

COU03-06

Flames of Ventnor

**A 1-Round D&D LIVING GREYHAWK[®]
County of Urnst Regional Adventure**

Version 1.1 8/27/03

Round 1

by Ryan Wendling

"The Dungeons of Ventnor..." No other phrase strikes more fear in the hearts of the good citizens of the County of Urnst. Now you've been ordered to wade through legions of infernals (where did they come from?), walk boldly into the dungeon (like you own the place), locate the most dangerous man in the County (just one guy), and bring him back. Yeah...right.

A County of Urnst module for characters level 2-12. (Part 9 of the Lordmaker Series)

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The following guidelines are here to help you with both the preparation of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly

recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PC's participating in the adventure.
 2. If PC's bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-----------|---|---|---|---|
| 1/4 & 1/6 | 0 | 0 | 0 | 1 |
| 1/3 & 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.
 4. If you are running a table of six PC's, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PC's will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points

awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PC's who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a County of Urnst Regional module. Characters native to the setting of this adventure pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventure Summary and Background

What the PC's know

This is information that the PC's would know at this point. Feel free to let players know any of this information at any time.

Recent history has been very strange, and only the recent joining of the Amulet (*Over Hill and Dale*) and Hilt (*Operation Ixworth*) Gems to the Sword has revealed the purpose of the artifact. It has opened several gateways, one at each of the tovag stones, to the Nine Hells, letting in a host of Devils. Also, at this time, Countess Belissica and Terrard Duncombe, the Lord of the East, have begun acting strangely.

To combat the Devil menace, each Archbarony has begun raising an army. Outside

the few large cities and fortified towns, there is mass chaos. The haze of fires burning throughout the County has become more noticeable in the past couple of weeks as many farms are being razed to the ground.

What you the GM should know

During the time of this module, Countess Belissica, will abandon her duties in Radigast City to hunt for a way to close the tovag portals. This will create further chaos as the leadership of the County is heaped on Nimar, who is not known for his leadership skills. As a result, several things are happening:

- Each of the Archbaronies and the armies they raise will act on their own, without the central coordination of the government.
- A war tax has been instituted Countywide. More details to follow.
- Groups of refugees have been streaming towards the nearest border to escape the war zone.
- The Devils, raiders, and opportunists are attacking much of the farmland of the County, and this year's crop is in severe danger of being lost.
- The armies of the Duchy and Nyrond are being mustered with the task of containing the menace.
- Lord Jacobis Underley suspects, but is not certain of, traitors in the Underley Network, the "secret" intelligence organization of the County.

The activation of the tovag has drained the County of Urnst of all magical energy used to power *teleport*, *gate* and other inter-dimensional travel spells. The effect is identical to *dimensional anchor*, only on a massive scale, but with identical restrictions. However, because the tovag portals open directly to the Nine Hells, devils can still use their gating abilities by drawing on the power coursing through the tovag; demons, because they are from a different plane, are restricted like all others within the borders of the County.

Introduction

Lucius Grakon is the most infamous criminal ever to grace the dungeons of Ventnor prison with his presence. His position as a lesser advisor to the region's governor, a Boneheart ruler of luz and his plot to take over the County led to the surprise raid to capture him from his home in Ixworth. Now, unfortunately, Lord Mage Jacobis Underley has lost all contact with Ventnor. He normally contacts his people, such

as the Warden of Ventnor, through the crystal balls each has. This loss of contact has him very worried. He and Nimar have decided that leaving Lucius Grakon in Ventnor prison is no longer an option. He must be taken to Radigast City so Nimar and Underley can keep an eye on him personally.

To this end, Underley is hiring a team of PC's to retrieve Grakon and escort him back to Radigast City. He is hiring PC's for two reasons. The first is that they often have many resources and skills available to them that others, even members of the Network, do not have. The second is one that worries him the most: the possibility of traitors within the network. Since the PC's are independent, they would not have interaction with others in the Network, therefore they are relatively trustworthy in this matter.

Ventnor Prison

The Prison of Ventnor, on the outside, is much like any other prison. It is a large fortified building with two wings that serve as cellblocks. The central rotunda separates the cellblocks and also serves to house the administration unit, the hospital, and the guard headquarters. The rotunda building is dubbed A-block, the north wing B-block, the east wing C-block. What is told only in whispers and rumors, is of the third block. D-block is located entirely underground and spreads out to the south of A-block. D-block is where the "special" prisoners are held, usually in solitary confinement. It is here where the magic users, outsiders, and powerful monsters are held. Also down in D-block are many things that are denied officially by the government: torture chambers and worse.

Ventnor's fortress complex is part-defense and part-prison. The prison complex is separated from the fortress by a stout wall with high towers. The above ground portion (for ordinary criminals) is surrounded first by a large, high wall with many towers, then by a moat with ward spells, and lastly by a thorn bracken that is kept in very healthy condition by the arborist. (The arborist himself is a handsome human male druid, whose personality matches the bracken he maintains). D-block is underground, in a complex dug from the cracked and rifted stone of this bleak region. It always has two full-time summoners (who evidently love their duty, caring for dangerous creatures and demons) and many other guards.

Construction and Description

By all standards, the prison of Ventnor is a highly secure prison. It incorporates what would

eventually become D-block, an underground lair that was heavily protected by magic. The Masters, a mysterious race that ruled over a thousand years ago, some of whom have been recently rediscovered in the Crystal Springs area, originally created D-block itself. A-, B-, and C-blocks are much more recent additions, built by the Great Kingdom some 600 years ago.

A-block

This 2-story rectangular section contains the main entrance and exit for the prison. Through the main doors is an indoor hall that is used as an exercise yard, mustering area, and general-purpose room for large meetings. To the north and south are the guard blocks, where the guards for B- and C-block have their facilities. Along the southwestern half of the block is the administration section. Here there is a hospital for the sick and injured, offices for the senior staff, file storage, and a few other necessities.

B- and C-block

Both B- and C-blocks are of identical construction. They are 4-stories high and are large enough to house about 200 inmates at any one time. The cells are located along both long walls, stacked up all 4 stories. Access to each floor is by stairs located at both ends of the hall as well as in the center of each row. At the end farthest from the rotunda is a laundry and cleaning facility. Water is collected from rain that runs off from the roof, as well as some from a well. The kitchen for each block is located at the end nearest the rotunda.

D-block

This is the maximum-security area of the prison, and rightly so. It is located to the southwest of A-block, and is over 30 feet underground. Its construction is much different than the main part of the prison, since the Masters originally built it well over a thousand years ago for their own purposes. It was converted to be part of the prison, since its location makes it nearly perfect for its purpose. It has 3 main sections.

The first is located directly to the south of A-block. It is used for the solitary confinement of problem prisoners, for interrogations, and also for storage. To the south of that in the center portion of the unit is the section for spell casters. The cells that contain them are similar to B- and C- block. The last section, along the east and west walls, is the most feared of all the prison. It is the area used to contain the worst monsters. The cell "blocks" are actually small sections of 8-10 cells each contained inside extra-dimensional

pockets. There are 8 such sections, and the current inhabitants include 2 score demons, a couple of devils, a crazed elemental, a gith, several magical beasts, and in the more conventional cells along the south wall, one Lucius Grakon.

Magical “Containment” Defenses

The prison of Ventnor is laced with powerful magics, all designed to contain the prisoners within. Several enchantments are active throughout the entire prison. The first is a *non-detection* that prevents divination spells from being used to look into the prison. Also, the whole prison is under a *dimensional anchor* so that teleporting in and out, and well as all conjuration, does not work. Both are cast as per a 20th level caster. Also, all the entrances, and some of the pathways, have traps embedded into them.

D-block has another added effect. It is a permanent *anti-magic* zone, which blocks the use of all spells, spell-like abilities, and even supernatural abilities. This main thing is what made D-block perfect for containing demons and other outsiders.

To note, there are several magical items and effects that are tuned to the prison, and in the case of D-block, its security as well. The Warden in particular has a crystal ball that functions normally in the prison, which he uses primarily to communicate with Lord Underley. Also, the extra-dimensional pockets exist and function normally in D-block.

Current Situation in Ventnor

Unbeknownst to Lord Underley and the Warden, the activation of the tovag and the opening of the gates had a side effect on the prison. The magic of the dungeon, being created by the same Masters as the tovag, is collapsing. Most of the magic that was laid on the prison was by later parties, but the most important two, which were the extra-dimensional spaces and the *anti-magic* field, are losing power. The first thing to go was the containment of the extra-dimensional spaces, of which the demons and other inhabitants took immediate advantage. The *anti-magic* field is also rapidly losing power, but it will take a few more weeks to completely collapse.

The breaking of the Warden's crystal ball by a demon that was escaping the dungeon caused the loss of contact, alerting Underley. Because the demons all began escaping together, there was virtually no time for the prison staff to call for help. They, along with the

prisoners, have been fighting for their survival ever since.

Outside the prison in the town, is a scene of death, destruction, and mayhem. Attacked from within the city walls by demons and by devils from without, the city watch and few army forces in Ventnor have been overrun. What is now happening is the destruction of Ventnor, one piece at a time. The only real reason there is still any town left standing at this point is that the demons and devils ransacking the town are more interested in killing each other than townsfolk. The few remaining County forces have taken advantage of this to sneak out a few survivors while the infernals “distract” each other. One thing of note, is that the tower of Lord Underley is nearly untouched. The magics that guard it are powerful enough that the infernals are persuaded to look for easier prey, for now.

Encounter 1: A Desperate Plea For Help.

PC's are asked by Jacobis Underley to get Lucius Grakon from Ventnor and bring him back to Radigast City. There are confirmed reports of infernal creatures in and around Ventnor, and the government does not feel safe with Grakon being held in Ventnor. What Underley does not know, but suspects, is that information about the mission will be leaked to the forces of the Lord of the East, who in turn leaks it to Grakon. Underley does not know where the Countess currently is since she has disappeared, but he will try to convince the PC's that she is otherwise occupied. The PC's are to meet an agent of Underley at the gates of Ventnor who has worked in the prison and knows the layout and how to avoid most of the traps.

Encounter 2: What a Sad State of Affairs

The trip will take about 3 days (2 if riding) to reach Ventnor. Towards the end of the first day out, the PC's meet a group of several hundred refugees fleeing towards Radigast City. Half a dozen Knights of the Swan and a platoon of infantry are guarding them. The Knights hail the PC's, asking them to join them for the evening. This is a good opportunity for the PC's to gather information. They can find out about the events and rumors of the County since the joining of the gems, as well as get a few tidbits about the situation in Ventnor.

Encounter 3: Mmmmm, Lunch

Some time during the second day of their trip, the PC's run into a demon or two feasting on the corpse of a dead horse. If the demon(s) spot the PC's, this will turn into a combat

encounter. This could confuse the PC's as they should have been expecting devils, not demons.

Encounter 4: Meeting at the Gates

Outside the city of Ventnor, their guide meets the PC's. He is a former guard for the prison of Ventnor who now works for the Underley network (he does not tell the PC's this, as they do not need to know) to collect information for Lord Underley and the Countess. He knows of a lesser entrance, and will lead the PC's past most of the traps, since he knows where the permanent ones are and where the magical ones usually are. It is here that the PC's pick up an invisible imp who will tail them and relay information to Grakon's underlings of their position.

Encounter 5: This Mission is Impossible! (Optional Encounter)

The PC's are led into the prison of Ventnor, where there is a running battle in progress. The inmates and the guards have joined forces to combat the demons and devils that have been attacking the prison and each other for days. The PC's will have the option to join a fight in progress to help if they choose. They can also choose not to fight, and continue onward into the administration area and D-block.

Encounter 6: Scene of the Crime

Once the PC's are past the melee in the courtyard, the guide leads the PC's into the administration area. He will only stop in two places: the Warden's office, and the entrance to D-block. In the Warden's office they find a gruesome scene: he has been murdered, and his office has been searched. At this time, the invisible imp returns to Grakon's underlings, who are looking for the key to D-block. They failed to find it, but the PC's guide knows where to look in the Warden's office to get it.

Encounter 7: Into the Darkness

The PC's find a strange sight when they get to the "gate" to D-block. It is not only open, but there is a blast mark and a charred body on the ground. As they descend the stairs, a mad man attacks them. He is not dangerous, merely insane. If the PC's restrain themselves, the mad man will lead the PC's to a seldom used "magical locker" that he has staked out as a hideaway for the last few days. It was used as an emergency armory in the past, and there are still a few choice items to be found.

Encounter 8: A Child in the Dark

As the PC's are searching through D-block, they find one cell that is still occupied. In it is a little girl who looks to be 9 or 10 huddling in animal hides. She will beg the PC's to let her out, but something is strange. Unbeknownst to the PC's, she is a young Succubus. This is an opportunity for the PC's to gain an ally in the dungeons.

Encounter 9: The Chase is On.

Finally the PC's find Grakon's cell, and there is a surprise waiting for them. Grakon, a devil, and a cloaked figure are just leaving. The PC's have the choice to talk or to attack. If the PC's choose to talk, the ambush that Grakon is setting up gets sprung at the perfect moment. If the PC's choose to attack, the ambush is used only to delay the PC's and allow Grakon to escape.

Encounter 10: Ok, I Love You, Bye-Bye

Grakon's thugs have prepared another delay for the PC's to help ensure Grakon gets away.

Grakon finally gets out of the dungeon as the PC's close in. If all went well for him, the cloaked figure has provided a teleport scroll that Grakon attempts to use to teleport away. To his surprise and horror, something else has other plans for him. In the wake of his leaving, Grakon has left a present for the PC's: a few devils to play with.

Encounter 11: Burn, Baby Burn

The PC's flee the final destruction of Ventnor. There are several possible endings, depending on whether or not the PC's manage to capture Grakon, the cloaked figure, or manage to save any of the prisoners and guards.

Encounter 12: Pillar of Fire at Night

The PC's flee from the prison of Ventnor. What happens here depends on what they did in previous encounters.

Conclusion

The PC's return to Radigast City, and meet with Underley. Those that performed well will get an additional reward.

