

URD4-03

Irreconcilable Differences

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

Version 1.0

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It is wise to consider the words of the past when contemplating the problems of the present. Taral Seijal, a very thoughtful and well-respected priest of Lendor who lived a hundred years before us, once took two months to write the following lines: *“What makes us who we are is not the present, but the reconciliation of the future with the past. When the two are not in balance is when we are in the greatest danger of forgetting who we are now.”* Words to heed wisely. An adventure for APLs 6-12.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping 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 you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

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

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

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

Playing the Game

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's*

Guide when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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, 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 discussed in the Preparation section above 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 PCs participating in the adventure. To determine the Average Party Level (APL):

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

heavy, with him in the adventure and it will not count toward the APL calculation.

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

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

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

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move

action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in The Duchy of Urnst. Characters native to The Duchy of Urnst pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

Adventure Background

This module is the third of a series of modules that take place in the Cairn Hills, revolving around goblin and hobgoblin actions and House Einstoffen.

The first module in the series was *URD 1-01 Kruknik*. It involved some minor treachery inside of House Einstoffen, which led to caravans being attacked and stolen by some goblins.

The second module in the series was *URD 1-12 Firemane*. This involved a revenge plot by a hobgoblin assassin (the same one that makes a brief encounter in this module) against House Einstoffen. It seems that House Einstoffen had learned of some goblins and hobgoblins squatting in an abandoned mine relatively

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

close to the town of Koffel. They quickly sent some orcish mercenaries from the town of Anik to dispatch them, which they did quite handily. Many of these hobgoblins were relatives of the assassin, who promptly began to plot revenge by kidnapping children for use by a demon-worshipping goblin cleric. There was evidence planted by the assassin to frame the orcs in Anik for the kidnappings, but despite the meddling of the sheriff, who was an agent of Syrul, and the assassin, a party of adventurers discovered the truth behind the plot, rescued the children, and killed the assassin.

This was not the end though. Through as yet undisclosed circumstances, the recently released House Urlirel undead had heard of this recently slain assassin and traced his spirit back to the plane of shadow. They recalled him from there, offering him new life in their service, which included retaining his shadow form. He gladly accepted their terms so long as he was permitted to continue his campaign of revenge against House Einstoffen.

They used the assassin in the training exercise which occurred recently at Shorewatch Castle (*The UrnstCon 2 Battle Interactive*), where he was soundly defeated by Swan Team 6, a freelance group of mercenaries from the County of Urnst, and was barely saved only by the direct magical intervention of the Urlirel lich.

This adventure continues the series, renewing the assassin's conflict with House Einstoffen, but aided this time by new allies, the lichs of House Urlirel and a few members of the exiled House Teranor.

Adventure Summary

Section A

The party starts in Salt Harbor, where House Einstoffen and House Meissel are celebrating a recent venture that will bring exclusive import and distribution rights of ale from Lord Sott's brewery and mead from Lord Winburn's meadery to every pub and inn on the mainland.

The celebration, which is in the form of a huge party thrown by both noble houses, is interrupted by a very specific and precise attempt to assassinate one minor House Meissel noble, one minor House Einstoffen noble, and Vidor, Einstoffen's druidic orc bodyguard.

House Meissel was once a client house of House Teranor and these are revenge killings for abandoning the Teranors in their hour of greatest need.

After the assassins have either been stopped or dealt with after the fact, the party is hired by Vidor Einstoffen to return the body of the druid to his village (the orc village Anik, right next to Koffel at the base of the Cairn Hills). The orc chief has some information on where to find the assassins' hideout.

Section B

The party will return the body of the fallen orc to his village, but there is a bit of a change there. The orcs that live there have packed up most of their beetles and insects and they have departed. The chief will ride out to greet the party and accept the body of his fallen comrade.

When asked why they are leaving, they will inform the party that a shadowy blight has befallen many of their insects. The swamp has been corrupted by darkness and is no longer a fit place to live.

If asked where the hobgoblins might be stationed, the orc chief will inform the party that his notes are all hidden in the rubble where the shadow vermin are confined. The party is more than welcome to them.

