; automatic reset; spell effect (*enervation*, 7th-level wizard, Atk +10 ranged touch, 1d4 negative levels); Search DC 29; Disable Device DC 29.

Note: Rays affect separate targets (if multiple targets are in range).

APL 8 (EL 8)

↗ **Enervation Trap (3):** CR 5; magical device; touch trigger; automatic reset; spell effect (*enervation*, 7th-level wizard, Atk +10 ranged touch, 1d4 negative levels); Search DC 29; Disable Device DC 29.

Note: Rays affect separate targets (if multiple targets are in range).

APL 10 (EL 9)

↗ **Enervation Trap (4):** CR 5; magical device; touch trigger; automatic reset; spell effect (*enervation*, 7th-level wizard, Atk +10 ranged touch, 1d4 negative levels); Search DC 29; Disable Device DC 29.

Note: Rays affect separate targets (if multiple targets are in range).

APL 12 (EL 10)

↗ **Energy Drain Trap:** CR 10; magical device; touch trigger; automatic reset; spell effect (*energy drain*, 17th-level wizard, Atk +15 ranged touch, 2d4 negative levels); Search DC 34; Disable Device DC 34.

APL 14 (EL 11)

↗ **Enervation Trap (3):** CR 8; magical device; touch trigger; automatic reset; spell effect (*enervation*, 7th-level wizard, Atk +10 ranged touch, 1d4 negative levels); Search DC 29; Disable Device DC 29; Market value 36,000 gp.

↗ **Energy Drain Trap:** CR 10; magical device; touch trigger; automatic reset; spell effect (*energy drain*, 17th-level wizard, Atk +15 ranged touch, 2d4 negative levels); Search DC 34; Disable Device DC 34.

Note: Rays affect separate targets (if multiple targets are in range).

APL 16 (EL 12)

↗ **Energy Drain Trap (2):** CR 10; magical device; touch trigger; automatic reset; spell effect (*energy drain*, 17th-level wizard, Atk +15 ranged touch, 2d4 negative levels); Search DC 34; Disable Device DC 34.

Note: The *energy drains* affect separate targets (if multiple targets are in range).

Development: With token in hand (a small stone mushroom), the PCs can either attempt Encounter 10 or they can try to activate the teleport circle.

ENCOUNTER 10: SOY IT AIN'T SOW!

The high vaulted chamber before you is thick with green vines despite the lack of light. On these vines grow melons the size of a man's head.

The vines stretch across the floor from a soil covered area against the far wall. A table resting on the dirt holds a single clay pot and a small spade.

This is a simple encounter. The PCs need only pick a melon, break it open, remove a seed and plant it in the pot.

Once planted, a new vine starts to grow rapidly, but as the vine pushes out, a little stone mushroom comes out with it (the token needed).

There is one small obstacle for the PCs. The room has a fire-summoning trap protecting the room.

This room represents the 'birth' aspect of the three Flan brothers.

Trap: Once the first melon is touched, the trap is activated. Once the trap is activated all the melons and their seeds are destroyed within four rounds (including their seeds, as the melon's burst).

To gain the stone token from this area the PCs must plant the seed in the pot. To do so, they must continue to pick a melon and save it from destruction in the fires. If the PCs fail to collect a seed and plant it, the room resets 8 hours after the PCs activated it.

APL 2 (EL 3)

↗ **Fire Summoning Trap:** CR 3; magical and mechanical device; location/touch trigger; automatic reset (8 hours); alchemical effect (1d6 fire, 20-foot radius for 10 rounds, DC 12 Reflex half) and spell effect (summon small fire elemental after 1 round, stays for 3 rounds); Search DC 28; Disable Device DC 28.

APL 4 (EL 4)

↗ **Fire Summoning Trap:** CR 4; magical and mechanical device; location/touch trigger; automatic reset (8 hours); alchemical effect (3d6 fire, 20-foot radius for 10 rounds, DC 12 Reflex half) and spell effect (summon Small fire elemental after 1 round, stays for 4 rounds); Search DC 28; Disable Device DC 28.

APL 6 (EL 5)

↗ **Fire Summoning Trap:** CR 5; magical and mechanical device; location/touch trigger; automatic reset (8 hours); alchemical effect (5d6 fire, 20-foot radius for 10 rounds, DC 14 Reflex half) and spell effect (summon Small fire elemental after 1 round, stays for 5 rounds); Search DC 28; Disable Device DC 28.

APL 8 (EL 7)

↗ **Fire Summoning Trap:** CR 7; magical and mechanical device; location/touch trigger; automatic reset (8 hours); alchemical effect (8d6 fire, 20-foot radius for 10 rounds, DC 15 Reflex half) and spell effect (summon Medium fire elemental after 1 round, stays for 9 rounds); Search DC 30; Disable Device DC 30.

APL 10 (EL 8)

↗ **Fire Summoning Trap:** CR 8; magical and mechanical device; location/touch trigger; automatic reset (8 hours); alchemical effect (8d6 fire, 20-foot radius for 10 rounds, DC 15 Reflex half) and spell effect (summon 1d3 Medium fire elemental after 1 round, stays for 11 rounds); Search DC 31; Disable Device DC 31.

APL 12 (EL 10)

↗ **Fire Summoning Trap:** CR 10; magical and mechanical device; location/touch trigger; automatic reset (8 hours); alchemical effect (11d6 fire, 20-foot radius for 10 rounds, DC 16 Reflex half) and spell effect (summon 1d3 Large fire elemental after 1 round, stays for 13 rounds); Search DC 32; Disable Device DC 32.

APL 14 (EL 11)

↗ **Fire Summoning Trap:** CR 11; magical and mechanical device; location/touch trigger; automatic reset (8 hours); alchemical effect (13d6 fire, 20-foot radius for 10 rounds, DC 17 Reflex half) and spell effect (summon 1 Huge fire elemental after 1 round, stays for 13 rounds); Search DC 33; Disable Device DC 33.

APL 16 (EL 13)

↗ **Fire Summoning Trap:** CR 13; magical and mechanical device; location/touch trigger; automatic reset (8 hours); alchemical effect (15d6 fire, 20-foot radius for 10 rounds, DC 18 Reflex half) and spell effect (summon 1 Greater fire elemental after 1 round, stays for 17 rounds); Search DC 35; Disable Device DC 35.

Development: With token in hand (a small stone mushroom), the PCs can either attempt Encounter 9 or they can try to activate the teleport circle.

ENCOUNTER 11: THE LOWER CAIRN

Once the PCs have activated the *teleportation circle* by using the two mushroom charms, read allowed the following:

You appear in a huge chamber, softly lit by glowing lichen. The air is rank with decay.

In the middle of the chamber is a 10 ft. high stone ziggurat made of black stone shot through with white streaks. Other than the rune-covered stone circle you are standing on, the rest of the chamber is covered in a thick covering of mushrooms ranging in height from 1 ft. to 4 ft.

This is the final resting place of the third brother of Sulm, the master of oozes, dedicated to rebirth. His followers built this cairn hoping he would be reborn after a time, perhaps even rising as a more powerful being. This has not yet come to pass.

The chamber is 40 ft. in height and shows signs of magical excavation. There are no other exits other than the *teleportation circle*. The PCs are 200 ft. under the upper level, below the solid rock of the mountain.

The air is hot and moist. The ground beneath the mushroom forest is mucky and filled with the remains of rotting plant matter. (It qualifies as a wet and muddy place for the mephit's fast healing).

The PCs must collect two different types of mushrooms, and some ooze from the remains of the corpse (as per Robilar's instructions in Player Handout 1). The ziggurat is made of the black stone with white streaks that the PCs require.

The two different kinds of mushrooms are rare among the small forest of other types, perhaps accounting for only one in every hundred. The base time it to search the chamber is four hours. A DC 15 Search check locates the required mushrooms. For every five points the party

exceeds the check, deduct one hour from the time required. The party may take ten, but not twenty, on this check.

The small ziggurat in the middle of the chamber holds the remains of the third brother in a sarcophagus. To gain access to his body, the stone lid of the ziggurat must be slipped off. This requires a DC 18 Strength check. The lid is not locked or trapped.

The outside of the ziggurat has several receptacles that hold the few treasures of the brother entombed here. A bowl of mushroom-shaped charms is also present.

Inside the sarcophagus, the brother's body has body has turned to a viscous paste, similar in consistency to an ooze. He has no bones or such left, so the PCs need only to scoop some of him up.

This chamber has a planar convergence with the para-elemental plane of ooze. It is one of the reasons it was chosen for the brother's final rest. The third brother and his radical fringe sect believed that ooze, decay, fungus, and so on were the key to rebirth and renewed life. They felt that if their body was broken down, consumed, and reformed, they could take shape again.

A side effect of this belief was a penchant for smelly and disgusting practices, which caused the Sulmite master of oozes to run afoul of the government.

The over-sized mushrooms in this chamber are more than what they seem. They survive off the ooze dripping from the mephitis who in turn eat the mushrooms, in an endless cycle.

These mephits (and some centipedes at higher APLs) are the only remaining guardians of the tomb. While the mephits are not evil, they are hostile to intruders. This is their territory and it is their's to guard.

Creatures: The mephits (and centipedes) begin the encounter hidden below the mushrooms caps. Once the PCs approach within 50 ft. of the ziggurat, the mephits burst from cover and attack.

It is possible to reason with the mephits. They care for little besides their way of life, but if the PCs show these mephits that they have learned (and value) the ways of the third brother, the mephits are willing to help (or at least not attack).

If the PCs befriend the mephits, and promise to spread the message of rebirth through decay, they allow the PCs to remain in the chamber for up to an hour and to search for what they require. This requires no Search checks and the PCs automatically find the ingredients they need. The mephits also allow the PCs to take the burial treasures as they have no need of them.

If the PCs instead choose to fight, the sorcerer and any individually noted mephits fight to the death. Those in a mob however flee and hide if the mob falls apart. The centipedes are the pets of the mephits and fight to the death.

APL 2 (EL 5)

➤ **Ooze Mephit (2):** hp 19; *Monster Manual* 183.

APL 4 (EL 7)

➤ **Ooze Mephit (4):** hp 19; *Monster Manual* 183.

APL 6 (EL 9)

➤ **Ooze Mephit Mob:** hp 168; Appendix 1.

➤ **Ooze Mephit Sorcerer:** male ooze mephit sorcerer 3; hp 29; Appendix 1.

APL 8 (EL 11)

➤ **Ooze Mephit Mob (2):** hp 168 each; Appendix 1.

➤ **Ooze Mephit Sorcerer:** male ooze mephit sorcerer 5; hp 37; Appendix 1.

APL 10 (EL 13)

➤ **Ooze Mephit Mob (4):** hp 168 each; Appendix 1.

➤ **Ooze Mephit Sorcerer:** male ooze mephit sorcerer 7; hp 46; Appendix 1.

APL 12 (EL 15)

➤ **Ooze Mephit Mob (4):** hp 168 each; Appendix 1.

➤ **Ooze Mephit Sorcerer:** male ooze mephit sorcerer 7; hp 46; Appendix 1.

➤ **Advanced 40 HD Colossal Monstrous Centipede:** hp 260; Appendix 1.

APL 14 (EL 17)

➤ **Ooze Mephit Mob (4):** hp 168 each; Appendix 1.

➤ **Ooze Mephit sorcerer:** male ooze mephit sorcerer 9; hp 70; Appendix 1.

➤ **Advanced 48 HD Colossal Monstrous Centipede:** hp 360; see Appendix 1.

APL 16 (EL 19)

➤ **Ooze Mephit Mob (6):** hp 168 each; Appendix 1.

➤ **Ooze Mephit Sorcerer:** male ooze mephit sorcerer 12; hp 84; Appendix 1.

➤ **Advanced 48 HD Colossal Monstrous Centipedes (3):** hp 360 each; Appendix 1.

Terrain: The majority of this large cavern is filled with one- to four-foot high mushrooms. These fungi are not very sturdy and can be forced out of the way or stepped on. These mushroom growths affect the PCs movement through the cavern.

If a PC moves carefully through the mushrooms, trying to avoid damaging them treat the mushrooms as heavy undergrowth (*Dungeon Master's Guide* 87).

If a PC ignores the possibility of damage to the mushrooms treat the mushrooms as light undergrowth (*Dungeon Master's Guide* 87). Additionally at the beginning of each PC's movement, roll 1d6 and consult the chart below. The effect is due to spores being released by the mushrooms as a defense mechanism. Movement by the mephitis, being part of the mushrooms, does not trigger the release of these spores. The DC for all spells is 10+APL.

1: Nothing

- 2: *Doom* (as per spell, CL=APL),
 3: *Cure light wounds* (as per spell, CL=APL)
 4: *Calm emotions* (single PC only, CL=APL)
 5: *Lesser restoration* (as per spell, CL=APL)
 6 (At APL 2-8) *blindness* (as per spell, CL=APL)
 6 (At APL 10-16) *insect plague* (swarms start around PC then extra's radiate out as DM desires, CL=APL).

This effect happens instantly, after which the PC can continue his movement.

Treasure: Items may be taken from the mephits as well as the burial treasure arrayed around the sarcophagus.

APL 2: Magic – *dust of dryness* (67 gp), *hand of the mage* (75 gp), *slashing sand* (167 gp).

APL 4: Magic – *dust of dryness* (67 gp), *hand of the mage* (75 gp), *slashing sand* (167 gp).

APL 6: Magic – *armbands of might* (342 gp), *bracers of armor +1* (83 gp), *brooch of shielding* (125 gp), *cloak of charisma +2* (333 gp), *dust of dryness* (67 gp), *hand of the mage* (75 gp), *slashing sand* (167 gp).

APL 8: Magic – *armbands of might* (342 gp), *bracers of armor +1* (83 gp), *brooch of shielding* (125 gp), *cloak of charisma +2* (333 gp), *dust of dryness* (67 gp), *hand of the mage* (75 gp), *ring of protection +1* (167 gp), *slashing sand* (167 gp).

APL 10: Magic – *armbands of might* (342 gp), *bracers of armor +2* (333 gp), *brooch of shielding* (125 gp), *cloak of charisma +2* (333 gp), *dust of dryness* (67 gp), *hand of the mage* (75 gp), *lesser silent metamagic rod* (250 gp), *ring of protection +1* (167 gp), *slashing sand* (167 gp).

APL 12: Magic – *armbands of might* (342 gp), *bracers of armor +2* (333 gp), *brooch of shielding* (125 gp), *cloak of charisma +2* (333 gp), *dust of dryness* (67 gp), *figurine of wondrous power: ivory camel* (708 gp), *hand of the mage* (75 gp), *lesser silent metamagic rod* (250 gp), *ring of protection +1* (167 gp), *slashing sand* (167 gp).

APL 14: Magic – *amulet of natural armor +1* (167 gp), *armbands of might* (342 gp), *Boccob's blessed book* (1042 gp), *bracers of armor +2* (333 gp), *brooch of shielding* (125 gp), *cloak of charisma +2* (333 gp), *dust of dryness* (67 gp), *figurine of wondrous power: ivory camel* (708 gp), *gloves of dexterity +2* (333 gp), *hand of the mage* (75 gp), *lesser silent metamagic rod* (250 gp), *pearl of power 2nd-level* (333 gp), *ring of protection +2* (667 gp), *slashing sand* (167 gp).

APL 16: Magic – *amulet of natural armor +1* (167 gp), *armbands of might* (342 gp), *Boccob's blessed book* (1042 gp), *bracers of armor +2* (333 gp), *brooch of shielding* (125 gp), *cloak of charisma +4* (1333 gp), *dust of dryness* (67 gp), *figurine of wondrous power: ivory camel* (708 gp), *gloves of dexterity +2* (333 gp), *hand of the mage* (75 gp), *lesser quicken metamagic rod* (2917 gp), *lesser silent metamagic rod* (250 gp), *pearl of power 2nd-level* (333 gp), *ring of protection +2* (667 gp), *slashing sand* (167 gp).

THE TELEPORTATION CIRCLE

REDUX

This circle has slots for two more tiny stone mushrooms. These are required to operate it. These charms can be found in a bowl amongst the burial treasures on top of the ziggurat.

Development: Once the PCs leave the cairn and begin their return to Hardby, proceed to Encounter 12.

ENCOUNTER 12: JOURNEY HOME

The section "Getting There" discusses the distance that must be traveled and the time it takes, while the section "Delaying Action" deals with an encounter the PCs have on their back.

GETTING THERE

Determine the speed at which the party moves, based upon the slowest PC using the rules in the *Player's Handbook* (pages 162-164). The cairn is 12 miles of trackless mountain from the nearest road. The road then passes through the mountains for another 12 miles before heading on to Hardby through farmland (plains) for 6 miles. This is a total of 30 miles.

Example: If all the PCs have a base speed of 30, they normally move 24 miles per day. However, this distance is halved in the trackless mountains and is only three quarters of normal on the mountain road. It therefore takes 1 day to reach the road to Hardby and a second day to follow the road to Hardby assuming they never encounter the horses offered by Logrian Klirz in "Delaying Action."

Treating the time spent searching for the cairn as travel, if the PCs have not rested before setting out they likely suffer significant penalties for the trip home (*Player's Handbook* page 164).

As well, it is possible that one or more PCs may have betrayed the party, stolen the ingredients and fled during the night. Such fleeing PCs avoid the village encounter and carries on directly to Hardby.

DELAYING ACTION

The PCs encounter minions of two factions that have decided a more direct approach might be necessary to affect the outcome of the party's quest. They have dispatched operatives to aid, or slow the journey home.

Development: This encounter assumes that the PCs are traveling using mundane means to Hardby (likely to the small wood near Aleeta's manor).

If the PCs are not using mundane travel methods, the DM should adapt this encounter accordingly to provide a plausible placement for this attack. For example the PCs could be attacked on the road to Hardby, near the farms and woods that surrounds Aleeta's manor, or in the streets of Hardby, as appropriate. If the PCs are using

entirely normal travel methods, the village is on the mountain road near where the PCs first pick it up.

If the PCs travel instantly and unnoticed to their final meeting in Encounter 9 without stopping anywhere between the cairn and the exact location of Aleeta, skip this encounter entirely.

Up ahead the road passes through a small collection of thatched houses, one of which smolders from a recently doused fire.

A man shouts at the assembled crowd, "I seen 'em I did. A band of strangers lit Kinen's house on fire they did, with all his little ones inside. They were just here, a motley gang of adventurers. Look! There they are now. Git 'em!" The mob of angry villagers turns toward you, murder in their eyes.

Retep Mandel and the pro-Greyhawk members of the Longland faction are not willing to trust their agent(s) to betray the other PCs and thus Retep has sent some of his underlings from the Greyhawk Assassin's Guild to slow the advance of the PCs; possibly stealing whatever it is they carry in the process.

However, the minions of the Assassin's Guild are not the only ones looking for the party. Mirlan Rinshad has spread information to other members of the Norbelos Faction that the PCs are likely allies working for Aleeta. As such an agent of the Slavelords of Highport operating in the area has taken upon himself to aid the PCs in hurrying back to Hardby. Both groups encounter the PCs here, in a small unnamed village on the road to Hardby.

Creatures: The operatives of the Assassin's Guild have mingled with the crowd disguised as other peasants, having been told that the PCs would be passing through. One of their number arranged a deadly act of arson, which they are now blaming on the PCs in order to stir up the crowd.

Logrian Klirz, the Slavelords agent, witnesses competing operatives setting the fire and thus stayed to watch and determine their plan. At lower APLs, Logrian shouts out that the PCs were not the culprits and the crowd is not sufficiently motivated toward violence, forcing the Assassin's Guild agents to fight on their own. While Logrian is the PCs ally, it is important that this fight focuses on the PCs, and he remains only a minor supporting character for those PCs getting into trouble. If a PC is knocked out of the fight (or left the group due to betrayal), the DM is encouraged to allow that player to run Logrian.

At all APLs, the NPCs have precast all the spells listed in their power-up suites.

General Tactics: APL-specific tactics follow below. However at all APLs the following individuals act in the following ways:

Logrian moves into a flanking position before revealing himself as an ally, and then uses his spiked chain.

The guildsmen avoid attacking anyone wearing *Geven's ring* knowing that PC to be an ally. They however

preferentially target anyone with "Wrath of the Greyhawk Assassin's Guild" from *COR3-13 Traitor's Road*.

At APLs where one or more mobs are present the DM should remember that the mob is not evil, its members are simply caught up in the moment. Using lethal force against good-aligned peasants should be considered an evil act.

APL 2 (EL 4)

➤ **Jesdin Mertell:** male half-orc fighter 1/rogue 1; hp 16; Appendix 1.

➤ **Senoumon:** female human sorcerer 2; hp 9; Appendix 1.

➤ **Thugs (2):** Male half-orc fighter 1; hp 9; Appendix 1.

☛ **Logrian Klirz:** male human rogue 1; hp 5; see Appendix 1.

Tactics: Jesdin fails to stir up the mob due to Logrian's interference, so he is forced to take matters into his own hands. He and the two thugs attempt to get the drop on the PCs by flanking and focusing on one opponent.

Senoumon makes liberal use of her *color spray* spell, and is willing to catch commoners in the area of affect if she can incapacitate a PC. The commoners panic and scatter after the first round.

APL 4 (EL 6)

➤ **Jesdin Mertell:** male half-orc fighter 2/rogue 2; hp 30; Appendix 1.

➤ **Senoumon:** female human sorcerer 4; hp 27; Appendix 1.

➤ **Thugs (2):** male half-orc fighter 2; hp 22; Appendix 1.

