

URD2-05



THEFT OF A FLOWER

A One-Round D&D[®] LIVING GREYHAWK[®]
Duchy of Urnst Regional Adventure

Version 1

by Matt Lovell

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A sightseeing tour of the temples of the Duchy of Urnst turns into a desperate rescue mission. When ruthless nobles are to blame, who can save the day? A heroic mission for characters level 1-12. Part 1 of *The Feud* series

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event 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's 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 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. 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

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 character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character 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 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	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 characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at playing at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact 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. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see *DUNGEON MASTER'S Guide* Chapter 2: Characters) 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.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Duchy of Urnst. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

Within every family, there are problem children. Within the Duchy of Urnst ranks of nobility, those children would be House Meissel and House Szabo who have not learned to play nicely and whose personal feud with each other is about to escalate and catch an innocent in the middle. House Szabo has currently been enjoying some success as they've procured a rather unusual ally: the gnomes of House Burlondin. This house has been striving to gain political ground within the Duchy of Urnst and unfortunately has met a great amount of resistance due to the prejudices of the Suel. Szabo, seeing a nice opportunity, has ingratiated themselves with the gnomes and are providing them support. The gnomes receive some money and an ally while in exchange they are to provide rare gnomish magic and knowledge to Szabo as well as assist in their efforts against their enemies. The last of these requests came in the form of the services of the gnome's healer, who is known to them

as The Princess or The Flower of Burlondin. Meissel has been very irritated by this. Anything Szabo has they don't must be destroyed or stolen. Some of their operatives have organized such an attack on these gnomes to show them it is not good to assist their enemy. Master Illusionist, and self-proclaimed artist, Jacquand Meissel and his cousin Farnok were charged to kidnap the Princess...and this is just what they have done.

Introduction/Encounter 1

The characters are visiting an old church when they find four dead gnomes and a tied-up priest. They are told that the gnomes are of Burlondin House and their healer has been kidnapped.

Encounter 2

The characters are taken to the head gnome who enlists their help and tells of who might be involved.

Encounter 3

The characters follow a map to an abandoned house west of Leukish. Each area is divided into its own encounter.

Encounters 4-6

This is the outside area around the house and involves a trapped welcome mat and backyard plant attacks.

Encounters 7-13

This is the ground floor and upstairs rooms. It includes a kitchen, the front parlor, the upstairs guardroom, two smaller rooms and the dining room. Many illusions, tricks, and monsters are used to confuse and scare off intruders.

Encounter 14

A wine room

Encounter 15

The first room of the dungeon under the house involves a decoy trap of the princess and an unusual monster.

Encounter 16

This room appears to contain a pair of nobles, but in actuality its contents are only to draw the characters into the line of fire from the real mages who lie beyond through another passage.

Encounter 17

This is the final encounter where the princess is held captive by the two Meissel mages and their hobgoblin cronies.

INTRODUCTION

You have had a marvelous day traveling about the seaside city of Leukish, the Duchy's gateway to the sea, or so the town crier shouts, and you are midway through your tour of old-style shrines and churches. The town historian had especially

recommended the great gothic design of the Corrimel Bell Tower of Kord's Cathedral and you spent the better part of the morning climbing its narrow stone steps to the top, taking in the illustrious panoramic view it gave.

Have the characters describe themselves and introduce each other. By this time they have been traveling all day together. Let them roleplay a little if they wish.

ENCOUNTER 1: THE THEFT OF A FLOWER

It's dusk when you arrive at your final destination of the day—a modest and simple church of Ehlonna on the edge of the city. The somber bells can be seen above within the steeple and the thick oak door at the front opens freely as the warm sweet smell of lavender incense invites you inside.

The church is a large structure, 30 feet by 60 feet in size, lined with pews and an altar up front. A side room sits right off the altar.

Inside, the large, dimly lit church seems very serene. Wooden pews of two distinct sizes—smaller ones up front with the larger ones filling in behind—form an aisle up the middle which leads to a decorated wooden altar. Passing each you see an intricate rampant unicorn carved into the side, a definite indicator of the craftsmanship the town historian spoke of. On the oaken altar ahead of you, a single candle gently burns. As your eyes adjust to the gloom, you notice four small men dressed in red, lying prostrate before the altar.

The characters may continue about their business as they wish. They may pray, worship, interact, or even try speaking to the four men.

The small men do not respond to anything said to them, as they are all unconscious or dead. Anyone moving forward halfway into the church may notice (Spot, DC 12) that the red in their clothes is actually red splotches on yellow and brown clothing. A stronger light source than a candle instantly reveals the grisly details. These are gnomes and their blood runs cold staining their clothes through and through. They lie bleeding, with their weapons bloodied or broken in their hands.

A successful Heal check (DC 10) reveals that three of them are in fact dead. A separate check is required for each gnome. The fourth is at -6 hp, but has stabilized and requires healing to be revived.

Anyone searching the gnomes finds they are wearing something of a uniform, which is a simple yellow and brown cloth surcoat that stretches to their knees and tied with a leather belt. On their belts are short sword scabbards and a pouch containing coins (2, 4, 3 and 6 sp, respectively).

The coins depict a profile of a beak-nosed, thin-faced gentleman who is wearing spectacles. The coins feature the word "Szabo" underneath the profile.

Let anyone who finds the coins attempt a Knowledge (nobility and royalty), or Knowledge (local history) check (DC 12). Those succeeding realize that they are a special mint for the noble house of Szabo and are not standard coin for the city.

Anyone approaching the altar area may attempt a Spot check (DC 12) to notice the following:

To the side of the altar is a small room, which looks like it keeps church supplies. Standing in the middle is a black-robed figure holding a staff. Deep within the cowl of his hood, he speaks in a low pitch: "So what do we have here? Do-gooders I see. You bore me with your 'Defeat this evil' and 'Defeat that evil'. Just stand right there and you'll get the death that's coming to you."

The figure is Symoh, the assistant to the main priest of the church. Under the robe and dark hood he has been gagged and is under the effect of a *sepia snake sigil* spell although he is not glowing due to an additional *silent image* spell cast on him. The voice heard is actually a *magic mouth* triggered to go off whenever someone approaches the altar. The mouth is hidden from view within the dark cowl.

A successful Sense Motive check (DC 25) allows a character to notice that no part of him moved while he was "talking".

Have the characters roll initiative. Start combat. Consider the robed figure's initiative roll a 1. On his initiative, of course, he won't move. But perhaps the characters will think he's casting a Still spell.

If the characters kill Symoh, they may search the body. They find that underneath the dark robes and hood he wears the white robe of Ehlonna, the symbol of a large green rampant unicorn emblazoned on the front. They also find that he is gagged and does not move from the position he was standing, even after killed. He does, however, begin to glow an amber color. A successful Spellcraft check (DC 23) reveals it to be the result of a *sepia snake sigil*.

If the characters talk, or do nothing, nothing happens. They see that the man does not move. They can uncloak him to discover his true nature. He then glows amber as above. He does not unfreeze for at least 4 more days (1d4 + the caster level of the aristocrat in the appendix; 5th level cast from a scroll at APLs 2 and 4) unless a *dispel magic* or similar effect breaks the spell duration. Even then he does not know what happened to him except he was shown some funny symbol by a wizard who had come to pray. Regarding the gnomes, he knows they came with a female gnome priestess that comes to pray often.

◆ **Symoh:** Male human Clr2; hp 12 (currently 2); see Appendix I.

What Symoh knows:

- A man in robes came to pray. He seemed sick. He showed me a strange symbol and then I blacked out.
- The four gnomes were accompanying a gnome priestess of Ehlonna who frequents the church

- She comes to sing and pray every day. She has a lovely voice
- The man wore green robes, had a pudgy face and thick brown beard.

1A: HEALING THE GNOME

The gnome stirs slightly as you work the final incantation of your healing spell. "Wha?" he blinks groggily. "Where are you? Princess!" He then looks about at you wildly.

"Thank you kind souls for your assistance. My name is Frederfall Pumgunshin. Thank you all for reviving me. Is the Princess alright?"

When asked about the Princess:

"The Princess is one of those rare earthly beauties that you're lucky to see once in your lifetime. Mistlewhip Pip! She's the flower of Burlondin! Don't you KNOW?"

If the characters inform him that there is no princess here or if they ask if they can help, he replies as follows:

Frederfall staggers to his feet and looks about the area eyes to the ground. "The Princess? Gone? My comradesies, slain?! Banderbug! We must get word to Great Tinker Tombolwhistler. He'll know what to do. Please help me carry my comrades. I know the way. It's a whistle and a walk from here!"

1B: GETTING HELP

If the characters attempt to locate a city watchman, have them attempt a Gather Information check (DC 14). A successful check means they are able to find one and he is 2d4 blocks away.

If the characters tell the watch about the dead and wounded gnomes, the watchman scoffs and says:

"Pah! It's only gnomes. They're always getting themselves in trouble. Now, move along."

The watchman does not assist the characters in any way. If the characters make a nuisance of themselves, he tells them they can speak to his sergeant if they'd like, and he graciously takes them there too. They are taken to the Watch Station where a sergeant speaks to them, gets their story and treats them with contempt, saying that since the characters are new in town he'll not press charges against them for causing trouble and lets them go. The gnomes of Burlondin, he says, are of no concern to him or to the town. They weren't asked to be here in any case. If asked, he gives directions to House Burlondin. He also tells the characters how much of a pain the Burlondins are and if they think they can suddenly buy their way into this town they're crazy.

If the characters don't tell the watch that gnomes are involved and just lead the watch back to investigate a murder, they give the characters the same treatment when they see that it is gnomes. They then go to fetch the coroner but do not help in any way, nor do they return.

IC: NEITHER

If the party does not heal the gnome, he eventually recovers. If they do not go to guards either, then after about four rounds the door flies open and two gnomes run in. Don't wait too long if the party is doing nothing, but don't give it away if they are really good investigators. They are dressed similarly to those on the ground. They tell the characters they heard there was a commotion here and rushed down to investigate whether the Princess was alright or not. They listen to the characters story of what happened and then ask them to return with them to tell the Great Tinker and to assist in carrying the bodies of their fallen comrades.

ENCOUNTER 2: ...THAT WHICH SHINES IS FAR MORE PRECIOUS.

After a frantic scramble through the streets of Leukish, Frederfall bursts through the doors of House Burlondin, and is immediately put upon by three other burly gnomes. "Hold on there. You can't—What the? Freder!" Frederfall pleads, "Please Gomp, I must see the Great Tinker. It is urgent!" The larger gnome eyes you suspiciously.

Allow characters to make their introductions or courtly graces, etc. If they start trying to explain what happened with the princess, Frederfall interrupts.

"No time, no time, something terribly bad is upon us." Gomp sheathes his short sword and leads you all through the main entranceway and into a large hall. Through a side door you hear many mechanical apparatus churning away coupled with many chattering voices. He leads you up some stairs to two doors in the wall, one tall and the other small. Freder opens the small door and runs inside.

The characters can enter either door they wish. The bigger door squeaks profusely and is slightly difficult to open. Gomp escorts them in.

As you enter the room you see Freder stroke his chin three times and present his palm forward to an elderly gnome sitting behind a large desk. Various stacks of coins crowd one portion of the desk while papers, notes, receipts, and ledger books crowd the rest. The old gnome peers through his thick spectacles at the parade before him. "Frederfall, please explain yourself"

Frederfall does so very quickly, very rapidly, and very frantically. The old man tries to keep up but is obviously not succeeding and looks to the characters for help in hearing what happened. When the report is finished Freder kneels before the old gnome and begs for forgiveness repeating the name "Princess, Princess..."

The old gnome looks glassy-eyed for a moment; then gazes at you. "Friends. I must thank you for returning my guard. You must...excuse him." He takes out a handkerchief and cleans his

glasses, then resets them. "You must help me. Will you help me retrieve...my daughter?"

The characters no doubt have questions; the old gnome has answers:

- The Princess is his daughter
- He is the leader of the House Burlondin movement in Leukish to secure a demihuman presence in the Duchy of Urnst nobility.
- The Princess is a cleric of Ehlonna. She goes to the church to pray every day with her armed escorts.
- One of the other Houses is responsible. They had been threatening him the past week to stay out of their business. He doesn't know exactly which house it is.
- They were aiding house Szabo in their affair in hopes to secure some backing for their big push. Szabo and another house are at each other's throats at the moment, though Szabo hasn't revealed which house. Hopefully that won't spoil their chances.
- The Princess had been acting as an ambassador to Szabo and assisting in missions of mercy to them to show goodwill, especially with her healing arts while their feud with this other house continues. It seems their acts have backfired.
- While speaking to one of the lords of Szabo, he learned what they do with those they want out of the way. They take them to the "Big House" as they call it.
- He thinks it is a sort of hideout. Who knows what they do to people in there. He didn't think much of it at the time except that Szabo members who are wounded prisoners might come from there.
- He will pay the party handsomely if they return his daughter.

Provided the characters say yes, he grants a reward for her safe return. This reward is 500 gp at APL 2, 1000 gp at APL 4, and 1500 gp at APL 6, 2000 gp at APL 8, and 2500 gp at APL 10.

He provides directions to the place although he doesn't know much else about it other than its location.

ENCOUNTER 3: ...AND WHAT WE FOUND WE DID NOT LIKE

You find the house indicated by the kindly gnome's directions with little difficulty. It lies amidst a murky swampland outside of town to the west. Your feet squish in the muck of the ill-kept path as cranes squawk at your intrusion. The snakes however, seem happy that you have arrived. The house is nothing special, two stories, somewhat rundown, and quite plain looking. A tall wall, made of stone, runs around it, and the yard seems overgrown. A rusty front gate hangs loosely on its hinges, swinging in the light breeze.

If the characters go through the front gate, go to Encounter 4: The Front Lawn.

If they climb over the wall, find out where they are climbing. If they climb in the front or sides, go to Encounter 4: The Front Lawn and adjust as necessary. If they climb over the wall to the backyard, go to Encounter 5: The Back Yard.

The rest of this adventure signifies encounters, which coincide with areas numbered on DM's Aid: House Map.

ENCOUNTER 4: THE FRONT LAWN

The front lawn is overgrown with weeds and grass. A couple of dead cypress trees stand pointlessly about near a simple muddy path. The house looks even plainer up close than it does from the gate. Something catches your eye in the backyard, some kind of movement although you aren't sure what it was.

The movement in the backyard is one of the creatures back there, that has just moved out of sight.

The house is a fairly plain two-story wooden structure, nothing fancy. At first glance, it appears that there are huge mounds of mud crusted on the sides of the house, but you quickly realize that they are actually just very, very dirty windows. Vines cascade across the roof and down the sides of the house. Its front door is shaded by a nice front porch, to which there are stairs leading up.

ENCOUNTER 5: THE BACK YARD

In contrast to the neglect shown to the front yard, the backyard seems to be flourishing. Many flowers sprinkle a garden in the corner, flanked by a large pile of mulch and dirt. A large tree shades the area near the house, where a back door sits closed.

In this yard are many creatures, none of which can be seen. The mulch is actually a shambling mound at higher APLs. On the mound is a praying mantis that usually sits on it as it often leads to food. He is camouflaged though. Scattered about the garden and the trees are many bees, some of which are very large. Finally, the vines, which reach down from the roof near the back door and loop around a tree branch are assassin vines.

The actual creatures in the yard vary considerably by APL.

APL 2 (EL 3)

- **Giant Praying Mantis**: hp 26; see *Monster Manual*.
- **Giant bees (2)**: hp 13, 13; see *Monster Manual*.

APL 4 (EL 5)

- **Giant Praying Mantis, Advanced**: hp 39; see Appendix I.
- **Giant bees (2)**: hp 13, 13; see *Monster Manual*.
- **Assassin vine**: hp 30; see *Monster Manual*.

APL 6 (EL 7)

- **Giant Praying Mantis, Advanced**: hp 39; see Appendix I.
- **Giant bees (2)**: hp 13, 13; see *Monster Manual*.
- **Assassin vine**: hp 30; see *Monster Manual*.
- **Shambling Mound**: hp 60; see *Monster Manual*.

APL 8 (EL 9)

- **Giant Praying Mantis, Advanced**: hp 52; see Appendix I.
- **Giant bees (4)**: hp 13, 13, 13, 13; see *Monster Manual*.
- **Assassin vines (2)**: hp 30, 30; see *Monster Manual*.
- **Shambling Mound, Advanced**: hp 90; see Appendix I.

APL 10 (EL 11)

- **Giant Praying Mantis, Advanced**: hp 52; see Appendix I.
- **Giant Bee, Advanced (4)**: hp 27, 27, 27, 27; see Appendix I.
- **Assassin Vine, Advanced (2)**: hp 80, 80; see Appendix I.
- **Shambling Mound, Advanced**: hp 90; see Appendix I.

