

IUZ5-06

Spy Gnome

A One-Round D&D LIVING GREYHAWK[®] Iuz Meta-Regional Adventure

Version 1.0

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Reviewed by Rob Little

Tamatar Chenchenka, codename “Little Voice”, was sent to infiltrate the gnomish slaves at work on the Groaning Mines – deep within the terrible Howling Hills. For three years, this loyal undercover agent has endured every indecency known to gnomes; all the while providing The Drinkers with valuable information regarding the Old One’s economy...until now. Now her voice has gone silent. Now it is time for her to come in ... from the cold. A Living Greyhawk adventure designed for APLs 6-14.

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.

RPGA SANCTIONED PLAY

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

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

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

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read

aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted

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

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

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

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-

numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round metaregional adventure, set in Iuz's Border States. Characters native to the Iuz's Borders States metaregion 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

After he was released from his prison beneath Castle Greyhawk, Iuz The Old made sure that all the inhabitants of his land knew who he was ... and that he was back. To ensure this, Iuz erected many monuments in his own honor, and had these monuments guarded by longtime allies who had stayed true until he returned. Each monument was erected in a place close to the Old One's black heart. One such special place was Dagerspike Peak – the tallest spire overlooking the source of Iuz's riches: the Groaning Mines.

The Groaning Mines are located to the west of the dreaded Howling Hills – about three day's journey north of Iuz's capital, Dorakka. The mines were once home to a great nation of dwarves, who were enslaved by Iuz over 100 years ago. Around the mines were many villages which were also home to a number of gnomish communities. They too were all enslaved by Iuz. And all of them were put to work in the mines – day in, day out – and made to haul the precious metals which allowed The Old One access to a multitude of weapons: all of them forged in the blood of slaves.

Three years ago, the secret anti-Iuz organization, known only as The Drinkers of Midnight, learned that Iuz had discovered some new (and precious) material – deep within the underbelly of the mines. The Drinkers decided that the only way to find out what it was, was to send in a gnome who could infiltrate the slave community and then relay back any information. They chose their most trusted agent: Tamatar Chenchenka – codename "Little Voice".

Tamatar infiltrated the slave community of a village near the mine. The village was called Tiskopel (in gnomish), but had been renamed "Smite" by the Iuzian forces. Although Tamatar has not yet learnt what the "new material" is, she has been able to relay much important information about Iuz's economic position to the forces of righteousness – often whilst undergoing terrible torture, and horrendous conditions.

Until now.

Two days ago, "Little Voice" went silent.

What The Drinkers do not know is that Tamatar has quietly infiltrated a cult which is currently sweeping the gnomish communities of the Groaning Mines. The cult calls itself "The Reunited", and it promises deep fulfillment by allowing gnomish slaves to (once again) see and speak with long lost relatives – even those who have passed on. This "reuniting" gives the gnomes a new sense of belonging, and completely satiates any old feelings of rebellion or disharmony. The cult is even

supported by the Urzun orcs who garrison the gnomish villages – in particular, an orc captain called Garog (who is stationed in Smite).

What the gnomes do not know is that Garog works for a giant called Bruticus. The giant, in turn, works for a rakshasa called Harak Ha'mil, a longtime servant of Iuz and the guardian of the Monument on Daggerspike Peak.

Every Starday at dawn, six gnomes are chosen to be “reunited”. They are brought to a waiting place, where Bruticus questions them (so that Harak Ha'mil can scry the gnomes to ensure they are not spies). He then sends them up to the peak to “face the monument”. At this point, the gnomes are attacked by terrible creatures called Chelicera – which are big, bloated, blood sucking spiders. Whilst the spiders drain the gnome's blood, they make the gnomes hallucinate – causing them to *think* they see and speak with their loved ones. When the spiders are finished, they leave the gnomes to awaken and go back down the mountain – their memory of the attack erased. This experience causes the gnomes to have an “epiphany” of sorts: they become sedate, drone-like, and more eager to work under harsher conditions. This is simply an after-effect of the blood drain (though it lasts for many weeks). When it starts to wear off, they are sent back for another “reunion”.

The spiders are the “pets” of Harak Ha'mil. The rakshasa lives inside the Monument and he uses the blood drained from the gnomes in order to work terrible magic. The blood from a gnome, when processed by the digestive juices of the Chelicera creates a powerful material component which can be soaked into a wooden medallion. Once properly enchanted, the medallion can then be used to create vampires out of ordinary people (without them ever having to be bitten).

Harak Ha'mil has already created the medallions which made vampires of the Lords of Kendragund Keep – Sven and Sverdlin (and these are proudly displayed in a cabinet inside the monument). Harak's next project is to create medallions to turn the clan leaders of Perrenland into vampires. Such an accomplishment would allow Harak's master, Old Iuz, to take control of a nation long denied him.

There is, however, one thing stopping Harak from creating these medallions. He has recently discovered that whilst the medallions turn people into vampires, there is no long-term guarantee that the vampires will be “evil”. In fact, news has just reached him that one of the vampire brothers in Kendragund Keep has secretly pledged himself to Heironeous; and is, even now, devising schemes which could, eventually, destroy Iuz's empire from within itself ...

Adventure Summary

DM's Note: Times (in minutes) given after each encounter number signifies *average* time spent at the game table on this encounter. Times are given so that this scenario can be played easily in a four hour convention slot.

The Aurocon is the one-eyed, but beautiful, female Captain of a branch of the anti-Iuz organization called The Drinkers. The branch is known simply as I.U.Z.5-06 (sounded out, not spoken), and it is this spy unit which has been given the job of bringing Tamatar “in from the cold”.

During the **Introduction** (30 minutes) the Aurocon meets the PCs in their home region, along with the old wizard, Terdalmus, and a young female gnome called Artva Chenchenka. Artva's older sister is the missing spy gnome called “Little Voice” (real name: Tamatar Chenchenka). The PCs are quested to travel with Artva to the last known location of “Little Voice” – the Village of Smite (on the outskirts of the Groaning Mines in the Empire of Iuz). The PCs need Artva as she is the only person who can verify what her sister looks like – alive or dead. If the party accept the quest they are teleported to the village by Terdalmus.

In **Encounter One** (90 minutes), the PCs arrive at the Village of Smite during the middle of the night (as all good spies should do). The PCs must avoid the Urzun guards and sneak around the town and speak with various gnome folk who might know what has happened to Tamatar. But the PCs discover that something strange is going on in this place. It seems that Captain Garog (an orc) has been sympathetic towards the plight of these gnomes. He has been arranging ways of reuniting slave gnomes with their “loved ones” – including those who have been long deceased. These “reunions” all take place up at the Monument on Daggerspike Peak. The “reuniting” makes the gnomes very passive, less rebellious, and more inclined to work towards the goal of their next “reunion”.

It turns out that some of the locals know who Tamatar is, but won't reveal her situation (these gnomes are looking forward to their first “reunion”); or they know who she is and tell the party that she is going to be “reunited” very soon – and that the PCs cannot interfere. The gnomish Mayor, Wilf Bartoom, is particularly suspicious. He hints that the PCs must distract the guards under one of the guardtowers and then sneak in while Captain Garog is distracted. In the guard post the PCs find out that Tamatar has gone this very evening with four other gnomes to the “Waiting Place” – a clearing at the base of Daggerspike Peak. Here she undergoes questioning that prepares her for her “reunion” – which is to take place just before dawn!

In **Encounter Two** (30 minutes) the PCs arrive at the Waiting Place. The gnomes are no longer there. They have left to go to their “reunion”. There are *five* trails leading off from the Waiting Place – up to Dagerspike Peak. The clearing is guarded by a giant called Bruticus. The giant knows which trail is the *safest route* to the Monument, but it is his job to cover up the tracks after the gnomes leave ... just in case someone comes snooping around. Bruticus is angry at the world because he hasn’t been paid for over a month. The players have several options here on how to deal with him (eg. diplomacy, subdue, or kill). If they can discover the *safest route* to the Monument (via diplomacy or subdue) then their journey up to the Peak is not as eventful. If they do not discover the safest route (ie. they kill Bruticus), then they eventually get there – but after an encounter with multiple terrible monsters (rather than just one).

Encounter Three (30 minutes) is a creature encounter. It takes place on the winding, cliffside trail leading up to Dagerspike Peak.

In **Encounter Four** (30 minutes) the PCs appear to arrive at the Monument too late. There are the bodies of four (not five) gnomes lying unconscious in front of a stone edifice. Artva reveals that her sister is not amongst them. The monument edifice is covered in poetry which is dedicated to Iuz, and it backs onto a cliff-face. It is at this point that the party is attacked by some Chelicera (big blood sucking spiders). The Chelicera have already fed on the gnomes, but are still hungry! After the fight (to the death), the PCs hear a gnomish scream come from *inside* the Monument! It is Tamatar! Harak Ha’mil captured her after discovering she was a spy at the Waiting Place. After pivoting a secret door in the edifice, the PCs go inside to look for Tamatar.

During **Encounter Five** (15 minutes) the PCs discover the laboratory of Harak Ha’mil. They find out what he has been up to, and discover the Chelicera nest. Within the nest is a chelicera who is being “milked”. As the chelicera cannot move whilst “milking” is taking place, it can be easily dispatched. There are also three baby chelicera which can also, easily, be dispatched.

There are some stone steps (behind a secret door) going down to level two of Harak’s complex within the Monument. This leads players to **Encounter Six** (30 minutes). The encounter is *either* a fight with a troll guardian ... *or* ... a duel to the death with Old Harak himself: an ancient Rakshasa! Exactly who (or what) PCs fight depends on the APL at which they played this adventure.

After the fight, the PCs find Tamatar tied up at the back of the Monument. The PCs rescue her and discover that she had stopped sending information to The Drinkers so that she could find out the scam behind the Cult of the Reunited. It appears she has succeeded. After

a good laugh, the PCs and the gnomes can travel safely back to the Village Of Smite – and teleport home. With the Chelicera gone, there is no more Cult of the Reunited. But before the game is over the players must decide what to do with the two medallions they found within the Monument ...

Introduction

Read or paraphrase the following introduction in a way which best suits your Home Region.

Once again, in between jobs, you find yourselves gathered at the [1], in the [2]. It is late in the evening. Some of you may have arrived together – others individually. But this summer is particularly hot, and the cool ale leads a few of you to introduce yourselves to those who don’t know you; and to recount the exploits of your last few adventures ...

- **Bandit Kingdoms:** Replace [1] with “Showdown Saloon” and [2] with “town of Balmund”.
- **Furyondy:** Replace [1] with “Horn Of Plenty Inn” and [2] with “city of Libernon”.
- **Highfolk:** Replace [1] with “Heroes’ Rest Tavern” and [2] with “town of Highfolk”.
- **Perrenland:** Replace [1] with “Raggletail Tavern” and [2] with “city of Traft”.
- **Shield Lands:** Replace [1] with “Weary Shield Tavern” and [2] with “city of Critwall”.

Give the players a opportunity to introduce their characters, and to recount a few recent impressive exploits.

At this point, the DM chooses a PC to receive a *message* sent by Terdalmus. Terdalmus chooses the group’s most influential and “leader-like” member (based on the group’s previous introductions if necessary). Take the chosen PC aside and relay the *message* in secret. This is what the *message* says:

“This is the wizard Terdalmus, calling [insert PC’s name here]. Normally, I am associated with the Drinkers of Midnight – but I have been briefly seconded to work in a special branch unit known only as I.U.Z. 5-06. It is headed by the Aurocon, a cunning but beautiful one-eyed vixen. She wishes to see you and your present companions on a matter of urgent business! Come to the Peregrin Monty Fountain immediately. Touch the button and enter. Do not delay!”

A DC 10 Gather Information check around the bar discerns the whereabouts of the fountain (although those

PCs who ask garner queer looks from patrons of the tavern). It is located in the square in the centre of the artisan's district, not far from the PC's present location. If any PCs ask "who is the Aurocon?", nobody anywhere has a clue. If the players don't know (or don't recall) who Terdalmus is, tell them that their characters know that he is a wizard who is actively working against the Old One, and that he is known to be generally trustworthy.

When the PCs arrive at the fountain, read the following:

You have arrived at what clearly is the Peregrin Monty fountain. Only in an artisan's district would you find such a monument. A bronze plaque reveals that the fountain, and its accompanying statue, was erected in 591 CY by the artist, Peregrin Monty (a local sculptor). The fountain is 10 feet in diameter. The base consists of a bath some 3 feet deep (filled with water). At the bottom of the bath are hundreds of colorful tiles which catch the light of the bright full moon – and in turn reflect directly upwards. Standing in the centre of the fountain is a huge life-like statue of the artist himself ... completely nude. In his left hand, the statue holds a flower; in his right hand, a bunch of grapes. His lips are pursed, and he looks down on you all in a cheeky, playful sort of way. An ample trickle of water pours continuously from ... the usual place ...

The players now need to figure out how to get "inside" the fountain in order to meet with The Aurocon. Only by touching the "belly-button" of the statue, does the water in the fountain momentarily drain away to reveal a 5ft x 5ft secret door, and a set of stone steps going downwards – below the fountain. This allows the PCs passage down into the secret dungeon currently used as a headquarters of I.U.Z. 5-06. Even if PCs use *find secret doors* and *divination* to find a way in, they still have to "touch the button" on the statue at least once to get inside. The Aurocon has guarded the chamber below against those who might attempt to *dimension door* or *teleport* inside. Those who try just get "bumped" back outside – embarrassed, but unharmed.

As soon as the players have figured out how to get "inside", and start going in, read the following. Once the Aurocon starts to talk, she talks to the PCs like it is a "mission briefing". She allows no interruptions. She answers questions only once she has finished speaking.

As you enter down the passageway below the fountain, you eventually come to a sprawling dungeon, filled with rushing workers – all holding scrolls, or artifacts, or wands, or rods, or other strange paraphernalia. They all have masks over their eyes,

and are dressed completely in black. Some smile at you, and several are kind enough to, strangely, recognize you and usher you through towards one of the larger rooms in this very busy underground complex.

On your way, you get to glimpse quickly into a few side rooms. Through one door, you see several masked humans pointing a wand at a manacled norker. The norker shrieks as a huge duck flies from the end of the wand, and hits the norker, crushing his skull. "Now that's what I call Advanced Magic Missile!" one of the men says to the other as they both laugh. Through another side-door you see several oozes lined up along a wall. Then you see a sorcerer turn them into beautiful women! "I call them Femme-Blots", the sorcerer says. Finally, through another door, you spot a handsome man leaning over a desk talking in a sexy voice to a young secretary. A magic mouth opens up on the wall and says: "Come in, XP. And please let Miss Goldpeace get on with her work!"

As you reach your destination, you see there are only a few chairs and a desk. Sitting at the desk is a beautiful, raven-haired woman with a patch over her right eye. To her left is a cute little female gnome. To her right is an old wizard who you know is Terdalmus.

The Aurocon speaks with a very posh British accent, and is super confident, and rather sassy. The DM should pout and pounce and play this up for all its worth.

"I am The Aurocon", she says, "And we have no time to waste! Let us not now stand upon ceremony, for I have an urgent mission which you must immediately reject or accept once you know the conditions. What say you?"

Pause for three seconds. No matter what the players say, continue confidently ...

"Excellent! Three years ago, our unit learned that Iuz the Decrepit had discovered some new (and precious) material – deep within the underbelly of a complex in the Howling Hills known as The Groaning Mines. They are overseen by Urzun Orcs, who use dwarves and gnomes as slaves to work the mines. The dwarves are kept locked in cages deep within the mine. The gnomes are treated with slightly more humanity and allowed to live in guarded "village compounds" on the outskirts of the mine. The Drinkers of Midnight decided that the only way they could secretly find out what Old Geezer was mining, was to send in a gnome from our unit – one who could infiltrate the slave community and then relay back any pertinent

information. We chose our most trusted agent: Tamatar Chenchenka – codename “Little Voice”.

Tamatar infiltrated the slave community of a village near the mine. The village was called Tiskopel (in gnomish), but has been renamed “Smite” by the Iuzian forces. Although Tamatar has not yet learnt what the “new material” is, she has been able to relay much important information about Iuz’s economic position to our section of the organization – often whilst undergoing terrible torture and horrendous conditions. Until now. Two days ago, “Little Voice” went silent.

My dear adventurers ... we want her back. Dead or alive. Preferably alive ...”

The Aurocon gestures towards the cute little gnome sitting next to her.

“This is Artva Chenchenka, Tamatar’s sister. She is a civilian, but she is the only person we have who can identify Tamatar with absolute certainty, once (or if) you find her. She will go with you. You will protect her and treat her with absolute courtesy at all times.

Our plan, should you accept this mission, is to have Terdalmus teleport you immediately to the outskirts of Smite. It is well after midnight by now. You must infiltrate the village without alerting the guards, then quickly wake and interview as many local gnomes as you can in order to find out what has happened to Tamatar. We do know one thing: all the gnomes in the village are loyal to our cause, although they are not aware of Tamatar’s true identity. You will not be betrayed. You must follow any clues you might discover, and find Tamatar ... for good or for ill. Should you also be able to foil any nefarious Iuzian plots while you’re there, then all the better! But you only have 12 hours to do all of this!

Once you have secured Tamatar, Terdalmus will meet you at the drop-off point and teleport you all back here. Understood? Any questions?”

The DM is free to answer any relevant PC questions, but the general reply is that I.U.Z.5-06 don’t know anything more than what the Aurocon has already said. This is, in effect, a dangerous mission. The PCs are going in blind, and have to get out as fast as possible once they find Tamatar. There is no direct payment for this mission. However, the PCs are free to keep any other odds and ends they find along the way. If players ask, they do NOT have time to go shopping (it’s midnight anyway). Neither do they have time to make anything, or prepare new spells, etc. They must leave immediately.

There is, however, one concession: if the PCs don’t have much healing, or other similar spells/gear, then the

Aurocon asks Terdalmus to take them to see Father Q. down in The Chapel. Father Q. is a priest of Heironeous, and he has a selection of standard potions and scrolls for under 750gp (as would be available via the *Player’s Handbook* or *Dungeon Master’s Guide* and the latest LGCS). The PCs must be able to pay him up front for the goods.

Artva Chenchenka

Artva Chenchenka is the younger sister of Tamatar, the spy gnome. She has wide brown eyes and curly locks of long blonde hair (covered with a nice bonnet). Artva is extremely excited and overly keen to be honored to help find her sister. Any dealings with the adventurers are done with a sense of “awe”. Such overwhelming excitement is, however, slightly annoying. Artva repeatedly says things like:

“Oooo! I’m just so excited to be going on this adventure with all of you very experienced, very good adventurers ... yes ... I’m a very lucky gnome to be able to go along to find my sister ... yes ... I am, I am ...”