☛ **Logrian Klirz:** male human fighter 1/rogue 2; hp 19; Appendix 1.

Tactics: Jesdin fails to stir up a mob due to Logrian's interference, so he is forced to take matters into his own hands. He and the two thugs attempt to get the drop on the PCs by flanking and focusing on one opponent.

Senoumon makes liberal use of her *color spray* spell, and is willing to catch commoners in the area of affect if she can incapacitate a PC. (She also uses her Sudden Widened *color spray* to surprise PCs thinking they are out of the area of affect. The commoners panic and scatter after the first round.

APL 6 (EL 8)

➤ **Angry Mob:** male and female human mob; hp 135; Appendix 1.

➤ **Jesdin Mertell:** male half-orc fighter 2/rogue 2; hp 30; Appendix 1.

➤ **Senoumon:** female human sorcerer 4; hp 27; Appendix 1.

☛ **Logrian Klirz:** male human fighter 2/rogue 3; hp 31; see Appendix 1.

Tactics: Jesdin has stirred up a mob despite Logrian's interference. The peasants begin to riot and swarm over the PCs.

Jesdin uses his hide in plain sight ability to hide in the crowd. He then studies a PC with a likely low Fortitude saving throw (someone using sneak attacks or casting arcane spells for example) for three rounds so that he can use his death attack ability.

Senoumon makes liberal use of her *color spray* spell, and is willing to catch commoners in the area of affect if she can incapacitate a PC. (She also uses her Sudden Widened *color spray* to surprise PCs thinking they are out of the area of affect.

APL 8 (EL 10)

➤ **Angry Mob:** male and female human mob; hp 135; Appendix 1.

➤ **Jesdin Mertell:** male half-orc fighter 2/ rogue 3/ assassin 2/ shadowdancer 1; hp 55; Appendix 1.

➤ **Senoumon:** female erinyes; hp 85; *Monster Manual* 54.

☞ **Logrian Klirz:** male human fighter 3/ rogue 4; hp 43; Appendix 1.

Tactics: Jesdin has stirred up a mob despite Logrian's interference. The peasants begin to riot and swarm over the PCs.

Jesdin uses his hide in plain sight ability to hide in the crowd. He then studies a PC with a likely low Fortitude saving throw (someone using sneak attacks or casting arcane spells for example) for three rounds so that he can use his death attack ability. He uses *critical strike* whenever possible.

Senoumon begins the combat also disguised, but quickly sheds the look of a peasant and takes to the air. She uses her rope to entangle flying foes and uses her *minor image* spell to make the mob appear much larger and making it hard for PCs to determine which squares are safe. She then resorts to using her bow, focusing on invisible foes.

APL 10 (EL 12)

➤ **Angry Mob (2):** male and female human mob; hp 135; Appendix 1.

➤ **Jesdin Mertell:** male half-orc fighter 2/ rogue 3/ assassin 4/ shadowdancer 1; hp 65; Appendix 1.

➤ **Senoumon:** Female erinyes sorcerer 2; hp 109; Appendix 1.

☞ **Logrian Klirz:** male human fighter 3/ rogue 4/ exotic weapon master 2; hp 57; Appendix 1.

Tactics: Jesdin has stirred up two mobs despite Logrian's interference. The peasants begin to riot and swarm over the PCs.

Jesdin uses his hide in plain sight ability to hide in the crowd. He then studies a PC with a likely low Fortitude saving throw (someone using sneak attacks or casting arcane spells for example) for three rounds so that he can use his death attack ability. He uses *critical strike* whenever possible, and *swift invisibility* if he needs to in order to move and hide.

Senoumon begins the combat also disguised, but quickly sheds the look of a peasant and takes to the air casting *arrow mind*. She uses her rope to entangle flying foes and her *minor image* spell to make the mob appear much larger and making it hard for PCs to determine which squares are safe. She then resorts to using her bow, against invisible opponents.

APL 12 (EL 14)

➤ **Angry Mob (2):** male and female human mob; hp 135; Appendix 1.

➤ **Jesdin Mertell:** male half-orc fighter 2/ rogue 3/ assassin 4/ shadowdancer 1; hp 65; Appendix 1.

➤ **Senoumon:** female erinyes sorcerer 4; hp 135; Appendix 1.

☞ **Logrian Klirz:** male human fighter 4/ rogue 4/ exotic weapon master 3; hp 71; Appendix 1.

Tactics: Jesdin has stirred up two mobs despite Logrian's interference. The peasants begin to riot and swarm over the PCs.

Jesdin uses his hide in plain sight ability to hide in the crowd. He then studies a PC with a likely low Fortitude saving throw (someone using sneak attacks or casting arcane spells for example) for three rounds so that he can use his death attack ability. Jesdin uses *critical strike* whenever possible, and uses *swift invisibility* if he needs to in order to move and hide again.

Senoumon begins the combat also disguised, but quickly sheds the look of a peasant and takes to the air casting *arrow mind*. She uses her rope to entangle flying foes and then resorts to using her bow, against invisible foes.

APL 14 (EL 16)

➤ **Angry Mob (2):** male and female human mob; hp 135; Appendix 1.

➤ **Barbed Devil:** hp 126; *Monster Manual* 51.

➤ **Immin:** male half-orc fighter 2/ rogue 3/ assassin 4/ shadowdancer 1; hp 65; Appendix 1.

➤ **Jesdin Mertell:** male half-orc fighter 4/ rogue 3/ assassin 6/ shadowdancer 1; hp 99; Appendix 1.

➤ **Senoumon:** female erinyes sorcerer 6; hp 153; Appendix 1.

☞ **Logrian Klirz:** male human barbarian 2/ fighter 4/ rogue 4/ exotic weapon master 3; hp 87; Appendix 1.

Tactics: Jesdin has stirred up two mobs despite Logrian's interference. The peasants begin to riot and swarm over the PCs.

Jesdin and Immin use their hide in plain sight ability to hide in the crowd. They then study a PC with a likely low Fortitude saving throw (someone using sneak attacks or casting arcane spells for example) for three rounds so that they can use their death attack ability. When they do this they try and flank their target. They use *critical strike* whenever possible, and Jesdin uses *swift invisibility* if he needs to in order to move and hide.

The barbed devil begins the combat standing inside a *major image* of a peasant, but quickly moves to combat

the PCs directly. He provides flanks for Jesdin and Immin whenever possible.

Senoumon begins the combat also disguised, but quickly sheds the look of a peasant and takes to the air casting *arrow mind*. She uses her *bands of steel* or *web* anchored to nearby trees or homes to entangle flying or troublesome foes and then resorts to using her bow, focusing on invisible opponents. She temporarily *teleports* away to cast *protection from good* and renew her *false life* if she is hard pressed.

APL 16 (EL 18)

➤ **Advanced Ice Devil (2)**: hp 185; *Appendix 1*.

➤ **Angry Mob (2)**: male and female human mob; hp 135; *Appendix 1*.

➤ **Jesdin Mertell**: male half-orc barbarian 1/ fighter 4/ rogue 3/ assassin 7/ shadowdancer 1; hp 150; *Appendix 1*.

➤ **Immin**: Male half-orc fighter 2/ rogue 3/ assassin 4/ shadowdancer 1; hp 65; *Appendix 1*.

➤ **Senoumon**: female erinyes sorcerer 7; hp 176; *Appendix 1*.

➤ **Logrian Klirz (Ally)**: male human barbarian 2/ fighter 4/ ranger 2/ rogue 4/ exotic weapon master 3; hp 99; *Appendix 1*.

Tactics: Jesdin has stirred up two mobs despite Logrian's interference. The peasants begin to riot and swarm over the PCs.

Jesdin and Immin use their hide in plain sight ability to hide in the crowd. They then study a PC with a likely low Fortitude saving throw (someone using sneak attacks or casting arcane spells for example) for three rounds so that they can use their death attack ability. When they do this they try and flank their target. They use *critical strike* whenever possible, and Jesdin uses *swift invisibility* if he needs to in order to move and hide.

The ice devils begin the combat standing inside a *persistent image* of several peasants, but quickly move to combat the PCs directly using melee or spell-like abilities as appropriate. They provide flanks for Jesdin and Immin whenever possible.

Senoumon begins the combat also disguised, but quickly sheds the look of a peasant and takes to the air casting *arrow mind*. She uses her *bands of steel* or *web* (if possible) to entangle flying or troublesome foes and then resorts to using her bow, focusing on invisible opponents. She temporarily *teleports* away to cast *protection from good*, *displacement*, and renew her *false life* if she is hard pressed.

Treasure: The PCs may claim the Assassin's Guild members' gear should they defeat them.

APL 2: Loot – 123 gp; Magic – *oil of sonic weapon* (25 gp), *scroll of instant locksmith* (2 gp).

APL 4: Loot – 125 gp; Magic – *armbands of might* (342 gp), *oil of sonic weapon* (25 gp), *scroll of instant locksmith* (2 gp), *wand of charm person* (63 gp).

APL 6: Loot – 95 gp; Magic – *oil of sonic weapon* (25 gp), *scroll of instant locksmith* (2 gp), *wand of charm person* (63 gp).

APL 8: Loot – 90 gp, Magic – *cloak of elvenkind* (208 gp), *headband of intellect* +2 (333 gp), *necklace of fireballs – type I* (138 gp), *oil of sonic weapon* (25 gp), *scroll of instant locksmith* (2 gp), *wand of charm person* (63 gp).

APL 10: Loot – 117 gp, Magic – adamantine arrows (203 gp), *bracers of armor* +4 (1333 gp), *cloak of elvenkind* (208 gp), +1 *flaming composite longbow* [+5 Str] (742 gp), *headband of intellect* +2 (333 gp), *necklace of fireballs – type I* (138 gp), *oil of sonic weapon* (25 gp), *scroll of instant locksmith* (2 gp), *wand of charm person* (63 gp).

APL 12: Loot – 117 gp, Magic – adamantine arrows (203 gp), *bracers of armor* +4 (1333 gp), *cloak of elvenkind* (208 gp), +1 *flaming composite longbow* [+5 Str] (742 gp), *headband of intellect* +2 (333 gp), +1 *keen falchion* (698 gp), *necklace of fireballs – type I* (138 gp), *oil of sonic weapon* (25 gp), *ring of counterspells* (333 gp), *scroll of instant locksmith* (2 gp), *wand of charm person* (63 gp), *wand of darkness* (375 gp).

APL 14: Loot – 206 gp, Magic – adamantine arrows (203 gp), *bracers of armor* +4 (1333 gp), *cloak of elvenkind* (416 gp, 208 gp ea.), *dust of disappearance* (292 gp), +1 *flaming composite longbow* [+5 Str] (742 gp), *headband of intellect* +2 (666 gp, 333 gp ea.), +1 *keen falchion* (698 gp), *necklace of fireballs – type I* (138 gp), *oil of sonic weapon* (25 gp), *ring of counterspells* (333 gp), *ring of freedom of movement* (3333 gp), *scroll of instant locksmith* (2 gp), *wand of charm person* – (63 gp), *wand of darkness* (375 gp).

APL 16: 206 gp, Magic – adamantine arrows – (203 gp), *amulet of health* +4 (1333 gp), *bracers of armor* +4 (1333 gp), *cloak of elvenkind* (416 gp, 208 gp ea.), *dust of disappearance* (292 gp), +1 *flaming composite longbow* [+5 Str] (742 gp), *headband of intellect* +2 (666 gp, 333 gp ea.), +1 *keen falchion* (698 gp), *necklace of fireballs – type I* (138 gp), *oil of sonic weapon* (25 gp), *ring of counterspells* (333 gp), *ring of freedom of movement* (3333 gp), *scroll of instant locksmith* – (2 gp), *scroll of wall of force* (94 gp), *vest of resistance* +4 (1333 gp), *wand of charm person* (63 gp), *wand of darkness* (375 gp).

Questioning Captives

It is possible that the PCs capture some of their attackers and question them. With the exception of Logrian, none of the NPCs are especially cooperative but can be compelled to speak with magic or significant threats.

- None of the commoners know anything relevant beyond the recent fire and the deaths resulting from it. They are sheepish about rioting over the incident. They simply were carried away by Jesdin's words.
- If present, the barbed devil and ice devils were simply doing a service for an unknown spellcaster; having been summoned to aid the assassins. They have no useful information for the PCs.
- If present, the thugs know they are just starting an apprenticeship to the Greyhawk Assassin's Guild and threaten the PCs to let them go or

suffer the wrath of the Guild. They know Jesdin Mertell was their handler but don't know the details of their mission beyond delaying the PCs. They can be made to admit to setting the fire.

- If present, Immin is Jesdin's one-time apprentice and often works on his own. Since he was in the area, his master asked for his assistance. Immin does his best not to implicate the guild if possible, knowing that a permanent punishment would be forthcoming. Immin does not know who hired Jesdin or what they were to do after the attack. He does know they were to kill or delay the party, and were to be on the lookout for some potion or ingredients of some kind.
- Both Jesdin Mertell and Senoumon are full members of the Greyhawk Assassin's Guild and know what is going on; but have different tacks for dealing with the PCs. Jesdin becomes very quiet and says little. He refuses to speak short of magical compulsion. Senoumon on the other hand is witty and talkative, taunting the PCs playfully and avoiding the topic of the party's questions. She however, is vulnerable to significant applications of force in addition to magical compulsion. Both of them know that a superior member of the Guild working in Hardby hired them. That guild member, who sometimes uses the false name Geven, ordered them to kill or delay the PCs and recover any possible potion ingredients. While they don't reveal it unless specifically asked, they were to avoid harming anyone wearing *Geven's ring*.
- Logrian Klirz freely talks with the PCs, claiming to be an admirer of Gynarch Aleeta. He claims to have heard the PCs were on a mission for her where speed was of the essence. He was bringing them riding horses (one each, which he has hidden nearby) when he noticed some odd behavior and decided to insinuate himself into the crowd. He happily offers the PCs the horses regardless of whether they ask for them or not. Short of magical compulsion, he will not reveal that he works for the Slavelords of Highport and that they are helping Aleeta in these events without her knowledge. Logrian knows of any PC who has the "Attracted Attention" notation from *COR5-09 Gateway to Bright Sands* and uses what he knows of that PCs reputation to seem more sympathetic.

Development: If the PCs lose this fight, none of the PCs work for Geven, and Logrian is unconscious, the ingredients are stolen and the townsfolk nurse living PCs back to consciousness an hour later. The elixir ingredients, all alchemical items, and all spell component pouches are gone (the rogues don't know exactly what they are looking for). The PCs are too late to save Ilena.

If the PCs lose this fight, Logrian is unconscious, and any of the PCs work for Geven, all of the PCs are taken into the custody of the Assassin's Guild Agents and brought to Geven (See Encounter 13).

If the PCs lose this fight, and Logrian is conscious and can win the fight, he brings their unconscious bodies to Aleeta in Encounter 9 where Robilar administers curative potions to make them conscious.

ENCOUNTER 13: DIFFICULT DECISIONS

Time Limit: From the time the PCs arrived in Hardby in the Introduction, Ilena's time to live had already dwindled to nearly nothing. She has six days when the PCs arrived, but by now, she is even closer to death.

Once the PCs return to Hardby, they face the difficult decision of what to do with the ingredients. This is further complicated by PCs that might attempt to betray the party to other factions. More than other encounters, this one requires the DM to adapt the adventure to the actions of individual PCs. It is up to the DM to adjudicate any attempts by a PC to rob or lie to other PCs, but any use of physical lethal force (lethal damage, poison that does Con damage, and the like) is defined as an evil act by the *Living Greyhawk Campaign Sourcebook* and results in said PC being removed from play. While Greyhawk is a world of grays and conflict; players should resolve their conflicts through diplomacy or guile while avoiding brute force.

Presented here is what each of the respective NPCs does in response to being contacted by the PCs. It is also possible that some of the PCs may choose to give the research contracted by Lady Karistyne to someone else as well. Where appropriate, the outcome of this action is also listed.

Despotrix Ilena Norbelos

If the PCs seek out Despotrix Ilena Norbelos directly; distrustful of her granddaughter and her association with Lord Robilar, they are quickly ushered into her bedchamber. There they meet with her and Didatrix Javka Gerneskir. Alter the following text dependant on how long the PCs took to reach this point of the adventure.

A nervous servant and several guards quickly lead you directly into the bedchamber where you first saw the Despotrix several days ago. She looks extremely frail, and the small light of vitality previously betrayed in her eyes has fled. It is clear that she will die soon without aid. She tries to raise a hand in greeting but can barely move it from the bed. Her Didatrix Javka speaks, "Say your piece quickly adventurers; my mistress is not well."

In all cases Javka speaks for the Despotrix, occasionally leaning close so that her mistress can whisper into her

ear. She repeats her mistress's words faithfully, and Ilena nods feebly if the PCs question whether Javka is truthful.

- Ilena admits that she has only survived this long due to the elixirs given to her by Rary. Rary has asked nothing of her for this boon beyond fair trade practices with the Empire of the Bright Lands.
- Ilena has had Messalina and others inspect the elixir. It has no mind control properties that she is aware of.
- Ilena wishes the PCs to hand the ingredients over to her granddaughter Aleeta, that she might prolong Ilena's life long enough for the upcoming vote.
- The upcoming vote concerns whether Hardby should declare its independence from the male oppressors of Greyhawk. If the vote passes, Hardby immediately sends diplomats to all surrounding nations seeking to be recognized as an independent state before Greyhawk can mobilize for an attack. If most major courts recognize them, Hardby might be able to claim the protections outlined in the Treaty of Greyhawk granted to all independent states. The Treaty of Greyhawk was the treaty enacted on the Day of Great Signing that ended the Greyhawk Wars. Greyhawk would be hard-pressed to violate that treaty.
- The outcome of the vote remains in doubt, but the Despotrix's vote is critical and without it, the proposal will certainly fail and Hardby will continue in slavery to Greyhawk. The vote must occur before Ilena dies, as her successor is not certain and some choices, such as Deirdre Longland, are too close to Greyhawk's Military Governor for the Despotrix's liking.
- Should the PCs mention the research Lady Karistyne had the PCs acquire, Ilena is not interested, being far more concerned with living long enough for the vote.
- Ilena can answer few questions before she falls unconscious. Once this occurs, Javka demands that the PCs deliver the ingredients to save her mistress. The PCs are free to heroically flee with the ingredients of course, while Javka screams for the guards to seize them.

Factor Mirlan Rinshad

The PCs may go to the office of the Royal Guild of Merchants of Aerdy in order to find a neutral party, or to seek shelter from more attacks while they figure out how to proceed.

The office of the Royal Guild of Merchants of Aerdy is an expensive building in the district of Tradetown. In short order your band is brought before Mirlan Rinshad in an opulent office filled with a wide selection of fine wines and brandies. Mirlan stands quickly as you

enter, "Friends, are you well? I have heard there are those that seek you ill."

Mirlan is generally worried about the PCs; worried that they will fall into the wrong hands where he cannot profit. He is pleased that they have come to seek his aid. He offers any of the following as appropriate:

- Mirlan offers the PCs the protection of the Royal Guild of Merchants of Aerdy for as long as they need; though he worries if their mission might be somewhat time sensitive.
- Mirlan urges the PCs to seek the aid of any NPC listed in Conclusion A that the PCs seem sympathetic to. With a drink in his hand and an offer of aid, Mirlan cuts a very friendly compassionate figure.
- If the PCs insist, he takes possession of the ingredients. In this case he immediately takes them to Aleeta; reminding her that the Guild is a friend of the rightful rulers of Hardby.
- If the PCs offer Mirlan Lady Karistyne's research from the temple of Pelor, he is curious to look at it and bypasses the trap, but he can find no use for it and returns it to the PCs.
- If needed, Mirlan sends for a cleric. He is willing to pay for any healing needed to make all the PCs conscious.

Geven (Retep Mandel)

If one of the PCs steals the ingredients for Geven, or convinces a mercenary party to betray the rulers of Hardby, they may seek out Geven (Retep Mandel) in the Bonded Barrel Ghetto of the Fishtown district.

This encounter also happens (with some modifications) if the PCs are captured by the Agents of Greyhawk Assassin's Guild.

A few quiet words in the Bonded Barrel Ghetto and you are quickly directed to a dark back alley corner where a cloaked and masked man awaits you. "You have what I want?"

Retep, in the guise of Geven, expects this to go like a simple transaction; whether it is between himself and a PC, or between himself and members of the Assassin's Guild. If spells or steel are exposed, he flees using magic.

- Retep takes possession of the ingredients in exchange for allowing the PC to keep the ring, and ensuring that it retains its enchantment.
- He strongly discourages the PCs from given any ingredients to, or discussing their transaction with, anyone else.
- If any of the PCs are captives of agents of the Assassin's Guild, he offers to free them, but this takes a week to arrange. This prevents the PCs from interfering in the events surrounding the vote and Ilena's death. If any of the PCs betrayed others to the guild, and the guild members believe the PC acting on their side, Retep frees that PC immediately.

- If the PCs offer him Lady Karistyne's research, he takes it immediately. He has no use for it, but having information others do not is always helpful. In this case, the PCs receive "Geven's Favor" on the AR.

Gynarch Aleeta Norbelos and Lord Robilar

If the PCs have accepted Aleeta's quest, or have agreed to return the ingredients here based upon Ilena or Mirlan's advice, they arrive at Aleeta's manor.

This encounter also occurs if there are no conscious PCs at the end of Encounter 12 but Logrian Klirz, the agent of the Slavelords, still lives to bring them the rest of the way.