Tactics: *Bees*: Hang out in the garden and trees, and attack those that disturb the flowers or come near the tree.

Assassin Vines: Wait patiently until someone is in perfect striking distance, and then entwines them for surprise, especially by the back door, or under a tree branch, or against the house. Anyone trying to open the door is definitely attacked.

Praying Mantis: Sits in wait on the shambling mound or mound of vegetation. Stays hidden in camouflage. Pounces once the action starts and it has sprung.

Shambling Mound: Waits and watches. If something comes up to it and pokes through it, it simply tries to swallow them. If things are distracted in another part of the yard, it creeps up very slowly behind them. It lunges fiercely once discovered.

ENCOUNTER 6: THE FRONT PORCH

All seems quiet inside and out. One window is next to the door but it seems all blackened with dust. A dirty welcome mat in front of the door says, "Wipe your feet"

The window is blacked out and cannot be seen through even after the dust is wiped off. The dust just gets their hands dirty.

The welcome mat is a spike trap triggered when at least 10 pounds of pressure are applied to it. It drops about a foot onto spikes, glass, and needles.

APL 2 (EL 1)

↗**Spikes & Needles:** CR 1; no attack roll necessary (1d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 4 (EL 3)

↗**Spikes & Needles:** CR 3; no attack roll necessary (3d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 6 (EL 5)

↗**Spikes & Needles:** CR 5; no attack roll necessary (3d6 plus greenblood oil poison); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20); *Greenblood Oil:* Injury (DC 13); Initial damage (1 Con); Secondary damage (1d2 Con).

APL 8 (EL 7)

↗**Spikes & Needles:** CR 7; no attack roll necessary (3d6 plus Medium-size spider venom); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20); *Medium-size Spider Venom:* Injury (DC 14); Initial damage (1d4 Str); Secondary damage (1d6 Str).

APL 10 (EL 9)

↗**Spikes & Needles:** CR 9; no attack roll necessary (3d6 plus wyvern poison); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20); *Wyvern Poison:* Injury (DC 17); Initial damage (2d6 Con); Secondary damage (2d6 Con).

The door is boarded up and sealed. Not even a *knock* spell can open it, although the characters could dig their way through with tools.

🔒**Sealed Wooden Door:** 4 in. thick; Hardness 8; hit points 30; Break (DC 40).

ENCOUNTER 7: THE KITCHEN

The door opens easily into a smelly fly-ridden room with a small stove and many cupboards. The smell is quite foul. Many things creep and crawl around the table and stove.

The stove contains but a single coal, which is cold. One of the cupboards contains a skull. No meat is left on it, but on a successful Heal check (DC 14) it is apparent that the skull was severed unnaturally from the head with a blade. One of the skull's teeth is pure platinum and worth 25 gp.

The door leading from the kitchen into the front parlor is a full wooden swing door. If the back door is opened it causes a little air pressure in the room and the door swings slightly.

There is a trap door in the floor in the corner currently under a large box. It is dust-covered and unused because of a broken hinge. It takes a successful Search check (DC 30) to find it.

ENCOUNTER 8: THE FRONT PARLOR

This room was a place of elegance with a cathedral-like ceiling, a large wooden staircase, plush carpeting, charming wing-backed chairs and sofa, and a nice roaring fire in the corner. Today, unfortunately the only social graces it gathers are the dust and mold which tatter everything, ruining its once fine presence, except for one thing, a tapestry. A large tapestry, which hangs on the wall opposite from the stairs, depicts a gnome. He stares out at you wide-eyed and cheerily and holds his finger to his lips.

This room is filled with many triggers to alert the guards upstairs when people enter. Each of them are described here:

The carpet was once red but now dingy and dirty. Nothing special is above or underneath.

The furniture if sat on or touched, causes a cloud of mold spores to rise. Those within five feet must make a successful Fortitude save (DC 15) to avoid sneezing violently for 1d3 rounds, suffering a -4 circumstance penalty on any action requiring focusing attention as the character is regularly interrupted by violent sneezes.

The tapestry is made of fine fabric and is worth 50 gp. The tapestry has a magical trigger on it, which casts a *scare* spell. The visual effect is that the gnome's features change to that of a frightening evil gnomish creature jumping out toward the person who sees it. Someone running down the stairs, including the owlbear, triggers this effect.

Underneath the tapestry is the front door, which has now been physically sealed up permanently. Concealed behind the tapestry and hanging above the door from the tapestry rod is a small tarnished silver bell. If the tapestry is moved (to look behind it, for instance), the bell rings. If taken, the bell is worth 5 sp.

The hat rack is indicated with the letter 'H' on the map. Hanging on the hat rack is an old dirty black cloak. It is damp and smells of mildew and mold. It is of no value. If someone puts it on, they are greeted to the same reaction as sitting on the furniture above.

The stairwell has no carpet, but has a rotted wooden railing. The fourth step up has an illusion cast on it. It is made to look like the step isn't there and that a 10-foot drop awaits those who step in the "hole". The fifth step up is actually a small pit trap, which drops someone of greater than 100 pounds on a small bed of spikes a foot down.

APL 2 (EL 1)

↗**Spikes & Needles:** CR 1; no attack roll necessary (1d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 4 (EL 3)

↗**Spikes & Needles:** CR 3; no attack roll necessary (3d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 6 (EL 5)

↗**Spikes & Needles:** CR 5; no attack roll necessary (3d6 plus greenblood oil poison); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20); *Greenblood Oil:* Injury (DC 13); Initial damage (1 Con); Secondary damage (1d2 Con).

APL 8 (EL 7)

↗**Spikes & Needles:** CR 7; no attack roll necessary (3d6 plus Medium-size spider venom); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20); *Medium-size Spider Venom:* Injury (DC 14); Initial damage (1d4 Str); Secondary damage (1d6 Str).

APL 10 (EL 9)

↗**Spikes & Needles:** CR 9; no attack roll necessary (3d6 plus wyvern poison); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20); *Wyvern Poison:* Injury (DC 17); Initial damage (2d6 Con); Secondary damage (2d6 Con).

There is a special trigger in this room set to go off when one of the following things happen: (1) A loud noise is made (like a sneeze or a crash...talking won't set it off), (2) the silver bell behind the tapestry ringing, or (3) stepping on the first stair.

What the trigger does is cause the sound of an elderly woman's voice to be heard from behind the middle door upstairs. The voice has a "conversation" with whomever, long enough for certain things to be set in motion by the real gnome and halfling who hide in the upstairs room.

The conversation: (in order of appearance)

- "Hello?"
- "Is someone there?"
- "Who's down there?"
- "Please go away. I don't want any visitors."
- "Please go away!"
- "Stay right there. I'll be right down."

After this, a darkness spell is cast in the area on the area upstairs. A sound is heard and the rotted decayed, mummified corpse of an old woman appears from the darkness and starts slowly descending down the stairs.

The mummy and the voice are totally illusory, but the distraction they cause is quite real. For, once the mummy descends a few stairs, she stops and moans (before he gets to the trapped fifth stair of course). The gnome then opens up the secret door at the top of the staircase, which releases the owlbear from within who charges down after the characters.

Note that the owlbear secret door swings outward and blocks the rest of the landing so the only way to go from the room beyond is down the stairs.

The only way to open the secret door is from the lever in Encounter 12 and physically pushing it closed. There is no way to open it from within the cage. If someone goes inside and shuts the door, they are trapped.

See Encounter 12 for descriptions and stats for the owlbear, gnome, and halfling.

The gnome and halfling watch the battle through peepholes in the wall from the Encounter 12 room and toss spells through a small window they can open. They occasionally step out and attack characters at range from the darkness and then pop back in.

Searching the inside of the fireplace downstairs, and making a successful Search check (DC 15) reveals a lever. Pull it and the back opens up to a room with a ladder going up and down.

ENCOUNTER 9: THE ROOM UNDER THE STAIRS

This room under the stairs is a makeshift lavatory. A hole has been dug deep into the floor. Over the hole a wooden chair with a hole in it has been placed, with padding set around the hole. Inside the hole is a pile of wretched refuse. However, it does not smell in here, except for a light flowery perfume scent. A permanent cantrip has been placed on the space under the chair to mask the smell. Sitting on top of the pile, which is about 5 feet down, is a shiny silver ring. A successful Spot check (DC 14) allows a character to notice it. It is not magical, however those that cast *detect magic* see the area inside glow with magic. This is due to the scent cantrip.

ENCOUNTER 10: THE SUPER SECRET SQUIRREL ROOM

This plain 5-foot by 5-foot room holds nothing whatsoever. It is a hiding place for the gnome and halfling. It can be used strategically, to hide things, or just to save their skin if they need it. Applying hard pressure (like a kick) to a spot on the bottom of the wall opens the entrance hole. However to notice the secret door requires a successful Search check (DC 25) and the wall must be touched.

ENCOUNTER 11: UPSTAIRS LANDING

This upstairs hall overlooks the front parlor over a shaky-looking railing. The railing is sturdy enough, but can't handle too much battering before giving in. The floor below is 10 feet down.

🔪 **Railing:** Hardness 4; hp 10.

At the end of the landing is a table upon which an old potted plant sits. The plant is neglected of water but still alive. Under its drooping leaves behind the pot is a button in the table, which opens the secret door by the plant. A successful Search check (DC 15) allows characters to notice the button. The table and pot cannot be moved.

ENCOUNTER 12: UPSTAIRS GUARD ROOM

The largest feature in this room is the pungent stench coming from a zoo-like cage to the right of the door. Within the cage are piles of hay, scraps of meat and enormous droppings. Twitters and squeaks arise from a smaller cage nearby that contains several cute brown furry rodents. Even more interesting than that are the series of levers, which are attached to the west wall.

This is the guard station for the gnome and the halfling. They are able to detect people entering the house through a number of illusions and magic mouths set up throughout the house and can control most things from here using their own spells and these levers. They generally hide from view unless confronted, but assist the owlbear from a distance once it charges in at people. The owlbear cage is indicated as the area 'OC.'

The levers (left to right) operate the following things within the house. (The word in parentheses signifies its state. Down signifies activated/open):

- 1 – Flips the trap door in the corner of the room down to feed the spidrog below. (Up)
- 2 – Opens the secret door from the owlbear cage to the landing (Down)
- 3 – Currently does nothing. It is broken.
- 4 – Opens the secret door in the west wall to the gnome and halfling quarters (Up)
- 5 – Makes a loud creaking noise followed by a heavy rolling noise, then a loud clack. Does nothing really but causes noises to be made. (Down)
- 6 – Resets the Door/Doorstop of the Spidrog Room in the Dungeon. (Encounter 11) (Up)
- 7 – Sets the illusion of the wizard's room in the dungeon below and warns them of interlopers. (Down)

In the west wall is a secret door activated by lever 4. Beyond it is the gnome and the halfling's quarters. They come back here if characters get too aggressive or tough.

There is a ladder headed down into the fireplace allowing them to pop out there if needed. The ladder also descends down into the dungeon below.

The gnome is Robik Burlondin, a member of the Burlondin House who is helping Meissel because he himself completely opposes the house's bucking of tradition and flagrant kowtowing to the Suel to join up with the council. In hopes of keeping the house separate and also gaining some more prestige and money for himself, he helped thwart their plans by joining with House Meissel, who is actually impressed with his noble-like cutthroat nature. He is responsible for building a lot of the mechanical devices within this house. Characters that make a successful Knowledge (nobility and royalty) check (DC 15) note that his clothes match the color of House Burlondin.

The halfling is Jormy Wainscotting, a halfling rogue who left the Vale long ago and found a decent amount of work running errands and "special underhanded projects" for people. At the moment he has found a nice sum of work from wealthy House Meissel.

APL 2 (EL 5)

🦉 **Owlbear:** hp 47; see *Monster Manual*.

👉 **Jormy Wainscotting:** Male halfling Rog1; hp 7; see Appendix I.

👉 **Robik Burlondin:** Female gnome Rog1; hp 8; see Appendix I.

APL 4 (EL 7)

🦉 **Owlbear:** hp 47; see *Monster Manual*.

👉 **Jormy Wainscotting:** Male halfling Rog3/Ftr1; hp 24; see Appendix I.

👉 **Robik Burlondin:** Female gnome Rog2/Ill2; hp 24; see Appendix I.

APL 6 (EL 9)

🦉 **Owlbear, Advanced:** hp 90; see Appendix I.

👉 **Jormy Wainscotting:** Male halfling Rog5/Ftr1; hp 34; see Appendix I.

👉 **Robik Burlondin:** Female gnome Rog4/Ill2; hp 36; see Appendix I.

APL 8 (EL 11)

🦉 **Owlbear, Advanced:** hp 150; see Appendix I.

👉 **Jormy Wainscotting:** Male halfling Rog6/Ftr2; hp 46; see Appendix I.

👉 **Robik Burlondin:** Female gnome Rog6/Ill2; hp 56; see Appendix I.

APL 10 (EL 13)

🦉 **Owlbear, Advanced:** hp 200; see Appendix I.

👉 **Jormy Wainscotting:** Male halfling Rog6/Ftr4; hp 60; see Appendix I.

➤ **Robik Burlondin:** Female gnome Rog9/Ill2; hp 78; see Appendix I.

ENCOUNTER 13: THE DINING ROOM

This room contains no table setting, nor anything else that smacks of food. It simply contains a long wooden table surrounded by chairs. A lantern hangs from the ceiling.

Each of the chairs contains a nice fluffy velvet pillow, relatively new but only viewable once the chairs are pulled out. Characters making a successful Listen check (DC 12) hear the sounds of birds chirping. It is a faint, peaceful sound.

The sound changes according to the following words spoken aloud within the room:

- “Birds” – Birds chirping
- “Ocean” – Sounds of the sea rolling in and out
- “Rain” – A hard rainfall
- “Storm” – Rolling Thunder
- “Wind” – A Cold Wind Howling
- “Night” – Crickets and frogs
- “Quiet” – No Sound

These sounds are generated by the lantern, which has a long supply of *ghost sound* spells in it.

Upon close inspection, and a successful Search check (DC 18), a character notices that the layers of dust which are everywhere have been disturbed by the outline of a human-size body that seems to have been lying on the table. The outline of a pillow can be seen at its “head”.

ENCOUNTER 14: WINE CELLAR

This is a simple damp wine cellar. Most of the bottles lining the wine rack in the center are empty. Some contain nothing but failed attempts at wine and taste terrible. In the area marked ‘W’ are two excellent bottles, which the mages save for themselves.

A successful Search check (DC 15) is required to find good wine, or DC 10 if they indicate they are searching exactly where it is.

Note: The basement hallway is lined with tapestries that act as doors to other rooms or halls. All are plain thick cloth, but are made up (via illusions) to depict great scenes: a majestic mountain, a vicious devil, a playful satyr, a soaring eagle, a dark cave, and many other pleasant and striking scenes. Decide for yourself which one is which, or make up your own. When the illusionist dies or if these tapestries leave the house, they revert back to plain cloth.

ENCOUNTER 15: THE SPIDROG ROOM

This hallway is covered in dark mud, leaves, and vines. You distinctly hear a hissing sound coming from the end of the corridor.

You can allow characters a Listen check if you wish instead of reading them the previous read-aloud text.

As soon as someone steps into the hallway, that triggers another *magic mouth* coming from behind the door. Read the following.

Up ahead behind the door, you suddenly hear a more violent sound. The hissing gets louder and is followed by a crash and then a high-pitched female calling, “Help! No! Please, stop! Help! Save Me!”

This is another of the upstairs’s gnome’s mechanical traps. The door swings into the room, which causes several other things to move into place. First, a doorstop shoots up from the floor immediately inside the door after it swings open. This requires that person, and others who run in behind, who opened the door, to make a Reflex save (DC 14) to avoid tripping and falling. The other thing that opening the door does is open two holes on the sides of the muddy passageway through which several snakes enter. These snakes are real. There are no real snakes in the room initially but the hissing sound is prevalent though its source cannot be pinpointed.

There is only one monster in the room and he is up on the ceiling twenty feet up, wrapped around a wooden beam. This is the spidrog, a hideous monster developed accidentally at Nellix laboratories at the College of Sages and Sorcery and subsequently stolen by House Meissel for their own purposes. The chute that opens from upstairs feeds this creature. (room 12) The halfling feeds it the caged rodents by pulling a lever to open the hole in the floor. This is an extremely dangerous creature and loves attacking...and especially eating anything.

An opposed Spot check against its Hide check is needed to avoid being surprised as the hissing sound covers up any other noises. The snakes don’t enter on the surprise round but on their regular initiative, and movement.

