

IUZ5-02

Playing Both Sides

A One-Round D&D LIVING GREYHAWK[®] Iuz's Border States Metaregional Adventure

Version 1.0

by Britt Frey

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The Drinkers of the Cup of Midnight have asked you to meet with someone to gain information that could aid them in their battle against the Old One. In the past, the Drinkers are known to have made questionable decisions and dealt with beings of unquestionable evil. This time they want you to deal with Prince Zeech of Redhand, a vassal of their supposed enemy. On whose side are the Drinkers and, if they really do oppose Old Wicked, on whose side is Zeech? An Iuz's Border States metaregional adventure that takes place in the Bandit Kingdoms and the Shield Lands, recommended for characters of levels 9 to 17 (APLs 10 to 16). Link Two of the Confluence Chain.

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

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For questions specific to this document and your metaregion, please e-mail your point of contact (POC) at dragotha@gmail.com; for LIVING GREYHAWK campaign questions, email rpgahq@wizards.com.

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

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

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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 books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round metaregional adventure, set in Iuz's Border States. Characters native to Iuz's Border States pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

Adventure Background

Decades ago Pazrael, ruler of Torremor, the 503rd layer of the Abyss, was wary of another demon lord by the name of Graz'zt, Ebon Lord of the Abat-Dolor. Pazrael feared that Graz'zt would attempt to claim the 503rd layer as another gem in his expanding realm. However, in the 590s, there is another demon Pazrael must fear. Like father, like son, Iuz the Old has plans to claim Torremor for his own. While the details are only now becoming evident, Iuz has been planning this conquest for many years.

During CY 593, the heroes discovered several clues to Iuz's plans. They discovered that the Greater Bonehearts Null and Panshazek had been researching and creating new creatures that could be used to fight demons. The demundead, feldamon, and cold iron golems were first seen in 593. Halfway through that year, Pazrael began to hear word that Iuz was planning something. He decided to have his servant, Rzasanet, kidnap the heroes and find out what they had discovered. Learning something of Iuz's plans, Pazrael was sure he needed to fortify himself and begin plans to undermine the Old One. One thing Pazrael didn't learn, however, was that Iuz had also obtained the Codex of Infinite Planes, a powerful artifact that would greatly augment his powers.

WARNING: The following background contains spoilers for year 4 IUZ scenarios. Do not read them if you have not played these scenarios.

In CY 594, the heroes learned more of Iuz's machinations. They learned that he was constructing giant portals inside the Empire that led directly to the Abyss and that Null had manufactured an army of the demundead first seen in early 593. The heroes also discovered that Iuz had modified a drowish creation called an orbbphindar to suit his plans. This new creature sucked the life essences of powerful good creatures and objects, saving their holy nature for some later use. Near the end of the year, having been sent to Acheron to petition the Stern Lady for answers, the heroes learned the details of the Old One's plans. Because of Iuz's potential to disrupt the balance on the Oerth, Wee Jas decided to intervene and give the heroes key information that might help thwart the Old One. The most important information was that Iuz was preparing his army to invade Pazrael's realm of the Abyss. Success would elevate him to a lesser or intermediate god, making him inviolable on Prime and the most powerful entity on the Abyss.

Pazrael is doing everything in his power to stop the Old One. One of his actions has been to give orders to a secret subject on the Prime, Prince Zeech of Redhand. Prince Zeech has been ordered to make contact and form an alliance with the Drinkers of the Cup of Midnight in order to gain more information about Iuz's plots. To this end, Zeech has begun to do his best to counter Iuz whenever possible while trying to keep up the appearance of a loyal subject of Old Wicked.

Some nabassu from Torremor have recently arrived on Oerth, in Zeech's backyard, to feed and grow. Iuz's forces have dispatched a team of demundead as a final, live-fire test of their weapons before the actual invasion. Since nabassu are their primary initial enemy, this test is

very important to the Old One. He has ordered Zeech to not interfere with either the nabassu or the party from Dorakaa. Since the demundead are a secret weapon, they have been ordered to kill anything that sees them so word does not get out. This secrecy has piqued the interest of Zeech and he has sent word to the Drinkers that he might have information for them if they can help him with a problem. That's where the adventurers come in.

Adventure Summary

At the start of the adventure, the PCs are contacted by an agent of the Drinkers of the Cup of Midnight. The agent relays a message from the Shade stating that an unlikely ally might have information valuable in the fight against Old Wicked's machinations. The PCs are asked to travel to the Barony of Morannon in the Bandit Kingdoms to speak with a vassal of Prince Zeech, Baron Ulik.

The Baron informs the PCs that the Prince wishes them to deal with two items of local interest. The PCs are told that they might recover the previously mentioned valuable information in the process of aiding Zeech. If asked, the Baron informs the PCs that the Prince has been ordered not to interfere in the situation, hence the inability of Zeech or any of his vassals to get involved.

Baron Ulik requires that the PCs agree to keep this activity secret and to share with the Baron any information gained during the expedition. If the PCs agree to help the Prince, they are told that there are two groups in Redhand that Zeech wants eliminated. The first group is a clutch of flying creatures from the Abyss (nabassu) that has been raiding through the countryside. Prince Zeech has been ordered to leave these creatures be until the second group of interest arrives. The Prince has been told that a group of Iuzians is on the way from Dorakaa to deal with the nabassu. He has been told not to interfere in their activities and that anyone witnessing the passage of this party will be killed on sight. Zeech is understandably curious as to what would require this party to remain so secretive. Rumors in the Empire say that the group is being sent to test something and Zeech wants to know what it is. All the divinations he has ordered on the group have been fruitless. The Prince wishes for the PCs to both eliminate the group of nabassu and find out what is so special about the party from Dorakaa. The PCs are warned that once the party from Dorakaa has completed its mission, the remnants will probably teleport home. Therefore, the PCs must intercept the Iuzians before their confrontation with the nabassu. The PCs are informed as to the last known position of the nabassu and the travel direction of the party from Dorakaa.

The PCs must now choose how to proceed with their missions. It will be two days before the party from Dorakaa intercepts the clutch of nabassu. This gives PCs time to fight each encounter on a different day. As each of these encounters is extremely difficult (APL+4) fighting them both in one day can be extremely hazardous for the PCs. The most likely party decision will be to attack one group one day and the other group on the second day. Clever groups might decide to wait until the Iuzians encounter the nabassu and attack near the end of their combat. If PCs decide to do this, they will face the remnants of both groups at one time, giving them one combat that is easier than either of the other two (APL+3). However, they will still receive experience for both encounters, as they used good tactics to overcome both forces and achieve their goals with minimal risk to themselves. If the PCs wait to attack until after the Iuzian vs. nabassu combat, the remnants of the Iuzian force will most likely be able to get away before the PCs can engage them.

Once the PCs have acquired as much information as possible and, hopefully, completed their missions, they can return to Baron Ulik. The Baron will accept their information and ask the PCs to wait while he magically confers with his liege. When he returns, the Baron tells the PCs that the Prince would like them to travel to Bright Sentry in the Shield Lands to relay the information to one of Zeech's associates. If they do so and return to Zeech, he promises to give them even more information the Drinkers might find advantageous.

Assuming the PCs agree to relay the information, they travel to Bright Sentry without incident. They reach their contact, the personal aide to Lord Enerik, with no trouble. After passing on the information, the PCs are again asked to wait while the aide scribes a letter to Prince Zeech. The aide provides them with a letter to return to Prince Zeech personally. The note is sealed, trapped, and encoded in Cold Tongue. If the PCs wish to read the note, they must successfully detect and disable the trap, be able to read Cold Tongue, and decipher the code. If the trap is triggered, the note will be destroyed. If the PCs do not deliver the letter or open the letter but do not cover their tracks well enough (using forgery to recreate the seal and Nystul's magic aura to recreate the aura of the trap) they earn the enmity of Prince Zeech and the Master of Bright Sentry. If the PCs successfully decipher the letter, they may choose to pass the information on to an authority in the Shield Lands. Doing so will earn them the honorary title of 'Defender of the Holy Shielding,' which allows them to take levels in Knight of the Holy Shielding, and earn the enmity of Prince Zeech, the Master of Bright Sentry, and the Drinkers of the Cup of Midnight (for destroying any chance of opening negotiations with a possibly ally). If

the PCs give the note to Zeech without tampering with it or after covering their tracks sufficiently, they are awarded influence with the Master of Bright Sentry, Prince Zeech, and the Drinkers.

Enmity of Zeech: PCs that have the Enmity of Zeech or some similar negative influence with Zeech or Redhand, might have concerns about this scenario. If they mention this to the Baron, they are told that service in this matter might erase past misdeeds. If the PC goes to Alhaster, feel free to accost them with guards that back down when shown the letter from the Baron. If the party achieves Conclusion E, all negative influence with Prince Zeech or Redhand is wiped clean.

Defenders of Morannon: If the party contains characters that are Defenders of Morannon (certed), the Baron will have an initial attitude of helpful towards the party.

Dark Taint: Characters that are suffering from the effects of the Dark Taint from 'UZZ3-07: Every Passing Breeze' receive special benefits during this scenario. During fights that contain nabassu, characters with the Dark Taint hear the faint buzzing of the demons' telepathy, granting them a +4 insight bonus to initiative and a +1 insight bonus to AC.

Introduction

Begin by finding out which heroes adventure together frequently. To each group of such heroes, hand one copy of Player Handout One. Give the players some time to figure out what the letter is actually saying. If the PCs cannot figure it out, give them a DC 20 Decipher Script or Sense Motive check to realize that this letter is probably from the Drinkers of the Cup of Midnight, the old man is Iuz, the family is actually an army, the Hellfurnaces (a chain of mountains and volcanoes in the southwestern Flanaess bordering on the Sea of Dust) are actually the Abyss, and the crazy man mentioned is probably the Baron of Morannon. From the information contained therein, the players can decide if they wish to proceed to Encounter One. If the players do not wish to pursue this opportunity, the adventure is over. Start to hand out ARs and sound sad until the PCs cave and decide to go on the adventure.

Encounter One: The Barony of Morannon

The grass of Redhand has been flying beneath your mount for almost a day now. The air is light and

flowery with a burst of spring. Crushed clover, peach, and lilac all tickle your nose at odd moments as you ride. The sun is bright and shining and the breeze tickles your cheeks like silk sheets as you gaze at the purple outline of a keep in the distance.

As the gap between you and your destination shortens, you notice that the keep is strategically positioned atop the highest rise in the local terrain. It is protected not only by a moat that is filled by a spring-fed river, but also by high, strong walls cut from the stone of the local highlands. The keep looks protectively over a small walled city barely a half a mile south of the keep itself. Tilled fields and beasts of burden can be seen around the countryside, producing a valuable source of food for Prince Zeech's armies.

A short time passes and you come closer to the keep itself. The drawbridge across the moat is down and the iron doors are thrown wide. Atop the central keep tower flies the crest of Morannon, three bones sprout behind a black tower that is nestled on a field of red and blue. Much of the stone of the keep is obviously of new construction. The damage sustained to the keep must have been extensive, for there is more new stone than old. Glancing at the top of the walls, ballista and small catapults can be seen, manned by guards that seem to be having a very good time shooting things into the surrounding countryside.

Up ahead, two guardhouses flank the opening to the outside of the drawbridge. The guards on duty are not at their posts, but are gathered in a crowd, shouting imprecations at the guards atop the walls, extolling them to greater and greater feats of accuracy. Finally, one of the gate guards, obviously drunk, yells out a challenge to the men on the battlements and runs out into the kill zone, hopping about. "Five silver that you can't hit me!" he yells at the ballista crew. They are quick to take up the challenge and begin to crank back the string for a shot at the new and somewhat nimble target. Shouts from one wall to the other announce the sport and there is soon an expansion of the crowd atop the walls. Wagers are shouted and bets taken as the ballista crew makes some final adjustments before their shot.

Give the party a chance to react here. The guards are all drunk and rowdy, but polite to visitors. If asked why they are drunk, they will inform the PCs that the Baron doesn't think that he needs their protection, so when he is home they are free to do what they want. After a suitable time has passed, they will be directed to go into the central keep. If the PCs want to get in on the betting,

the Ballista crew has a +5 to-hit and the guard has an AC of 17. The guard has 18 hp. There is someone on hand with a cure serious wounds potion lifted from the Baron's stash.

As you enter the courtyard inside the walls, you are greeted by the leering face of a huge statue. Frozen in a threatening posture, but with a sort of surprised look on its face, is a lifelike representation of a fearful Abyssal denizen. As you take in the sight, a voice rings out from a darkened doorway in the central tower. "That is Bill," the voice booms, "I picked him up in Castle Greyhawk while out with some friends."

With the announcement, a figure steps out from the doorway. He is a youthful man, no older than 19 winters, but it is difficult to be sure due to the fact that his skin, eyes, and hair are completely bleached white. He is clad in what appears to be flexible blood-red full plate. There are no chinks in the armor, which appears to ripple as you look at it. His coat of arms is emblazoned upon the shield that hovers protectively in front of him and his back bristles with weapons. You can see a falchion strapped to his back and a spiked chain dangling from his waist.

"Follow me."

The Baron's initial attitude towards the party is indifferent. Give the PCs a Diplomacy check to alter the Baron's attitude. Worshipers of Ralishaz receive a +5 competence bonus on this check. If they can improve his attitude to helpful, read the following text. Otherwise, skip to the mission briefing.

The Baron leads you to a dining hall, whose walls are laden with tapestries and paintings (from the room of the jailor from Every Passing Breeze) "Since we're going to be talking for a while, I prepared a meal before you came." He says and waves negligently at a table filled with a very strange conglomeration of foodstuffs. Pastries stuffed with salad, jellies dripping from what appear to be some sort of roasted tubers, and pickled bananas are some of the stranger combinations of flavors, but it all tastes good enough. As you eat and drink, the Baron relates his narrative.

Have fun describing crazy combinations of food, such as a pregnant woman would want, like pickle-flavored ice cream. This is a *heroes' feast* and all the PCs gain 14 temporary hit points.

"Prince Zeech desires that you perform two tasks for his royal personage. During the process of dealing with these two tasks, you will undoubtedly uncover some of the valuable information about which you

were told. If you perform well, keep these activities secret, and share with me everything you learn, the Prince may deem to reveal to you other information the Drinkers would find beneficial. Do you agree to this request?"

As long as most of the PCs voice some sort of agreement, the Baron continues. He is supposed to get unanimous agreement, but he doesn't really care.

"The first issue is that there are a group of demons flying about the countryside causing all sorts of trouble for the Prince's subjects. The Prince wants these demons eliminated. The second issue is that there is a contingent of Iuzians from Dorakaa currently moving to intercept and destroy the demons I just mentioned. The Prince has been informed that anyone that sees this contingent will be killed on sight. Prince Zeech wants you to find out everything you can about this group, what is so important and secretive about it, and stop them from completing their mission and returning to Dorakaa alive.

"The Iuzians should reach the general location of the demons in three days and will most likely teleport back to Dorakaa when their mission is complete. When you have completed your missions, you may return to me to relay any information you have gathered. Physical evidence of anything you find would be preferable. The demons are currently located one day's ride due south of the keep. The area is unpopulated, but they are moving back into populated areas and will probably be eating peasants again within five days. The Iuzians are currently two days' ride west of the keep and are headed in the general direction of the demons. Do you have any questions?"