Introduction

GM's Note

During set up, have each player count up the number of favors and influence certificates from the county, both used and unused, that

their character possesses. You will need to know who has the most in a moment.

During your travels that have taken you across the County of Urnst and farther, you have stopped off in the capital of Radigast City for the night. The seemingly ever-present light rain continues outside the door of the Fighting Swan, a tavern popular among adventurers for its strong dwarven ale and its wide selection of wines and other brews from across the Flanaess. While there, you find yourself seated at a table with companions new and old.

Something has changed, however. In addition to the misty rain, there is also the haze of smoke, thick to the point of nearly choking. The citizens of Radigast move briskly about their business, seeming almost frantic. From the many whispered conversations you have passed, you hear the same topic: the devils have come. It was only a few short weeks ago when the Sword and the Gems were joined, and in their joining the devils were summoned.

This is a good point to let characters introduce themselves if necessary. Also, at this time, the players may have questions about the current events and the reference to the devils. Please use the current events section to fill them in on what they and their characters would know.

Encounter One: A Desperate Plea for Help

Shortly after dinner, for those of you who still linger in the taproom, a scene you have seen many times repeats itself. A hooded man walks out from a back room directly to your table and speaks in low tones so that only you can hear him. "My master wishes to see you. There is a matter of some urgency for the government of the County that he would like to discuss with you."

The hooded man is of no note, but the PC's may wish to ask questions before they consent to go back. He does not know any specific details, and he will tell the PC's this. His master is willing to foot the price of dinner for the PC's to hear him out. Once the PC's agree, continue:

The back room is relatively well appointed, lit by several oil lanterns hanging

from the ceiling. There are no windows in the room, but on each wall there are several paintings depicting scenes of battle. The center of the room is dominated by a dining table with settings for eight people. At the head is an older man, who looks to be in his late forties or early fifties with black hair streaked with white at the temples. His eyes seem wearied by the weight of some unspeakable burdens. He introduces himself, "Thank you for joining me. I am Jacobis. Please, sit. The serving girl will be here shortly with dinner."

Some characters may recognize who he is immediately, since he is Lord Jacobis Underley. A Knowledge (Local) for the County, Knowledge (Nobility and Royalty), or Bardic Knowledge check of DC 15 is sufficient to reveal his full name.

The man is Lord Jacobis Underley, Lord Mage of the County of Urnst and rules over the grim fortress and lands of Ventnor. He has been Countess Belissica's most trusted advisor and friend. He was advised by his contacts of where the PC's were, and he knows a great deal about them. He is specifically looking for one who has worked to benefit the County most, so before the game begins, have the PC's count the number of favors and influence points their character has. Jacobis will choose to approach the one with the most and address them by name.

After the PC's are seated he continues:

"I know of your exploits, [name PC with the most favors and influence points within the County], and need you to serve your Countess once again." At that point, the door to the room opens, interrupting him.

A young serving girl comes in bearing a tray full of drinks and food for each of you. Strangely, your drink happens to be one of your favorites. After she leaves, Jacobis continues, "Among my duties for the County, I am charged with overseeing the operation of the prison of Ventnor. Under normal circumstances, I keep in close contact with the prison to ensure everything is going smoothly. Yesterday I lost contact and have not been able to re-establish it.

There may be questions at this point of how he keeps contact. If asked Jacobis will say it is through the use of a Crystal Ball.

"The possibilities that come to mind to explain this situation are nearly endless. However, there is one factor that overrides them all. Lucius Grakon, the evil and twisted wizard who plotted to conquer the County, is housed in that prison. Because of the new threat of devils released by the tovag a few short weeks ago, and now the loss of contact at the prison, we have determined that it is of the utmost importance to retrieve Grakon from the prison and bring him to Radigast City, where we can keep a closer eye on him."

"We" refers to himself and Nimar. Normally Countess Belissica would have made the decision, but she has just disappeared. A Sense Motive of DC 30 is enough to get the feeling that he is not telling the whole truth, but even if pressed on the issue he will not reveal the Countess' absence.

"Because of the short notice, you are the quickest means I can use to assemble a team to bring him back. I cannot pay you to do this, but the gratitude of the government would be priceless. Can you help us?"

Jacobis will provide horses for any who need them to speed their travel. He can also provide means for the PC's to buy any magical or mundane items they have access to before they leave the city. Jacobis wants them to leave at dawn the next morning, so the PC's will have time to refresh and/or change their spells if they chose.

Encounter Two: What a Sad State of Affairs

It will take a little over 3 days (2 if riding) to travel from Radigast City to Ventnor on horseback. While they are traveling they will see a great many disturbing things. What used to be a peaceful land of rolling farms broken only occasionally by the occasional keep is a realm of chaos.

- Many of the farms have been burned, and even a few of the occasional keeps are heaps of rubble.
- Fires are burning in the fields in greater and greater numbers the farther from Radigast the PC's travel.

- Dead bodies are also in evidence along the road, killed in any number of gruesome ways. They are never found in large numbers, but usually as individuals.
- The PC's will even notice a small flock of what seems to be birds way off in the distance, but with a Spot check of DC 20, they notice the "birds" in the flock are much too big, but are too far off to get details.

As it gets on towards evening a day out from Radigast City, the PC's run into a caravan of refugees fleeing towards Radigast City. The band contains about 250 people, the vast majority being farming families. Over half have some kind of minor wound, which is evidenced by bandages and such. There are also a dozen or so serious cases that are being transported by wagon. Escorting the refugees are a half dozen Knights of the Swan and a platoon of infantry.

Coming up out of a broad valley, you are greeted with a magnificent sight. Cresting the ridge at the far end, a Knight, mounted on a roan stallion with a pennant gently streaming from his lance, stops to observe the surroundings. This vision of magnificence quickly changes to one of despair as a band of refugees slowly trundles past him.

The peasants are fleeing the general depredations of the now rampaging devils. The Knight keeps watch on the party and their reaction to seeing the refugees. Once he has determined the party has no hostile intent, he will shout a greeting to the party and ask them to come closer.

Now is an excellent time for the PC's to fish for information. The knights, the infantry, and the peasants all are coming from the direction of Ventnor, however none are from the town itself. The knight, seeing that the PC's could offer additional protection to the refugees for the night, will ask that they make their camp here and help protect the refugees.

Command Knight: Sir Pertian Dane (Pal 8 of Heironeous)

He knows-

- Devils have been ransacking the land. There have not been enough troops to even begin to contain the problem, so they are concentrating on protecting the cities and getting people away from the outlying areas.

- Ventnor was under siege like many of the other towns, but it was not in any undue trouble. That was 4 days ago.
- He has seen many types of minor and a few major devils in the last few weeks.

Infantryman: Pfc. Elthias Greenwood of Dominion (Ftr 1)

He knows-

- Very little of use. His company was pulled off of duty along the Artonsamay River to perform escort duty for refugee caravans 4 weeks ago. The platoon the PC's see is all that is left of that company.
- They have been assigned mostly to northern duty, so he is not sure of what is going on in the south or east.

Older (Mid-40's) Male Peasant: Tanner Wiesald (Com 2)

He knows-

- Used to own a 50-acre farm about 10 miles north of Dryburgh. Saw the Lord of the East ride by about 5 weeks ago with an entourage on his way back to his keep. The strange thing was that a devil had jumped out to attack, but the LOE waved the thing off, and it left.
- His farm was attacked over 2 weeks ago. He lost his wife and one of his daughters during the attack. He now wants to find somewhere safe for his remaining daughter and son before he comes back to join the army and fight for his home.

Teenage (13ish) Girl: Jessala (Com 1)

She knows:

- She is a merchant's daughter, but she can't find her family or the rest of the caravan she was traveling with. She lost them when she ran from the caravan about a day ago when the it was attacked. The caravan was on the road about a day east.
- Just before the guards for the refugees found her, she heard a horse riding hard pass by her towards the east. She did not see anything, since she was hiding at the time.

All the information is freely given, so long as the PC's start digging. Have the NPC's ask about recent events in Radigast City, so the exchange will be two-way.

Concurrent Events:

Several things are going on while the PC's journey to Ventnor. Lord Jacobis Underley is using the PC's mission to test whether or not he really has any traitors in the Underley Network, like he suspects. He has spread news of the existence of the mission to the Network, and because of its importance, any traitor would have to act on it.

This is exactly what happens. The same day the PC's set off towards Ventnor, the Grey Spy sets off for the prison as well. His mission is to free Grakon before the PC's get to Ventnor. He will make it to the prison mere hours before the PC's do, setting up conditions ripe for what follows. He has brought with him the means for Grakon's escape, a scroll of *teleport*, which he believes will be effective now that the prison's security is obviously failing. (The Grey Spy has not heard the rumors of failed dimensional travel within the County.)

Encounter Three: Mmmmm, Lunch.

The day before you get to Ventnor, you come over the rise of a hill to see another strange sight. This time it is of twisted figures feasting on the carcass of what was a horse or similar animal. The things, whatever they are, seem heavily engrossed in their meal.

What the PC's see are two demons, and feel free to describe their appearance to the PC's. Anyone who can make a Knowledge: Outsiders check of DC 15 will easily recognize what they are. The corpse is only 15 yards off the road, so the PC's have a choice. The demons are busy eating, so they can chose to try and sneak around. If they stay within two hundred feet of the feast, the demons will get a Listen check with a -2 circumstance modifier for the noise they make while eating, with further modifiers for the distance the party choses.

In the case the PC's chose to fight, the PC's have a chance to close silently if they want to.

APL 2: 1 Dretch; hp 9; pg. 41 MM
1 Quasit; hp 13; pg. 41 MM

APL 4: 2 Advanced Quasits; hp 18; appendix 3

APL 6: 4 Advanced Quasits; hp 18; appendix 3

**APL 8: 1 Lesser Bebelith; hp 98; appendix 3
1 Palrethee; hp 60; appendix 3**

**APL 10: 2 Bebelith; hp 102; pg. 41 MM
1 Palrethee; hp 60; appendix 3**

**APL 12: 1 Vrock; hp 60; pg. 41 MM
2 Bebelith; hp 102; pg. 41 MM**

Tactics

If combat ensues, the demons are bloodthirsty and angry at being interrupted during lunch. They will attack as soon as they notice the PC's. Note the powers that each group has and don't forget to use them (with the exception of those blocked by the *dimensional anchor* effect throughout the County). The demons will flee when they figure out they are outmatched.

Once the combat is over, if the PC's have eliminated or driven off the demons, they may search the corpse. What was not evident until they got closer was that the corpse of a horse had a rider, who is also dead and partially eaten. He used to be a merchant, and in his saddlebags are a few items the party would take as treasure.

At all APL's he had the documentation proving he is a master merchant from Nyrond and the cousin to Shandell Damian, former Ambassador to Nyrond and current Baron of Dryburgh, as well as some cash. At APL 8 and 10 he had a *Ring of Feather Falling*, and at APL 12 he also had a *Vest of Escape*.

After the encounter with the demons, the rest of the trip is uneventful for the PC's. As they close in on Ventnor, they will see the dreadful sight of the town smoking.

Encounter Four: Meeting at the Gates

As you near Ventnor, you see clouds of smoke rising to the east from where Ventnor should be. Moving ever closer, your worst fears are confirmed as the smoke is indeed rising from the many fires that are now raging in the town of Ventnor. Weaving in and out of the smoke you see more flying creatures, many of them battling each other. Just outside the front gates is a small

encampment flying the colors of the County and the Underley family.

The small encampment is all that is left of the forces of the County and the local guards of Ventnor. Inside the town is a scene of chaos and destruction. A force of devils that entered through the tovag and a couple score demons that were formerly imprisoned here are battling and destroying Ventnor in the process.

Continuing to approach the town, you see an armored man flanked by an older looking man in a grey-green cloak ride out to meet you. The armored man is wearing the uniform of a Captain in the Army. He is waving you in vigorously, shouting something that you can't hear over the din coming from inside the town walls. When you reach him, without further conversation, he leads you to a field tent, where inside are a few simple benches and a wooden table. The Captain removes his helmet, revealing a shock of sandy blonde hair drenched with sweat. He sits at one end of the table and says "I pray you are who I think you are, and if not you need to flee from here as fast as your horses can take you. Did Lord Underley send you?"

Once the PC's have responded in the affirmative, he will go on to introduce himself as Captain Dunn, and his companion as Aleandro Felinnzi, the guide assigned to take them into the prison. He received a message from Lord Underley to expect a party of adventurers matching their description with some vague details of their mission.

He will explain that the final evacuation of Ventnor has begun, and that the last few teams who are searching the town should be returning with any last survivors they could find. In approximately 6 hours, the contingent will be leaving, abandoning Ventnor to the infernals. He can hold the south gate until that time, but after that, they cannot guarantee a safe exit.

Aleandro, their guide, was a prison guard for over 20 years and worked in nearly all areas of the prison by the time he retired. He has three missions. The first is to assist the PC's in finding Grakon and get them out of Ventnor safely and securely. The second is to try and retrieve a few certain items the Warden had for the running of Ventnor. The third is to observe the PC's to see if any of them would qualify as people useful to the Underley network. Lord Underley has been

hearing good things about many of the PC's lately, but none of it was first hand information.

Alejandro knows of a "side door" into the prison and how to bypass most of the traps, but there is an enchantment that moves several magical traps throughout the prison to keep people from trying to break in or escape. He will warn the PC's of this so that they can prepare. The PC's will have the time to do any prep work they can that takes less than an hour to perform.

Captain Aralen Dunn (Ftr 5/Rgr2): Captain Aralen is originally from Trigol, and is of Suloise decent. He is in his early thirties, and has a mop of light brown hair and a full moustache. He has a lithe but muscular build, and wears a chain shirt. Captain Aralen is a good man in a horrible situation. His original orders from the Archbaron were to maintain the town, but with the influx of both demons and devils, that plan had to be thrown out the window. He wants to ensure the safety of as many people as he can before he has to leave. His final report is going to be a sad one.

Alejandro Felinnzi: See Appendix 2 for full description and stats.