APL 2 (EL 4)

➤ **Spidrog:** hp 22; see Appendix I.

APL 4 (EL 6)

➤ **Spidrog, Advanced:** hp 40; see Appendix I.

➤ **Medium-size Viper Snakes (3):** hp 16, 16, 16; see *Monster Manual*.

APL 6 (EL 8)

➤ **Spidrog, Advanced:** hp 80; see Appendix I.

➤ **Constrictor Snakes (3):** hp 24, 24, 24; see *Monster Manual*.

APL 8 (EL 10)

➤ **Spidrog, Advanced:** hp 80; see Appendix I.

➤ **Fiendish Constrictor Snakes, Advanced (4):** hp 50; see Appendix I.

APL 10 (EL 12)

➤ **Spidrog, Advanced:** hp 100; see Appendix I.

➤ **Fiendish Giant Constrictor Snakes, Advanced (3):** hp 80; see Appendix I.

ENCOUNTER 16: THE PENULTIMATE ENCOUNTER

Opening this door in hopes to finally find some clue of the Princess you are surprised to hear not a challenge for battle, but the sweet sounds of music. In a corner of this room stands a hat rack of a man, his clothes seemingly thrown there with no resolve for how they should match. Various colors of robe, bulky sleeves, tunic, hat, feathers, and baggy pants dapple him as much as the paintbrush in his hands blots the canvas in front of him. He seems to be painting the gruff older gentleman seated at the desk opposite him who is scribing something with feather quill in hand into a large tome, a half-burned candle at his side. To the right a lone fiddle player plays a haunting tune. The mottled painter turns to you intently as you enter, "No disturbances, please! I'm creating," he tensely whispers. He then returns to work.

The painter and the older gentleman are both house Meissel representatives. One is Jacquand Meissel, artist and Illusionist, and the other is Farnok Meissel, bookkeeper, tactician, and Conjurer. They are responsible for the Burlondin kidnapping. There is a catch, however, in that all the people in this room are complete illusions. The two mages have already gone through a secret door in the back of this room and sit back there in the back of the room with their remaining guards and the princess.

If the characters advance to attack the illusions, they simply ignore the characters and keep on doing what they are doing. This does, however leave them open for a shot from down the hall from the real mages in room 17.

ENCOUNTER 17: CENTERPIECE

In the center of this room sits a tall mummy case, the front of which is painted elegantly in the form of a beautiful, lavishly garbed woman who peers out through wide eyes. At the back of the room is a ten-foot alcove, which sits empty.

The mummy case is actually real. Within it is the princess, bound and gagged. This is the prize!

One of the tapestries leading to this room hides an illusory wall behind, which is the hobgoblin bodyguard. When the characters pass the hobgoblin bodyguard (H1), he steps out behind them swinging at the last person in line. Characters that make a successful Spot check (DC 15) are not surprised. The hobgoblin archer (H2) is waiting behind another illusory wall in one of the alcoves. She shoots at the front line after the chaos starts. The Aristocrat and the Illusionist stand in the rafters hurling spells down on the party, although the ceiling is made to look only 10 feet high. They have used *potions of spider climbing*, allowing them easy access up there.

APL 2 (EL 5)

➤ **Jacquand Meissel, Illusionist:** Male human Ill3; hp 13; see Appendix I.

➤ **Farnok Meissel, Aristocrat:** Female human Ari2/Cjr1; hp 19; see Appendix I.

➤ **Dagg, Hobgoblin Bodyguard:** Male hobgoblin Ftr1; hp 13; see Appendix I.

➤ **Zazz, Hobgoblin Archer:** Female hobgoblin Ftr1; hp 12; see Appendix I.

APL 4 (EL 7)

➤ **Jacquand Meissel, Illusionist:** Male human Ill5; hp 21; see Appendix I.

➤ **Farnok Meissel, Aristocrat:** Female human Ari2/Cjr3; hp 27; see Appendix I.

➤ **Dagg, Hobgoblin Bodyguard:** Male hobgoblin Ftr2; hp 22; see Appendix I.

➤ **Zazz, Hobgoblin Archer:** Female hobgoblin Ftr2; hp 20; see Appendix I.

APL 6 (EL 9)

➤ **Jacquand Meissel, Illusionist:** Male human Ill7; hp 29; see Appendix I.

➤ **Farnok Meissel, Aristocrat:** Female human Ari2/Cjr5; hp 35; see Appendix I.

➤ **Dagg, Hobgoblin Bodyguard:** Male hobgoblin Ftr4; hp 40; see Appendix I.

➤ **Zazz, Hobgoblin Archer:** Female hobgoblin Ftr4; hp 36; see Appendix I.

APL 8 (EL 11)

➤ **Jacquand Meissel, Illusionist:** Male human Ill9; hp 37; see Appendix I.

➤ **Farnok Meissel, Aristocrat:** Female human Ari2/Cjr5/Lor2; hp 46; see Appendix I.

➤ **Dagg, Hobgoblin Bodyguard:** Male hobgoblin Ftr5/Devoted Defender*1; hp 58; see Appendix I.

➤ **Zazz, Hobgoblin Archer:** Female hobgoblin Ftr5/Deepwood Sniper*1; hp 51; see Appendix I.

APL 10 (EL 13)

➤ **Jacquand Meissel, Illusionist:** Male human Ill11; hp 45; see Appendix I.

➤ **Farnok Meissel, Aristocrat:** Female human Ariz/Cjr6/Lor3; hp 54; see Appendix I.

➤ **Dagg, Hobgoblin Bodyguard:** Male hobgoblin Ftr5/Devoted Defender*3; hp 76; see Appendix I.

➤ **Zazz, Hobgoblin Archer:** Female hobgoblin Ftr6/Deepwood Sniper*2; hp 74; see Appendix I.

Tactics: *Illusionist and Aristocrat:* they fire at the characters with *lightning bolt* or *magic missile* from this room into Room 16 once the characters are in line with the opening. Then they go up through an illusory ceiling (via *spider climb*) and stay up there to lob spells down at the party.

Hobgoblin bodyguard (H1): Stays in the hallway off to the side in between rooms 12 and 13 behind a tapestry and illusory wall. He steps out and attacks whomever pass once they all have gone by. The tapestry is flush with the wall and behind it is an illusory wall to further conceal the area behind.

Hobgoblin archer (H2): Waits in one of the far alcoves behind another illusory wall and hits characters from a distance. She is not afraid to move around.

Notes on the hobgoblins: This is a “husband and wife” team recruited from the undercity under Nellix. They are very accustomed to working together and fall back to regroup if necessary. Obviously Meissel’s dealing with a goblin race is nothing they want revealed. Therefore these hobgoblins have spells cast on them to make them appear human.

CONCLUSION: DYNAMINT

When everyone is incapacitated, several important things are discovered.

The Wizards

Once slain, or knocked out, the aristocrat behind the desk changes appearance from a gruff old man to that of a tall blond man, graying only slightly at the temples. His garb changes from robe to a fine embroidered tunic and breeches and a different house symbol altogether. A successful Knowledge (nobility and royalty) check (DC 15) reveals it to be that of House Szabo.

The man is really Farnok Meissel, but he is dressed as Szabo noble to further implicate the other despised house. This is yet another illusion, which is set on a toe ring he wears with a trigger set to go off upon his death to change his appearance like that to look Szabo-ish. If detect magic is used at this point, he completely glows. The toe ring is not magical; it just has a spell and trigger set on it. If dispel magic is cast or the ring is removed, the appearance goes back to normal, the true appearance of Farnok as the gruff old man from the picture.

Juaquand the illusionist’s features do not change, nor do his clothes. He wants to be remembered for the

greatness of his endeavors. However, no one truly knows what House he belongs for he wears no colors, nor badge from Meissel.

The Hobgoblins

The hobgoblins change from their human form back to their normal hobgoblin selves, a sight that some may find disturbing. They both dress similarly in dark blue clothes and black-colored breastplates. They also wear a lock of each other’s hair on a chain around their neck, his is pale blue and hers is white. The silver coins they carry are of two kinds. Some of them are of the Duchy of Urnst ducal mint while the rest show a fat goblinoid face. A letter carried by one of them written in the hand of Farnok (Forgery check DC 15 to notice) and written in goblin, requests their dependable services to assist in a well-paying job far to the northwest of where they live.

The Mummy

The last, and most important issue to be dealt with is the mummy case. The mummy case radiates magic from the inside. The case is made of iron and is not locked. Upon opening it, read the following.

The finely decorated mummy case creaks open to reveal a terrible sight. Inside wrapped loosely in blood soaked bandages stands a gnomish woman, her body covered with cuts and bruises. Her face shows one of anguish and sadness, her eyes solemnly shut.

This is the mage’s last illusion. The princess is inside, yes, but she is merely completely bound to the inside of the case and cannot move. She is double-gagged and cannot speak either. The “dead” version of her stands there unmoving until someone touches her. When the first person touches her, she seemingly opens her eyes to reveal yellow glazed eyes and fangs in her mouth, and shrieks at the characters. Allow the party to act. The illusion flails her arms as if she were striking out at the party member and missing. If the party strikes her, record any damage done to her normally. She has 5 hit points left. The princess has indeed been hurt, but is not dead. If the Princess is hit, the illusion is broken revealing there the newly injured gnomish priestess in ropes that bind her. She can now be properly rescued.

Outside

If the party has not yet encountered the creatures in the backyard, they will be waiting outside for someone to come out. They are highly agitated at this point and sense food about and thus have surrounded the house. The highest-level monster waits in the front yard with others covering the sides and back as necessary. (In the case of the assassin vines, they can slither over the top of the house to hang down the other side.) All attack the party on sight.

Back to the Gnomes

The gnomes of Burlondin house are overjoyed to see the princess. If she is dead, the Great Tinker bursts out crying but thanks the party profusely for their help in returning

her. In this case, he asks who is responsible. As a result of what the characters say, he furiously announces he will cut off all help and relations with them. However, as he does not want his daughter to die, he uses up a large part of his own funds to raise her with true resurrection, thus further crippling the house's efforts to establish themselves financially, something quite evident to all the gnomes present.

If the Princess is returned and healed, and isn't dead, then House Burlondin celebrates with a feast in the party's honor. Burlondin does not cut relations with anyone but seeks council with House Szabo for further assistance. They also offer them special tutelage within the house. This is in the form of learning a new spell or feat as well as being able to buy special gnomish items from them.

The characters have earned a place in the hearts of the old Burlondin noble and also receive a ring denoting their favor with House Burlondin. This only if the princess is returned alive or if the party pays to have her raised if she is brought back dead.

The End

TREASURE LIST

Influence Point - House Burlondin – The character has received a brass ring with a silver pick embedded on it as a token of their gratitude. This gives them instant trust when dealing with anyone from Burlondin House and gives them a +2 circumstance bonus when dealing with all city-dwelling gnomes. In addition, if the character is within Leukish, they receive a 50% discount when purchasing healing spells of level 2 and under. They must obtain the spells from House Burlondin to receive the discount. It is only for immediate healing, not for purchasing scrolls or potions and may only be used once per adventure.

Enemy of House Meissel – The character has meddled in the affairs of House Meissel and has brought on their wrath. To that end, if the character is in an area heavily populated by operatives of the House (Leukish, Nellix, or Seltaren), there is a 50% chance each adventure that an operative will spot them and do something to hinder or harm the character as a deterrent against future meddling. The effect: Whenever the judge chooses during the adventure when the character is in one of those three cities, a Meissel operative will affect the actions of the character in some negative way. This can be an attack roll, a skill check, or anything that involves a roll. For that roll, they will receive a –2 circumstance penalty, after which the operative will flee. For instance, the operative might fire on the character from a distance, causing him to miss an attack on another enemy. There is no XP or treasure if the character or party happens to kill him.

White Noise Lantern – This ordinary-looking rusted burnt out lantern is beyond repair and has little actual

value. It does have the special property of giving off a soft relaxing background noise to those nearby. The type of noise is determined by the command word spoken.

“Birds” – Birds chirping

“Ocean” – Sounds of the sea rolling in and out

“Rain” – A hard rainfall

“Storm” – Rolling Thunder

“Wind” – A Cold Wind Howling

“Night” – Crickets and frogs

“Quiet” – No Sound

Value – 100 gp (purchase only)

Frequency – Adventure

Requirements – None

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 to each character.

Encounter Five

Defeat or escape the flora and fauna.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	270 XP
APL 10	330 XP

Encounter Nine

Defeat the guards.

APL 2	60 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encounter Eleven

Defeat the spidrog and snakes.

APL 2	60 XP
APL 4	120 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encounter Thirteen

Defeat the illusionist and his allies.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	360 XP

Roleplaying Experience

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP

APL 8	120 XP
APL 10	150 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP
APL 10	1500 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 treasurer.

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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Spellbook Access

Several of the enemies have spellbooks. Players who complete the adventure may scribe spells from the

captured spellbooks after the adventure, according to the normal rules for spell scribing.

Encounter One

Looting the gnome bodies: this shameful act does not gain enough gold to be worth noting.

Encounter Two

Return Princess to her father.

APL 2:	L: 0 gp; C: 100 gp; M: 0 gp.
APL 4:	L: 0 gp; C: 200 gp; M: 0 gp.
APL 6:	L: 0 gp; C: 300 gp; M: 0 gp.
APL 8:	L: 0 gp; C: 400 gp; M: 0 gp.
APL 10:	L: 0 gp; C: 500 gp; M: 0 gp.

Encounter Seven

Find the platinum tooth.

All APLs: L: 0 gp; C: 5 gp; M: 0 gp.

Encounter Eight

Sell the gnome tapestry.

All APLs: L: 0 gp; C: 10 gp; M: 0 gp.

Encounter Nine

Retrieve the silver ring.

All APLs: L: 0 gp; C: 10 gp; M: 0 gp.

Encounter Twelve

Defeat the guards.

APL 2: L: 33 gp; C: 2 gp; M: *wand of silent image* (11 gp).

APL 4: L: 53 gp; C: 2 gp; M: *wand of silent image* (11 gp), *wand of Melf's acid arrow* (68 gp), *scroll of mage armor* (4 gp).

APL 6: L: 98 gp; C: 2 gp; M: *wand of silent image* (11 gp), *wand of Melf's acid arrow* (68 gp), 2 *scroll of mage armor* (4 gp each).

APL 8: L: 157 gp; C: 2 gp; M: *potion of cure light wounds* (8 gp), *wand of silent image* (11 gp), *wand of Melf's acid arrow* (68 gp), 2 *scroll of mage armor* (4 gp each).

APL 10: L: 157 gp; C: 2 gp; M: *potion of bulls strength* (45 gp), *potion of cure serious wounds* (113 gp), *wand of silent image* (11 gp), *wand of Melf's acid arrow* (68 gp), 2 *scroll of mage armor* (4 gp each), *potion of haste* (113 gp).

Encounter Fourteen

Find the good wine.

All APLs: L: 3 gp; C: 0 gp; M: 0 gp.

Encounter Seventeen

Defeat the guards and spellcasters.

APL 2: L: 90 gp; C: 1 gp; M: *scroll of magic missile* (11 gp), *scroll of mage armor* (4 gp), *potion of cure light wounds* (8 gp).

APL 4: L: 170 gp; C: 1 gp; M: *scroll of magic missile* (19 gp), *potion of cure light wounds* (8 gp), *scroll of shield* (4 gp), *potion of cure light wounds* (8 gp), *scroll of endurance* (22 gp), *potion of cure light wounds* (8 gp).

APL 6: L: 245 gp; C: 1 gp; M: scroll of *magic missile* (26 gp), *potion of cure light wounds* (8 gp), *dust of illusion* (75 gp), *potion of cure light wounds* (8 gp), *scroll of endurance* (22 gp), *Quaal's feather token whip* (75 gp), *potion of cure light wounds* (8 gp), *potion of cure light wounds* (8 gp).

APL 8: L: 385 gp; C: 1 gp; M: scroll of *magic missile* (34 gp), *potion of cure serious wounds* (113 gp), *dust of illusion* (75 gp), *pearl of power, 1st level* (150 gp), *potion of cure light wounds* (8 gp), *scroll of endurance* (22 gp), *Quaal's feather token whip* (75 gp), *scroll of stonework* (143 gp), *potion of cure light wounds* (8 gp), *potion of cure light wounds* (8 gp).

APL 10: L: 415 gp; C: 1 gp; M: scroll of *magic missile* (34 gp), *potion of cure serious wounds* (113 gp), *dust of illusion* (75 gp), *pearl of power, 1st level* (150 gp), *+1 cloak of resistance* (150 gp), *potion of cure light wounds* (8 gp), *scroll of endurance* (22 gp), *Quaal's feather token whip* (75 gp), *scroll of stonework* (143 gp), *+1 ring of deflection* (300 gp), *potion of cure light wounds* (8 gp), *potion of endurance* (45 gp), *potion of haste* (113 gp), *potion of cure light wounds* (8 gp), *potion of haste* (113 gp).