OR

“Ooo yes! Thank you for pointing out how much I talk when I really shouldn’t ... because I’m just a small ordinary gnome who hasn’t been anywhere near as brave or adventurous as someone like yourself ...”

OR

“Oh, by Garl’s beard! I didn’t mean to accidentally step in that bucket! I might have given away our position, mightn’t I? Oh, what an idiot I am! If I didn’t spend so much time trying not to be such an idiot, I would be as smart and handsome and heroic as YOU, dear adventurer!”

OR

“Oooo! Look at that pretty sunrise! If only I could just see it better by moving over here ... oh! What a clutz I am! I have walked too close to this cliff and the edges are soft and I feel like I’m going to fall ... Eeeeeek!!!”

OR

“Do you eat meat? You probably do because you’re big and strong. But I don’t generally eat meat. It gives me gas. Lots of gas. And at the most inappropriate times. But I like it, and I can’t help myself. So, you’ll ‘ave to excuse me if I ... let off a wee bit ... you know ...”

Artva speaks in a cute, but whispered, whiny tone of voice. She apologizes over and over for herself, and generally doesn’t stop talking (although she is not so stupid as to *actually* give away the PC’s positions, etc). But the PCs don’t know that. The PCs are given strict

instructions by the Aurocon to treat Artva with respect and courtesy. This includes NOT casting spells on her or binding her in any way. If they do not follow The Aurocon's instructions, and Artva is in any way made to feel uncomfortable, then the PCs lose role-playing XP at the end of this adventure.

Encounter One: The Village

The PCs are teleported just after midnight to the Village of Smite. Their objective is to interview as many of the gnomes in the camp as they can (in order to discover the fate, or whereabouts, of Tamatar Chenchenka). They need to do this by avoiding getting caught by the Urzun guards who oversee the camp.

DM's Note: The PCs are teleported to Area 1 on the Village of Smite DM's Map (see the Appendix). They arrive hidden behind a large clump of bushes, and are not immediately noticed by Urzun guards (unless they do something to alert them). The DM should place out a battle mat with the village drawn on it. Get the players to place down their figurines. It is important that the DM read the following section carefully. It details the village, the creatures who live there, and the conditions under which they live. This prepares you for any reasonable action the PCs might take in order to move around the village unnoticed. If the PCs *do* get noticed, then there are details on that in the section as well.

The Village of Smite

The DM should refer to the map found in the Appendix: The Village of Smite. The village is in absolute darkness (due to night conditions and an extremely stormy-looking, overcast sky). Unless a PC has darkvision, then movement around the village is reduced to half-movement. As soon as a PC lights a torch or other light source, the game is up and they are discovered.

1. Area Drop Off Point

The PCs teleport behind the bushes with Terdalmus to this location. So long as they whisper, the DM does not need to make Listen checks for the orcs to hear them (checks vary by APL).

- If the PCs speak normally to each other: Move Silently vs. orc Listen check (see *Appendix 1, Encounter 1*).
- If they shout directions or talk to another character more than 5 feet away: Move Silently vs. orc Listen check at +2 (see *Appendix 1, Encounter 1*).

Terdalmus reminds the PCs (for the last time) that stealth and secrecy is of utmost importance on this mission. Even if they are heard at this stage, and orc guards (five of them) come to investigate, then the PCs are able to hide

in the bushes (+7 circumstance bonus to Hide checks) until the orcs pass by (and think they were just hearing things). These orcs originate from the south-east watchtower, and they are lazy and underpaid. They only investigate the noise for a few rounds, then return to their tower. The PCs hear them grumbling about being late for their "midnight snack of rotten skunk's guts".

What If The PCs Fight The Orcs?

This is not the most optimal action (seeing as they've been given strict instructions not to engage unless necessary). But if the PCs spoil for a fight, or try to take orcs out silently, then look up their stats in the Appendix, and play it out. If they can, the orcs shout: "Intruders!" at the earliest opportunity and it is a Listen check (DC 15) for other orcs to hear them from outside the camp. Inside the camp, the check lowers to DC 10. You can find orc numbers and starting positions under Areas 3 and 4, below. It is possible for PCs to actually engage (and win) a fight against all the orc guards in this village. It just depletes their supplies and spells, and not win them any XP. If a battle starts, Terdalmus shakes his head and teleports out, saying: "This foolishness will cost us dearly!"

ALL APLs

Orc Guards (24): hp: varies depending on APL. See *Appendix One* for further information. It should be remembered that PCs do not get XP for fighting or killing orcs in this encounter and the EL has not been factored in to the overall EL totals for this scenario.

Tactics: There are 5 orcs stationed at ground level around every watchtower. There is one orc also stationed up top of every watchtower, but this orc never leaves his/her post (unless to go to the toilet). If a PC climbs a watchtower, these orcs fight to the death. As the watchtowers are 60 feet high, they try to bull rush a PC climbing up, and push the PC off the side of the watchtower if possible.

If The Orcs Are Defeated

If the orcs are defeated, then the PCs still find Garog's "Instructions" up in Tower A, and learn about the "reunion plot". However, before he dies, Garog is able to send a messenger pigeon from a cage in the tower (Spot check during the battle DC 25 to see it flying to the north-west). The pigeon carries a message to Bruticus the giant, warning him to possibly expect company. In this instance, Bruticus hides in Encounter Two, and attacks the PCs without mercy when they arrive at his clearing.

2. Rock Wall

This wall is 15 feet high, and extends the entire perimeter of the gnome village. The only (normal) way in and out of

the village is through/past one of the four watchtowers. If the PCs are using stealth to get into the camp, the following conditions apply in these circumstances:

- **Climbing Over The Wall:** This is the most obvious choice. Only two guards can see one wall at a time (using their 60ft darkvision). Remember, orcs don't need searchlights! If one PC goes over the wall at a time (Climb DC 10), then the PCs only make one Move Silently roll (at +7 due to the fact that the guards are watching the gnomes breaking out, not anyone breaking in). But don't tell the PCs that! The check is versus two orcs' Listen checks (there's one in each tower). If more than one PC goes over at a time, then the PC check is at -2 for each PC. If a PC falls from the wall, then give the orcs another *normal* Listen, then Spot check (versus the PC's Move Silently and Hide checks). If they see (or hear) something, they immediately investigate. The orcs also suffer a -2 penalty for both Spot and Listen checks per 10 feet they are from the PCs. This goes for all areas of the village.

Other Ways Inside The Village

- **Bluffing Their Way Inside:** Not a chance. As soon as an orc sees a PC, it yells "Intruders", and a battle begins.
- **Teleporting, Etc:** Quite possible, but dangerous. If the PCs simply teleport inside the village, but outside of any houses, then there is a chance (Orc Spot x4 vs. individual PC Hide checks) each round that they are spotted by the orcs, and a battle ensues. If the PCs teleport directly inside any house but the Mayor's Home (Area 7), then the gnomish occupants are immediately frightened, and scream (thinking the PCs are ghosts)! This alerts the guards and a battle ensues!
- **Flying Over The Walls:** The orcs won't see the PCs flying, but as soon as they land, there is the same chance of the PCs being spotted as above.
- **Invisibility And Silence:** Quite a nice combination, but remember that as soon as the PCs move, the orcs get a Spot check DC 20 to notice "something unusual" in the general vicinity of the PC. This makes them do three successive Spot and Listen checks in order to see or hear something.
- **Other Ingenious Ways:** It is possible that the players might come up with other ingenious ways to get inside the village. The DM should work with the circumstances listed above to adjudicate results of PC actions. Always keep in mind that PC stealth always triumphs over bluff or battle bluster. If the PCs are genuinely being stealthy and careful, who is

to say the orcs just won't look the other way once or twice? Just keep the players on their toes!

As Soon As The PCs Are Over The Wall

The area between the gnome houses and the rock wall is always slightly obscured due to the position of the watchtowers. But the PCs won't know this, so get them to make Move Silently and Hide checks continuously (vs. fake orc Spot and Listen checks). This keeps the players on their toes. At this point the PCs see that the gnome houses have both back doors and front doors, as well as a chimney and two side windows. The front doors are watched carefully and there is a chance (Orc Spot x4 vs. individual PC Hide checks) each round that the PCs are spotted by the orcs, and a battle ensues. Knocking (softly) on any of these alerts the occupant inside to come to the source of the knock. Whilst the occupant is surprised, at first, they do not scream, but ask the PCs to come inside. Once inside, the PCs are free to talk normally.

Moving From House To House

Once the PCs engage the first house of gnomes, then the gnome/s inside tell the heroes about a series of secret tunnels (ala Hogan's Heroes) which they have built underneath the village. The tunnels go from house to house, and the gnomes give the PCs the "secret knock" which lets the occupants inside know that friends are wishing to enter. This tunnel system means that the game does not slow down, as players try to sneak their characters unnecessarily from hut to hut. In case anyone asks, there are three tunnel systems underneath the village. They are affectionately called Tomka, Dikuus, and Harrik. They interweave, but hidden levers can shut two off (just in case one of the tunnels is discovered by the orcs).

3. Urzun Orc Watchtower

Each tower is 60 feet high and has a 20ft diameter on top. An orc has to climb a ladder to get to the tower top. At the top of each tower is a small table which usually has some orc food, a drinking vessel, and other orc supplies of little worth. **Captain Garog** lives in **Tower A**, and his table has a scroll on it and a map of the local region. The scroll contains "instructions" from Harak Ha'mil and if PCs find this, give them **Player Handout #1**.

4. Urzun Guard Positions

The guards are stationed around each watchtower. They are ever watchful and always on guard.

5. Local Gnomes Who Have Yet To "Reunite"

These are gnomes who have yet to be chosen to go up to Dagerspike Peak in order to be "reunited". They are not yet part of the Cult of the Reunited. Some are looking

forward to their “reunion” with their long lost relatives (see the Adventure Background for more information); whilst others are either frightened or suspicious. All of them know Tamatar, and one knows who she really is. No matter what their feelings towards the cult, all of them are supportive of each other. They welcome the PCs (once they know who they are), and help them as best they can. All of the gnomes despise Iuz the Old, and spit on the ground when his name is mentioned. Those who believe in the “reunion”, also have a soft spot for the Urzun orc called Captain Garog. He has taken some pity on the gnomes’ plight, and it is he who is risking his reputation (and life) by organizing “reunions” up on Dagerspike Peak.

The DM should note that PCs need to visit at least *three* of these houses in order to find out all they need to know. After this, the gnomes inside start to repeat what those below have already said. It doesn’t matter which Area 5 house the PCs go in, the order below does not change.

First House (Area 5): Kilika Marishnikhov and her family of five. Kilika is an excitable little gnome who has not yet been “reunited” (but she is looking forward to it!). She has a sister and a brother who passed away a few years ago in the Groaning Mines, and it will be good to see them again. Kilika tells the PCs that being “reunited” is reasonably harmless. It involves chosen gnomes being led up Dagerspike Peak to an ancient monument. At dawn, the dear dead departed appear to the chosen ones, and they speak about many things, bringing great comfort to the gnomes, and giving them the will to continue working the mines under such difficult conditions. Every Starday, Captain Garog conducts a ballot, and five gnomes are chosen to go up to the Monument. Preference is given to those who have not been before. A ballot was conducted this morning (Starday), and five chosen ones are already on their way to the Monument. Kilika knows Tamatar, but does not know of her true identity. Kilika does *not* know where Tamatar is, or where she lives in the village. Kilika does not know the way to Dagerspike Peak or the Monument.

Second House (Area 5): Vadim Drenegaar and his family of four. Vadim was a cleric of Garl Glittergold, the gnomish god, but he has lost his faith due to long years of imprisonment and working the mines. He is bitter and very frightened. Vadim knows that gnomes go to live with Garl Glittergold once they die, and that no gnome would ever return to Oerth of his/her own accord. Therefore, he believes that these “reunions” are the work of Iuz the Evil (spit), and that the spirits of the gnomish dead are somehow being forced by Iuz (spit) to return and haunt the living. This is an affront, but Vadim has no more faith, or energy, to fight against it. He has no

interest in being “reunited”, even though his name is due to go into the ballot next week. No one has yet refused to go to Dagerspike Peak, but he may be the first. Vadim knows Tamatar, but does not know of her true identity. Vadim does *not* know where Tamatar is, or where she lives in the village.

Third House (Area 5): Mishka Vradronia and her family of six. Mishka knows about the reunions, and is very suspicious. She has been speaking, lately, with her friend, Tamatar Chenchenka, who lives over at the Mayor’s House (Area 7). Mishka suspects that Tamatar might not be who she says she is. She is very brave, and very outspoken – not like other gnomes from around here. She is also very pretty, and has struck up a relationship with Wilf Bartoom, the Mayor. The gnomes are happy for her and Wilf, because Wilf has been very lonely since his wife passed away down the mines three years ago. Wilf has yet to be “reunited” and doesn’t want to be. Rumor has it that he is going to ask Tamatar to marry him. Mishka is worried about her friend Tamatar. Today, Tamatar was chosen in the ballot to go to Dagerspike Peak and to be “reunited”. Mishka begged Tamatar not to go, but Tamatar kept on saying it was “her duty” to go and “find out”.

Mishka does not know where Dagerspike Peak is, but she begs the PCs to help find her friend and return her safely. She tells the PCs that “Folks are not the same after they have been reunited. They appear pale, though exalted, and much too eager to work longer, harder hours down the mines ...”

6. Local Gnomes Who Have Been “Reunited”

These gnomes have one thing in common: they have all been fed upon by the Chelicera up at the Monument. Therefore, they have all experienced what they call “the reunion” (see Adventure Background for more information). These gnomes all appear very pale. A Heal check DC 15 reveals that the gnomes have had 1/3 of their blood supply drained from their little bodies, and replaced with some other kind of green substance which travels separately to their blood through their systems. The green substance appears to give the gnomes the constant feeling of exaltation and adrenaline. The effects wear off after three months, and the gnomes start to crave for another “reunion”. The gnome in the third house (below) is starting to crave. How this substance got there, no PC can tell, neither can it be removed.

All of these gnomes know Tamatar, and one knows who she really is. No matter what their feelings towards the cult, all of them are supportive of each other. They also welcome the PCs once they know who they are, and help them as best they can. All of the gnomes despise Iuz the Old, and spit on the ground when his name is mentioned. All of these gnomes have a soft spot for the

Urzun orc called Captain Garog. He has taken some pity on the gnome's plight, and it is he who is risking his reputation (and life) by organizing "reunions" up on Daggertspike Peak.

The DM should note that PCs need to visit at least three of these houses in order to find out all they need to know. After this, the gnomes inside start to repeat what those below have already said. It doesn't matter which Area 6 house the PCs go in, the order below does not change.

First House (Area 6): Erasmus Trinker and his family of five. Erasmus went to be "reunited" just last week. Though he appears pale, he acts extremely energetic and elated. His hands are covered in sores and blisters from doing double shifts down the Groaning Mines – something he would never have been able to endure before being "reunited". The reunion involved him being blindfolded at midnight, then marched with four other gnomes to a place which was called "The Waiting Place". Here, the gnomes undertook what was called "The Test". They were simply asked a few very basic questions about themselves by a man with a big deep voice. Then they proceeded, still blindfolded, up a steep trail. At dawn, they were asked to stand with their hands up against some kind of monument (which was covered in carvings of some kind). That is when the blindfolds disappeared from in front of their eyes, and they turned to see their long dead relatives and friends!

It was amazing! The elation was almost overwhelming, but every gnome stood and took in every moment of the reunion as if it would be the last time they saw those whom they had waited years to see again. Erasmus saw his mother, Tirana. He cried, and she held him in her arms and sang the lullaby to him which he heard as a baby. After about 30 minutes, the blindfolds appeared back around their eyes and the gnomes were led back down the mountain trail. They all felt very weak, and drained at first, but after a few hours they were all filled with happiness and abundant energy! Captain Garog must be blessed by Carl Glittergold to make such joyous things happen!

Erasmus knows Tamatar, and happily rejoices in the fact that she too will be "reunited" with her loved ones at dawn. He does not know of her true identity, or where she lives in the village. Erasmus does not know the way to Daggertspike Peak or the Monument (due to the fact they were blindfolded). Any attempt to convince Erasmus of his folly, and he becomes annoyed and asks the PC to kindly leave his house and not to return. He says that Tamatar will be back around midday if they want to wait for her.

Second House (Area 6): Vrenya Polidori lives here with her family of four. Vrenya was "reunited" six weeks ago. At first, she was very elated and happy to work

double shifts down the mines. But then, last week, she started to feel slightly depressed. The next day, she awoke to find herself being regularly visited by her dear dead friends and relatives! Here in her own house! In fact, they are here ... now! There is Uncle Timika, Aunt Rosanni, and Second Cousin Zulimaia! Vrenya speaks to these dear departed, and they appear to answer her ... but the PCs don't see or hear anyone other than Vrenya. Since her relatives came to visit, she has felt better about working double shifts again... in fact she is now working triple shifts. Vrenya knows Tamatar, and has heard she has gone tonight to be "reunited" herself. She doesn't know where Tamatar lives in the village. She knows nothing more than Erasmus about the journey and ritual associated with the "reunion" – in fact, she seems much more vague and listless (in general) than Erasmus, although she has a bit more color in her face than he does.

Third House (Area 6): Yetim Barakinov and his family of seven. Yetim's home is a mess. Yetim, himself, is also a mess. When he meets the PCs, he speaks to them – though he continuously weeps and has tears welling in his eyes. He tells the PCs that although he was reunited three months ago, his dear dead relatives no longer visit him, and he feels very depressed and lethargic. Fortunately, Captain Garog has promised him that he can go back up to the Monument next week. After this, Captain Garog says he will feel much better, and that his loved ones will visit him again. Yetim, physically, looks a wreck – but he has full color in his face. A Heal check DC 15 reveals no trace of the green substance found in Erasmus or Vrenya (if the PCs checked them out).

Yetim knows Tamatar, and he thinks she is very brave and kind. He tells the PCs that she has fallen in love with the village mayor, Wilf Bartoom. She lives with him over at his house (Area 7). Yetim does not know the way to Daggertspike Peak, but wishes the PCs well in finding Tamatar. Yetim's memories of the journey and experience of the Monument are strangely vague, and quite unhelpful to the PCs.

z. The Mayor's Residence (Wilf Bartoom)

If (and when) the PCs go to the Mayor's Residence, they find him to be an older gnome with a round, fat belly. He laughs a lot, and seems genuinely pleased to see the PCs. He knows Tamatar's true identity, and what she has been requested to do. He loves her very much, and has been frightened for her safety since she left with the reuniting party at midnight. Wilf is very suspicious of the "reuniting" rituals, and does not trust Captain Garog. Wilf says that the Urzun have been working the gnomes harder and faster in recent months, though those gnomes who have been "reunited" appear to have more stamina than others.