Encounter Five: On The Way In

Alejandro leads you through the south gate and immediately west to the prison. It is several hundred yards to the spot on the southern exterior of the prison that Alejandro wants to get to. The solid thorn bracken barrier has been burnt nearly to the ground, and several makeshift bridges have been dropped over the moat, evidence enough that the wards are no longer in place. What would have been a difficult traverse has been made easy by the prison's escapees.

During the trip have the PC's roll a Hide or Move Silent check. If any of the PC's roll less than 10, have a large devil (Balor) spot them from a distance and begin a terrifying dive upon the party, but have it attacked by a large demon (Pit Fiend) when it moves to intercept the PC's. The rest of the module is about messing with the character's heads, so do what you can to increase their paranoia.

Once you and Alejandro get to the wall, he searches it briefly by sliding his hand

around on the surface, looking for a particular stone that looks the same as the others, but has a different texture. He finds it quickly, pressing it in and sliding it to the right and inactivating a door mechanism that opens a sliding stone door that is 6-1/2 feet tall and just wide enough for a man sized creature to slip into.

Inside the door is a rather narrow passageway that leads inward. No more than 10 feet in, Alejandro will have the party stop while he disarms a trap. Farther inward, he locates another wall panel, which he opens by flicking a concealed switch on the wall. The party will find themselves in the kitchen of C-block, in a storage room that has been ransacked. Alejandro will lead the PC's out of the kitchen, into the main corridor of the block, and to the entrance between C-block and A-block.

Encounter Six: This Mission is Impossible! (Optional)

From your vantage point, you see the main doors, opposite which are two others that must lead into the exercise yard at the center of the prison and doors to the administration area. The main entrance is barricaded with a large pile of desks, cots, and any other large items that could be piled up in front. In the room are nearly 30 people, 20 of which are in prisoner's garb and the other 10 in the uniforms of guardsmen. They have been fighting off assaults on the doors for the last few days.

Alejandro points out that the PC's need to get into the administration area, but as soon as he does this there is a booming crash from the main door as a group of demons slam through the barricade. Mass confusion ensues, but through the melee a few demons break through, giving the PC's a choice. Alejandro strenuously urges the PC's to ignore the combat and follow him, since time is of the essence, but the PC's may choose to fight. If they do so, they are faced with:

APL 2: 1 Fiendish Dire Ape; hp 32; appdx. 3
1 Quasit; hp 13; pg. 41 MM

APL 4: 2 Fiendish Dire Wolverines; hp 60; appdx 3

APL 6: 1 Fiendish Dire Bear; hp 102; appdx 3

2 Fiendish Dire Wolverines; hp 60; appdx 3

APL 8: 1 Fiendish Dire Bear; hp 102; appdx 3

1 Retriever; hp 55; pg. 41 MM

APL 10: 2 Fiendish Dire Tigers; hp 120; appdx 3
1 Retriever; hp 55; pg. 41 MM

APL 12: 2 Vrocks; hp 60; pg. 41 MM

The PC's can follow Alehandro's advice and sneak along the wall to the administration section and avoid the combat entirely. The demons that broke through do not immediately notice the PC's unless they are doing something really flamboyant or affecting the combat. The PC's only have one round to decide their course of action at this point, so do not let them debate what they want to do. If the PC's take longer than one round, the demons notice the group of PC's, and attack.

Tactics: The demons are bloodthirsty, and are trying to eliminate all survivors in the prison. You too would be feeling a little vengeful if you were locked up in a prison for decades or even centuries. They will not retreat, embracing destruction because it will finally return them to their home.

Development: If the PC's decide to help the remaining survivors of the prison, most of them will live through the fight and be grateful. The guard Captain of B-block, who led them to build the barricades, still commands them. The survivors quickly rebuild the barrier, but they know of no way to escape. The Captain knows the following information:

- C-block is completely deserted at this point. When the magical containments failed on D-block, the inhabitants destroyed most of the prison interior.
- The same thing occurred in the administration area.
- The Warden is dead, and his remains are still in his office.

If the PC's avoid the combat, they will encounter a gruesome sight as they leave at the end of the adventure. The last survivors have all been slaughtered, and their remains are strewn about.

Either way, if the PC's survive, Alehandro will lead them into the administration section in search of the Warden's office.

Encounter Seven: The Scene of the Crime

Evidence of chaos and destruction continues in the administration block. Alehandro goes directly to the Warden's office, looking for the key to open the gates to D-block.

Inside the administration section, any large furniture that could fit through the doors has been taken as part of the barricade. All that is left in many of the rooms are strewn files, a few large metal cabinets that couldn't be taken out, and the dead.

Also on the ground floor were an armory that has been emptied out, a couple privies, and the entry room to D-block. On the second floor was the clinic and storage, both ransacked and destroyed as on the ground floor.

The one room that still does contain anything of interest is the Warden's office on the main floor. The door is not currently locked, and is not trapped. It is a stout door that shows signs of a break in.

Reinforced Wooden Door: 1-1/2 in. thick; hardness 7; hp 13; AC 5; Break DC 22. Open Lock DC 25

In the office, furniture is still present, but obviously ransacked. Slumped back in his chair is the body of the Warden, obviously dead. On the desk is a globe stand and the shattered remains of what was the crystal ball used by the Warden to communicate with Underley. Also flung about on the floor are the contents of his desk, including the last few days' worth of progress reports before his death.

He was killed four days prior at about the time Underley lost contact. A Heal check of DC 15 reveals that multiple stab wounds killed him, and DC 20 also reveals the approximate time of death and the remains of a poison (death blade).

The strewn papers focus on the problem of the deterioration of the seals to the extra-dimensional pockets in D-block, which would

soon lead to a major containment problem. He was more correct than he knew.

Alejandro begins searching through the desk drawers and among the papers on the floor. If asked what he is looking for, he will reply he is looking for the key to D-block. He knows the Warden kept it in a secret place within the office, but he had never learned its location. Without the key, their mission was doomed.

There is a small secret alcove about 5-1/2 feet above the ground and 2 feet over on the wall to the left of the desk. To find the alcove, a Search check of DC 30 must be made. Note that a PC must be searching the room in general or the wall in order to find the alcove, specific searches of other areas of the room will not find the alcove. Roll the search check with appropriate modifiers for Dwarves and Elves.

If the alcove is discovered behind the illusion of a normal wall, the PCs will find a small shelf on which the key to D-block is normally stored. Alejandro is visibly relieved when the key is found and will immediately lead the party to the entrance to D-block.

Encounter Eight: Into the Darkness

The entrance is a place to note, as it will come up again further down the road.

The entrance to D block is a 20 by 40 ft room, with a 4-foot tall barricade in each of the far corners. The ceiling is 20 feet above the floor leaving plenty of room for very large prisoners. The double doors from the administration area were made of solid oak banded with iron, but they have been sundered from their hinges with some sort of terrific force and lie in the hallway outside. The inside of the room is unadorned except for the barricades and a trail of blood streaked from another opening at the opposite side of the room which obviously leads down a steep flight of stairs.

Just as the PC's are about to begin their descent down the stairs, a gibbering mad man jumps out from the darkness and attacks the PC's. He has been in the dungeons for over ten years because he was criminal spell caster. During that time, he went insane. If the PC's take a moment to listen to what he is saying, they hear him talking about Parmesan chicken

and how he just can't get a good one here anymore.

Wheezely, the mad prisoner, Sor 3 (EL 3)

Wheezely: Wheezely, formerly known as Byree Weezlant of Brotton, was convicted of armed robbery (because as a sorcerer he's always armed) and murder when he broke into an apothecary for spell components and surprised the shop owner who he mistakenly killed in panic. He got the name Wheezely from the wheeze he developed from the dank air down in D-block. Over time, the constant dark and lack of human interaction has driven him insane.

Tactics: He is not much of a threat, and in fact will break down and cry if the PC's try to subdue him. He will sit in a corner, rocking back and forth and gibbering. If the PC's choose to try and console him, he will eventually calm down and be able to converse.

Wheezely has been living in an old special armory that is hidden off to the right side of the stairs near the bottom. A person has to move directly sideways to slip in; coming at an angle from above or below will cause a person to hit stone as if it were a normal wall. Without the help of Wheezely, it takes a Search check of DC 27 to find it. The barrier to the hidden room is magical, but cannot be detected by anything less than *true sight*. However, elves and dwarves would receive an automatic DM rolled search check.

The small armory is 5 feet wide by 10 feet long, and most of the items are long gone. However, a few have not been taken or used. All the items are buried amongst the trash and debris, so they are not obvious unless searched for. Inside there is:

APL 2: 1 Wand of Cure Light Wounds, 1 Divine Scroll of Hold Person

APL 4: 1 Wand of Cure Light Wounds, 1 Potion of Cure Moderate, 1 Divine Scroll of Hold Person

APL 6: 1 Wand of Cure Light Wounds, 1 Potion of Cure Moderate Wounds, 1 Divine Scroll of Hold Person

APL 8: 1 Wand of Cure Light Wounds, 1 Potion of Cure Moderate, 1 Divine Scroll of Hold Person

APL 10: 1 Wand of Cure Light Wounds, 1 Potion of Cure Moderate, 1 Divine Scroll of Hold Person, Gauntlets of Ogre Power

APL 12: 1 Wand of Cure Light Wounds, 1 Potion of Cure Serious, 1 Divine Scroll of Hold Person, Gauntlets of Ogre Power

Encounter Nine: A Child in the Dark

General DM Notes for D-Block

Note: The anti-magic field in D-block is breaking down. Use the map to identify regions of variable effects on magic cast by both PC's and NPC's. Read up on how the spell *anti-magic field* works; as a reminder, it suppresses rather than dispels magic. You must be aware of what buffing spells are up and what magic items are in use before the party enters the dungeon.

Pre-roll whether each area does indeed affect magic as noted: white areas—magic is suppressed; light grey areas—there is a one in two (50%) chance that magic is suppressed; medium grey areas—there is a two in ten (20%) chance that magic is suppressed; dark grey areas—magic works normally.

For instance, perhaps a character has an *Enlarge* spell cast upon her. If an area you pre-rolled does indeed still have the anti-magic field in place, she will suddenly return to normal size and then re-enlarge as she passes out of the field. A spot check for other party members may allow them to see this happening. The character will surely feel the strangeness of her rapid size change.

In the case of a character scouting ahead with *Slippers Of Spider Climb*, if he passes through an area you pre-rolled as having the anti-magic field intact, he will suddenly fall off the wall or ceiling he were crawling across, sustaining appropriate subdual damage.

This will be a little more work for you, but have fun with messing with the PC's minds and magic as they search through the cells toward Grakon and his ambush.

This portion of the dungeon is eerily quiet. Once the PC's and Alehendro finish descending the stairs, they walk past the second set of

containment doors. These are sliding stone doors, operated by a mechanism in the walls. These doors are wide open, but apparently undamaged. If they chose, the PC's can close the doors, and it takes 3 rounds worth of time for them to either open or close.

As the PC's get close to the door, the imp, assuming it hasn't been spotted yet, darts past the party into the dungeon. It reappears as it passes the invisible barrier into the *anti-magic* area, flying at its maximum speed into the dim lights.

Inside the cellblock itself, there is more evidence of death and destruction. There is no illumination in any of the cells. All the cells that contained the spell casters and those in solitary confinement are devoid of life. Some have remains in various stages of destruction and decomposition, some only have blood smears, and some are completely empty. In the background is the occasional sound of a dripping liquid, and the musty air is dank with the smell of blood and decay.

The goal here is to create an atmosphere of tension for the PC's. They have already run into several demons, and they are unsure if and when they will run into more. More than half the torches and lamps used to light the area are also out or broken, so use the subdued lighting of the area to further the creepy imagery.

Allow the PC's to perform as thorough a search of D-block as they want. In the corners of D-block closest to the stairwell there are two secret doors (one in each corner), Search DC 25 to find. However the PC's should not be able to open them, Disable Device DC 50 or simply the PC's cannot find the opening device. The end closest to the main stairway is deserted, and there are only two locations of interest. The first is what appears to be a little girl held in one of the cells about halfway in (either side of the cell block, depending on DM's preference). The other is the cell of Lucius Grakon, at almost the farthest spot away from the doors.

The Little Girl

In one of the solitary confinement cells you will hear the sound of sobbing. As you approach you determine it is the sound of a girl's crying, and she is locked in a cell.

Anyone who wants to can open the eye slot to look and they will see what appears to be a

cute young girl of about 9 years old sobbing on the floor. What the PC's may not realize is that spot is not part of the anti-magic field. The breakdown of the magic in D-block has left a small opening in this cell. She is wrapped in raggedy furs with a hopeless expression on her face. Opening the slot will allow at least some light in and she will quickly respond to this by pleading with the PC's to let her out.

What the PC's don't know yet is that the young girl is actually a young succubus. She is not fully mature yet, as she has only recently been transformed into one. She does have all the physical characteristics of a succubus, though, including the wings. Once she leaves the spot she is on, the furs will hide the added bulk of the wings that appear as her polymorph goes down. She will continue to hide her wings as long as possible. It is quite possible for one or more of the PC's to note the fact that there is more mass under the blanket than is possible on a Spot check of DC 20 for APL 2-6 or Spot DC 26 for APL 8-12.

Talie (tAyLE'): She was formerly a young female human who was captured and eventually eaten by a demon. Her subsequent death and digestion transformed her into a succubus, but the transformation was not quite complete. She still has many of the memories of her past mortal life, and her personality conflict with her new existence as a succubus. She has not yet matured as a full succubus yet, but will in the near future.

The PC's have a choice at this point. They can choose to let her out, attack her, or leave her where she is. If the PC's do let her out, whether or not they figure out what she is, she will take an immediate liking to the most clerical looking male PC in the group and literally latch on to them (she will bond with one PC at the table, regardless of actual class). She will ask that PC to protect her as she is scared of what might be around in this scary place. She will try to stay behind the cleric looking PC as much as possible, and will stay out of combat entirely unless the PC is hurt. She will then go into a "rage" and attack the perpetrator who hurt him until it is dead or she is incapacitated or dead. If the PC's hadn't figured out what she was, she will throw off her hides to initiate her attack, completely giving away her secret.