The Baron will answer 1d4+2 questions before he grows impatient and tells the PCs to *"go kill things."* Add +1 for each worshiper of Ralishaz at the table and +1 if they moved his attitude to helpful. Listed below are likely questions and their answers.

- What type of demons are these? *"They are called nabassu."*

- What do you know about nabassu? *"They fly around, eat things, and get bigger and nastier."*

- What do you know about the party from Dorakaa? *"We don't know much really. All the Prince's divinations have failed. Rumors on the grapevine say that this is some final test of a new weapon."*

- Why doesn't the Prince have his people do this? Why don't you kill them? *"The Prince has been ordered not*

to interfere in either situation. Hence, he cannot call you to Alhaster, nor can he send me to deal with them. Plus, it's a scrub job. I have better things to do with my time."

- How long have they been marauding around the countryside? *"About a week."*

- Will cast *miracle* to give us all +5 weapons? *"Hell, no."*

When the PCs are finished with the Baron, they are free to make plans on how they wish to proceed with their missions.

Encounter Two

Run encounters Two-A and Two-B if the PCs have decided to fight the demundead and nabassu at different times. Run encounter Two-C if the PCs have decided to wait until the demundead and nabassu have encountered each other. The PCs may choose whether to encounter the demundead or nabassu first (if applicable), where to encounter them, and when. The countryside surrounding Alhaster is all open grasslands with occasional low rolling hills. The nabassu have been rampaging through the countryside devouring peasants, large beasts, and occasional heroes. The demundead are moving to intercept the nabassu, so all of these combats take place in the grasslands surrounding Alhaster. If the PCs defeat the piono by themselves or successfully complete Encounter Two-C, they find Player Handout 2.

To determine at what distance opposing parties can see each other, have all individuals roll Spot checks. Assume all monsters are taking 10 on these checks and that the nabassu are distracted and, thus, get a -5 on their Spot checks. The result of this spot check times 60 is the distance, in feet, at which the individual notices something moving (maximum of 1200 feet). The result of this spot check times 30 is the distance, in feet, at which the opposing individuals can be seen. For example, at APL 10, a nabassu has a Spot modifier of +20. Taking 10, the nabassu gets a 25 (10 on the die, +20 Spot modifier, -5 distracted) on his Spot check, meaning that he can see something moving in the grasslands at 1200 feet and that he can see the PCs at 750 feet away, unless the PCs are hiding or doing something else to conceal their presence.

Note: The piono is assumed to have its *bull's strength* and *cat's grace* up continuously. This is already computed in their stats.

Encounter Two-A: The Piono are Coming!

Change the text below to fit only one piono at APL 10.

Flying above the plains in a scouting pattern, you can see awful abominations of nature. From this distance you can only make out pale, humanoid bodies wreathed in flames with black, feathery wings sprouting from their backs.

Give the PCs time to do as they wish. If they approach within 200 feet, the piono notice movement and move to investigate.

APL 10 (EL 14)

Mikan: hp 5, see Appendix 1.

Piono, Advanced: hp 104; see Appendix 1.

APL 12 (EL 16)

Mikan: hp 5, see Appendix 1.

Piono, Advanced (2): hp 104 each; see Appendix 1.

APL 14 (EL 18)

Piono, Advanced (2): hp 104 each; see Appendix 1.

Piono Commander: hp 162; see Appendix 1.

APL 16 (EL 20)

Piono, Advanced (2): hp 169 each; see Appendix 1.

Piono Commander: hp 162; see Appendix 1.

Tactics: Mikan is assumed to die early, killed by the PCs or caught in the area of a piono's *sonic flame strike*. As long as he is alive he does nothing but cower. He is a lousy merchant and a worse gossip from Dorakaa that made the wrong person angry. As such, he was sent out of town to escort the piono. He does not have enough sense of mind to break his talisman when combat starts.

Remember to roll initiative twice for the piono, using their Danger Sense feat. Also, roll initiative separately for the piono. Having them all go first is very hard on the PCs and having them all go last makes it easy on the PCs. It is a more balanced encounter to have them separate.

During the first round, the piono cast *displacement* and move away from the party. If the piono notice the PCs before combat is initiated, they cast *displacement* before closing the distance. In subsequent rounds, the piono fly around the party casting *sonic flame strike*. If the piono's *sonic flame strike* proves ineffective, it uses its slam attack with the improved flyby attack feat. If forced to the ground, the piono prefers to use its breath weapon or *sonic flame strike*, but will full attack if necessary.

At APLs 14 and 16, the piono commander hovers above the combat in the middle of the battlefield,

attempting to keep the piono within his bolstering aura effect. He observes combat, instructing the piono through telepathy on where to concentrate attacks and what types of attacks to use. He instructs them to focus their magical attacks primarily on heavily armored PCs. During the first three rounds of combat, the commander casts quickened *sonic flame strike* followed by empowered *sonic flame strike*. The other piono perform as in APL10 or 12, unless otherwise instructed by the commander.

At APL 16, the advanced piono are not as averse as the lesser piono to entering melee combat.

Treasure: Each piono has a *pendant of breath*, a *Dorakaa refuge wishbone*, and *gauntlets of leeches essence*.

Encounter Two–B: Join Me for a Bite to Eat?

You might have to change the text if the party hides or has a higher spot check than the nabassu (unlikely).

In the distance you see a group of tall humanoids with wings that could only be fiends. They seem over seven feet tall with leathery wings and a gaunt body. Some are flying and some are on the ground, but they are all moving in your direction, as if they have noticed you!

APL 10 (EL 14)

Nabassu (8): hp 59 each; see Appendix 1.

Greater Nabassu (1): hp 115 each; see Appendix 1.

APL 12 (EL 16)

Greater Nabassu (6): hp 115 each; see Appendix 1.

APL 14 (EL 18)

Greater Nabassu, Advanced (3): hp 294 each; see Appendix 1.

APL 16 (EL 20)

Greater Nabassu, Advanced (6): hp 294 each; see Appendix 1.

Tactics: The immature nabassu immediately close to melee range with the PCs. They use their Death Gaze on the first creature they deem as a significant threat. The greater nabassu are more discriminating and tactical. They move to the largest concentration of PCs in an attempt to paralyze the largest number of opponents, and then focus their death gaze on opponents that are not

paralyzed. Like all demons, the nabassu only use their *summon tanar'ri* ability as a last resort.

Treasure: One of the greater nabassu looted a few items off a random adventurer. At APLs 10 and 12, he has an *immovable rod*. At APL 14 he also accidentally swallowed a *ring of water walking* that can be found by cutting open his stomach or casting *detect magic* to reveal the aura in his stomach. At APL 16 he also has *greater bracers of archery*. These items do not help him at all, but they make him seem more powerful than the other nabassu.

Encounter Two–C: The Enemy of My Enemy

After locating where your two enemies would meet, you have been able to lay in wait for the right moment to strike. Not long ago the forces sited each other and closed to fight. The battle began a few seconds ago, merely 250 feet in front of you. The demons are apparently too distracted by each other to notice you.

Ask the PCs if they wish to do anything at this point. If so, they are noticed. Run both of the above combats and kill the stupid PCs.

In less than a minute, the forces have decimated each other. Only a few demons are left, counting both sides.

Ask the PCs if they wish to do anything at this point. If so, begin combat with the creatures listed below. If they decide to continue waiting, they have waited too long and the remaining piono escape; read the following text.

One of the demundeads looks in your direction, apparently noticing you for the first time. A few seconds later, after a barrage of fire and sound, the last of the nabassu are destroyed. The demundeads then reach up to their neck and grasp something there, disappearing in a flash of light.

If the PCs protest that they want to interfere before the piono break their item of *refuge*, humor them and tell them to roll initiative. Assume there are two piono left and roll initiative separately for both. Remember to roll twice for each piono. They each move to a downed piono, grab it, and break their item of *refuge* on their initiative. This should leave the PCs without any dead piono or Player Handout 2. If the PCs somehow manage to stop the piono at this point, they have successfully completed

this encounter, though they made it much riskier than it could have been.

APL 10 (EL 12)

Pieno, Advanced: hp 25; see Appendix 1.

Greater Nabassu: hp 50; see Appendix 1.

APL 12 (EL 14)

Pieno, Advanced: hp 50; see Appendix 1.

Greater Nabassu (3): hp 50 each; see Appendix 1.

APL 14 (EL 16)

Pieno Commander: hp 120; see Appendix 1.

Greater Nabassu, Advanced: hp 175; see Appendix 1.

APL 16 (EL 18)

Pieno, Advanced: hp 120; see Appendix 1.

Pieno Commander: hp 120; see Appendix 1.

Greater Nabassu, Advanced (2): hp 175 each; see Appendix 1.

Tactics: Both sets of enemies are injured and have already used their limited use abilities for the day, i.e. the piono have used their empowered and quickened *sonic flame strikes* and the greater nabassu have used their death gaze. The piono and nabassu both turn to face the new foes, but do not assist each other in any way. They do not provide each other flanking opportunities or focus attacks on one person. If the opportunity arises, they even take attacks of opportunity on one another. Otherwise, use the tactics in Encounters Two-A and Two-B.

Treasure: One of the greater nabassu looted a few items off a random adventurer. At APLs 10 and 12, he has an *immovable rod*. At APL 14 he also accidentally swallowed a *ring of water walking* that can be found by cutting open his stomach or casting *detect magic* to reveal the aura in his stomach. At APL 16 he also has *greater bracers of archery*. These items do not help him at all, but they make him seem more powerful than the other nabassu. Each piono has a *pendant of breath*, a *Dorakaa refuge wishbone*, and *gauntlets of leeches essence*.

Encounter Three: Back to the Crazy Man

When the PCs decide to return to the Baron to relay what they have discovered, continue with the text below.

Returning to Morannon Keep, you are quickly taken to the same room as before to await the Baron. Oddly,

the furnishings have changed since you were here only a few days ago. After several minutes, the Baron enters to receive your report.

Let the PCs explain what they have found and display any items they wish. When they are finished, continue with the following text, altering as appropriate for what they explained.

When you finish, the Baron speaks. "Very interesting. I've seen these demundead before, but only once and that was inside the Empire. They had these pendants when I saw them then, that is nothing new. These gauntlets are new to me, however. I will relay this information to the Prince and be back shortly with his response."

If the party improved the Baron's attitude to helpful earlier, they again receive a *heroes' feast* from the Baron. Otherwise, skip the following paragraph.

"In the meantime, have something to eat." Baron Ulik casts a spell and the table around which you are sitting is filled with food. This time, however, the feast is composed entirely of Baklunish desserts. The Baron then leaves you to your meal and exits the room. As you are finishing your meal...

The Baron returns and sits at the head of the table and kicks his feet up. "Well, I have some good news and bad news. The good news is for me and the bad news is for you. The bad news is that Prince Zeech wants someone to take this information and evidence to a contact in the Shield Lands that might be able to do something with it and, frankly, I don't feel like doing it. The good news is that you are here to do it for me. What an unlooked for fortune! Do you all have a way to get to Bright Sentry?"

- "Why should we do this for you?" – *"If you don't, I'll tell the Prince you were uncooperative. If you do what I want I'll put in a good word for you."*
- "Where is Bright Sentry?" – *"It's the backup capital of the Shield Lands, on Scragholme Island on the Nyr Dyv."*
- "We don't have a way there." – *"That's not a problem; hold on just a second." The Baron scratches something on a sheaf of paper and hands it to the party. "That is an order granting you access to the docks in Alhaster and commandeering a ship for your use."*

- “To whom do we give the information?” – *“Oh yeah, that part. Give it to Lord Natan Enerick; he’s in charge there. Actually, you probably won’t be able to get an audience with him. You could give it to his aide as well, Avarama. Tell her everything you saw and show her what you found on the demundead.”*

After the Baron has answered all their questions, the PCs are free to continue on their way to Bright Sentry. If they refuse to take their evidence to Enerick, the adventure ends here.

Encounter Four: Alhaster Cog

Run this encounter if the PCs opt to use the ship provided by Redhand to reach Bright Sentry. If they find some other form of travel, there is no need for this text.

Entering Alhaster, you notice that it is perhaps the most beautiful city in the Combination. It is full of promenades and white-washed monuments and is without doubt the cleanest city in the Bandit Kingdoms. In the eighteen years since Prince Zeech split from the Shield Lands and allied with the Old One, the city has thrived unlike others in the Empire of Iuz, due in large part to both the deep water port and the orderly nature of the city and its officials.

However, that trade has been eliminated since the closing of the port, a fact you can see firsthand while standing outside the newly erected walls of the port. The wall is a wooden structure about fifteen feet tall with hobgoblin patrols along the top. There is only one entrance to the docks now, a wagon-sized gate guarded by several hobgoblin troops.

Let the PCs say they are showing the letter to the guards at the gates, so they aren’t forced into doing something.

After showing the guards your permit, one goes to get the harbormaster. A few minutes later, a human male shows up to examine the letter. You hear his mutter something about the Baron not having this kind of authority, but he waves the guards aside and motions for you to follow him.

Ask the players if they wish to follow. Assuming they do, continue:

Inside the wall, the port is a bustle of activity. Many ships are being refitted and repaired, while new ships are being built. The harbormaster leads you down one of the piers and up the gangplank of a mighty

warship. He turns to the stern, salutes, and then turns back to face the officer on deck, salutes again, and says, “Request permission to come aboard, sir.” The officer returns the salute and replies, “Permission granted.” The harbormaster leads you up to the officer, handing your permit to him. With an unmistakable hint of sarcasm, he says “The almighty Baron of Morannon has ordered that these folks be given a warship to take them to Bright Sentry and back. As you are the only ship ready to leave, that means you. I’ll leave these fine folk in your hands, if you don’t mind. Request permission to leave the ship, sir.” The officer mumbles, “Permission granted,” while reading over the letter. When he is finished, he curtly says, “You can share the crew’s quarters below deck, I have work to do if you don’t mind.” The officer then leaves you to prepare the ship for travel.

The PCs are given fairly free reign and are just asked to stay out of the way. The ship is flying Redhand colors and is a warship. Ask the PCs if they want to do anything while the ship is sailing towards Bright Sentry, though don’t hint at them that they should think to lower the flag or raise a banner of truce. If they come up with that on their own, however, it makes things easier on them. The sailors know that the Shield Landers won’t sink them at first sight, so they want a good laugh when they see the shock on the PCs’ faces when the first warning shot comes. If the PCs do ask to lower the Redhand flag, they will be refused. The captain is willing to raise a banner of truce, however.

Encounter Five: A Warm Welcome

You might have to alter the text to account for various forms of travel other than ship.

The winds have been agreeable and the arms of the rowers strong over the past three days. You have made good time and, by the dawn of the fourth day on the Dyv, you can just make out Scragholme Isle in the distance.

If the PCs have not already done so, take time to once more ask if they want to do anything before sailing into Bright Sentry.

If they have not raised a flag of truce, when the ship is about 1,000 feet out, a catapult in Bright Sentry fires a warning shot at the ship. Read the following text:

As you sail closer to Bright Sentry, the ship begins slowing down for some reason. Looking around, you see a lot of the sailors watching you with grins. Just as the ship comes to a halt, you notice a large boulder tumbling through the air towards your ship, coming from Bright Sentry. It comes up far short and was apparently a warning shot. Several of the sailors burst out laughing.