Wilf is very taken with Artva Chenchenka (Tamatar's sister), as she with him. If the PCs don't bring Artva into the village, Artva somehow finds her way in regardless and turns up at the Mayor's Residence anyway. Artva speaks kindly to Wilf, and thanks him for taking care of her sister. Wilf responds kindly in return, and tells Artva that he has never seen a gnomish lass more lovelier than Tamatar ... until now. This is important to the plot later in the Conclusion.

Wilf Bartoom tells the PCs what he knows about "the reuniting". He knows that gnomes get blindfolded and marched out of the village towards the north-west. But there are lots of trails, and the only way to be certain which trail they took is to somehow get a hold of a map of the local region. Wilf knows that Captain Garog has one on his table up in Watchtower A.

Wilf informs the PCs that Garog always dozes off about 1.30am every watch. If the party can somehow distract the guards and climb Garog's watchtower, they can get a hold of his map of the region. Wilf says he has also seen Garog receiving and sending messages via carrier pigeon from up in the watchtower.

When the players decide to get the map from Watchtower A, go to the section below entitled Getting The Map From Watchtower A. Under no circumstances does Wilf (or any other of the gnomes of Smite) give the PCs any direct aid (for fear of their lives).

8. Public Baths

These are warm water springs where the gnomes bathe after a hard day's work in the mines. This area is well watched by the orcs (Orc Spot x4 vs. individual PC Hide checks).

9. Fresh Spring Water

This spring has been turned into a well for fresh water. There is nothing unusual about it (should the PCs check the "water supply" for clues). This area is well watched by the orcs (Orc Spot x4 vs. individual PC Hide checks).

Getting The Map From Watchtower A

There are many kinds of ingenious ways in which PCs might get up to Garog's watchtower. The DM is asked to play this one by ear, and make reasonable judgments based on whether PCs are playing "cautiously" or "blusteringly". If the players play cautiously, then play the orcs as "dumb". Give them -4 to their Listen and Spot checks; as well as -4 to any Sense Motive checks (vs. Bluff) if the PCs try to distract them from their guard post (to chase "noises in the forest", etc). Unless there is an all out fight, Garog stays sound asleep, and never wakes up (even when the PCs climb up into his watchtower). The DM should, however, fool the players

into always thinking there is much danger! Of course, if the PCs act noisily or start casting noisy spells like *fireball* etc., then the orcs are alerted and attack the PCs (as outlined earlier).

When the PCs climb to the top of Tower A, they see a Map sprawled out on the table, as well as a rolled-up scroll. If they take the map, then it clearly shows the trail to the Waiting Place (marked) and then five separate trails leading up to the monument on Dagerspike Peak. Which trail is best is *not* marked. The journey appears to take about three hours. The scroll (**Player's Handout #1**) is a message delivered by carrier pigeon to Garog (from Harak Ha'mil). The carrier pigeon is still there in its cage (unless Garog released it during battle, as mentioned earlier).

Once the PCs have the Map and the scroll, they are free to continue their quest to find Tamatar Chenchenka. If they delay, Wilf Bartoom hurries them along by reminding them that they need to try to get to Tamatar before the reunion ritual ends at dawn!

In leaving the village, the PCs still need to get out, somehow, without attracting the attention of the orc guards. Once again, give the players the benefit of the doubt – don't make it easy; but don't let the guards see them if they are playing "cleverly".

Encounter Two: The Waiting Place

Read or paraphrase the following when the PCs set out along the trail. Adjust the text depending on how the PCs arrive at this scene (taking into account the fact that Bruticus is hiding and waiting for the PCs if he was alerted by Garog):

After about a three hour journey up a winding trail, through dense, dead scrub, you see what you recognize as the western side of the Howling Hills, and the tall spire of rock referred to locally as Dagerspike Peak. From where you are standing it looks difficult to reach – trail or no trail. Your map, however, suggests that there is a clearing up ahead ...

Some parties may know about the Test, and suspect that there might be a guardian in this clearing. Let the party give you a marching order and tell you what other actions they are taking. Then, as the party moves closer read:

If Bruticus Is NOT Warned By Garog

This is the most likely scenario. Read or paraphrase the following as the PCs approach:

As you cautiously edge closer to the clearing, you see that it is approximately 60 feet square, with a huge (oversize) bark hut built in the south-east corner. In the centre of the clearing is a large stone throne which is placed so that it faces five small (yes, small-size) thrones of like design. Leading off from the clearing (up into the mountain) are five trails – all of them seemingly heading northwards in the direction of Dagerspike Peak.

Let the party move within 10 feet of the trail entrance to the clearing, then read:

Suddenly, the door of the bark hut swings open, and out steps a large, lean, muscular humanoid. His hard, hairless flesh is smooth and gray. He has gaunt facial features and deep-sunken black eyes that make him seem grim. Strapped to his back is a greatclub, but in his hands he has a large straw broom. He is mumbling something angrily under his breath and he begins to sweep away the dust and leaves in front of his hut.

Ask the players what they are doing. Some parties may simply attack. This is not optimal, but possible. Some parties may walk straight in to the clearing and introduce themselves to the giant. This is OK, so long as they're polite. Some groups may wait a bit and try to hear what he's saying. Get them to make a Listen check (DC 15) in order to hear:

“By the bloody beard of the Old One! This is the third group of little buggers I've processed now without getting paid! Humph! I bet old Harak Ha'mil wouldn't go long without some small comfort! Humph! I bet Captain Garog wouldn't go long without a pint or two! In fact, I don't even know why I stick around! Maybe it's because I like this hut, and this clearing, and the wonderful scenery ... oh, and I like killin' things that gets in me way ... he he he ...but a gold coin or two would be nice ...”

Once again, the DM needs to be well prepared for how different parties handle Bruticus. Upon hearing him speak, most parties will (correctly) assume that Bruticus is disillusioned with his working conditions. Therefore, with clever Diplomacy or Bluff, this giant may be bought for information and/or safe passage through this clearing.

If the PCs approach Bruticus cautiously, and speak eloquently (eg. relate to his sense of disillusionment, offer him some gold pieces, etc), make the following skill checks depending on how friendly the PCs approach the giant. Add a +4 modifier to the DC if the PCs never listened to Bruticus' mumbblings and don't know about his problems:

- **Friendly Demeanor:** Diplomacy or Bluff (DC 15)
- **Indifferent/Cautious Demeanor:** Diplomacy or Bluff (DC 22)
- **Angry or Intimidatory Demeanor:** Diplomacy or Bluff (DC 30).

If one PC fails the check, let others step forward to try; but as soon as any PC threatens, bullies, or insults Bruticus he angers quickly and attacks without mercy! If Bruticus is intimidated, then he must make a Sense Motive check. If he fails, then he becomes *shaken* and might answer one or two questions under duress. If he succeeds, he attacks! Roll for initiative!

ALL APLs [EL 8]

Bruticus, Stone Giant (1): hp 119. See page 124 of the *Monster Manual* for statistics.

If Bruticus Is Warned By Garog

This is not the most likely scenario. Read or paraphrase the following as the PCs approach:

As you cautiously edge closer to the clearing, you see that it is approximately 60 feet square, with a huge (oversize) bark hut built in the south-east corner. In the centre of the clearing is a large stone throne which is placed so that it faces five small (yes, small-size) thrones of like design. Leading off from the clearing (up into the mountain) are five trails – all of them seemingly heading northwards in the direction of Dagerspike Peak.

As the PCs step into the middle of the clearing and start to check things out, Bruticus moves from behind his bark hut (where he is hiding) and attacks the nearest PC. Give the PCs a Spot check vs. Bruticus Hide check to see if they are surprised. Only those PCs at ground level get the check. Anyone flying does not see Bruticus because the hut is so overgrown with vines and other dense (though dead) bracken.

When Bruticus attacks, read the following:

Suddenly, from behind the old bark hut, comes a large, lean, muscular humanoid. His hard, hairless flesh is smooth and gray. He has gaunt facial features and deep-sunken black eyes that make him seem grim. In his hands is a large greatclub! He appears intent on smashing your skulls! As he moves, he yells: “Garog warn me you come! Now you die!”

ALL APLs [EL 8]

Bruticus, Stone Giant (1): hp 119. See page 124 of the *Monster Manual* for statistics.

Speaking With Bruticus

If Bruticus is not attacked, then he is cautious, but helpful, towards the PCs. He *may* answer some of the following questions:

Q. *Who are you?*

- I am Bruticus Brawnleaven of the Dagerspike Stone Giant Tribe.

Q. *What is your job here?*

- I live in that hut. It is my job to guard the trails leading up to the Monument on Dagerspike Peak. I also meet and greet the little gnomes who come here every Starday. It is my job to make them feel comfortable, whilst my Master questions them. My Master does this through some kind of link with the minds of the gnomes ...

Q. *Who is your Master? Why does he question the gnomes?*

- My master is the Tiger-Lord, Harak Ha'Mil. He lives somewhere up on Dagerspike Peak. He has been very kind to me. He built me my hut. He also is very kind to the little gnomes. He helps them reunite with their long dead relatives. I have asked him if he could show me my dead father, who died in glorious battle during the Greyhawk Wars ... but my Master said that the reuniting only worked for gnomes, and nobody else. This made me sad, but I accepted it ...along with the low wages ...

Q. *Can you tell us more about your Master, Harak Ha'mil?*

- I know that he is a researcher and philosopher. He has been working on a secret project for many years now. I think that reuniting the gnomes has something to do with this long term project.

Q. *Have you seen a gnome pass by here matching the description of Tamatar Chenchenka?*

- Yes! She has gone up to Dagerspike Peak only half an hour ago! Soon it will be dawn and the reuniting will take place. But my Master sounded suspicious of her when he asked her questions. Why do you think that might be? This has never happened before.

Q. *Which trail is the shortest (ie. fastest) up to Dagerspike Peak?*

- That would be trails 1,2,3, and 5.

Q. *Which trail is the safest up to Dagerspike Peak?*

- That would be trail number 4.

Q. *Are there any dangers on the trail?*

- I don't know. I've never been up there. Not interested.

Q. *Will you come with us? Join us? Fight for us?*

- No. Speaking with you has put my life in danger enough. But I have not been paid in three weeks, and I have a wife and children at home who must eat

... now get on your way, before I feed you to them, myself!

•

Avoiding Bruticus

It is possible for a party to wait a few minutes until Bruticus finishes sweeping, then sneak around the clearing and up a trail (and avoid him completely). This is smart thinking, so reward the PCs accordingly – however, they probably won't have time to divinate or know which is the short or safe path, so make sure that tell you exactly which path they are traveling before you move on to Encounter Three. If the players avoided Bruticus in this encounter, they do not encounter him as they come back down (due to the fact that he has gone hunting). A search of his hut reveals nothing except old clothes (giant-size) and scraps of rotten food.

If Bruticus Is Killed

If Bruticus is slain, then the players need to figure out which trail to take. This might be done via divinatory means, but remember: listen carefully to what question is asked. Most parties will probably ask: "What's the *fastest* route to the Monument?" This gives them a HARD encounter up the trail. Only the *safest* route gives them a SOFT encounter.

Encounter Three: The Trail to Dagerspike Peak

Some parties might try to *fly* up to see where each trails lead. But only a Spot check (DC 25 due to bracken) ascertains that trails 1, 2, 3, and 5 are all of about equal length. It is 1,000 feet to the top of the peak (and the monument). Someone might try to actually fly all the way up to Dagerspike Peak. If they do, they simply see the scene described in Encounter Four. They do *not* encounter the chimera (or find their lair), as the chimera are alerted by trespassers on the trails. Other parties might simply *teleport* directly up to Dagerspike Peak. If they do this, go directly to Encounter Four. The PCs do not receive the experience points or treasure set down for Encounter Three (due to the fact that they actually don't go anywhere near the chimera or their lair).

There is the remote possibility that parties who find alternate routes to the top, might then decide to take the trail back down. In this case, the PCs meet with the chimera. Play Encounter Three.

When the party starts to ascend the mountain, read or paraphrase the following:

Although the trail to Dagerspike Peak starts out fairly narrow, it soon widens to an average width of 20 feet. This allows your party to travel two abreast (if

you so desire). You also notice that the trail is quite steep, and that for most of the way crude steps have been fashioned into the course of the path. One frightening thing, however, is the realization that (for most of the way) the path continuously hugs the side of the mountain wall (on your right); leaving a precarious drop into terrible oblivion, over a cliff, to your left.

Allow your players to place their figurines on the battle mat. Ensure that you (as DM) have drawn an adequate 20ft wide path – with a mountain wall on the right side, and a cliff (drop) on the left side. The path itself should curve around to the right (as if to simulate winding around a mountain-side. It needs to be no more than 60 feet in length. Ask your players to place their figurines at the southern end of the trail diagram. Then ask them if their characters are doing anything else (eg. casting spells, etc). Some players may get jumpy here and cast buff spells or other spells that may wear off before the party actually has an encounter. Be sure to take this into account.

When ready, continue to read or paraphrase:

You continue winding upwards on the trail for one hour. You are nearly at the top of Dagerspike Peak, when you hear a terrible screeching and baying sound coming from below the cliff. At that same moment, a foul creature rises up – 20 feet in front of your party's left flank. It is flying! The creature has the hindquarters of a large goat and the forequarters of a powerful lion. It has dragon wings and three heads: a horned goat, a maneless lion, and a fierce green dragon! It appears decidedly unfriendly, and is readying itself to attack you!

Roll for initiative. Be sure to check whether some of the party's previously cast spells have since worn off. Also, be sure to check whether this is a SOFT or HARD encounter due to the path chosen earlier by the players.

APL 6 (Soft) (EL 7)

Chimera (1): hp 76; see *Monster Manual* p.34.

APL 6 (Hard) (EL 9)

Chimera (2): hp 76 each; see *Monster Manual* p.34.

APL 8 (Soft) (EL 9)

Chimera, Advanced (1): hp 110; see Appendix II.

APL 8 (Hard) (EL 11)

Chimera, Advanced (2): hp 110 each; see Appendix II.

APL 10 (Soft) (EL 11)

Chimera, Advanced (1): hp 207; see Appendix II.

APL 10 (Hard) (EL 13)

Chimera, Advanced (2): hp 207 each; see Appendix II.

APL 12 (Soft) (EL 13)

Chimera, Advanced (1): hp 275; see Appendix II.

APL 12 (Hard) (EL 15)

Chimera, Advanced (2): hp 275 each; see Appendix II.

APL 14 (Soft) (EL 14)

Chimera, Advanced (1): hp 309; see Appendix II.

APL 14 (Hard) (EL 16)

Chimera, Advanced (2): hp 309 each; see Appendix II.

Please note that at APLs 10-14, the Chimera are of huge size.

Tactics: Chimera are wise, but not very intelligent, so play them as such. If they move in to bite and claw, they move so that only one or two party members can fight back at a time (if possible). They do not have the intelligence to choose to attack certain PCs over other PCs, so just roll their attacks randomly between available PCs. If a second chimera appears, it always does its breath attack first (at 20 feet range), then moves directly in to help the other chimera (by fighting next to it). Remember, chimera can fly (badly), so they don't need solid ground to stand on in order to fight.

DM's Note: If the PCs encounter a HARD combat, then the second chimera always appears at the top of Round 2 of combat. It appears anywhere you (as DM) choose, but it always is 20 feet from the nearest party member so that it can employ its breath attack as its first action. In Round 3, the second chimera then moves in to melee combat.

Treasure: The chimera have a nest in a large cave which is 20 feet below the area of the cliff where the PCs now stand. Any PC *stating* that they are *looking down*, directly over the edge of the cliff, gets a Spot check (DC 10) in order to see the entrance to the chimera nest. Any PC who flies off the cliff (or levitates outwards) sees the nest automatically. There is a 10ft ledge jutting outwards, and it only takes a Climb check DC 10 (DC 5 with rope) to get down here. A Search of the nest (DC 12) uncovers some treasure which has been hoarded by the chimera.

APL 6: L: 0 gp; C: 0 gp; M: +1 *glamered studded leather* (322 gp)

APL 8: L: 0 gp; C: 0 gp; M: +1 *studded leather of spell resistance* (13) (764 gp).

APL 10: L: 0 gp; C: 0 gp; M: +1 *studded leather of spell resistance* (13) (764 gp).

APL 12: L: 0 gp; C: 0 gp; M: +1 *studded leather of spell resistance* (15) (1,347 gp).

APL 14: L: 0 gp; C: 0 gp; M: +2 *studded leather of spell resistance* (15) (2,097 gp).

Development: It may be that PCs are in a hurry to find Tamatar and don't stop to look for nests or treasure (which is understandable). However, on their way back down the mountain (after Encounter Six), you may like to remind the PCs of the following:

As you make your way back down the mountain, you pass back through the part of the trail where you fought the chimera.

Pause for a second. Do not give the PCs any clues, however. If they don't think to look for a nest at this point, then move on to the conclusion of the scenario.

Encounter Four: Outside the Monument

It is a good idea to place down a battle mat of the Monument Area right from the start of this encounter. See DM's Aid: Maps for the layout of this scene. Even before you read, you should ask players to place their figurines near Area A on the map, then read or paraphrase the following:

As you press forward, the final steps leading up to the Monument are not as difficult as you suspected. Then, as you round a corner, you appear to have discovered what you came for. In front of you is a wide ledge – more like a clearing – where the trail stops dead in front of a huge towering cliff-face. Set into the cliff-face is a wide, obsidian obelisk [Area D on Map]. The obelisk appears to be covered with infernal runes, and is decorated liberally with symbols directly associated with Iuz the Old. In front of the obelisk [Area C on the Map], are the limp bodies of four gnomes. They are lying face down in front of the obelisk. They appear drained of all color, and are motionless. On the far side of the clearing [Area B on the Map] stands an orc guard. He is sitting on a large rock, and is looking out at the view. He appears thoroughly bored, and seems to be waiting for some time to pass.

The PCs cannot read the writing on the obelisk until they get to within 5 feet of it. They can, however, determine that the writing appears to be Infernal in nature (see "Reading the Obelisk" below). The obelisk is completely flat and only a DC 10 (+4 per 5 feet from the obelisk) Search check (DC 20) reveals a wafer-thin crack running vertically down the obelisk (which the PCs won't get to check for unless they state they are actively searching here). See the section on "Getting into the Obelisk" below.

There is also a secret cave door 25 feet above the entrance to the obelisk (center). It is very well hidden (Search check DC 35). This is where the chelicera come from when they are released to feed on the gnomes (or anyone else). The PCs have little chance of spotting this (until it opens), and probably won't even be looking for it.