If they choose to attack:

APL 2: Talie, Young Succubus; hp 24; appendix 3

APL 4: Talie, Young Succubus; hp 24; appendix 3

APL 6: Talie, Young Succubus; hp 24; appendix 3

APL 8: Talie, Young Succubus; hp 29; appendix 3

APL 10: Talie, Young Succubus; hp 29; appendix 3

APL 12: Talie, Young Succubus; hp 29; appendix 3

If they choose to leave, she will scream in rage and start hammering the door, alternately pleading to be let out at the top of her lungs and cursing vehemently at the PC's.

Encounter Ten: The Chase is On

Maximum-security areas

One area of note as the PC's delve farther into D-block is the section that contained the extra-dimensional spaces used to store the worst prisoners. Normally, they are closed, with only a circular handle on the wall next to where they open indicating the door. All the extra-dimensional spaces are either open or inactive. Open doors shimmer like a kaleidoscope of soft glowing colors and beyond can be seen a typical looking cell that has been occupied by a devil or demon for some time. There is nothing of interest in these cells, as the demons/devils had nothing of interest to leave behind. If a PC enters one of the empty pockets, roll a d10. On 1-7, the portal closes for 1d12 rounds giving the curious PC a scare. Alehandro will attempt to close one of them, but when he turns the circular handle, nothing will happen. This is very disconcerting to him, as it means that the containment measures are failing.

At the far back end of dungeon, in a normally constructed isolation cell, is the cell of Lucius Grakon. In it as the PC's approach are Grakon, a cloaked figure (the one who rode from Radigast City to free him), and a large devil. In the shadows two of Grakon's underlings lurk, waiting for his signal to ambush the PC's.

Grakon is aware of the PC's mission and wants to eliminate the problem of how to get out safely. The opportunity to set an ambush, along with the perilous conditions above, have led him to choose to wait until the PC's arrived to begin his escape. Once they get close enough to talk, but not nearer than 30 ft, Lucius will begin. The accent is as snobby British as you can get:

"I do appreciate your coming. I just know that boot licker Underley would love the honor of my company, but I must decline. I have pressing business elsewhere. Oh, and as a present for you for your trouble..."

He will signal his two cronies to attack the PC's at that point. If for some reason the PC's chose to attack before his speech is done, it will negate the possibility of the surprise Grakon was trying to set up. The thugs can be sensed with a Listen or Spot check of 25 prior to combat ensuing.

APL 2: 1 Male Human Rogue 1; hp 7; appendix 3

1 Male Human Fighter 1; hp 12; appdx 3

APL 4: 1 Male Human Rogue 2; hp 12; appdx 3
1 Male Human Fighter 2; hp 20; appdx 3

APL 6: 1 Male Human Rogue 4; hp 22; appdx 3
1 Male Human Fighter 4; hp 36; appdx 3

APL 8: 1 Male Human Rogue 6; hp 32; appdx 3
1 Male Human Fighter 6; hp 52; appdx 3

APL 10: 1 Male Human Rogue 8; hp 42; appdx 3
1 Male Human Fighter 8; hp 68; appdx 3

APL 12: 1 Male Human Rogue 10; hp 52; appdx 3
1 Male Human Fighter 10; hp 84; appdx 3

Tactics; On round one, Grakon, the cloaked figure, and his devil companion will flee towards the exit along the way left open by the PC's.

The 2 thugs will jump in and delay the PC's as long as possible. Also note that one of them is a rogue, so try to get him into flanking position as often as possible.

If the PC's choose to deal with the thugs before chasing Grakon, which is his plan, there is nothing you need to do. However, if the PC's

do chase Grakon during the fight with the thugs, several things may happen.

- First, the thugs will try to block the PC's progress.
- If that does not work, the cloaked man (Grey Spy) will stop and join the thugs to stop the PC's.
- If that does not work, then the devil will abandon Grakon while he continue to flee.

Either way, the PC's will eventually end up chasing Grakon. Unless the PC's have someone with a speed greater than 30, Grakon will make it up the stairs to the D-block entrance room.

If for whatever reason Grakon is captured, he will stop resisting as soon as it is obvious he can't escape. He is wearing rather expensive clothes and high backed boots. This is remarkable only in that these clothes are not typical prison garb, and were brought by the cloaked man for Grakon's escape. He will not remain in custody for long, however, no matter how diligent the PC's are in restraining him.

Encounter Eleven: Burn, Baby, Burn.

Grakon's thugs have laid out a simple trap to delay the PC's further as they chase Grakon. It is a simple pressure trap that triggers as someone steps on it. It will release a poison gas that, when inhaled, can cause Str damage.

Pressure Triggered Gas Trap: CR 1; never misses poison (1 Str/1 Str) Fort Sv DC: 16; Disable Device 20

Allow the PC's a Spot check DC 26 as they run to notice the trap, since it is the same color as the stone but not concealed. It is as wide as the corridor and 5' long, so any PC who notices may make a Jump check to jump over the trap. If a PC's trips the trap, and PC's behind can make a Reflex save of DC: 30 minus the number of feet they were behind the person who tripped the trap to stop before they go in. Once triggered, all a person needs to do is hold their breath as they pass through to avoid the poison. A Heal check DC 20 or Alchemy check DC 15 will figure out the poison.

Welcome to the climax. This is designed to occur in the entrance chamber to D-block, the room described in Encounter 8.

If Grakon has managed to stay ahead of the PC's and make it out ahead of them, read the boxed text here as they emerge from the staircase into the room where Grakon stands at the center:

Lucius smiles, a dark, evil smile and says "I thank you for a most interesting game, but I must be leaving now." He then begins to read from a scroll he holds unrolled in both hands before him, and begins chanting an incantation. When nothing happens, Grakon backs away from the party toward the doorway and quickly repeats the incantation, his voice growing shriller with concern. A look of panic fills his face when again nothing happens. Grakon is concentrating so hard on the failed spell, he doesn't notice the disruption in the airspace behind him

A Spellcraft check of DC 24 will reveal the spell he is attempting to cast is *teleport*.

If the party wishes to take advantage of the element of surprise, they may capture Grakon now, but their victory will be short lived. The creature gating in from Bator will take Grakon away from them, no matter to where they retreat.

If the party has captured Grakon prior to this encounter, they will see the following when they emerge from the staircase into the barricade room.

Emerging from the staircase into the barricade room, an obvious disruption in the airspace is noticeable in front of you. There is a definite shimmering field taking shape just in front of the open doorway to the administration area. A moment later, everyone in the room notices the smell of brimstone and feels the intense heat emanating from the coalescing gateway that now blocks the exit from the room.

Regardless of the state of Grakon's freedom, the following occurs.

Just as the shimmering field clarifies revealing a sickly red and yellow steaming landscape beyond the now open gateway, an immense creature steps into view and into the room. With a thunder-like rumble of rushing noise, the gateway from one of the Nine Hells shudders and suddenly shuts, sending a blast of fetid sulfurous wind through the room.

As it enters the room, the Pit Fiend casts *Unholy Aura*, Spellcraft check DC 26.

Standing nearly three-quarters of the way to the ceiling, this terrifying creature wraps its clawed leathery wings about itself as it peers down at the assemblage before him. Bright flames appear to flare up along its red scaly hide and spew forth from its flaring nostrils as it tips its head back to howl in hideous laughter.

Pointing with one clawed finger directly at Lucius Grakon, the devil shouts, its voice dark and gravely as if it hadn't spoken for a very long time. "Puny little maker of insignificant plots and plans, you are summoned."

As he shouts this, the Pit Fiend begins emanating a Fear Aura (Will save DC 27 succeeds). Grakon will fail his Will save and whether he is trapped between the Devil and the party, or is being held captive, he will attempt to flee to cower behind one of the barricades, or against a wall, as appropriate for where the party is standing.

To any remaining PC's who make their Will saves, the Pit Fiend will turn menacingly, unfurling its wings to their full expanse, and growl with disdain:

I have been commanded to ignore troublesome interruptions like you. If you choose to interfere with my mission, Grakon's pets will find nothing but your bloody husks to feast on when they arrive from the dungeon below.

Tactics: The Pit Fiend is on a mission to bring Lucius Grakon to its master and has been commanded to use atypical combat tactics. When it has its first clear opportunity, it will grab the cowering or captured Grakon, go invisible, and make best speed out of the room, through the administration area, into the entry hall and out the main doors, immediately taking flight toward the southeast. Grakon, clutched in the Pit Fiend's arms, must be carried out of the prison and will not resist, but his screams of fear and cries for help will echo through the stone hallways. Regardless of the damage it may take while chased by PC's it will seek any and all means to escape with Grakon.

After using its Fear Aura, the Pit Fiend will not further engage any PC's that made their Will saves unless they are foolish enough to attack. If they do attack, it will use its spell-like abilities first to injure rather than kill. If the PC's persist, (after three rounds) the Pit Fiend will roar:

If you persist in your foolish and suicidal attempts to harass me and defeat my mission, I will squash you like the miniscule insects you are.

If the PC's continue the combat, use any and all of the Pit Fiend's deadliest abilities and spells to eliminate the party, including summoning Baatezu to delay and battle the PC's unto death (in some cases, he will cast two summons):

APL 2: 2 Lemures; hp 9; pg 57 MM 3.5

APL 4: (2 summons)
4 Lemures; hp 9; pg 57 MM 3.5

APL 6: 2 Bearded Devils; hp 45; pg 52 MM 3.5

APL 8: 1 Erinyes; hp 85; pg 54 MM 3.5

APL10: (2 summons)
1 Bone Devil; hp 95; pg 52 MM 3.5
2 Bearded Devils; hp 45; pg 52 MM 3.5

APL12: 1 Ice Devil; hp 147; pg 56 MM 3.5

Note: none of the summoned devils (as appropriate) will use their Summon Baatezu ability. Otherwise, tactics are as noted in the Monster Manual.

If the party survives the combat with the Baatezu, they will not be attacked by Grakon's pet devils, which are frightened by these heroes.

If the party chooses to allow the Pit Fiend to take Grakon unmolested, they are still left with a few devils that Grakon instructed to deal with the PC's.

APL 2: 2 Imps; hp 13; pg. 48 MM

APL 4: 2 Advanced Imps; hp 22; appendix 3

APL 6: 1 Osyluth; hp 32; pg. 48 MM
1 Kyton; hp 44; pg. 48 MM

APL 8: 2 Barbazu; hp 33; pg. 48 MM
1 Advanced Kyton; hp 57; appendix 3

APL 10: 1 Cornugon; hp 82; pg. 49 MM
2 Hamatula; hp 49; pg. 48 MM

APL 12: 1 Gelugon; hp 113; pg 49 MM
2 Cornugon; hp 82; pg 49 MM

Encounter Twelve: Pillar of Fire at Night

Once the Pit Fiend leaves with Grakon, the PC's understand they can no longer accomplish their mission, so they will probably want to flee. If they delay for whatever reason, have Alejandro suggest leaving as soon as possible, and also point out the time limitation they are under. If the PC's choose to continue searching the prison, or even Ventnor for that matter, invent a suitably gooey and violent ending for them.

The Ending(s)

There are several possible things that can go on at this point based on the PC's prior actions. Note down two things. First, did the PC's choose to save the survivors of the prison when the demons broke in? Also, did they bring the young succubus out, or did they leave her in the prison (dead or still trapped)?

When the PC's come out of the prison, the first thing they will notice is that the whole town is now involved in the fire. The sheer heat coming from it should be enough to convince the PC's (and anyone they brought out with them) to get to the gate as fast as possible.

Once they get there, read them this description:

The Captain of the army himself stands just inside the gate furiously waving you on. Behind you, the fire rages, consuming all buildings in its path.

If the PC's are bringing the survivors with them, add this

You see the shock of recognition pass over his face as he sees the guard Captain from the prison. "Cousin!" he shouts as they clasp hands, tears streaming down their faces. They turn and continue out the gates, waving their men to hurry.

Otherwise, continue on with:

Quickly you are escorted out the gate, and you and what is left of the army set off for the 4 day march back to Radigast City.

That night, if the party rescued the young Succubus, she will say good-bye to her man of choice. Read this only to him.

While sitting at the campfire that night, Talia, the young girl, comes over to you and gives you a hug from behind. Whispering in your ear, she says "Thank you, hun, for saving me. I'll be back some time to thank you properly." When you turn around to talk further with her, she is gone.

She has snuck off a short distance and then flown away. Perhaps she will come back to thank her rescuer, or perhaps not. Time will tell.

Conclusion: The Circle Completes

The journey back is marred by several events. You pass several caravans similar to the one met on the way to Ventnor, and they are all heading towards Radigast City and the relative safety it affords. Luckily, there are no more infernals encountered on the way, but you are greeted with the sight of a much-changed Radigast when you arrive. A temporary camp of thousands of refugees has been set up outside the gates to the south of the city, and inside the city itself there is much chaos as the city watch and even the army that was called in to maintain order is beginning to lose control.

Alejandro and a contingent of guards quickly escort you through the throng of people to the administration circle's gates, where you are passed through without delay. Along the way, you hear the same rumor over and over again: the Countess is missing! Once inside the chaos subsides, but the scurrying officials exude the same air of urgency the rest of the city is infected with. Waiting at the base of the keep is Lord Underley, looking even more worn out than when you met him in the Inn. "I thank you for the service you have done for me and the County. I have heard the news of your failure, but under the circumstances, I do not blame you. It has confirmed for me something that I have suspected for many months now, but could not pin down. There is a traitor in my

services. It seems I must now find this traitor and eliminate him as a problem.

I have provided for your lodging and any medical care you may require at the Inn where we first met. You have served the realm well and your loyalty and heroism has been duly noted. On behalf of the Countess, I thank you.

The End

Experience Point Summary

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

Encounter Three

Objective: Defeat or drive off the Demons.

APL2 72 xp; APL4 108 xp; APL6 144 xp;
APL8 180 xp; APL10 216 xp; APL12 252 xp

Encounter Eight

Objective: Defeat the mad sorcerer by either subduing him or killing him.