Let the PCs figure out what to do now. At this point, they can only really raise a banner of truce and take a boat out to meet the guards, who meet them in their own boat about halfway. The guards are hostile and demand to know their business. They distrust anything the PCs say, as they are obviously lying if they are from Redhand. The PCs must make a Diplomacy check to get the guards to unfriendly or better before they are allowed to bring the ship into harbor. If they cannot make this check, the ship has to wait until Avarama comes to speak to the guards for the PCs. If the PCs do not mention Avarama or Enerick to the guards, Avarama knows that a ship from Redhand probably has something for her on it and requests that the guards let the ship into port.

Encounter Six: Not Much to See Here

When the PCs meet with the guards, they must make the guards' attitude towards the PCs indifferent before they are allowed to move freely about South Port. If the PCs arrived on a Redhand warship, the guards are initially hostile. If the PCs arrived in town by some strange magical power, the guards are initially unfriendly. If the PCs find a way to get to Bright Sentry without using magic or a Redhand warship, the guards are already indifferent, but still question the PCs before allowing them entry.

If the PCs fail their Diplomacy check with the guards or, in some other way, mess up their chances to gain entry to South Port, Avarama eventually makes her way down to the docks and speak to the guards on the PCs' behalf, obtaining permission for them to move about South Port.

When the PCs are allowed into South Port, read the following and show them the map of South Port. Adjust the first line if the PCs did not go to Alhaster.

Whereas Alhaster has a wall around their docks to keep people out of the docks, Bright Sentry has a wall designed to keep people out of the city. There are several buildings in the dock area and dozens of commoners and merchants milling about the area, some with impatient looks on their faces. There are

roughly a dozen guards patrolling the docks and South Port, with at least a dozen more manning the wall and gate into Bright Sentry proper.

Shortly after the PCs get into South Port, Avarama makes her way down and find them to see what they want. Give the PCs time to ask a couple of questions and find out what all the buildings are before Avarama finds them. They can then shop or talk to NPCs while she takes their information away. If Avarama had to come down to get them into South Port, read the following text now.

A well-dressed, beautiful, young woman approaches your party. She has a quick smile, bright eyes, and seems extremely friendly. When she speaks, her voice is as attractive as the rest of her. "Greetings, gentlemen (and ladies)! My name is Avarama and I am the personal secretary of Lord Natan Enerick. Might I ask what I can do to make your stay in South Port more comfortable?"

Allow the PCs to explain why they are here. If the mention the information for Lord Enerick, read the following:

"I'm afraid the Lord is quite busy and will not be able to come down to the docks himself. I'm not sure how familiar you are with Pholtans, but I do not believe I would be able to expedite your entry to the city either. However, I do think I could be of help! I can take what you have directly to Lord Enerick and return quickly with a reply, if you would be so kind as to wait for me here."

If the PCs agree, she takes whatever information and items they provide and leave them to find Natan. She assures them that she will return as quickly as possible.

The PCs will not be given permission to enter the city for any reason. If the PCs sailed in on a Redhand vessel or give any indication of being connected to Prince Zeech, Redhand, the Ebongleam, the Theocracy of Dimre, or the Empire of Iuz, they are followed at all times by guards. These guards actively discourage any attempt by the PCs to stay any longer than is necessary and not so subtly encourage the PCs to leave port by dusk.

- Wanted by the Church of Iuz (WCI): Heroes with a WCI score that make known their opposition to the Old One's forces may add half their WCI score to all Diplomacy checks with the locals.
- Badges of Purity: At any given time during the day, there will be 2d20+10 commoners milling

about the area. About 2/3rds of them have a white skull on a silver circle pinned to their clothes. Dangling from it is a parchment, perhaps 4 to 8 inches long. Looking at these more closely reveals the person's name, and verification of purity. These are day passes given out in town by the church of Pholtus. Players interested in getting a pass (legally) have to see the harbormaster and the Church of Pholtus. Unfortunately, until they have spent 48 hours in the shanty town, they are not be given a pass. Since they will not be in town for more than a few hours, this should not be an issue.

- Pholtans: There are Pholtan sayings plastered on random corners of buildings, hanging from shop walls, etc. Such phrases include "Burn the Heretic", "May the light brighten", "My child is illuminated", "Even the blind may see with the bright light of Pholtus", and "Oh mighty Pholtus deliver us from darkness". Any heroes openly displaying symbols of Dimre are treated by all non-Pholtans with an initial attitude of Unfriendly and by Pholtans with an initial attitude of Hostile.
- For descriptions of locations in Bright Sentry, see Appendix 3.
- Items for sale: Melvilium, proprietor of the General Store, recently made a trade with a traveling merchant. Melvilium is unaware of the true cost of these items; hence, he does not know enough to overcharge for them. Do not cross these items off the AR if the PCs do not specifically say they are going shopping. The PCs can buy the following special items from Melvilium: *Lute of the wandering minstrel*, *Monocle of perusal*, *Pale green prism ioun stone*, *Phylactery of undead turning*, *Greater bracers of archery*, *Sandals of harmonious balance*, *Songblade*, *Stylus of the masterful hand*, *Dark blue rhomboid ioun stone*.

Encounter Seven: But We Just Got Here!

When the PCs seem like they have exhausted their roleplaying opportunities in town, Avarama returns with a response from Lord Natan Enerick.

Just after noon, you see Avarama returning to you with a scroll tube in hand. "Hello again, friends. I hope you enjoyed your lunch. I'm afraid what we have to offer in South Port is not the pinnacle of Shield Lands delicacy, but it is all I can offer at the

moment. I have returned with a reply from Lord Enerick, destined for Prince Zeech of Redhand. The Lord was intrigued by your information; it appears he and the Prince might have something in common and might be able to work together to achieve some sort of peace in the future. If you could deliver Lord Enerick's reply to the Prince for him, the Lord would be greatly appreciative and in your debt."

Allow the PCs to voice agreement. If they do not agree, Avarama is disappointed but can find someone else to deliver the note. The scenario is now over. If they agree, she has one last thing to say before sending them on their way.

"Thank you very much. The Lord and I will not forget your assistance in this matter. I wish we could offer you more hospitality, but the red tape here is a necessity for the safety of the inhabitants of Bright Sentry. I'm afraid the local tavern is not the best place to spend the evening, either. You are welcome to stay if you wish, but I'm sure Lord Enerick would appreciate speedy delivery of his missive. Prince Zeech will surely reward you well for this service. Thank you again for your help and may the Light of Pholtus guide you."

The PCs are now free to continue roleplaying in the city or be on their way. They may choose to open the scroll tube once Avarama has left. In such a case, use the traps listed below and the directions under 'Development.'

APL 10 (EL 8)

Glyph of Warding (Blast): CR 6; magic device; proximity trigger (*alarm*); no reset; spell effect (*glyph of warding* [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Flame Strike Trap: CR 6; magic device; proximity trigger (*alarm*); no reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

Auras: Faint abjuration, moderate evocation.

APL 12 (EL 10)

Chain Lightning Trap: CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

Incendiary Cloud Trap: CR 9; magic device; proximity trigger (*alarm*); no reset; spell effect (*incendiary cloud*,

15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

Auras: Moderate evocation, strong evocation.

APL 14 (EL 12)

Energy Drain Trap: CR 10; magic device; proximity trigger (*alarm*); no reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save partial); Search DC 34; Disable Device DC 34.

Wail of the Banshee Trap: CR 10; magic device; proximity trigger (*alarm*); no reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34.

Fire Trap: CR 3; magic device; proximity trigger (*alarm*); no reset; spell effect (*fire trap*, 3rd-level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27.

Auras: Moderate abjuration, strong necromancy x2.

APL 16 (EL 14)

Energy Drain Trap x2: CR 12; magic device; proximity trigger (*alarm*); no reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save partial); Search DC 34; Disable Device DC 34.

Wail of the Banshee Trap: CR 10; magic device; proximity trigger (*alarm*); no reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34.

Energy Drain Trap x1: CR 10; magic device; proximity trigger (*alarm*); no reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save partial); Search DC 34; Disable Device DC 34.

Fire Trap: CR 3; magic device; proximity trigger (*alarm*); no reset; spell effect (*fire trap*, 3rd-level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27.

Auras: Moderate abjuration, strong necromancy x4.

Development: If the scroll tube is opened without disabling the traps, they are triggered; run them in the order they are listed. If the fire damage trap is set off, the letter is destroyed. Since the item has been burned, *make whole* and *mending* do not repair the letter.

If the traps are triggered in a public area, especially with the *wail of the banshee* trap, there is a good chance many innocent bystanders will die. If this happens in Bright Sentry, the PCs are blamed for the deaths and all NPCs in the town have a hostile attitude towards them. If

this happens on the ship, the crew might die, making it hard to sail the ship. Also, if anything happens on the ship, such as the *wail* going off and killing crew members, the PCs will suffer a -20 circumstance penalty on Bluff checks with Prince Zeech.

If the traps are successfully bypassed, the PCs may discover that the letter is written in Cold Tongue. However, if one of the PCs understands Cold Tongue, casts *comprehend languages*, or can otherwise figure out the language, they realize that it is in code. To decode the letter, a PC must make a DC 25 Decipher Script check. If the PC making the check does not understand Cold Tongue, they suffer a -5 circumstance penalty on the check to decode the letter. This penalty may be negated with a preliminary DC 25 Decipher Script check to understand the words as written on the paper. If the PCs successfully decode the letter, hand them Player Handout 3.

If the PCs have tampered with the letter in any way, they should realize that they need to cover their tracks. If the letter has been destroyed, it might be in the PCs' best interest to not return to Prince Zeech, as he is expecting a letter and will want to know what happened to it. If the traps have been bypassed and the tube opened, the PCs need to cover their tracks somehow. The tube needs first to be resealed. To do this without arousing suspicion from the clerks in Redhand requires a DC 30 Forgery check (opposed by Elhilbor's Forgery check of 29) or magic, such as *make whole*, to properly recreate the seal that was used on the tube. If the traps were disabled or dispelled, the PCs need to mimic the auras that were in place on the scroll tube originally. The easiest way to do this is with *Nystul's magic aura*.

Not having the letter, not recreating the seal, and/or not mimicking the auras on the tube each makes the PCs' story less believable. If the PCs return to Alhaster with empty hands and without a silver tongue, they might find themselves in dire straights. If the PCs have tampered with the letter, have not covered their tracks, and do not seem to realize there might be a problem, have them roll Wisdom checks, DC 15. If anyone succeeds, tell them that Prince Zeech might be suspicious of oddities.

If the PCs return to Prince Zeech, go to Encounter Nine. If they decide to reveal the letter to Shield Lands authorities, proceed to Conclusion D. The PCs may wish to go to Zeech as well as turning over the information. If so, they can run through Encounter Nine, but Zeech still discovers their betrayal eventually.

Encounter Eight (Optional): I Want to Kill Stuff!

If the PCs chose Encounter 2C above or if there's extra time and the players look like they want to roll dice, run this encounter. They only get experience from this encounter if they chose Encounter Two-C, so try not to kill the PCs if they are not going to be getting experience from this encounter.

One fine afternoon as the ship sails through the Wrell Strait, between Walworth Island and Axeport, the spotter points out large shapes moving in the water far ahead of the ship. As he says this, you see an enormous head atop a long neck surface from the Nyr Dyv. From the size of the beast, this can only be one of the dreaded sea monsters of the Lake of Unknown Depths. Unfortunately for your ship, the creature seems to have noticed you and is heading straight towards the ship!

At APLs above 10:

As it swims, you see other shapes moving in the water near the first monster. Could it be that there are more than one of these behemoths?!?!

APL 10 (EL 13)

Elasmosaurus, Advanced: hp 353; see Appendix I.

APL 12 (EL 15)

Elasmosaurus, Advanced (2): hp 353 each; see Appendix I.

APL 14 (EL 17)

Elasmosaurus, Advanced (4): hp 353 each; see Appendix I.

APL 16 (EL 19)

Elasmosaurus, Advanced (8): hp 353 each; see Appendix I.

Tactics: Being aggressive creatures, the elasmosauruses are attacking the ship they have noticed passing through their current feeding area. They viciously attack the ship and everything that moves on it. They attack with their bite attack, snatch anything they hit of size medium or smaller, deal automatic bite damage to the snatched creature on the next round, and then use a standard action to fling the snatched creature into the Nyr Dyv. They then repeat until everything moving is in the water, at which point they attack the ship itself.

Encounter Nine: Dangerous Liaisons

Feel free to paraphrase this text if the players do not look in the mood for it.

Returning to Alhaster, you find yourselves in front of Prince Zeech's palace, a large stone structure with 20-foot walls. After stating your business as bearers of an important missive from Lord Natan Enerick of Bright Sentry, you are asked to wait. Several minutes later, a man dressed in blackened chain and dyed leather comes out of the palace. At his side is a longsword, oft used judging by the wear on the grip.

"Greetings, gentlemen (and ladies), I am Lord Elhilbor. You have received the rare honor of an audience with Prince Zeech. However, before you are allowed into the palace, you must conform to our security precautions. All weapons, armor, spell component pouches, and holy symbols must be relinquished. You will then be scanned for hidden magic and pass through a suppressing field that reveals any magical disguises you might have in place. So, if you intend to continue, please relinquish said items. You might as well tell me now if you have any hidden items or magical disguises, as it will be revealed anyway and it will help build my trust in you. You have nothing to fear, you will not be harmed and your items will be returned...as long as you do not do anything stupid."

If the PCs do not conform to his requests, they are not allowed inside the palace. If they wish to enter, they must do as Elhilbor says. If they decide they do not wish to enter, they can relinquish the letter to Elhilbor and he delivers the letter and returns with their reward, but they miss out on the information Zeech has to give them. After relinquishing their items, a mage scans them with *detect magic*. If any unexpected auras are revealed, the PCs are questioned. If they do not provide a satisfactory explanation, they are not allowed inside the palace. Just inside the door is an *antimagic field* that suppresses any visible auras that might have gotten past the *detect magic*. If anything unexpected happens, the PCs are questioned again. Finally, they are searched (taking 20, for a Search of 35) for hidden weapons. If any hidden weapons are discovered, they are not allowed to see the Prince under any circumstances. If the PCs pass through all these checks successfully, continue with the following text.

Elhilbor nods curtly. "Very good, if you will follow me, I will take you to his Excellency." He leads you through the courtyard and into the keep. He makes so many turns that you are sure he has taken the long way. You see dozens of armed guards along the way, in addition to the four following you. You eventually climb a grand staircase to the second floor and arrive in an antechamber with a large, iron-bound door. Seeing Elhilbor, the guards open the doors for your party. Elhilbor turns to the rest of your escort, "You may leave us here." They respond with a curt "Yes, milord" and a salute.

The doors close promptly behind you as you enter what must be Prince Zeech's office. There are several armed guards along each of the white-washed walls except for the one bearing the large fireplace. Behind a massive darkwood desk sits Prince Zeech. In front of the desk are several cushioned chairs, also of darkwood. Zeech is a somewhat effeminate man, though his appearance must belie his nature, if he has survived this long in such a hostile political environment.