The woods outside Aleeta's manor are well tended. In short order you find you way to the agreed upon clearing where Aleeta stirs a great cauldron under Robilar's guard. She looks up expectantly, "Did you succeed? Have you saved my grandmother?"

If the PCs are not willing to immediately handover the ingredients, Aleeta demands they explain their reticence.

- Aleeta wishes only to save her grandmother. Only fiends would condemn her to death; especially with her important work in Hardby unfinished.
- She wishes the PCs no harm, but says they will be branded outlaws in Hardby if they do not cooperate.
- Assuming the PCs have brought the ingredients and handed them over, Aleeta is overjoyed and Robilar congratulates the PCs on a job well done. Aleeta throws herself into brewing the elixir and within a few hours she and Robilar rush off to save Aleeta.

Lady Karistyne

Some parties, particularly those with access to high-level magic, may chose to travel to Karistyne Castle to seek council with the paladin. Unless they travel or communicate with nearly no loss of time, they will be too late to prevent Ilena from dying.

The banners and pennants of Castle Karistyne snap briskly in the warm winds from the south as you are brought before the paladin of Heironeous. Lady Karistyne smiles at your approach. "You have returned with my research from the temple of Pelor?" she questions.

Karistyne is happy to offer her advice to those she sees as her agents. After hearing the PCs' story, she urges them to turn the elixir ingredients and the Pelorite research over to her.

- She is greatly concerned about the apparent influence of Rary in Hardby and will look into it.

- In addition she will have friends inspect the ingredients and if they produce no harmful effect, she will have them returned to the Despotrix. This will take several days, but if she is worthy in the eyes of Heironeous, he will make certain she holds on that long. If she dies, it will be clear that she had turned to darkness.
- Assuming the PCs turn over the Pelorite research, and have not drastically offended her, she shares it with them (See Player Handout 2).

Messalina the Throne Knight

If the PCs do not trust Aleeta and instead return to Minaryn Castle, they are quickly brought before Messalina.

Servants quickly bring you before the Throne Knight Messalina in the great hall of Minaryn Castle. "Good adventurers, what have you brought me?"

Messalina is pleased to see the PCs, and attempts to quickly determine the success of the mission. She is aware that time is critically of the essence.

- Messalina wishes to take possession of the ingredients as quickly as possible.
- Once she has the ingredients, she excuses herself and transports herself directly to Aleeta to deliver them.
- If the PCs question her about the Pelorite research, she is keenly interested and, with the permission of the PCs, dispel the magical trap and peruse the information. In this case she either asks to keep it, or tries to memorize as much of it as possible. In either case, Rary will be informed of its contents.

Treasure: Parties that have dealt fairly with Messalina are rewarded just as she promised with a *ring of sustenance*.

All APLs: Magic – *ring of sustenance* (208 gp).

Scorimongishaz

If one of the PCs uses the blue gem provided by Scor, the party will quickly get the attention of Scor and Helena Stanmaer.

After placing the gem in your mouth and speaking your report you hear a response in Scor's mellow voice. "I'll be right there friend," and seconds later Scor and a woman wearing the vestments of a cleric of Fharlanghn appear in a flash of light. "You have done well," she smiles.

The agents of Tenser are expecting to find their pawn alone and in possession of the ingredients. If this is not the case, they will be far more wary and the DM may have to adjust the encounter appropriately.

- Helena expects the PC to turn the ingredients over to her. If they do not have them, she instructs the PC to get them and meet her again. If this is not possible, she settles for a very complete accounting of why the PC does not have them.
- If the PCs had the ingredients, but one of their own stole them during a betrayal, Helena accepts instructions from the PCs on how to reach the cairn. She then teleports away to collect the ingredients herself. Under these particular conditions, this satisfies her and she rewards the PCs.
- She does not negotiate or barter for the elixir ingredients and begins to question if reticent PCs might be agents of the Traitor sent to delay her.
- If the PC offers her the Pelorite research, she directs them to deliver it to Lady Karistyne as planned.
- At no point do Scor or Helena admit to working for Tenser.

Treasure: Parties dealing fairly with Scor are rewarded with a *ring of sustenance*.

All APLs: Magic – *ring of sustenance* (208 gp).

Read aloud the appropriate conclusion based on the PCs' actions.

Regardless of the conclusion used, the PCs may still return to Karistyne Castle. To handle this refer to Encounter 13. If the PCs give her the information she requires they receive the "Karistyne's Favor" AR entry.

CONCLUSION

Conclusion A

If the potion ingredients end up with the Despotrix, Didatrix Javka Gerneskir, Aleeta, Lord Robilar, Messalina, Factor Mirlan Rinshad or Logrian Klirz prior to the Despotrix's death use this conclusion.

It doesn't take long after delivering the ingredients for news to spread throughout Hardby. The members of the Gynarchy have met in secret without the approval of Greyhawk's Military Governor Wilbren Carister and voted to secede from the Domain of Greyhawk.

Within minutes of that declaration, the Empire of the Bright lands recognized Hardby as a sovereign state protected under the rights granted in the Treaty of Greyhawk. Anyone threatening Hardby is declared to be threatening the Bright Lands.

This news of political upheaval comes with sadness however. Three days after proclaiming Hardby's sovereignty the Despotrix Ilena Norbelos died peacefully in her sleep. Her

granddaughter Aleeta is the likely successor to the Throne of Wood.

Conclusion B

If the potion ingredients end up with Scorimongishaz, Lady Karistyne, Helena Stanmaer, Geven (Retep Mandel), or the agents of Greyhawk Assassin's Guild, or the party arrives too late use this conclusion

It doesn't take long after delivering the ingredients for news to spread throughout Hardby: the Despotrix Ilena Norbelos has died.

Over the cries of her granddaughter Aleeta and her allies, Deirdre Longland and other pro-Greyhawk members of the Gynarchy moved for a resolution to tie Hardby even closer to the Gem of the Flanaess.

As the resolution passed, several members of the Gynarchy stormed from the Palace of the Gynarchs. With the approval of Greyhawk's Military Governor, Wilbren Carister, Deirdre Longland is the likely successor to the Throne of Wood.

In other news, rumors say that Rary is not pleased. His troops have begun deploying along his northern border fearing military action by the Domain of Greyhawk.

Lord Robilar was last seen riding his metal steed hard, out of the Hardby's east gate not more than a few minutes after the death of the Despotrix.

CAMPAIGN CONSEQUENCES

The actions of the party and the alliances they have made have a profound effect on the Domain of Greyhawk and the Empire of the Bright Lands. If this event is played during February, March or April 2006, it is important that the DM notifies the Bright Sands writing team which conclusion was reached. Email creighton@greyworks.co.uk with the subject line "COR6-02 Results." Convention coordinators may consolidate all tables into one email if preferred.

Help keep the campaign living and dynamic, report your results!

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1

Defeat the rampaging menagerie

APL 2:	120 XP
APL 4:	180 XP
APL 6:	240 XP
APL 8:	300 XP
APL 10:	360 XP
APL 12:	420 XP
APL 14:	480 XP
APL 16:	540 XP

Encounter 7

Acquire passage past the animals by combat or negotiation

APL 2:	60 XP
APL 4:	120 XP
APL 6:	180 XP
APL 8:	240 XP
APL 10:	300 XP
APL 12:	360 XP
APL 14:	420 XP
APL 16:	480 XP

Encounter 8

Encounter the trap

APL 2:	60 XP
APL 4:	120 XP
APL 6:	150 XP
APL 8:	180 XP
APL 10:	240 XP
APL 12:	270 XP
APL 14:	330 XP
APL 16:	360 XP

Encounter 9

Encounter the trap

APL 2:	120 XP
APL 4:	180 XP
APL 6:	240 XP
APL 8:	300 XP
APL 10:	360 XP
APL 12:	420 XP
APL 14:	480 XP
APL 16:	540 XP

Encounter 10

Encounter the trap

APL 2:	90 XP
APL 4:	120 XP
APL 6:	150 XP
APL 8:	210 XP
APL 10:	240 XP

APL 12:	300 XP
APL 14:	330 XP
APL 16:	390 XP

Encounter 12

Defeat the Mephits

APL 2:	150 XP
APL 4:	210 XP
APL 6:	270 XP
APL 8:	330 XP
APL 10:	390 XP
APL 12:	450 XP
APL 14:	510 XP
APL 16:	570 XP

Encounter 12

Defeat the Assassin's Guild Agents

APL 2:	120 XP
APL 4:	180 XP
APL 6:	240 XP
APL 8:	300 XP
APL 10:	360 XP
APL 12:	420 XP
APL 14:	480 XP
APL 16:	540 XP

Story Award

Returning to Hardby before the Despotrix dies. (The PCs need not choose to save her to gain this reward, but only need return in time to have the option).

APL 2:	90 XP
APL 4:	135 XP
APL 6:	180 XP
APL 8:	225 XP
APL 10:	270 XP
APL 12:	315 XP
APL 14:	360 XP
APL 16:	405 XP

Discretionary role-playing award

APL 2:	90 XP
APL 4:	135 XP
APL 6:	180 XP
APL 8:	225 XP
APL 10:	270 XP
APL 12:	315 XP
APL 14:	360 XP
APL 16:	405 XP

Total possible experience

APL 2:	900 XP
APL 4:	1,350 XP
APL 6:	1,800 XP
APL 8:	2,250 XP
APL 10:	2,700 XP
APL 12:	3,150 XP
APL 14:	3,600 XP
APL 16:	4,050 XP

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 1

Receive Rotanna's reward

- APL 2: Magic: *Rotanna's sizing collar* - 400 gp
- APL 4: Magic: *Rotanna's sizing collar* - 400 gp
- APL 6: Magic: *Rotanna's sizing collar* - 400 gp
- APL 8: Magic: *Rotanna's sizing collar* - 400 gp
- APL 10: Magic: *Rotanna's sizing collar* - 400 gp
- APL 12: Magic: *Rotanna's sizing collar* - 400 gp
- APL 14: Magic: *Rotanna's sizing collar* - 400 gp
- APL 16: Magic: *Rotanna's sizing collar* - 400 gp

Encounter 11

Defeat the mephits

APL 2: Magic – *dust of dryness* (67 gp), *hand of the mage* (75 gp), *slashing sand* (167 gp).

APL 4: Magic – *dust of dryness* (67 gp), *hand of the mage* (75 gp), *slashing sand* (167 gp).

APL 6: Magic – *armbands of might* (342 gp), *bracers of armor +1* (83 gp), *brooch of shielding* (125 gp), *cloak of charisma +2* (333 gp), *dust of dryness* (67 gp), *hand of the mage* (75 gp), *slashing sand* (167 gp).

APL 8: Magic – *armbands of might* (342 gp), *bracers of armor +1* (83 gp), *brooch of shielding* (125 gp), *cloak of charisma +2* (333 gp), *dust of dryness* (67 gp), *hand of the mage* (75 gp), *ring of protection +1* (167 gp), *slashing sand* (167 gp).

APL 10: Magic – *armbands of might* (342 gp), *bracers of armor +2* (333 gp), *brooch of shielding* (125 gp), *cloak of charisma +2* (333 gp), *dust of dryness* (67 gp), *hand of the mage* (75 gp), *lesser silent metamagic rod* (250 gp), *ring of protection +1* (167 gp), *slashing sand* (167 gp).

APL 12: Magic – *armbands of might* (342 gp), *bracers of armor +2* (333 gp), *brooch of shielding* (125 gp), *cloak of charisma +2* (333 gp), *dust of dryness* (67 gp), *figurine of wondrous power: ivory camel* (708 gp), *hand of the mage* (75 gp), *lesser silent metamagic rod* (250 gp), *ring of protection +1* (167 gp), *slashing sand* (167 gp).

APL 14: Magic – *amulet of natural armor +1* (167 gp), *armbands of might* (342 gp), *Boccob's blessed book* (1042 gp), *bracers of armor +2* (333 gp), *brooch of shielding* (125 gp), *cloak of charisma +2* (333 gp), *dust of dryness* (67 gp), *figurine of wondrous power: ivory camel* (708 gp), *gloves of dexterity +2* (333 gp), *hand of the mage* (75 gp), *lesser silent metamagic rod* (250 gp), *pearl of power 2nd-level* (333 gp), *ring of protection +2* (667 gp), *slashing sand* (167 gp).

APL 16: Magic – *amulet of natural armor +1* (167 gp), *armbands of might* (342 gp), *Boccob's blessed book* (1042 gp), *bracers of armor +2* (333 gp), *brooch of shielding* (125 gp), *cloak of charisma +4* (1333 gp), *dust of dryness* (67 gp), *figurine of wondrous power: ivory camel* (708 gp), *gloves of dexterity +2* (333 gp), *hand of the mage* (75 gp), *lesser quicken metamagic rod* (2917 gp), *lesser silent metamagic rod* (250 gp), *pearl of power 2nd-level* (333 gp), *ring of protection +2* (667 gp), *slashing sand* (167 gp).

Encounter 12

Defeat the assassin's guild members

APL 2: Loot – 123 gp; Magic – *oil of sonic weapon* (25 gp), *scroll of instant locksmith* (2 gp).

APL 4: Loot – 125 gp; Magic – *armbands of might* (342 gp), *oil of sonic weapon* (25 gp), *scroll of instant locksmith* (2 gp), *wand of charm person* (63 gp).

APL 6: Loot – 95 gp; Magic – *oil of sonic weapon* (25 gp), *scroll of instant locksmith* (2 gp), *wand of charm person* (63 gp).

APL 8: Loot – 90 gp; Magic – *cloak of elvenkind* (208 gp), *headband of intellect +2* (333 gp), *necklace of fireballs – type I* (138 gp), *oil of sonic weapon* (25 gp), *scroll of instant locksmith* (2 gp), *wand of charm person* (63 gp).

APL 10: Loot – 117 gp; Magic – *adamantine arrows* (203 gp), *bracers of armor +4* (1333 gp), *cloak of elvenkind* (208 gp), *+1 flaming composite longbow* [+5 Str] (742 gp), *headband of intellect +2* (333 gp), *necklace*

of fireballs – type I (138 gp), oil of sonic weapon (25 gp), scroll of instant locksmith (2 gp), wand of charm person (63 gp).

APL 12: Loot – 117 gp, Magic – adamantine arrows (203 gp), bracers of armor +4 (1333 gp), cloak of elvenkind (208 gp), +1 flaming composite longbow [+5 Str] (742 gp), headband of intellect +2 (333 gp), +1 keen falchion (698 gp), necklace of fireballs – type I (138 gp), oil of sonic weapon (25 gp), ring of counterspells (333 gp), scroll of instant locksmith (2 gp), wand of charm person (63 gp), wand of darkness (375 gp).

APL 14: Loot – 206 gp, Magic – adamantine arrows (203 gp), bracers of armor +4 (1333 gp), cloak of elvenkind (416 gp, 208 gp ea.), dust of disappearance (292 gp), +1 flaming composite longbow [+5 Str] (742 gp), headband of intellect +2 (666 gp, 333 gp ea.), +1 keen falchion (698 gp), necklace of fireballs – type I (138 gp), oil of sonic weapon (25 gp), ring of counterspells (333 gp), ring of freedom of movement (3333 gp), scroll of instant locksmith (2 gp), wand of charm person – (63 gp), wand of darkness (375 gp).

APL 16: 206 gp, Magic – adamantine arrows – (203 gp), amulet of health +4 (1333 gp), bracers of armor +4 (1333 gp), cloak of elvenkind (416 gp, 208 gp ea.), dust of disappearance (292 gp), +1 flaming composite longbow [+5 Str] (742 gp), headband of intellect +2 (666 gp, 333 gp ea.), +1 keen falchion (698 gp), necklace of fireballs – type I (138 gp), oil of sonic weapon (25 gp), ring of counterspells (333 gp), ring of freedom of movement (3333 gp), scroll of instant locksmith – (2 gp), scroll of wall of force (94 gp), vest of resistance +4 (1333 gp), wand of charm person (63 gp), wand of darkness (375 gp).

Encounter 13

Receive reward from Messalina or Scrimongishaz

APL 2: Magic: ring of sustenance - 208 gp
 APL 4: Magic: ring of sustenance - 208 gp
 APL 6: Magic: ring of sustenance - 208 gp
 APL 8: Magic: ring of sustenance - 208 gp
 APL 10: Magic: ring of sustenance - 208 gp
 APL 12: Magic: ring of sustenance - 208 gp
 APL 14: Magic: ring of sustenance - 208 gp
 APL 16: Magic: ring of sustenance - 208 gp

Total Possible Treasure

APL 2: L: 123 gp; C: 0 gp; M: 944 gp - Total: 900 gp (Actual Total: 1067 gp)

APL 4: L: 125 gp; C: 0 gp; M: 1349 gp - Total: 1300 gp (Actual Total: 1474 gp)

APL 6: L: 95 gp; C: 0 gp; M: 1890 gp - Total: 1800 gp (Actual Total: 1985 gp)

APL 8: L: 90 gp; C: 0 gp; M: 2736 gp - Total: 2600 gp (Actual Total: 2826 gp)

APL 10: L: 117 gp; C: 0 gp; M: 5514 gp - Total: 4600 gp (Actual Total: 5631 gp)

APL 12: L: 117 gp; C: 0 gp; M: 7628 gp - Total: 6600 gp (Actual Total: 7745 gp)

APL 14: L: 206 gp; C: 0 gp; M: 14169 gp - Total: 13200 gp (Actual Total: 14375 gp)

APL 16: L: 206 gp; C: 0 gp; M: 20846 gp - Total: 19800 gp (Actual Total: 21052 gp)

Special

† **Favor of Karistyne/Geven/Robilar (circle one):** You have delivered the Sulmite research to one of the above. Your patron offers to arrange your purchase of any of the following items from *Sandstorm*: goggles of the desert, lamp of stars, portable shade, replenishing skin, sandals of shifting sands. You pay normal price and may purchase them as often as you like following any adventure set in Hardby or the Bright Lands.

† **Favor of Rotanna's Menagerie:** For capturing some of her specimens alive, Rotanna is willing to treat any one animal companion, familiar, special mount, or regular animal with alchemical mixtures and a rigorous training regimen. The treated animal gains +2 inherent bonus to Constitution and increases the animal's natural armor by +1. This costs 2 TUs.

☛ **Geven's Ring:** Add this to your MIL at no cost. While wearing this ring, you are surrounded in shadow. This gives you a +3 competence bonus to Hide checks. In addition, once per day may be affected by a *cloak of shade* spell (*Sandstorm*, p. 112) cast at 3rd-level. This ring might upgrade later. While wearing this ring you suffer a -3 penalty to all Charisma-based skill checks.

Faint abjuration; CL 3rd; Craft Ring, *cloak of shade*; Price: 1,980 gp; Weight: -.

† **Robilar's Approval:** Seeking no reward, you offered to return Robilar's lost standard. Robilar gives you a *banner of law* (*Heroes of Battle* 133) in exchange. You lose *Robilar's banner* and add the *banner of law* to your MIL at no cost. The banner of law is proudly emblazoned with the heraldry of the Empire of the Bright Lands.

☛ **Rotanna's Sizing Collar:** Any animal wearing this collar can be affected by a *reduce animal* spell twice per day. The effect ends if the collar is removed.

Faint transmutation; CL 3rd; Craft Wondrous Item, *reduce animal*; Price: 4,800 gp; Weight: -.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Dust of dryness* (Adventure; DMG; 800 gp)
- *Hand of the mage* (Adventure; DMG; 900 gp)
- *Oil of sonic weapon* (Adventure; CV; 300 gp)
- *Ring of sustenance* (Adventure; DMG; 2,500 gp)
- *Rotanna's sizing collar* (Adventure; see above, 4,800 gp)
- *Scroll of instant locksmith* (Adventure; CV; 25 gp)
- *Slashing sand* (Adventure; *Sandstorm*, 2,000 gp)

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

- *Armbands of might* (Adventure; CV; 4,100 gp)
- *Wand of charm person* (Adventure; DMG; 750 gp)

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

- *Brooch of shielding* (Adventure; DMG; 1,500 gp)

APL 8 (all of APLs 2-6 plus the following):

- *Cloak of elvenkind* (Adventure; DMG; 2,500 gp)
- *Necklace of fireballs* – type I (Adventure; DMG; 1,650 gp)
- APL 10 (all of APLs 2-8 plus the following):
- Adamantine arrows (Adventure; DMG; 61 gp ea.)
- *Bracers of armor +2* (Adventure; DMG; 4,000 gp)
- *Bracers of armor +4* (Adventure; DMG; 16,000 gp)
- *+1 flaming composite longbow* [+5 Str] (Adventure; DMG; 8,900 gp)
- *Lesser silent metamagic rod* (Adventure; DMG; 3,000 gp)

APL 12 (all of APLs 2-10 plus the following):

- *Figurine of wondrous power - Ivory Camel* (Adventure; Sandstorm, 8,500 gp)
- *+1 keen falchion* (Adventure; DMG; 8,375 gp)
- *Ring of counterspells* (Adventure; DMG; 4,000 gp)
- *Wand of darkness* (Adventure; DMG; 4,500 gp)

APL 14 (all of APLs 2-12 plus the following):

- *Boccob's blessed book* (Adventure; DMG; 12,500 gp)
- *Dust of disappearance* (Adventure; DMG; 3,500 gp)
- *Pearl of power - 2nd-level* (Adventure; DMG; 4,000 gp)
- *Ring of freedom of movement* (Adventure; DMG; 40,000 gp)
- *Ring of protection +2* (Adventure; DMG; 8,000 gp)

APL 16 (all of APLs 2-14 plus the following):

- *Amulet of health +4* (Adventure; DMG; 16,000 gp)
- *Cloak of Charisma +4* (Adventure; DMG; 16,000 gp)
- *Lesser quicken metamagic rod* (Adventure; DMG; 35,000 gp)
- *Scroll of wall of force* (Adventure; DMG; 1,125 gp)
- *Vest of resistance +4* (Adventure; CA; 16,000 gp)

APPENDIX 1: APL 2

ENCOUNTER 12

☛ **Jesdin Mertell:** male half-orc fighter 1/ rogue1; CR 2; Medium humanoid (orc); HD 1d10+2 plus 1d6+2; hp 16 Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +4; Atk +6 melee (2d4+4/18-20, masterwork falchion) or +4 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); Full Atk +6 melee (2d4+4/18-20, masterwork falchion) or +4 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); SA sneak attack +1d6; SQ trapfinding; AL NE; SV Fort +4, Ref +4, Will +2; Str 17, Dex 14, Con 14, Int 12, Wis 10, Cha 6.