The PCs cannot determine the health of the gnomes from where they are standing. See the section on "The Health of the Gnomes" below, once the PCs get to within 5 feet of the gnomes, and attempt to make appropriate Heal checks. If asked, Artva Chenchenka does *not* recognize her sister amongst those lying in front of the obelisk.

The orc guard does not immediately notice the PCs in Area A. It has been his job to lead the gnomes up here and ready them for their "reuniting". He then leads them back down the mountain after they wake up. As soon as any PC moves past Area A, or casts a non-silenced spell, give the orc guard a Listen check vs. the PCs Move Silently. If he notices, go straight to Initiative. If he doesn't notice at first, he certainly notices as soon as any PC gets to within 5 feet of the obelisk.

ALL APLs

Orc Guard (1): hp: varies depending on APL. See Appendix II for further information. The DM should note that this guard has the same stats as one of the orc guards from Encounter One (at the appropriate APL). The EL has not been included here as it works out to be less than 1 EL (and this combat only serves as a distraction to the larger encounter with the chelicera).

Most parties deal with the guard before examining the gnomes or the monument. However, the DM should be prepared to wing this either way. If the players try to question (eg. Intimidate) the guard, or *speak with dead*, he simply reveals that his job was to bring the gnomes up to the monument to be "reunited". Under no circumstances does he reveal any information about the Chelicera or Harak Ha'mil. He confirms that one of the gnomes was Tamatar Chenchenka. He tells the PCs that Tamatar was taken inside by the Lord of the Monument. The guard says that Tamatar was discovered to be a spy, and rather than be "reunited", she has been taken inside to be sacrificed.

The Health of the Gnomes

A Heal check (DC 15) reveals that the gnomes are paralyzed and are in a kind of deep comatose sleep. A Spot (DC 10) reveals their eyelids to be twitching spasmodically – almost like they are having spectacular "visions". A further Heal check (DC 20) relates this dreaming to a form of comatose "sleepwalking". To wake these gnomes up (before they naturally wake), might

cause them harm. A DC 15 Heal check also reveals that the gnomes have been drained of blood, through a single puncture wound to their neck. There are also scratch marks on their bodies – like they were grappled or held. A Knowledge (nature) check (DC 10) reveals that the gnomes have been attacked by an animal of some kind – definitely *not* a vampire or other form of undead.

Waking a gnome before the effects of the “reuniting” wear off causes great trauma to the gnome. The gnome must make a DC 20 Fort save (use Artva Chenchenka’s stats in Appendix I) or experience severe cardiac arrest (heart failure). They awake briefly, scream hideously, then die. Gnomes who make their save are dazed and confused for a good 30 minutes, and cannot answer PC questions until later.

DM’s Note: The “reuniting” occurs when fluids from a chelicera mix with the blood of a gnome. When the chelicera feeds, it causes the gnomes to go into comas. These comas induce major hallucinations which cause the gnomes to see long lost loved ones. The fluid from the chelicera also gives the gnomes many weeks of added vitality (much like a semi-permanent *bear’s endurance + haste*). It eventually wears off and acts like withdrawal symptoms of a drug, where the gnomes want to return for another “reunion”.

The chelicera have actually lived in the Howling Hills for eons, and fed here and there on the odd gnome or two from around the region in a kind of symbiotic relationship. It is just that Harak Ha’mil has now harnessed the chelicera for his own evil purposes: he has discovered that blood from a gnome, when mixed with the digestive fluids of a chelicera, can turn be used as a component to turn mortal humans into vampires.

Reading The Obelisk

Only a PC who can understand the Infernal language, or who can *comprehend languages* is be able to read the inscription on the Monument. If they can, then give that PC **Player Handout #2**.

As soon as this has been resolved (one way or the other), give any PC within 10 feet of the obelisk a Listen check (DC 25). PCs standing further than 10 feet away from the obelisk can attempt this check, but at a –2 penalty per additional 5 feet. This check is to hear the secret cave door (25 feet above) sliding back to release the chelicera to feed on the prying adventurers below. If a PC succeeds, they may act during the surprise round as the chelicera moves into position to engage. If the PCs don’t hear, then the chelicera creeps out of the cave and down the side of the cliff – attacking the first PC they can!

APL 6 (EL 8)

Chelicera (2): hp 66 each; see Appendix II.

APL 8 (EL 10)

Chelicera (4): hp 66 each; see Appendix II.

APL 10 (EL 12)

Chelicera, Advanced (3): hp 150 each; see Appendix II.

APL 12 (EL 14)

Chelicera, Advanced (2): hp 240 each; see Appendix II.

APL 14 (EL 16)

Chelicera, Advanced (3): hp 306 each; see Appendix II.

Tactics: The chelicera have one aim in mind: grapple and then pin one foe at a time – then use their blood drain ability round after round on that victim. As the chelicera have already fed on gnomes today, they have been commanded (by Harak Ha’mil) to feed off intruding party members *other than gnomes*. This means that the chelicera does not attack any gnome party member – nor Artva Chenchenka. If the entire party are gnomes (or the only obvious victims are gnomes), then the chelicera simply attack (but never grapple, pin, or blood drain).

If any PCs asks (or looks), they see that the chelicera crawled through a secret door about 25 feet above the obelisk. However, as they watch, the door closes (Open Lock DC 30 to get in through this way).

Development: Once the PCs have dealt with the chelicera, read the following:

Suddenly a high-pitched scream comes from inside!

“Help me! Is somebody out there? He’s got me! Help me!”

“It is my sister’s voice!” replies Artva Chenchenka. “Quick! She is inside the monument! We must help her!”

Getting Into The Obelisk

The obelisk is completely flat and only a DC 20 (+4 per 5 feet from the obelisk) Search check in the centre of the monument reveals a wafer-thin crack running vertically down the centre of the obelisk. It lines up directly with the “I” letter in the inscription.

The secret door can only be opened one of two ways:

1. By pressing every letter “I” in the inscription on the plaque (in order downwards); or
2. By doing a successful Disable Device (DC 25) to overcome the magical locking mechanism on the door.

As soon as the PCs have opened the Monument door, go directly to **Encounter Five**.

Encounter Five: Inside the Monument – Top Floor

Read or paraphrase the following as soon as the Monument door is opened:

As the monument doors swing inward, a fantastic sight greets your gaze: it is a laboratory! A laboratory hidden inside a mountain fortress! And clearly, the laboratory of a madman! Equipment is everywhere, connected by hundreds of tubes, which in turn connect to beakers, buckets, and barrels simmering under braziers. A strong, acrid odor hits your nostrils, and then you see what is flowing through the tubes: blood! As you use your eyes to follow the tubes to their source, you realize that they appear to lead up into an attic directly above this room! The attic can be reached via a ladder up against the western wall. There is no visible exit (other than up the ladder), and absolutely no sign of Tamatar Chenchenka.

If the PCs investigate the attic, go to the section below entitled: Investigating the Attic. If the PCs look around, go to Searching the Top Floor.

Important Note: From this point on, Harak Ha'mil knows his fortress has been invaded and he is watching for weaknesses of the party which he can exploit to defeat them. This includes listening for the *names* of his invaders, and then matching those names to faces. This is so he can perform his dastardly *trap the soul* ability in Encounter Six. If any PC speaks their own name, or reveals the name of another PC from here on in, then make a note, and get ready to use that name to make a more effective *trap the soul* in Encounter Six! Artva does *not* speak any names.

Harek also tries to discover the classes of the PCs, so that he may better control them later, or take them down more quickly and effectively.

Investigating the Attic

The attic is approximately 25 feet above the laboratory. When the first PC climbs the ladder and looks up into the attic, read or paraphrase the following:

What you see is an abomination. Here, in an attic above the laboratory, is a nest. The nest, it seems, has been used to breed more of those terrible blood-sucking spiders which attacked you outside! Already, there are three baby creatures, gurgling and slurping for food in the straw confines. Next to them is a big, fat, mother of a creature! She is bloated with the blood she clearly took from the gnomes during their so called "reunions". Tubes, coming from below, are

clamped on to her distended abdomen, and the pressure from pumps below are "milking" the blood from her body, down the tubes and into containers beneath! As she sees you, she lets out a menacing gurgle – but it is tainted with frustration. It seems that she is helpless whilst in this state – and her "children" are still several days away from being able to fend for themselves ...

All these creatures are completely prone. One attack, or damage from an area spell (or similar) kills these chelicera (as they are particularly vulnerable). Some PCs might debate killing "innocent" or "helpless" creatures, but if they do not slay the Mother Chelicera before they go down to the Lower Level, then her "milking" is finished by the time they come back up, and she is waiting for them here! The PCs must fight her to get past her and leave the monument – but she is weakened from feeding (and being milked), and only has half the hit points of a regular chelicera at the appropriate APL.

Mother Chelicera (1): half hp (depends on APL). See Appendix II, Encounter Four for statistics.

Searching the Top Floor

Any PC who specifically states that they are searching for signs of a struggle discovers scuff marks from small boots on the floor (Search DC 20). The scuff marks lead to the middle of the far wall (Area G on the Inside the Monument map). A further Search of this area (Search DC 20) reveals a secret door. The door pivots open to reveal a set of steps leading downwards. As soon as the PCs go down these stairs, go to **Encounter Six**.

A Search (DC 15) of the table at Area F reveals an item of interest:

Treasure:

APL 6: L: 0 gp; C: 0 gp; M: *Aroma of Curdled Death* (Liquid Vial) (375 gp).

APL 8: L: 0 gp; C: 0 gp; M: *Lenses of Darkness* (641 gp).

APL 10: L: 0 gp; C: 0 gp; M: *Chasuble of Fell Power, Lesser* (666 gp).

APL 12: L: 0 gp; C: 0 gp; M: *Chasuble of Fell Power, Greater* (1,500gp).

APL 14: L: 0 gp; C: 0 gp; M: *Book of Blood* (1,841 gp).

Monument: Top Floor – Map Key

- A. Entrance from outside. The PCs enter through these doors.
- B. Ladder up to the attic.
- C. This is the table where the blood from the chelicera is being milked into various abominable vials, buckets, and other containers. Tubes run from this area up through the ceiling (into the Attic).

- D. This table has more test tubes – but also has several round, wooden medallions on it. The medallions have something carved on each one – a symbol of some kind. A Knowledge (Local – Iuz Metaregion) reveals these symbols are those closely linked to several clans associated with Perrenland (the Hussen Clan, the Morganroods, and the Roodbergs).
- E. Table – Empty.
- F. Table – Filled with junk (but a Search check DC 15 reveals the Treasure item listed above). The PC must state that they are actively searching through the “junk” to find this item.
- G. Secret door. Behind this pivoting door are stairs leading down to the lower floor of this complex.
- H. This is the secret/hidden door which the chelicera use to sneak out of (above the monument) to come down and bite the gnomes (or others) below. Unless the PCs somehow entered through this door, then it is currently closed.
- I. Ladder leading down from the attic to the top floor.
- J. Chelicera Nest. See description above.

- B. This is a single heavy wooden door with a large handle. This door leads directly in to Harak Ha'mil's private sanctum.
- C. This is where Harak Ha'mil keeps his Guardian Troll (the type depends on the APL).
- D. Empty Room.

As soon as any PC gets half-way across the ante-chamber towards any of the doors, then the door to Area C opens wide! Out steps the guardian troll – ready for combat! Roll for Initiative!

APL 6 (EL 8)

Troll, Cave (1): hp 112 each; see Appendix II.

APL 8 (EL 10)

Troll, Mountain (1): hp 217 each; see Appendix II.

APL 10 (EL 12)

Troll, War (1): hp 138 each; see Appendix II.

As a free action, during it's first attack, the troll says (in terrible Common):

Encounter Six: Inside the Monument – Lower Floor (APLs 6–10)

This encounter plays out very differently, depending on the APL at which this adventure is played. What follows is what happens at APLs 6-10. Please refer to the map of the Monument – Lower Floor which is found in the Appendix.

When the PCs reach the bottom of the steps, read or paraphrase the following:

The steps have taken you at least 100 feet below the surface of Dagerspike Peak, and well and truly into a lower level of the Monument. At the bottom of the steps you see a huge ante-chamber with a polished marble floor – completely white. Inside the marble is a delicate pattern which is somewhat Baklunish in style and form. The walls are draped in velvet and satin curtains, gathered up in places – hanging loose in others. It is almost like that which you might expect a harem to be used to. To both your left and right are two huge wooden doors. Directly in front of you is a single heavy wooden door with a large handle. And yes, everything here seems ... big. Bigger than usual, anyway ...

Monument: Lower Floor – Map Key

- A. The steps leading down to the Lower Floor end here.

“So, you think you can break into my master’s fortress just like that, eh? I suppose you came to rescue that little spy he found? No matter, she is inside ... about to die! Ha haha haha haha!!”

Suddenly, you hear a scream! “Help! Help me! Ahhhhhhhhhh eeeeeeeeeee!!!!”

“It’s my sister! She’s in trouble!” Artva screams, and starts to run towards the single heavy door on the far side of the room ...

With this, Artva runs and pushes open the single heavy door. She can go no further this round, but other PCs might choose to follow or join her to see what is happening to Tamatar in the other room. Regardless, the troll keeps on attacking the PCs until they (or it) is destroyed.

Development: Tamatar Chenchenka has been strung up by a rope above a 10ft x 10ft cauldron of boiling water. The rope is on a pulley, and is secured in the corner of the room (see **Area E** on the Map). There is a candle burning through the rope. From the moment that Tamatar first screams, the PCs only have 3 rounds to save Tamatar before the candle burns through the rope, and Tamatar drops into the cauldron of boiling water! If the PCs are slow to react, Artva screams and warn the PCs to save Tamatar quickly (or she dies!). It takes at least two PCs to run in and save Tamatar – one to put out the candle and lower her down; the other to swing her free of the cauldron and catch her. The DM should let the party know this, and not try to trick them in any way. The strategy for saving Tamatar is simple and obvious.

If Tamatar drops into the cauldron of water, she squeals like a cooked crab and dies immediately. Only a *raise dead* or *resurrection* brings her back to life.

Once the PCs have killed the guardian troll, and saved Tamatar, go directly to the **Conclusion**.

Encounter Six: Inside the Monument – Lower Floor (APLs 12–14)

This encounter plays out very differently, depending on the APL at which this adventure is played. What follows is what happens at APLs 12–14. Please refer to the map of the Monument – Lower Floor which is found in the Appendix.

When the PCs reach the bottom of the steps, read or paraphrase the following:

The steps have taken you at least 100 feet below the surface of Dagerspike Peak, and well and truly into a lower level of the Monument. At the bottom of the steps you see a huge ante-chamber with a polished marble floor – completely white. Inside the marble is a delicate pattern which is somewhat Baklunish in style and form. The walls are draped in velvet and satin curtains, gathered up in places – hanging loose in others. It is almost like that which you might expect a harem to be used to. To both your left and right are two huge wooden doors. Directly in front of you is a single heavy wooden door with a large handle. And yes, everything here seems ... big. Bigger than usual, anyway ...

Monument: Lower Floor – Map Key

- A. The steps leading down to the Lower Floor end here.
- B. This is a single heavy wooden door with a large handle. This door leads directly in to Harak Ha'mil's private sanctum.
- C. This is where Harak Ha'mil usually keeps his harem of lovely (demonic) beauties. They are on vacation at the moment, in Molag. The room is decorated in very feminine colors, and has several very large beds (with lots of mirrors on the ceiling).
- D. Empty Room.

As soon as any PC comes to within 10 feet of the single heavy door (Area B), read the following:

Suddenly, you hear a scream! "Help! Help me! Ahhhhhhhhhh eeeeeeeeeee!!!!"

"It's my sister! She's in trouble!" Artva screams, and starts to run towards the door ...

As soon as the door opens, *and* a PC steps through the door, read the following descriptive text (whilst referring to the map Monument – Lower Floor in the Appendix). It is also useful to have this room already drawn on a battle mat, so that you can point directly to what elements of the text describe:

As you go through the door, you immediately see that Tamatar Chenchenka, Artva's sister, has been strung up by a rope above a 10ft x 10ft cauldron of boiling water! The rope is on a pulley, and is secured in the corner of the room [see Area E on the Map]. There is a candle burning through the rope! Tamatar screams again: "Help Me! Save me! Quickly!"

Development: From the moment that Tamatar first screams, the PCs only have 3 rounds to save Tamatar before the candle burns through the rope, and Tamatar drops into the cauldron of boiling water! If the PCs are slow to react, Artva screams and warn the PCs to save Tamatar quickly (or she dies!). It takes at least two PCs to run in and save Tamatar – one to put out the candle and lower her down; the other to swing her free of the cauldron and catch her. The DM should let the party know this, and not try to trick them in any way. The strategy for saving Tamatar is simple and obvious.

If Tamatar drops into the cauldron of water, she squeals like a cooked crab and dies immediately. Only a *raise dead* or *resurrection* brings her back to life.

Monument: Lower Floor – Map Key

- E. Boiling cauldron. Tamatar is hanging upside down on a rope (attached to her bound feet) above this. The rope is being burned through with a candle which is in the corner.
- F. These are wooden steps leading up to a balcony level of Harak Ha'mil's underground residence.
- G. This is where Harak Ha'mil teleports in at the start of combat (probably a surprise round as well). At APL 14, he also teleports in a Charnal Hound as well (which positions itself downstairs in between the two Area F stairs).
- H. Sumptuous bed (fit for a Baklunish prince).
- J. Dressing table. Beautiful clothes (male) made of satins and the finest silks. Nothing else of value.
- K. Closet. Locked (Open Lock DC 20 to open). Inside are several items of interest. See **Conclusion: Searching The Closet** below.

The Attack Of Harak Ha'mil

As soon as any PC moves to save Tamatar, then Harak Ha'mil *teleports* into the room onto his balcony. It is a good idea to ask PCs where they are looking when this happens (eg. Are they looking directly at the upstairs

balcony?). Those who say they are looking up at the balcony get a Spot check vs. Harak's Hide check (Harak gets +4 bonus, as he has 50% cover from the railing around the balcony). The DM needs to adjust all of this according to APL.

If no PC spots Harak Ha'mil (at APL 12), then he gets a surprise action. Harak's first action is to dispel the *persistent illusion* of a wall (which he has set up on the northern wall between Areas F and G. If no PC spotted Harak Ha'mil (at APL 14), then they definitely now spot the Charnal Hound hiding behind the (now dissipated) illusory wall, and go straight to initiative. Harak acts on his turn in this round (and is automatically spotted at that point). For DM information, the area in which the charnal hound waits is as big as itself. It moves out of this area at the first opportunity.

APL 12 (EL 15)

Harak Ha'mil, Ak'chazar Rakshasa: hp 144; see Appendix II.

APL 14 (EL 16)

Harak Ha'mil, Ak'chazar Rakshasa: hp 144; see Appendix II.

Charnal Hound: hp 220; see Appendix II.