"Please, be seated," says the Prince as he motions towards the chairs before his desk. Elhilbor also motions towards the chairs. After you have been seated, Elhilbor hands Prince Zeech the scroll tube and takes a seat behind you. Zeech examines the tube, mutters a word as he cracks the seal, and removes the letter. After a few moments, he sets the paper down and looks at you. "You may all speak freely here. These guards are all mute, trained to recognize visual commands, and Elhilbor is a trusted subject. You have all done a great deal for us in the past several days. We are thinking of rewarding you for your service, but we want to ask one question first. Have you tampered with this missive in any way or read the contents?"

Development: If the party tampered with the letter, they must succeed on a DC 27 Bluff check to convince Zeech (really Elhilbor) that they did not. This check is opposed by Elhilbor's Sense Motive check of 26 (-5 circumstance penalty because he cannot believe anyone would be stupid enough to tamper with the letter and then come to Zeech). If they do not have the letter, they suffer a -15 circumstance penalty on the Bluff check. If the PCs disabled or dispelled the traps on the tube and did not recreate the auras, they suffer a -5 circumstance penalty on this check. For every 5 points by which the party failed the Forgery check to reproduce the seal, they suffer a -1 circumstance penalty on the Bluff check. For example, if the party recreated the seal with a Forgery check of 18, they suffer a -1 circumstance penalty on the

Bluff check. If they did not recreate the seal at all, they suffer a -5 circumstance penalty on the Bluff check.

If they succeed on this check or did not tamper with the letter, proceed to Conclusion E. If they fail on this check, read the following text and determine if they receive Conclusion B or Conclusion C.

Prince Zeech glances to Elhilbor then stares at you for a long moment before speaking. "You have insulted me in two ways; you break my trust, then you lie to me about it. I do not take well to insults." He waves his hand in a precise motion and the guards in the room move to surround you.

The PCs have one round to escape before they are overwhelmed by guards and *antimagic fields* and captured. If they are captured, proceed to Conclusion B. If they escape, proceed to Conclusion C.

Conclusion A – Failure

If the PCs suffer a catastrophic failure, they receive this conclusion. In this ending, they most likely receive no influence or enmity. They receive xp and item access for the encounters they defeated, but nothing else.

Conclusion B – Captured

If the PCs return to Zeech, fail their Bluff checks, and are unable to escape within one round, they are captured and sent to jail for 8 TUs. Zeech safeguards their items, but confiscates 200xAPL gp worth of equipment from each PC as a fine. The PCs can choose which items are lost. If the PCs do not surrender in the following text, the penalty and fine are doubled to 16 TUs and 400xAPL gp worth of equipment. The Master of Bright Sentry and Prince Zeech are angered by the PCs' breach of good faith. The PCs receive:

- Enmity of the Master of Bright Sentry
- Enmity of Prince Zeech of Redhand

You are quickly overwhelmed by guards and spellcasters. You find your magic is ineffective, probably caused by some sort of field blocking your spells. Elhilbor orders you to surrender or be killed.

Give the PCs this option. If they surrender, they only pay 8 TUs and a fine. If they fight, they are eventually subdued and have to pay 16 TUs and double the fine.

After being captured by Zeech's guards, you are quickly placed on trial and sentenced. You are to spend the next year in the cells beneath Alhaster and must pay a fine for your transgressions. After

spending several weeks in the pitch black, magically silent cell, you are one day taken out in the night and thrown in a wagon with your comrades, the door locked securely behind you. The wagon travels for what seems like hours. When it finally stops and the door is opened, you are momentarily dazed by the sunlight you unseen by you for weeks. You and your friends are tossed out on the ground and your equipment is left next to you. The wagon quickly departs, leaving you in the middle of a nowhere, but at least you are alive and free. When you finally make contact with the Drinkers about what happened, you discover no one in that organization ever sent you a letter, but they had heard about your capture and did what they could to secure your freedom. They state that they wish you would have been able to cultivate a relationship with Zeech, but that they will work on that themselves in the future.

The End

Conclusion C – We’re in a Tight Spot, Boys

If the PCs return to Zeech and fail their Bluff checks but are able to escape within one round, they receive this conclusion. The Master of Bright Sentry and Prince Zeech are angered by the PCs’ breach of good faith. The PCs receive:

- Enmity of the Master of Bright Sentry
- Enmity of Prince Zeech of Redhand

Having narrowly escaped the clutches of an angry Prince Zeech, you regroup to decide what to do next. When you finally make contact with the Drinkers about your mission, you discover no one in that organization ever sent you a letter. They state that they wish you would have been able to cultivate a relationship with Zeech, but that they will work on contacting him themselves in the future.

The End

Conclusion D – Informants

If the PCs decode the letter from Lord Enerick to Prince Zeech and decide to give the information to Shield Lands agents, they receive this conclusion. The Master of Bright Sentry and Prince Zeech are assumed to discover the identity of the informants through divination spells in the near future and are angered by the PCs’ breach of good faith. The Council of Lords of the Shield Lands is

appreciative of the PCs’ information regarding a possible plot against Simen Sharn’s life. The PCs receive:

- Enmity of the Master of Bright Sentry
- Enmity of Prince Zeech of Redhand
- Defender of the Holy Shielding

The information contained in the letter destined for Prince Zeech was too staggering to keep hidden from the light of day; the implications too important to ignore. Could someone be forcing their way into a permanent seat on the Council of Lords of the Shield Lands? If Enerick is "the Master of Bright Sentry," could he be plotting a coup to dispose of his young ward and thus keep a permanent seat on the Council?

With Enerick's close ties to the local church, the only safe place to reveal this kind of information is in Critwall. Traveling north, you arrived in the capital of the Shield Lands and tried to convince the authorities there of the legitimacy of the letter. After some initial resistance, you were finally able to meet with the Church of Holy Shielding. The Heironeons were amazed at your tale but agreed to bring this matter to the attention of none other than Lady Katarina Walworth, Knight Commander of the Shield Lands!

After yet another wait while the information was reviewed, word came to you at last. For your service to the nation, the Church granted you the honorary title of Defender of the Holy Shielding, with which came a generous monetary reward. Furthermore, there will be an inquiry into this matter. Hopefully, the truth will be revealed and Simen Sharn's future will be protected.

The End

Conclusion E – New Friends

If the PCs deliver the letter to Zeech without tampering with it or cover their tracks and make a successful Bluff check AND do not reveal the information contained in the letter to Shield Lands officials, they receive this conclusion. The Master of Bright Sentry and Prince Zeech are impressed by the PCs’ trustworthiness. The Drinkers of the Cup of Midnight appreciate the PCs cultivating a new ally against the Old One. The PCs receive:

- Influence with the Drinkers of the Cup of Midnight
- Influence with the Master of Bright Sentry
- Influence with Prince Zeech of Redhand
- Influence with Pazrael, Lord of the Abyssal Skies.

Prince Zeech glances to Elhilbor, and then returns his attention to you. "Excellent, then you are both competent and trustworthy, a combination we seldom find. When we are done here, Elhilbor will ensure you are paid for your services. In addition, we are impressed by you and your allies. We would like to assist your friends, the Drinkers, in their future actions against a mutual adversary. As you are undoubtedly aware, we are sworn to serve the Old One in all matters. However, we have recently entered into a situation that causes some of our obligations to conflict.

"A little birdie has told us that some of you might have met him recently in his warm and inviting home a very, very long distance from here. This little birdie actually works for the source of our conflicting obligations. The birdie's master feels that his home is going to be threatened by an old man in the very near future. He is not fond of that prospect and has ordered us to do what we can to keep his home safe. Our true loyalty lay with this master; hence, we would like to ally ourselves with the Drinkers.

"If this has made sense to you, then you are competent, trustworthy, astute, and therefore worthy of our friendship. Please contact your friends and relay what I have told you so that we might help each other in the future. You may leave us now. Elhilbor will fetch a reward for you."

Zeech looks down to the paper before him, no longer paying you any attention, and Elhilbor motions for you to exit. On the way out of the keep he hands you a pouch full of valuable gemstones. At the gates, all your items are returned and Elhilbor bids you farewell.

When you later speak to the Drinkers to relay the results of your mission and the valuable information you have discovered, they inform you that they never sent a message to you; they had no idea that Prince Zeech was a possible ally. They thank you profusely, however, for the information and promise they will be in touch with Zeech at a later date.

If the players do not catch Zeech's innuendo, allow the PCs to make Sense Motive checks, DC 20. Success tells them that the little birdie is Rzasanet, Master of the Blood Drenched Sky. If these PCs played 'IUZ4-08: Shattered Reflections of a Frozen Twilight,' they know that Rzasanet is a servant of Pazuzu, Lord of the Abyssal Skies, ruler of Torremor, the 503rd layer of the Abyss. (a.k.a. Pazrael). If these PCs did not play IUZ4-08, they may find the same information with a DC 25 Knowledge (the planes) check. This means that Zeech is also a servant of Pazrael, hence his conflicting obligations. If

they get this information, they may relay it to the Drinkers.

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 Two-A

Defeat the piono:

APL10 420 xp; APL12 480 xp; APL14 540 xp;
APL16 600 xp.

Encounter Two-B

Defeat the nabassu:

APL10 420 xp; APL12 480 xp; APL14 540 xp;
APL16 600 xp.

Encounter Two-C

Defeat the remnants of the piono and nabassu before the piono can flee:

APL10 480 xp; APL12 540 xp; APL14 600 xp;
APL16 660 xp.

Encounter Seven

Discover the traps on the letter to Zeech and encounter them in order to open the letter (the PCs do not get this xp if they know about the trap but decide not to do anything with the letter):

APL10 240 xp; APL12 300 xp; APL14 360 xp;
APL16 420 xp.

Encounter Eight

Defeat the elasmosaurus(es). Only give this experience if the PCs chose Encounter 2C and, thus, did not experience as many ELs:

APL10 390 xp; APL12 450 xp; APL14 510 xp;
APL16 570 xp.

Story Award

Discover Zeech's secret and relay it to the Drinkers:

APL10 270 xp; APL12 315 xp; APL14 360 xp;
APL16 405 xp.

– OR –

Discover The Master of Bright Sentry's secret and relay it to the Church of the Holy Shielding:

APL10 270 xp; APL12 315 xp; APL14 360 xp;

APL16 405 xp.

Total possible experience:

APL10 1350 xp; APL12 1575 xp; APL14 1800 xp;

APL16 2025 xp.

Treasure Summary

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

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

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

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

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

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

Encounter Two-A:

APL 10: L: 0 gp; C: 0 gp; M: *Dorakaa refuge wishbone* (504 gp), *gauntlets of leeches essence* (859 gp), *pendant of breath* (125 gp)

APL 12: L: 0 gp; C: 0 gp; M: *Dorakaa refuge wishbone* x2 (504 gp each), *gauntlets of leeches essence* x2 (859 gp each), *pendant of breath* x2 (125 gp each)

APL 14: L: 0 gp; C: 0 gp; M: *Dorakaa refuge wishbone* x3 (504 gp each), *gauntlets of leeches essence* x3 (859 gp each), *pendant of breath* x3 (125 gp each)

APL 16: L: 0 gp; C: 0 gp; M: *Dorakaa refuge wishbone* x3 (504 gp each), *gauntlets of leeches essence* x3 (859 gp each), *pendant of breath* x3 (125 gp each)

Encounter Two-B:

APL 10: L: 0 gp; C: 0 gp; M: *immovable rod* (417 gp)

APL 12: L: 0 gp; C: 0 gp; M: *immovable rod* (417 gp)

APL 14: L: 0 gp; C: 0 gp; M: *immovable rod* (417 gp), *ring of water walking* (1250 gp)

APL 16: L: 0 gp; C: 0 gp; M: *immovable rod* (417 gp), *ring of water walking* (1250 gp), *bracers of archery*, *greater* (2183)

Encounter Two-C:

APL 10: L: 0 gp; C: 0 gp; M: *Dorakaa refuge wishbone* (504 gp), *gauntlets of leeches essence* (859 gp), *pendant of breath* (125 gp), *immovable rod* (417 gp)

APL 12: L: 0 gp; C: 0 gp; M: *Dorakaa refuge wishbone* x2 (504 gp each), *gauntlets of leeches essence* x2 (859 gp each), *pendant of breath* x2 (125 gp each), *immovable rod* (417 gp)

APL 14: L: 0 gp; C: 0 gp; M: *Dorakaa refuge wishbone* x3 (504 gp each), *gauntlets of leeches essence* x3 (859 gp each), *pendant of breath* x3 (125 gp each), *immovable rod* (417 gp), *ring of water walking* (1250 gp)

APL 16: L: 0 gp; C: 0 gp; M: *Dorakaa refuge wishbone* x3 (504 gp each), *gauntlets of leeches essence* x3 (859 gp each), *pendant of breath* x3 (125 gp each), *immovable rod* (417 gp), *ring of water walking* (1250 gp), *bracers of archery*, *greater* (2183)

Conclusion D or E:

APL 10: L: 0 gp; C: 500 gp; M: 0 gp

APL 12: L: 0 gp; C: 500 gp; M: 0 gp

APL 14: L: 0 gp; C: 1000 gp; M: 0 gp

APL 16: L: 0 gp; C: 2000 gp; M: 0 gp

Total Possible Treasure

APL 10: L: 0 gp; C: 500 gp; M: 1905 gp - Total: 2300 gp

APL 12: L: 0 gp; C: 500 gp; M: 3393 gp - Total: 3300 gp

APL 14: L: 0 gp; C: 1000 gp; M: 6131 gp - Total: 6600 gp

APL 16: L: 0 gp; C: 2000 gp; M: 8314 gp - Total: 9900 gp

Special

Influence: The Drinkers of the Cup of Midnight.

Influence/Enmity: The Master of Bright Sentry.

Influence/Enmity: Prince Zeech of Redhand.

Influence: Pazrael, Lord of the Abyssal Skies.

Defender of the Holy Shielding: You have been granted the honorary title of Defender of the Holy Shielding. This counts as a permanent influence point with the Church of the Holy Shielding. Additionally, this may fulfill one of the two special requirements for the Knight of the Holy Shielding prestige class (Dungeon 113), either sponsorship into the Knighthood or completion of a dangerous quest in the service of the Shield Lands.

Gauntlets of Leeched Essence: These cold iron gauntlets look to be crafted entirely of layered spider webs. When they are donned, they form to the wearer's hand like a second skin. They function as +1 good-aligned cold iron gauntlets. Unarmed or natural attacks made with fists or claws gain the benefits of these gauntlets as well.

Faint necromancy, evil, and good; CL 5th; Cannot be crafted; Price: 10,304 gp.

Dorakaa Refuge Wishbone: This is the wishbone of some small creature that has had *refuge* cast upon it. The destination of the item is somewhere in Dorakaa, though the exact location is unknown. The command word is 'lies.' The wishbone must be broken to activate the spell, and can only be used once.

Strong conjuration; CL 13th; *refuge*, must be in Dorakaa; Price: 6,050 gp.

Pendant of Breath: This small bone amulet is engraved with some wicked, undecipherable symbol and hangs from what appears to be a thick braid of cat gut. Once per week, the wearer may utter the word "mortevida" to gain 1d10+10 temporary hit points. This effect ends if the pendant is removed, but otherwise lasts 10 hours or until all of the hit points are gone. If a character uses this pendant more than once in a one week period, the character instead suffers 1 point of Constitution drain.

Moderate necromancy; CL 10th; Craft Wondrous Item, *false life*; Price: 1,500 gp.