Adventure Maximums

APL 2: 288 gp.

APL 4: 610 gp.

APL 6: 991 gp.

APL 8: 1704 gp.

APL 10: 2570 gp

ADVENTURE CERT ACCESS

In addition to the lantern and the influence and enmity certs, the following items from the builder books should be made available to PCs who complete the adventure:

New Feat or Spell - The Gnomes of House Burlondin have allowed the character to study within their halls to receive training in certain gnomish knowledge. This can be a feat or a spell from the following lists. This is a one time gift and may be chosen anytime after this adventure, so long as the character meets the given prerequisites for the Feat or Spell. The character must still spend the money, experience, and time unit to learn the chosen spell.

Feats Available:

Monkeygrip (SaF) – Can use larger weapons one-handed

Sculpt Spell (TaB) – Shape the area of a spell

Arcane Defense (TaB) – Against Illusion only - +2 Save vs. spells of that school

Split Ray (TaB) – Ray spells can be split and affect two targets

Animal Defiance (MoW) – Ability to drive away animals

Reach Spell (DoF) – Lets you turn a touch spell into a ray

Spells Available

Fox's Cunning (TaB) – Increases Intelligence as Bull's Strength (Brd/Clr/Sor/Wiz)

Owl's Wisdom (TaB) – Increases Wisdom as Bull's Strength (Brd/Clr/Sor/Wiz)

Familiar Pocket (TaB) – Creates a safe haven for your familiar (Sor/Wiz)

Enhance Familiar (TaB) – Gives familiars a +2 to most rolls (Sor/Wiz)

Lesser Electric Orb (TaB) – Creates a electric orb that can deal damage (Sor/Wiz)

The characters may purchase one of the following items from the gnomes between adventures. Only one item per character per adventure after this one may be purchased from this list:

All Items from Mundane list in Tome and Blood

Potion of Animal Logic (TaB)

Collar of resistance +1 (TaB)

Blowgun (MoW)

Winch Crossbow (MoW)

Stump knife (SaF)

Gnome Battlepick (SaF)

2-ball Bolas (SaF)

APPENDIX I: NPCS

ENCOUNTER 1: THE THEFT OF A FLOWER

☛ **Symoh:** Male human Clr2; CR 2; Medium-size humanoid (human); HD 2d8; hp 12 (currently 2); Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +1 melee (1d3 subdual, unarmed strike); SA Spells, turn undead; AL NG; SV Fort +0, Ref +0, Will +5; Str 10 Dex 10 Con 10 Int 14 Wis 14 Cha 10.

Skills and Feats: Concentration +5, Diplomacy +5, Heal +9, Knowledge (nature) +7, Knowledge (religion) +7; Martial Weapon Proficiency (longbow), Skill Focus (Heal).

Possessions: white robes with green rampant unicorn on front and a black robe over it, as well as a black hood and cloak.

Spells Prepared (4/3+1; base DC = 12 + spell level): 0 – *create water, detect poison, light, read magic*; 1st – *calm animals**, *divine favor, protection from evil, remove fear*.

*Domain spell. *Domains:* Animal (You cast animal friendship once per day. Knowledge (nature) is a class skill); Good (You cast good spells at +1 caster level).

ENCOUNTER 5: THE BACKYARD

APL 4 (EL 5)

☛ **Giant Praying Mantis, Advanced:** CR 3; Large vermin; HD 6d8+12; hp 39; Init -1; Spd 20 ft., fly 40 ft. (poor); AC 14 (touch 8, flat-footed 14); Atk +7 melee (1d8+4, claws) and +2 melee (1d6+2, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Improved grab, squeeze; SQ Vermin; AL N; SV Fort +7, Ref +1, Will +4; Str 19, Dex 8, Con 15, Int -, Wis 14, Cha 11.

Skills: Hide +1*, Listen +5, Spot +8.

Improved Grab (Ex): To use this ability, the giant praying mantis must hit an opponent of Medium-size or smaller with its claw attack. If it gets a hold, it squeezes.

Squeeze (Ex): A giant praying mantis that gets a hold on Medium-size or smaller opponent automatically deals 1d8+4 points of claw damage and bites at is full attack value of +7 each round the hold is maintained.

Vermin: Immune to mind-influencing effects.

Skills: *Because of its camouflage, a mantis surrounded by foliage receives an additional +8 racial bonus to Hide checks.

APL 6 (EL 7)

☛ **Giant Praying Mantis, Advanced:** CR 3; Large vermin; HD 6d8+12; hp 39; Init -1; Spd 20 ft., fly 40 ft. (poor); AC 14 (touch 8, flat-footed 14); Atk +7 melee (1d8+4, claws) and +2 melee (1d6+2, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Improved grab, squeeze; SQ Vermin; AL N; SV Fort +7, Ref +1, Will +4; Str 19, Dex 8, Con 15, Int -, Wis 14, Cha 11.

Skills: Hide +1*, Listen +5, Spot +8.

Improved Grab (Ex): To use this ability, the giant praying mantis must hit an opponent of Medium-size

or smaller with its claw attack. If it gets a hold, it squeezes.

Squeeze (Ex): A giant praying mantis that gets a hold on Medium-size or smaller opponent automatically deals 1d8+4 points of claw damage and bites at is full attack value of +7 each round the hold is maintained.

Vermin: Immune to mind-influencing effects.

Skills: *Because of its camouflage, a mantis surrounded by foliage receives an additional +8 racial bonus to Hide checks.

APL 8 (EL 9)

☛ **Giant Praying Mantis, Advanced:** CR 4; Large vermin; HD 8d8+16; hp 52; Init -1; Spd 20 ft., fly 40 ft. (poor); AC 14 (touch 8, flat-footed 14); Atk +9/+4 melee (1d8+4, claws) and +4 melee (1d6+2, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Improved grab, squeeze; SQ Vermin; AL N; SV Fort +8, Ref +1, Will +4; Str 19, Dex 8, Con 15, Int -, Wis 14, Cha 11.

Skills: Hide +1*, Listen +5, Spot +8.

Improved Grab (Ex): To use this ability, the giant praying mantis must hit an opponent of Medium-size or smaller with its claw attack. If it gets a hold, it squeezes.

Squeeze (Ex): A giant praying mantis that gets a hold on Medium-size or smaller opponent automatically deals 1d8+4 points of claw damage and bites at is full attack value of +7 each round the hold is maintained.

Vermin: Immune to mind-influencing effects.

Skills: *Because of its camouflage, a mantis surrounded by foliage receives an additional +8 racial bonus to Hide checks.

☛ **Shambling Mound, Advanced:** CR 8; Large plant; HD 12d8+36; hp 90; Init +0; Spd 20 ft.; AC 20 (touch 9, flat-footed 20); Atk +13 melee (2d6+5, 2 slams); Face/Reach 5 ft. by 5 ft./10 ft.; SA Improved grab, constrict 2d6+7; SQ Plant, electricity immunity, fire resistance 30; AL N; SV Fort +11, Ref +4, Will +4; Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9.

Skills: Hide +0*, Listen +4, Move Silently +4.

Improved Grab (Ex): To use this ability, the shambler must hit an opponent of up to Large size with both arm attacks. If it gets a hold, it can constrict.

Constrict (Ex): A shambler deals 2d6+7 damage with a successful grapple check against Large or smaller creatures. The shambler can still move but cannot take any attack actions when constricting.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Electricity Immunity (Ex): Shamblers take no damage from electricity. Instead, any electrical attack (such as a *shocking grasp* or *lightning bolt*) used against a shambler grants 1d4 points of temporary constitution. The shambler loses these points at the rate of 1 per hour.

Skills: Shamblers receive a +4 racial bonus to Hide, Listen and Move Silently checks. *They receive a +12 bonus to Hide checks when in a swampy or forested area.

APL 10 (EL 11)

➤ **Giant Praying Mantis, Advanced:** CR 4; Large vermin; HD 8d8+16; hp 52; Init -1; Spd 20 ft., fly 40 ft. (poor); AC 14 (touch 8, flat-footed 14); Atk +9/+4 melee (1d8+4, claws) and +4 melee (1d6+2, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Improved grab, squeeze; SQ Vermin; AL N; SV Fort +8, Ref +1, Will +4; Str 19, Dex 8, Con 15, Int -, Wis 14, Cha 11.

Skills: Hide +1*, Listen +5, Spot +8.

Improved Grab (Ex): To use this ability, the giant praying mantis must hit an opponent of Medium-size or smaller with its claw attack. If it gets a hold, it squeezes.

Squeeze (Ex): A giant praying mantis that gets a hold on Medium-size or smaller opponent automatically deals 1d8+4 points of claw damage and bites at its full attack value of +7 each round the hold is maintained.

Vermin: Immune to mind-influencing effects.

Skills: *Because of its camouflage, a mantis surrounded by foliage receives an additional +8 racial bonus to Hide checks.

➤ **Giant Bee, Advanced (4):** CR 2; Medium-size vermin; HD 6d8; hp 27; Init +2; Spd 20 ft., fly 80 ft. (good); AC 14 (touch 12, flat-footed 12); Atk +4 melee (1d4 and poison, sting); SA Poison; SQ Vermin; AL N; SV Fort +5, Ref +4, Will +3; Str 11, Dex 14, Con 11, Int -, Wis 12, Cha 9.

Skills: Intuit Direction +6, Spot +6.

Poison: Save DC 15, Initial and Secondary Damage 1d6 Con.

Vermin: Immune to mind-influencing effects.

➤ **Assassin Vine, Advanced (2):** CR 6; Huge plant; HD 10d8+50; hp 80; Init -1; Spd 0 ft.; AC 15 (touch 7, flat-footed 15); Atk +14 melee (1d8+13, slam); Face/Reach 10 ft. by 10 ft./15 ft. (30 ft. with vine); SA Entangle, improved grab, constrict 1d8+13; SQ Camouflage, electricity immunity, cold and fire resistance 20, blindsight; AL N; SV Fort +12, Ref +2, Will +4; Str 28, Dex 8, Con 20, Int -, Wis 13, Cha 9.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action. The effect lasts until the vine dies or decides to end it (also as a free action). The ability is otherwise similar to *entangle* as cast by an 8th-level druid (save DC 15).

Improved Grab (Ex): To use this ability, the assassin vine must hit with its slam attack.

Constrict (Ex): A huge assassin vine deals 1d8+13 points of damage with a successful grapple check against Large or smaller creatures.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

➤ **Shambling Mound, Advanced:** CR 8; Large plant; HD 12d8+36; hp 90; Init +0; Spd 20 ft.; AC 20 (touch 9, flat-footed 20); Atk +13 melee (2d6+5, 2 slams); Face/Reach 5 ft. by 5 ft./10 ft.; SA Improved grab, constrict 2d6+7; SQ Plant, electricity immunity, fire resistance 30; AL N; SV Fort +11, Ref +4, Will +4; Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9.

Skills: Hide +0*, Listen +4, Move Silently +4.

Improved Grab (Ex): To use this ability, the shambler must hit an opponent of up to Large size with both arm attacks. If it gets a hold, it can constrict.

Constrict (Ex): A shambler deals 2d6+7 damage with a successful grapple check against Large or smaller creatures. The shambler can still move but cannot take any attack actions when constricting.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Electricity Immunity (Ex): Shamblers take no damage from electricity. Instead, any electrical attack (such as a *shocking grasp* or *lightning bolt*) used against a shambler grants 1d4 points of temporary constitution. The shambler loses these points at the rate of 1 per hour.

Skills: Shamblers receive a +4 racial bonus to Hide, Listen and Move Silently checks. *They receive a +12 bonus to Hide checks when in a swampy or forested area.

ENCOUNTER 9: UPSTAIRS GUARD ROOM

APL 2 (EL 5)

➤ **Jormy Wainscotting:** Male halfling Rog1; CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +3; Spd 20 ft.; AC 17 (touch 14, flat-footed 14); Atk +2 melee (1d6+1/19-20, short sword) or +4 ranged (1d6/x3, shortbow); SA Sneak attack; SQ +2 morale bonus on saving throws against fear; SV Fort +2, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Climb +7, Craft (trapmaking) +6, Disable Device +6, Hide +11, Jump +3, Listen +2, Move Silently +9, Open Locks +7, Search +6, Tumble +7; Dodge.

Possessions: masterwork studded leather armor, short sword, shortbow, 20 arrows, thieves' tools.

➤ **Robik Burlondin:** Female gnome Rog1; CR 1; Small humanoid (gnome); HD 1d6+2; hp 8; Init +1; Spd 20 ft.; AC 14 (touch 12, flat-footed 13); Atk +0 melee (1d6-1/19-20, short sword) or +2 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Low-light vision, +2

racial bonus on saving throws against illusions, +4 dodge bonus against giants, may cast dancing lights, ghost sound, and prestidigitation each once per day; SV Fort +2, Ref +3, Will -1; Str 8, Dex 12, Con 15, Int 15, Wis 8, Cha 14.

Skills and Feats: Alchemy +4, Bluff +6, Craft (trapmaking) +8, Disable Device +6, Disguise +6, Hide +9, Listen +1, Move Silently +5, Open Locks +5, Search +6, Use Magic Device +6, Use Rope +5; Skill Focus (Craft – trapmaking).

Possessions: leather armor, short sword, light crossbow, 10 bolts, thieves' tools, *wand of minor image* (5 charges).

APL 4 (EL 7)

➤ **Jormy Wainscoting:** Male halfling Rog3/Ftr1; CR 4; Small humanoid (halfling); HD 3d6+1d10+4; hp 24; Init +3; Spd 20 ft.; AC 17 (touch 14, flat-footed 14); Atk +5 melee (1d6+1/19-20, short sword) or +7 ranged (1d6/x3, shortbow); SA Sneak attack; SQ +2 morale bonus on saving throws against fear, evasion; SV Fort +5, Ref +7, Will +2; Str 12, Dex 17, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +6, Climb +9, Craft (trapmaking) +8, Disable Device +10, Hide +13, Jump +4, Listen +2, Move Silently +11, Open Locks +9, Search +8, Tumble +9; Dodge, Expertise, Improved Trip.

Possessions: masterwork studded leather armor, short sword, shortbow, 20 arrows, masterwork thieves' tools.

➤ **Robik Burlondin:** Female gnome Rog2/Ill2; CR 4; Small humanoid (gnome); HD 2d6+2d4+8; hp 24; Init +5; Spd 20 ft.; AC 14 (touch 12, flat-footed 13); Atk +2 melee (1d6-1/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow); SA Sneak attack, spells; SQ Low-light vision, +2 racial bonus on saving throws against illusions, +4 dodge bonus against giants, may cast dancing lights, ghost sound, and prestidigitation each once per day, evasion; SV Fort +2, Ref +4, Will +2; Str 8, Dex 12, Con 15, Int 16, Wis 8, Cha 14.

Skills and Feats: Alchemy +5, Bluff +7, Craft (trapmaking) +12, Disable Device +10, Disguise +7, Hide +10, Knowledge (architecture and engineering) +6, Listen +1, Move Silently +6, Open Locks +7, Search +8, Use Magic Device +7, Use Rope +6; Improved Initiative, Scribe Scroll, Skill Focus (Craft – trapmaking).

Possessions: leather armor, short sword, light crossbow, 10 bolts, thieves' tools, *wand of minor image* (5 charges), *wand of Melf's acid arrow* (5 charges), *scroll of mage armor*, spellbook.

Spells Prepared (5/4; base DC = 13 + spell level; prohibited school – Evocation): 0 – *detect magic*, *ghost sound*, *mage hand*, *read magic*; 1st – *change self*, *color spray*, *silent image*, *shield*.

APL 6 (EL 9)

➤ **Owlbear, Advanced:** CR 6; Huge beast; HD 9d10+54; hp 90; Init +0; Spd 30 ft.; AC 16 (touch 8, flat-footed 16);

Atk +13 melee (1d8+9, 2 claws) and +8 melee (2d6+4, bite); Face/Reach 10 ft. by 10 ft./15 ft.; SA Improved grab; SQ Scent; SV Fort +12, Ref +6, Will +4; Str 29, Dex 10, Con 23, Int 5, Wis 12, Cha 10.

Skills: Listen +10, Spot +9.