Tactics: Harak Ha'mil is ruthless and unrelenting. He first of all casts *pain wave*. Secondly, he casts *trap the soul* on an unfortunate victim (revealing a gem in his pocket as a move action). Harak first concentrates the spell on a PC whose name he has learned (No SR, Will Save DC 26); then on any PC who has become *shaken*. Next he will start casting his highest level nasty spells in order of power (eg. *disintegrate*, *enervation* etc). He may also create a *persistent illusion* of a nasty undead, such as a mummy lord (*Monster Manual page 190*). Remember, these are illusions, so they can't be turned, but the DM should secretly roll a Will save for PCs when they first interact with it (to see if they notice it is an illusion).

Once the PCs have defeated their foes, and saved Tamatar, go directly to the **Conclusion**. Note that any PC affected by *trap the soul* can be freed by simply smashing the gem in which they are imprisoned.

Conclusion

Once the PCs have defeated any foes set down for Encounter 6, they have some choices:

1. Speak With Tamatar. See sub-section *Speaking With Tamatar* below.
2. Search The Closet. Go to the sub-section *Searching The Closet* below.
3. Leave the Monument. Go to *Leaving the Monument* sub-section below.
4. All of the above.

Speaking With Tamatar

After she is rescued, Tamatar is overjoyed to see her sister, Artva. She is also very appreciative towards the PCs – particularly those who actually rescued her from the cauldron. Tamatar is a pretty young gnome with curly black hair and olive skin. She is strong willed, but kind. She tells the PCs that she decided to infiltrate the next gnome party to go to the Monument. She had to see for herself what was going on. When she got to the Monument, the door opened and she was grabbed by a man who had a tiger's head and a human body. He was dressed in Baklunish robes of many colors. He brought her inside the Monument, where he told her that he had scryed her desires at the Waiting Place (down with the stone giant), and that he planned to torture her for information about her reasons for spying. It seems that the PCs rescued her just in the nick of time.

Searching The Closet

This closet is located on the upstairs balcony and is locked (Open Lock DC 20). Inside, on the top shelf, are some items of value:

APL 6: L: 0 gp; C: 0 gp; M: *Cirlet of Blasting, Minor* (540 gp).

APL 8: L: 0 gp; C: 0 gp; M: *Ioun Stone, Pink and Green* (666 gp).

APL 10: L: 0 gp; C: 0 gp; M: *Ioun Stone, Dark blue Rhomboid* (833 gp).

APL 12: L: 0 gp; C: 50 gp; M: *Bracers of Armor +4* (1,333 gp).

APL 14: L: 0 gp; C: 1392 gp; M: *Lantern of Revealing* (2,500 gp), *Cloak of Resistance +4* (1,333 gp).

On the second shelf, there is an open diary, and two wooden talismans (ie. medallions). One medallion has the name "Sven" etched on it; the other has "Sverdlin" on it. If the PCs read the diary entry, give them **Player Handout #3**.

The PCs now need to make a choice with regards to the medallions:

- **Destroy both medallions:** This can be done by taking *both* medallions outside the Monument. If this happens, then both medallions crumble to dust, and both Sven and Sverdlin (of Kendragund Keep) are forever destroyed. This should be noted in the Critical Events Summary (**Player Handout #4**).
- **Destroy one medallion, but leave the other behind in the Monument:** This can be done by taking one medallion (which crumbles to dust as soon as it leaves the monument – thus destroying that NPC); and by leaving the other medallion behind inside the monument. This should be noted

in the Critical Events Summary (Player Handout #4).

- **Leave behind both medallions:** This should be noted in the Critical Events Summary (Player Handout #4).

Leaving the Monument

If the PCs did not put the milking “mother” chelicera out of her misery, she is waiting for the party and attacks them (pathetically) to her death on the upper level of the monument. If they run around her and escape, she does not follow (but may make an attack of opportunity if it suits her).

Mother Chelicera (1): half hp (depends on APL). See Appendix II, Encounter Four for statistics.

Once outside the monument, read or paraphrase the following:

Making your way back down the mountain, you eventually pass by the area where you were attacked by the chimera.

If the party did not look for the lair on the way up, give them another chance to look for the lair. Play this out quickly, as time is probably an issue. Then continue ...

Going on, you are able to sneak past Bruticus (as he is napping in his hut), and travel back along the trail which leads to the Village of Smite. As you get closer, Tamatar begins to squirm and grimace – clearly getting nervous and uneasy ...

Once PCs ask her what is wrong, she says:

“I can’t go back. I can’t leave poor Wilf. He’s been so good to me and, whilst we are not life-partners, he needs the company of a goodly gnome woman to keep him on the straight and narrow. I can’t go back to the Drinkers. I can’t leave poor Wilf!”

Then Artva steps forward. “You must go back, dear sister. The Drinkers need you. You have much to report, and there are further missions for you to go on and do service in the name of good. I noticed that old Wilf had a bit of a twinkle in his eye for me. And, if I may be so bold ... I for him. I would be happy to take your place and spend time with Wilf. Life will be hard, but if that means that you can one day make things right, then I will gladly make that sacrifice.”

Tamatar starts to cry. She wraps her arms around Artva and hugs her close. “I love you, my sister. Thank you. One day we will be together again, and we will celebrate all that it means to have so much love between us both. There is your path. It will lead you

directly to Smite. Kiss Wilf for me, and tell him I’ll see him again. For now, my path lies yonder, where Terdalmus waits to teleport us all back. Back to civilization. Back to more adventures ...

“... And this world will, once again, hear the sound ... of Little Voice!”

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 role-playing) to each character.

Encounter Two

Defeat Bruticus in combat

APL6 240 xp

APL8 240 xp

APL10 240 xp

APL12 120 xp

APL14 120 xp

-or-

Negotiate safe passage from the giant

APL6 90 xp

APL8 135 xp

APL10 180 xp

APL12 195 xp

APL14 300 xp

Learn through negotiation or trickery the “safe” path to the Monument

All APLs 60 xp

Encounter Three

Defeat the Chimera (“Safe” path)

APL6 210 xp

APL8 270 xp

APL10 330 xp

APL12 390 xp

APL14 420 xp

-or-

Defeat the Chimera (“Fast” path)

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

APL14 480 xp

Encounter Four

Defeat the Chelicera

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

APL14 480 xp

Encounter Six (APL 6-10)

Defeat the Troll Guardian

APL6 240 xp

APL8 300 xp

APL10 360 xp

Encounter Six (APL 12-14)

Defeat Harak Ha'mil

APL12 450 xp

APL14 480 xp

Discretionary role-playing award

All APLs 60 xp

Total possible experience:

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL12 1575 xp

APL14 1800 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 Three: Chimera Lair

APL 6: L: 0 gp; C: 0 gp; M: +1 *glamered studded leather* (322 gp)

APL 8: L: 0 gp; C: 0 gp; M: +1 *studded leather of spell resistance* (13) (764 gp).

APL 10: L: 0 gp; C: 0 gp; M: +1 *studded leather of spell resistance* (13) (764 gp).

APL 12: L: 0 gp; C: 0 gp; M: +1 *studded leather of spell resistance* (15) (1,347 gp).

APL 14: L: 0 gp; C: 0 gp; M: +2 *studded leather of spell resistance* (15) (2,097 gp).

Encounter Five: Monument Upper Level

APL 6: L: 0 gp; C: 0 gp; M: *Aroma of Curdled Death* (Liquid Vial) (375 gp).

APL 8: L: 0 gp; C: 0 gp; M: *Lenses of Darkness* (641 gp).

APL 10: L: 0 gp; C: 0 gp; M: *Chasuble of Fell Power, Lesser* (666 gp).

APL 12: L: 0 gp; C: 0 gp; M: *Chasuble of Fell Power, Greater* (1,500gp).

APL 14: L: 0 gp; C: 0 gp; M: *Book of Blood* (1,841 gp).

Encounter Six: Harek's Chambers

APL 6: L: 0 gp; C: 0 gp; M: *Cirlet of Blasting, Minor* (540 gp).

APL 8: L: 0 gp; C: 0 gp; M: *Ioun Stone, Pink and Green* (666 gp).

APL 10: L: 158 gp; C: 0 gp; M: *Ioun Stone, Dark blue Rhomboid* (833 gp).

APL 12: L: 0 gp; C: 0 gp; M: *Bracers of Armor +4* (1,333 gp).

APL 14: L: 0 gp; C: 1392 gp; M: *Lantern of Revealing* (2,500 gp), *Cloak of Resistance +4* (1,333 gp).

Total Possible Treasure

APL 6: L: 0 gp; C: 0 gp; M: 1,237 gp - Total: 1,237 gp
(Max 900 gp on AR)

APL 8: L: 0 gp; C: 0 gp; M: 2,071 gp - Total: 2,071 gp
(Max 1,300 on AR)

APL 10: L: 158 gp; C: 0 gp; M: 2,263 gp - Total: 2,421 gp
(Max 2,300 on AR)

APL 12: L: 0 gp; C: 0 gp; M: 4,180 gp - Total: 4,180 gp
(Max 3,300 on AR)

APL 14: L: 0 gp; C: 0 gp; M: 7,771 gp - Total: 7,771 gp
(Max 6,600 on AR)

Special

The Book of Blood: Bound in blood-red leather and bearing a bronze clasp, this lockable vellum spellbook is *waterproof* and *resistant to energy (minor)* (as per *Complete Arcane*). In addition, once per day, its owner can use the book to cast *summon monster IV* to summon a yeth hound (as a 7th level caster). The book must be held to utilize this power. This book contains the following spells:

1st – *charm person*, *chill touch*, *fist of stone* (CA), *mage armor*, *orb of sound*, *lesser* (CA), *ray of enfeeblement*;
2nd – *blindness/deafness*, *daze monster*, *false life*, *phantasmal assailants* (CA), *swim* (CA), *touch of idiocy*;
3rd – *enhance familiar* (CA), *halt undead*, *lightning bolt*, *ray of exhaustion*, *resonating bolt* (CA), *suggestion*;
4th – *anticipate teleportation* (CA), *assay resistance* (CA), *charm monster*, *enervation*, *unluck* (CA);
5th – *dominate person*, *fire shield*, *mass* (CA), *shadow form* (CV), *teleport*;
6th – *arrow of bone* (CA), *disintegrate*, *illusory pit* (CA), *transfix* (CA).

Moderate abjuration and conjuration; CL 7th; Craft Wondrous Item, *endure elements*, *resist energy*, *summon monster IV*; Price 22,095 gp; Weight 3 lb. (Note: a crafted Book of Blood contains no spells, has 100 pages, and has a Price of 12,095 gp).

Items for the Adventure Record

Item Access

APL 6:

- *+1 glamered studded leather* (Adventure, DMG, 3,875 gp)
- *Aroma of Curdled Death* (Liquid Vial) (Adventure, CA, 4,500 gp)
- *Cirlet of Blasting, Minor* (Adventure, DMG, 6,480gp)

APL 8 (all of APL 6 plus the following):

- *+1 Studded leather of spell resistance* (13) (Adventure, DMG, 9,175 gp)

- *Lenses of Darkness* (Adventure, CA, 7,700 gp)
- *Ioun stone, pink and green* (Adventure, DMG, 8,000 gp)

APL 10 (all of APLs 6-8 plus the following):

- *Chasuble of Fell Power, Lesser* (Adventure, CA, 8,000 gp)
- *Ioun stone, dark blue rhomboid* (Adventure, DMG, 10,000 gp)
- *Masterwork large greatsword* (Adventure, PHB, 400 gp)
- *Masterwork large composite longbow (+10 Str)* (Adventure, PHB, 2,500 gp)

APL 12 (all of APLs 6-10 plus the following):

- *+1 Studded leather of spell resistance*, (15) (Adventure, DMG, 16,175 gp)
- *Chasuble of Fell Power, Greater* (Adventure, CA, 18,000gp)
- *Bracers of armor +4* (Adventure, DMG, 16,000 gp)

APL 14 (all of APLs 6-12 plus the following):

- *+2 Studded leather of spell resistance* (15) (Adventure, DMG, 25,175 gp)
- *The Book of Blood* (Adventure, see above, 22,095 gp)
- *Lantern of Revealing* (Adventure, DMG, 30,000 gp)
- *Cloak of Resistance +4* (Adventure, DMG, 16,000 gp)

Appendix I: Artva Chenchenka

Artva Chenchenka: Female Rock Gnome Exp6: CR 5; Small Humanoid (Gnome); HD 6d6+12; hp 33; Init +0; Spd 20 ft.; AC 14 (Touch 11, Flatfooted 14)[+1 size, +3 armor]; BA/G: +4/-2; Att +4 melee (1d3-1 [19-20/x2], *+1 dagger*); Full Atk +4 melee (1d3-1 [19-20/x2], *+1 dagger*); SA: Spell-like Abilities; SQ: Gnome traits, low-light vision; AL NG; SV Fort +4, Ref +2, Will +4; Str 6, Dex 10, Con 14, Int 12, Wis 9, Cha 13.

Skills and Feats: Speak Language (Common, Elven, Gnome), Appraise +3, Bluff +7, Climb +1, Craft (Alchemy) +1, Diplomacy +5, Disable Device +3, Disguise +7, Escape Artist +4, Forgery +3, Gather Information +7, Hide +4, Intimidate +3, Listen +1, Move Silently +5, Search +3; Deceitful, Investigator, Persuasive.

Spell-Like Abilities: 1/day – *dancing lights*, *ghost sound* (DC 12), *prestidigitation*, *speak with animals* (burrowing mammal only, duration 1 minute).

Gnome Traits (Ex): Gnomes have a +1 racial bonus on attack rolls against kobolds and goblinoids. Gnomes have a +4 racial bonus to Armor Class against giants.

*Gnomes have a +2 racial bonus on saving throws against illusions.

Possessions: *+1 dagger*, *+1 leather armor of silent moves*, 1,698 gp.

Appendix II: Encounters (APL 6)

Encounter One

Urzun Guards (24), Orc Warri: CR 1/2; Medium Humanoid (orc); HD 1d8+1; hp 9; Init +0; Spd 20 ft.; AC 15 (Touch 10, Flatfooted 15)[+5 armor]; BA/G: +1/+4; Atk +4 melee (2d4+4 [18-20/x2], falchion); Full Att +4 melee (2d4+4 [18-20/x2], falchion); SQ: Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -1; Str 16, Dex 11, Con 13, Int 8, Wis 9, Cha 6.

Skills and Feats: Speak Languages (Orc), Listen +2, Spot +2; Alertness.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Falchion, Breastplate.

Encounter Four

Chelicera (2): CR 6; Medium Vermin; HD 12d8+12; hp 66; Init +4; Spd 30 ft., Climb 30 ft.; AC 19 (Touch 14, Flatfooted 15)[+4 Dex, +5 natural]; BA/G: +9/+17; Att +13 melee (1d6+2, claw); Full Atk +13 melee (1d6+2, claws x2) and +8 melee (1d8+1 plus disease, bite); SA: Blood drain, improved grab; SQ: Darkvision 60 ft., immunity to sonic, mimicry, scent, vermin traits; AL N; SV Fort +9, Ref +8, Will +5; Str 14, Dex 19, Con 12, Int -, Wis 13, Cha 12.

Skills and Feats: Climb +10, Hide +12, Listen +9; Weapon Finesse.

Blood Drain (Ex): A chelicera can suck the blood from a living creature by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 Constitution drain each round that it makes a successful grapple check.

Improved Grab (Ex): To use this ability, a chelicera must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to pin the creature on a subsequent round.

A chelicera has a +4 racial bonus on grapple checks and uses its Dexterity modifier instead of its Strength modifier when grappling.

Mimicry (Ex): A chelicera can repeat any noise it hears as a free action. This ability works much like ghost sound (Will DC 17 disbelief), except that the sound is always centered on the chelicera itself. The creature's favorite tactic is to reproduce garbled or faint speech, causing the potential prey to move closer for a better listen. The save DC is Charisma-based.

Skills: Cheliceras have a +8 racial bonus on Hide checks and Listen checks. A chelicera also has a +8

racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Encounter Six

Cave Troll: CR 8; Large Giant; HD 9d8+72; hp 112; Init +1; Spd 40 ft.; AC 21 (touch 10, Flatfooted 20)[-1 size, +11 natural, +1 Dex]; BA/G +6/+19; Att +11 melee (2d6+12)*, Full Atk +11 melee (2d6+12, 2 claws)* and +6 melee (1d8+7, bite)*; Space/Reach: 10ft./10 ft.; SA Dazing blow, improved grab, pounce, rake, rend 4d6+13; SQ Darkvision 90 ft., fast healing 8, low-light vision, scent; AL CE; SV Fort +14, Ref +4, Will +6; Str 29, Dex 13, Con 27, Int 3, Wis 13, Cha 6.

Skills and Feats: Speak Language (Giant), Jump +16, Listen +6, Spot +6, Survival +4; Alertness, Iron Will, Power Attack, Track.

A cave troll normally attacks using its Power Attack feat, taking a -3 penalty to attack rolls and gaining a +3 bonus on damage rolls.

*includes adjustments for Power Attack feat.

Dazing Blow (Ex): If a cave troll hits with both claw attacks, the opponent must make a DC 22 Fortitude save or be dazed for 1 round. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a cave troll must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Pounce (Ex): If a cave troll charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +11, damage 2d6+7. A cave troll that gets a hold can make two rake attacks with its hind legs, including adjustment for Power Attack feat.

Rend (Ex): If a cave troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d6+13 points of damage.

Skills: Cave trolls gain a +4 racial bonus on Survival checks when tracking by scent.

Appendix II: Encounters (APL 8)

Encounter One

Urzun Guards, Male Orc Ftr1 (24): CR 1; Medium Humanoid (orc); HD 1d10+2; hp 12; Init +1; Spd 20 ft.; AC 16 (Touch 11, Flatfooted 15)[+1 Dex, +5 armor]; BA/G: +1/+5; Atk +5 melee (2d4+6 [18-20/x2], falchion); Full Atk +5 melee (2d4+6 [18-20/x2], falchion); SQ: Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +1, Will +0; Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Listen +3, Spot +3; Alertness.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Falchion, chainmail.

Encounter Three

Chimera, Advanced: CR 9; Large Magical Beast; HD 13d10+39; hp 110; Init +1; Spd 30 ft., Fly 50 ft. (poor); AC 19 (Touch 10, Flatfooted 18)[-1 size, +1 Dex, +9 natural]; BA/G: +13/+21; Att +16 melee (2d6+4, bite); Full Atk +16 melee (2d6+4, bite) and +16 melee (1d8+4, bite) and +16 melee (1d8+4, gore) and +14 melee (1d6+2, 2 claws); Space / Reach: 10 ft./ 5 ft.; SA Breath Weapon; SQ Darkvision 60 ft., low-light vision, scent; AL CE; SV Fort +11, Ref +9, Will +7; Str 20, Dex 13, Con 17, Int 4, Wis 13, Cha 10.