Items for the Adventure Record

Item Access

All APLs:

Dark blue rhomboid ioun stone (Adventure, DMG)

Dorakaa refuge wishbone (Adventure, see above)

Gauntlets of leeches essence (Adventure, see above)

Immovable rod (Adventure, DMG)

Monocle of perusal (Adventure, CV)

Pendant of breath (Adventure, see above)

Stylus of the masterful hand (Adventure, CV)

Phylactery of undead turning (Adventure, DMG)

Songblade (Adventure, CV)

Sandals of harmonious balance (Adventure, CV)

Lute of the wandering minstrel (Adventure, CV)

Pale green prism ioun stone (Adventure, DMG)

APL 14:

Ring of water walking (Adventure, DMG)

APL 16 (APL 14 plus):

Bracers of archery, greater (Adventure, DMG)

Appendix 1: NPCs and Monsters

All APLs

Encounter Six

Elasmosaurus, Advanced: CR 13; Gargantuan Animal; HD 28d8+227; hp 353; Init +2; Spd 20 ft., swim 50 ft.; AC 12 (touch 9, flat-footed 10) [+2 Dex, +3 Natural, -3 Size]; BA/G 21/+42; Atk +30 melee (4d8+13/19-20x2, bite); Full Atk +30 melee (4d8+13/19-20x2, bite); Face/Reach 20 ft./15 ft.; SA -; SQ Low-light vision, scent; SR -; AL N; SV Fort +25, Ref +18, Will +13; Str 28, Dex 14, Con 24, Int 2, Wis 14, Cha 9.

Skills and Feats: Hide +0*, Listen +8, Spot +15, Swim +16; Dodge, Great Fortitude, Improved Critical (Bite), Improved Natural Attack (Bite), Improved Toughness, Iron Will, Power Attack, Snatch, Toughness, Weapon Focus (Bite).

Skills: *An elasmosaurus has a +8 racial bonus on Hide checks in water.

Encounter Nine

Elhilbor: Male Human Rog1/Mar3/Rgr1/ Spymaster 3/Bloodhound 2/Justiciar 2/Exemplar 1; CR 13; Medium Humanoid (Human); HD 1d6+; hp 169; Init +1; Spd 30 ft.; AC x (touch x, flat-footed x) [+5 Dex, +24 Natural, -1 Size]; BAB/G +9/+10; Atk +11 melee (1d8+1/19-20 plus 2d6 non-lethal, +1 *merciful longsword*); Full Atk +11/+6 melee (1d8+1/19-20 plus 2d6 nonlethal, +1 *merciful longsword*); SA Bring 'em back alive, crippling strike, nonlethal force, nonlethal strike +1d6, sneak attack +2d6; SQ cover identity, favored enemy humans +2, *magic aura*, mark (1), quick change, ready and waiting, scrying defense, swift tracker, trapfinding, undetectable alignment, wild empathy; AL LN; SV Fort +9, Ref +12, Will +8; Str 12, Dex 12, Con 10, Int 14 (16), Wis 12, Cha 18 (22).

Skills and Feats: Bluff +36, Diplomacy +30, Disable Device +4, Disguise +35, Forgery +19, Gather Information +38, Hide +11, Intimidate +35, Knowledge (local) +8, Move Silently +12, Open Lock +2, Search +13, Sense Motive +21, Survival +13; City Slicker, Combat Expertise, Endurance, Improved Feint, Improved Grapple, Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Gather Information), Track.

Possessions: *Scepter of obedience*, +1 *merciful longsword*, *headband of intellect* +2, *cloak of charisma* +4.

APL 10

Encounter Two

Mikan: Male Human(Oer) Arii; CR 1/2; Medium Humanoid (Human); HD 1d8+1; hp 5; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G 0/-1; Atk -1 melee (1d4-1, dagger); Full Atk -1 melee (1d4-1, dagger); SA -; SQ -; SR -; AL CN; SV Fort +1, Ref +2, Will +1; Str 8, Dex 14, Con 12, Int 14, Wis 8, Cha 14.

Skills and Feats: Appraise +6, Bluff +6, Diplomacy +8, Gather Information +9, Knowledge (nobility & royalty) +6, Profession (merchant) +1, Sense Motive +5; Negotiator, Skill Focus (gather information).

Possessions: Dagger, *Dorakaa refuge wishbone*.

Pieno (Criança): CR 14; Medium Undead (Chaotic, Evil, Extraplanar); HD 16d12; hp 119; Init +7; Spd 30 ft., fly 90 ft. (good); AC 29 (touch 13, flat-footed 26) [+3 Dex, +16 Natural]; BA/G 8/+13; Atk +14 melee (1d8+5 and 2d8 fire, slam); Full Atk +14 melee (1d8+5 and 2d8 fire, 2 slams), +8 melee (1d6+2, wing buffet); Face/Reach 5 ft./10 ft.; SA Breath weapon, incinerate, spell-like abilities; SQ Damage reduction 10/good, dismissive turning, immune to electricity, resistance to acid 10, cold 10, fire 10, and sonic 10, telepathy 100 ft., turn resistance +4; SR 25; AL CE; SV Fort +5, Ref +8, Will +10; Str 20, Dex 16, Con -, Int 15, Wis 10, Cha 15.

Skills and Feats: Concentration +21, Hide +24, Knowledge (arcana) +23, Knowledge (planes) +23, Move Silently +24, Spellcraft +24; Dodge, Flyby Attack, Improved Flyby Attack, Improved Initiative, Mobility, Danger Sense.

Incinerate (Su): As a full round action, two or more criança may incinerate a helpless body with which they are in contact. This incineration superheats the body, leaving nothing more than a pile of grey dust. This is considered a death effect; hence, an incinerated creature cannot be raised. A resurrection or true resurrection spell is needed to bring an affected creature back to life.

Spell-like Abilities: At will – *bull's strength*, *cat's grace*, *displacement*, *sonic flame strike*. Caster level 16th.

Breath Weapon (Ex): 30-foot cone, once every 1d4 rounds, 8d6 in fire damage and 8d6 in sonic damage, Reflex 18 for half damage.

Dismissive Turning (Su): Criança who are turned or destroyed by a cleric channeling positive energy are instead banished to the Abyss. If they are currently on the Abyss, they are affected normally.

***Sonic Flame Strike (Sp):** The pieno's flame strike is different than normal. Instead of dealing half fire damage and half divine damage, it deals half fire damage and half sonic damage.

Possessions: Gauntlets of leeched essence, *Dorakaa refuge wishbone*, pendant of breath.

Nabassu: CR 6; Medium Outsider (Chaotic, Evil, Extraplanar, Tanar'ri); HD 7d8+28; hp 59; Init +4; Spd 30 ft., fly 60 ft. (average); AC 19 (touch 14, flat-footed 13) [+4 Dex, +5 Natural]; BA/G +7/+11; Atk +11 melee (1d4+4, claw); Full Atk +11 melee (1d4+4, 2 claws), +9 melee (1d8+2, bite); Face/Reach 5 ft./5 ft.; SA Death gaze, energy drain, feed, sneak attack +2d6, spell-like abilities; SQ Damage reduction 10/cold iron or good, immune to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; SR 17; AL CE; SV Fort +9, Ref +9, Will +7; Str 19, Dex 18, Con 19, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +7, Concentration +10, Diplomacy +4, Escape Artist +10, Intimidate +8, Hide +14, Knowledge (Local: Iuz's Border States) +7, Knowledge (Planes) +7, Listen +20, Move Silently +14, Search +12, Spellcraft +7, Spot +20, Survival +8 (+10 following tracks), Use Rope +10 (+12 with bindings); Multiattack, Power Attack, Track.

Death Gaze (Sp): 1/day - Death, range 30 ft., Fortitude DC 15 negates. Once per day, a nabassu can make a targeted gaze attack against one target. Humanoids that die from their attack are transformed into ghastrs 24 hours later. The save DC is Charisma-based.

Feed (Su): When a nabassu slays a humanoid opponent on a plane other than the Abyss, it can feed on the corpse, devouring both flesh and life force, as a full round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A nabassu advances in Hit Dice by consuming corpses in this fashion. For every four suitable corpses a nabassu devours, it gains 1 Hit Die and its Strength, Constitution, and natural armor increase by 1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice and it gains skill points, feats, and ability score improvements normally. The nabassu only advances by consuming the corpses of creatures whose Hit Dice are equal to or greater than its own current total. A nabassu that reaches 11 Hit Dice through feeding becomes a greater nabassu upon completion of the act. A greater nabassu can reach a maximum of 21 Hit Dice through feeding.

Spell-like Abilities: At will – *darkness*. Caster level equals the nabassu's HD.

Skills: Nabassu have a +8 racial bonus on Listen and Spot checks.

Possessions: None.

Greater Nabassu: CR 11; Medium Outsider (Chaotic, Evil, Extraplanar, Tanar'ri); HD 11d8+66; hp 115; Init +4; Spd 30 ft., fly 60 ft. (average); AC 23 (touch 14, flat-footed 16) [+4 Dex, +9 Natural]; BA/G +11/+17; Atk +17 melee (1d4+6 plus energy drain, claw); Full Atk +17 melee (1d4+6 plus energy drain, 2 claws), +15 melee (1d8+3, bite); Face/Reach 5 ft./5 ft.; SA Death gaze, energy drain, feed, paralyzing aura, sneak attack +2d6, spell-like abilities, summon tanar'ri; SQ Damage reduction 10/cold iron or good, immune to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; SR 21; AL CE; SV Fort +13, Ref +11, Will +11; Str 23, Dex 18, Con 23, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +14, Concentration +20, Diplomacy +19, Escape Artist +12, Intimidate +12, Hide +18, Knowledge (Local: Iuz's Border States) +15, Knowledge (Planes) +15, Listen +26, Move Silently +18, Search +18, Spellcraft +11, Spot +26, Survival +12 (+14 following tracks), Use Rope +12 (+14 with bindings); Ability Focus (paralyzing aura), Multiattack, Power Attack, Track.

Death Gaze (Sp): 1/day - Death, range 30 ft., Fortitude DC 19 negates. Once per day, a greater nabassu can make a targeted gaze attack against one target. Humanoids that die from their attack are transformed into ghastrs 24 hours later. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a greater nabassu's claws gain two negative levels. The DC is 19 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed the greater nabassu gains 5 temporary hit points.

Feed (Su): When a nabassu slays a humanoid opponent on a plane other than the Abyss, it can feed on the corpse, devouring both flesh and life force, as a full round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A nabassu advances in Hit Dice by consuming corpses in this fashion. For every four suitable corpses a nabassu devours, it gains 1 Hit Die and its Strength, Constitution, and natural armor increase by 1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice and it gains skill points, feats,

and ability score improvements normally. The nabassu only advances by consuming the corpses of creatures whose Hit Dice are equal to or greater than its own current total. A nabassu that reaches 11 Hit Dice through feeding becomes a greater nabassu upon completion of the act. A greater nabassu can reach a maximum of 21 Hit Dice through feeding.

Paralyzing Aura (Su): Any living creature coming within 10 ft. of a greater nabassu must succeed on a Fortitude save (DC 21) or be paralyzed for 1d10 rounds. A creature that succeeds is immune to that same greater nabassu's paralyzing aura for 24 hours. The save DC is Charisma-based.

Spell-like Abilities: At will – *darkness*, *silence*, *vampiric touch*. 2/day – *ethereal jaunt* (self plus 50 pounds of objects only). Caster level equals the greater nabassu's HD.

Summon Tanar'ri (Sp): Three times per day a greater nabassu can attempt to summon 2d6 dretches or 1 greater nabassu with a 35% chance of success. This is the equivalent of a 3rd-level spell.

Skills: Greater nabassu have a +8 racial bonus on Listen and Spot checks.

APL 12

Encounter Two

Mikan: Male Human(Oer) Arii; CR 1/2; Medium Humanoid (Human); HD 1d8+1; hp 5; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G 0/-1; Atk -1 melee (1d4-1, dagger); Full Atk -1 melee (1d4-1, dagger); SA -; SQ -; SR -; AL CN; SV Fort +1, Ref +2, Will +1; Str 8, Dex 14, Con 12, Int 14, Wis 8, Cha 14.

Skills and Feats: Appraise +6, Bluff +6, Diplomacy +8, Gather Information +9, Knowledge (nobility & royalty) +6, Profession (merchant) +1, Sense Motive +5; Negotiator, Skill Focus (gather information).

Possessions: Dagger, *Dorakaa refuge wishbone*.

Pieno (Criança): CR 14; Medium Undead (Chaotic, Evil, Extraplanar); HD 16d12; hp 104; Init +7; Spd 30 ft., fly 90 ft. (good); AC 29 (touch 13, flat-footed 26) [+3 Dex, +16 Natural]; BA/G 8/+13; Atk +14 melee (1d8+5 and 2d8 fire, slam); Full Atk +14 melee (1d8+5 and 2d8 fire, 2 slams), +8 melee (1d6+2, wing buffet); Face/Reach 5 ft./10 ft.; SA Breath weapon, incinerate, spell-like abilities; SQ Damage reduction 10/good, dismissive turning, immune to electricity, resistance to acid 10, cold 10, fire 10, and sonic 10, telepathy 100 ft., turn resistance +4; SR 25; AL CE; SV Fort +5, Ref +8, Will +10; Str 20, Dex 16, Con -, Int 15, Wis 10, Cha 15.

Skills and Feats: Concentration +21, Hide +24, Knowledge (arcana) +23, Knowledge (planes) +23, Move Silently +24, Spellcraft +24; Dodge, Flyby Attack, Improved Flyby Attack, Improved Initiative, Mobility, Danger Sense.

Incinerate (Su): As a full round action, two or more criança may incinerate a helpless body with which they are in contact. This incineration superheats the body, leaving nothing more than a pile of grey dust. This is considered a death effect; hence, an incinerated creature cannot be raised. A resurrection or true resurrection spell is needed to bring an affected creature back to life.

Spell-like Abilities: At will – *bull's strength*, *cat's grace*, *displacement*, *sonic flame strike*. Caster level 16th.

Breath Weapon (Ex): 30-foot cone, once every 1d4 rounds, 8d6 in fire damage and 8d6 in sonic damage, Reflex 18 for half damage.

Dismissive Turning (Su): Criança who are turned or destroyed by a cleric channeling positive energy are instead banished to the Abyss. If they are currently on the Abyss, they are affected normally.

***Sonic Flame Strike (Sp):** The pieno's flame strike is different than normal. Instead of dealing half fire damage and half divine damage, it deals half fire damage and half sonic damage.

Possessions: Gauntlets of leeched essence, *Dorakaa refuge wishbone*, pendant of breath.

Greater Nabassu: CR 11; Medium Outsider (Chaotic, Evil, Extraplanar, Tanar'ri); HD 11d8+66; hp 115; Init +4; Spd 30 ft., fly 60 ft. (average); AC 23 (touch 14, flat-footed 16) [+4 Dex, +9 Natural]; BA/G +11/+17; Atk +17 melee (1d4+6 plus energy drain, claw); Full Atk +17 melee (1d4+6 plus energy drain, 2 claws), +15 melee (1d8+3, bite); Face/Reach 5 ft./5 ft.; SA Death gaze, energy drain, feed, paralyzing aura, sneak attack +2d6, spell-like abilities, summon tanar'ri; SQ Damage reduction 10/cold iron or good, immune to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; SR 21; AL CE; SV Fort +13, Ref +11, Will +11; Str 23, Dex 18, Con 23, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +14, Concentration +20, Diplomacy +19, Escape Artist +12, Intimidate +12, Hide +18, Knowledge (Local: Iuz's Border States) +15, Knowledge (Planes) +15, Listen +26, Move Silently +18, Search +18, Spellcraft +11, Spot +26, Survival +12 (+14 following tracks), Use Rope +12 (+14 with bindings); Ability Focus (paralyzing aura), Multiattack, Power Attack, Track.