He will leave immediately, and the party will notice that the makeshift cage has begun to shift and move and a variety of shadow vermin erupt, attacking the party.

Section C

The party can travel to the cave with little or no distractions. They have the opportunity to meet and befriend a couple of mercenaries who are traveling to the same destination and answering an ad for mercenary work. They do not know who the ad was placed by, but they do know that wages are decent and that a good reputation or work history are not necessary. They also know that they will be working with hobgoblins.

The party may travel with the mercenaries or on their own, but they will eventually arrive at the hobgoblin caves either way.

The caves are divided into two sections: The outer public area and the inner sanctum. They are very different.

The outer public area is open and free to the public. There is an area where the party can register for the mercenary work. There is a separate area where the party can get a common room to stay in. There is also a cabaret, which is attended by a troupe of gobbers, and this area doubles as the entertainment and mess hall.

Inner Sanctum

The Inner Sanctum has three major sections.

The first is an entrance area adorned with a living sculpture, compliments of Kalaric Teranor who has made a couple of visits to this place and is one of the financial backers involved.

The second is the mostly vacant barracks of the elite hobgoblins, undead, and humans.

The last section is the main hall where most of the elite hobgoblins, goblins, and representatives of the three clans involved are discussing the plan. If the party has

not been subtle and stealthy, most likely the plotters will be alerted to their presence and already aware of their identities (thanks to a number of silent alarms). If the party has been careful, they may very well get the drop on the group.

Either way, the three leaders (the hobgoblin assassin, Kalaric Teranor, and Obine Urlirel – a wizard-worshipper of WeeJas) will teleport away almost immediately, leaving their lackeys (including hobgoblins, some human mercenaries, a cleric of Pyremius, and some intelligent undead) to hopefully destroy the party. They will scry the area later, seeing if it is safe to return.

The ending is not quite the ending one would hope for, but rather an unveiling of an alliance between threats old and new to the Duchy for indeterminate and nefarious reasons....

SECTION A:

LOF'RHIANE ISLAND AND THE FESTIVAL OF THE DRUNKEN MONKEY

Encounter 1:

The Party

The salt air welcomes you, quickly followed by the cheers and revelry of this, the first ever Festival of the Drunken Monkey.

The occasion? The first ever collaboration between House Meissel and House Einstoffen to distribute the best quality ales and meads available in the Duchy from Lof'rhiane Island.

The reason? Nobody is really sure. Some say it is due to Aldor Meissel and his solid head for profit. Others claim it's due to House Einstoffen and their reputation for having excellent information and rare goods. Still others say that it is due to the desperation of the two producers of the alcoholic wares because they were ignored by House Kaste a few years ago after things got rough.

The result? The biggest party that has been seen for a long time. Anyone and everyone has been invited to drink for free if they can afford the boat passage to the island (transportation provided exclusively by House Meissel). Hundreds of people have made it, from the poorest Flan farmers to a few wealthy nobles from a number of houses, looking for the decadence that can only be found at a party where everyone is welcome to drink as much as they like.

You step off the boat and the wind shifts, bringing the scent of flowing lager, ale, and mead. The party is hundreds of yards away, but it smells and sounds like it is under your very feet.

The PCs are the only ones on the boat. Allow the party to join the celebration. There is food and drink aplenty. This would be a good time for introductions.

A DC 15 Bardic Lore check or a DC 25 Knowledge (Local - MR Nyron) check will reveal that the festival is named after a slightly peculiar occurrence. On particular years when the weather is right, the fruit of the Pisku tree accumulates extra sugar and ferments easily. This leads to alcohol production, and the only native mammals to speak of, the small spider monkeys (there are maybe 40 of them on the island), enjoy it immensely. They get drunk and stagger around, having fun and enjoying the summer sun.