➤ **Jormy Wainscoting:** Male halfling Rog5/Ftr1; CR 6; Small humanoid (halfling); HD 5d6+1d10+6; hp 34; Init +3; Spd 20 ft.; AC 17 (touch 14, flat-footed 14); Atk +7 melee (1d6+1/19-20, short sword) or +8 ranged (1d6+1/x3, shortbow); SA Sneak attack; SQ +2 morale bonus on saving throws against fear, evasion, uncanny dodge (Dex bonus to AC); SV Fort +5, Ref +8, Will +2; Str 12, Dex 17, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +8, Climb +11, Craft (trapmaking) +10, Disable Device +12, Hide +15, Jump +6, Listen +2, Move Silently +13, Open Locks +11, Search +10, Tumble +11; Dodge, Expertise, Improved Trip, Mobility.

Possessions: masterwork studded leather armor, masterwork short sword, mighty composite shortbow (+1), 20 arrows, masterwork thieves' tools.

➤ **Robik Burlondin:** Female gnome Rog4/Ill2; CR 6; Small humanoid (gnome); HD 4d6+2d4+12; hp 36; Init +5; Spd 20 ft.; AC 14 (touch 12, flat-footed 13); Atk +4 melee (1d6-1/19-20, short sword) or +6 ranged (1d8/19-20, light crossbow); SA Sneak attack, spells; SQ Low-light vision, +2 racial bonus on saving throws against illusions, +4 dodge bonus against giants, may cast dancing lights, ghost sound, and prestidigitation each once per day, evasion, uncanny dodge (Dex bonus to AC); SV Fort +2, Ref +4, Will +4; Str 8, Dex 12, Con 15, Int 16, Wis 8, Cha 14.

Skills and Feats: Alchemy +5, Bluff +9, Craft (trapmaking) +14, Disable Device +12, Disguise +9, Hide +12, Knowledge (architecture and engineering) +6, Listen +1, Move Silently +8, Open Locks +9, Search +10, Use Magic Device +9, Use Rope +8; Improved Initiative, Iron Will, Scribe Scroll, Skill Focus (Craft – trapmaking).

Possessions: leather armor, short sword, light crossbow, 10 bolts, masterwork thieves' tools, *wand of minor image* (5 charges), *wand of Melf's acid arrow* (5 charges), 2 *scrolls of mage armor*, spellbook.

Spells Prepared (5/4; base DC = 13 + spell level; prohibited school – Evocation): 0 – *detect magic*, *ghost sound*, *mage hand*, *read magic*; 1st – *change self*, *color spray*, *silent image*, *shield*.

APL 8 (EL 11)

➤ **Owlbear, Advanced:** CR 8; Huge beast; HD 13d10+78; hp 150; Init +0; Spd 30 ft.; AC 16 (touch 8, flat-footed 16); Atk +16 melee (1d8+9, 2 claws) and +11 melee (2d6+4, bite); Face/Reach 10 ft. by 10 ft./15 ft.; SA Improved grab; SQ Scent; SV Fort +14, Ref +8, Will +5; Str 29, Dex 10, Con 23, Int 5, Wis 12, Cha 10.

Skills: Listen +12, Spot +11.

➤ **Jormy Wainscoting:** Male halfling Rog6/Ftr2; CR 8; Small humanoid (halfling); HD 6d6+2d10+8; hp 46; Init +4; Spd 20 ft.; AC 18 (touch 15, flat-footed 14); Atk +9/+4 melee (1d6+1/19-20, short sword) or +11/+6 ranged (1d6+1/x3, shortbow); SA Sneak attack; SQ +2 morale bonus on saving throws against fear, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); SV Fort +7, Ref +10, Will +3; Str 12, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +9, Climb +14, Craft (trapmaking) +12, Disable Device +14, Hide +16, Jump +8, Listen +2, Move Silently +14, Open Locks +12, Search +11, Tumble +12; Dodge, Expertise, Improved Trip, Mobility, Spring Attack.

Possessions: masterwork studded leather armor, masterwork short sword, masterwork mighty composite shortbow (+1), 20 arrows, masterwork thieves' tools, *potion of cure light wounds*.

➤ **Robik Burlondin:** Female gnome Rog6/Ill2; CR 8; Small humanoid (gnome); HD 6d6+2d4+24; hp 56; Init +5; Spd 20 ft.; AC 14 (touch 12, flat-footed 13); Atk +5 melee (1d6-1/19-20, short sword) or +8 ranged (1d8/19-20, light crossbow); SA Sneak attack, spells; SQ Low-light vision, +2 racial bonus on saving throws against illusions, +4 dodge bonus against giants, may cast dancing lights, ghost sound, and prestidigitation each once per day, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); SV Fort +4, Ref +5, Will +5; Str 8, Dex 12, Con 16, Int 16, Wis 8, Cha 14.

Skills and Feats: Alchemy +5, Bluff +11, Craft (trapmaking) +16, Disable Device +14, Disguise +11, Hide +14, Knowledge (architecture and engineering) +6, Listen +1, Move Silently +10, Open Locks +11, Search +12, Use Magic Device +11, Use Rope +10; Improved Initiative, Iron Will, Scribe Scroll, Skill Focus (Craft – trapmaking).

Possessions: leather armor, short sword, masterwork light crossbow, 10 bolts, masterwork thieves' tools, *wand of minor image* (5 charges), *wand of Melf's acid arrow* (5 charges), 2 *scrolls of mage armor*, spellbook.

Spells Prepared (5/4; base DC = 13 + spell level; prohibited school – Evocation): 0 – *detect magic*, *ghost sound*, *mage hand*, *read magic*; 1st – *change self*, *color spray*, *silent image*, *shield*.

APL 10 (EL 13)

➤ **Owlbear, Advanced:** CR 9; Huge beast; HD 15d10+90; hp 200; Init +0; Spd 30 ft.; AC 16 (touch 8, flat-footed 16); Atk +18 melee (1d8+9, 2 claws) and +13 melee (2d6+4, bite); Face/Reach 10 ft. by 10 ft./15 ft.; SA Improved grab; SQ Scent; SV Fort +15, Ref +9, Will +6; Str 29, Dex 10, Con 23, Int 5, Wis 12, Cha 10.

Skills: Listen +13, Spot +12.

➤ **Jormy Wainscoting:** Male halfling Rog6/Ftr4; CR 10; Small humanoid (halfling); HD 6d6+4d10+10; hp 60; Init +4; Spd 20 ft.; AC 18 (touch 15, flat-footed 14); Atk +12/+7 melee (1d6+3/19-20, short sword) or +13/+8 ranged (1d6+1/x3, shortbow); SA Sneak attack;

SQ +2 morale bonus on saving throws against fear, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); SV Fort +8, Ref +11, Will +4; Str 12, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +9, Climb +16, Craft (trapmaking) +14, Disable Device +14, Hide +16, Jump +12, Listen +2, Move Silently +14, Open Locks +12, Search +11, Tumble +12; Dodge, Expertise, Improved Trip, Mobility, Spring Attack, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: masterwork studded leather armor, masterwork short sword, masterwork mighty composite shortbow (+1), 20 arrows, masterwork thieves' tools, *potion of bull's strength*, *potion of cure light wounds*.

➤ **Robik Burlondin:** Female gnome Rog9/Ill2; CR 11; Small humanoid (gnome); HD 9d6+2d4+33; hp 78; Init +5; Spd 20 ft.; AC 14 (touch 12, flat-footed 13); Atk +7/+2 melee (1d6-1/19-20, short sword) or +10/+5 ranged (1d8/19-20, light crossbow); SA Sneak attack, spells; SQ Low-light vision, +2 racial bonus on saving throws against illusions, +4 dodge bonus against giants, may cast dancing lights, ghost sound, and prestidigitation each once per day, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); SV Fort +5, Ref +8, Will +6; Str 8, Dex 12, Con 16, Int 16, Wis 8, Cha 14.

Skills and Feats: Alchemy +5, Bluff +14, Craft (trapmaking) +18, Disable Device +16, Disguise +14, Hide +16, Knowledge (architecture and engineering) +10, Listen +3, Move Silently +12, Open Locks +14, Search +14, Use Magic Device +14, Use Rope +12; Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll, Skill Focus (Craft – trapmaking).

Possessions: leather armor, short sword, masterwork light crossbow, 10 bolts, masterwork thieves' tools, *wand of minor image* (5 charges), *wand of Melf's acid arrow* (5 charges), 2 *scrolls of mage armor*, spellbook, *potion of haste*.

Spells Prepared (5/4; base DC = 13 + spell level; prohibited school – Evocation): 0 – *detect magic*, *ghost sound*, *mage hand*, *read magic*; 1st – *change self*, *color spray*, *silent image*, *shield*.

ENCOUNTER 15: THE SPIDROG ROOM

APL 2 (EL 4)

➤ **Spidrog:** CR 4; Medium-size aberration; HD 4d8+4; hp 22; Init +3; Spd 40 ft., climb 20 ft.; AC 15 (touch 13, flat-footed 12); Atk +5 melee (1d8+2 and poison, bite) and +3 melee (1d2+1, 4 claws) or +6 ranged touch (improved grab, tongue); SA Improved grab, poison, bite; SQ Immune to mind-influencing spells, darkvision 60 ft.; AL CN; SV Fort +2, Ref +4, Will +5; Str 14, Dex 17, Con 13, Int 2, Wis 13, Cha 2.

Skills and Feats: Climb +6, Hide +8, Jump +6, Spot +8; Multiattack.

Improved Grab (Ex): The spidrog can attack with its long, sticky tongue as a ranged touch attack with a 10-

foot maximum range. If the touch attack succeeds, the spidrog makes a grapple check, without drawing an attack of opportunity, and draws the victim back to its mouth if it is successful, much like a frog catching a fly. If the victim wins the grapple check, the tongue is shaken loose.

The spidrog can also affect a grapple by hitting with one of its claw attacks.

Poison (Ex): The spidrog's bite carries venom similar to that of a spider. Fortitude save (DC 15); Initial damage 1d4 Str; Secondary damage 2d4 Str.

Bite (Ex): The spidrog automatically hits with its bite attack against a foe that it has either drawn in with its tongue or has successfully grappled with at least 2 claws. It can still only use its bite attack once per round.

Special: The spidrog is immune to mind-influencing effects and possesses darkvision 60 ft. from its spider ancestry.

Skills: The spidrog's spider ancestry gives it a +4 racial bonus to Jump checks and a +6 racial bonus to Spot checks.

APL 4 (EL 6)

➤ **Spidrog, Advanced:** CR 5; Medium-size aberration; HD 6d8+6; hp 40; Init +3; Spd 40 ft., climb 20 ft.; AC 15 (touch 13, flat-footed 12); Atk +6 melee (1d8+2 and poison, bite) and +4 melee (1d2+1, 4 claws) or +7 ranged touch (improved grab, tongue); SA Improved grab, poison, bite; SQ Immune to mind-influencing spells, darkvision 60 ft.; AL CN; SV Fort +3, Ref +5, Will +6; Str 14, Dex 17, Con 13, Int 2, Wis 13, Cha 2.

Skills and Feats: Climb +7, Hide +9, Jump +7, Spot +9; Multiattack.

Improved Grab (Ex): The spidrog can attack with its long, sticky tongue as a ranged touch attack with a 10-foot maximum range. If the touch attack succeeds, the spidrog makes a grapple check, without drawing an attack of opportunity, and draws the victim back to its mouth if it is successful, much like a frog catching a fly. If the victim wins the grapple check, the tongue is shaken loose.

The spidrog can also affect a grapple by hitting with one of its claw attacks.

Poison (Ex): The spidrog's bite carries venom similar to that of a spider. Fortitude save (DC 15); Initial damage 1d4 Str; Secondary damage 2d4 Str.

Bite (Ex): The spidrog automatically hits with its bite attack against a foe that it has either drawn in with its tongue or has successfully grappled with at least 2 claws. It can still only use its bite attack once per round.

Special: The spidrog is immune to mind-influencing effects and possesses darkvision 60 ft. from its spider ancestry.

Skills: The spidrog's spider ancestry gives it a +4 racial bonus to Jump checks and a +6 racial bonus to Spot checks.

APL 6 (EL 8)

➤ **Spidrog, Advanced:** CR 7; Large aberration; HD 10d8+30; hp 80; Init +2; Spd 40 ft., climb 20 ft.; AC 15

(touch 11, flat-footed 13); Atk +12 melee (2d6+6 and poison, bite) and +10 melee (1d3+3, 4 claws) or +9 ranged touch (Improved grab, tongue); SA Improved grab, poison, bite; SQ Immune to mind-influencing spells, darkvision 60 ft.; AL CN; SV Fort +6, Ref +7, Will +8; Str 22, Dex 15, Con 17, Int 2, Wis 13, Cha 2.

Skills and Feats: Climb +9, Hide +7, Jump +9, Spot +11; Lightning Reflexes, Multiattack.

Improved Grab (Ex): The spidrog can attack with its long, sticky tongue as a ranged touch attack with a 10-foot maximum range. If the touch attack succeeds, the spidrog makes a grapple check, without drawing an attack of opportunity, and draws the victim back to its mouth if it is successful, much like a frog catching a fly. If the victim wins the grapple check, the tongue is shaken loose.

The spidrog can also affect a grapple by hitting with one of its claw attacks.

Poison (Ex): The spidrog's bite carries venom similar to that of a spider. Fortitude save (DC 15); Initial damage 1d4 Str; Secondary damage 2d4 Str.

Bite (Ex): The spidrog automatically hits with its bite attack against a foe that it has either drawn in with its tongue or has successfully grappled with at least 2 claws. It can still only use its bite attack once per round.

Special: The spidrog is immune to mind-influencing effects and possesses darkvision 60 ft. from its spider ancestry.

Skills: The spidrog's spider ancestry gives it a +4 racial bonus to Jump checks and a +6 racial bonus to Spot checks.

APL 8 (EL 10)

➤ **Spidrog, Advanced:** CR 7; Large aberration; HD 10d8+30; hp 80; Init +2; Spd 40 ft., climb 20 ft.; AC 15 (touch 11, flat-footed 13); Atk +12 melee (2d6+6 and poison, bite) and +10 melee (1d3+3, 4 claws) or +9 ranged touch (Improved grab, tongue); SA Improved grab, poison, bite; SQ Immune to mind-influencing spells, darkvision 60 ft.; AL CN; SV Fort +6, Ref +7, Will +8; Str 22, Dex 15, Con 17, Int 2, Wis 13, Cha 2.

Skills and Feats: Climb +9, Hide +7, Jump +9, Spot +11; Lightning Reflexes, Multiattack.

Improved Grab (Ex): The spidrog can attack with its long, sticky tongue as a ranged touch attack with a 10-foot maximum range. If the touch attack succeeds, the spidrog makes a grapple check, without drawing an attack of opportunity, and draws the victim back to its mouth if it is successful, much like a frog catching a fly. If the victim wins the grapple check, the tongue is shaken loose.

The spidrog can also affect a grapple by hitting with one of its claw attacks.

Poison (Ex): The spidrog's bite carries venom similar to that of a spider. Fortitude save (DC 15); Initial damage 1d4 Str; Secondary damage 2d4 Str.

Bite (Ex): The spidrog automatically hits with its bite attack against a foe that it has either drawn in with its tongue or has successfully grappled with at least 2 claws. It can still only use its bite attack once per round.

Special: The spidrog is immune to mind-influencing effects and possesses darkvision 60 ft. from its spider ancestry.

Skills: The spidrog's spider ancestry gives it a +4 racial bonus to Jump checks and a +6 racial bonus to Spot checks.

➤ **Fiendish Constrictor Snakes, Advanced (4):** CR 5; Large magical beast; HD 7d8+21; hp 50; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (touch 11, flat-footed 13); Atk +13 melee (1d4+7, bite); Face/Reach 5 ft. by 5 ft. (coiled)/10 ft.; SA Improved grab, constrict 1d4+7, smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 10, DR 5/+1; SR 14; AL NE; SV Fort +5, Ref +7, Will +2; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +14, Hide +11, Listen +9, Spot +9.

Improved Grab (Ex): To use this ability, the constrictor snake must hit with its bite attack. If it gets a hold, it can constrict.

Constrict (Ex): A constrictor snake deals 1d4+7 points of damage with a successful grapple check against Medium-size or smaller creatures.

Smite Good (Su): Once per day, the snake can make a normal attack to deal additional damage equal to its HD total against a good foe.

APL 10 (EL 12)

➤ **Spidrog, Advanced:** CR 8; Large aberration; HD 12d8+36; hp 100; Init +2; Spd 40 ft., climb 20 ft.; AC 15 (touch 11, flat-footed 13); Atk +14 melee (1d8+2 and poison, bite) and +12 melee (1d2+1, 4 claws) or +10 ranged touch (Improved grab, tongue); SA Improved grab, poison, bite; SQ Immune to mind-influencing spells, darkvision 60 ft.; AL CN; SV Fort +9, Ref +8, Will +9; Str 22, Dex 15, Con 17, Int 2, Wis 13, Cha 2.