Skills and Feats: Hide +1*, Listen +11, Spot +11; Alertness, Hover, Iron Will, Multiattack, Wingover.

Breath Weapon (Su): The dragon head can loose a breath weapon instead of biting. Cone Of Gas (acid) (20ft long) every 1d4 rounds, damage 3d8, Reflex half DC 19.

Skills: In areas of scrubland or brush, a chimera gains a +4 bonus on Hide checks.

Encounter Four

Chelicera (4): CR 6; Medium Vermin; HD 12d8+12; hp 66; Init +4; Spd 30 ft., Climb 30 ft.; AC 19 (Touch 14, Flatfooted 15)[+4 Dex, +5 natural]; BA/G: +9/+17; Att +13 melee (1d6+2, claw); Full Atk +13 melee (1d6+2, claws x2) and +8 melee (1d8+1 plus disease, bite); SA: Blood drain, improved grab; SQ: Darkvision 60 ft., immunity to sonic, mimicry, scent, vermin traits; AL N; SV Fort +9, Ref +8, Will +5; Str 14, Dex 19, Con 12, Int -, Wis 13, Cha 12.

Skills and Feats: Climb +10, Hide +12, Listen +9; Weapon Finesse.

Blood Drain (Ex): A chelicera can suck the blood from a living creature by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4

Constitution drain each round that it makes a successful grapple check.

Improved Grab (Ex): To use this ability, a chelicera must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to pin the creature on a subsequent round.

A chelicera has a +4 racial bonus on grapple checks and uses its Dexterity modifier instead of its Strength modifier when grappling.

Mimicry (Ex): A chelicera can repeat any noise it hears as a free action. This ability works much like ghost sound (Will DC 17 disbelief), except that the sound is always centered on the chelicera itself. The creature's favorite tactic is to reproduce garbled or faint speech, causing the potential prey to move closer for a better listen. The save DC is Charisma-based.

Skills: Chelicerans have a +8 racial bonus on Hide checks and Listen checks. A chelicera also has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Encounter Six

Mountain Troll: CR 10; Large Giant; HD 15d8+150; hp 217; Init +1; Spd 30 ft.; AC 23 (Touch 9, Flatfooted 21)[-2 size, +13 natural, +1 Dex]; BA/G +11/+31; Att +16 melee (3d8+28, greatclub)*; Full Atk +16/+11/+6 (3d8+28, greatclub)* and +11 melee (1d8+11, bite)*; or +16 melee (1d8+17, 2 claws)* and +11 melee (1d8+11, bite)*; Space/Reach: 10ft./10 ft.; SA Knockdown; SQ Darkvision: 90 ft., fast healing: 9, low-light vision, scent, stability; AL CE; SV Fort +19, Ref +6, Will +7; Str 35, Dex 12, Con 31, Int 6, Wis 11, Cha 6.

Skills and Feats: Speak Language (Giant), Hide -7 (+1 in mountain settings), Listen +11, Spot +11; Alertness, Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Power Attack.

A mountain troll normally attacks using its Power Attack feat, taking a -5 penalty to attack rolls and gaining a +5 bonus on damage rolls (+10 if using a greatclub).

*includes adjustments for Power Attack feat.

Knockdown (Ex): A mountain troll that hits with a weapon or claw attack can attempt to trip the opponent as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the mountain troll.

Stability (Ex): Mountain trolls are exceptionally stable on their feet. A mountain troll has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Skills: Mountain trolls can blend in with their mountain surroundings, providing them a +8 racial bonus on Hide checks in the mountains.

Possessions: Large greatclub.

Appendix II: Encounters (APL 10)

Encounter One

Urzun Guards, Male Orc Ftr2 (24): CR 2; Medium Humanoid (orc); HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 16 (Touch 11, Flatfooted 15)[+1 Dex, +5 armor]; BA/G: +2/+6; Atk +6 melee (2d4+6 [18-20/x2], falchion); Full Att +6 melee (2d4+6 [18-20/x2], falchion); SQ: Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +1, Will +0; Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Listen +3, Spot +3; Alertness, Blind-fight.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Falchion, chainmail.

Encounter Three

Chimera, Advanced: CR 11; Huge Magical Beast; HD 18d10+108; hp 207; Init +0; Spd 30 ft., Fly 50 ft. (poor); AC 19 (Touch 8, Flatfooted 20)[-2 size, +12 natural]; BA/G: +18/+35; Att +25 melee (3d6+9, bite); Full Atk +25 melee (3d6+9, bite) and +25 melee (2d6+9, bite) and +25 melee (2d6+9, gore) and +23 melee (2d6+4, 2 claws); Space / Reach: 15 ft./ 10 ft.; SA Breath Weapon; SQ Darkvision 60 ft., low-light vision, scent; AL CE; SV Fort +17, Ref +11, Will +9; Str 28, Dex 11, Con 22, Int 4, Wis 13, Cha 10.

Skills and Feats: Hide -4*, Listen +14, Spot +13; Ability Focus (breath weapon), Alertness, Hover, Improved Natural Attack (claws), Iron Will, Multiattack, Wingover.

Breath Weapon (Su): The dragon head can loose a breath weapon instead of biting. Cone Of Gas (acid) (20ft long) every 1d4 rounds, damage 3d8, Reflex half DC 27.

Skills: In areas of scrubland or brush, a chimera gains a +4 bonus on Hide checks.

Encounter Four

Chelicera, Advanced (3): CR 9; Large Vermin; HD 20d8+60; hp 150; Init +4; Spd 30 ft., Climb 30 ft.; AC 21 (Touch 13, Flatfooted 17)[-1 size, +4 Dex, +8 natural]; BA/G: +15/+27; Att +20 melee (1d8+6, claw); Full Atk +20 melee (1d8+6, claws x2) and +15 melee (2d6+3 plus disease, bite); SA: Blood drain, improved grab; SQ: Darkvision 60 ft., immunity to sonic, mimicry, scent, vermin traits; AL N; SV Fort +15, Ref +10, Will +8; Str 22, Dex 18, Con 16, Int -, Wis 14, Cha 12.

Skills and Feats: Climb +14, Hide +8, Listen +10; Weapon Finesse.

Blood Drain (Ex): A chelicera can suck the blood from a living creature by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 Constitution drain each round that it makes a successful grapple check.

Improved Grab (Ex): To use this ability, a chelicera must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to pin the creature on a subsequent round.

A chelicera has a +4 racial bonus on grapple checks and uses its Dexterity modifier instead of its Strength modifier when grappling.

Mimicry (Ex): A chelicera can repeat any noise it hears as a free action. This ability works much like ghost sound (Will DC 21 disbelief), except that the sound is always centered on the chelicera itself. The creature's favorite tactic is to reproduce garbled or faint speech, causing the potential prey to move closer for a better listen. The save DC is Charisma-based.

Skills: Chelicerans have a +8 racial bonus on Hide checks and Listen checks. A chelicera also has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Encounter Six

War Troll: CR 12; Large Monstrous Humanoid; HD 12d8+108; hp 162; Init +7; Spd 30 ft.; AC 31 (Touch 12, Flatfooted 28)[-1 size, +3 Dex, +14 natural, +5 armor]; BA/G +12/+22; Atk +23 melee (2d8+15 [19-20/x2], masterwork greatsword) or +15 ranged (2d6+10 [x3], masterwork composite longbow); Full Atk +23/+18/+13 melee (2d8+15 [19-20/x2], masterwork greatsword) and +19 melee (1d6+5, bite); or +21 melee (1d8+10, 2 claws) and +19 melee (1d6+5, bite); or +15/+10/+5 ranged (2d6+10 [x3], masterwork composite longbow (+10 Str)); Space/Reach: 10ft./10 ft.; SA Dazing blow; SQ Damage reduction 5/adamantine, darkvision 90 ft., low-light vision, regeneration 9, scent, spell resistance 20; AL LE; SV Fort +13, Ref +11, Will +12; Str 31, Dex 16, Con 29, Int 8, Wis 15, Cha 10.

Skills and Feats: Speak Language (Giant), Listen +11, Spot +12; Alertness, Improved Initiative, Iron Will, Multiattack, Weapon Focus (greatsword).

Dazing Blow (Ex): If a war troll hits with a weapon or claw attack, the opponent must make a DC 25 Fortitude save or be dazed for 1 round. The save DC is Constitution-based.

Regeneration (Ex): Unlike with their lesser cousins, acid (not fire) deals normal damage to a war troll. If a war troll loses a limb or a body part, the lost portion regrows in 2d4 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: Masterwork large greatsword, masterwork large composite longbow (+10 Str), large breastplate.

Appendix II: Encounters (APL 12)

Encounter One (EL 15)

Urzun Guards, Male Orc Ftr3 (24): CR 3; Medium Humanoid (orc); HD 3d10+6; hp 27; Init +1; Spd 20 ft.; AC 19 (Touch 11, Flatfooted 18)[+1 Dex, +8 armor]; Base Atk/Grp: +3/+7; Atk +8 melee (2d4+6 [18-20/x2], falchion); Full Atk +8 melee (2d4+6 [18-20/x2], falchion); SQ: Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +2, Will +1; Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Listen +4, Spot +7; Alertness, Blind-fight, Skill Focus (Spot), Weapon Focus (falchion).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Falchion, full plate.

Encounter Three

Chimera, Advanced: CR 13; Huge Magical Beast; HD 24d10+144; hp 275; Init +1; Spd 30 ft., Fly 50 ft. (poor); AC 22 (Touch 9, Flatfooted 21)[-2 size, +1 Dex, +13 natural]; BA/Gpl: +24/+41; Att +31 melee (3d6+9, bite); Full Atk +31 melee (3d6+9, bite) and +31 melee (2d6+9, bite) and +31 melee (2d6+9, gore) and +29 melee (2d6+4, 2 claws); Space / Reach: 15 ft./ 10 ft.; SA Breath Weapon; SQ Darkvision 60 ft., low-light vision, scent; AL CE; SV Fort +20, Ref +15, Will +12; Str 28, Dex 12, Con 22, Int 4, Wis 14, Cha 10.

Skills and Feats: Hide -3*, Listen +18, Spot +17; Ability Focus (breath weapon), Alertness, Hover, Improved Natural Armor, Improved Natural Attack (claws), Iron Will, Multiattack, Power Attack, Wingover.

Breath Weapon (Su): The dragon head can loose a breath weapon instead of biting. Cone of Gas (acid) (20ft long) every 1d4 rounds, damage 3d8, Reflex half DC 30.

Skills: In areas of scrubland or brush, a chimera gains a +4 bonus on Hide checks.

Encounter Four

Chelicera, Advanced (2): CR 12; Large Vermin; HD 32d8+96; hp 240; Init +5; Spd 30 ft., Climb 30 ft.; AC 22 (Touch 14, Flatfooted 17)[-1 size, +5 Dex, +8 natural]; BA/G: +24/+37; Att +29 melee (1d8+6, claw); Full Atk +29 melee (1d8+6, claws x2) and +24 melee (2d6+3 plus disease, bite); SA: Blood drain, improved grab; SQ: Darkvision 60 ft., immunity to sonic, mimicry, scent, vermin traits; AL N; SV Fort +21, Ref +15, Will +12; Str 22, Dex 20, Con 17, Int -, Wis 14, Cha 12.

Skills and Feats: Climb +14, Hide +8, Listen +10; Weapon Finesse.

Blood Drain (Ex): A chelicera can suck the blood from a living creature by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 Constitution drain each round that it makes a successful grapple check.

Improved Grab (Ex): To use this ability, a chelicera must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to pin the creature on a subsequent round.

A chelicera has a +4 racial bonus on grapple checks and uses its Dexterity modifier instead of its Strength modifier when grappling.

Mimicry (Ex): A chelicera can repeat any noise it hears as a free action. This ability works much like ghost sound (Will DC 27 disbelief), except that the sound is always centered on the chelicera itself. The creature's favorite tactic is to reproduce garbled or faint speech, causing the potential prey to move closer for a better listen. The save DC is Charisma-based.

Skills: Cheliceras have a +8 racial bonus on Hide checks and Listen checks. A chelicera also has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Encounter Six

Harak Ha'Mil, Ak'chazar Rakshasa: CR 15; Medium Outsider (Native); HD 17d8+68; hp 144; Init +9; Spd 40 ft., Fly 40 ft. (average); AC 28 (Touch 15, Flatfooted 23)[+5 Dex, +13 natural]; BA/G +17/+19; Atk +19 melee (1d4+2, claw); Full Atk +19 melee (1d4+2, 2 claws) and +14 melee (1d6+1, bite); SA Pain wave, rebuke undead, spells, spell-like abilities; SQ Change shape, damage reduction 15/good and piercing, darkvision 60 ft., no dual nature, outsider traits, spell resistance 31; AL LE; SV Fort +14, Ref +15, Will +14; Str 15, Dex 20, Con 18, Int 19, Wis 19, Cha 22.

Skills and Feats: Bluff +30, Concentration +24, Diplomacy +24, Disguise +16, Escape Artist +25, Gather Information +16, Hide +20, Intimidate +22, Jump +6, Knowledge (Arcana) +24, Knowledge (The Planes) +24, Listen +24, Move Silently +20, Sense Motive +14, Spellcraft +26, Spot +24; Combat Casting, Improved Initiative, Silent Spell, Simple Weapon Proficiency, Spell Focus: Enchantment, Spell Focus: Necromancy, Still Spell.

Spells Known (Sorcerer): 6/8/8/7/7/6/4: 0 -- *daze*, *detect magic*, *disrupt undead* (+22 ranged touch), *mage hand*, *open/close*, *prestidigitation*, *ray of frost* (+22 ranged touch), *read magic*, *touch of fatigue* (+19 melee touch, DC 17); 1st -- *charm person* (DC 18), *chill touch* (+19 melee touch, DC 18), *mage armor*, *magic missile*, *ray of enfeeblement* (+22 ranged touch); 2nd -- *blindness/deafness* (DC 19), *daze monster* (DC 19), *false life*, *mirror image*, *touch of idiocy* (+19 melee touch); 3rd -- *halt undead* (DC 20), *lightning bolt* (DC 19), *ray of exhaustion* (+22 ranged touch, DC 20), *suggestion* (DC 20); 4th -- *charm monster* (DC 21), *confusion* (DC 21), *enervation* (+22 ranged touch); 5th -- *persistent image* (DC 22), *teleport*; 6th -- *disintegrate* (+22 ranged touch, DC 22).

Pain Wave (Su): Three times per day for 1 round per Hit Dice, an ak'chazar rakshasa can emit an aura of negative energy as a free action. Every creature within 20 feet of an ak'chazar rakshasa when it activates the ability is subject to an *inflict moderate wounds* spell (caster level 20th) and becomes shaken for 1d6+1 rounds. Creatures within the area can make a DC 24 Will save for half damage (and to ignore the shaken effect). The save DC is Charisma-based.

Rebuke Undead (Su): An ak'chazar rakshasa can rebuke and command undead as a 20th-level cleric. An ak'chazar rakshasa can make up to nine rebuke attempts per day.

Spell-Like Abilities: 3/day--*animate dead*, 2/day--*control undead* (DC 23), *create undead*, 1/day--*create greater undead*, *magic jar* (DC 21), *trap the soul* (Will DC 24). Caster level 20th.

Spells: An ak'chazar rakshasa casts spells as a 12th-level sorcerer. It favors spells of the necromancy and enchantment schools.

Change Shape (Su): An ak'chazar rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, an ak'chazar rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). An ak'chazar rakshasa typically remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but an ak'chazar rakshasa reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Skills: Ak'chazar rakshasas have a +4 racial bonus on Bluff, Diplomacy, and Intimidate checks.

Appendix II: Encounters (APL 14)

Encounter One (EL 16)

Urzun Guards, Male Orc Ftr3 (24): CR 3; Medium Humanoid (orc); HD 3d10+6; hp 27; Init +1; Spd 20 ft.; AC 19 (Touch 11, Flatfooted 18)[+1 Dex, +8 armor]; Base Atk/Grp: +3/+7; Atk +8 melee (2d4+6 [18-20/x2], falchion); Full Atk +8 melee (2d4+6 [18-20/x2], falchion); SQ: Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +2, Will +1; Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Listen +4, Spot +7; Alertness, Blind-fight, Skill Focus (Spot), Weapon Focus (falchion).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Falchion, full plate.

Encounter Three

Chimera, Advanced: CR 14; Huge Magical Beast; HD 27d10+162; hp 309; Init +1; Spd 30 ft., Fly 50 ft. (poor); AC 23 (Touch 9, Flatfooted 22)[-2 size, +1 Dex, +14 natural]; BA/Gpl: +27/+44; Att +34 melee (3d6+9, bite); Full Atk +34 melee (3d6+9, bite) and +34 melee (2d6+9, bite) and +34 melee (2d6+9, gore) and +32 melee (2d6+4, 2 claws); Space / Reach: 15 ft./ 10 ft.; SA Breath Weapon; SQ Darkvision 60 ft., low-light vision, scent; AL CE; SV Fort +21, Ref +16, Will +13; Str 28, Dex 12, Con 22, Int 4, Wis 14, Cha 10.

Skills and Feats: Hide -3*, Listen +19, Spot +19; Ability Focus (breath weapon), Alertness, Hover, Improved Natural Armor (x2), Improved Natural Attack (claws), Iron Will, Multiattack, Power Attack, Wingover.

Breath Weapon (Su): The dragon head can loose a breath weapon instead of biting. Cone of Gas (acid) (20ft long) every 1d4 rounds, damage 3d8, Reflex half DC 31.

Skills: In areas of scrubland or brush, a chimera gains a +4 bonus on Hide checks.

Encounter Four

Chelicera, Advanced (3): CR 13; Large Vermin; HD 36d8+144; hp 306; Init +5; Spd 30 ft., Climb 30 ft.; AC 22 (Touch 14, Flatfooted 17)[-1 size, +5 Dex, +8 natural]; BA/G: +27/+40; Att +32 melee (1d8+6, claw); Full Atk +32 melee (1d8+6, claws x2) and +27 melee (2d6+3 plus disease, bite); SA: Blood drain, improved grab; SQ: Darkvision 60 ft., immunity to sonic, mimicry, scent, vermin traits; AL N; SV Fort +24, Ref +17, Will +14; Str 22, Dex 20, Con 18, Int -, Wis 14, Cha 12.

Skills and Feats: Climb +14, Hide +8, Listen +10; Weapon Finesse.

Blood Drain (Ex): A chelicera can suck the blood from a living creature by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 Constitution drain each round that it makes a successful grapple check.