Some possible reasons for non-party goers to attend the celebration could be:

- To meet and greet. There are a number of nobles here representing not only houses Einstoffen and Meissel, but also Verle, Valentin, and Burlondin. Burlondin nobles were expressly invited by the Einstoffens despite their ongoing feud with the Meissels. Aldor Meissel understands that this will further alienate him from his house, but he doesn't seem to care. Of course, the Coriners will be in attendance. They never miss a party.
- There are an amazingly high number of wizards in attendance, and the alcohol may make them more likely to trade spells.
- There will be half-orcs, orcs, Rhenee, Flan, gnomes, dwarves, and elves in attendance. This party has been publicized as one for all members of the Duchy, no matter their race or class. This might interest characters who feel alienated or left out and give them a chance to mingle in a positive atmosphere.
- Any character who has influence with House Einstoffen or House Meissel (any favor of Meissel will do, and enmity is to be ignored unless it is the enmity of Aldor Meissel) will have received personal invitations to attend.
- Parties are fun. Remind characters of this, or have their companions remind them of it.
- Alcohol makes people friendlier, of both genders. This may or may not be a motivator. Use your judgment in using this hook.
- In addition to the food and voluminous drink, there will also be a number of bards attending, some directly hired by the Houses involved and others freelancing. There will be opportunities for PCs to listen to great tales, hear rumors both local and from

afar, and tell stories of their own heroic deeds to be further embellished by true masters of the craft.

- If they are still not convinced, remind them that they are more than welcome to sit this one out. They will get no gold or experience points, but their risk of dying goes down significantly.

Feel free to improvise and let the party role-play as much as they want, but try to keep within time limits as much as possible. There is a huge variety of people here, so feel free to make up any NPCs and activities you desire. All of the food and drink is free. Nobody they meet will be invited to the after-party party however, and none of the festival games or competitions (such as “Throw the Slug at the Pholtan” or the infamous greased halfling-catching contest) have any cash prizes. Nothing here costs anything, but neither does it pay anything. The payment for the ferry here includes round trip fare, and there are cots and tents set up for overnight stay. Since absolutely everything is free, most people didn’t bring any money.

It is recommended that you stick with experts and low-level characters for the party to meet. Introducing high-level characters who are experienced adventurers may sidetrack the party a bit too much. Use your own judgment.

Exchanging Spells

If wizard PCs mingle and look for other wizards, there is a good chance they will find a few who are willing to trade spells. These wizards will only have spells from the Player’s Handbook.

To find another wizard requires a Gather Information check. This roll may be made by any party member, not just the Wizard seeking to trade. The higher the roll, the higher level wizard that is found who has the spell the PC is seeking as follows:

Gather Info Check	Level Wizard Found
10	1
13	3
16	5
19	7
22	9
25	11
28+	13

No wizards higher than 13th level may be found here. The wizard is assumed to have the spell that the PC is looking for, but only has spells they are capable of casting. For example, if a 9th level wizard is found, he will have any spell up to 5th level that the PC wishes to trade for, but none higher. They will only trade 2 spells at most.

Once a wizard is located, either a Profession (Merchant) check or a Diplomacy check is required to negotiate the trade. The DC for this is 10 + the level of the wizard that they are attempting to trade with. Adjust the Diplomacy or Profession (Merchant) roll by

difference in levels found. (EXAMPLE: a 9th level PC wizard finds a 7th level wizard to trade with. He is two levels higher than the wizard found, so give him/her a +2 circumstance penalty to his Diplomacy or Profession (Merchant) check. Similarly, if a 5th level PC wizard finds a 9th level wizard to trade with, give him/her a -4 circumstance penalty to their Diplomacy or Profession (Merchant) check). The wizard doing the trading must roll this check based on his own skill, but other characters may assist.

Vendors Galore

There are a number of merchants here as well whose desires are not completely recreational. Party members may make arrangements to purchase the following items after the festival has finished, including signing a contract insuring that they will pay for the items:

- Sacred Scabbard (from *The Complete Warrior*)
- Potion of Animal Senses (from the *Arms & Equipment Guide*)
- Ring of Lockpicking (from the *Arms & Equipment Guide*)
- Armband of Reduction (from the *Arms & Equipment Guide*)
- Ring of Chameleon Power (from the *Dungeon Masters Guide*)
- Elemental gem (from the *Dungeon Masters Guide*)
- Rope of Climbing (from the *Dungeon Masters Guide*)

Cross these items off of the AR if the party did not make arrangements during the party.