Skills and Feats: Bluff +2, Climb +4, Disguise +4, Hide +6, Listen +4, Move Silently +6, Perform (dance) +3, Sense Motive +4, Spot +4, Tumble +6; Iron Will, Weapon Focus (falchion).

Languages: Common, Infernal, Orc.

Possessions: Chain shirt, masterwork falchion, mighty composite longbow [+3 Str bonus], 20 masterwork arrows, large cloak, disguise kit, peasant outfit, *oil of sonic weapon*.

Physical Description: Jesdin has predominantly human features that he has distorted with a make-up and peasant clothing.

☛ **Logrian Klirz:** male human rogue 1; CR 1; Medium humanoid (human); HD 1d6+1; hp 5; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +0; Grp +4; Atk: +5 melee (2d4+6, spiked chain) or +2 ranged (1d6/x3, short bow); Full Atk: +5 melee (2d4+6, spiked chain) or +2 ranged (1d6/x3, short bow); Space/Reach 5 ft./ 5 ft. (10 ft. with spiked chain); SA sneak attack +1d6; SQ trapfinding; AL CE; SV Fort +1, Ref +4, Will +0; Str 18, Dex 14, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Hide +6, Listen +4, Move Silently +6, Sense Motive +4, Spot +4, Tumble +6, Use Magic Device +3, Use Rope +6; Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Languages: Common.

Possessions: Chain shirt, spiked chain, short bow, 20 arrows.

Physical Description: A pleasant-looking burly man with a thin mustache dress in black.

☉ **Senoumon:** female human sorcerer 2; CR 2; Medium humanoid (human); HD 2d4+2; hp 8; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +0; Atk +0 melee (1d4-1/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d4-1/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +3, Ref +1, Will +3; Str 8, Dex 12, Con 12, Int 8, Wis 10, Cha 18.

Skills and Feats: Concentration +6 (+10 casting defensively), Spellcraft +4; Combat Casting, Sudden Widen.

Languages: Common.

Spells Known (6/5; base DC = 14 + spell level): 0—*acid splash*, *daze*, *detect magic*, *mage hand*, *read magic*; 1st—*color spray*, *mage armor*.

Possessions: Dagger, light crossbow, 10 bolts, spell component pouch (2), rat familiar (“Lust”), *scroll of instant locksmith*.

Power-Up Suite (*mage armor*): AC 15 (+4 armor, +1 Dex), touch 11, flat-footed 14.

Physical Description: An extremely attractive woman in risqué black leather clothing and a vermillion feathered cloak.

☛ **Lust:** rat familiar; CR -; Tiny magical beast; HD 2d8; hp 4; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 15 (+1 natural, +2 size, +2 Dex), touch 14, flat-footed 13; Base Atk +1; Grp -11; Atk +5 melee (1d3-4, bite); Full Atk +5 melee (1d3-4, bite); SQ empathic link, improved evasion, share spells; AL CE; SV Fort +2, Ref +4, Will +3; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Concentration +5, Hide +16, Move Silently +12, Spellcraft +3, Swim +10; Stealthy, Weapon Finesse.

Languages: Common.

Power-Up Suite (*mage armor*): AC 19 (+4 armor, +1 natural, +2 size, +2 Dex), touch 14, flat-footed 17.

☛ **Thugs (2):** male half-orc fighter 1; CR 1; Medium humanoid (orc); HD 1d10+3; hp 10; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +5; Atk: +6 melee (2d4+6/18-20, falchion) or +3 ranged (1d6+4, javelin); Full Atk +6 melee (2d4+6/18-20, falchion) or +3 ranged (1d6+4, javelin); SQ half-orc traits; AL CN; SV Fort +5, Ref +2, Will +0; Str 18, Dex 14, Con 16, Int 7, Wis 10, Cha 6.

Skills and Feats: Jump +6; Power Attack, Weapon Focus (falchion).

Languages: Common, Orc.

Possessions: Chain shirt, falchion, 5 javelins, large cloak.

Physical Description: A heavily browed half-orc wearing large dirty, baggy clothing.

ENCOUNTER 12

➤ **Jesdin Mertell:** male half-orc fighter 2/ rogue 2; CR 4; Medium humanoid (orc); HD 2d10+4 plus 2d6+4; hp 32; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +4; Grp +7; Atk +9 melee (2d4+6/18-20, masterwork falchion) or +6 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); Full Atk +9 melee (2d4+6/18-20, masterwork falchion) or +6 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); SA sneak attack +1d6; SQ evasion, trapfinding; AL NE; SV Fort +5, Ref +5, Will +2 (+6 vs. mind-affecting); Str 18, Dex 14, Con 14, Int 12, Wis 10, Cha 6.

Skills and Feats: Bluff +2, Climb +5, Disguise +4, Hide +9, Listen +4, Move Silently +9, Perform (dance) +3, Ride +5, Sense Motive +4, Spot +4, Tumble +9; Improved Initiative, Iron Will, Scorpion's Resolve, Weapon Focus (falchion).

Languages: Common, Infernal, Orc.

Possessions: Chain shirt, masterwork falchion, rapier, mighty composite longbow [+3 Str bonus], 20 masterwork arrows, large cloak, disguise kit, peasant outfit, *oil of sonic weapon*.

Physical Description: Jesdin has predominantly human features that he has distorted with a make-up and peasant clothing.

➤ **Logrian Klirz:** male human fighter 1/ rogue 2; CR 3; Medium humanoid (human); HD 1d10+1 plus 2d6+2; hp 19; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +2; Grp +6; Atk +7 melee (2d4+6, spiked chain) or +4 ranged (1d6/x3, short bow); Full Atk +7 melee (2d4+6, spiked chain) or +4 ranged (1d6/x3, short bow); Space/Reach 5 ft./ 5 ft. (10 ft. with spiked chain); SA sneak attack +1d6; SQ evasion, trapfinding; AL CE; SV Fort +3, Ref +3, Will +0; Str 18, Dex 14, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Craft (weaponsmithing) +1, Hide +7, Listen +5, Move Silently +7, Sense Motive +5, Spot +5, Tumble +7, Use Magic Device +4, Use Rope +7; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Power Attack, Weapon Focus (spiked chain).

Languages: Common.

Possessions: Chain shirt, spiked chain, short bow, 20 arrows.

Physical Description: A pleasant-looking burly man with a thin mustache dress in black.

➤ **Senoumon:** female human sorcerer 4; CR 4; Medium humanoid (human); HD 4d4+4; hp 16; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +2; Grp +1; Atk +1 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +4, Ref +2, Will +4; Str 9, Dex 12, Con 12, Int 8, Wis 10, Cha 18.

Skills and Feats: Concentration +8 (+12 casting defensively), Spellcraft +6; Combat Casting, Sudden Still, Sudden Widen.

Languages: Common.

Spells Known (6/7/4; base DC = 14 + spell level): 0– *acid splash*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *read magic*; 1st– *color spray*, *mage armor*, *magic missile*; 2nd– *false life*.

Possessions: Dagger, light crossbow, 10 bolts, spell component pouch (2), rat familiar ("Lust"), *scroll of instant locksmith*, *wand of charm person*.

Power-Up Suite (*false life*, *mage armor*): hp 27; AC 15 (+4 armor, +1 Dex), touch 11, flat-footed 14.

Physical Description: An extremely attractive woman in risqué black leather clothing and a vermillion feathered cloak.

➤ **Lust:** rat familiar; CR -; Tiny magical beast; HD 4d8; hp 8; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 16 (+2 natural, +2 size, +2 Dex), touch 14, flat-footed 14; Base Atk +2; Grp -10; Atk +6 melee (1d3-4, bite); Full Atk +6 melee (1d3-4, bite); SQ deliver touch spells, empathic link, improved evasion, share spells; AL CE; SV Fort +2, Ref +4, Will +5; Str 2, Dex 15, Con 10, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Concentration +7, Hide +16, Move Silently +12, Spellcraft +5, Swim +10; Stealthy, Weapon Finesse.

Languages: Common.

Power-Up Suite (*false life*, *mage armor*): hp 19, AC 20 (+4 armor, +2 natural, +2 size, +2 Dex), touch 14, flat-footed 18.

➤ **Thugs (2):** female half-orc fighter 2; CR 2; Medium humanoid (orc); HD 2d10+6; hp 21; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +2; Grp +6; Atk +7 melee (2d4+6/18-20, falchion) or +4 ranged (1d6+4, javelin); Full Atk +7 melee (2d4+6/18-20, falchion) or +4 ranged (1d6+4, javelin); SQ half-orc traits; AL CN; SV Fort +6, Ref +2, Will +0 (+4 vs. mind-affecting); Str 18, Dex 14, Con 16, Int 7, Wis 10, Cha 6.

Skills and Feats: Jump +7; Power Attack, Scorpion's Resolve, Weapon Focus (falchion).

Languages: Common, Orc.

Possessions: Chain shirt, falchion, 5 javelins, large cloak, *armbands of might* (one thug only).

Physical Description: A heavily browed half-orc wearing large dirty, baggy clothing.

ENCOUNTER 11

➤ **Ooze Mephit Mob**; CR 8; Gargantuan outsider (mob of small outsiders, Extraplanar, Water); HD 30d8+33; hp 213; Init +0; Spd 20 ft., Fly 30 (average), Swim 20; AC 12, touch 7, flat-footed 12; Base Atk +30, Grp +44, Atk mob 5d6; Full Atk mob 5d6; Space/Reach 20 ft./0 ft.; SA expert grappler, trample; SQ DR 5/magic, darkvision 60 ft., fast healing 2, mob anatomy; AL N; SV Fort +19, Ref +17, Will +17; Str 14, Dex 10, Con 13, Int 6, Wis 10, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Escape Artist +6, Hide +10, Listen +6, Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness, Improved Bull Rush, Improved Overrun.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes 2d6+3 points of damage. The victim can either make an attack of opportunity against the mob or make a DC 27 Reflex save to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells. Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

➤ **Ooze Mephit Sorcerer**: male mephit sorcerer 3; CR 6; Small outsider (Extraplanar, Water); HD 3d8+3

plus 3d4+6; hp 36; Init +0; Spd 30 ft., Fly 40 (average), Swim 30; AC 17, touch 11, flat-footed 17; Base Atk +4, Grp +2, Atk +7 melee (1d3+2, claw); Full Atk +7/+7 melee (1d3+2, 2 claws); Space/Reach 5 ft./5 ft.; SA breath weapon, spell-like abilities, summon mephit; SQ DR 5/magic, darkvision 60 ft., fast healing 2; AL N; SV Fort +5, Ref +4, Will +6; Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 18.

Skills and Feats: Bluff +13, Concentration +4, Diplomacy +6, Disguise +4 (+6 acting), Escape Artist +6, Hide +10, Listen +6, Move Silently +6, Spellcraft +2, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness, Practiced Spellcaster.

Breath Weapon (Su): 10-foot cone of caustic liquid, damage 1d4 acid. Reflex DC 13 half. Living creatures that fail their saves are tormented by itching skin and burning eyes unless they have immunity to acid or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour an ooze mephit can hurl an acidic blob that functions like *Melf's acid arrow* (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of *stinking cloud* (DC 17, caster level 6th). The save DC is Charisma based.

Summon Mephit (Sp): Once per day, a mephit can attempt to summon another mephit of the same variety, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%: On a failure no creature answers the summons that day. A mephit that has just been summoned cannot use its summon ability for 1 hour. This ability is the equivalent of a 2nd level spell.

Fast Healing (Ex): An ooze mephit heals only if in a wet or muddy environment.

Spells Known: (6/6; base DC = 14 + spell level); 0— *acid splash*, *daze*, *ghost sound*, *ray of frost*, *resistance*; 1st— *mage armor*, *magic missile*, *ray of enfeeblement*.

Possessions: *bracers of armor +1*, *cloak of charisma +2*, *armbands of might*, *brooch of shielding*.

Power-Up Suite (mage armor): AC 20, touch 11, flat-footed 20.

ENCOUNTER 12

➤ **Human Commoner Mob**: CR 8; Gargantuan humanoid (mob of medium humans); HD 30d8; hp 180; Init +4; Spd 20 ft.; AC 6, touch 6, flat-footed 6; Base Atk +22; Grp +34; Atk mob 5d6; Full Atk mob 5d6; Space/Reach 20 ft./0 ft.; SA expert grappler, trample; SQ mob anatomy; AL LN; SV Fort +11, Ref +9, Will +17; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +4, Spot +4; Improved Initiative, Great Fortitude, Power Attack, Toughness, Improved Bull Rush, Improved Overrun.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes 2d6 points of damage. The victim can either make an attack of opportunity against the mob or make a DC 25 Reflex save to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells. Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

✦ **Jesdin Mertell:** male half-orc fighter 2/ rogue 2; CR 4; Medium humanoid (orc); HD 2d10+4 plus 2d6+4; hp 32; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk+3; Grp +7; Atk +9 melee (2d4+6/18-20, masterwork falchion) or +6 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); Full Atk +9 melee (2d4+6/18-20, masterwork falchion) or +6 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); SA sneak attack +1d6; SQ evasion, trapfinding; AL NE; SV Fort +5, Ref +5, Will +2 (+6 vs. mind-affecting); Str 18, Dex 14, Con 14, Int 12, Wis 10, Cha 6.

Skills and Feats: Bluff +2, Climb +5, Disguise +4, Hide +9, Listen +4, Move Silently +9, Perform (dance) +3, Ride +5, Sense Motive +4, Spot +4, Tumble +9; Improved Initiative, Iron Will, Scorpion's Resolve, Weapon Focus (falchion).

Languages: Common, Infernal, Orc.

Possessions: Chain shirt, masterwork falchion, rapier, mighty composite longbow [+3 Str bonus], 20

masterwork arrows, large cloak, disguise kit, peasant outfit, *oil of sonic weapon*.

Physical Description: Jesdin has predominantly human features that he has distorted with a make-up and peasant clothing.

✦ **Logrian Klirz:** male human fighter 2/ rogue 3; CR 5; Medium humanoid (human); HD 2d10+2 plus 3d6+3; hp 33; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk+4; Grp +8; Atk +9 melee (2d4+6, spiked chain) or +6 ranged (1d6/x3, short bow); Full Atk +9 melee (2d4+6, spiked chain) or +6 ranged (1d6/x3, short bow); Space/Reach 5 ft./ 5 ft. (10 ft. with spiked chain); SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CE; SV Fort +5, Ref +3, Will +1; Str 19, Dex 14, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Craft (weaponsmithing) +2, Hide +8, Listen +6, Move Silently +8, Ride +3, Sense Motive +6, Spot +6, Tumble +8, Use Magic Device +5, Use Rope +8; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Power Attack, Weapon Focus (spiked chain).

Languages: Common.

Possessions: Chain shirt, spiked chain, short bow, 20 arrows.

Physical Description: A pleasant-looking burly man with a thin mustache dress in black.

✦ **Senoumon:** female human sorcerer 4; CR 4; Medium humanoid (human); HD 4d4+4; hp 16; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +2; Grp +1; Atk +1 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); AL CE; SV Fort +4, Ref +2, Will +4; Str 9, Dex 12, Con 12, Int 8, Wis 10, Cha 18.

Skills and Feats: Concentration +8 (+12 casting defensively), Spellcraft +6; Combat Casting, Sudden Still, Sudden Widen.

Languages: Common.

Spells Known (6/7/4; base DC = 14 + spell level): 0— *acid splash, daze, detect magic, ghost sound, mage hand, read magic*; 1st— *color spray, mage armor, magic missile*; 2nd— *false life*.

Possessions: Dagger, light crossbow, 10 bolts, spell component pouch (2), rat familiar ("Lust"), *scroll of instant locksmith, wand of charm person*.

Power-Up Suite (false life, mage armor): hp 30; AC 15 (+4 armor, +1 Dex), touch 11, flat-footed 14.

Physical Description: An extremely attractive woman in risqué black leather clothing and a vermillion feathered cloak.

✦ **Lust:** rat familiar; CR -; Tiny magical beast; HD 4d8; hp 8; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 16 (+2 natural, +2 size, +2 Dex), touch 14, flat-footed 14; Base Atk +2; Grp -10; Atk +6 melee (1d3-4, bite); Full Atk +6 melee (1d3-4, bite); SQ deliver touch spells, empathic link, improved evasion, share spells; AL CE;

SV Fort +2, Ref +4, Will +5; Str 2, Dex 15, Con 10, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Concentration +7, Hide +16, Move Silently +12, Spellcraft +5, Swim +10; Stealthy, Weapon Finesse.

Languages: Common.

Power-Up Suite (*false life*, *mage armor*):
hp 19, AC 20 (+4 armor, +2 natural, +2 size, +2 Dex), touch 14, flat-footed 18.

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➤ **Ooze Mephit Mob:** CR 8; Gargantuan outsider (mob of small outsiders, Extraplanar, Water); HD 30d8+33; hp 213; Init +0; Spd 20 ft., Fly 30 (average), Swim 20; AC 12, touch 7, flat-footed 12; Base Atk +30, Grp +44, Atk mob 5d6; Full Atk mob 5d6; Space/Reach 20 ft./0 ft.; SA expert grapppler, trample; SQ DR 5/magic, darkvision 60 ft., fast healing 2, mob anatomy; AL N; SV Fort +19, Ref +17, Will +17; Str 14, Dex 10, Con 13, Int 6, Wis 10, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Escape Artist +6, Hide +10, Listen +6, Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness, Improved Bull Rush, Improved Overrun.

Expert Grapppler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes 2d6+3 points of damage. The victim can either make an attack of opportunity against the mob or make a DC 27 Reflex save to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells. Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

➤ **Ooze Mephit Sorcerer:** male mephit sorcerer 5; CR 8; Small outsider (Extra Planar, Water); HD 3d8+6 plus 5d4+13; hp 52; Init +0; Spd 30 ft., Fly 40 (average), Swim 30; AC 18, touch 12, flat-footed 18; Base Atk +5, Grp +3, Atk +8 melee (1d3+2, claw); Full Atk +8/+8 melee (1d3+2, 2 claws); Space/Reach 5 ft./5 ft.; SA breath weapon, spell-like abilities, summon mephit; SQ DR 5/magic, darkvision 60 ft., fast healing 2; AL N; SV Fort +6, Ref +4, Will +7; Str 14, Dex 10, Con 14, Int 6, Wis 11, Cha 18.

Skills and Feats: Bluff +13, Concentration +11, Diplomacy +6, Disguise +4 (+6 acting), Escape Artist +6, Hide +10, Listen +6, Move Silently +6, Spellcraft +2, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness, Practiced Spellcaster.

Breath Weapon (Su): 10-foot cone of caustic liquid, damage 1d4 acid. Reflex DC 14 half. Living creatures that fail their saves are tormented by itching skin and burning eyes unless they have immunity to acid or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour an ooze mephit can hurl an acidic blob that functions like *Melf's acid arrow* (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of *stinking cloud* (DC 17, caster level 6th). The save DC is Charisma based.

Summon Mephit (Sp): Once per day, a mephit can attempt to summon another mephit of the same variety, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%: On a failure no creature answers the summons that day. A mephit that has just been summoned cannot use its summon ability for 1 hour. This ability is the equivalent of a 2nd level spell.

Fast Healing (Ex): An ooze mephit heals only if in a wet or muddy environment.

Spells Known: (6/7/5; base DC = 14 + spell level); 0— *acid splash*, *daze*, *ghost sound*, *ray of frost*, *read magic*, *resistance*; 1st— *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd— *glitterdust*, *Tasha's hideous laughter*.

Possessions: *bracers of armor +1*, *cloak of charisma +2*, *ring of protection +1*, *armbands of might*, *brooch of shielding*.

Power-Up Suite (mage armor): AC 21, touch 12, flat-footed 21.