APL2 36 xp; APL4 54 xp; APL6 72 xp;
APL8 90 xp; APL10 108 xp; APL12 126 xp

Encounter Nine

Objective: Defeat the young succubus by either killing her or by setting her free and gaining her trust

APL2 54 xp; APL4 81 xp; APL6 108 xp;
APL8 135 xp; APL10 162 xp; APL12 189 xp

Encounter Ten

Objective: Defeat the goons

APL2 72 xp; APL4 108 xp; APL6 144 xp;
APL8 180 xp; APL10 216 xp; APL12 252 xp

Encounter Eleven:

Objective: Bypass the trap and defeat the devils.

APL2 90 xp; APL4 135 xp; APL6 180 xp;
APL8 225 xp; APL10 270 xp; APL12 315 xp

Story Award

Objective(s) met: Found Lucius Grakon and reported his escape to Lord Underley

APL2 36 xp; APL4 54 xp; APL6 72 xp;
APL8 90 xp; APL10 108 xp; APL12 126 xp

Discretionary roleplaying award

APL2 90 xp; APL4 135 xp; APL6 180 xp;
APL8 225 xp; APL10 270xp; APL12 315 xp

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;
APL8 1125xp; APL10 1350 xp;
APL12 1575 xp

Experience Awarded for Optional Encounter Six:

APL2 150 xp; APL4 210 xp; APL6 270 xp;
APL8 330 xp; APL10 390 xp; APL12 450 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.

Encounter Three

Enemy Defeated or Driven Off:

APL 2-75 gp; APL 4-150 gp; APL 6-225 gp;
APL 8-575 gp; APL10-670 gp; APL12-1003 gp

Encounter Eight

Enemy Defeated or Cowed:

APL 2-150 gp; APL 4-175 gp; APL 6-175 gp;
APL 8-175 gp; APL10-841gp; APL12-941 gp

Encounter Ten

Enemy Defeated:

APL 2-94 gp; APL 4-197 gp; APL 6-363 gp;
APL 8-497 gp; APL 10-523 gp; APL12-868 gp

Adventure Maximums

APL 2-319 gp; APL 4-522 gp; APL 6-763 gp;
APL 8-1247 gp; APL10-2034 gp; APL12-2812 gp

Special (items are frequency regional unless marked otherwise)

APL 2- Wand of Cure Light Wounds

APL 4- Wand of Cure Light Wounds

APL 6- Wand of Cure Light Wounds Mithril Chain Shirt

APL 8- Wand of Cure Light Wounds Mithril Chain Shirt Ring of Feather Falling (Adventure)

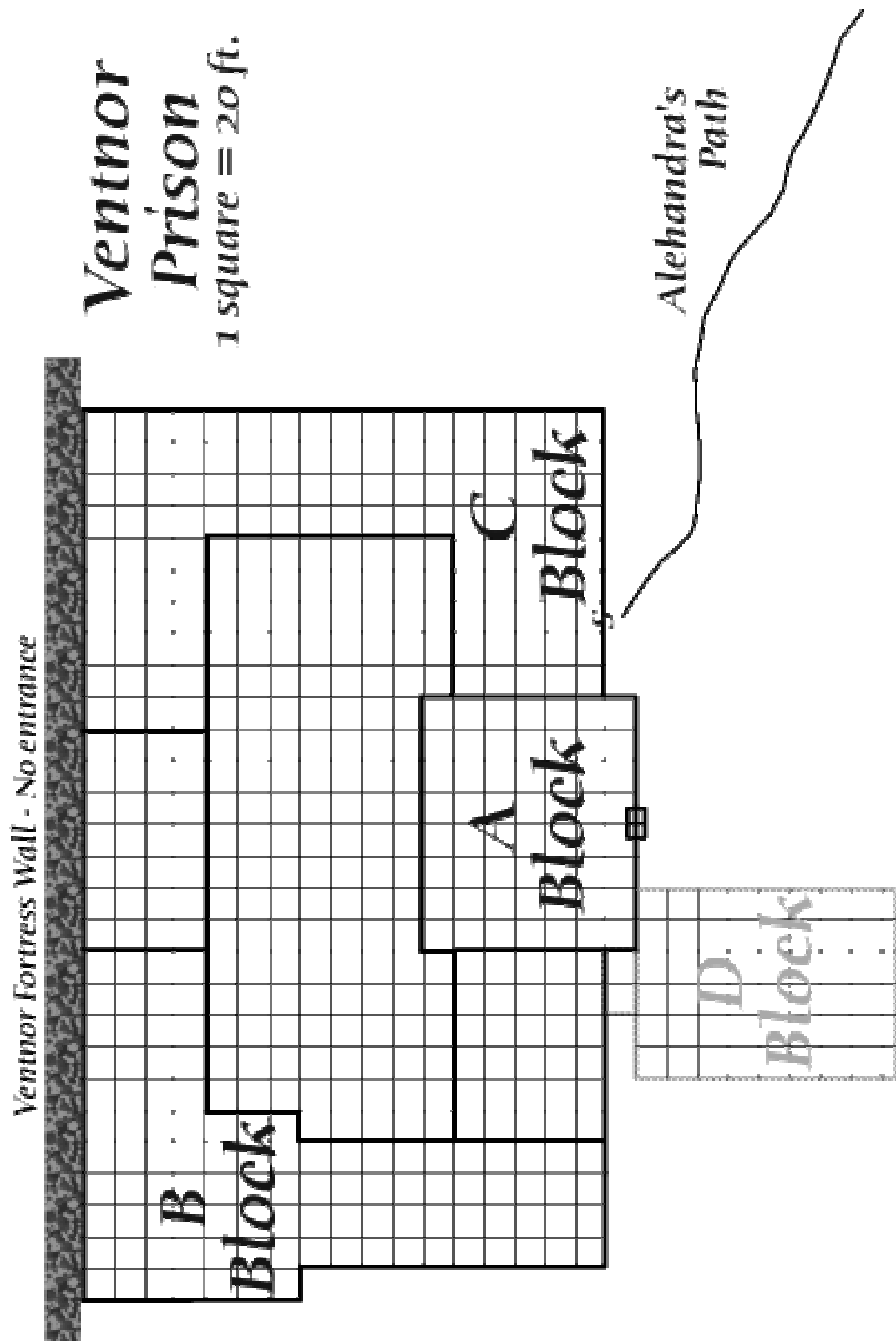
APL 10- Wand of Cure Light Wounds Mithril Chain Shirt Ring of Feather Falling (Adventure) Gauntlets of Ogre Power (Adventure)

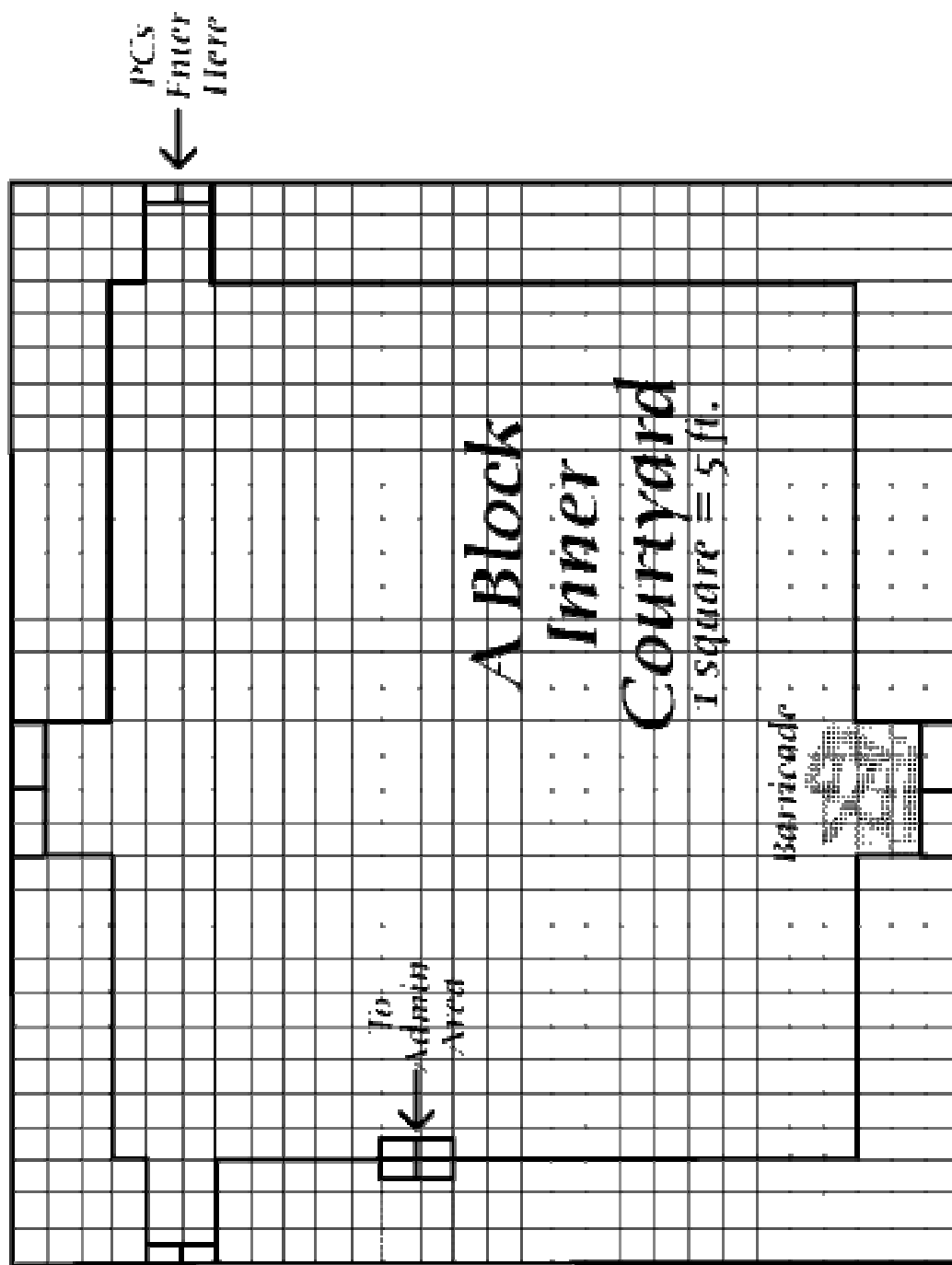
APL 12- Wand of Cure Light Wounds Mithril Chain Shirt

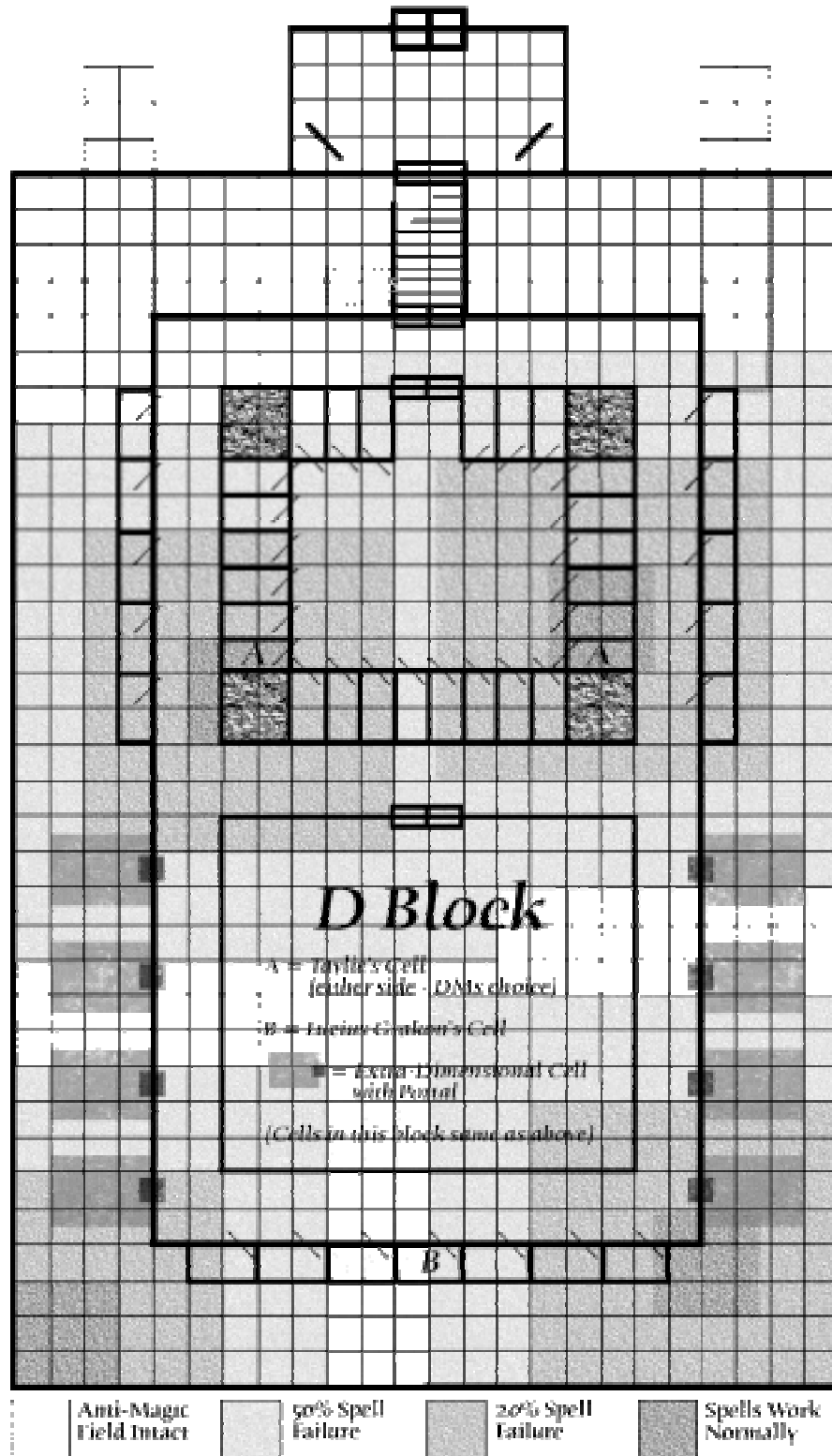
Ring of Feather Falling (Adventure)
Gauntlets of Ogre Power (Adventure)
Vest of Escape (Adventure)