Skills and Feats: Climb +10, Hide +8, Jump +10, Spot +12; Great Fortitude, Lightning Reflexes, Multiattack.

Improved Grab (Ex): The spidrog can attack with its long, sticky tongue as a ranged touch attack with a 10-foot maximum range. If the touch attack succeeds, the spidrog makes a grapple check, without drawing an attack of opportunity, and draws the victim back to its mouth if it is successful, much like a frog catching a fly. If the victim wins the grapple check, the tongue is shaken loose.

The spidrog can also affect a grapple by hitting with one of its claw attacks.

Poison (Ex): The spidrog's bite carries venom similar to that of a spider. Fortitude save (DC 15); Initial damage 1d4 Str; Secondary damage 2d4 Str.

Bite (Ex): The spidrog automatically hits with its bite attack against a foe that it has either drawn in with its tongue or has successfully grappled with at least 2 claws. It can still only use its bite attack once per round.

Special: The spidrog is immune to mind-influencing effects and possesses darkvision 60 ft. from its spider ancestry.

Skills: The spidrog's spider ancestry gives it a +4 racial bonus to Jump checks and a +6 racial bonus to Spot checks.

➤ **Fiendish Giant Constrictor Snakes, Advanced (3):** CR 8; Huge magical beast; HD 13d8+13; hp 80; Spd 20 ft., climb 20 ft.; AC 15 (touch 11, flat-footed 12); Atk +14 melee (1d8+10, bite); Face/Reach 15 ft. by 15 ft. (coiled)/10 ft.; SA Improved grab, constrict 1d8+10, smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 20, DR 10/+3; SR 25; AL NE; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +18, Hide +5, Listen +10, Spot +10.

Improved Grab (Ex): To use this ability, the constrictor snake must hit with its bite attack. If it gets a hold, it can constrict.

Constrict (Ex): A giant constrictor snake deals 1d8+10 points of damage with a successful grapple check against Large or smaller creatures.

Smite Good (Su): Once per day, the snake can make a normal attack to deal additional damage equal to its HD total against a good foe.

ENCOUNTER 17: CENTERPIECE

APL 2 (EL 5)

➤ **Jacquand Meissel, Illusionist:** Male human Ill3; CR 3; Medium-size humanoid (human); HD 3d4+3; hp 13; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +1 melee (1d6/18-20, rapier) or +2 ranged (1d4/19-20, dagger); AL NE; SV Fort +2, Ref +2, Will +3; Str 10, Dex 12, Con 12, Int 16, Wis 10, Cha 14.

Skills and Feats: Bluff +5, Concentration +7, Diplomacy +5, Knowledge (arcana) +9, Knowledge (nobility and royalty) +8, Scry +5, Spellcraft +8; Combat Casting, Martial Weapon Proficiency (rapier), Scribe Scroll, Spell Focus (Illusion).

Spells prepared (5/4/3; base DC = 13 + spell level; 15 + spell level for Illusion spells; Prohibited School – Conjugation): 0 – detect magic, ghost sound, light, prestidigitation, resistance; 1st – change self, color spray, shield, silent image; 2nd – hypnotic pattern, minor image, mirror image.

Possessions: rapier, dagger, spell component pouch, spellbook with spells listed above, scroll of magic missile (3rd level caster).

➤ **Farnok Meissel, Aristocrat:** Female human Ariz/Cjr1; CR 2; Medium-size humanoid (human); HD 2d8+1d4+3; hp 19; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +0 melee (1d4-1/19-20, dagger) or +3 ranged (1d4-1/19-20, thrown dagger); AL NE; SV Fort +0, Ref +2, Will +6; Str 8, Dex 14, Con 11, Int 17, Wis 12, Cha 10.

Skills and Feats: Concentration +3, Diplomacy +5, Forgery +8, Gather Information +5, Knowledge (arcana) +10, Knowledge (history) +8, Knowledge (the planes) +8, Knowledge (nobility and royalty) +8, Profession

(scribe) +3, Spellcraft +5; Combat Casting, Skill Focus (Knowledge – arcana), Scribe Scroll, Toughness.

Spells prepared (4/3; base DC = 13 + spell level; Prohibited Schools – Enchantment and Illusion): 0 – *light, mending, ray of frost, read magic*; 1st – *grease, magic missile* (2).

Possessions: dagger, ink, inkpen, map case with 10 sheets of paper, brass toe ring, spell component pouch, spellbook with listed spells plus *comprehend languages* and *identify*; *scroll of mage armor, potion of cure light wounds*.

➤ **Dagg, Hobgoblin Bodyguard:** Male hobgoblin Ftr1; CR 1; Medium-size humanoid (goblinoid); HD 1d10+3; hp 13; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +4 melee (1d8+2/x3, battleaxe) or +3 ranged (1d8/x3, composite longbow); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +0; Str 15, Dex 15, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Listen +2, Move Silently +0, Search +3, Sense Motive +2, Spot +4; Alertness, Weapon Focus (battleaxe).

Possessions: breastplate, large steel shield, battleaxe, composite longbow, 20 arrows.

➤ **Zazz, Hobgoblin Archer:** Female hobgoblin Ftr1; CR 1; Medium-sized humanoid (goblinoid); HD 1d10+2; hp 12; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +3 melee (1d8+2/x3, battleaxe) or +4 ranged (1d8+2/x3, mighty composite longbow); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +3, Will +0; Str 14, Dex 17, Con 15, Int 12, Wis 10, Cha 8.

Skills and Feats: Hide +1, Move Silently +5, Spot +2; Point Blank Shot, Precise Shot.

Possessions: breastplate, battleaxe, mighty composite longbow (+2), 40 arrows, pouch of silver coins.

APL 4 (EL 7)

➤ **Jacquand Meissel, Illusionist:** Male human Ill5; CR 5; Medium-size humanoid (human); HD 5d4+5; hp 21; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +2 melee (1d6/18-20, rapier) or +3 ranged (1d4/19-20, dagger); AL NE; SV Fort +2, Ref +2, Will +4; Str 10, Dex 12, Con 12, Int 17, Wis 10, Cha 14.

Skills and Feats: Bluff +6, Concentration +9, Diplomacy +6, Knowledge (arcana) +11, Knowledge (nobility and royalty) +9, Scry +7, Spellcraft +9; Combat Casting, Craft Wand, Martial Weapon Proficiency (rapier), Scribe Scroll, Spell Focus (Illusion).

Spells prepared (5/5/4/3; base DC = 13 + spell level; 15 + spell level for Illusion spells; Prohibited School – Conjuraton): 0 – *detect magic, ghost sound, light, prestidigitaton, resistance*; 1st – *change self, color spray, magic missile, shield, silent image*; 2nd – *endurance, hypnotic pattern, minor image, mirror image*; 3rd – *dispel magic, displacement, major image*.

Possessions: rapier, dagger, spell component pouch, spellbook with spells listed above, *scroll of magic missile* (5th level caster), *potion of cure light wounds*.

➤ **Farnok Meissel, Aristocrat:** Female human Ari2/Cjr3; CR 4; Medium-size humanoid (human); HD 2d8+3d4+5; hp 27; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged (1d4-1/19-20, thrown dagger); AL NE; SV Fort +1, Ref +3, Will +7; Str 8, Dex 14, Con 11, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +5, Diplomacy +5, Forgery +10, Gather Information +5, Knowledge (arcana) +12, Knowledge (history) +10, Knowledge (the planes) +9, Knowledge (nobility and royalty) +9, Profession (scribe) +4, Spellcraft +6; Combat Casting, Skill Focus (Knowledge – arcana), Scribe Scroll, Toughness.

Possessions: dagger, ink, inkpen, map case with 10 sheets of paper, brass toe ring, spell component pouch, spellbook with listed spells plus *comprehend languages, detect secret doors, identify, and locate object*; *scroll of shield, potion of cure light wounds, scroll of endurance*.

Spells prepared (5/4/3; base DC = 14 + spell level; Prohibited Schools – Enchantment and Illusion): 0 – *detect poison, light, mending, ray of frost, read magic*; 1st – *grease, magic missile* (3); 2nd – *flaming sphere, see invisibility, web*.

➤ **Dagg, Hobgoblin Bodyguard:** Male hobgoblin Ftr2; CR 2; Medium-size humanoid (goblinoid); HD 2d10+6; hp 22; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +5 melee (1d8+2/x3, battleaxe) or +4 ranged (1d8+2/x3, mighty composite longbow); SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +0; Str 15, Dex 15, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Listen +3, Move Silently +2, Search +3, Sense Motive +3, Spot +4; Alertness, Power Attack, Weapon Focus (battleaxe).

Possessions: masterwork breastplate, large steel shield, battleaxe, mighty composite longbow (+2), 20 arrows.

➤ **Zazz, Hobgoblin Archer:** Female hobgoblin Ftr2; CR 2; Medium-sized humanoid (goblinoid); HD 2d10+4; hp 20; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +4 melee (1d8+2/x3, battleaxe) or +7 ranged (1d8+2/x3, mighty composite longbow); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +3, Will +0; Str 14, Dex 17, Con 15, Int 12, Wis 10, Cha 8.

Skills and Feats: Hide +3, Move Silently +7, Spot +3; Point Blank Shot, Precise Shot, Weapon Focus (composite longbow).

Possessions: masterwork breastplate, battleaxe, masterwork mighty composite longbow (+2), 40 arrows, *potion of cure light wounds*, pouch of silver coins.

APL 6 (EL 9)

➤ **Jacquand Meissel, Illusionist:** Male human Ill7; CR 7; Medium-size humanoid (human); HD 7d4+7; hp 29; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +3 melee (1d6/18-20, rapier) or +4 ranged (1d4/19-20, dagger); AL NE; SV Fort +3, Ref +3, Will +5; Str 10, Dex 12, Con 12, Int 17, Wis 10, Cha 14.

Skills and Feats: Bluff +8, Concentration +11, Diplomacy +8, Knowledge (arcana) +13, Knowledge (nobility and royalty) +10, Scry +7, Spellcraft +11; Combat Casting, Craft Wand, Improved Familiar*, Martial Weapon Proficiency (rapier), Scribe Scroll, Spell Focus (Illusion).

Spells prepared (5/6/5/4/2; base DC = 13 + spell level; 15 + spell level for Illusion spells; Prohibited School – Conjunction): 0 – *detect magic, ghost sound, light, prestidigitation, resistance*; 1st – *change self, chill touch, color spray, magic missile, shield, silent image*; 2nd – *bull's strength, endurance, hypnotic pattern, minor image, mirror image*; 3rd – *dispel magic, displacement, haste, major image*; 4th – *improved invisibility, shadow conjuration*.

Possessions: rapier, dagger, spell component pouch, spellbook with spells listed above, *scroll of magic missile* (7th level caster), *potion of cure light wounds, dust of illusion* (1 pinch).

Familiar (Ice mephit): Small outsider (air, cold); HD 7d8; hp 14; Init +7; Spd 30 ft., fly 50 ft. (perfect); AC 22 (touch 14, flat-footed 19); Atk +4 melee (1d3 and 2 cold, 2 claws); SA Breath weapon, spell-like abilities, summon mephit; SQ Cold subtype, fast healing 2, DR 5/+1, alertness, improved evasion, share spells, empathic link, touch, speak with master; AL NE; SV Fort +3, Ref +6, Will +5; Str 10, Dex 17, Con 10, Int 12, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Concentration +11, Diplomacy +8, Hide +12, Knowledge (Arcana) +11, Knowledge (nobility and royalty) +8, Listen +6, Move Silently +9, Scry +7, Spellcraft +11, Spot +6; Improved Initiative.

Breath Weapon (Su): Cone of ice shards, 10 feet; damage 1d4, Reflex half DC 12. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they are immune to or protected from cold. This imposes a –4 morale penalty to AC and a –2 morale penalty to attack rolls for 3 rounds.

Spell-Like Abilities: 1/hour—*magic missile* as the spell cast by a 3rd-level sorcerer; 1/day—*chill metal* as the spell cast by a 6th-level sorcerer.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Fast Healing (Ex): An ice mephit heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is freezing or below.

Summon Mephit (Sp): Once per day, all mephits can summon other mephits much as though casting a summon monster spell, but they have only a 25% chance of success to sum-mon one mephit of the same type. Roll d%: On a failure, no creature answers the summons. A mephit that has just been summoned cannot use its own summon ability for 1 hour.

*See Appendix II: New Rules for additional information.

➤ **Farnok Meissel, Aristocrat:** Female human Ari2/Cjr5; CR 6; Medium-size humanoid (human); HD 2d8+5d4+7; hp 35; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d4-1/19-20, dagger) or

+5 ranged (1d4-1/19-20, thrown dagger); AL NE; SV Fort +1, Ref +3, Will +8; Str 8, Dex 14, Con 11, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +7, Diplomacy +5, Forgery +10, Gather Information +5, Knowledge (arcana) +16, Knowledge (history) +14, Knowledge (the planes) +10, Knowledge (nobility and royalty) +9, Profession (scribe) +5, Spellcraft +10; Combat Casting, Craft Wondrous Item, Extend Spell, Skill Focus (Knowledge – arcana), Scribe Scroll, Toughness.

Possessions: dagger, ink, inkpen, map case with 10 sheets of paper, brass toe ring, spell component pouch, spellbook with listed spells plus *clairaudience/clairvoyance, comprehend languages, detect secret doors, identify, locate object, and sepia snake sigil; scroll of shield, potion of cure light wounds, scroll of endurance, Quaal's feather token (whip)*.

Spells prepared (5/5/4/3; base DC = 14 + spell level; Prohibited Schools – Enchantment and Illusion): 0 – *detect poison, light, mending, ray of frost, read magic*; 1st – *grease, mage armor, magic missile (2), unseen servant*; 2nd – *flaming sphere, see invisibility, web (2)*; 3rd – *haste, lightning bolt, summon monster III*.

➤ **Dagg, Hobgoblin Bodyguard:** Male hobgoblin Ftr4; CR 4; Medium-size humanoid (goblinoid); HD 4d10+12; hp 40; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +8 melee (1d8+5/x3, battleaxe) or +6 ranged (1d8+3/x3, mighty composite longbow); SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +3, Will +3; Str 16, Dex 15, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Listen +3, Move Silently +3, Search +4, Sense Motive +3, Spot +5; Alertness, Iron Will, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: masterwork breastplate, masterwork large steel shield, masterwork battleaxe, mighty composite longbow (+3), 20 arrows, *potion of cure light wounds*.

➤ **Zazz, Hobgoblin Archer:** Female hobgoblin Ftr4; CR 4; Medium-sized humanoid (goblinoid); HD 4d10+8; hp 36; Init +4; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +6 melee (1d8+2/x3, battleaxe) or +9 ranged (1d8+2/x3, mighty composite longbow); SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +4, Will +1; Str 14, Dex 18, Con 15, Int 12, Wis 10, Cha 8.

Skills and Feats: Hide +4, Move Silently +8, Spot +4; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow).

Possessions: masterwork breastplate, battleaxe, masterwork mighty composite longbow (+2), 40 arrows, *potion of cure light wounds, pouch of silver coins*.

APL 8 (EL 11)

➤ **Jacquand Meissel, Illusionist:** Male human Ill9; CR 9; Medium-size humanoid (human); HD 9d4+9; hp 37; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +4 melee (1d6/18-20, rapier) or +5 ranged (1d4/19-20,

dagger); AL NE; SV Fort +4, Ref +4, Will +8; Str 10, Dex 12, Con 12, Int 18, Wis 10, Cha 14.

Skills and Feats: Bluff +9, Concentration +13, Diplomacy +9, Knowledge (arcana) +16, Knowledge (nobility and royalty) +13, Scry +10, Spellcraft +14; Combat Casting, Craft Wand, Improved Familiar*, Iron Will, Martial Weapon Proficiency (rapier), Scribe Scroll, Spell Focus (Illusion).

Spells prepared (5/6/6/5/4/2; base DC = 14 + spell level; 16 + spell level for Illusion spells; Prohibited School – Conjuraton): 0 – *detect magic, ghost sound, light, prestidigitation, resistance*; 1st – *change self, chill touch, color spray, magic missile, shield, silent image*; 2nd – *bull's strength, endurance, hypnotic pattern, minor image, mirror image, resist elements*; 3rd – *dispel magic, displacement, haste, major image, slow*; 4th – *ice storm, improved invisibility, rainbow pattern, shadow conjuration*; 5th – *shadow evocation, wall of force*.

Possessions: rapier, dagger, spell component pouch, spellbook with spells listed above plus stonesskin, scroll of magic missile (9th level caster), potion of cure serious wounds, dust of illusion (1 pinch), pearl of power (1st level).