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➤ **Human Commoner Mob:** CR 8; Gargantuan humanoid (mob of medium humans); HD 30d8; hp 180; Init +4; Spd 20 ft.; AC 6, touch 6, flat-footed 6; Base Atk +22, Grp +34, Atk mob 5d6; Full Atk mob 5d6; Space/Reach 20 ft./0 ft.; SA expert grapppler, trample;

SQ mob anatomy; AL LN; SV Fort +11, Ref +9, Will +17; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +4, Spot +4; Improved Initiative, Great Fortitude, Power Attack, Toughness, Improved Bull Rush, Improved Overrun.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes 2d6 points of damage. The victim can either make an attack of opportunity against the mob or make a DC 25 Reflex save to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells. Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

✦ **Jesdin Mertell:** male half-orc fighter 2/rogue 3/assassin 2/shadow dancer 1; CR 8; Medium humanoid (orc); HD 2d10+4 plus 1d8+2 plus 5d6+10; hp 59; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +5; Grp+9; Atk +11 melee (2d4+6/18-20, masterwork falchion) or +8 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); Full Atk +11 melee (2d4+6/18-20, masterwork falchion) or +8 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); SA death attack (Fort DC 14 negates), sneak attack +3d6; SQ evasion, hide in plain sight, poison use, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +6 (+7 vs. poison), Ref +10, Will +1 (+5 vs. mind-affecting); Str 19, Dex 14, Con 14, Int 12 [14], Wis 10, Cha 6.

Skills and Feats: Bluff +6, Climb +5, Disguise +7 (+9 acting), Hide +18, Listen +4, Move Silently +13, Perform (dance) +3, Ride +5, Sense Motive +4, Spot +11, Tumble +13; Combat Reflexes, Dodge, Mobility, Scorpion's Resolve, Weapon Focus (falchion).

Languages: Common, Infernal, Orc.

Spells Known (1; base DC = 12 + spell level): 1st-critical strike, disguise self.

Possessions: Chain shirt, masterwork falchion, rapier, mighty composite longbow [+3 Str bonus], 20 master arrows, cloak of elvenkind, headband of intellect +2, disguise kit, peasant outfit, oil of sonic weapon, scroll of instant locksmith, wand of charm person, necklace of fireballs – type I.

Physical Description: Jesdin has predominantly human features that he has distorted with a make-up and peasant clothing.

✦ **Logrian Klirz:** male human fighter 3/rogue 4; CR 7; Medium humanoid (human); HD 3d10+3 plus 4d6+4; hp 47; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +6; Grp +10; Atk +11 melee (2d4+6, spiked chain) or +8 ranged (1d6/x3, short bow); Full Atk +11/+6 melee (2d4+6, spiked chain) or +8/+3 ranged (1d6/x3, short bow); Space/Reach 5 ft./ 5 ft. (10 ft. with spiked chain); SA sneak attack +2d6; SQ evasion, uncanny dodge, trapfinding, trap sense +1; AL CE; SV Fort +5, Ref +5, Will +2; Str 19, Dex 14, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Craft (weaponsmithing) +3, Hide +9, Listen +7, Move Silently +9, Ride +4, Sense Motive +7, Spot +7, Tumble +9, Use Magic Device +6, Use Rope +9; Blind-fight, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Power Attack, Weapon Focus (spiked chain).

Languages: Common.

Possessions: Chain shirt, spiked chain, short bow, 20 arrows.

Physical Description: A pleasant-looking burly man with a thin mustache dressed in black.

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☛ **Ooze Mephit Mob:** CR 8; Gargantuan outsider (mob of small outsiders, Extraplanar, Water); HD 30d8+33; hp 213; Init +0; Spd 20 ft., Fly 30 (average), Swim 20; AC 12, touch 7, flat-footed 12; Base Atk +30, Grp +44, Atk mob 5d6; Full Atk mob 5d6; Space/Reach 20 ft./0 ft.; SA expert grappler, trample; SQ DR 5/magic, darkvision 60 ft., fast healing 2, mob anatomy; AL N; SV Fort +19, Ref +17, Will +17; Str 14, Dex 10, Con 13, Int 6, Wis 10, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Escape Artist +6, Hide +10, Listen +6, Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness, Improved Bull Rush, Improved Overrun.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes 2d6+3 points of damage. The victim can either make an attack of opportunity against the mob or make a DC 27 Reflex save to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells. Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

☛ **Ooze Mephit Sorcerer:** male mephit Sorcerer 7; CR 10; Small outsider (Extraplanar, Water); HD 3d8+6

plus 7d4+17; hp 62; Init +0; Spd 30 ft., Fly 40 (average), Swim 30; AC 19, touch 12, flat-footed 19; Base Atk +6; Grp +4; Atk +9 melee (1d3+2, claw); Full Atk +9/+9/+4 melee (1d3+2, 3 claws); Space/Reach 5 ft./5 ft.; SA breath weapon, spell-like abilities, summon mephit; SQ DR 5/magic, darkvision 60 ft., fast healing 2; AL N; SV Fort +7, Ref +5, Will +8; Str 14, Dex 10, Con 14, Int 6, Wis 11, Cha 18.

Skills and Feats: Bluff +15, Concentration +15, Diplomacy +6, Disguise +4 (+6 acting), Escape Artist +6, Hide +10, Listen +6, Move Silently +6, Spellcraft +2, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness, Practiced Spellcaster, Spell Focus (enchantment).

Breath Weapon (Su): 10-foot cone of caustic liquid, damage 1d4 acid. Reflex DC 14 half. Living creatures that fail their saves are tormented by itching skin and burning eyes unless they have immunity to acid or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour an ooze mephit can hurl an acidic blob that functions like *Melf's acid arrow* (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of *stinking cloud* (DC 17, caster level 6th). The save DC is Charisma based.

Summon Mephit (Sp): Once per day, a mephit can attempt to summon another mephit of the same variety, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%: On a failure no creature answers the summons that day. A mephit that has just been summoned cannot use its summon ability for 1 hour. This ability is the equivalent of a 2nd level spell.

Fast Healing (Ex): An ooze mephit heals only if in a wet or muddy environment.

Spells Known: (6/7/7/5; base DC = 14 + spell level; enchantment: DC 15 + spell level); 0— *acid splash, daze, detect magic, ghost sound, ray of frost, read magic, resistance*; 1st— *mage armor, magic missile, orb of acid lesser, ray of enfeeblement, shield*; 2nd— *false life, glitterdust, Tasha's hideous laughter*; 3rd— *hold person, slow*.

Possessions: *bracers of armor +2, cloak of charisma +2, ring of protection +1, lesser metamagic rod of silent, armbands of might, brooch of shielding*.

Power-Up Suite (mage armor): AC 21, touch 12, flat-footed 21.

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☛ **Human Commoner Mob:** CR 8; Gargantuan humanoid (mob of medium humans); HD 30d8; hp 180; Init +4; Spd 20 ft.; AC 6, touch 6, flat-footed 6; Base Atk +22; Grp +34; Atk mob 5d6; Full Atk mob 5d6; Space/Reach 20 ft./0 ft.; SA expert grappler, trample;

SQ mob anatomy; AL LN; SV Fort +11, Ref +9, Will +17; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +4, Spot +4; Improved Initiative, Great Fortitude, Power Attack, Toughness, Improved Bull Rush, Improved Overrun.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes 2d6 points of damage. The victim can either make an attack of opportunity against the mob or make a DC 25 Reflex save to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells. Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

➤ **Jesdin Mertell:** male half-orc fighter 2/rogue 3/assassin 4/ shadow dancer 1; CR 10; Medium humanoid (orc); HD 2d10+4 plus 1d8+2 plus 7d6+14; hp 72; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +7; Grp +11; Atk +13 melee (2d4+6/18-20, masterwork falchion) or +10 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); Full Atk +13/+8 melee (2d4+6/18-20, masterwork falchion) or +10/+5 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); SA death attack (Fort DC 16 negates), sneak attack +4d6; SQ evasion, hide in plain sight, poison use, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +7 (+9 vs. poison), Ref +11, Will +4 (+8 vs. mind-affecting); Str 19, Dex 14, Con 14, Int 12 [14], Wis 10, Cha 6.

Skills and Feats: Bluff +6, Climb +5, Disguise +7 (+9 acting), Hide +20, Listen +6, Move Silently +15, Perform (dance) +3, Ride +5, Sense Motive +4, Spot +13, Tumble +15; Combat Reflexes, Dodge, Iron Will, Mobility, Scorpion's Resolve, Weapon Focus (falchion).

Languages: Common, Infernal, Orc.

Spells Known (4/2; base DC = 12 + spell level): 1st – *critical strike*, *disguise self*, *distract assailant*, *true strike*; 2nd – *pass without trace*, *spider climb*, *swift invisibility*.

Possessions: Chain shirt, masterwork falchion, rapier, mighty composite longbow [+3 Str bonus], 20 masterwork arrows, *cloak of elvenkind*, *headband of intellect* +2, disguise kit, peasant outfit, *oil of sonic weapon*, *scroll of instant locksmith*, *necklace of fireballs* – type I.

Physical Description: Jesdin has predominantly human features that he has distorted with a make-up and peasant clothing.

Power-Up Suite (*pass without trace*).

➤ **Logrian Klirz:** male human fighter 3/rogue 4/exotic weapon master 2; CR 9; Medium humanoid (human); HD 5d10+5 plus 4d6+4; hp 64; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +8; Grp +13; Atk +14 melee (2d4+10/19-20, spiked chain) or +10 ranged (1d6/x3, short bow); Full Atk +14/+9 melee (2d4+10/19-20, spiked chain) or +10/+5 ranged (1d6/x3, short bow); Space/Reach 5 ft./5 ft. (10 ft. with spiked chain); SA exotic reach, sneak attack +2d6, uncanny blow; SQ evasion, uncanny dodge, trapfinding, trap sense +1; AL CE; SV Fort +8, Ref +5, Will +2; Str 20, Dex 14, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Craft (weaponsmithing) +3, Hide +9, Intimidate +1, Listen +7, Move Silently +9, Ride +4, Sense Motive +7, Spot +7, Tumble +9, Use Magic Device +6, Use Rope +9; Blind-fight, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Power Attack, Weapon Focus (spiked chain).

Exotic Reach: When wielding an exotic weapon with reach, Logrian may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

Uncanny Blow: When wielding a one-handed exotic melee weapon in two hands, Logrian can focus the power of his attack so that he deals extra damage equal to this Strength bonus x2 instead of his Strength bonus x1-1/2. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus damage on rolls.

Languages: Common.

Possessions: Chain shirt, spiked chain, short bow, 20 arrows.

Physical Description: A pleasant-looking burly man with a thin mustache dressed in black.

➤ **Senoumon:** female erinyes sorcerer 2; CR 10; Medium outsider (Evil, Extraplanar, Lawful); HD 9d8+45 plus 2d4+10; hp 115; Init +5; Spd 30 ft., fly 50 ft.

(good); AC 27, touch 15, flat-footed 22 [+5 Dex, +4 armor, +8 natural]; Base Atk +10; Grp +15; Atk +16 melee (1d8+5/19-20, longsword) or +16 ranged (1d8+6+1d6 fire/x3, +1 *flaming composite longbow* [+5 Str bonus]) or +15 ranged (entangle, rope); Full Atk +16/+11/+6 melee (1d8+5/19-20, longsword) or +16/+11/+6 ranged or +14/+14/+9/+4 ranged (1d8+6+1d6 fire/x3, +1 *flaming composite longbow* [+5 Str bonus]) or +16 ranged (entangle, rope); SA entangle, spell-like abilities, summon devil; SQ DR 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 20, *telepathy* 100 ft., *true seeing*; AL LE; SV Fort +14, Ref +12, Will +11; Str 21, Dex 21, Con 21, Int 14, Wis 18, Cha 20.

Skills and Feats: Concentration +19, Diplomacy +7, Escape Artist +17, Hide +17, Knowledge (arcana) +14, Knowledge (religion) +14, Listen +18, Move Silently +17, Search +14, Sense Motive +16, Spellcraft +8, Spot +18, Survival +4 (+6 following tracks), Use Rope +5 (+7 with bindings); Alertness, Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run.

Languages: Celestial, Draconic, and Infernal.

Entangle (Ex): Senoumon carries a stout rope some 50 feet long that entangles opponents of any size as an *animate rope* spell (caster level 16th). She can hurl the rope 30 feet with no range penalty. Typically, Senoumon entangles a foe, lifts it into the air, and drops it from a great height.

Spell-Like Abilities: Caster level 12th. The save DCs are Charisma-based. *At will* - *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19).

Summon Devil (Sp): Once per day Senoumon can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

True Seeing (Su): Senoumon continuously use *true seeing*, as the spell (caster level 14th).

Spells Known (6/6; base DC = 15 + spell level): 0—*detect magic*, *mage hand*, *mending*, *prestidigitation*, *read magic*; 1st—*arrow mind*, *magic missile*.

Possessions: Rat familiar (“Lust”), masterwork longsword, +1 *flaming composite longbow* [+5 Str bonus], 40 adamantite arrows, 50’ silk rope, *bracers of armor* +4, *wand of charm person*.

Physical Description: An extremely attractive woman in risqué black leather clothing with vermillion feathered wings.

OLust: rat familiar; CR -; Tiny magical beast; HD 9d8; hp 57; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 15 (+1 natural, +2 size, +2 Dex), touch 14, flat-footed 13; Base Atk +10; Grp -2; Atk +14 melee (1d3-4, bite); Full Atk +14 melee (1d3-4, bite); SQ empathic link, improved evasion, share spells; AL CE; SV Fort +9, Ref +9, Will +8; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Concentration +14, Diplomacy -2, Escape Artist +22, Hide +22, Knowledge (arcana) +10, Knowledge

(religion) +10, Listen +13, Move Silently +14, Search +10, Sense Motive +13, Spellcraft +4, Spot +13, Survival +1 (+3 following tracks), Swim +10 and Use Rope +2 (+4 with bindings); Stealthy, Weapon Finesse.

Languages: Common.

ENCOUNTER 11

➤ **Ooze Mephit Mob:** CR 8; Gargantuan outsider (mob of small outsiders, Extraplanar, Water); HD 30d8+33; hp 213; Init +0; Spd 20 ft., Fly 30 (average), Swim 20; AC 12, touch 7, flat-footed 12; Base Atk +30, Grp +44, Atk mob 5d6; Full Atk mob 5d6; Space/Reach 20 ft./0 ft.; SA expert grappler, trample; SQ DR 5/magic, darkvision 60 ft., fast healing 2, mob anatomy; AL N; SV Fort +19, Ref +17, Will +17; Str 14, Dex 10, Con 13, Int 6, Wis 10, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Escape Artist +6, Hide +10, Listen +6, Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness, Improved Bull Rush, Improved Overrun.

Expert Grapppler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes 2d6+3 points of damage. The victim can either make an attack of opportunity against the mob or make a DC 27 Reflex save to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells. Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

➤ **Ooze Mephit Sorcerer:** male sorcerer 7; CR 10; Small outsider (Extraplanar, Water); HD 3d8+6 plus

7d4+17; hp 62; Init +0; Spd 30 ft., Fly 40 (average), Swim 30; AC 19, touch 12, flat-footed 19; Base Atk +6, Grp +4, Atk +9 melee (1d3+2, claw); Full Atk +9/+9/+4 melee (1d3+2, 3 claws); Space/Reach 5 ft./5 ft.; SA breath weapon, spell-like abilities, summon mephit; SQ DR 5/magic, darkvision 60 ft., fast healing 2; AL N; SV Fort +7, Ref +5, Will +8; Str 14, Dex 10, Con 14, Int 6, Wis 11, Cha 18.

Skills and Feats: Bluff +15, Concentration +15, Diplomacy +6, Disguise +4 (+6 acting), Escape Artist +6, Hide +10, Listen +6, Move Silently +6, Spellcraft +2, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness, Practiced Spellcaster, Spell Focus (enchantment).

Breath Weapon (Su): 10-foot cone of caustic liquid, damage 1d4 acid. Reflex DC 14 half. Living creatures that fail their saves are tormented by itching skin and burning eyes unless they have immunity to acid or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour an ooze mephit can hurl an acidic blob that functions like *Melf's acid arrow* (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of *stinking cloud* (DC 17, caster level 6th). The save DC is Charisma based.

Summon Mephit (Sp): Once per day, a mephit can attempt to summon another mephit of the same variety, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%: On a failure no creature answers the summons that day. A mephit that has just been summoned cannot use its summon ability for 1 hour. This ability is the equivalent of a 2nd level spell.

Fast Healing (Ex): An ooze mephit heals only if in a wet or muddy environment.

Spells Known: (6/7/7/5; base DC = 14 + spell level; enchantment: DC 15 + spell level); 0—*acid splash, daze, detect magic, ghost sound, ray of frost, read magic, resistance*; 1st—*mage armor, magic missile, orb of acid lesser, ray of enfeeblement, shield*; 2nd—*false life, glitterdust, Tasha's hideous laughter*; 3rd—*hold person, slow*.

Possessions: *bracers of armor +2, cloak of charisma +2, ring of protection +1, lesser metamagic rod of silent, armbands of might, brooch of shielding*.

Power-Up Suite (mage armor): AC 21, touch 12, flat-footed 21.

➤ **Monstrous Centipede, Advanced:** CR 13 Colossal vermin; HD 40d8+80; hp 320; Init +2; Spd 40 ft.; AC 20, touch 4, flat-footed 18; Base Atk +30; Grp +55; Atk +39 melee (4d6+13 plus poison, bite); Full Atk +39 melee (4d6+12 plus poison, bite); Space/Reach 30 ft./20 ft.; SA poison; SQ darkvision 60 ft., vermin traits; AL N; SV Fort +25 Ref +15 Will +13; Str 28 Dex 14 Con 14 Int – Wis 10 Cha 2.

Skills and Feats: Climb +16, Hide -7, Spot +4.

Poison (Ex): A monstrous centipede has a poisonous bite. A colossal centipede's bite has a Fort DC 24, damage 2d6 Dex. The save DC is Constitution-based. The indicated damage is both initial and secondary damage.

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☛ **Human Commoner Mob:** CR 8; Gargantuan humanoid (mob of medium humans); HD 30d8; hp 180; Init +4; Spd 20 ft.; AC 6, touch 6, flat-footed 6; Base Atk +22; Grp +34, Atk mob 5d6; Full Atk mob 5d6; Space/Reach 20 ft./0 ft.; SA expert grappler, trample; SQ mob anatomy; AL LN; SV Fort +11, Ref +9, Will +17; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +4, Spot +4; Improved Initiative, Great Fortitude, Power Attack, Toughness, Improved Bull Rush, Improved Overrun.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes 2d6 points of damage. The victim can either make an attack of opportunity against the mob or make a DC 25 Reflex save to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells. Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

☛ **Jesdin Mertell:** male half-orc fighter 2/ rogue 3/ assassin 4/ shadow dancer 1; CR 10; Medium humanoid (orc); HD 2d10+4 plus 1d8+2 plus 7d6+14; hp 72; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +7; Grp +11; Atk +13 melee (2d4+7/15-20, +1 keen falchion) or +10 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); Full Atk +13/+8 melee (2d4+7/15-20, +1 keen falchion) or +10/+5 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); SA death attack (Fort DC 16 negates), sneak attack +4d6; SQ evasion, hide in plain sight, poison use, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +7 (+9 vs. poison), Ref +11, Will +4 (+8 vs. mind-affecting); Str 19, Dex 14, Con 14, Int 12 [14], Wis 10, Cha 6.

Skills and Feats: Bluff +6, Climb +5, Disguise +7 (+9 acting), Hide +20, Listen +6, Move Silently +15, Perform (dance) +3, Ride +5, Sense Motive +4, Spot +13, Tumble +15; Combat Reflexes, Dodge, Iron Will, Mobility, Scorpion's Resolve, Weapon Focus (falchion).

Languages Common, Infernal, Orc.

Spells Known (4/2; base DC = 12 + spell level): 1st – *critical strike*, *disguise self*, *distract assailant*, *true strike*; 2nd – *pass without trace*, *spider climb*, *swift invisibility*.

Possessions: Chain shirt, masterwork falchion, rapier, mighty composite longbow [+3 Str bonus], 20 masterwork arrows, *cloak of elvenkind*, *headband of intellect* +2, disguise kit, peasant outfit, *oil of sonic weapon*, *scroll of instant locksmith*, *necklace of fireballs* – type I, +1 keen falchion.

Physical Description: Jesdin has predominantly human features that he has distorted with a make-up and peasant clothing.

Power-Up Suite (*pass without trace*).

☛ **Logrian Klirz:** male human fighter 4/ rogue 4/ exotic weapon master 3; CR 11; Medium humanoid (human); HD 7d10+7 plus 4d6+4; hp 81; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +10; Grp +15; Atk +16 melee (2d4+12/19-20, spiked chain) or +12 ranged (1d6/x3, short bow); Full Atk +16/+11 melee (2d4+12/19-20, spiked chain) or +14/+14/+9 melee (2d4+12/19-20, spiked chain) or +12/+7 ranged (1d6/x3, short bow); Space/Reach 5 ft./5 ft. (10 ft. with spiked chain); SA exotic reach, sneak attack +2d6, uncanny blow; SQ evasion, uncanny dodge, trapfinding, trap sense +1; AL CE; SV Fort +9, Ref +6, Will +3; Str 20, Dex 14, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Craft (weaponsmithing) +3, Hide +9, Intimidate +2, Listen +7, Move Silently +9, Ride +6, Sense Motive +7, Spot +7, Tumble +9, Use Magic Device +6, Use Rope +9; Blind-fight, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Exotic Reach: When wielding an exotic weapon with reach, Logrian may make an attack of opportunity

against a foe that provokes such an attack even if the foe has cover (but not total cover).

Flurry of Strikes: When wielding an exotic double weapon or a spiked chain with both hands, Logrian can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a –2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Uncanny Blow: When wielding a one-handed exotic melee weapon in two hands, Logrian can focus the power of his attack so that he deals extra damage equal to this Strength bonus x2 instead of his Strength bonus x1-1/2. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus damage on rolls.