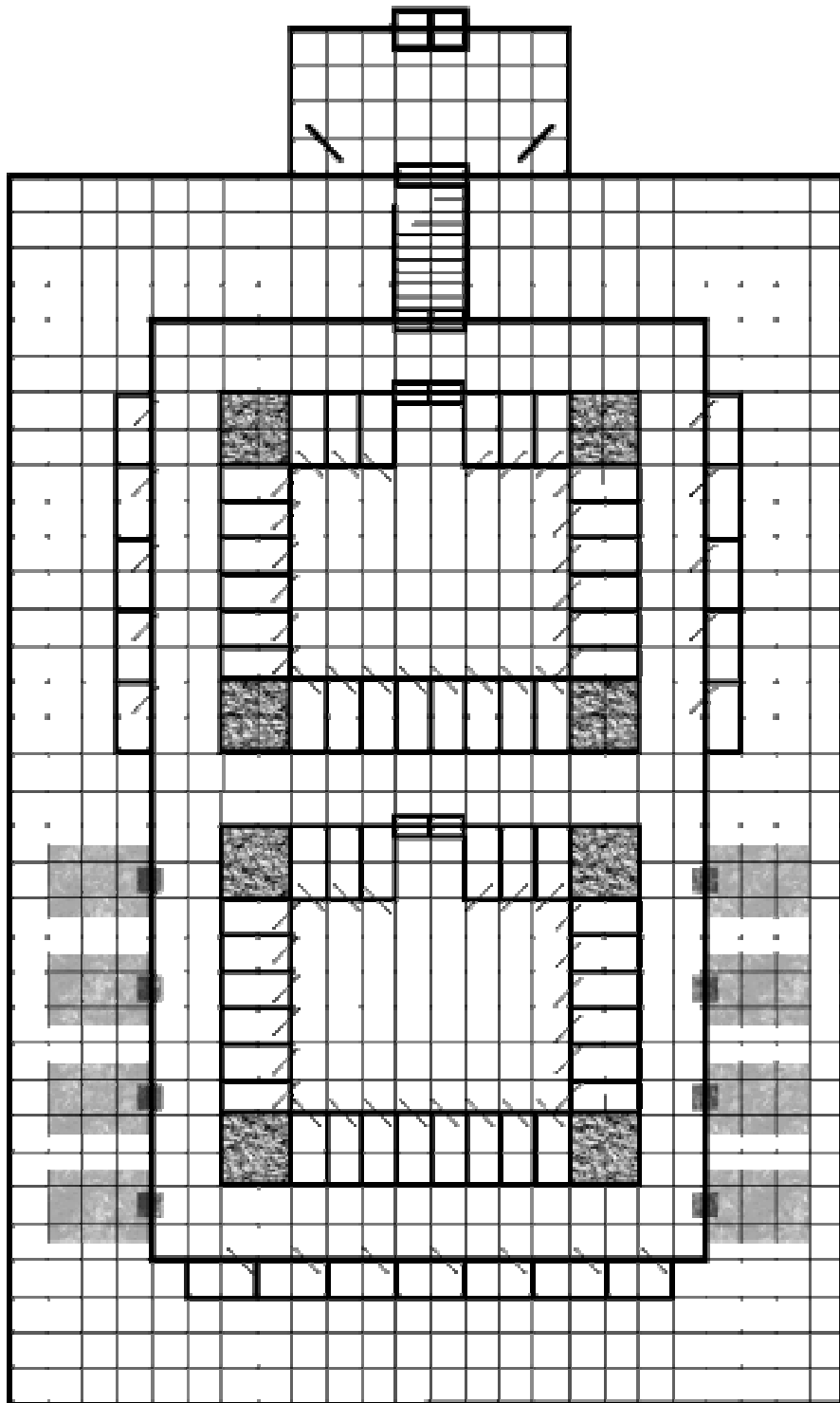
Depending on how events transpire during the adventure, one player may have obtained the favor of Talie, the young succubus, which may or may not be a good thing.

Appendix 1: Maps









Appendix 2: Major NPC's

Lucius Grakon

Lucius Grakon; Male Human Wizard 15; CR 15, Med. Human; HD 15d4+15; hp 61; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10) [+2 dex]; Quarterstaff +8/+3 melee 1d6+1; SA Spell caster; SQ None; AL NE; SV Fort +6, Ref +7, Will +11; Str 12, Dex 14, Con 13, Int 18, Wis 14, Cha 14

Skills and Abilities- Alchemy +13, Bluff +7, Concentration +19, Diplomacy +6, Knowledge (arcana) +22, Knowledge (outsiders) +12, Knowledge (religion) +12, Scry +13, Sense Motive +7, Spellcraft +22, Combat Casting, Spell Focus (Conjuration), Spell Penetration, Greater Spell Penetration, Still Spell, Energy Substitution (Acid), Silent Spell

Special Abilities-

Spell Casting:

Spells Per Day: 4/5/5/5/5/4/3/2/1

Spells Memorized: None, has had no spellbook access

Equipment- Robes, Quarterstaff, *Scroll of Teleport*, focus item for Contingency implanted in his boots, Amulet of the Masters (allows normal use of magic while in Ventnor prison)

Description: Lucius Grakon is a middle-aged man with dark slick black hair, steely black eyes and a very fine moustache that ends in points. He wears opulent black satin robes with the symbol of luz and the Boneheart on the lapels. When not imprisoned, he lives in a grand manor house atop a bluff overlooking the land surrounding Ixworth outside the Fellreev Forest in the Bandit Kingdoms. Though Grakon is a lesser adviser to the region's governor, a Boneheart ruler of luz, he had been secretly performing activities behind the Boneheart's back to gain his own power. He was captured in his home by adventurers working on behalf of the County and the

Lord Mage Underley (see *Operation Ixworth*).

Lord Mage Jacobis Underley

Lord Mage Jacobis Underley: Male Human Aristocrat 5/Wizard 3; CR 7; HD 3d4+5d8; hp 37; Init +2, Spd 30 ft; AC 18 (touch 14, flat-footed 15) [+2 dex, +4 bracers of armor, +2 deflection]; dagger +5 melee 1d4; SA Spell caster, SQ None; SR 13; AL NG; SV Fort +2, Ref +4, Will +11; Str 10, Dex 14, Con 11, Int 17, Wis 14, Cha 15

Skills and Feats: Bluff +10, Concentration +3, Diplomacy +10, Forgery +6, Gather Info +10, Innuendo +5, Knowledge (Arcana) +10, Knowledge (County of Urnst) +11, Knowledge (History) +5, Knowledge (Nobility and Royalty) +11, Knowledge (Religion) +10, Profession (Intelligence Agent) +7, Spellcraft +6, Iron Will, Silent Spell, Spell Focus (Divination), Persuasive

Special Abilities:

Spell Caster:

Spells per Day: 4/3/2

Spells Memorized: 0- *Resistance, Detect Magic, Prestidigitation, Flare*
1st- *Charm Person, Message, Burning Hands*
2nd- *Detect Thoughts, Alter Self*

Equipment: Masterwork Dagger, Noble's clothes

Description: Jacobis Underley is the Lord Mage of the Countess Belissica and her close personal friend and advisor. He is also head of the eccentric, noble-house Underley, and rules over the grim prison fortress and lands of Ventnor.

Alejandro Fellinzi

Alejandro Fellinzi : Male Human Ftr 2/Rog3; CR 5; HD 2d10+3d6-5; hp 21; Init +7;

Spd 30 ft; AC 17 (touch 13, flat-footed 14) [+3 dex, +4 std. leather armor]: rapier +6 melee 1d6+1; SA Sneak attack 2d6; SQ Evade; AL LN; SV Fort +3, Ref +6, Will +2; Str 12, Con 8, Dex 16, Int 15, Wis 12, Cha 14

Skills and Feats: Balance +4, Bluff +7, Climb +5, Diplomacy +4, Disable Device +6(+8), Disguise +4, Escape Artist, +5, Forgery +3, Gather Information +7, Hide +8, Jump +4, Listen +6, Move Silent +8, Open Lock +8, Pick Pocket +5, Ride +4, Search +8, Sense Motive +4, Spot +6, Swim +4, Tumble +8, Use Rope +4, Quick Draw, Dodge, Mobility

Special Abilities: Sneak Attack +2d6, Evade

Equipment: MW Rapier, Std. Leather Armor +1, MW Thief's Tools, Flint & Steel, 2 Torches, Waterskin

Description:

A man in his early 50's about 5'10" tall weighing 185 lbs with short, almost all grey hair and brown eyes. He is wearing dark but otherwise non-descript clothing, with a rapier and a soft cloth bag at his side.

Alejandro is a native of Ventnor, having lived and worked there all his life. He comes from a family with a long tradition of working for the County in law enforcement, and he ended up being no different despite the path he took getting there. As a teenager going through his rebellious phase, he fell in with the pickpockets and burglars of the region, and the couple of times he was arrested on minor violations worked well as a way to get back at his father. Shortly later, as Alejandro's life of crime was truly about to begin by him being the lookout for some of his "friends" breaking into a house, he was tailed by his father and caught red handed. As his punishment, Alejandro got a chance to spend a few days in jail.

Soon afterward, Alejandro changed and followed the family tradition, working in law enforcement for over 25 years, 20 of them in the prison itself. He has a deep knowledge of the workings of the prison, from the politics to many of the prison's secrets. At his retirement, he was approached by the Network to be a source of information about the goings on at the prison. Seeing a way to contribute even in his old age, he accepted. That was 2 years ago, and he has been at it ever since.

The Grey Spy

The Grey Spy: Male Human Com1/Rog1; CR 1; HD 1d4+1d6; hp 8; Init +1; Spd 30 ft; AC 13 (touch 11, flat-footed 12); dagger +1 melee 1d4+4; SA Sneak attack +1d6; SQ None; AL N; SV Fort +0, Ref +3, Will +1; Str 12, Dex 12, Con 10, Int 16, Wis 13, Cha 12

Skills and Feats: Listen +6, Spot +6, Profession (Intelligence Agent) +6, Use Rope +4, Bluff +3, Gather Information +4, Diplomacy +3, Craft (bowyer/fletcher) +5, Dodge, Mobility

Special Abilities:

Sneak Attack +1d6

Equipment:

Dagger, leather armor, poison tooth, commoner's clothing

Description:

The Grey spy is a member of the Network. He has also joined a group who disagree with the policies of Lord Underley and the Countess, and are now working with other nobles in the County to affect change in policy, or, if necessary, the government itself. When his group heard of the attempt of Underley to move Lucius Grakon to Radigast City, they chose to act instead to free Grakon to assist their cause. His name is not important, as he will use the poisoned tooth to kill himself as soon as there is any risk of him being captured. The poison is Dark Reaper Powder, which does 2d6 initial Con damage and 1d6 Con+1d6 Str secondary damage. Needless to say, this should easily kill him. It is activated by the Spy biting down hard on the tooth, which he can do unless unconscious, stunned, or paralyzed.

Appendix 3: Encounter Statistics

Encounter #3

APL 2

Dretch: hp 9; MM pg 41

Quasit: hp 13; MM pg. 41

APL 4

Advanced Quasit (base pg. 41 MM); CR 4; Small Outsider; HD 4d8; hp 18; Init +3; Spd 20 ft [50 ft fly (perfect)]; AC 17 (touch 13, flat-footed 14) [+1 size, +3 dex, +3 natural armor]; 2 claws +9 melee 1d4 w/poison and bite 1d6; SA Spell-like abilities, poison; SQ DR 5/silver, poison immunity, fire resistance 20, alternate form, regeneration 3; SR 7; AL CE; Sv Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10

Skills and Feats: Hide +14, Listen +6, Move Silently +6, Search +4, Spellcraft +4, Spot +6, Weapon Finesse (bite), Weapon Finesse (claw)

Special Abilities:

Spell like abilities- *Detect Good*, *detect magic*, *invisibility* at will, *Cause Fear* 1/day (as the spell, except that its area is a 30-ft radius from the quasit. Abilities are as the spells cast by a 6th level sorcerer (save DC 10+ spell level)

Poison (Ex)- Claw, Fortitude Sv DC 13; initial damage 1d4 temp dex, secondary damage 2d4 temporary dex

Alternate form (Su)- A quasit can assume other forms at will as a standard action. This ability functions as *polymorph self* cast by a 12th level sorcerer, except that any individual quasit can assume only one or two forms no larger than Medium sized.

Regeneration (Ex) Quasits take normal damage from acid, and from holy and blessed weapons.

APL 6

Advanced Quasit (base monster pg. 41 MM); see APL 4

APL 8

Lesser Bebelith (base monster pg. 41 MM); CR 8; Huge Outsider; HD 11d8; hp 98; Init +5; Spd 40ft (climb 20 ft); AC 24 (touch 11, flat-footed 23) [-2 size, +1 dex, +15 natural]; Bite +19 melee 2d6+8 w/poison and 2 claws +14 melee 2d4+3 and armor damage; Face/Reach 15ft/15ft/10ft; SA Web, poison, armor damage; SQ Protective Aura, plane shift, scent, telepathy; DR 25/+2; AL CE; SV Fort +12, Ref +9, Will +9; Str 26, Dex 12, Con 18, Int 11, Wis 13, Cha 13

Skills and Feats: Climb +21, Hide +11, Jump +21, Listen +17, Move Silently +15, Search, +14, Sense Motive +15, Spot +17, Alertness, Cleave, Improved Initiative, Power Attack

Special Abilities:

Web- 4/day a bebelith can shoot webs from its abdomen. This attack is like a *web* spell, with a few exceptions. The range is 30 ft, and the webs are permanent, non-magical, and cannot be dispelled. The DC for evading or breaking free from the webs is 20, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

Poison- Bite, Fortitude save DC 18; initial damage 1d6 temp Con, secondary damage 2d6 temp Con. Bebelith venom is highly perishable, losing potency and becoming inert, foul-smelling goo almost as soon as it comes into contact with air.