Improved Grab (Ex): To use this ability, a chelicera must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to pin the creature on a subsequent round.

A chelicera has a +4 racial bonus on grapple checks and uses its Dexterity modifier instead of its Strength modifier when grappling.

Mimicry (Ex): A chelicera can repeat any noise it hears as a free action. This ability works much like ghost sound (Will DC 29 disbelief), except that the sound is always centered on the chelicera itself. The creature's favorite tactic is to reproduce garbled or faint speech, causing the potential prey to move closer for a better listen. The save DC is Charisma-based.

Skills: Chelicerans have a +8 racial bonus on Hide checks and Listen checks. A chelicera also has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Encounter Six

Harak Ha'Mil, Ak'chazar Rakshasa: CR 15; Medium Outsider (Native); HD 17d8+68; hp 144; Init +9; Spd 40 ft., Fly 40 ft. (average); AC 28 (Touch 15, Flatfooted 23)[+5 Dex, +13 natural]; BA/G +17/+19; Atk +19 melee (1d4+2, claw); Full Atk +19 melee (1d4+2, 2 claws) and +14 melee (1d6+1, bite); SA Pain wave, rebuke undead, spells, spell-like abilities; SQ Change shape, damage reduction 15/good and piercing, darkvision 60 ft., no dual nature, outsider traits, spell resistance 31; AL LE; SV Fort +14, Ref +15, Will +14; Str 15, Dex 20, Con 18, Int 19, Wis 19, Cha 22.

Skills and Feats: Bluff +30, Concentration +24, Diplomacy +24, Disguise +16, Escape Artist +25, Gather Information +16, Hide +20, Intimidate +22, Jump +6, Knowledge (Arcana) +24, Knowledge (The Planes) +24, Listen +24, Move Silently +20, Sense Motive +14, Spellcraft +26, Spot +24; Combat Casting, Improved Initiative, Silent Spell, Simple Weapon Proficiency, Spell Focus: Enchantment, Spell Focus: Necromancy, Still Spell.

Spells Known (Sorcerer): 6/8/8/7/7/6/4: 0 – *daze*, *detect magic*, *disrupt undead* (+22 ranged touch), *mage hand*, *open/close*, *prestidigitation*, *ray of frost* (+22 ranged touch), *read magic*, *touch of fatigue* (+19 melee touch, DC 17); 1st – *charm person* (DC 18), *chill touch* (+19 melee touch, DC 18), *mage armor*, *magic missile*, *ray of enfeeblement* (+22 ranged touch); 2nd – *blindness/deafness* (DC 19), *daze monster* (DC 19), *false life*, *mirror image*, *touch of idiocy* (+19 melee touch); 3rd – *halt undead* (DC 20), *lightning bolt* (DC 19), *ray of exhaustion* (+22 ranged touch, DC 20), *suggestion* (DC 20); 4th – *charm monster* (DC 21), *confusion* (DC 21), *enervation* (+22 ranged touch); 5th – *persistent image* (DC 22), *teleport*; 6th – *disintegrate* (+22 ranged touch, DC 22).

Pain Wave (Su): Three times per day for 1 round per Hit Dice, an ak'chazar rakshasa can emit an aura of negative energy as a free action. Every creature within 20 feet of an ak'chazar rakshasa when it activates the ability is subject to an *inflict moderate wounds* spell (caster level 20th) and becomes shaken for 1d6+1 rounds. Creatures within the area can make a DC 24 Will save for half damage (and to ignore the shaken effect). The save DC is Charisma-based.

Rebuke Undead (Su): An ak'chazar rakshasa can rebuke and command undead as a 20th-level cleric. An ak'chazar rakshasa can make up to nine rebuke attempts per day.

Spell-Like Abilities: 3/day--*animate dead*; 2/day--*control undead* (DC 23), *create undead*; 1/day--*create greater undead*, *magic jar* (DC 21), *trap the soul* (Will DC 24). Caster level 20th.

Spells: An ak'chazar rakshasa casts spells as a 12th-level sorcerer. It favors spells of the necromancy and enchantment schools.

Change Shape (Su): An ak'chazar rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, an ak'chazar rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). An ak'chazar rakshasa typically remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but an ak'chazar rakshasa reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Skills: Ak'chazar rakshasas have a +4 racial bonus on Bluff, Diplomacy, and Intimidate checks.

Charnel Hound: CR 13; Huge Undead; HD 21d12 (Undead); hp 136; Init +2; Spd 40; AC 26 Flatfooted 24 Touch 10; Base Atk/Grp +22/+41; Full Atk +22/+17 (2d8+14,Bite; 2d6+7, 2 Claws); Space/Reach: 15ft./15 ft.; SA Body integration, rend 4d6+21; SQ Aversion to daylight, damage reduction 10/silver and magic,

darkvision 60 ft., frightful presence, spell resistance 23, undead traits, unholy toughness; AL CE; SV Fort +6, Ref +8, Will +12; Str 38, Dex 14, Con -, Int -, Wis 11, Cha 18.

Skills and Feats: Jump +18; Power Attack.

Body Integration (Su): Whenever a charnel hound reduces a living humanoid foe of Large size or smaller to negative hit points, the foe must immediately make a DC 24 Fortitude saving throw. On a failed save, the victim's body is instantly absorbed into the form of the charnel hound, healing the charnel hound of points of damage equal to 3 × Hit Dice of the victim. This effect kills the victim, and makes it difficult for his companions to recover his body or equipment unless the charnel hound is defeated and the proper body pulled from the pile of resultant corpses. The save DC is Charisma-based.

Rend (Ex): A charnel hound that hits with both claw attacks latches onto the opponent's body and tears its flesh. This automatically deals an extra 4d6-1-21 points of damage.

Aversion to Daylight (Ex): Charnel hounds loathe daylight. If exposed to natural daylight (not merely a daylight spell), a charnel hound takes a -4 penalty on all attack rolls, saving throws, and skill checks.

Frightful Presence (Su): A charnel hound can inspire terror by charging or attacking. Affected creatures must succeed on a DC 24 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of the charnel hound. The save DC is Charisma-based.

Unholy Toughness (Ex): A charnel hound gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

Appendix III: New Creatures

Charnel Hound

Huge Undead

Hit Dice: 21d12+84 (220 hp)

Initiative: +2

Speed: 40 ft (8 squares)

Armor Class: 26 (-2 size, +2 Dex, +16 natural), touch 10, flat-footed 24

Base Attack/Grapple: +10/+32

Attack: Bite +17 melee (2d8+19)*

Full Attack: Bite +17 melee (2d8+19)* and 2 claws +12 melee (2d6+12)*

Space/Reach: 15 ft./ 10 ft.

Special Attacks: Body integration, rend 4d6+21

Special Qualities: Aversion to daylight, damage reduction 10/silver and magic, darkvision 60 ft., frightful presence, spell resistance 23, undead traits, unholy toughness

Saves: Fort +7, Ref +9, Will +12

Abilities: Str 38, Dex 14, Con —, Int —, Wis 11, Cha 18

Skills: —

Feats: Power Attack

Environment: Cold plains

Organization: Solitary, pair, or gang (3-4)

Challenge Rating: 13

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 22-31 HD (Huge); 32-63 HD (Gargantuan)

Level Adjustment: —

*Includes adjustments for Power Attack feat.

Charnel hounds are a stunning achievement of some crazed necromancer or god of death. Their very presence is a proclamation of necromantic power. The way in which the bodies making up a charnel hound's form sometimes scream, mutter, and jerk serves to horrify and frighten onlookers.

Charnel hounds, once created, are self-sufficient engines of undead destruction found at night roaming plains where battles have been fought, or loose in underground areas large enough to accommodate their bulk. During the day, they dig themselves great burrows to escape the sun. When clerics or necromancers are powerful enough to command a charnel hound, it is often used as a guardian.

A charnel hound is about 20 feet tall and weighs about 35,000 pounds.

COMBAT

A charnel hound savages any living creatures it encounters. When it overcomes its foes (especially humanoids) it immediately integrates the foe into its own body, even if the foe is not quite dead yet.

A charnel hound uses its Power Attack feat to normally attack with a -5 penalty on its attack rolls, gaining a +5 bonus on damage rolls.

Body Integration (Su): Whenever a charnel hound reduces a living humanoid foe of Large size or smaller to negative hit points, the foe roust immediately make a DC 24 Fortitude saving throw. On a failed save, the victim's body is instantly absorbed into the form of the charnel hound, healing the charnel hound of points of damage equal to 3 × Hit Dice of the victim. This effect kills the victim, and makes it difficult for his companions to recover his body or equipment unless the charnel hound is defeated and the proper body pulled from the pile of resultant corpses. The save DC is Charisma-based.

Rend (Ex): A charnel hound that hits with both claw attacks latches onto the opponent's body and tears its flesh. This automatically deals an extra 4d6-i-21 points of damage.

Aversion to Daylight (Ex): Charnel hounds loathe daylight. If exposed to natural daylight (not merely a daylight spell), a charnel hound takes a -4 penalty on all attack rolls, saving throws, and skill checks.

Frightful Presence (Su): A charnel hound can inspire terror by charging or attacking. Affected creatures must succeed on a DC 24 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of the charnel hound. The save DC is Charisma-based.

Unholy Toughness (Ex): A charnel hound gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

(Source: *Monster Manual III* p. 26)

Chelicera

Medium Vermin

Hit Dice: 12d8+12 (66 hp)

Initiative: +4

Speed: 30 ft. (6 squares), climb 30 ft.

Armor Class: 19 (+4 Dex, +5 natural), touch 14, flat-footed 15

Base Attack/Grapple: +9/+17

Attack: Claw +13 melee (1d6+2)

Full Attack: 2 claws +13 melee (1d6+2) and bite +8 melee (1d8+1 plus disease)

Space/Reach: 5 ft./ 5 ft.

Special Attacks: Blood drain, improved grab
Special Qualities: Darkvision 60 ft., immunity to sonic, mimicry, scent, vermin traits
Saves: Fort +9, Ref+8, Will +5
Abilities: Str 14, Dex 19, Con 12, Int —, Wis 13, Cha 12
Skills: Climb +10, Hide+12, Listen +9
Feats: Weapon Finesse
Environment: Warm mountains
Organization: Solitary or pack (2-8)
Challenge Rating: 6
Treasure: Standard
Alignment: Always neutral
Advancement: 13-16 HD (Medium); 17-36 HD (Large)
Level Adjustment: —

This creature looks like a spindly black spider as large as a human. Two thin arms extend from the insect's small body, each ending in a sharp looking claw. A strange pair of thick antennae sits atop its head like a tuning fork.

The chelicera is a spidery creature that can reproduce any sound it hears. Cheliceras are a common problem in towns and cities built in warm climates, where the vermin tend to live in neighborhoods with poor sanitation. A chelicera can remember and duplicate sounds. It has no understanding of speech, but can duplicate many of the component sounds. The creature tests each sound it knows, looking for those that most reliably draw prey. Often, the most useful sounds are the screams of a previous victim.

From their hidden lairs, they lure victims to their doom by reproducing the sounds they hear. Warriors of noble intent rush into a chelicera's lair to rescue an innocent, only to discover that it is they who need rescuing. Once someone enters a chelicera's territory in search of the source of the sounds, the creature attacks, leaving the drained corpse in another part of town. Infestations are often mistaken for the work of a vampire, but holy water and garlic is of no use against the cheliceras.

A chelicera is mostly long legs and arms, standing 4 feet tall and about 5 feet in diameter even though its body is only about the size of a full backpack. It weighs no more than 50 pounds.

COMBAT

Cheliceras always attempt to ambush their foe, leaping from the shadows when they lure a creature to their nest. As they cannot truly gauge the odds of success, they always spring to the attack even if a large group enters, subsequently fleeing if the battle turns against them.

Blood Drain (Ex): A chelicera can suck the blood from a living creature by making a successful grapple

check. If it pins the foe, it drains blood, dealing 1d4 Constitution drain each round that it makes a successful grapple check.

Improved Grab (Ex): To use this ability, a chelicera must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to pin the creature on a subsequent round. A chelicera has a +4 racial bonus on grapple checks and uses its Dexterity modifier instead of its Strength modifier when grappling.

Mimicry (Ex): A chelicera can repeat any noise it hears as a free action. This ability works much like ghost sound (Will DC 17 disbelief), except that the sound is always centered on the chelicera itself. The creature's favorite tactic is to reproduce garbled or faint speech, causing the potential prey to move closer for a better listen. The save DC is Charisma-based.

Skills: Cheliceras have a +8 racial bonus on Hide checks and Listen checks. A chelicera also has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

(Source: *Monster Manual III* p. 27)

Rakshasa, Ac'chazar

Medium Outsider (Native)

Hit Dice: 17d8+68 (144 hp)

Initiative: +9

Speed: 40 ft. (8 squares), fly 40 ft. (average)

Armor Class: 28 (+5 Dex, +13 natural), touch 15, flat-footed 23

Base Attack/Grapple: +17/+19

Attack: Claw +19 melee (1d4+2)

Full Attack: 2 claws +19 melee (1d4+2) and bite +14 melee

Space/Reach: 5 ft./ 5 ft.

Special Attacks: Pain wave, rebuke undead (+6, 2d6+26, 20th), spell-like abilities, spells

Special Qualities: Change shape, damage reduction 15/good and piercing, darkvision 60 ft., outsider traits, spell resistance 31

Saves: Fort +14, Ref+15, Will +14

Abilities: Str 15, Dex 20, Con 18, Int 19, Wis 19, Cha 22

Skills: Bluff +30, Concentration +24, Diplomacy +24, Disguise +16 (+18 acting), Escape Artist +25, Gather Information +16, Hide +20, Intimidate +22, Knowledge (arcana) +24, Knowledge (the planes) +24, Listen +24, Move Silently +20, Sense Motive +14, Spellcraft +26, Spot +24, Survival +4 (+6 other planes), Use Rope +5 (+7 bindings)

Feats: Combat Casting, Improved Initiative, Spell Focus (enchantment), Spell Focus (necromancy), Silent Spell, Still Spell

Environment: Temperate mountains

Organization: Solitary or entourage (1 plus undead; see below)

Challenge Rating: 15

Treasure: Standard coins; double goods; double items

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: +5

A tall, emaciated figure with the head of a white tiger glares at you. Its body is cloaked in fine robes, and its clawed hands seem ready to dip into the numerous spell component pouches at its waist at a moment's notice.

Ak'chazar rakshasas wander the planes seeking new lands to subjugate and new undead minions to enslave. These rakshasas are masters of necromantic magic, although they are powerful in the other schools of magic as well. Ak'chazar rakshasas typically work behind the scenes, manipulating events to suit their dark whims and relying on their web of spies, assassins, and intelligent undead to carry out their nefarious plots.

An ak'chazar rakshasa looks like a humanoid with the head of a white tiger. A light coating of ghostly white fur coats the creature's body from the shoulders down, and its hands display razor-sharp nails, like a cat's claws. The palms of its hands are where the backs of the hands would be on a human. An ak'chazar rakshasa stands around 6 feet tall and weighs about 175 pounds.

Ak'chazar rakshasas do associate with other rakshasas, often as leaders or manipulators. Other types of rakshasas value an ak'chazar's intelligence even as they fear its abilities. It is not uncommon for weaker rakshasas to follow the complex plans of an ak'chazar even as they go about their own missions. All rakshasas tend toward solitary existences, but communication and coordination between the various kinds is not unheard of.

An ak'chazar rakshasa typically establishes a power base at the site of a great battle, a large cemetery, or some other place where a large number of corpses might be interred. It uses its power over undead to create several intelligent undead minions. Thereafter, it might make contact with a local underworld organization (almost always through intermediaries) or even a corrupt or power-hungry political official, it will play with these leaders, offering them advice, power, or riches as it learns their habits and defining characteristics. Then the ak'chazar uses its magic jar spell-like ability to replace one of these leaders for a time, using the borrowed body to solidify its hold on the region.

Ak'chazar rakshasas speak Common, Infernal, and Undercommon.

COMBAT

In battle, an ak'chazar rakshasa avoids a close-quarters combat situation whenever it can. Pragmatic and cautious, it feels no need to personally deliver a death blow, relying on minions or their spells to carry out such tasks. These rakshasas take care to learn their enemies' strengths and weaknesses, and they use their magic accordingly.

Change Shape (Su): An ak'chazar rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, an ak'chazar rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). An ak'chazar rakshasa typically remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but an ak'chazar rakshasa reverts to its natural form when killed. A true seeing spell reveals its natural form.

Pain Wave (Su): Three times per day for 1 round per Hit Dice, an ak'chazar rakshasa can emit an aura of negative energy as a free action. Every creature within 20 feet of an ak'chazar rakshasa when it activates the ability is subject to an *inflict moderate wounds* spell (caster level 20th) and becomes shaken for 1d6+1 rounds. Creatures within the area can make a DC 24 Will save for half damage (and to ignore the shaken effect). The save DC is Charisma-based.

Rebuke Undead (Su): An ak'chazar rakshasa can rebuke and command undead as a 20th-level cleric. An ak'chazar rakshasa can make up to nine rebuke attempts per day.

Spell-Like Abilities: 3/day—*animate dead*; 2/day—*control undead* (DC 23), *create undead*; 1/day—*create greater undead*, *magic jar* (DC 21), *trap the soul* (DC 24). Caster level 20th.

Spells: An ak'chazar rakshasa casts spells as a 12th-level sorcerer. It favors spells of the necromancy and enchantment schools.

Typical Sorcerer Spells Known (6/8/8/7/7/6/4): 0—*daze* (DC 17), *detect magic*, *disrupt undead* (+22 ranged touch), *mage hand*, *open/close*, *prestidigitation*, *ray of frost* (+22 ranged touch), *read magic*, *touch of fatigue* (+19 melee touch, DC 17); 1st—*charm person* (DC 18), *chill touch* (+19 melee touch, DC 18), *mage armor*, *magic missile*, *ray of enfeeblement* (+22 ranged touch); 2nd—*blindness/deafness* (DC 19), *daze monster* (DC 19), *false life*, *mirror image*, *touch of idiocy* (+19 melee touch); 3rd—*halt undead* (DC 20), *lightning bolt* (DC 19), *ray of exhaustion* (+22 ranged touch, DC 20), *suggestion* (DC 20); 4th—*charm monster* (DC 21), *confusion* (DC 21), *enervation* (+22 ranged touch); 5th—*dominate person* (DC 22), *teleport*; 6th—*disintegrate* (+22 ranged touch, DC 22).

Skills: Ak'chazar rakshasas have a +4 racial bonus on Bluff, Diplomacy, and Intimidate checks.