Languages: Common.

Possessions: Chain shirt, spiked chain, short bow, 20 arrows.

Physical Description: A pleasant-looking burly man with a thin mustache dressed in black.

☛ **Senoumon:** female erinyes sorcerer 4; CR 12; Medium outsider (Evil, Extraplanar, Lawful); HD 9d8+45 plus 4d4+20; hp 131; Init +6; Spd 30 ft., fly 50 ft. (good); AC 28, touch 16, flat-footed 22 [+6 Dex, +4 armor, +8 natural]; Base Atk +11; Grp +16; Atk +17 melee (1d8+5/19-20, longsword) or +18 ranged (1d8+6+1d6 fire/x3, +1 *flaming composite longbow* [+5 Str bonus]) or +17 ranged (entangle, rope); Full Atk +17/+12/+7 melee (1d8+5/19-20, longsword) or +18/+13/+8 ranged or +16/+16/+11/+6 ranged (1d8+6+1d6 fire/x3, +1 *flaming composite longbow* [+5 Str bonus]) or +17 ranged (entangle, rope); SA entangle, spell-like abilities, summon devil; SQ DR 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 20, *telepathy* 100 ft., *true seeing*, AL LE; SV Fort +14, Ref +13, Will +14; Str 21, Dex 22, Con 21, Int 14, Wis 18, Cha 20.

Skills and Feats: Concentration +21, Diplomacy +7, Escape Artist +18, Hide +18, Knowledge (arcana) +14, Knowledge (religion) +14, Listen +18, Move Silently +18, Search +14, Sense Motive +16, Spellcraft +14, Spot +18, Survival +4 (+6 following tracks), Use Rope +6 (+8 with bindings); Alertness, Dodge, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run.

Languages: Celestial, Draconic, and Infernal.

Entangle (Ex): Senoumon carries a stout rope some 50 feet long that entangles opponents of any size as an *animate rope* spell (caster level 16th). She can hurl its rope 30 feet with no range penalty. Typically, Senoumon entangles a foe, lifts it into the air, and drops it from a great height.

Spell-Like Abilities: Caster level 12th. The save DCs are Charisma-based. *At will* - *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19).

Summon Devil (Sp): Once per day Senoumon can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

True Seeing (Su): Erinyes continuously use *true seeing*, as the spell (caster level 14th).

Spells Known (6/8/4; base DC = 15 + spell level): 0- *arcane mark*, *detect magic*, *mage hand*, *mending*, *prestidigitation*, *read magic*; 1st- *arrow mind*, *magic missile*, *protection from good*; 2nd- *false life*.

Possessions: Rat familiar ("Lust"), masterwork longsword, +1 *flaming composite longbow* [+5 Str bonus], 40 adamantite arrows, 50' silk rope, *bracers of armor* +4, *wand of charm person*, *ring of counterspells* (*dispel magic*), *wand of darkness*.

Power-Up Suite (*false life*): hp 146.

Physical Description: An extremely attractive woman in risqué black leather clothing with vermillion feathered wings.

☛ **Lust:** rat familiar; CR -; Tiny magical beast; HD 13d8; hp 65; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 16 (+2 natural, +2 size, +2 Dex), touch 14, flat-footed 14; Base Atk +11; Grp -1; Atk +15 melee (1d3-4, bite); Full Atk +15 melee (1d3-4, bite); SQ deliver touch spells, empathic link, improved evasion, share spells; AL CE; SV Fort +9, Ref +10, Will +11; Str 2, Dex 15, Con 10, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Concentration +16, Diplomacy -2, Escape Artist +22, Hide +22, Knowledge (arcana) +10, Knowledge (religion) +10, Listen +13, Move Silently +14, Search +10, Sense Motive +13, Spellcraft +10, Spot +13, Survival +1 (+3 following tracks), Swim +10 and Use Rope +2 (+4 with bindings); Stealthy, Weapon Finesse.

Languages: Common.

Power-Up Suite (*false life*): hp 80.

ENCOUNTER 1

➤ **Advanced Crocosphinx:** CR 14; Large magical beast; HD 21d10+147; hp 304; Init -1; Spd 40 ft., fly 60 ft. (poor), swim 40 ft.; AC 23 (-1 size, -1 Dex, +15 natural), touch 8, flat-footed 23; Base Atk +21; Grp +33; Atk Bite +28 melee (2d6+8) or tail slap +28 melee (1d12+12); Full Atk Bite +28 melee (2d6+8) and 2 claws +23 melee (2d4+4) and 1 claw +18 melee (2d4+4); or tail slap +28 melee (1d12+12) and 2 claws +23 melee (2d4+4) and 1 claw +18 melee (2d4+4); Space/Reach 10 ft./5 ft.; SA improved grab, pounce, rake 2d4+4; SQ darkvision 60 ft., hold breath, low-light vision; AL CE; SV Fort +19, Ref +11, Will +9; Str 26, Dex 9, Con 24, Int 13, Wis 14, Cha 15.

Skills and Feats: Hide +8 (+22 in water), Intimidate +17, Listen +28, Spot +28, Swim +8; Alertness, Awesome Blow, Cleave, Flyby Attack, Hover, Improved Bull Rush, Power Attack, Rapid Strike (claw).

Hold Breath (Ex): A crocosphinx can hold its breath for a number minutes of rounds equal to 4 x its Constitution score before it risks drowning.

Improved Grab (Ex): To use this ability, a crocosphinx must hit a creature with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, the crocosphinx establishes a hold on the opponent and drags it into deep water, attempting to pin it to the bottom.

Rake (Ex): Attack bonus +23, damage 2d4+4.

ENCOUNTER 11

➤ **Ooze Mephit Mob:** CR 8; Gargantuan outsider (mob of small outsiders, Extraplanar, Water); HD 30d8+33; hp 213; Init +0; Spd 20 ft., Fly 30 (average), Swim 20; AC 12, touch 7, flat-footed 12; Base Atk +30, Grp +44, Atk mob 5d6; Full Atk mob 5d6; Space/Reach 20 ft./0 ft.; SA expert grapppler, trample; SQ DR 5/magic, darkvision 60 ft., fast healing 2, mob anatomy; AL N; SV Fort +19, Ref +17, Will +17; Str 14, Dex 10, Con 13, Int 6, Wis 10, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Escape Artist +6, Hide +10, Listen +6, Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness, Improved Bull Rush, Improved Overrun.

Expert Grapppler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes 2d6+3 points of damage. The victim can either make an attack of opportunity against the mob or make a DC 27 Reflex save to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells. Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

➤ **Ooze Mephit Sorcerer:** male sorcerer 9; CR 12; Small outsider (Extraplanar, Water); HD 3d8+6 plus 9d4+21; hp 72; Init +5; Spd 30 ft., Fly 40 (average), Swim 30; AC 22, touch 14, flat-footed 21; Base Atk +7; Grp +5; Atk +10 melee (1d3+2, claw); Full Atk +10/+10 melee (1d3+2, claws); Space/Reach 5 ft./5 ft.; SA breath weapon, spell-like abilities, summon mephit; SQ DR 5/magic, darkvision 60 ft., fast healing 2; AL N; SV Fort +8, Ref +7, Will +10; Str 14, Dex 12, Con 14, Int 6, Wis 12, Cha 18.

Skills and Feats: Bluff +15, Concentration +17, Diplomacy +6, Disguise +4 (+6 acting), Escape Artist +7, Hide +11, Listen +7, Move Silently +7, Spellcraft +6, Spot +7, Swim +10, Use Rope +1 (+3 with bindings); Power Attack, Toughness, Practiced Spellcaster, Spell Focus (enchantment), Improved Initiative.

Breath Weapon (Su): 10-foot cone of caustic liquid, damage 1d4 acid. Reflex DC 14 half. Living creatures that fail their saves are tormented by itching skin and burning eyes unless they have immunity to acid or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour an ooze mephit can hurl an acidic blob that functions like *Melf's acid arrow* (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of *stinking cloud* (DC 17, caster level 6th). The save DC is Charisma based.

Summon Mephitis (Sp): Once per day, a mephitis can attempt to summon another mephitis of the same variety, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%: On a failure no creature answers the summons that day. A mephitis that has just been summoned cannot use its summon ability for 1 hour. This ability is the equivalent of a 2nd level spell.

Fast Healing (Ex): An ooze mephitis heals only if in a wet or muddy environment.

Spells Known: (6/7/7/7/5; base DC = 14 + spell level; enchantment: DC 15 + spell level); 0— *acid splash, daze, detect magic, ghost sound, ray of frost, read magic, resistance, open/close*; 1st— *mage armor, magic missile, orb of acid lesser, ray of enfeeblement, shield*; 2nd— *false life, glitterdust, see invisible, Tasha's hideous laughter*; 3rd— *hold person, slow, stinking cloud*; 4th— *confusion, greater invisibility*.

Possessions: *bracers of armor +2, cloak of charisma +2, ring of protection +2, amulet of natural armor +1, gloves of dexterity +2, lesser metamagic rod of silent, armbands of might, brooch of shielding*.

Power-Up Suite (false life, mage armor): hp 83; AC 21, touch 12, flat-footed 21.

➤ **Monstrous Centipede, Advanced:** CR 15 Colossal vermin; HD 48d8+144; hp 432; Init +2; Spd 40 ft.; AC 20, touch 4, flat-footed 18; Base Atk +36; Grp +61; Atk +45 melee (4d6+13 plus poison, bite); Full Atk +45 melee (4d6+12 plus poison, bite); Space/Reach 30 ft./20 ft.; SA poison; SQ darkvision 60 ft., vermin traits; AL N; SV Fort +29 Ref +18 Will +16; Str 28 Dex 14 Con 16 Int – Wis 10 Cha 2.

Skills and Feats: Climb +16, Hide -7, Spot +4.

Poison (Ex): A monstrous centipede has a poisonous bite. A colossal centipede's bite has a Fort DC 25, damage 2d6 Dex. The save DC is Constitution-based. The indicated damage is both initial and secondary damage.

ENCOUNTER 12

➤ **Human Commoner Mob:** CR 8; Gargantuan humanoid (mob of medium humans); HD 30d8; hp 180; Init +4; Spd 20 ft.; AC 6, touch 6, flat-footed 6; Base Atk +22, Grp +34, Atk mob 5d6; Full Atk mob 5d6; Space/Reach 20 ft./0 ft.; SA expert grappler, trample; SQ mob anatomy; AL LN; SV Fort +11, Ref +9, Will +17; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +4, Spot +4; Improved Initiative, Great Fortitude, Power Attack, Toughness, Improved Bull Rush, Improved Overrun.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes 2d6 points of

damage. The victim can either make an attack of opportunity against the mob or make a DC 25 Reflex save to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells. Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

➤ **Jesdin Mertell:** male half-orc fighter 4/ rogue 3/ assassin 6/ shadow dancer 1; CR 14; Medium humanoid (orc); HD 4d10+8 plus 1d8+2 plus 9d6+18; hp 98; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +10; Grp +15; Atk +17 melee (2d4+9/15-20, masterwork falchion) or +13 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); Full Atk +17/+12 melee (2d4+9/15-20, masterwork falchion) or +13/+8 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); SA death attack (Fort DC 18 negates), sneak attack +5d6; SQ evasion, improved uncanny dodge, hide in plain sight, poison use, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +9 (+12 vs. poison), Ref +13, Will +6 (+10 vs. mind-affecting); Str 20, Dex 14, Con 14, Int 12 [14], Wis 10, Cha 6.

Skills and Feats: Bluff +6, Climb +9, Disguise +7 (+9 acting), Hide +22, Listen +8, Move Silently +17, Perform (dance) +3, Ride +8, Sense Motive +4, Spot +15, Tumble +17; Combat Reflexes, Dodge, Improved Critical (falchion), Iron Will, Mobility, Scorpion's Resolve, Weapon Focus (falchion), Weapon Specialization (falchion).

Languages: Common, Infernal, Orc.

Spells Known (4/4/1; base DC = 12 + spell level): 1st— *critical strike, disguise self, distract assailant, true strike*; 2nd— *pass without trace, spider climb, swift invisibility, undetectable alignment*; 3rd — *false life, misdirection, nondetection*.

Possessions: Chain shirt, masterwork falchion, rapier, mighty composite longbow [+3 Str bonus], 20 masterwork arrows, *cloak of elvenkind*, *headband of intellect* +2, disguise kit, peasant outfit, *oil of sonic weapon*, *scroll of instant locksmith*, *dust of disappearance*.

Power-Up Suite (*false life*, *pass without trace*): hp 112.

Physical Description: Jesdin has predominantly human features that he has distorted with a make-up and peasant clothing.

➤ **Immin:** male half-orc fighter 2/ rogue 3/ assassin 4/ shadow dancer 1; CR 10; Medium humanoid (orc); HD 2d10+4 plus 1d8+2 plus 7d6+14; hp 72; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +7; Grp +11; Atk +13 melee (2d4+7/15-20, +1 *keen falchion*) or +10 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); Full Atk +13/+8 melee (2d4+7/15-20, +1 *keen falchion*) or +10/+5 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); SA death attack (Fort DC 16 negates), sneak attack +4d6; SQ evasion, hide in plain sight, poison use, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +7 (+9 vs. poison), Ref +11, Will +4 (+8 vs. mind-affecting); Str 19, Dex 14, Con 14, Int 12 [14], Wis 10, Cha 6.

Skills and Feats: Bluff +6, Climb +5, Disguise +7 (+9 acting), Hide +20, Listen +6, Move Silently +15, Perform (dance) +3, Ride +5, Sense Motive +4, Spot +13, Tumble +15; Combat Reflexes, Dodge, Iron Will, Mobility, Scorpion's Resolve, Weapon Focus (falchion).

Languages: Common, Infernal, Orc.

Spells Known (4/2; base DC = 12 + spell level): 1st—critical strike, *disguise self*, *distract assailant*, *true strike*; 2nd—*pass without trace*, *spider climb*, *swift invisibility*.

Possessions: Chain shirt, masterwork falchion, rapier, mighty composite longbow [+3 Str bonus], 20 masterwork arrows, *cloak of elvenkind*, *headband of intellect* +2, disguise kit, peasant outfit, *necklace of fireballs—type I*, +1 *keen falchion*.

Physical Description: Immin is a small boy dressed in peasant clothing.

Power-Up Suite (*pass without trace*).

♣ **Logrian Klirz:** male human barbarian 2 /fighter 4/ rogue 4/ exotic weapon master 3; CR 13; Medium humanoid (human); HD 2d12+4 plus 7d10+14 plus 4d6+8; hp 114; Init +2; Spd 40 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +12; Grp +17; Atk +18 melee (2d4+12/19-20, spiked chain) or +14 ranged (1d6/x3, short bow); Full Atk +18/+13 melee (2d4+12/19-20, spiked chain) or +16/+16/+11 melee (2d4+12/19-20, spiked chain) or +14/+9 ranged (1d6/x3, short bow); Space/Reach 5 ft./ 5 ft. (10 ft. with spiked chain); SA exotic reach, rage 1/day, sneak attack +2d6, uncanny blow; SQ evasion, uncanny dodge, trapfinding, trap sense +1; AL CE; SV Fort +12, Ref +6, Will +3; Str 21, Dex 14, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Craft (weaponsmithing) +3, Hide +9, Intimidate +2, Listen +13, Move Silently +9, Ride +6, Sense Motive +7, Spot +7, Tumble +9, Use Magic Device +6, Use Rope +9; Blind-fight, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Power Attack, Power Critical, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Exotic Reach: When wielding an exotic weapon with reach, Logrian may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

Flurry of Strikes: When wielding an exotic double weapon or a spiked chain with both hands, Logrian can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a –2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Uncanny Blow: When wielding a one-handed exotic melee weapon in two hands, Logrian can focus the power of his attack so that he deals extra damage equal to this Strength bonus x2 instead of his Strength bonus x1-1/2. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus damage on rolls.

Languages: Common.

Possessions: Chain shirt, spiked chain, short bow, 20 arrows.

Physical Description: A pleasant-looking burly man with a thin mustache dress in black.

➤ **Senoumon:** female erinyes sorcerer 6; CR 14; Medium outsider (Evil, Extraplanar, Lawful); HD 9d8+45 plus 6d4+30; hp 147; Init +6; Spd 30 ft., fly 50 ft. (good); AC 28, touch 16, flat-footed 22 [+6 Dex, +4 armor, +8 natural]; Base Atk +12; Grp +17; Atk +18 melee (1d8+5/19-20, longsword) or +20 ranged (1d8+6+1d6 fire/x3, +1 *flaming composite longbow* [+5 Str bonus]) or +18 ranged (entangle, rope); Full Atk +18/+13/+6 melee (1d8+5/19-20, longsword) or +20/+15/+10 ranged or +18/+18/+13/+8 ranged (1d8+6+1d6 fire/x3, +1 *flaming composite longbow* [+5 Str bonus]) or +18 ranged (entangle, rope); SA entangle, spell-like abilities, summon devil; SQ DR 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 20, *telepathy* 100 ft., *true seeing*; AL LE; SV Fort +15, Ref +14, Will +15; Str 21, Dex 22, Con 21, Int 14, Wis 18, Cha 20.

Skills and Feats: Concentration +23, Diplomacy +7, Escape Artist +18, Hide +18, Knowledge (arcana) +14, Knowledge (religion) +14, Listen +18, Move Silently +18, Search +14, Sense Motive +16, Spellcraft +20, Spot +18, Survival +4 (+6 following tracks), Use Rope +6 (+8 with bindings); Alertness, Dodge, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (composite longbow).

Languages: Celestial, Draconic, and Infernal.

Entangle (Ex): Senoumon carries a stout rope some 50 feet long that entangles opponents of any size as an *animate rope* spell (caster level 16th). She can hurl its rope 30 feet with no range penalty. Typically, Senoumon entangles a foe, lifts it into the air, and drops it from a great height.

Spell-Like Abilities: Caster level 12th. The save DCs are Charisma-based. *At will* - *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19).

Summon Devil (Sp): Once per day Senoumon can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

True Seeing (Su): Senoumon continuously uses *true seeing*, as the spell (caster level 14th).

Spells Known (6/8/5/4; base DC = 15 + spell level):
0- *arcane mark*, *detect magic*, *mage hand*, *mending*, *prestidigitation*, *read magic*; 1st- *arrow mind*, *comprehend languages*, *magic missile*, *protection from good*; 2nd- *false life*, *web*; 3rd- *bands of steel*.

Possessions: Rat familiar ("Lust"), masterwork longsword, +1 *flaming composite longbow* [+5 Str bonus], 40 adamantite arrows, 50' silk rope, *bracers of armor* +4, *wand of charm person*, *ring of counterspells* (*greater dispel magic*), *wand of darkness*, *ring of freedom of movement*.

Power-Up Suite (*false life*): hp 160.

Physical Description: An extremely attractive woman in risqué black leather clothing with vermillion feathered wings.

☛ **Lust:** rat familiar; CR -; Tiny magical beast; HD 15d8; hp 73; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 17 (+3 natural, +2 size, +2 Dex), touch 14, flat-footed 15; Base Atk +12; Grp +0; Atk +16 melee (1d3-4, bite); Full Atk +16 melee (1d3-4, bite); SQ deliver touch spells, empathic link, improved evasion, share spells, speak with master; AL CE; SV Fort +10, Ref +11, Will +12; Str 2, Dex 15, Con 10, Int 8, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Concentration +18, Diplomacy -2, Escape Artist +22, Hide +22, Knowledge (arcana) +11, Knowledge (religion) +11, Listen +13, Move Silently +14, Search +11, Sense Motive +13, Spellcraft +17, Spot +13, Survival +1 (+3 following tracks), Swim +10 and Use Rope +2 (+4 with bindings); Stealthy, Weapon Finesse.

Languages: Common.

Power-Up Suite (*false life*): hp 86.

ENCOUNTER 1

➤ **Advanced Crocosphinx:** CR 14; Large magical beast; HD 21d10+147; hp 304; Init -1; Spd 40 ft., fly 60 ft. (poor), swim 40 ft.; AC 23 (-1 size, -1 Dex, +15 natural), touch 8, flat-footed 23; Base Atk +21; Grp +33; Atk Bite +28 melee (2d6+8) or tail slap +28 melee (1d12+12); Full Atk Bite +28 melee (2d6+8) and 2 claws +23 melee (2d4+4) and 1 claw +18 melee (2d4+4); or tail slap +28 melee (1d12+12) and 2 claws +23 melee (2d4+4) and 1 claw +18 melee (2d4+4); Space/Reach 10 ft./5 ft.; SA improved grab, pounce, rake 2d4+4; SQ darkvision 60 ft., hold breath, low-light vision; AL CE; SV Fort +19, Ref +11, Will +9; Str 26, Dex 9, Con 24, Int 13, Wis 14, Cha 15.

Skills and Feats: Hide +8 (+22 in water), Intimidate +17, Listen +28, Spot +28, Swim +8; Alertness, Awesome Blow, Cleave, Flyby Attack, Hover, Improved Bull Rush, Power Attack, Rapid Strike (claw).

Hold Breath (Ex): A crocosphinx can hold its breath for a number minutes of rounds equal to 4 x its Constitution score before it risks drowning.

Improved Grab (Ex): To use this ability, a crocosphinx must hit a creature with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, the crocosphinx establishes a hold on the opponent and drags it into deep water, attempting to pin it to the bottom.

Rake (Ex): Attack bonus +23, damage 2d4+4.