Towards sunset, read the following box text:

“Excuse me, but are you <insert character names here>?”

The person asking is a young man in a dark blue velvet suit, with a red shirt and matching red suede shoes. He is handsome, friendly and charming. He is reading the names off of a list written on a piece of parchment. He has a pin on each lapel, one for House Meissel and one for House Einstoffen. His name is Adin Ellad, and he is a local working for the festival. He isn’t sure what will be going on, only that he was sent to make sure that those with invitations and other chosen VIPs would be taken to the after-party party.

Unless the party members deny their identities, he will continue:

‘I have been sent by Aldor Meissel and Vidor Einstoffen to fetch you. It seems you are to be guests at the after party, party. It’s an exclusive affair to be sure, and I’m so glad you

can make it. Please, follow me and we'll get you settled at the main house."

If the party members ask why they were invited, there could be a number of reasons:

- A number of party members may have a personal invitation due to holding influence with either House Einstoffen or House Meissel.
- If anybody has a stat above 18, he/she will be invited based on that stat (i.e. with a Strength of 20, the character will be invited for his much renowned strength, clerics for their devotion, etc.).
- If the party has noble house affiliations, they would certainly be invited.
- If the party members are non-Suel, it is to show that all people are welcome to Aldor Meissel and House Einstoffen.
- If stumped, he will reply he doesn't know why, but they most certainly are on his list of people to bring to the party.
- Use flattery if it seems appropriate, as Adin is fairly well versed in it.

☛ **Adin Ellad:** Com 1 Exp 2 (merchant); Profession (Merchant) +7, Bluff +9, Diplomacy +9.

Again, if party members don't want to go, they are more than welcome to sit this one out and go sip a soda or watch TV while everyone else enjoys the module. Continue on if they go with Adin.

Adin leads you through the crowds of partying individuals, all of them seem to be enjoying themselves. Strangers gladly offer you mugs of ale, mead, and wine and plates of food as you make your way to the meeting hall, following behind Adin who deftly maneuvers the crowd.

It is quickly apparent that your destination is a beautiful shale and teak single-story house. It has been cordoned off and is a relatively peaceful eye in this storm of revelry.

Adin will lead the party into section A of the house (see map in Appendix 4 for specifics of the house) and seat them at their table. The room is full except for one empty table. There is a trio of bards in the corner directly opposite the main terrace entrance. One is playing a guitar; another is playing a flute, and the third is a half-orc with more percussion instruments than could be imagined (until you see the bag on his belt and the haversack on his back). They are all quite good and playing mostly upbeat instrumentals in a variety of tones and tempos. Any player bards may join them for a song or two, but no more. They are guests after all.

The other three tables each have four people seated at them.

Table 1 has four young Suel men in the livery of House Meissel. They are merchants and protégés of Aldor's and will be friendly and chatty if approached.

Table 2 has four young Suel ladies in the livery of House Einstoffen. They are all dressed in stunning velvet dresses which complement their figures nicely. They are all daughters of merchants, but have pledged themselves to various churches (Lydia, WeeJas, Phaulkon, and Fortubo to be specific). Each one wears the holy symbol of the deity to whom she is pledged. They are all due to be sent off to convents for serious learning and are thoroughly enjoying this last chance to let off steam before the coming years of study and devotion.

Table 3 has a small group of very portly, very drunk, and very friendly gnomes. They are currently engaged in a game where they play pranks on each other with their *Ghost Sound* ability, trying to perform the most comical impersonations of the other merchants' family members. They are by profession jewelers, and have on a number of tasteful and likely expensive items of jewelry. They are a bit shy when they are approached or realize that they are being watched, but will quickly resume their internal game as soon as they are left alone.

Food and drink is immediately brought, and the party may once again interact with each other, the other people in the room, or wander into the other rooms as they wish.

Servants come and go, and about 20 minutes pass before the lights dim and two young men come out to opposite ends of the room. Even the gnomes shut up and pay attention as they begin to speak.