Familiar (Ice mephit): Small outsider (air, cold); HD 9d8; hp 18; Init +7; Spd 30 ft., fly 50 ft. (perfect); AC 23 (touch 14, flat-footed 20); Atk +4 melee (1d3 and 2 cold, 2 claws); SA Breath weapon, spell-like abilities, summon mephit; SQ Cold subtype, fast healing 2, DR 5/+1, alertness, improved evasion, share spells, empathic link, touch, speak with master; AL NE; SV Fort +3, Ref +6, Will +6; Str 10, Dex 17, Con 10, Int 12, Wis 11, Cha 15.

Skills and Feats: Bluff +9, Concentration +13, Diplomacy +9, Hide +12, Knowledge (Arcana) +16, Knowledge (nobility and royalty) +13, Listen +6, Move Silently +9, Scry +10, Spellcraft +14, Spot +6; Improved Initiative.

Breath Weapon (Su): Cone of ice shards, 10 feet; damage 1d4, Reflex half DC 12. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they are immune to or protected from cold. This imposes a –4 morale penalty to AC and a –2 morale penalty to attack rolls for 3 rounds.

Spell-Like Abilities: 1/hour—*magic missile* as the spell cast by a 3rd-level sorcerer; 1/day—*chill metal* as the spell cast by a 6th-level sorcerer.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Fast Healing (Ex): An ice mephit heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is freezing or below.

Summon Mephit (Sp): Once per day, all mephits can summon other mephits much as though casting a summon monster spell, but they have only a 25% chance of success to sum-mon one mephit of the same type. Roll d%: On a failure, no creature answers the summons. A mephit that has just been summoned cannot use its own summon ability for 1 hour.

*See Appendix II: New Rules for additional information.

➤ **Farnok Meissel, Aristocrat:** Female human Ari2/Cjr5/Lor2; CR 8; Medium-size humanoid (human); HD 2d8+7d4+12; hp 46; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +3 melee (1d4-1/19-20, dagger) or +6 ranged (1d4-1/19-20, thrown dagger); SQ Lore (+6), secret health; AL NE; SV Fort +1, Ref +3, Will +11; Str 8, Dex 14, Con 11, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +10, Decipher Script +8, Diplomacy +5, Forgery +10, Gather Information +6, Knowledge (arcana) +18, Knowledge (history) +15, Knowledge (the planes) +11, Knowledge (nobility and royalty) +11, Profession (scribe) +5, Spellcraft +10; Combat Casting, Craft Wondrous Item, Extend Spell, Improved Initiative, Skill Focus (Knowledge – arcana), Scribe Scroll, Toughness.

Possessions: dagger, ink, inkpen, map case with 10 sheets of paper, brass toe ring, spell component pouch, spellbook with listed spells plus *clairaudience/clairvoyance, comprehend languages, detect secret doors, identify, locate object, scrying, and sepia snake sigil; scroll of shield, potion of cure light wounds, scroll of endurance, Quaal's feather token (whip), scroll of stonesskin*.

Spells prepared (5/6/5/4/3; base DC = 14 + spell level; Prohibited Schools – Enchantment and Illusion): 0 – *detect poison, light, mending, ray of frost, read magic*; 1st – *grease, mage armor, magic missile (2), shield, unseen servant*; 2nd – *cat's grace, flaming sphere, see invisibility, web (2)*; 3rd – *flame arrow, hold person, lightning bolt, summon monster III*; 4th – *Evard's black tentacles, haste (extended), summon monster IV*.

➤ **Dagg, Hobgoblin Bodyguard:** Male hobgoblin Ftr5/Devoted Defender*1; CR 6; Medium-size humanoid (goblinoid); HD 6d10+18; hp 58; Init +2; Spd 20 ft.; AC 20 (touch 13, flat-footed 17); Atk +11/+6 melee (1d8+5/x3, battleaxe) or +9/+4 ranged (1d8+3/x3, mighty composite longbow); SQ Darkvision 60 ft., harm's way; AL LE; SV Fort +9, Ref +5, Will +3; Str 16, Dex 15, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Listen +3, Move Silently +3, Search +5, Sense Motive +5, Spot +7; Alertness, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: masterwork breastplate, masterwork large steel shield, masterwork battleaxe, masterwork mighty composite longbow (+3), 20 arrows, *potion of cure light wounds*.

*See Appendix II: New Rules for additional information.

➤ **Zazz, Hobgoblin Archer:** Female hobgoblin Ftr5/Deepwood Sniper*1; CR 6; Medium-sized humanoid (goblinoid); HD 5d10+1d8+12; hp 51; Init +4; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +8/+3 melee (1d8+2/x3, battleaxe) or +11/+6 ranged (1d8+4/19-20/x3, mighty composite longbow); SQ Darkvision 60 ft., keen arrows, range increment bonus +10 ft./level; AL LE; SV Fort +6, Ref +6, Will +1; Str 14, Dex 18, Con 15, Int 12, Wis 10, Cha 8.

Skills and Feats: Hide +5, Move Silently +9, Spot +6; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Possessions: mithral breastplate, battleaxe, masterwork mighty composite longbow (+2), 40 arrows, *potion of cure light wounds*, pouch of silver coins.

*See Appendix II: New Rules for additional information.

APL 10 (EL 13)

➤ **Jacquand Meissel, Illusionist:** Male human Ill11; CR 11; Medium-size humanoid (human); HD 11d4+11; hp 45; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +5 melee (1d6/18-20, rapier) or +6 ranged (1d4/19-20, dagger); AL NE; SV Fort +4, Ref +4, Will +9; Str 10, Dex 12, Con 12, Int 18, Wis 10, Cha 14.

Skills and Feats: Bluff +9, Concentration +15, Diplomacy +11, Knowledge (arcana) +18, Knowledge (nobility and royalty) +15, Scry +12, Spellcraft +16; Combat Casting, Craft Wand, Improved Familiar*, Iron Will, Martial Weapon Proficiency (rapier), Scribe Scroll, Spell Focus (Illusion).

Spells prepared (5/6/6/6/5/3/2; base DC = 14 + spell level; 16 + spell level for Illusion spells; Prohibited School – Conjunction): 0 – *detect magic, ghost sound, light, prestidigitation, resistance*; 1st – *change self, chill touch, color spray, magic missile, shield, silent image*; 2nd – *bull's strength, endurance, hypnotic pattern, minor image, mirror image, resist elements*; 3rd – *dispel magic, displacement, gaseous form, haste, major image, slow*; 4th – *ice storm (2), improved invisibility, rainbow pattern, shadow conjuration*; 5th – *shadow evocation, shout, wall of force*; 6th – *greater shadow evocation, repulsion*.

Possessions: rapier, dagger, spell component pouch, spellbook with spells listed above plus stonewood, *scroll of magic missile* (9th level caster), *potion of cure serious wounds*, *dust of illusion* (1 pinch), *pearl of power* (1st level).

Familiar (Ice mephit): Small outsider (air, cold); HD 11d8; hp 22; Init +7; Spd 30 ft., fly 50 ft. (perfect); AC 24 (touch 14, flat-footed 21); Atk +5 melee (1d3 and 2 cold, 2 claws); SA Breath weapon, spell-like abilities, summon mephit; SQ Cold subtype, fast healing 2, DR 5/+1, alertness, improved evasion, share spells, empathic link, touch, speak with master; SR 16; AL NE; SV Fort +3, Ref +6, Will +7; Str 10, Dex 17, Con 10, Int 12, Wis 11, Cha 15.

Skills and Feats: Bluff +9, Concentration +15, Diplomacy +11, Hide +12, Knowledge (Arcana) +18, Knowledge (nobility and royalty) +15, Listen +6, Move Silently +9, Scry +12, Spellcraft +16, Spot +6; Improved Initiative.

Breath Weapon (Su): Cone of ice shards, 10 feet; damage 1d4, Reflex half DC 12. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they are immune to or protected from cold. This imposes a –4 morale penalty to AC and a –2 morale penalty to attack rolls for 3 rounds.

Spell-Like Abilities: 1/hour—*magic missile* as the spell cast by a 3rd-level sorcerer; 1/day—*chill metal* as the spell cast by a 6th-level sorcerer.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Fast Healing (Ex): An ice mephit heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is freezing or below.

Summon Mephit (Sp): Once per day, all mephits can summon other mephits much as though casting a summon monster spell, but they have only a 25% chance of success to sum-mon one mephit of the same type. Roll d%: On a failure, no creature answers the summons. A mephit that has just been summoned cannot use its own summon ability for 1 hour.

*See Appendix II: New Rules for additional information.

➤ **Farnok Meissel, Aristocrat:** Female human Ari2/Cjr6/Lor3; CR 10; Medium-size humanoid (human); HD 2d8+9d4+14; hp 54; Init +6; Spd 30 ft.; AC 14 (touch 14, flat-footed 11); Atk +4 melee (1d4-1/19-20, dagger) or +7 ranged (1d4-1/19-20, thrown dagger); SQ Lore (+7), secret health, dodge trick; AL NE; SV Fort +3, Ref +5, Will +12; Str 8, Dex 14, Con 11, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +11, Decipher Script +13, Diplomacy +5, Forgery +10, Gather Information +7, Knowledge (arcana) +20, Knowledge (history) +16, Knowledge (the planes) +12, Knowledge (nobility and royalty) +12, Profession (scribe) +9, Spellcraft +12; Combat Casting, Craft Wondrous Item, Extend Spell, Improved Initiative, Skill Focus (Knowledge – arcana), Scribe Scroll, Toughness.

Possessions: dagger, ink, inkpen, map case with 10 sheets of paper, brass toe ring, spell component pouch, spellbook with listed spells plus *clairaudience/clairvoyance, comprehend languages, detect secret doors, identify, locate object, scrying, and sepia snake sigil; scroll of shield, potion of cure light wounds, scroll of endurance, Quaal's feather token (whip), scroll of stonewood, ring of protection* +1.

Spells prepared (5/6/6/5/4/2; base DC = 14 + spell level; Prohibited Schools – Enchantment and Illusion): 0 – *detect poison, light, mending, ray of frost, read magic*; 1st – *grease, mage armor, magic missile (2), shield, unseen servant*; 2nd – *cat's grace, flaming sphere (2), see invisibility, web (2)*; 3rd – *flame arrow (2), hold person, lightning bolt, summon monster III*; 4th – *Evard's black tentacles, haste (extended), minor globe of invulnerability, summon monster IV*; 5th – *summon monster V (2)*.

➤ **Dagg, Hobgoblin Bodyguard:** Male hobgoblin Ftr5/Devoted Defender*3; CR 8; Medium-size humanoid (goblinoid); HD 8d10+24; hp 76; Init +3; Spd 20 ft.; AC 21 (touch 14, flat-footed 17); Atk +13/+8 melee (1d8+5/x3, battleaxe) or +12/+7 ranged (1d8+3/x3, mighty composite longbow); SA Defensive strike, defensive attack +1; SQ Darkvision 60 ft., harm's

way; AL LE; SV Fort +10, Ref +7, Will +4; Str 16, Dex 16, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Listen +3, Move Silently +3, Search +7, Sense Motive +7, Spot +9; Alertness, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: masterwork breastplate, masterwork large steel shield, masterwork battleaxe, masterwork mighty composite longbow (+3), 20 arrows, *potion of cure light wounds*, *potion of endurance*, *potion of haste*.

*See Appendix II: New Rules for additional information.

☛Zazz, Hobgoblin Archer: Female hobgoblin Ftr6/Deepwood Sniper*2; CR 8; Medium-sized humanoid (goblinoid); HD 6d10+2d8+24; hp 74; Init +4; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +10/+5 melee (1d8+2/x3, battleaxe) or +13/+7 ranged (1d8+4/18-20/x4, mighty composite longbow); SQ Darkvision 60 ft., keen arrows, range increment bonus +10 ft./level, concealment reduction 10%, magic weapon, projectile improved critical +1; AL LE; SV Fort +8, Ref +8, Will +2; Str 14, Dex 18, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Hide +5, Move Silently +9, Spot +6; Far Shot, Improved Critical (composite longbow), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Possessions: mithral breastplate, battleaxe, masterwork mighty composite longbow (+2), 40 arrows, *potion of cure light wounds*, *potion of haste*, pouch of silver coins.

*See Appendix II: New Rules for additional information.

APPENDIX II: NEW RULES

SPIDROG

Medium-size Aberration

Hit Dice: 4d8+4 (22 hp)

Initiative: +3 (Dex)

Speed: 40 ft.; climb 20 ft.

AC: 15 (+3 Dex, +2 natural)

Attacks: Bite +5 melee, 4 claws +3 melee; or tongue +6 ranged touch

Damage: Bite 1d8+2 and poison, claws 1d2+1; tongue see below

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Improved grab, poison, bite

Special Qualities: Immune all mind-influencing effects, darkvision 60 ft.

Saves: Fort +2, Ref +4, Will +5

Abilities: Str 14, Dex 17, Con 13, Int 2, Wis 13, Cha 2

Skills: Climb +6, Hide +8, Jump +6, Spot +8

Feats: Multiattack

Climate/Terrain: Any marsh and underground.

Organization: Solitary or pair.

Challenge Rating: 4

Treasure: None

Alignment: Usually chaotic neutral

Advancement: 5-6 HD (Medium-size); 7-12 HD (Large)

This magical mutation of a hunter spider crossed with a giant frog was created deep within a laboratory at the College of Sages and Sorcery in Nellix in the Duchy of Urnst, by a powerful transmuter whose identity is still unknown. Since they are manmade, they are also kept and controlled by man, thus very few escape to the wild. They are usually kept in cages and bred for use by noble houses for their own purposes. They demand a high price when sold as well.

The creature resembles a large hunter spider about 5 feet in diameter. Its gray-green body often conceals it in dank dungeons or thick forest. On the top of its body is a large mouth which houses two sharp fangs and an exceptionally long tongue, which is quite strong and covered with a sticky secretion. The aggressive hunter spider proved a good base for this creature allowing it to jump and climb its way into nooks and crannies unnoticed, hanging upside-down from its strong legs. The spider's ancestry has also given it the darkvision and immunity to mind-affecting spells. It uses its strength in a number of ways. In addition to its strong tongue attack, it can also support itself with four of its legs while fighting with the other four. In doing so, it tries to grapple its victim with two of its legs, then biting it with its mouth, poisoning its victim to wear it out. Once it has weakened its victim it can drop it to pursue another aggressor or use the victim as a shield or bait for other prey.

Combat

Improved Grab (Ex): The spidroge can attack with its long, sticky tongue as a ranged touch attack with a 10-foot maximum range. If the touch attack succeeds, the spidroge makes a grapple check, without drawing an attack of opportunity, and draws the victim back to its mouth if it is successful, much like a frog catching a fly. If the victim wins the grapple check, the tongue is shaken loose.

The spidroge can also affect a grapple by hitting with one of its claw attacks.

Poison (Ex): The spidroge's bite carries venom similar to that of a spider. Fortitude save (DC 15); Initial damage 1d4 Str; Secondary damage 2d4 Str.

Bite (Ex): The spidroge automatically hits with its bite attack against a foe that it has either drawn in with its tongue or has successfully grappled with at least 2 claws. It can still only use its bite attack once per round.

Special: The spidroge is immune to mind-influencing effects and possesses darkvision 60 ft. from its spider ancestry.

Skills: The spidroge's spider ancestry gives it a +4 racial bonus to Jump checks and a +6 racial bonus to Spot checks.

DEEPWOOD SNIPER AS PRESENTED IN *MASTERS OF THE WILD*

An arrow flies from a high mountain aerie, unerringly striking a paladin's mount. Expecting only a flesh wound, the paladin is stunned to watch his companion of many adventures crumple to the earth. This unfortunate knight has trespassed into the domain of the deepwood sniper, and he may not make it out alive.

A deepwood sniper is patient, careful, quiet, and deadly accurate. She is a stealthy, long-range terminator whose arrows sail accurately from much longer ranges than those of other archers. In addition, she has magical abilities to help her shafts fly true.

Because of their alertness, dexterity, patience, and affinity for the bow, elves of almost any character class make excellent deepwood snipers. For a long time, elves would train only those of their own race in these techniques, but more recently some half-elves, halflings, and humans have joined the ranks of the deepwood sniper.

Hit Die: d8.

Requirements

To qualify as a deepwood sniper, a character must fulfill the following criteria.

Base Attack Bonus: +5

Skills: Hide 4 ranks, Move Silently 4 ranks, Spot 4 ranks.

Feats: Far Shot, Point Blank Shot, Weapon Focus (any bow or crossbow).