ENCOUNTER 11

➤ **Ooze Mephit Mob:** CR 8; Gargantuan outsider (mob of small outsiders, (Extraplanar, Water)); HD 30d8+33; hp 213; Init +0; Spd 20 ft., Fly 30 (average), Swim 20; AC 12, touch 7, flat-footed 12; Base Atk +30; Grp +44; Atk mob 5d6; Full Atk mob 5d6; Space/Reach 20 ft./0 ft.; SA expert grapppler, trample; SQ DR 5/magic, darkvision 60 ft., fast healing 2, mob anatomy; AL N; SV Fort +19, Ref +17, Will +17; Str 14, Dex 10, Con 13, Int 6, Wis 10, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Escape Artist +6, Hide +10, Listen +6, Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness, Improved Bull Rush, Improved Overrun.

Expert Grapppler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes 2d6+3 points of damage. The victim can either make an attack of opportunity against the mob or make a DC 27 Reflex save to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells. Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

➤ **Ooze Mephit Sorcerer:** male mephit sorcerer 12; CR 15; Small outsider (Extraplanar, Water); HD 3d8+6 plus 12d4+20; hp 80; Init +5; Spd 30 ft., Fly 40 (average), Swim 30; AC 23, touch 14, flat-footed 22; Base Atk +9; Grp +7; Atk +12 melee (1d3+2, claw); Full Atk +12/+12 melee (1d3+2, claws); Space/Reach 5 ft./5 ft.; SA breath weapon, spell-like abilities, summon mephit; SQ DR 5/magic, darkvision 60 ft., fast healing 2; AL N; SV Fort +9, Ref +8, Will +12; Str 14, Dex 12, Con 14, Int 6, Wis 12, Cha 20.

Skills and Feats: Bluff +22, Concentration +20, Diplomacy +7, Disguise +5 (+7 acting), Escape Artist +7, Hide +11, Listen +7, Move Silently +7, Spellcraft +6, Spot +7, Swim +10, Use Rope +1 (+3 with bindings); Power Attack, Toughness, Practiced Spellcaster, Spell Focus (enchantment), Improved Initiative, Greater Spell Focus (enchantment).

Breath Weapon (Su): 10-foot cone of caustic liquid, damage 1d4 acid. Reflex DC 14 half. Living creatures that fail their saves are tormented by itching skin and burning eyes unless they have immunity to acid or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour an ooze mephit can hurl an acidic blob that functions like *Melf's acid arrow* (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of

stinking cloud (DC 18, caster level 6th). The save DC is Charisma based.

Summon Mephitis (Sp): Once per day, a mephitis can attempt to summon another mephitis of the same variety, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%: On a failure no creature answers the summons that day. A mephitis that has just been summoned cannot use its summon ability for 1 hour. This ability is the equivalent of a 2nd level spell.

Fast Healing (Ex): An ooze mephitis heals only if in a wet or muddy environment.

Spells Known: (6/8/7/7/7/6/3; base DC = 15 + spell level; enchantment: DC 17 + spell level); 0— *acid splash, daze, detect magic, flare, ghost sound, ray of frost, read magic, resistance, open/close*; 1st— *mage armor, magic missile, orb of acid lesser, ray of enfeeblement, shield*; 2nd— *false life, glitterdust, see invisible, Tasha's hideous laughter, web*; 3rd— *lightning bolt, hold person, slow, stinking cloud*; 4th— *confusion, greater invisibility, orb of acid*; 5th— *hold monster, mind fog*; 6th— *chain lightning*.

Possessions: bracers of armor +3, cloak of charisma +4, ring of protection +2, amulet of natural armor +1, gloves of dexterity +2, lesser metamagic rod of quicken, lesser metamagic rod of silent, armbands of might, brooch of shielding.

Power-Up Suite (false life, mage armor): hp 95; AC 21, touch 12, flat-footed 21.

➤ **Monstrous Centipede, Advanced:** CR 15 Colossal vermin; HD 48d8+144; hp 432; Init +2; Spd 40 ft.; AC 20, touch 4, flat-footed 18; Base Atk +36; Grp +61; Atk +45 melee (4d6+13 plus poison, bite); Full Atk +45 melee (4d6+12 plus poison, bite); Space/Reach 30 ft./20 ft.; SA poison; SQ darkvision 60 ft., vermin traits; AL N; SV Fort +29 Ref +18 Will +16; Str 28 Dex 14 Con 16 Int – Wis 10 Cha 2.

Skills and Feats: Climb +16, Hide -7, Spot +4.

Poison (Ex): A monstrous centipede has a poisonous bite. A colossal centipede's bite has a Fort DC 25, damage 2d6 Dex. The save DC is Constitution-based. The indicated damage is both initial and secondary damage.

ENCOUNTER 12

➤ **Human Commoner Mob:** CR 8; Gargantuan humanoid (mob of medium humans); HD 30d8; hp 180; Init +4; Spd 20 ft.; AC 6, touch 6, flat-footed 6; Base Atk +22; Grp +34; Atk mob 5d6; Full Atk mob 5d6; Space/Reach 20 ft./0 ft.; SA expert grappler, trample; SQ mob anatomy; AL LN; SV Fort +11, Ref +9, Will +17; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +4, Spot +4; Improved Initiative, Great Fortitude, Power Attack, Toughness, Improved Bull Rush, Improved Overrun.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while

grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes 2d6 points of damage. The victim can either make an attack of opportunity against the mob or make a DC 25 Reflex save to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells. Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

➤ **Advanced Ice Devil (2):** CR 14; Large outsider (evil, extraplanar, lawful); HD 16d8+112; hp 208; Init +5; Spd 40 ft.; AC 32 [-1 size, +5 Dex, +18 natural], touch 14, flat-footed 27; Base Atk +16; Grp +26; Atk +22 melee (2d6+9/x3 plus slow, spear) or +21 melee (1d10+6, claw); Full Atk +22/+17/+12/+7 melee (2d6+9/x3 plus slow, spear) and +16 melee (2d6+3, bite) and +16 melee (3d6+3 plus slow, tail); or +21 melee (1d10+6, 2 claws) and +16 melee (2d6+3, bite) and +16 melee (3d6+3 plus slow, tail); Space/Reach 10 ft./10 ft.; SA fear aura, slow, spell-like abilities, summon devil; SQ damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 25, telepathy 100 ft.; AL LE; SV Fort +17, Ref +15, Will +16; Str 23, Dex 21, Con 24, Int 22, Wis 22, Cha 20.

Skills and Feats: Bluff +24, Climb +25, Concentration +26, Diplomacy +9, Disguise +7 (+9 acting), Intimidate +26, Jump +29, Knowledge (arcana) +25, Knowledge (the planes) +25, Knowledge (religion) +25, Listen +25, Move Silently +24, Search +25, Sense Motive +25, Spellcraft +25, Spot +27, Survival +6 (+8 following tracks); Alertness, Cleave, Combat Reflexes,

Empower Spell-like Ability (*ice storm*), Power Attack, Weapon Focus (spear).

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

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

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

Summon Devil (Sp): Once per day an ice devil can attempt to summon 2d10 lemures or 1d6 bearded devils, 2d4 bone devils with a 50% chance of success, or another ice devil with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

Regeneration (Ex): An ice devil takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Power-Up Suite (*fly*, *unholy aura*): Spd 40 ft., fly 60 ft. [Good]; AC 36 [+4 deflection, -1 size, +5 Dex, +18 natural], touch 18, flat-footed 31; SV Fort +21, Ref +19, Will +20.

➤ **Jesdin Mertell:** male half-orc barbarian 1/ fighter 4/ rogue 3/ assassin 7/ shadow dancer 1; CR 16; Medium humanoid (orc); HD 1d12+4 plus 4d10+16 plus 1d8+4 plus 10d6+40; hp 154; Init +2; Spd 40 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +12; Grp +17; Atk +19 melee (2d4+9/15-20, masterwork falchion) or +15 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); Full Atk +19/+14/+9 melee (2d4+9/15-20, masterwork falchion) or +15/+10/+5 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); SA death attack (Fort DC 19 negates), rage 1/day, sneak attack +6d6; SQ evasion, improved uncanny dodge, hide in plain sight, poison use, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +17 (+20 vs. poison), Ref +17, Will +10 (+14 vs. mind-affecting); Str 21, Dex 14, Con 14 [18], Int 12 [14], Wis 10, Cha 6.

Skills and Feats: Bluff +6, Climb +9, Disguise +7 (+9 acting), Hide +24, Listen +13, Move Silently +19, Perform (dance) +3, Ride +8, Sense Motive +4, Spot +15, Tumble +18; Combat Reflexes, Dodge, Improved Critical (falchion), Improved Toughness, Iron Will, Mobility, Scorpion's Resolve, Weapon Focus (falchion), Weapon Specialization (falchion).

Languages: Common, Infernal, Orc.

Spells Known (4/4/2; base DC = 12 + spell level): 1st— *critical strike*, *disguise self*, *distract assailant*, *true strike*; 2nd— *pass without trace*, *spider climb*, *swift*

invisibility, *undetected alignment*; 3rd— *false life*, *misdirection*, *nondetection*.

Possessions: Chain shirt, masterwork falchion, rapier, mighty composite longbow [+3 Str bonus], 20 masterwork arrows, *cloak of elvenkind*, *headband of intellect* +2, disguise kit, peasant outfit, *oil of sonic weapon*, *scroll of instant locksmith*, *dust of disappearance*, *amulet of health* +4, *vest of resistance* +4.

Power-Up Suite (*false life*, *nondetection*, *pass without trace*): hp 179.

Physical Description: Jesdin has predominantly human features that he has distorted with a make-up and peasant clothing.

➤ **Immin:** Male half-orc fighter 2/ rogue 3/ assassin 4/ shadow dancer 1; CR 10; Medium humanoid (orc); HD 2d10+4 plus 1d8+2 plus 7d6+14; hp 72; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +7; Grp +11; Atk +13 melee (2d4+7/15-20, +1 keen falchion) or +10 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); Full Atk +13/+8 melee (2d4+7/15-20, +1 keen falchion) or +10/+5 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); SA death attack (Fort DC 16 negates), sneak attack +4d6; SQ evasion, hide in plain sight, poison use, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +7 (+9 vs. poison), Ref +11, Will +4 (+8 vs. mind-affecting); Str 19, Dex 14, Con 14, Int 12 [14], Wis 10, Cha 6.

Skills and Feats: Bluff +6, Climb +5, Disguise +7 (+9 acting), Hide +20, Listen +6, Move Silently +15, Perform (dance) +3, Ride +5, Sense Motive +4, Spot +13, Tumble +15; Combat Reflexes, Dodge, Iron Will, Mobility, Scorpion's Resolve, Weapon Focus (falchion).

Languages: Common, Infernal, Orc.

Spells Known (4/2; base DC = 12 + spell level): 1st — *critical strike*, *disguise self*, *distract assailant*, *true strike*; 2nd — *pass without trace*, *spider climb*, *swift invisibility*.

Possessions: Chain shirt, masterwork falchion, rapier, mighty composite longbow [+3 Str bonus], 20 masterwork arrows, *cloak of elvenkind*, *headband of intellect* +2, disguise kit, peasant outfit, *necklace of fireballs* — type I, +1 keen falchion.

Power-Up Suite (*pass without trace*):

Physical Description: Immin is a small boy dressed in peasant clothing.

■ **Logrian Klirz:** male human barbarian 2/ fighter 4/ ranger 2/ rogue 4/ exotic weapon master 3; CR 15; Medium humanoid (human); HD 2d12+ 2 plus 7d10+ 14 plus 2d8+16 plus 4d6+8; hp 140; Init +2; Spd 40 ft.; AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +14; Atk +19; Atk +20 melee (2d4+12/19-20, spiked chain) or +16 ranged (1d6/x3, short bow); Full Atk +20/+15 melee (2d4+12/19-20, spiked chain) or +18/+18/+13 melee (2d4+12/19-20, spiked chain) or +16/+11 ranged (1d6/x3, short bow); Space/Reach 5 ft./ 5 ft. (10 ft. with spiked chain); SA exotic reach, favored

enemy +2 (human), rage 1/day, sneak attack +2d6, uncanny blow; SQ evasion, uncanny dodge, trapfinding, trap sense +1, wild empathy; AL CE; SV Fort +15, Ref +8, Will +5; Str 21, Dex 14, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Craft (weaponsmithing) +3, Hide +9, Intimidate +2, Listen +13, Move Silently +9, Ride +6, Sense Motive +7, Spot +17, Tumble +9, Use Magic Device +6, Use Rope +9; Blind-fight, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Iron Will, Power Attack, Power Critical, Rapid Shot, Track, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Exotic Reach: When wielding an exotic weapon with reach, Logrian may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

Flurry of Strikes: When wielding an exotic double weapon or a spiked chain with both hands, Logrian can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Uncanny Blow: When wielding a one-handed exotic melee weapon in two hands, Logrian can focus the power of his attack so that he deals extra damage equal to this Strength bonus x2 instead of his Strength bonus x1-1/2. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus damage on rolls.

Languages: Common.

Possessions: Chain shirt, spiked chain, short bow, 20 arrows.

Physical Description: A pleasant-looking burly man with a thin mustache dressed in black.

☛ **Senoumon:** female erinyes sorcerer 7; CR 15; Medium outsider (Evil, Extraplanar, Lawful); HD 9d8+45 plus 7d4+35; hp 155; Init +6; Spd 30 ft., fly 50 ft. (good); AC 28, touch 16, flat-footed 22 [+6 Dex, +4 armor, +8 natural]; Base Atk +12; Grp +17; Atk +18 melee (1d8+5/19-20, longsword) or +20 ranged (1d8+6+1d6 fire/x3, +1 *flaming composite longbow* [+5 Str bonus]) or +18 ranged (entangle, rope); Full Atk +18/+13/+6 melee (1d8+5/19-20, longsword) or +20/+15/+10 ranged or +18/+18/+13/+8 ranged (1d8+6+1d6 fire/x3, +1 *flaming composite longbow* [+5 Str bonus]) or +18 ranged (entangle, rope); SA entangle, spell-like abilities, summon devil; SQ DR 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 20, *telepathy* 100 ft., *true seeing*; AL LE; SV Fort +16, Ref +14, Will +15; Str 21, Dex 22, Con 22, Int 14, Wis 18, Cha 20.

Skills and Feats: Concentration +23, Diplomacy +7, Escape Artist +18, Hide +18, Knowledge (arcana) +14, Knowledge (religion) +14, Listen +18, Move Silently +18, Search +14, Sense Motive +16, Spellcraft +21, Spot

+19, Survival +4 (+6 following tracks), Use Rope +6 (+8 with bindings); Alertness, Dodge, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (composite longbow).

Languages: Celestial, Draconic, and Infernal.

Entangle (Ex): Senoumon carries a stout rope some 50 feet long that entangles opponents of any size as an *animate rope* spell (caster level 16th). Senoumon can hurl its rope 30 feet with no range penalty. Typically, she entangles a foe, lifts it into the air, and drops it from a great height.

Spell-Like Abilities: Caster level 12th. The save DCs are Charisma-based. *At will* - *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19).

Summon Devil (Sp): Once per day Senoumon can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

True Seeing (Su): Senoumon continuously uses *true seeing*, as the spell (caster level 14th).

Spells Known (6/8/6/5; base DC = 15 + spell level): 0- *arcane mark*, *detect magic*, *mage hand*, *mending*, *prestidigitation*, *read magic*; 1st- *arrow mind*, *comprehend languages*, *magic missile*, *obscuring mist*, *protection from good*; 2nd- *false life*, *mirror image*, *web*; 3rd- *bands of steel*, *displacement*.

Possessions: Rat familiar ("Lust"), masterwork longsword, +1 *flaming composite longbow* [+5 Str bonus], 40 adamantite arrows, 50' silk rope, *bracers of armor* +4, *wand of charm person*, *ring of counterspells* (*greater dispel magic*), *wand of darkness*, *ring of freedom of movement*, *scroll of wall of force*.

Power-Up Suite (*false life*): hp 168.

Physical Description: An extremely attractive woman in risqué black leather clothing with vermillion feathered wings.

☛ **Lust:** rat familiar; CR -; Tiny magical beast; HD 16d8; hp 77; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 18 (+4 natural, +2 size, +2 Dex), touch 14, flat-footed 16; Base Atk +12; Grp +0; Atk +16 melee (1d3-4, bite); Full Atk +16 melee (1d3-4, bite); SQ deliver touch spells, empathic link, improved evasion, share spells, speak with master, speak with rats; AL CE; SV Fort +10, Ref +11, Will +12; Str 2, Dex 15, Con 10, Int 9, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Concentration +18, Diplomacy -2, Escape Artist +22, Hide +22, Knowledge (arcana) +11, Knowledge (religion) +11, Listen +13, Move Silently +14, Search +11, Sense Motive +13, Spellcraft +18, Spot +13, Survival +1 (+3 following tracks), Swim +10 and Use Rope +2 (+4 with bindings); Stealthy, Weapon Finesse.

Languages: Common.

Power-Up Suite (*false life*): hp 90.

NEW CREATURES

Crocosphinx

Sandstorm 187

Large Magical Beast

Hit Dice: 15d10+90 (172 hp)

Initiative: -1

Speed: 40 ft. (6 squares), fly 60 ft. (poor), swim 40 ft.

AC: 23 (-1 size, -1 Dex, +15 natural), touch 8, flat-footed 23

Base Attack/Grapple: +15/+27

Attack: Bite +22 melee (2d6+8) or tail slap +22 melee (1d12+12)

Full Attack: Bite +22 melee (2d6+8) and 2 claws +17 melee (2d4+4); or tail slap +22 melee (1d12+12) and 2 claws +17 melee (2d4+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, pounce, rake 2d4+4

Special Qualities: Darkvision 60 ft., hold breath, low-light vision

Saves: Fort +15, Ref +8, Will +7

Abilities: Str 26, Dex 8, Con 23, Int 13, Wis 14, Cha 15

Skills: Hide +8*, Intimidate +11, Listen +22, Spot +22, Swim +8

Feats: Alertness, Awesome Blow, Cleave, Flyby Attack, Improved Bull Rush, Power Attack

Climate/Terrain: Warm deserts

Organization: Solitary

Challenge Rating: 12

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 16-22 HD (Large); 23-45 HD (Huge)

Level Adjustment: +8 (cohort)

Crocosphinxes are among the most aggressive of the sphinxes. They lair on the banks of rivers that cut through the waste, often amid colonies of crocodiles with which they freely interbreed. When hunting, they slip into the water and lie mostly submerged, leaving only their eyes and nostrils above the surface. They then swim slowly closer to their prey. They appear almost to drift until the victim is within reach; then they pounce in a sudden, deadly attack.

Despite having wings, crocosphinxes rarely feel the need to fly, and cannot do so immediately out of the water, in any case. A crocosphinx that has been submerged must for 1 minute before it can fly; its wings must dry out before it can take to the air.

Combat

A crocosphinx pounces on its opponent from beneath the water, then drags it in and attempts to drown the victim.

Hold Breath (Ex): A crocosphinx can hold its breath for a number minutes of rounds equal to 4 x its Constitution score before it risks drowning.

APPENDIX 2: NEW RULES

Improved Grab (Ex): To use this ability, a crocosphinx must hit a creature with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, the crocosphinx establishes a hold on the opponent and drags it into deep water, attempting to pin it to the bottom.

Rake (Ex): Attack bonus +17, damage 2d4+4.

Skills (Ex): A crocosphinx has a +8 racial bonus on any Swim check to perform some special action to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*A crocosphinx gains a +4 racial bonus on Hide checks when in the water. Further, a crocosphinx can lie in the water with only its eyes and nostrils showing, gaining a +10 circumstance bonus on Hide checks.

Dire Tortoise

Sandstorm 151

Huge Animal

Hit Dice: 14d8+107 (170 hp)

Initiative: -2

Speed: 20 ft. (4 squares), burrow 20 ft.

AC: 25 (-2 size, -2 Dex, +19 natural), touch 6, flat-footed 25

Base Attack/Grapple: +10/+26

Attack: Bite +16 melee (1d8+12)

Full Attack: Bite +16 melee (1d8+12)

Space/Reach: 15 ft./10 ft.

Special Attacks: Lightning strike, trample 4d8+12

Special Qualities: Low-light vision

Saves: Fort +16, Ref +7, Will +9

Abilities: Str 26, Dex 6, Con 25, Int 2, Wis 10, Cha 6

Skills: Hide -1*, Listen +6, Spot +6

Feats: Alertness, Endurance, Toughness (x3)

Climate/Terrain: Warm deserts

Organization: Solitary or pair

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 15-28 HD (Huge); 29-42 HD (Gargantuan)

Level Adjustment: -

A dire tortoise moves slowly about the waste, consuming cactuses, mesquite shrubs, and tough desert grasses. It is an ill-tempered beast and quick to lash out at intruders.

A dire tortoise is 20 to 30 feet long and can weigh 12,000 pounds or more.

Combat

Dire tortoises rely on their camouflage and protection. If approached, they lunge suddenly at any creature within reach of their powerful jaws.

Lightning Strike (Ex): A dire tortoise can lash out very rapidly. On the first round of combat, it gets a surprise round regardless of whether it has been noticed. A creature that notices the dire tortoise is still treated as flat-footed during this round.

Trample (Ex): Reflex half DC 25. The save is Strength-based.

Skills (Ex): *A dire tortoise has a +12 racial bonus on Hide checks in rocky terrain.