Here is a brief description of each of the areas on the map:

Areas A & B – Meeting Rooms 1 & 2

This room has cypress paneling stained a rich, reddish brown with floors to match. There are four large, cherry wood tables with matching chairs. Lining both walls are kegs of various ales and meads, the light oak of the containers contrasting nicely with the richer, darker stained cypress. About half of them are tapped and ready for use. There are three exits: a set of double doors exiting into the courtyard, a set of double doors leading into the main meeting hall, and a single door connected to the adjoining kitchen area. There are everburning torches inside of paper lamps hanging from the ceiling, giving the entire room a warm and pleasant ambience with a slightly orange tint. The glow nicely accents the stain in the cypress walls and floors and really brings out the richness of the cherry wood in the tables and chairs.

The second meeting room has various minor merchants and family members from House Meissel and House Einstoffen. *If the party wanders in here, allow them to*

mingle, but eventually Adin will come for them and lead them back to Meeting Room 1 (area A) for Encounter 2.

Area C & D – Kitchens

These two kitchens have basically the same capabilities (both have an oven, stove, fireplace, and workspace as well as stores for cooking), but are laid out a little differently. There are usually three attendants in each kitchen. *If the party wanders in here, allow them to mingle, but eventually Adin will come for them and lead them back to Meeting Room 1 (area A) for Encounter 2.*

🔪 **Kitchen Help** (3, 3): Exp2, 9 hp each.

Area E – Main Meeting Room

This grand room is floored in cherry and walled in oak. There are two huge fireplaces and a bar for spirits. Kegs line the walls and all have been tapped. The tables are of polished red marble, and the chairs are red velvet and overstuffed. There is plenty of open space, and the main floor is empty but highly polished, ready to receive dancing guests.

Aldor Meissel, Vidor Einstoffen, and their closer friends and family are in here, as is Urthik, an orcish druid and Vidor Einstoffen's personal bodyguard. Aldor will greet and chat with adventurers he has met before and introduce Vidor Einstoffen if the opportunity presents itself. See Encounter Three of this section for a more extensive description of Vidor Einstoffen. Aldor Meissel is a personable young Suel gentleman in his late 20s. He is dressed in a tailored green velvet suit, with a white silk shirt under his jacket. It is all very high quality but far from garish.

He will be polite and friendly towards anyone he knows from URD 3-03 *Spring Cleaning*. Both he and Vidor are friendly, pleasant young Suel gentlemen who are enjoying themselves and this success a great deal.

The bartender will make drinks tailored to the person requesting them, making up interesting names for them. They are all striking visually and usually served in magically chilled glasses. Some examples may be:

- A red dragon: black and red swirls floating in a dark red liqueur. The swirls explode into little bursts of fire on the surface of the drink. Tastes strongly of cherry and licorice.
- A blooming green cymbidium: base of clear liqueur with a leaf-like layer of green with pink and ivory accents. Tastes like mint with vanilla and raspberry nuances.
- A Karll: a stout porter with layers of four kinds of whiskey mixed in. Very strong, robust and nonsense. It is lacking subtlety in any form, which the bartender will note.

If the party wanders in here, allow them to mingle, but eventually Adin will come for them and lead them back to Meeting Room 1 (area A) for Encounter 2.

🔪 **Aldor Meissel**: Ari 4 Exp 4 (merchant); 34 hp.

🔪 **Vidor Einstoffen**: Ari 1 Exp 6 (merchant); 24 hp.

🔪 **Urthik**: Drd 7; 52 hp.

Area F – Courtyard

This small area has a couple of trees planted to block off its main purpose. There are no internal toilets in the Party Hall, so latrines have been constructed out here. There are two sturdy tables in the center area, giving people who need it a place to relax and a chance for some air if they've enjoyed themselves a little too much. *If the party wanders in here, allow them to conduct their business, but eventually Adin will come for them and lead them back to Meeting Room 1 (area A) for Encounter 2.*

Encounter 2:

Seeping Shadows

The lights dim, and two young Suel merchants enter the room from the south entrance. They wait for all to be quiet, smiling the entire time.