Armor Damage (Ex)- A bebelith's claws can catch and tear an opponent's armor. If the opponent has both armor and a shield, roll 1d6: A roll of 1-4 affects the armor and a roll of 5-6 affects the shield. Make a grapple check whenever the bebelith hits with a claw attack, adding to the opponent's roll any magical bonus for the armor or shield. If the bebelith wins, the affected armor or shield is torn away and ruined.

Protective Aura- A *magic circle against chaos, evil, good, or law* effect always surrounds a beblith, identical with the spell cast by a 12th level sorcerer. The bebelith usually chooses *magic circle against chaos* but can change the aura each round as a free action. The aura can be dispelled, but the bebelith can create it again during its next turn as a free action. (The defensive benefits from

the aura are not included in the creature's statistics.)

Plane Shift (Su)- This ability affects only the bebelith. It is otherwise similar to the spell of the same type.

Palrethee (MMII pg. 58); CR 8; Med. Outsider (Tandar'ri); HD 8d8+24; hp 60; Init +3; Spd 30 ft; AC 23 (touch 13, flat-footed 20) [+3 dex, +10 natural]; +1 flaming longsword +14/+9 1d8+7 +1d6 fire or 2 slams +12 melee 1d8+4; SA Demonic Burn, spell-like abilities; SQ DR 20/+2, fiery shield, fire subtype, outsider traits, summon tanar'ri, tanar'ri traits; SR 18; AL CE; SV Fort +9, Ref +9, Will +7; Str 19, Dex 16, Con 16, Int 13, Wis 12, Cha 11

Skills and Feats: Bluff +10, Diplomacy +10, Hide +9, Intimidate +2, Knowledge (County of Urnst) +12, Listen +6, Sense Motive +12, Search +12, Spellcraft+6, Spot +8, Dodge, Expertise, Weapon Focus (longsword)

Special Abilities:

Spell-like abilities (Su): *Detect good*, *detect magic*, *see invisible* at will; *Fear* 1/day (30 ft radius). Caster level 8th; SV DC 10+ spell level

Demonic Burn (Ex): Any creature hit by a Palrethee's slam attack must succeed at a Reflex vs. (DC 17) or catch fire. The flame burns for 1d4 rounds. A burning creature can take a move-equivalent action to put out the flame.

Fiery Shield (Sp): A Palrethee is wreathed in scorching flames that cause damage to each creature that attacks it with a natural or hand-held melee weapon. Such an attack deals normal damage to the Palrethee (assuming its damage reduction is overcome), but at the same time the attacker takes 1d6+8 points of fire damage (spell resistance applies; caster level 8th). Weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Fire Subtype (Ex): A Palrethee is immune to fire damage but takes double damage from cold unless a saving throw for half damage is allowed. In that case, the creature takes half damage on a success and double damage on a failure.

Summon Tanar'ri (Sp): The Palrethee has already used this ability for today.

Tandar'ri Traits: Unlike most tanar'ri, Palrethees have no resistance to cold attacks.

APL 10

Bebelith: hp 102; MM pg 41

Palrethee (MMII pg. 58); CR 8; Med. Outsider (Tandar'ri); HD 8d8+24; hp 60; Init +3; Spd 30 ft; AC 23 (touch 13, flat-footed 20) [+3 dex, +10 natural]; +1 flaming longsword +14/+9 1d8+7 +1d6 fire or 2 slams +12 melee 1d8+4; SA Demonic Burn, spell-like abilities; SQ DR 20/+2, fiery shield, fire subtype, outsider traits, summon tanar'ri, tanar'ri traits; SR 18; AL CE; SV Fort +9, Ref +9, Will +7; Str 19, Dex 16, Con 16, Int 13, Wis 12, Cha 11

Skills and Feats: Bluff +10, Diplomacy +10, Hide +9, Intimidate +2, Knowledge (County of Urnst) +12, Listen +6, Sense Motive +12, Search +12, Spellcraft+6, Spot +8, Dodge, Expertise, Weapon Focus (longsword)

Special Abilities:

Spell-like abilities (Su): *Detect good*, *detect magic*, *see invisible* at will; *Fear* 1/day (30 ft radius). Caster level 8th; SV DC 10+ spell level

Demonic Burn (Ex): Any creature hit by a Palrethee's slam attack must succeed at a Reflex vs. (DC 17) or catch fire. The flame burns for 1d4 rounds. A burning creature can take a move-equivalent action to put out the flame.

Fiery Shield (Sp): A Palrethee is wreathed in scorching flames that cause damage to each creature that attacks it with a natural or hand-held melee weapon. Such an attack deals normal damage to the Palrethee (assuming its damage reduction is overcome), but at the same time the attacker takes 1d6+8 points of fire damage (spell resistance applies; caster level 8th). Weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Fire Subtype (Ex): A Palrethee is immune to fire damage but takes double damage from cold unless a saving throw for half damage is allowed. In that case, the creature takes half damage on a success and double damage on a failure.

Summon Tanar'ri (Sp): The Palrethee has already used this ability for today.

Tandar'ri Traits: Unlike most tanar'ri, Palrethees have no resistance to cold attacks.

APL 12

Bebelith: hp 102; MM pg 41

Vrock: hp 60; MM pg 41

Encounter #6

APL 2

Quasit: hp 13; pg. 41 MM

Fiendish Dire Ape (base pg. 57 MM); CR 3; Large Outsider; HD 5d8+10; hp 32; Init +2; Spd 30 ft (climb 15 ft); AC 15 (touch 12, flat-footed 13) [-1 size, +2 dex, +4 natural]; 2 claws +8 melee 1d6+6 and bite +3 melee 1d8+3; Face/Reach 5 ft/5 ft/10ft; SA Rend 2d6+12, *Smite Good*; SQ Scent, Cold Resistance 5, Fire Resistance 5, SR 10, Darkvision 60 ft; AL NE; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 3, Wis 12, Cha 7

Skills and Feats: Climb +14, Move Silently +9, Spot +9

Special Abilities:

Rend- A fiendish dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+12 points of damage.

***Smite Good* (Su)-** 1/day the fiendish dire ape can make a normal attack to deal and additional 5 points of damage against a good foe.

APL 4

Fiendish Dire Wolverine (base pg. 57 MM); Large Outsider; CR 5; HD 5d8+20; hp 60; Init +3; Spd 30 ft, (climb 10 ft); AC 16 (touch 12, flat-footed 13) [-1 size, +3 dex, +4 natural]; 2 claws +8 melee 1d6+6 and bite +3 melee 1d8+3; Face/Reach 5 ft by 10 ft/ 5ft; SA Rage, *Smite Good*; SQ Scent, Darkvision 60 ft, Cold Resistance 10, Fire Resistance 10, SR 10; DR 5/+1; AL NE; SV Fort +8, Ref +7, Will +5; Str 22, Dex 17, Con 19, Int 3, Wis 12, Cha 10

Skills and Feats: Climb +14, Listen +9, Spot +8

Special Abilities:

Rage- hp 70; AC 14 (touch 10, flat-footed 11) [-1 size, +3 dex, +4 natural, -2 rage]; 2 claws +10 melee 1d6+8 and bite +5 melee 1d8+5; SV Fort +10; Str 26, Con 23

***Smite Good* (Su)-** 1/day the fiendish dire wolverine can make a normal attack to deal and additional 5 points of damage against a good foe.

APL 6

Fiendish Dire Wolverine (base pg. 57 MM); see APL 4 for stats

Fiendish Dire Bear (base pg. 58 MM); Large Outsider; CR 8; HD 12d8+48; hp 102; Init +1; Spd 40 ft; AC 17 (touch 10, flat-footed 16) [-1 size, +1 dex, +7 natural]; 2 claws +18 melee 2d4+10 and bite +13 melee 2d8+5; Face/Reach 10 ft by 20 ft/10 ft; SA Improved Grab, *Smite Good*; SQ Scent, Darkvision 60 ft, Cold Resistance 10, Fire Resistance 10, SR 24; DR 5/+1; AL NE; SV Fort +12, Ref +9, Will +9; Str 31, Dex 13, Con 19, Int 3, Wis 12, Cha 10

Skills and Feats: Listen +7, Spot +13, Swim +13

Special Abilities:

Improved Grab (Ex)- To use this ability, the fiendish dire bear must hit with a claw attack.

***Smite Good* (Su)-** 1/day the fiendish dire bear can make a normal attack to deal and additional 12 points of damage against a good foe.

APL 8

Fiendish Dire Bear (base pg. 58 MM); see APL 6 for stats

Retriever: hp 55; pg 41 MM

APL 10

Retriever: hp 55; pg. 41 MM

Fiendish Dire Tiger (base pg. 58 MM); CR 10; Huge Outsider; HD 16d8+48; hp 120; Init +2; Spd 40 ft; AC 16 (touch 10, flat-footed 14) [-2 size, +2 dex, +6 natural]; 2 claws +18 melee 2d4+8 and bite +13 melee 2d6+4; Face/Reach 10 ft by 30 ft/ 10 ft; SA Pounce, Improved Grab, Rake 2d4+4, *Smite Good*; SQ Scent, Darkvision 60 ft; Cold Resistance 15, Fire Resistance 15, SR 32; DR 5/+2; SV Fort

+13, Ref +12, Will +11; Str 27, Dex 15, Con 17, Int 3, Wis 12, Cha 10

Skills and Feats: Hide +0, Jump +11, Listen +3, Move Silently +9, Spot +3, Swim +11

Special Abilities:

Pounce (Ex)- If a fiendish dire tiger leaps upon a foe during the first round of combat, it can make a full attack even if has already taken a move action.

Improved Grab (Ex)- To use this ability, the fiendish dire tiger must hit with its bite attack. If it gets hold, it can rake.

Rake (Ex)- A fiendish dire tiger can make two rake attacks(+18 melee) against a held creature with its hind legs for 2d4+4 damage each. If the fiendish dire tiger pounces on an opponent, it can also rake.

Smite Good(Su)- 1 /day the fiendish dire tiger can make a normal attack to deal and additional 16 points of damage against a good foe.

APL 12

Vrock: hp 60; pg. 41 MMs

Encounter #8

All APL's

Wheezely: Male Human Sorcerer 3; CR 2; Med Human; HD 2d4; hp 7; Init +1; Spd 30 ft; AC 11 (touch 11, flat-footed 10) [+1 dex]; club +1 melee 1d6; SA Spell Caster; SQ None; AL N; SV Fort -1, Ref +1, Will +4; Str 8, Dex 13, Con 8, Int 13, Wis 12, Cha 16

Skills and Feats: Concentration +5, Spellcraft +6, Alchemy +3, Knowledge (Arcana) +3, Hide +2, Move Silently +3, Combat Casting, Spell Focus (Illusion), Silent Spell

Spells:

Spells Known- 0 level: Flare, Dancing Lights, Prestidigitation, Mending, Detect Magic
1st level: Color Spray, Change Self, Minor Image, Shocking Grasp

Spells per day- 5/5

Encounter #9

APL 2-6

Talie, Young Succubus: (base pg. 41 MM); CR 5; Small Outsider; HD 4d8+6; hp 24; Init +1; Spd 30 ft (50 ft fly [average]); AC 21 (touch 12, flat-footed 20) [+1 size, +1 dex, +9 natural]; 2 claws +6 melee 1d3; SA Spell-like abilities; SQ DR 20/+1, tanar'ri qualities, alternate form; SR 12; AL CE; SV Fort +6, Ref +6, Will +7; Str 11, Dex 13, Con 13, Int 16, Wis 14, Cha 20

Skills and Feats: Bluff +11, Concentration +7, Disguise +11, Escape Artist +7, Hide +7, Knowledge (County) +9, Listen 16, Move Silently +7, Ride +7, Search +9, Spot +16, Dodge, Mobility

Special Abilities:

Spell like abilities- *Charm Monster, clairaudience/clairvoyance, darkness, desecrate, detect good, detect thoughts, doom, suggestion, teleport without error* (self +50 lbs only), *unholy blight* 1/day

Alternate Form (Su)- Succubi can assume any humanoid form of Small to Large size as a standard action. This ability is similar to the *polymorph self* spell but only allows humanoid forms.

APL 8-12

Talie, Young Succubus: (base pg. 41 MM); CR 7; Med. Outsider; HD 5d8+6; hp 29; Init +1; Spd 30 ft (50 ft fly [average]); AC 20 (touch 11, flat-footed 19) [+1 dex, +9 natural]; 2 claws +6 melee 1d3; SA Spell-like abilities, energy drain; SQ DR 20/+2, tanar'ri qualities, alternate form, tongues; SR 12; AL CE; SV Fort +6, Ref +6, Will +7; Str 11, Dex 13, Con 13, Int 16, Wis 14, Cha 20

Skills and Feats: Bluff +11, Concentration +7, Disguise +11, Escape Artist +7, Hide +7, Knowledge (County) +9, Listen 16, Move Silently +7, Ride +7, Search +9, Spot +16, Dodge, Mobility

Special Abilities:

Spell like abilities- *Charm Monster, clairaudience/clairvoyance, darkness, desecrate, detect good, detect thoughts, doom, suggestion, teleport without error* (self +50 lbs only), *unholy blight* 1/day

Energy Drain (Su)- A succubus drains energy from a mortal it lures into some act of passion, or simply by planting a kiss on the

victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus' kiss or embrace inflicts one negative level; the victim must succeed at a wisdom check (DC 15) to even notice. The Fortitude save to remove the negative level has a DC of 18.

Alternate Form (Su)- Succubi can assume any humanoid form of Small to Large size as a standard action. This ability is similar to the *polymorph self* spell but only allows humanoid forms.