Mobs [Template]

Dungeon Master's Guide II 59

An angry mob represents the most dangerous form of crowd. An angry mob might or might not be enraged at the PCs, but as a general rule, the mob mentality overrides the desires and goals of an individual in a mob, and PCs who happen to get in the way could find themselves the focus of the mob's rage.

A mob is treated as a single entity similar to a swarm, except that it is made of larger creatures. A mob can be composed of Small, Medium, or Large creatures, but all individual creatures must be of the same type. A mob that incorporates a crowd of goblins and a crowd of chokers is best modeled by two separate mobs. You can use the following template to create specific types of mobs.

"Mob" is an acquired template that can be added to any Small, Medium, or Large creature. Generally, mobs are transitory, after forming, a mob lasts for, at most, 1d4+1 hours before breaking up. Most mobs break up naturally far sooner, once the condition that caused their formation is no longer a factor. A mob uses all the base creature's statistics and special abilities except as noted here.

Size and Type: A mob is a gargantuan creature composed of either forty-eight Small or Medium creatures or twelve Large creatures. The mob's type remains unchanged from the base creature.

Hit Dice: A mob has a single pool of Hit Dice and hit points. All mobs have 30 Hit Dice; this number represents the mob's mentality and physical mass rather than its race or class, since the individual members of a mob don't use their own abilities or experience to aid the whole. The type of Hit Dice rolled is set by the mob's racial Hit Dice, not any class levels the mob might have. Thus, a mob of commoners would roll d8s for hit points, not d4s.

Reducing a mob to 0 hit points or lower causes it to break up, though damage taken until that point does not degraded its ability to attack or resist attack. Mobs are never staggered or reduced to a dying state by damage.

Initiative: A mob's initiative modifier is always +0.

Speed: A mob's speed is 10 feet slower than that of the base creature.

Armor Class: As the base creature, modified by -4 for the mob's Gargantuan size.

Base Attack: Since all mobs have 30 Hit Dice, their base attack bonuses are set depending upon their type. Fey or undead +15; Aberration, animal, construct, elemental, giant, humanoid, ooze, plant or vermin +22; Dragon, magical beast, monstrous humanoid or outsider +30.

Grapple: As base attack bonus, modified by +12 for its size, and as appropriate for its Strength modifier.

Attack/Full Attack: Mobs don't make standard attacks. Rather, they are treated similar to swarms in combat. A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. Mob's attacks are non-magical, unless the base creature's attacks are considered magical. Damage reduction applies to mob attacks.

Space/Reach: A mob occupies a square 20 feet on a side, but its reach is 0 feet. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature, since it tramples over and moves around its victim. A mob can move through squares occupied by enemies, and vice versa, without impediment, although a mob provokes an attack of opportunity if it does so. A mob can move through openings large enough for its component creatures.

Larger mobs are represented by multiples of single mobs. The area occupied by larger mobs is completely shapeable, though the mob usually remains in contiguous squares.

Attack Options: A mob's mentality is fueled by emotion; as a result, the individual creatures that make up the mob are unable to use any attack options that require actions, such as breath weapons, spell-like abilities, and the like. If the base creature has attack options that affect the damage it deals (such as poison, energy drain, ability damage, improved grab, constrict, rend, or swallow whole), those special functions normally on any creatures damaged by the mob. Attack options such as gaze weapons that function constantly continue to function normally. The save DCs for any of these attacks should be recalculated based on the mob's 30 Hit Dice.

In addition, mobs gain one or both of the following attack options.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes damage equal to 2d6 points +1.5 times the mob's Strength modifier. The victim can make an attack of opportunity against the mob or make a Reflex save (DC 25 - the mob's Str modifier) to take half damage.

Special Qualities: A mob retains all the special qualities of the base creature. In addition, it gains the following special quality.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells. Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

Saves: A mob's saving throws are calculated as for a 30 HD creature of its type. A mob's base good save is +17, and its base bad save is +9.

Abilities: A mob's abilities are the same as the base creature, except that its Intelligence, Wisdom, and Charisma scores drop to 10. If the base creature's Intelligence, Wisdom, or Charisma scores are already lower than 10, they do not change.

Skills: Same as the base creature; do not recalculate based on the mob's 30 Hit Dice. The mob's new Intelligence, Wisdom, or Charisma scores might grant some skills different modifiers.

Feats: Same as the base creature; all mobs gain Improved Bull Rush and Improved Overrun as bonus feats.

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

Challenge Rating: 9, or +2 if the base creature's CR is 7 or higher.

Advancement: ---

Level Adjustment: ---

NEW FEATS

Power Critical [General]

Complete Warrior 103

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon focus with weapon, base attack bonus +4.

Benefits: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats. You can gain the Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Practiced Spellcaster [General]

Complete Arcane 82

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

Prerequisites: Spellcraft 4 ranks

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

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

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

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

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

Rapidstrike [Monstrous]

Draconomicon 73

You can attack more than once with a natural weapon.

Prerequisites: Dex 9, one or more pairs of natural weapons, aberration, dragon, elemental, magical beast, or plant type, base attack bonus +10.

Benefits: If you have a pair of natural weapons, such as two claws, two wings, or two slams, you can make one extra attack with one of those weapons at a -5 penalty. A creature with multiple limbs qualifies for this feat as well, such as a creature with three arms and three claw attacks.

Normal: Without this feat, you attack once with each natural weapon.

Special: You can take this feat once for each pair of natural weapons you have. For example, a Large dragon has one bite, two claws, two wings, and one tail attacks. The dragon can take this feat twice, once for its claws and once for its wings.

Scorpion's Resolve

Sandstorm 53

Like the scorpion, you are not easily distracted.

Benefits: You gain a +4 bonus on saving throws against mind-affecting spells and abilities.

Sudden Still [Metamagic]

Complete Arcane 83

Once per day you may cast a spell stilled without special preparation.

Prerequisites: Any metamagic feat.

Benefits: Once per day, you may apply the Still Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Still Spell feat normally, if you have it.

Sudden Widen [Metamagic]

Complete Arcane 83

You can increase a spell's area without special preparation.

Benefit: Once per day, you can apply the effect of the Widen Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Widen Spell normally if you have it.

NEW ITEMS

Armbands of Might

Complete Adventurer 132

These bronze armbands grant their wearer a +2 bonus on Strength checks and Strength-based skill checks. If the wearer has the Power Attack feat, he gains a +2 bonus on melee damage rolls on any attack which he uses the Power Attack feat and takes a penalty of at least -2 on his attack roll.

Armbands occupy the space on the body as a pair of bracers or bracelets.

Faint transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*; Price: 4,100 gp; Weight: -.

Figurine of Wondrous Power: Ivory Camel

Sandstorm 133

When commanded, this statuette changes into a creature with the same properties as a dromedary camel (see page 192), except that it has that it has an Intelligence of 8, can communicate in Common, and is exceptionally heat-tolerant. It has a +4 bonus on saves to resist heat and dehydration, and it is unaffected by sun glare. The item can be used for 12 hours per week, but the duration need not be continuous.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price: 8,500 gp; Weight: -.

Geven's Ring

A New Item

While wearing this ring, you are surrounded in shadow. This gives you a +3 competence bonus to Hide checks. In addition, once per day may be affected by a *cloak of shade* spell (*Sandstorm*, p. 112) cast at 3rd-level. This ring might upgrade later. While wearing this ring you suffer a -3 penalty to all Charisma-based skill checks.

Faint abjuration; CL 3rd; Craft Ring, *cloak of shade*; Price: 1,980 gp; Weight: -.

Rotanna's Sizing Collar

A New Item

By affixing the collar, any animal wearing this collar is affected by a *reduce animal* spell as though cast by a 3rd-level druid. The effect ends if the collar is removed. The collar may be used twice per day.

Faint transmutation; CL 3rd; Craft Wondrous Item, *reduce animal*; Price: 4,800 gp; Weight: -.

Slashing Sand

Sandstorm 135

This handful of glittering dark sand is typically stored in a small sack. When flung on the ground, it covers an area of up to 200 square feet with razor-sharp obsidian shards that produces a *spike stones* effect that lasts for 10 hours.

Moderate transmutation; CL 10th; Craft Wondrous Item, *spike stones*; Price: 2,000 gp; Weight: .

Vest of Resistance

Complete Arcane 150

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster level must be three times that of vest's bonus; Price: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5).

NEW SPELLS

Arrow Mind

Complete Arcane 143

Divination

Level: Ranger 1, Sorcerer/Wizard 1

Components: V, S, M

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You sharpen your senses and focus your mind on the use of a bow. While this spell is in effect and you are wielding a longbow, shortbow, greatbow, composite greatbow, composite shortbow, or composite longbow, you threaten all squares within your normal melee reach (5 feet if Small or Medium, or 10 feet if Large) with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square.

Material Component: A flint arrowhead.

Bands of Steel

Complete Arcane 98

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: No

You conjure a number of shining metallic bands out of thin air, encircling a medium or smaller creature. The victim must succeed on a Reflex save or be immobilized (helpless). If the saving throw succeeds, the victim is only partially trapped by the bands (treat as entangled).

A creature immobilized by the bands can attempt escape as a full-round action, either by bursting free (Strength DC 18) or wriggling out (Escape Artist DC 18). An entangled creature can use a full-round action to break or disentangle itself with a DC 13 Strength check or a DC 13 Escape Artist check. Large or larger creatures are too big to be captured or impeded by the bonds.

Material Component: Three small silver hoops, interlocked.

Critical Strike

Complete Adventurer 145

Divination

Level: Assassin 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While this spell is in effect, your melee attacks are more likely to strike a foe's vital areas. Whenever you make a melee attack against a flanked foe or against a foe denied its Dexterity bonus, you deal an extra 1d6 points of damage, your weapon's threat range is doubled (as if under the effects of *keen edge*), and you

gain a +4 insight bonus on rolls made to confirm critical hits. The increased threat range granted by this spell doesn't stack with any other effect that increases your weapon's threat range. Creatures immune to sneak attack are immune to the extra damage dealt by your attacks.

Distract Assailant

Complete Adventurer 146

Enchantment (Compulsion) [Mind-Affecting]

Level: Assassin 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 swift action

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

The subject of this spell is distracted, flinching at blows that seem to come from the shadows. A creature affected by this spell is flat-footed until the beginning of its next turn.

Material Component: The dried wing of a fly.

Instant Locksmith

Complete Adventurer 153

Divination

Level: Assassin 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You can make one Disable Device check or one Open Lock check in this round as a free action. You gain a +2 insight bonus on the check.

Invisibility, Swift

Complete Adventurer 153

Illusion (Glamour)

Level: Assassin 2, bard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell functions like *invisibility* (see page 245 of the *Player's Handbook*), except as noted above.

Orb of Acid

Complete Arcane 115

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of acid
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb take damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the

Weapon Master					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Exotic weapon stunt
2nd	+2	+3	+0	+0	Exotic weapon stunt
3rd	+3	+3	+1	+1	Exotic weapon stunt

sickened effect but does not reduce the damage.

Orb of Acid, Lesser

Complete Arcane 115

Conjuration (Creation) [Acid]
Level: Sorcerer/wizard 1, warmage 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2levels)
Effect: One orb of acid
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

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

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

Sonic Weapon

Complete Adventurer 157

Transmutation [Sonic]
Level: Bard 2, sorcerer/wizard 2
Components: V
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 minute/level (D)

This spell temporarily sheathes a weapon in sonic energy. While the spell is in effect, the affected weapon deals an extra 1d6 points of sonic damage with each successful attack. The sonic energy does not harm the

wielder. Bows, crossbows, and slings that are affected by this spell bestow the sonic energy upon their ammunition.

NEW PRESTIGE CLASS

Exotic Weapon Master

Complete Warrior 30

Characters of any race or background can become exotic weapon masters; the only real requirement is commitment and perseverance. Nevertheless, most exotic weapon masters are human, because members of that race have the most exposure to new cultures and thus the most opportunity to take up exotic weapons.

NPC exotic weapon masters often open training arenas or schools for those interested in learning to fight with unusual weapons or tactics.

They often take levels in other prestige classes and can be found as champions or leaders among bands of warriors.

Hit Die: d10.

Requirements

To qualify to become an exotic weapon master, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Craft (weaponsmithing) 3 ranks.

Feats: Exotic Weapon Proficiency (any exotic weapon), Weapon Focus (any exotic weapon).

Special: Races that have familiarity with an exotic weapon (such as the dwarf's familiarity with the dwarven waraxe and the dwarven urgosh) are considered to have the Exotic Weapon Proficiency feat for the purpose of meeting the requirements of this class.

Class Skills

The exotic weapon master's class skills (and the key ability for each skill) are Craft (Int), Intimidate (Cha), and Profession (Wis).

Skill Points at Each Level: 2 + Int Modifier.

Class Features

All of the following are class features of the exotic weapon master prestige class.

Weapon and Armor Proficiency: Exotic weapon masters gain no proficiency with any weapon or armor.

Exotic Weapon Stunt (Ex): At each level, an exotic weapon master learns a special trick that he can use with any exotic weapon for which he has the Weapon Focus feat. He must select the trick learned when he gains the level, and once selected, the choice cannot later be changed. He can't select the same stunt more than once.

Close-Quarters Ranged Combat: A character who knows this stunt doesn't provoke an attack of opportunity when using an exotic ranged weapon.

Double Weapon Defense: When wielding an exotic double weapon with both hands, the character gains a +1 shield bonus to AC.

Exotic Reach: When wielding an exotic weapon with reach, the character may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

Exotic Sunder: When wielding a one-handed or two-handed exotic weapon, the character deals an extra 1d6 points of damage on any successful sunder.

Flurry of Strikes: When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a –2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Ranged Disarm: The character can make a disarm attempt even on a ranged attack. Such an attack provokes no attack of opportunity (except as normal for using a ranged weapon). For the purpose of this disarm attempt, treat the character's ranged weapon as a light weapon. If the character fails this disarm attempt, the defender can't attempt to disarm him.

Show Off: As a standard action, the character can display his mastery with an exotic weapon and confound his opponent. The character may make an Intimidate check against a single opponent within 30 feet that can see him, adding his base attack bonus to the result. If the result exceeds the opponent's modified level check (see the skill description on page 76 of the *Player's Handbook*), the opponent becomes shaken (–2 penalty on attack rolls, ability checks, and saving throws) for 1 round per class level of the exotic weapon master.

Stunning Blow: If the character has the Stunning Fist feat, he can utilize the feat while wielding an exotic melee weapon.

Throw Exotic Weapon: The character can throw an exotic weapon with no penalty on the attack roll, even if it isn't designed to be thrown (such as an orc double axe or a spiked chain). When he throws a double weapon, only one end of the weapon (character's choice) can strike the target. Exotic weapons thrown in this way have a range increment of 10 feet.

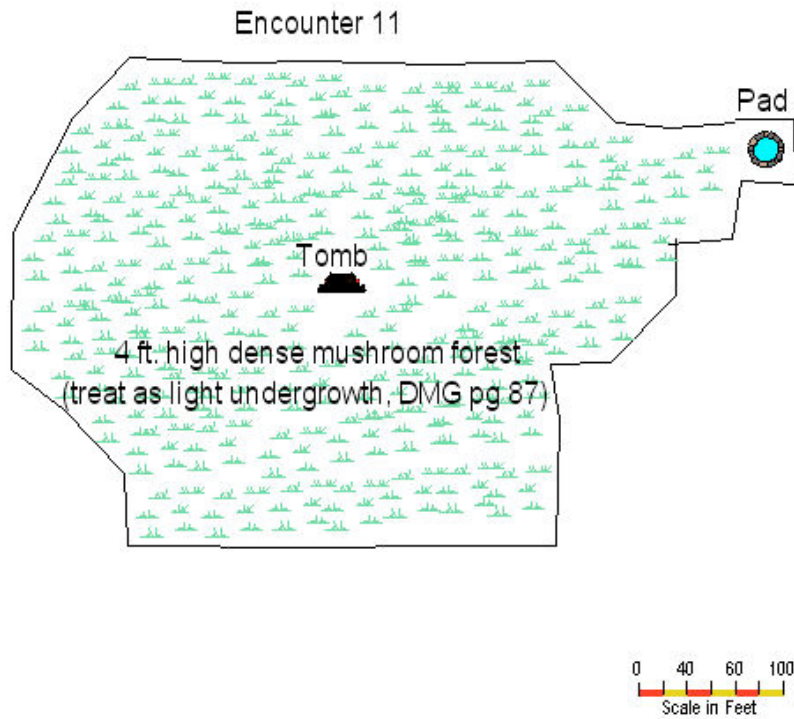
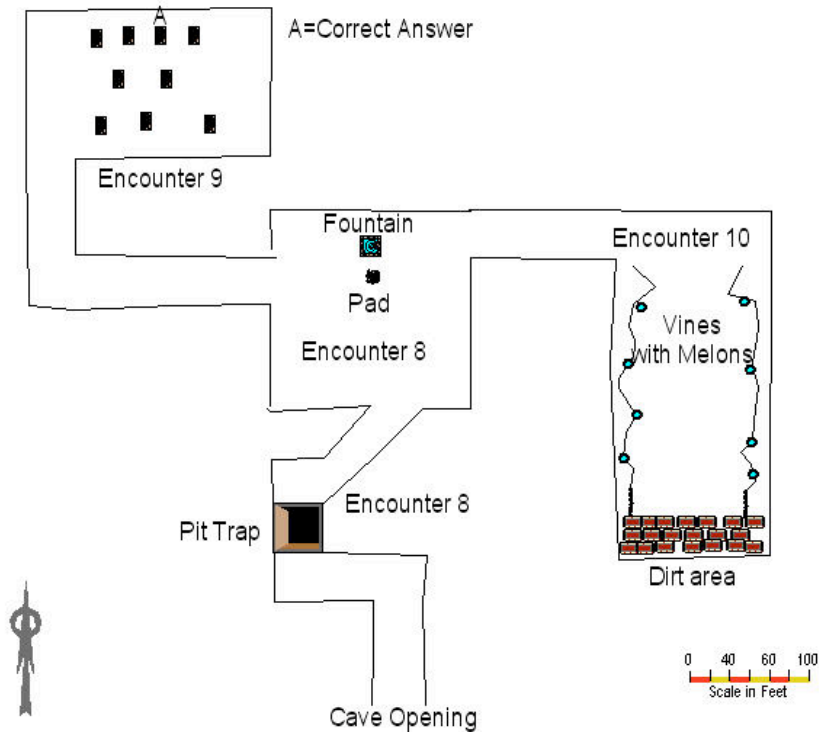
Twin Exotic Weapon Fighting: When wielding the same light exotic weapon in each hand, the character is treated as having the Two-Weapon Fighting feat. If he already has the feat, the penalties on attack rolls are lessened to –1 for both the primary hand and the off hand when fighting in this manner.

Trip Attack: The character can use a one-handed or two-handed exotic weapon to make a trip attack. If he is tripped during his own trip attempt, he can drop the weapon to avoid being tripped. If the exotic weapon

already allows its wielder to make trip attacks, the character instead adds a +2 bonus on any trip attempt.

Uncanny Blow: When wielding a one-handed exotic melee weapon in two hands, the character can focus the power of his attack so that he deals extra damage equal to this Strength bonus x2 instead of his Strength bonus x1-1/2. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus damage on rolls.

APPENDIX 3: DM MAPS



PLAYER HANDOUT 1: ELIXIR INGREDIENTS

Robilar's handwritten list of ingredients:

1. A vial of pure magically enchanted water that sees what is not there.
2. Three whole mushrooms of gray colored skin, with red blotches and an odor of overripe apples.
3. One whole mushroom of red colored skin, with blue-green blotches and an odor of the air after a lightning strike.
4. An ink well's worth of residue of the third brother (his bones, or ashes, or what ever is left of him).
5. A few flecks of a shiny black stone, streaked with white.

PLAYER HANDOUT 2: RESEARCH PERFORMED BY THE HIGH CHAPEL

A summary of the research performed by the High Chapel of Pelor in Hardby.

The ritual to unmake the Scorpion Crown requires one good and one evil-aligned weapon that meet certain very rare requirements. The High Chapel has researched the location of acceptable weapons in the area.

The good-aligned weapon, whose name translates from ancient Flan as "The Defender," is described as a hammer. This sentient relic was known to have been wielded by Khorla Ghaniss, the mightiest templar of Vathris, in the final battle against the Sulmites. *[If anyone possesses the Spirit Tattoo Gana, he recognizes Khorla as a man once reviled as the greatest mortal enemy of the Sulm.]* Defender was devoted to defending the progress and ingenuity of Itar, the values which Vathris originally cherished. It was not believed to have been taken as a prize in the wake of the final battle, so it likely still lies in the submerged ruins of Sennerae, Itar's capital city.

Tales speak of an evil weapon, some say it a khopesh sword, some a great scimitar, belonging to the Chief Magistrate of Utaa. The Chief Magistrate was in charge of the policing of the state and commanded the armies in his king's name. The blade may have been forged or caused to be forged by Shattados himself of starmetal or Baatorian steel. Some accounts attribute the weapon's ill influence to the tainted material from which it was created. At least one account, from a mad desert hermit (said to have been devoured by forces unseen) wrote from first-hand accounts that the weapon "drunk in the life's blood of the transgressor, leaving behind something awful, a body bereft of animation and one with the desert sands." Little is known of what happened to the weapon. Scholars logically conclude it must still reside somewhere within the cursed ruins of Utaa, perhaps still in the grip of the Chief Magistrate as he met out some harsh justice as the Doom of the Desert descended.