Death Gaze (Sp): 1/day - Death, range 30 ft., Fortitude DC 19 negates. Once per day, a greater nabassu can make a targeted gaze attack against one target. Humanoids that die from their attack are transformed into ghastrs 24 hours later. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a greater nabassu's claws gain two negative levels. The DC is 19 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed the greater nabassu gains 5 temporary hit points.

Feed (Su): When a nabassu slays a humanoid opponent on a plane other than the Abyss, it can feed on the corpse, devouring both flesh and life force, as a full round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A nabassu advances in Hit Dice by consuming corpses in this fashion. For every four suitable corpses a nabassu devours, it gains 1 Hit Die and its Strength, Constitution, and natural armor increase by 1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice and it gains skill points, feats, and ability score improvements normally. The nabassu

only advances by consuming the corpses of creatures whose Hit Dice are equal to or greater than its own current total. A nabassu that reaches 11 Hit Dice through feeding becomes a greater nabassu upon completion of the act. A greater nabassu can reach a maximum of 21 Hit Dice through feeding.

Paralyzing Aura (Su): Any living creature coming within 10 ft. of a greater nabassu must succeed on a Fortitude save (DC 21) or be paralyzed for 1d10 rounds. A creature that succeeds is immune to that same greater nabassu's paralyzing aura for 24 hours. The save DC is Charisma-based.

Spell-like Abilities: At will – *darkness, silence, vampiric touch*. 2/day – *ethereal jaunt* (self plus 50 pounds of objects only). Caster level equals the greater nabassu's HD.

Summon Tanar'ri (Sp): Three times per day a greater nabassu can attempt to summon 2d6 dretches or 1 greater nabassu with a 35% chance of success. This is the equivalent of a 3rd-level spell.

Skills: Greater nabassu have a +8 racial bonus on Listen and Spot checks.

APL 14

Encounter Two

Pieno (Criança): CR 14; Medium Undead (Chaotic, Evil, Extraplanar); HD 16d12; hp 104; Init +7; Spd 30 ft., fly 90 ft. (good); AC 29 (touch 13, flat-footed 26) [+3 Dex, +16 Natural]; BA/G 8/+13; Atk +14 melee (1d8+5 and 2d8 fire, slam); Full Atk +14 melee (1d8+5 and 2d8 fire, 2 slams), +8 melee (1d6+2, wing buffet); Face/Reach 5 ft./10 ft.; SA Breath weapon, incinerate, spell-like abilities; SQ Damage reduction 10/good, dismissive turning, immune to electricity, resistance to acid 10, cold 10, fire 10, and sonic 10, telepathy 100 ft., turn resistance +4; SR 25; AL CE; SV Fort +5, Ref +8, Will +10; Str 20, Dex 16, Con -, Int 15, Wis 10, Cha 15.

Skills and Feats: Concentration +21, Hide +24, Knowledge (arcana) +23, Knowledge (planes) +23, Move Silently +24, Spellcraft +24; Dodge, Flyby Attack, Improved Flyby Attack, Improved Initiative, Mobility, Danger Sense.

Incinerate (Su): As a full round action, two or more criança may incinerate a helpless body with which they are in contact. This incineration superheats the body, leaving nothing more than a pile of grey dust. This is considered a death effect; hence, an incinerated creature cannot be raised. A resurrection or true resurrection spell is needed to bring an affected creature back to life.

Spell-like Abilities: At will – *bull's strength, cat's grace, displacement, sonic flame strike*. Caster level 16th.

Breath Weapon (Ex): 30-foot cone, once every 1d4 rounds, 8d6 in fire damage and 8d6 in sonic damage, Reflex 18 for half damage.

Dismissive Turning (Su): Criança who are turned or destroyed by a cleric channeling positive energy are instead banished to the Abyss. If they are currently on the Abyss, they are affected normally.

***Sonic Flame Strike (Sp):** The pieno's flame strike is different than normal. Instead of dealing half fire damage and half divine damage, it deals half fire damage and half sonic damage.

Possessions: Gauntlets of leeches essence, Dorakaa refuge wishbone, pendant of breath.

Pieno Commander: CR 17; Large Undead (Chaotic, Evil, Extraplanar); HD 25d12; hp 162; Init +9; Spd 30 ft., fly 90 ft. (good); AC 37 (touch 14, flat-footed 32) [+5 Dex, +23 Natural, -1 Size]; BA/G 12/+24; Atk +20 melee (2d6+8 and 4d8 fire, slam); Full Atk +20 melee (2d6+8 and 4d8 fire, 2 slams), +14 melee (1d8+4, wing buffet); Face/Reach 10 ft./15 ft.; SA Breath weapon, incinerate, spell-like abilities; SQ Damage reduction 10/good, dismissive turning, energy admixture, immune to

electricity, resistance to acid 10, cold 10, fire 10, and sonic 10, telepathy 200 ft., turn resistance +4; SR 28; AL CE; SV Fort +8, Ref +13, Will +14; Str 22 (26), Dex 16 (20), Con -, Int 16, Wis 10, Cha 14.

Skills and Feats: Concentration +28, Intimidate +28, Knowledge (arcana) +31, Knowledge (planes) +31, Sense Motive +28, Spellcraft +33, Survival +28 (+30 on other planes); Dodge, Empower Spell-Like Ability (*sonic flame strike*), Flyby Attack, Improved Flyby Attack, Improved Initiative, Mobility, Danger Sense, Quicken Spell-Like Ability (*sonic flame strike*), Track.

Incinerate (Su): As a full round action, two or more criança may incinerate a helpless body with which they are in contact. This incineration superheats the body, leaving nothing more than a pile of grey dust. This is considered a death effect; hence, an incinerated creature cannot be raised. A resurrection or true resurrection spell is needed to bring an affected creature back to life.

Spell-like Abilities: At will – *bull's strength, cat's grace, displacement, sonic flame strike*. Caster level 25th.

Breath Weapon (Ex): 30-foot cone, once every 1d4 rounds, 12d6 fire 12d6 sonic damage, Reflex DC 22 for half damage.

Bolstering Aura (Su): Pieno Commanders have the ability to bolster all nearby criança. Any criança within 60 feet of a Pieno Commander may use the Commander's hit dice instead of its own when determining the effects of turning checks.

Dismissive Turning (Su): Criança who are turned or destroyed by a cleric channeling positive energy are instead banished to the Abyss. If they are currently on the Abyss, they are affected normally.

***Sonic Flame Strike (Sp):** The pieno's flame strike is different than normal. Instead of dealing half fire damage and half divine damage, it deals half fire damage and half sonic damage.

Possessions: Gauntlets of leeches essence, Dorakaa refuge wishbone, pendant of breath.

Greater Nabassu, Advanced: CR 15; Medium Outsider (Chaotic, Evil, Extraplanar, Tanar'ri); HD 19d8+209; hp 294; Init +4; Spd 30 ft., fly 60 ft. (average); AC 31 (touch 14, flat-footed 27) [+4 Dex, +17 Natural]; BA/G +19/+30; Atk +30 melee (1d4+11 plus energy drain, claw); Full Atk +30 melee (1d4+11 plus energy drain, 2 claws), +28 melee (1d8+5, bite); Face/Reach 5 ft./5 ft.; SA Death gaze, energy drain, feed, paralyzing aura, sneak attack +2d6, spell-like abilities, summon tanar'ri; SQ Damage reduction 10/cold iron or good, immune to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; SR 25; AL CE; SV

Fort +22, Ref +15, Will +15; Str 32, Dex 18, Con 32, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +15, Concentration +26, Diplomacy +23, Escape Artist +12, Intimidate +12, Hide +22, Knowledge (Local: Iuz's Border States) +16, Knowledge (Planes) +16, Listen +30, Move Silently +22, Search +22, Spellcraft +11, Spot +30, Survival +13 (+14 following tracks), Use Rope +12 (+14 with bindings); Ability Focus (death gaze), Ability Focus (paralyzing aura), Improved Flight, Multiattack, Power Attack, Quicken Spell-Like Ability (*vampiric touch*), Track.

Death Gaze (Sp): 1/day - Death, range 30 ft., Fortitude DC 25 negates. Once per day, a greater nabassu can make a targeted gaze attack against one target. Humanoids that die from their attack are transformed into ghastrs 24 hours later. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a greater nabassu's claws gain two negative levels. The DC is 23 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed the greater nabassu gains 5 temporary hit points.

Feed (Su): When a nabassu slays a humanoid opponent on a plane other than the Abyss, it can feed on the corpse, devouring both flesh and life force, as a full round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A nabassu advances in Hit Dice by consuming corpses in this fashion. For every four suitable corpses a nabassu devours, it gains 1 Hit Die and its Strength, Constitution, and natural armor increase by 1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice and it gains skill points, feats, and ability score improvements normally. The nabassu only advances by consuming the corpses of creatures whose Hit Dice are equal to or greater than its own current total. A nabassu that reaches 11 Hit Dice through feeding becomes a greater nabassu upon completion of the act. A greater nabassu can reach a maximum of 21 Hit Dice through feeding.

Paralyzing Aura (Su): Any living creature coming within 10 ft. of a greater nabassu must succeed on a Fortitude save (DC 25) or be paralyzed for 1d10 rounds. A creature that succeeds is immune to that same greater nabassu's paralyzing aura for 24 hours. The save DC is Charisma-based.

Spell-like Abilities: At will – *darkness*, *silence*, *vampiric touch*. 2/day – *ethereal jaunt* (self plus 50 pounds of objects only). Caster level equals the greater nabassu's HD.

Summon Tanar'ri (Sp): Three times per day a greater nabassu can attempt to summon 2d6 dretches or 1 greater nabassu with a 35% chance of success. This is the equivalent of a 3rd-level spell.

Skills: Greater nabassu have a +8 racial bonus on Listen and Spot checks.

APL 16

Encounter Two

Pieno, Advanced (Criança): CR 17; Large Undead (Chaotic, Evil, Extraplanar); HD 26d12; hp 169; Init +9; Spd 30 ft., fly 90 ft. (good); AC 38 (touch 14, flat-footed 33) [+5 Dex, +24 Natural, -1 Size]; BA/G 13/+26; Atk +21 melee (3d6+8 and 4d8 fire, slam); Full Atk +21 melee (3d6+8 and 4d8 fire, 2 slams), +16 melee (1d8+4, wing buffet); Face/Reach 10 ft./15 ft.; SA Breath weapon, incinerate, spell-like abilities; SQ Damage reduction 10/good, dismissive turning, energy admixture, immune to electricity, resistance to acid 10, cold 10, fire 10, and sonic 10, telepathy 100 ft., turn resistance +4; SR 28; AL CE; SV Fort +8, Ref +11, Will +15; Str 23 (27), Dex 16 (20), Con -, Int 15, Wis 10, Cha 14.

Skills and Feats: Concentration +29, Hide +30, Knowledge (arcana) +31, Knowledge (planes) +31, Move Silently +30, Spellcraft +33; Dodge, Empower Spell-Like Ability (*sonic flame strike*), Flyby Attack, Improved Flyby Attack, Improved Initiative, Improved Natural Attack (slam), Mobility, Danger Sense, Quicken Spell-Like Ability (*sonic flame strike*).

Incinerate (Su): As a full round action, two or more criança may incinerate a helpless body with which they are in contact. This incineration superheats the body, leaving nothing more than a pile of grey dust. This is considered a death effect; hence, an incinerated creature cannot be raised. A resurrection or true resurrection spell is needed to bring an affected creature back to life.

Spell-like Abilities: At will – *bull's strength, cat's grace, displacement, sonic flame strike**. Caster level 27th.

Breath Weapon (Ex): 30-foot cone, once every 1d4 rounds, 13d6 fire and 13d6 sonic damage, Reflex DC 23 for half damage.

Dismissive Turning (Su): Criança who are turned or destroyed by a cleric channeling positive energy are instead banished to the Abyss. If they are currently on the Abyss, they are affected normally.

***Sonic Flame Strike (Sp):** The pieno's flame strike is different than normal. Instead of dealing half fire damage and half divine damage, it deals half fire damage and half sonic damage.

Possessions: *Gauntlets of leeched essence, Dorakaa refuge wishbone, pendant of breath.*

Pieno Commander: CR 17; Large Undead (Chaotic, Evil, Extraplanar); HD 25d12; hp 162; Init +9; Spd 30 ft., fly 90 ft. (good); AC 37 (touch 14, flat-footed 32) [+5 Dex, +23 Natural, -1 Size]; BA/G 12/+24; Atk +20 melee (2d6+8 and 4d8 fire, slam); Full Atk +20 melee (2d6+8

and 4d8 fire, 2 slams), +14 melee (1d8+4, wing buffet); Face/Reach 10 ft./15 ft.; SA Breath weapon, incinerate, spell-like abilities; SQ Damage reduction 10/good, dismissive turning, energy admixture, immune to electricity, resistance to acid 10, cold 10, fire 10, and sonic 10, telepathy 200 ft., turn resistance +4; SR 28; AL CE; SV Fort +8, Ref +13, Will +14; Str 22 (26), Dex 16 (20), Con -, Int 16, Wis 10, Cha 14.

Skills and Feats: Concentration +28, Intimidate +28, Knowledge (arcana) +31, Knowledge (planes) +31, Sense Motive +28, Spellcraft +33, Survival +28 (+30 on other planes); Dodge, Empower Spell-Like Ability (*sonic flame strike*), Flyby Attack, Improved Flyby Attack, Improved Initiative, Mobility, Danger Sense, Quicken Spell-Like Ability (*sonic flame strike*), Track.

Incinerate (Su): As a full round action, two or more criança may incinerate a helpless body with which they are in contact. This incineration superheats the body, leaving nothing more than a pile of grey dust. This is considered a death effect; hence, an incinerated creature cannot be raised. A resurrection or true resurrection spell is needed to bring an affected creature back to life.

Spell-like Abilities: At will – *bull's strength, cat's grace, displacement, sonic flame strike**. Caster level 25th.

Breath Weapon (Ex): 30-foot cone, once every 1d4 rounds, 12d6 fire 12d6 sonic damage, Reflex DC 22 for half damage.

Bolstering Aura (Su): Pieno Commanders have the ability to bolster all nearby criança. Any criança within 60 feet of a Pieno Commander may use the Commander's hit dice instead of its own when determining the effects of turning checks.

Dismissive Turning (Su): Criança who are turned or destroyed by a cleric channeling positive energy are instead banished to the Abyss. If they are currently on the Abyss, they are affected normally.

***Sonic Flame Strike (Sp):** The pieno's flame strike is different than normal. Instead of dealing half fire damage and half divine damage, it deals half fire damage and half sonic damage.