TACTICS ROUND-BY-ROUND

An ak'chazar rakshasa rarely travels alone. It is usually accompanied by various undead created by *animate dead*, *create undead*, and *create greater undead*. An ak'chazar rakshasa is a wise deceiver, so it should know a great deal about its opponents before a battle begins. The creature uses its rebuke undead ability to keep its nonintelligent servants under control, and often strikes bargains with the intelligent undead it creates to serve the rakshasa in return for power or other, less savory considerations.

Once combat is joined, an ak'chazar rakshasa lets its undead minions do the dirty work of melee fighting while it focuses on dealing with any ranged attackers. It often attacks from hiding, and when its hiding place is discovered, it usually takes the time to find a new hiding spot before resuming its attack, in battle, its spells are an ak'chazar rakshasa's best weapons, and the creature is well aware of its limitations in melee.

An ak'chazar rakshasa is always careful to keep a teleport spell (technically, the 5th-level spell slot needed to cast the spell) in reserve in case a quick getaway is necessary.

Prior to combat: Mage armor, mirror image.

Round 1: Trap the soul on an opponent that it believes to have a low Will save.

Round 2: Disintegrate spellcasting foe, or *dominate person* on another low Will save target, directing that individual to attack any of its companions.

Round 3: Use offensive spell, focus on keeping at least some bodies intact for later experiments or the creation of new undead.

Round 4: Repeat offensive spells, or use *magic jar* on target with low Will save. When using *magic jar* in combat in this way, an ak'chazar rakshasa often issues a standing order for one of its undead lieutenants to destroy the gem holding the opponent's soul as soon as the spell is successful.

Round 5: Continue with offensive spells, either using *enervation* to eliminate opponents' high-level spells, or *readying magic missile* attacks to disrupt enemy spellcasting.

(Source: *Monster Manual III* p. 134)

Troll, Cave

Large Giant

Hit Dice: 9d8+72 (112 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 21 (-1 size, +11 natural armor, +1 Dex), touch 10, flat-footed 20

Base Attack/Grapple: +6/+19

Attack: Claw +11 melee (2d6+12)

Full Attack: 2 claws +11 melee (2d6+12) and bite +6 rmelee (1d8+7)

Space / Reach: 10 ft / 10 ft.

Special Attacks: Dazing blow, improved grab, pounce, rake, rend 4d6+13

Special Qualities: Darkvision 90 ft., fast healing 8, low-light vision, scent

Saves: Fort +14, Ref+4, Will +6

Abilities: Str 29, Dex 13, Con 27, Int 3, Wis 13, Cha 6

Skills: Jump +16, listen +6, Spot +6, Survival +4

Feats: Alertness, Iron Will, Power Attack, Track

Environment: Underground

Organization: Solitary or pair

Challenge Rating: 8

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 10-14 HD (Large); 15-27 HD (Huge)

Level Adjustment: +6

This hulking creature is about one and a half times as tall as a human. Its legs end in clawed, three-toed feet, and its massive forearms end in wide, powerful hands with scythe-like claws. Its hide is rubbery-looking, and its writhing hair is thick and ropy.

Instinct alone drives the powerful carnivores known as cave trolls. Like their more intelligent kindred, these creatures have no fear of death and attack unceasingly when hungry.

Cave trolls can live almost anywhere, although they prefer to lair underground whenever possible. Whenever a group of hunting cave trolls wanders near a civilized settlement, the trolls attack relentlessly, driven by their nearly insatiable appetite, until they are slain or the entire settlement has been destroyed. A cave troll stands 10 feet tall and weighs 800 pounds.

Cave trolls have a rudimentary understanding of the giant language.

COMBAT

Cave trolls are brutal, instinctive hunters. They charge into melee combat, using their pounce and rend abilities on the nearest target. A cave troll normally attacks using its Power Attack feat, making a -3 penalty on its attack rolls and gaining a +3 bonus on damage rolls.

Dazing Blow (Ex): The force of both of a cave troll's claws hitting can be overwhelming. If a cave troll hits with both claw attacks, the opponent must make a DC 22 Fortitude save or be dazed for 1 round. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a cave troll must hit with its bite attack. It can then attempt to start a

grapple as a free action without provoking attacks of opportunity.

Pounce (Ex): If a cave troll charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +11, damage 2d6+7. A cave troll that gets a hold can make two rake attacks with its hind legs, including adjustment for Power Attack feat.

Rend (Ex): If a cave troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d6+13 points of damage.

Skills: Cave trolls gain a +4 racial bonus on Survival checks when tracking by scent.

(Source: *Monster Manual III* p. 177)

Troll, Mountain

Huge Giant

Hit Dice: 15d18+150 (217 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 22 (-2 size, +13 natural armor, +1 Dex) 9, flat-footed 21

Base Attack/Grapple: +11/+31

Attack: Greatclub +16 melee (3d8+28)*

Full Attack: Greatclub +16/+11/+6 melee (3d8+28) and bite +11 melee (1d8+11); or 2 claws +16 melee (1d8+17) and bite +11 melee (1d8+11)*

Space/Reach: 15 ft./15 ft.

Special Attacks: Knockdown

Special Qualities: Darkvision 90 ft., fast healing 9, low-light vision, scent, stability

Saves: Fort +19, Ref +6, Will +7

Abilities: Str 35, Dex 12, Con 31, Int 6, Wis 11, Cha 6

Skills: Hide -7 (+1 in mountain settings), Listen +11, Spot +11

Feats: Alertness, Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Power Attack

Environment: Any mountains

Organization: Solitary or pair

Challenge Rating: 10

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +5

* Includes adjustments for Power Attack feat.

This hulking creature has thick, gray skin and the rough features of a troll. Its hunched, apelike posture emphasizes its massive bulk and hints at the power of its huge fists.

The massive mountain trolls are the largest members of the troll family. They dwell near mountain peaks and stir

from their lairs only to gather food. Like other trolls, mountain trolls have voracious appetites.

Mountain trolls are rarely encountered alone. Brutes and bullies, they casually push around giants, ogres, and smaller trolls. Although giants and ogres make reluctant minions at best, the slow-thinking mountain trolls simply eat any creatures that fail to follow their simplistic commands. A typical mountain troll stands 17 feet tall and weighs 2 tons.

Mountain trolls speak Giant.

COMBAT

Mountain trolls have no concept of fear or caution. When they see something they want (typically something that they want to eat), they take it. If anything or anyone gets in their way, they smash it.

A mountain troll normally attacks using its Power Attack feat, taking a -5 penalty on its attack rolls and gaining a +5 bonus on damage rolls (+10 if using a greatclub).

Knockdown (Ex): A mountain troll that hits with a weapon or claw attack can attempt to trip the opponent as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the mountain troll.

Stability (Ex): Mountain trolls are exceptionally stable on their feet. A mountain troll has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Skills: Mountain trolls can blend in with their mountain surroundings, providing them a +8 racial bonus on Hide checks in the mountains.

(Source: *Monster Manual III* p. 180)

Troll, War

Large Monstrous Humanoid

Hit Dice: 12d8+84 (138 hp)

Initiative: +7

Speed: 30 ft. in breastplate (6 squares); base speed 40 ft.

Armor Class: 31 (-1 size, +14 natural armor, +5 breastplate, +3 Dex), touch 12, flat-footed 28

Base Attack/Grapple: +12/+22

Attack: Masterwork greatsword +23 melee (2d8+15/19-20) or masterwork composite longbow (+10 Str bonus) +15 ranged (2d6-10/x3)

Full Attack: Masterwork greatsword +23/+18/+13 melee (2d8+15/19-20) and bite +19 melee (1d6+5); or 2 claws +21 melee (1d8+10) and bite +19 melee (1d6+5); or masterwork composite longbow (+10 Str bonus) +15/+10/+5 ranged (2d6+10/x3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Dazing blow

Special Qualities: Damage reduction 5/adamantine, dark-vision 90 ft., low-light vision, regeneration 9, scent, spell resistance 20

Saves: Fort +13, Ref+11, Will +12

Abilities: Str 31, Dex 16, Con 29, Int 8, Wis 15, Cha 10

Skills: Listen +11, Spot +12

Feats: Alertness, Improved Initiative, Iron Will, Multiattack, Weapon Focus (greatsword)

Environment: Any

Organization: Solitary, pair, or gang (3-9)

Challenge Rating: 12

Treasure: Standard (including masterwork greatsword and masterwork composite longbow [+10 Str bonus])

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +6

This hulking creature stands upright. Although it has the feral features of a troll, its rubbery green skin has a dark, metallic tinge and it wears substantial armor. The creature holds a greatsword with ease and is clearly a skilled warrior.

These intelligent and dangerous creatures were bred specifically for war. Never without their weapons and armor, war trolls know nothing of peace, only the chaos of constant battle. They typically travel from battle to battle in mercenary bands. Like forest trolls, they are capable of sophisticated tactics that most other trolls cannot march.

Although they are now a separate variety of troll, war trolls were once ordinary trolls of unusual strength and intelligence. Gathered together by a powerful cabal of arcane spellcasters, these trolls were magically engineered and augmented. They were then bred to produce soldiers of incredible power.

War trolls have a great love of magic weapons and armor, and they actively seek such equipment if it is properly sized for their frames. A typical war troll is 9 feet tall and weighs about 700 pounds.

War trolls speak Giant.

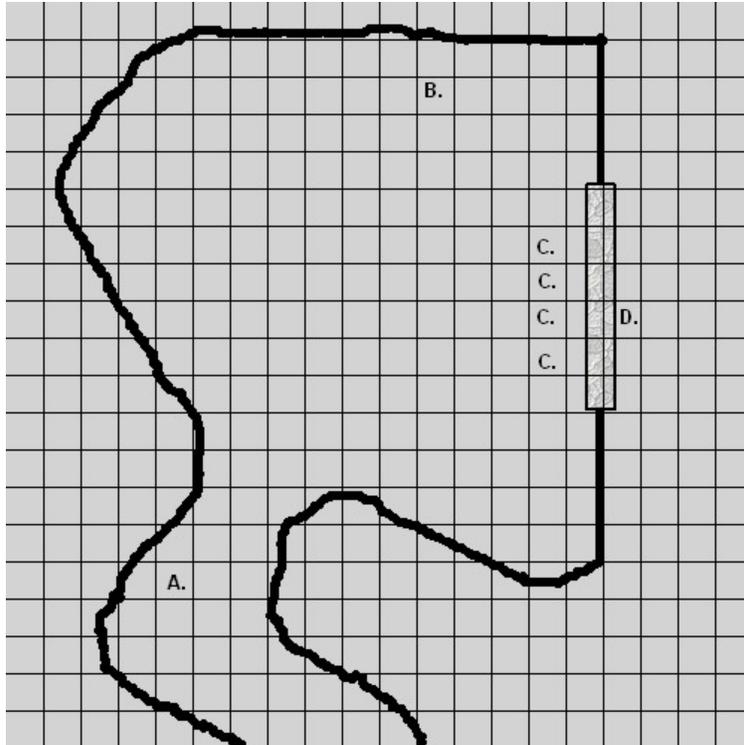
COMBAT

Unlike their troll kindred, war trolls are precise and methodical in combat. They trust their regenerative abilities to see them through a fight against even powerful warriors, so they focus their attention on spellcasters early in any skirmish.

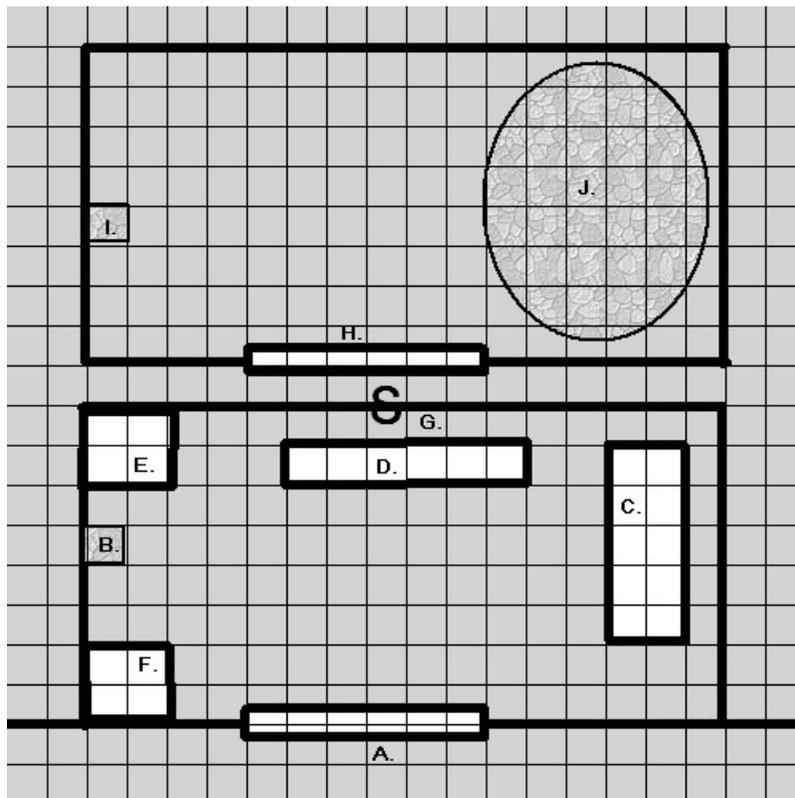
Dazing Blow (Ex): The force of a war troll's blow can be overwhelming, if a war troll hits with a weapon or claw attack, the opponent must make a DC 25 Fortitude save or be dazed for 1 round. The save DC is Constitution-based.

Regeneration (Ex): Unlike with their lesser cousins, acid (not fire) deals normal damage to a war troll. If a war troll loses a limb or a body part, the lost portion regrows in 2d4 minutes. The creature can reattach the severed member instantly by holding it to the stump.

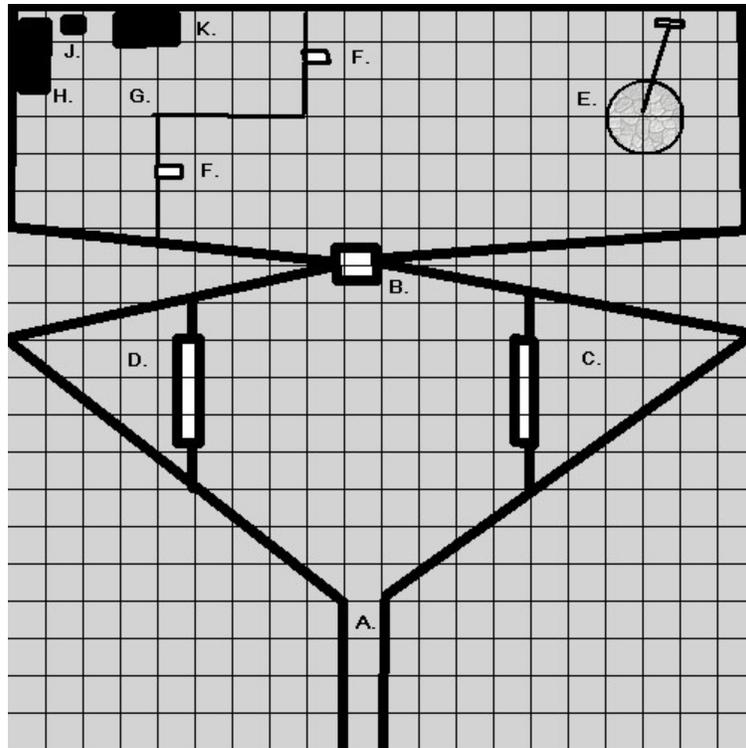
(Source: *Monster Manual III* p. 181)



The Monument Area (Encounter Four)



Monument - Top Floor (Encounter Five)



The Monument – Lower Floor (Encounter Six)

Player Handout #1

This document was found in the Orc Watchtower in the Village Of Smite.

Captain Garog,

The reuniting is going very well, but my children are getting hungrier. My master, The Old One, is keen for me to produce more thralls for him to influence. The Kendragund Experiment went very well, though some meddling adventurers nearly killed the thrall called Sven!

Next week, send double the number of gnomes. The little children are nearly finished suckling from their mother, and they are ready to feed on their natural sustenance!

The gnomish juice, mixed with the natural juices of my children, helps me create my experiment. Do not fail me! If you do, the Old One will send you direct to the Mines!

Open up a faster route to the Monument if you have to! The north-west path from your camp is slow. And please, pay the stone giant at the Waiting Place. I am concerned for his loyalty!

Your Master,

Harak Ha'mil

Player Handout #2

This is what is written on the Monument Plaque:

I built this monument to myself

I am the Old and the Everlasting

I once was lost, but was found

I lost the war, but gained new strength

I am your Master, just as you are a Master

I have the power to make you or break you

I watch Daggertspike Peak

I await the coming of the thralls

I will reward you and your kind

I know what you think

I am

Player Handout #3

Based on my previous experiments, it came as no surprise to me to find that the blood of gnomes is unique and possesses innate magical qualities – particularly when mixed with the gastro-intestinal juices of celicera spiders. At the point of ingestion, the blood undergoes a transformation. This transformation makes the celicera grow larger and stronger. When siphoned from the celicera, the new juice can be used for a myriad of purposes – the best of which is the ability (when imbibed) to transform ordinary humans into vampires (without the nasty business of actually having to have a vampire bite the victim). This elixir, when poured onto talismans created with the symbols of the Perrenlander clans and properly enchanted, will turn the clan leaders of that land into vampires – all of them under the control of my master, Great Iuz.

The earlier trial experiment, in Kendragund, proved successful beyond all expectations. Sverdlin and Sven were turned very easily to our cause, although we nearly lost Sven last year when some meddling adventurers broke into the Keep and interrupted a sacred ceremony being conducted there. However, so long as these talismans stay within this Monument, both will always remain vampires and return to (un)life – even if, somehow, destroyed.

Such is the power of this experiment!

There is one, final troubling thing. Rumors have recently reached my ears that one of the Kendragund brothers (I know not which) has turned from the cause, and secretly joined an underground sect of vampires who live beneath many cities in the Flanaess. These vampires have become goodly and lawful in nature, and have possibly found a way to severely curtail Iuz (and Iggwilv's) power over undead. The other brother does not know of his brother's betrayal – but I know that one of the brothers holds the key to our Master's ultimate conquest in the World Below.

I had considered destroying BOTH talismans. But then my Master would kill ME. Still, if they are NOT destroyed, this secret brother of Kendragund could, sometime in the future, be my Master's downfall ...

HARAK HA'MIL

Rakshasa of the Monument (Loyal Servant of Iuz)

Critical Events Summary

1. Did the party destroy BOTH medallions? YES NO (circle one)
2. Did the party destroy ONE medallion? Which one?
(tick) Sven? Or Sverdlin?
3. Did the party leave behind BOTH medallions? YES NO (circle)

Please send results to: paris@hn.ozemail.com.au

Critical Events Summary

1. Did the party destroy BOTH medallions? YES NO (circle one)
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