Encounter #10

Lucius Grakon, all APL's

For stats, if necessary, see Appendix 2

Grey Spy, all APL's

For stats, if necessary, see Appendix 2

APL 2

Male Human Rogue 1: CR 1; Med Human; HD 1d6+1; hp 7; Init +3; Spd 30 ft; AC 15 (touch 13, flat-footed 12) [+3 dex, +2 leather armor]; 1 Rapier +2 melee 1d6+2 piercing; SA Sneak Attack +1d6; SQ None; AL NE; SV Fort +1, Ref +5, Will +0; Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 12

Skills and Feats: Hide +7, Move Silently +7, Spot +4, Listen +4, Bluff +5, Disguise +6, Search +6, Gather Information +5, Climb +3, Jump +3, Tumble +6, Swim +4, Disable Device +6, Dodge, Expertise.

Special Abilities: Sneak Attack 1d6

Equipment: Rapier, MW Leather Armor, Thieves' Tools

Male Human Fighter 1: CR 1; Med Human; HD 1d10+2; hp 12; Init +1; Spd 30 ft; AC 17 (touch 11, flat-footed 16) [+1 dex, +4 chain shirt, +2 lg. steel shield]; 1 Bastard Sword +5 melee 1d10+3 melee; SA None; SQ None; AL NE; SV Fort +4, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Jump +2, Climb +2, Swim +7, Craft (Weapons and Armor) +4, Hide -1, Move Silently -1, Ride +1, Weapon Focus (Bastard Sword), Exotic Weapon Proficiency (Bastard Sword)

Equipment: Bastard Sword, MW Chain Shirt, Lg. Steel Shield

APL 4

Male Human Rogue 2: CR 2; Med Human; HD 2d6+2; hp 12; Init +3; Spd 30 ft; AC 16 (touch 13, flat-footed 13) [+3 dex, +3 std. leather armor]; 1 Rapier +4 melee 1d6+1 piercing; SA Sneak Attack +1d6; SQ Evade; AL NE; SV Fort +1, Ref +6, Will +0; Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 12

Skills and Feats: Hide +8, Move Silently +8, Spot +5, Listen +5, Bluff +6, Disguise +7, Search +7, Gather Information +5, Climb +3, Jump +3, Tumble +7, Swim +5, Disable Device +7, Dodge, Expertise

Special Abilities: Sneak Attack 1d6, Evade

Equipment: MW Rapier, MW Std. Leather Armor, Thieves' Tools

Male Human Fighter 2: CR 2; Med Human; HD 2d10+4; hp 20; Init +1; Spd 30 ft; AC 17 (touch 11, flat-footed 16) [+1 dex, +4 chain shirt, +2 lg. steel shield]; 1 Bastard Sword +7 melee 1d10+3 slashing; SA None; SQ None; AL NE; SV Fort +4, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Jump +4, Climb +4, Swim +7, Craft (Weapons and Armor) +4, Hide +1, Move Silently +0, Ride +1, Weapon Focus (Bastard Sword), Exotic Weapon Proficiency (Bastard Sword), Power Attack

Equipment: MW Bastard Sword, MW Chain Shirt, Lg. Steel Shield

APL 6

Male Human Rogue 4: CR 4; Med Human; HD 4d6+4; hp 22; Init +3; Spd 30 ft; AC 16 (touch 13, flat-footed 16) [+3 dex, +3 std. leather armor]; 1 Rapier +4 melee 1d6+2 piercing; SA Sneak Attack +2d6; SQ Evade, Uncanny dodge; AL NE; SV Fort +2, Ref +7, Will +1; Str 12, Dex 17, Con 12, Int 14, Wis 10, Cha 12

Skills and Feats: Hide +10, Move Silently +10, Spot +7, Listen +7, Bluff +7, Disguise +7, Search +9, Gather Information +7, Climb +4, Jump +4, Tumble +9, Swim +6, Disable Device +9, Dodge, Expertise, Mobility

Special Abilities: Sneak Attack 2d6, Evade, Uncanny dodge (dex bonus to AC even when flat-footed)

Equipment: MW Rapier, Mithril Chain Shirt, Thieves' Tools, 2 Vials of Alchemist's Fire

Male Human Fighter 4: CR 4; Med Human; HD 4d10+8; hp 36; Init +1; Spd 30 ft; AC 17 (touch 11, flat-footed 16) [+1 dex, +4 chain shirt, +2 lg. steel shield]; 1 Bastard Sword +9 melee 1d10+5 slashing; SA None; SQ None; AL NE; SV Fort +5, Ref +2, Will +1; Str 17, Dex 12, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Jump +6, Climb +6, Swim +8, Craft (Weapons and Armor) +5, Hide +3, Move Silently +2, Ride +1, Weapon Focus (Bastard Sword), Exotic Weapon Proficiency (Bastard Sword), Power Attack, Cleave, Weapon Specialization (Bastard Sword)

Equipment: MW Bastard Sword, MW Chain Shirt, Lg. Steel Shield, 2 Vials of Alchemist's Fire

APL 8

Male Human Rogue 6: CR 6; Med Human; HD 6d6+6; hp 32; Init +3; Spd 30 ft; AC 17 (touch 13, flat-footed 17) [+3 dex, +4 mithril chain shirt]; 1 Rapier +5 melee 1d6+2 piercing; SA Sneak Attack +3d6; SQ Evade, Uncanny dodge; AL NE; SV Fort +3, Ref +8, Will +2; Str 12, Dex 17, Con 12, Int 14, Wis 10, Cha 12

Skills and Feats: Hide +12, Move Silently +12, Spot +9, Listen +9, Bluff +8, Disguise +8, Search +11, Gather Information +9, Climb +5, Jump +5, Tumble +11, Swim +6, Disable Device +11, Dodge, Expertise, Improved Trip, Mobility

Special Abilities: Sneak Attack 3d6, Evade, Uncanny dodge (dex bonus to AC even when flat-footed, can't be flanked)

Equipment: MW Rapier, Mithril Chain Shirt, Thieves' Tools, 2 Vials of Alchemist's Fire

Male Human Fighter 6: CR 6; Med Human; HD 6d10+12; hp 52; Init +5; Spd 30 ft; AC 17 (touch 11, flat-footed 16) [+1 dex, +4 mithril chain shirt, +2 lg. steel shield]; Bastard Sword +11/+6 melee 1d10+5 slashing; SA None; SQ None; AL NE; SV Fort +6, Ref +3, Will +2; Str 17, Dex 12, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Jump +7, Climb +7, Swim +9, Craft (Weapons and Armor) +6, Hide +5, Move Silently +4, Ride +1, Weapon Focus (Bastard Sword), Exotic Weapon Proficiency (Bastard Sword), Power Attack, Cleave, Weapon Specialization (Bastard Sword), Improved Initiative, Great Cleave

Equipment: MW Bastard Sword, Mithril Chain Shirt, Lg. Steel Shield, 2 Vials of Alchemist's Fire

APL 10

Male Human Rogue 8: CR 8; Med Human; HD 8d6+8; hp 42; Init +3; Spd 30 ft; AC 18 (touch 14, flat-footed 17) [+3 dex, +4 mithril chain shirt]; Rapier +8/+3 melee 1d6+1 piercing; SA Sneak Attack +4d6; SQ Evade, Uncanny dodge; AL NE; SV Fort +3, Ref +7, Will +2; Str 12, Dex 18, Con 12, Int 14, Wis 10, Cha 12

Skills and Feats: Hide +15, Move Silently +15, Spot +11, Listen +11, Bluff +10, Disguise +8, Search +13, Gather Information +10, Climb +6, Jump +6, Tumble +13, Swim +7, Disable Device +13, Dodge, Expertise, Improved Trip, Mobility

Special Abilities: Sneak Attack 4d6, Evade, Uncanny dodge (dex bonus to AC even when flat-footed, can't be flanked)

Equipment: MW Rapier, Mithril Chain Shirt, Thieves' Tools, 2 Vials of Alchemist's Fire

Male Human Fighter 8: CR 8; Med Human; HD 8d10+16; hp 68; Init +5; Spd 30 ft; AC 17 (touch 11, flat-footed 16) [+1 dex, +4 mithril chain shirt, +2 lg. steel shield]; Bastard Sword +15/+10 melee 1d10+7 slashing; SA None; SQ None; AL NE; SV Fort +7, Ref +3, Will +2; Str 18, Dex 12, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Jump +8, Climb +8, Swim +10, Craft (Weapons and Armor) +7, Hide +6, Move Silently +5, Ride +1, Weapon Focus (Bastard Sword), Exotic Weapon Proficiency

(Bastard Sword), Power Attack, Cleave, Weapon Specialization (Bastard Sword), Improved Initiative, Improved Critical (Bastard Sword), Great Cleave

Equipment: MW Bastard Sword, Mithril Chain Shirt, MW Lg. Steel Shield, 2 Vials of Alchemist's Fire

APL 12

Male Human Rogue 10: CR 10; Med Human; HD 10d6+10; hp 52; Init +3; Spd 30 ft; AC 18 (touch 13, flat-footed 18) [+3 dex, +5 mithril chain shirt]; 1 Rapier +9/+3 melee 1d6+3 piercing; SA Sneak Attack +5d6, Crippling Strike; SQ Evade, Uncanny dodge; AL NE; SV Fort +4, Ref +7, Will +3; Str 12, Dex 18, Con 12, Int 14, Wis 10, Cha 12

Skills and Feats: Hide +16, Move Silently +16, Spot +13, Listen +13, Bluff +12, Disguise +9, Search +15, Gather Information +12, Climb +7, Jump +7, Tumble +14, Swim +8, Disable Device +15, Dodge, Expertise, Improved Trip, Mobility, Combat Reflexes

Special Abilities: Sneak Attack 5d6, Evade, Uncanny dodge (dex bonus to AC even when flat-footed, can't be flanked)

Equipment: MW Rapier, Mithril Chain Shirt+1, MW Thieves' Tools, 2 Vials of Alchemist's Fire

Male Human Fighter 10: CR 10; Med Human; HD 10d10+20; hp 84; Init +5; Spd 30 ft; AC 17 (touch 11, flat-footed 16) [+1 dex, +4 mithril chain shirt, +2 lg. steel shield]; Bastard Sword +17/+12 melee 1d10+7 slashing; SA None; SQ None; AL NE; SV Fort +7, Ref +4, Will +3; Str 18, Dex 12, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Jump +8, Climb +9, Swim +11, Craft (Weapons and Armor) +7, Hide +7, Move Silently +6, Ride +3, Weapon Focus (Bastard Sword), Exotic Weapon Proficiency (Bastard Sword), Power Attack, Cleave, Weapon Specialization (Bastard Sword), Improved Initiative, Improved Critical (Bastard Sword), Great Cleave, Blind-Fight, Sunder

Equipment: MW Bastard Sword, Mithril Chain Shirt+1, MW Lg. Steel Shield, 2 Vials of Alchemist's Fire

Encounter #11

APL 2

Imp: hp 13; pg. 48, MM

APL 4

Advanced Imp: (pg. 48, MM); CR 4; Small Outsider; HD 5d8; hp 22; Init +3; Spd 20 ft (fly 50 ft [perfect]); AC 19 (touch 14, flat-footed 16) [+1size, +3 dex, +5 natural]; Sting +10 melee 1d6 and poison; SA Spell-like abilities, poison; SQ DR 5/+1, poison immunity, fire resistance 20, see in darkness, polymorph, regeneration 2; SR 7; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10

Skills and Feats: Hide +17, Listen +7, Move Silently +7, Search +7, Spellcraft +7, Spot +7, Dodge, Weapon Finesse (sting)

Special Abilities:

Spell-like abilities (Su)- *Detect good, detect magic, invisibility* (self only) at will, *suggestion* 1/day. These abilities are cast as a 6th level sorcerer (SV DC 10+spell level)

Poison (Ex)- Sting, Fort SV DC 15, initial damage 1d4 temp dex, secondary damage 2d4 dex.

Polymorph (Su)- An imp can assume other forms at will as a standard action. This ability functions as *polymorph self* cast by a 12th level sorcerer, except that an individual imp can assume only one or two forms no larger than Medium size. Common forms include monstrous spider, raven, rat, and boar.

Regeneration (Ex)- Imps take normal damage from acid, and from holy and blessed weapons (if silver or enchanted)

APL 6

Osyluth: hp 32; pg. 49 MM

Kyton: hp 44; pg. 49 MM

APL 8

Advanced Kyton (base pg. 49 MM); CR 7 Large Outsider; HD 11d8+8; hp 57; Init +4; Spd 30 ft; AC 20 (touch 10, flat-footed 20)

[+10natural]; 2 chain rakes +11 melee 1d10+2; Face/Reach- 5 ft by 5 ft/10 ft; SA Dancing chains, unnerving gaze; SQ DR 20/+2, cold immunity, regeneration 4; SR 17; AL LE; SV For +7, Ref +6, Will +6; Str 14, Dex 11, Con 13, Int 6, Wis 10, Cha 12

Skills and Feats: Climb +12, Craft (blacksmithing) +10, Escape Artist +11, Listen +13, Spot +13, Alertness, Improved Critical (chain), Improved Initiative

Special Abilities:

Dancing Chains (Su)- A Kyton's most awesome attack is its ability to control all chains within 20 ft as a standard action, making them dance or move as the Kyton wishes. In addition, the kyton can increase the chains' length by up to 15 ft and cause them to sprout razor edged barbs. These chains attack as effectively as the Kyton itself. A Kyton climbs chains it controls as its normal speed without a Climb check.

Unnerving Gaze (Su)- A Kyton can make its face resemble one of the opponents departed loved ones or bitter enemies. Those subject to the gaze must succeed at a Will SV DC 16 or suffer a -1 morale penalty to all attack rolls for 1d3 rounds.

Regeneration (Ex)- Kytons take normal damage from fire, acid, and blessed weapons. A Kyton that loses a piece of its body regrows it in 2d6X10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Barbezu: hp 33; pg. 47 MM

APL 10

Hamtula: hp 49; pg. 48 MM

Cornugon: hp 82; pg. 49 MM

APL 12

Cornugon: hp 82; pg. 49 MM

Gelugon: hp 113; pg. 49 MM