Possessions: *Gauntlets of leeched essence, Dorakaa refuge wishbone, pendant of breath.*

Greater Nabassu, Advanced: CR 15; Medium Outsider (Chaotic, Evil, Extraplanar, Tanar'ri); HD 14d8+112; hp 175; Init +4; Spd 30 ft., fly 60 ft. (good); AC 27 (touch 14, flat-footed 20) [+4 Dex, +13 Natural]; BA/G +14/+23; Atk +23 melee (1d4+9 plus energy drain, claw); Full Atk +23 melee (1d4+9 plus energy drain, 2 claws), +21 melee (1d8+4, bite); Face/Reach 5 ft./5 ft.; SA Death gaze, energy drain, feed, paralyzing aura, sneak attack +2d6, spell-like abilities, summon

tandar'ri; SQ Damage reduction 10/cold iron or good, immune to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; SR 25; AL CE; SV Fort +17, Ref +13, Will +13; Str 28, Dex 18, Con 27, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +15, Concentration +26, Diplomacy +23, Escape Artist +12, Intimidate +12, Hide +22, Knowledge (Local: Iuz's Border States) +16, Knowledge (Planes) +16, Listen +30, Move Silently +22, Search +22, Spellcraft +11, Spot +30, Survival +13 (+14 following tracks), Use Rope +12 (+14 with bindings); Ability Focus (death gaze), Ability Focus (paralyzing aura), Improved Flight, Multiattack, Power Attack, Quicken Spell-Like Ability (*vampiric touch*), Track.

Death Gaze (Sp): 1/day - Death, range 30 ft., Fortitude DC 23 negates. Once per day, a greater nabassu can make a targeted gaze attack against one target. Humanoids that die from their attack are transformed into ghastrs 24 hours later. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a greater nabassu's claws gain two negative levels. The DC is 21 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed the greater nabassu gains 5 temporary hit points.

Feed (Su): When a nabassu slays a humanoid opponent on a plane other than the Abyss, it can feed on the corpse, devouring both flesh and life force, as a full round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A nabassu advances in Hit Dice by consuming corpses in this fashion. For every four suitable corpses a nabassu devours, it gains 1 Hit Die and its Strength, Constitution, and natural armor increase by 1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice and it gains skill points, feats, and ability score improvements normally. The nabassu only advances by consuming the corpses of creatures whose Hit Dice are equal to or greater than its own current total. A nabassu that reaches 11 Hit Dice through feeding becomes a greater nabassu upon completion of the act. A greater nabassu can reach a maximum of 21 Hit Dice through feeding.

Paralyzing Aura (Su): Any living creature coming within 10 ft. of a greater nabassu must succeed on a Fortitude save (DC 23) or be paralyzed for 1d10 rounds. A creature that succeeds is immune to that same

greater nabassu's paralyzing aura for 24 hours. The save DC is Charisma-based.

Spell-like Abilities: At will – *darkness*, *silence*, *vampiric touch*. 2/day – *ethereal jaunt* (self plus 50 pounds of objects only). Caster level equals the greater nabassu's HD.

Summon Tandar'ri (Sp): Three times per day a greater nabassu can attempt to summon 2d6 dretches or 1 greater nabassu with a 35% chance of success. This is the equivalent of a 3rd-level spell.

Skills: Greater nabassu have a +8 racial bonus on Listen and Spot checks.

Appendix 2 – New Rules

Danger Sense [General]

You are one twitchy individual.

Prerequisite: Improved Initiative.

Benefit: Once per day, you can reroll an initiative check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

Complete Adventurer, page 106.

Improved Flight [General]

You gain greater maneuverability when flying than you would normally have.

Prerequisite: Ability to fly (naturally, magically, or through shapechanging).

Benefit: Your maneuverability class while flying improves by one step – clumsy to poor, poor to average, average to good, or good to perfect.

Complete Adventurer, page 110.

Improved Flyby Attack [General]

You can attack on the wing with increased mobility.

Prerequisite: Fly speed, Dodge, Flyby Attack, Mobility.

Benefit: When flying, you can take a move action (including a dive) and another standard action at any point during the move. If this standard action is an attack, you incur no attacks of opportunity for moving through areas threatened by your target. You cannot take a second move action during a round when you make a flyby attack.

Normal: Without this feat, you can take a standard action either before or after your move. Even with the Flyby Attack feat, you incur attacks of opportunity for moving through areas threatened by the target of your flyby attack.

Savage Species, page 36.

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Complete Warrior, page 101.

PIENO (CRIANÇA)

Medium Undead (Chaotic, Evil, Extraplanar)

Hit Dice: 12d12 (78 hp)

Initiative: +7

Speed: 30 ft., fly 90 ft. (good)

AC: 29 (+16 natural, +3 Dex), touch 13, flat-footed 26

Base Attack/Grapple: +6/+11

Attack: Slam +11 melee (1d8+5 plus 2d8 fire)

Full Attack: 2 slams +11 melee (1d8+5 plus 2d8 fire) and wing buffet +9 melee (1d6+2)

Space/Reach: 5 ft./ 10 ft.

Special Attacks: Breath weapon, incinerate, sonic *flame strike*, spell-like abilities

Special Qualities: Damage reduction 10/good, dismissive turning, immune to electricity, resistance to acid 10, cold 10, fire 10, and sonic 10, SR 25, telepathy 100 ft., turn resistance +4

Saves: Fort +5, Ref +8, Will +10

Abilities: Str 20, Dex 16, Con -, Int 15, Wis 10, Cha 15

Skills: Concentration +21, Hide +24, Knowledge (arcana) +23, Knowledge (planes) +23, Move Silently +24, Spellcraft +24

Feats: Dodge, Flyby Attack, Improved Flyby Attack, Improved Initiative, Mobility

Climate/Terrain: Any land or underground

Organization: Solitary or gang (2-4)

Challenge Rating: 13

Treasure: *Pendant of Breath* or None

Alignment: Always chaotic evil

Advancement: 12-24 HD (Medium); 25-36 HD (Large)

Criança appear to be teenaged human children wreathed in flame, though they are completely genderless. Tough, pale skin covers their skinny bodies and black, feathery wings sprout from their backs. Sharp fangs protrude from their mouths and milky red eyes notice everything around them.

Combat

Criança prefer to cast *displacement* early in combat in order to protect themselves from physical attacks, against which they are particularly weak. They then try to keep their distance using their flight and superior maneuverability while casting *flame strike*. If their *flame strike* proves ineffective, they will use their slam attacks, utilizing Improved Flyby Attack. If forced to the ground, criança prefer to use their breath weapon, using melee attacks as a last resort.

Breath Weapon (Ex): 30-foot cone, once every 1d4 rounds, ½ the criança's hit dice of d6 in fire damage and ½ the criança's hit dice of d6 in sonic damage, Reflex 10 + ½ the criança's hit dice for half damage.

Dismissive Turning (Su): Criança who are turned or destroyed by a cleric channeling positive energy are

instead banished to the Abyss. If they are currently on the Abyss, they are affected normally.

Incinerate (Su): As a full round action, two or more *criança* may incinerate a helpless body with which they are in contact. This incineration superheats the body, leaving nothing more than a pile of grey dust. This is considered a death effect; hence, an incinerated creature cannot be raised. A resurrection or true resurrection spell is needed to bring an affected creature back to life.

***Sonic Flame Strike (Sp):** The *pieno's flame strike* is different than normal. Instead of dealing half fire damage and half divine damage, it deals half fire damage and half sonic damage.

Spell-like Abilities: At will – *bull's strength, cat's grace, displacement, flame strike**. Caster level 12th.

PIENO COMMANDER

Large Undead (Chaotic, Evil, Extraplanar)

Hit Dice: 25d12 (162 hp)

Initiative: +7

Speed: 30 ft., fly 90 ft. (good)

AC: 28 (-1 size, +16 natural, +3 Dex), touch 12, flat-footed 25

Base Attack/Grapple: +12/+22

Attack: Slam +17 melee (2d6+6 plus 4d8 fire)

Full Attack: 2 slams +17 melee (2d6+6 plus 4d8 fire) and wing buffet +12 melee (1d8+2)

Space/Reach: 10 ft./15 ft.

Special Attacks: Breath weapon, incinerate, sonic *flame strike*, spell-like abilities

Special Qualities: Bolstering Aura, damage reduction 10/good, dismissive turning, immune to electricity, resistance to acid 10, cold 10, fire 10, and sonic 10, SR 28, telepathy 200 ft., turn resistance +4

Saves: Fort +8, Ref +11, Will +14

Abilities: Str 22, Dex 16, Con -, Int 16, Wis 10, Cha 15

Skills: Concentration +28, Intimidate +28, Knowledge (arcana) +31, Knowledge (planes) +31, Sense Motive +28, Spellcraft +33, Survival +28 (+30 on other planes)

Feats: Dodge, Empower Spell-Like Ability (*sonic flame strike*), Flyby Attack, Improved Flyby Attack, Improved Initiative, Mobility, Danger Sense, Quicken Spell-Like Ability (*sonic flame strike*), Track

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 17

Treasure: *Pendant of Breath* or None

Alignment: Always chaotic evil

Advancement: 25-36 HD (Large)

Pieno Commander Criança appear to be sickeningly overdeveloped teenaged human children wreathed in flame, though they are completely genderless. Tough, pale skin covers their disproportionate bodies and black, feathery wings sprout from their backs. Sharp fangs protrude from their mouths and milky red eyes notice everything around them.

Combat

Criança prefer to cast *displacement* early in combat in order to protect themselves from physical attacks, against which they are particularly weak. They then try to keep their distance using their flight and superior maneuverability while casting *flame strike*. If their *flame strike* proves ineffective, they will use their slam attacks, utilizing Improved Flyby Attack. If forced to the ground, *criança* prefer to use their breath weapon, using melee attacks as a last resort.

Bolstering Aura (Su): *Pieno Commanders* have the ability to bolster all nearby *criança*. Any *criança* within 100 feet of a *Pieno Commander* may use the *Commander's* hit dice instead of its own when determining the effects of turning checks.

Breath Weapon (Ex): 30-foot cone, once every 1d4 rounds, ½ the *criança's* hit dice of d6 in fire damage and ½ the *criança's* hit dice of d6 in sonic damage, Reflex 10 + ½ the *criança's* hit dice for half damage.

Dismissive Turning (Su): *Criança* who are turned or destroyed by a cleric channeling positive energy are instead banished to the Abyss. If they are currently on the Abyss, they are affected normally.

Incinerate (Su): As a full round action, two or more *criança* may incinerate a helpless body with which they are in contact. This incineration superheats the body, leaving nothing more than a pile of grey dust. This is considered a death effect; hence, an incinerated creature cannot be raised. A resurrection or true resurrection spell is needed to bring an affected creature back to life.

***Sonic Flame Strike (Sp):** The *pieno's flame strike* is different than normal. Instead of dealing half fire damage and half divine damage, it deals half fire damage and half sonic damage.

Spell-like Abilities: At will – *bull's strength, cat's grace, displacement, flame strike**. Caster level 25th.

NABASSU

Medium Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)

Hit Dice: 7d8+28 (59 hp)

Initiative: +4

Speed: 30 ft., fly 60 ft. (average)

AC: 19 (+5 natural, +4 Dex), touch 14, flat-footed 13
Base Attack/Grapple: +7/+11
Attack: Claw +11 melee (1d4+4)
Full Attack: 2 claws +11 melee (1d4+4) and bite +9
 melee (1d8+2)
Space/Reach: 5 ft./ 5 ft.
Special Attacks: Death gaze, feed, sneak attack +2d6,
 spell-like abilities.
Special Qualities: Damage reduction 10/cold iron or
 good, immune to electricity and poison, resistance
 to acid 10, cold 10, and fire 10, SR 17, telepathy
 100 ft.
Saves: Fort +9, Ref +9, Will +7
Abilities: Str 19, Dex 18, Con 19, Int 14, Wis 14, Cha
 14
Skills: Bluff +7, Concentration +10, Diplomacy +4,
 Escape Artist +10, Intimidate +8, Hide +14,
 Knowledge (Local)(Any one) +7, Knowledge
 (Planes) +7, Listen +20, Move Silently +14, Search
 +12, Spellcraft +7, Spot +20, Survival +8 (+10
 following tracks), Use Rope +10 (+12 with
 bindings).
Feats: Multiattack, Power Attack, Track
Climate/Terrain: Infinite Layers of the Abyss
 (Torremor)
Organization: Solitary or gang (3-5)
Challenge Rating: 6
Treasure: Standard
Alignment: Always chaotic evil
Advancement: Special (see below)

Nabassu are creatures spawned in the Abyss but nurtured on other planes, where they grow and gain power by slaying and devouring humans.

Nabassu, unmistakably fiends, are gargoyle-like in appearance, standing 7 feet tall. They are gaunt with leathery skin and wings, tightly corded muscles, long claws on hands and feet, steely grey eyes, and a wide mouth lined with sharp fangs.

Nabassu are a scourge of humanity. They are the only fiends that live a part of their lives on a foreign plane. Unlike other tanar'ri, nabassu seem to have no place in the Blood War. Once they return to the Abyss from their tour of carnage on the Prime Material, they will reside in one of the fortresses of the Abyss for the rest of their immortal existence.

Combat

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

weapons for the purpose of overcoming damage reduction.

Death Gaze (Sp): 1/day - Death, range 30 ft., Fortitude DC 15 negates. Once per day, a nabassu can make a targeted gaze attack against one target. Humanoids that die from their attack are transformed into ghouls 24 hours later. The save DC is Charisma-based.

Sneak Attack (Ex): A nabassu can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus or when the nabassu is flanking.

Feed (Su): When a nabassu slays a humanoid opponent on a plane other than the Abyss, it can feed on the corpse, devouring both flesh and life force, as a full round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A nabassu advances in Hit Dice by consuming corpses in this fashion. For every four suitable corpses a nabassu devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally. The nabassu only advances by consuming the corpses of creatures whose Hit Dice are equal to or greater than its own current total. A nabassu who reaches 11 Hit Dice through feeding becomes a Greater Nabassu upon completion of the act.

Spell-like Abilities: At will - *darkness*. Caster level equals the nabassu's Hit Dice.

Skills: Nabassu have a +8 racial bonus on Listen and Spot checks.

Source: *Planescape - Monstrous Compendium* (TSR 2602), converted to D&D 3.5 from 2nd Edition.

GREATER NABASSU

Medium Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)

Hit Dice: 11d8+66 (115 hp)

Initiative: +4

Speed: 30 ft., fly 60 ft. (average)

AC: 23 (+9 natural, +4 Dex), touch 14, flat-footed 16

Base Attack/Grapple: +11/+17

Attack: Claw +17 melee (1d4+6 plus energy drain)

Full Attack: 2 claws +17 melee (1d4+6 plus energy drain) and bite +15 melee (1d8+3)

Space/Reach: 5 ft./ 5 ft.

Special Attacks: Death gaze, energy drain, feed, paralyzing aura, sneak attack +2d6, spell-like abilities, summon tanar'ri

Special Qualities: Damage reduction 10/cold iron or good, immune to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 21, telepathy 100 ft.