Class Skills

The deepwood sniper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (bowmaking) (Int), Escape Artist (Dex), Intuit Direction (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Keen arrows, range increment bonus +10 ft./level
2 nd	+2	+0	+3	+0	Concealment reduction 10%, <i>magic weapon</i> , projectile improved critical +1
3 rd	+3	+1	+3	+1	Safe poison use
4 th	+4	+1	+4	+1	Take aim +2
5 th	+5	+1	+4	+1	Consistent aim 1/day
6 th	+6	+2	+5	+2	Concealment reduction 20%, <i>keen edge</i>
7 th	+7	+2	+5	+2	Consistent aim 2/day, projectile improved critical +2
8 th	+8	+2	+6	+2	Take aim +4
9 th	+9	+3	+6	+3	Consistent aim 3/day
10 th	+10	+3	+7	+3	Concealment reduction 30%, <i>true strike</i>

Class Features

The following are class features of the deepwood sniper prestige class.

Weapon and Armor Proficiency: Deepwood snipers gain no weapon or armor proficiencies. All weapon-related abilities of this prestige class apply only to projectile ranged weapons with which the character is proficient.

Keen Arrows (Ex): At 1st level, all projectiles the deepwood sniper fires behave as if they were keen weapons in addition to any other properties they might possess. Thus, a normal arrow fired by a deepwood sniper has a threat range of 19–20 instead of 20. This effect does not stack with any other keen effect.

Range Increment Bonus (Ex): With each level the deepwood sniper gains, the range increments of her projectile weapons increase by +10 feet (added after all multipliers). Thus, a 10th-level deepwood sniper who has the Far Shot feat would have a 280-foot range increment with a heavy crossbow (120 feet [TS] 1.5 + 100 feet).

Concealment Reduction (Ex): When the deepwood sniper reaches 2nd level, her miss chance against opponents with concealment drops by 10%. Thus, she has a miss chance of 10% rather than 20% against an opponent with one-half concealment. Her miss chance drops by an additional 10% per four deepwood sniper levels she gains thereafter, but this ability never reduces her miss chance against any opponent below 0%.

Magic Weapon (Sp): At 2nd level, the character can produce an effect identical to that of a *magic weapon* spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

Projectile Improved Critical (Ex): When the deepwood sniper reaches 2nd level, the critical damage multipliers of all her projectile weapons increase by +1. Thus, an arrow that normally deals damage x3 on a critical hit instead does damage x4 in her hands. When she reaches 7th level, these critical multipliers increase by an additional +1.

Safe Poison Use (Ex): At 3rd level, a deepwood sniper can use poison without any chance of poisoning herself (see Perils of Using Poison in Chapter 3 of the *DUNGEON MASTER's Guide*).

Take Aim (Ex): A 4th-level deepwood sniper can gain a +2 bonus on her attack rolls against a stationary target by aiming carefully. Taking aim is a full-round action, and if the target moves more than 5 feet during that period, the bonus is lost. No additional benefit exists for spending more than 1 round aiming. This bonus increases to +4 at 8th level.

Consistent Aim (Su): Once per day, a 5th-level deepwood sniper can reroll one attack roll that she has just made with a projectile weapon. She must keep that result, even if it is worse than the original roll. She can use this ability twice per day at 7th level and three times per day at 10th level, though each use must relate to a different attack roll.

True Strike (Sp): At 10th level, the deepwood sniper can produce an effect identical to that of a *true strike* spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

DEVOTED DEFENDER AS PRESENTED IN *SWORD AND FIST*

The devoted defender is a professional guardian. She is an individual who is skilled at protecting a designated client from harm, often by taking her charge's place as the target of threats and attacks. In return for these services, the devoted defender usually receives compensation in the form of coin, room and board, and sometimes in resources such as access to magic healing, but the exact details of the agreement are between the individual devoted defender and her employer. It is not uncommon for a noble or other important personage to number at least one devoted defender among his personal retinue, and sometimes to make a devoted defender the chief of his security services.

Most devoted defenders are fighters, but any character who becomes a devoted defender benefits from the attack, save, and Armor Class bonuses. Monks sometimes become devoted defenders, as do clerics when they are assigned to protect important individuals within their order or clergy. NPC devoted defenders are mostly fighters who either left military service and turned to security work to make a living.

Hit Die: d12.

Requirements

To qualify to become a devoted defender, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Feats: Weapon Focus (any melee weapon), Alertness.

Search: 4 ranks.

Sense Motive: 4 ranks.

Spot: 4 ranks.

Class Skills

The devoted defender's class skills (and the key ability for each skill) are Climb (Str), Innuendo (Wis), Jump (Str), Listen (Wis), Profession (Int), Sense Motive (Wis), Search (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1 st	+1	+2	+2	+0	+1	Harm's Way
2 nd	+2	+3	+3	+0	+1	Defensive Strike
3 rd	+3	+3	+3	+1	+2	Deflect attack +1
4 th	+4	+4	+4	+1	+2	Defensive Strike +1
5 th	+5	+4	+4	+1	+3	Deflect attack +2
6 th	+6	+5	+5	+2	+3	Defensive Strike +2
7 th	+7	+5	+5	+2	+4	Deflect attack +3
8 th	+8	+6	+6	+2	+4	Defensive Strike +3
9 th	+9	+6	+6	+3	+5	Deflect attack +4
10 th	+10	+7	+7	+3	+5	Defensive Strike +4

Class Features

Armor Class Bonus: The devoted defender concentrates on defense, both for herself and her charge. She receives this dodge bonus to AC as a result of that focus.

Harm's Way: Beginning at 1st level, the devoted defender may elect to place herself in the path of danger in order to protect her single charge. Any time that you are within 5 feet of your charge, and your charge suffers an attack, you may switch places with your charge and receive the attack in his place. You must declare this before the attack roll is made. You select your charge when you roll initiative, and it is a free action to do so. You may not change your charge for the duration of that combat.

Defensive Strike: You can make an attack of opportunity against any adjacent opponent who attacks your charge in melee. You gain a +1 bonus to this attack for every two levels after 2nd.

Deflect Attack: Beginning at 3rd level, the devoted defender can attempt to parry a melee attack against her charge. She must be within 5 feet of her charge to attempt this and holding a melee weapon or shield to deflect the attack. Once per round when your charge would normally be hit with a melee weapon, you may make a Reflex saving throw against DC 20. (If the melee weapon has a magic bonus to attack, the DC increases by that amount.) You gain a competence bonus to your Reflex save as indicated on the chart. If you succeed, you deflect the blow as a free action. You must be aware of the attack beforehand and not flat-footed.

IMPROVED FAMILIAR AS PRESENTED IN *TOME AND BLOOD*

As long as you are able to acquire a new familiar, you may choose your new familiar from a nonstandard list.

Prerequisite: Ability to acquire a new familiar, compatible alignment.

Benefit: When choosing a familiar, the following creatures are also available to you. You may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

TABLE 1–6: IMPROVED FAMILIARS

Arcane Spellcaster	
Kind of Familiar	Level Required
Beholderkin, eyeball† [neutral evil]	5
Cat, tressym†† [neutral]	5
Imp [lawful evil]	7
Pseudodragon [neutral good]	7
Quasit [chaotic evil]	7
Night hunter bat† [neutral evil]	5
Formian worker [lawful neutral]	7
Shocker lizard [neutral]	5
Stirge [neutral]	5

†These creatures are described in *Monster Manual Appendix: Monsters of Faerûn*.

††This creature is described in Chapter 9: Monsters.

The improved familiar is magically linked to its master just like a normal familiar. The familiar uses the basic statistics for a creature of its kind, as given in the *Monster Manual* or Chapter 9: Monsters of this book, with these exceptions:

Hit Points: One-half the master's total or the familiar's normal total, whichever is higher.

Attacks: Use the master's base attack bonus or the familiar's, whichever is better. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that kind.

Special Attacks: The familiar has all the special attacks of its kind.

Special Qualities: The familiar has all the special qualities of its kind.

Saving Throws: The familiar uses the master's base save bonuses if they're better than the familiar's.

Skills: Use the normal skills for a creature of its kind.

Familiar Special Abilities: Use Table 3-19: Familiar Abilities, page 51 of the *Player's Handbook*, to determine additional abilities as you would for a normal familiar.

ALTERNATE IMPROVED FAMILIAR

The list in Table 2-2 presents only a few possible improved familiars. Almost any creature of the same general size and power as those on the list make a suitable familiar. Nor is the master's alignment the only factor; for example, improved familiars could be assigned by the master's creature type or subtype, as shown in the examples below.

TABLE 2-3 Alternate Improved Familiars

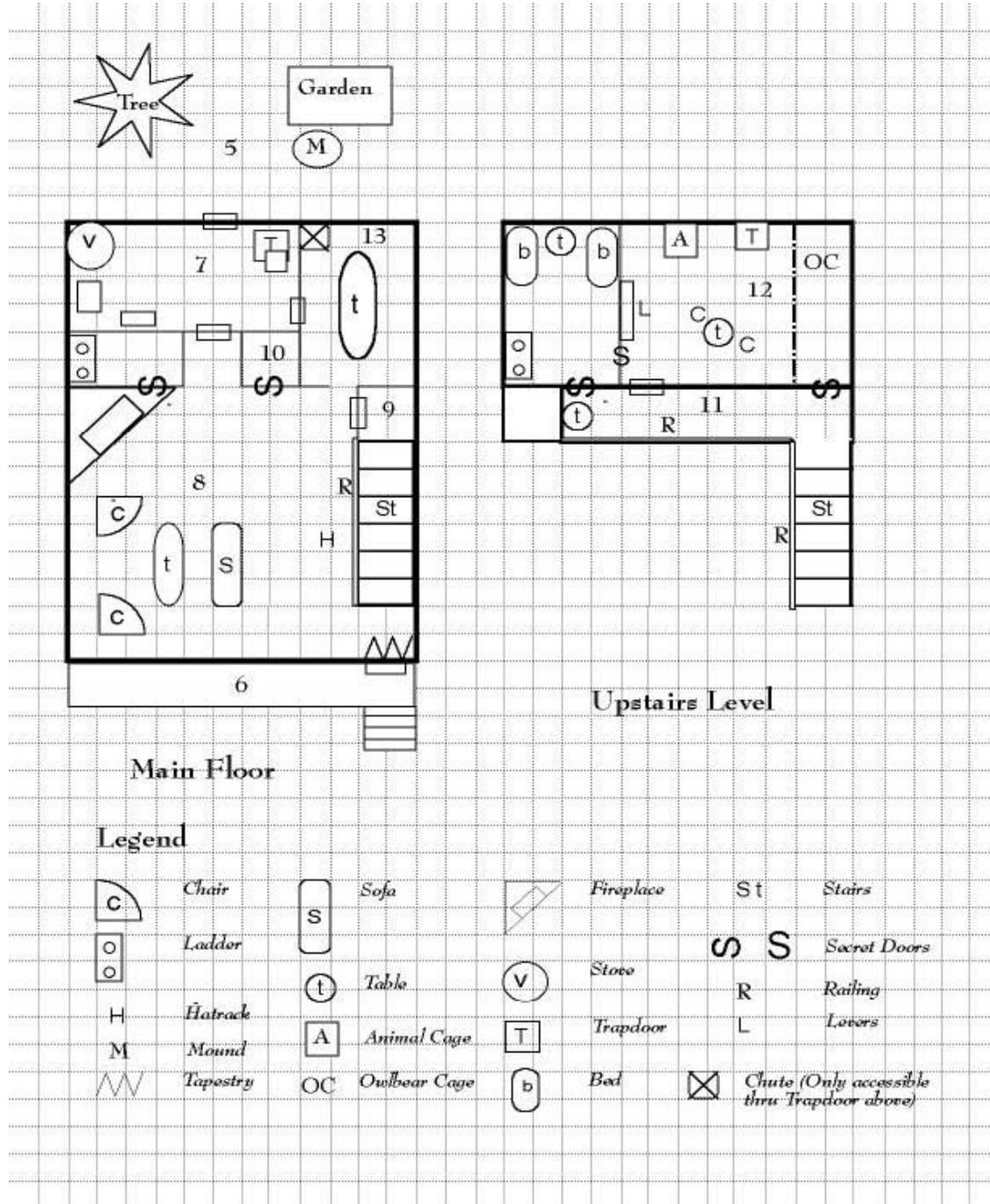
Familiar	Type/Subtype	Arcane Spellcaster Level
Celestial hawk*	Good	3
Fiendish viper**	Evil	3
Air elemental, small	Air	5
Earth elemental, small	Earth	5
Fire elemental, small	Fire	5
Shocker lizard	Electricity	5
Water elemental, small	Water	5
Homunculus^	Undead	7
Ice mephit	Cold	7

*Or other celestia animal from the standard familiar list.

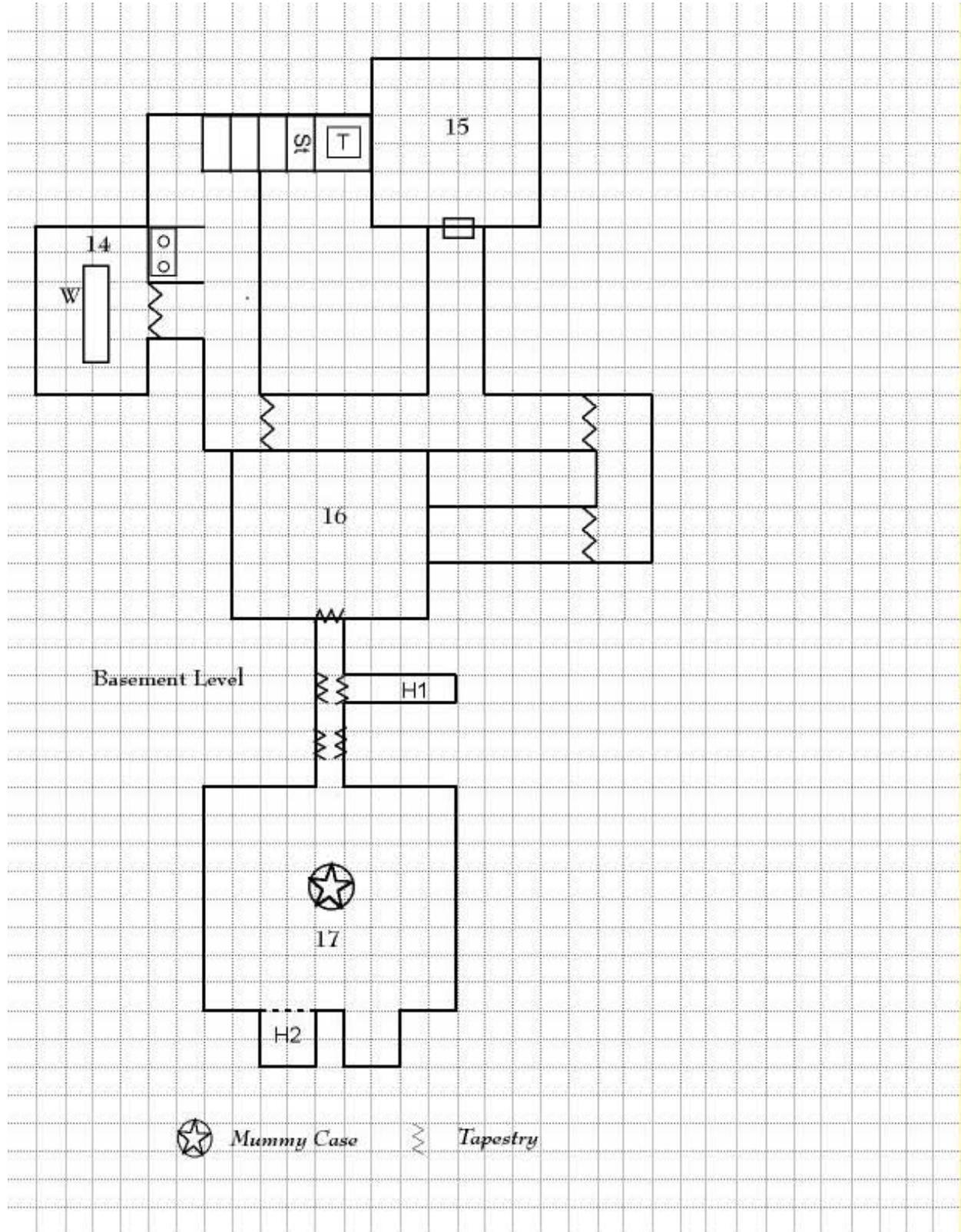
**Or other fiendish animal from the standard familiar list.

^The master must first create the homunculus, substituting ichor or another part of the master's body for blood if necessary.

DM'S AID 1: HOUSE MAP 1



DM'S AID 2: HOUSE MAP 2: DUNGEON LEVEL



ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.