Saves: Fort +13, Ref +11, Will +11

Abilities: Str 23, Dex 18, Con 23, Int 18, Wis 18, Cha 18

Skills: Bluff +14, Concentration +20, Diplomacy +19, Escape Artist +12, Intimidate +12, Hide +18, Knowledge (Local)(Any one) +15, Knowledge (Planes) +15, Listen +26, Move Silently +18, Search +18, Spellcraft +11, Spot +26, Survival +12 (+14 following tracks), Use Rope +12 (+14 with bindings).

Feats: Ability Focus (paralyzing aura), Multiattack, Power Attack, Track

Climate/Terrain: Infinite Layers of the Abyss (Torremor)

Organization: Solitary

Challenge Rating: 11

Treasure: Standard

Alignment: Always chaotic evil

Advancement: Special (see below)

A nabassu that reaches 11 Hit Dice through feeding becomes a greater nabassu. A greater nabassu can reach a maximum of 21 Hit Dice through feeding.

Death Gaze (Sp): 1/day - Death, range 30 ft., Fortitude DC 19 negates. Once per day, a greater nabassu can make a targeted gaze attack against one target. Humanoids that die from their attack are transformed into ghastrs 24 hours later. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a greater nabassu's claws gain two negative levels. The DC is 19 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the greater nabassu gains 5 temporary hit points.

Feed (Su): A greater nabassu can feed, as a nabassu. A greater nabassu can reach a maximum of 21 Hit Dice through feeding.

Paralyzing Aura (Su): Any living creature coming within 10 ft. of a greater nabassu must succeed on a Fortitude save (DC 21) or be paralyzed for 1d10 rounds. A creature that succeeds is immune to that same greater nabassu's paralyzing aura for 24 hours. The save DC is Charisma-based.

Spell-Like Abilities: At will - *darkness, silence, vampiric touch*. 2/day - *ethereal jaunt* (self plus 50

pounds of objects only). Caster level equals the greater nabassu's HD.

Summon Tanar'ri (Sp): Three times per day a greater nabassu can attempt to summon 2d6 dretches or 1 greater nabassu with a 35% chance of success. This is the equivalent of a 3rd-level spell.

Skills: Greater nabassu have a +8 racial bonus on Listen and Spot checks.

Source: *Planescape - Monstrous Compendium* (TSR 2602), converted to D&D 3.5 from 2nd Edition

Appendix 3 – Bright Sentry Locations

1. The Harbormaster. This building contains all the information on the ships in the harbor. A dozen guards are here at any given time. They have access to two rowboats. The harbormaster is a Pholtan named Zinder Brightflame. She is a red-haired hag of a woman who seems to have some sort of eye problem as she is always squinting. She appears to be busier than she actually is.
2. The Grinning Goblin. This one-level inn is more of a flop house. It has one main bar area and the food is VERY simple. There is a massive second room with common cots available. Outside is a sign “Pig roast tonight!” It can sleep 20 at a time. The staff says the owner is looking at ‘building on’. The owner is a grubby ex-sailor named Morty of mixed blood. They actually don’t have any pig – the sign is old. They do have a pretty lousy stew and weak beer. This flop house is a VERY rough and tumble establishment. Anyone who paid more than adventurer’s standard for upkeep have a -2 penalty on all social interaction (charisma based) skill checks and (condescendingly) are referred to as “milord” or “milady”.
3. Open Spirit Meeting Hall. This wood building is 20 ft by 20 ft. It has very little furniture inside including a couple of cots. There are food and medical supplies stacked neatly in the room. The main person running this is a Suel-mixed human named Shadswen. Shadswen’s mission is to provide relief to the survivors of the goblin invasion, but the citizens of the town do not let him in because they say the Open Spirit caused the plague. He distributes the food and medicine to those citizens desperate enough to come out of the city walls for assistance.
4. General Store. This building has anything in the general equipment section of the Players Handbook table 7-8 that costs 99 gp or less. The exception is Alchemist’s Fire. He has completely sold out! However the prices are exorbitant (+50% over book prices). The proprietor, Melvilium, is a very slick Flan male of medium age.
5. Church of Pholtus. This is more of a one room building than an actual church. It is circular and built of stone. It is run by an intense looking woman. She is about 5 and ½ feet tall, and has short blond hair. She is wearing simple robes and carries a simple looking oak quarterstaff. Tucked in her waist band is a metal holy symbol: a full moon with a crescent moon over the top (Religion or Intelligence check DC 10 reveals it to be that of Pholtus). Her name is Filna the Illuminated. Her hands show horrible signs of scarring. A DC 15 Heal check reveals that the scars are from serious burns. In fact, she is a member of the ultra-zealous *flambis morti* – a local sect of the Pholtan religion that believes in ritual purification through fire (and in fact she plunges her hands into open flames each day!) (See Appendix B or the Shield Lands Metaregional Book for more information on this cult). She should be played as being very friendly to the party, but unflinching that anyone not a Pholtan will ultimately die (“does not the fire burn away the plague?”).
6. The Town Walls. Bright Sentry has been walled in. It is manned by guards (war level 1) day and night. The wall is a 20 ft. tall wooden palisade that looks new. There is a very large sign (5 ft tall) on the wall near the gate that says: “No admittance without a pass. Trespassers will be killed.” It is signed by Lord Natan Enerick.

DM Aid 1 – Important NPCs and Locations

Redhand

Redhand is a former county in the Shield Lands. It was split from them by its ruler, Prince Zeech, in CY 577 and later allied with the forces of the Old One in 583. Redhand is likely the most lawful area in the former Combination of Free Lords. Prince Zeech prefers a clean and orderly domain and his men work to maintain that. Redhand has also prospered more than any other area in the Bandit Kingdoms, as it is home to Alhaster, the only deepwater port in the nation.

Morannon, Barony of

Morannon is one of the most fertile regions in Redhand, providing most of the agricultural production for the region. It is currently ruled by Baron Ulik, a priest of Ralishaz known for his unpredictability. As with most lords, his mannerisms have spread to the local populace. The commoners in Morannon are so carefree and hedonistic, that it is a wonder they manage to continue producing as they did before. Abnormality is the norm and practical jokes are a common practice, especially when there are visitors.

Alhaster

Alhaster is the capital of Redhand and the location of the only deepwater port in the Bandit Kingdoms. The city is the cleanest and most orderly in all of the Combination and the citizens seem quite happy with their lot in life. The streets are filled with monuments and fountains, all of which have been white-washed along with the walls to create a gleaming façade. The only residents that do not enjoy life in Alhaster are the Rhenee. They have been persecuted frequently by Zeech and his forces and share no love for the Prince.

Until recently, Alhaster was a bustling trade city. Ships from Greyhawk, Dyvers, and other cities were frequently seen in port. However, the port was closed in early CY 595 and trade has ceased. The docks have been devoted entirely to refitting old ships in the Redhand fleet and building new warships.

Bright Sentry

Bright Sentry is the backup capital of the Shield Lands located on the isle of Scragholme. Whereas the dominant religion of mainland Shield Lands is Heironeous, Bright Sentry is dominated by Pholtans. Due to the plague in the mainland Shield Lands, Bright Sentry has been closed to most outsiders. The only part of the city accessible to travelers is South Port, a walled harbor with a few necessary buildings. It is a lengthy and difficult process to get clearance from the priests

of Pholtus and bureaucrats to gain admittance to the rest of the city.

Baron Ulik

The Baron is a young cleric of Ralishaz. Like most clerics of the Unlooked For, he is a bit mad and unpredictable. He is flighty in his conversation and often interjects thoughts that have no bearing on the situation. He is a fully actualized Divine Oracle, so sometimes his comments will hint at future occurrences. In addition, the Baron is quite mad, having two voices that he converses with regularly, regardless of who might be listening. He became the Baron of Morannon at a young age and some say this has gone to his head. He is cocky and self-assured, paying little heed to social norms and respecting only power. As the Baron of Morannon, he is a vassal of Prince Zeech and, by proxy, of the Old One. The Defenders of Morannon, his hand-picked companions and main defenders of the keep, are some of the most powerful adventurers in the Combination.

Lord Natan Enerik

Lord Natan Enerik is the current Lord of Bright Sentry and member of the Council of Lords. His lordship derives from his guardianship of Simen Sharn, Simen. Natan is a cleric of Pholtus, the dominant religion of Bright Sentry. This puts him at odds with many of the political figures in mainland Shield Lands, where the dominant patron deity is Heironeous.

Simen Sharn

Simen Sharn is a 13 year old boy and custodian of Lord Natan Enerik. When Simen turns 14 next year (CY 596), he will begin attending Council of Lords meetings in an advisory manner. In CY 598, when Simen turns 16, he will reach legal majority, claim his title as Lord of Bright Sentry, and be a full member of the Council of Lords.

Prince Zeech

In his youth, Prince Zeech was commonly described as effete. Now in his late 30s, this quality has faded somewhat over the years, though he is still what many would call a dandy. His appearance and mannerisms, however, belie his devotion to the militant Hextor and his well-concealed martial aptitude. Zeech may be the most cultured cleric of Hextor in all of the Flanaess.

Zeech seems to have a talent for making enemies. He alienated the Shield Lands when he split his nation of Redhand from them in 577, and angered the rest of

the Flanaess when he allied with the forces of the Old One in 583. Even in the Empire of Iuz he has made enemies. Zeech chafes under the oversight of the Church of Iuz in Balmund and is always suspected of desiring to rebel against Iuz and declare his independence. The clerics keep a close eye on Zeech and report all suspicious activity directly to Dorakaa. He has even managed to spur the creation of an insurgent force known as the Brotherhood of the Sundered Axe. This group is dedicated to the opposition of Prince Zeech and the return of Redhand to the Shield Lands.

Despite all his enemies, he is quite likable in person. He treats his guests well and is known for his etiquette. Zeech is also respected for his sense of justice, as he rarely allows public injustices of any sort. However, he does maintain a powerful secret police force under the supervision of Lord Elhilbor.

Elhilbor

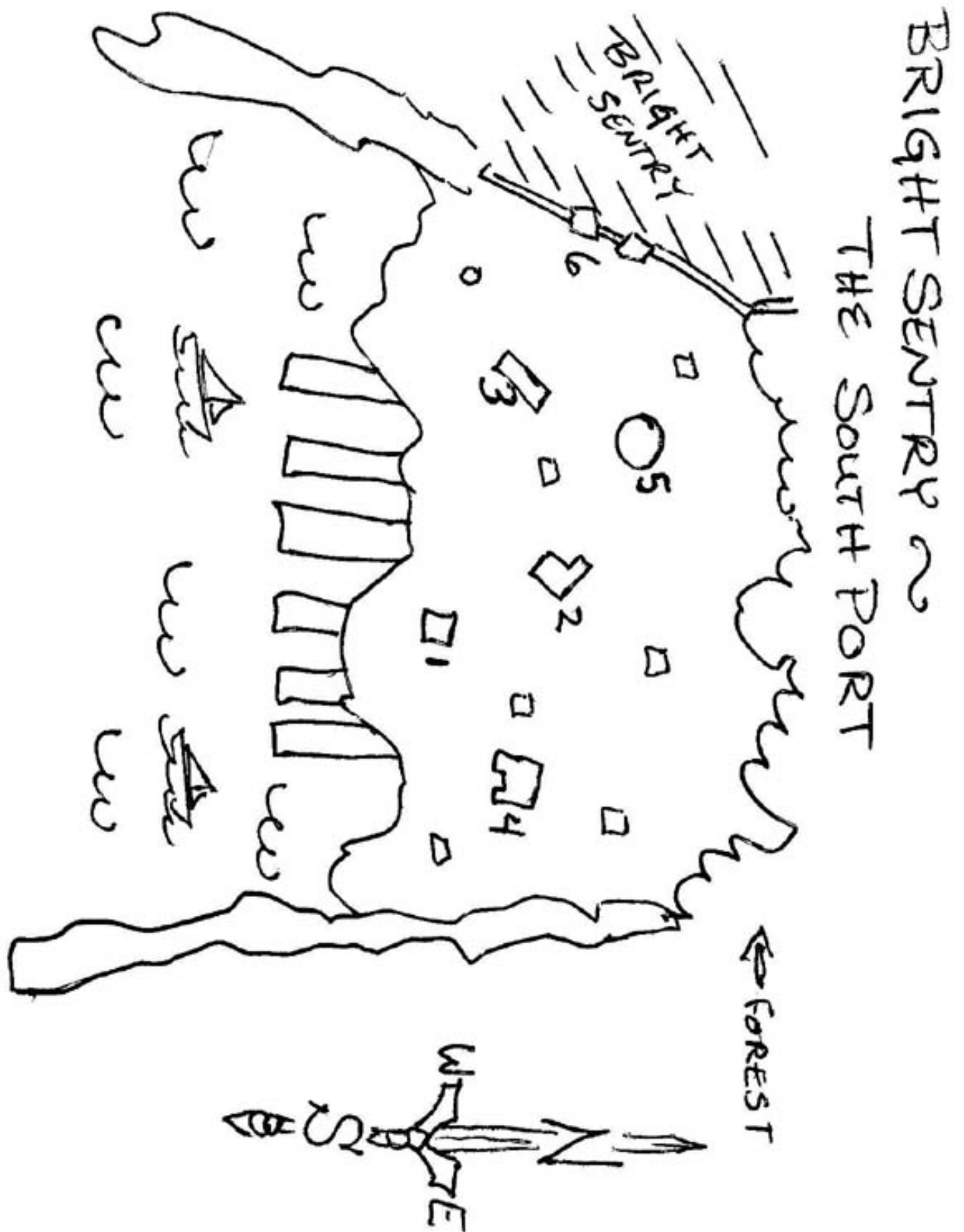
Lord Elhilbor is the Captain of Zeech's secret police force. He is extremely charismatic and resourceful, qualities that helped him earn his position. Elhilbor seems to know everything that happens in Redhand, sometimes before the people performing the act know. He keeps Zeech informed constantly, a habit Elhilbor likely knows plays into Zeech's propensity for micro-management.

DM Aid 2 – Maps

Southern Bandit Kingdoms and Shield Lands



Bright Sentry – South Port



Player Handout 1

Dearest Niece,

Since last we met, we have made some progress in unraveling what the old man has in store for us. It seems he is planning one taking the entire family on a trip to the Hellfurnaces. To prepare for this trip, we need to pick up some supplies and learn about what we might encounter on the way. If you could do me a favor and take care of this for me, I would appreciate it. As you probably remember, I have a hard time leaving the house since I came down with that sickness last year. I have to drink that vile concoction three times a day that I get from that shady dealer down the street. I hear there is a somewhat crazy man in the southern bandit lands that might be able to prepare us for this trip. I believe he's the head of a large household in Morannon. If you would take care of this, I would really appreciate it.

Your Uncle

Player Handout 2

Nabassu have been reported in Redhand. Take a team to run a live test of the forces. Equip them with the recent developments. Use the *refuge* talismans to return immediately to Dorakaa after completing the mission to give report. The command word for the wishbones is 'lies.' Make haste, there is not much time before we begin.

Player Handout 3

Zeech,

I will pass this information on to appropriate hands. They will assuredly do their best to make things difficult for your public master. It might be nearly time to make a move and declare your independence. I notice it has not been met with any disapproval to your north.

As you know, the matter with the Council Seat will soon be resolved. Once my position on the Council becomes permanent, my supporters will be able to act within the realm with greater freedom. Obviously, I will work to convince the Council to forgive your past transgressions and support you in that endeavor.

The Master in Bright Sentry