The two young men are Avan Einstoffen and Steno Meissel. Avan is Vidor Einstoffen's personal assistant, and Steno is in charge of scouting new acquisitions for Aldor Meissel [DC 30 Knowledge (Local – Meta-region IV) or DC 25 Knowledge (Nobility) to know this]. They are both dressed tastefully in dark blue velvet surcoats with matching pants, red velvet boots, and capes. They are smiling and happy as they have been celebrating at the festival like everyone else. A DC 20 Heal check will show that they are both a little drunk. Avan will defer speaking to Steno.

"Thank you my friends, co-workers, and future customers for celebrating this wonderful occasion with us. I trust that you are all having a good time?"

The crowd will demonstrate this with enthusiastic applause. The party may do so as well.

"Good, good, good. We all need to have a good time on occasion. For those that do not know us, I am Steno Meissel, and this is Avan Einstoffen, two of your hosts in this celebration.

What exactly are we celebrating though? Certainly, a profitable business venture coming to fruition is reason enough to celebrate, yes?

But this is much more than that. We here in the Duchy have always prided ourselves on our Suel heritage, our history, and our families."

A DC 15 Sense Motive check will determine that the gnomes at Table 3 seem to be enjoying themselves a bit less than before.

“And rightly so. Our history is a grand one, despite the mistakes of our ancient brethren...”

At this, one of the gnomes stands up.

Steno raises his hand calmly.

“...and despite our current mistakes as well. Unlike most of our noble brethren, we are not interested in propping ourselves up on the shoulders of others, no matter how short they may be.”

He smiles and points at the gnomes, laughing lightly. The standing gnome sits down, takes a draw off his mug, and joins in with the playful laughter.

“What are we interested in then? We are interested in maintaining our cultural heritage. We are interested in remaining self-determined. We are interested in keeping our country safe for all of the citizens that reside within.

But most importantly, we are interested in profit. From profit flows opportunity. From profit flows prosperity. From profit flows freedom.

From profit flows power,

And from power flows peace.

So what we are really celebrating today is peace. Peace between nobles, peace between races, and peace between beliefs.

We feel that the best way to achieve this peace is through mutual profit, and the best way to attain mutual profit is through cooperative business.

Vidor, Avan, and the other merchants of House Einstoffen agree with us in this regard. Through long negotiations and discussions, we have come to this: our first joint venture.

So all of you, please enjoy the fruits of this endeavor, today AND in the future, for this is a relationship that will hopefully persevere and bring prosperity and potential to our beloved Duchy.”

Avan extends his hand when Steno concludes his speech, and they shake heartily, bearing smiles upon their faces.

The two tables of Suel youngsters applaud enthusiastically, while the table of gnomes do so politely.

There is an assassin hiding in this room. He has the shadow template ability that grants 90% concealment in anything but full light and is also under the influence of an *Invisibility* spell (at APL 10 and 12, he will have cast this himself, otherwise, it was cast on him by the head assassin who is in the other room with another assassin

killing the orc druid) as well as *non-detection* and *misdirection*.

Have the players make a Spot check, DC as follows, lower the DC by 20 if someone is using magic, such as *See Invisibility* that allows people to see *Invisible* opponents:

APL 6: 46

APL 8: 54

APL 10: 56

APL 12: 58

If *See Invisibility*, *True Seeing*, or other similar magic is being used, AND the Spot check is made, read the following:

Suddenly, in the corner of the room, a figure materializes that you had not noticed before. Dressed all in black, its edges are muddled and seem to mingle with the shadows of the room, making its form blurry and indistinct. The only thing that is distinct is the weapon it brandishes.

If the Spot check is made, but no magics are utilized to render concealment ineffective, the characters will know that somebody invisible is there, but no more.

If the Spot check is not made, read the following:

Suddenly appearing behind Steno Meissel is a man-sized figure dressed all in black. Its features are muddled and seem to mingle with the shadows of the room, making its form blurry and indistinct. One thing is imminently clear however, and that is the weapon which projects from its left hand. It strikes Steno Meissel, causing his face to lose all vestige of color before he collapses to the floor. Glints of electricity dance about the still-smoking and apparently fatal wound.

The assassin's primary goal is to kill Steno Meissel, which should happen in the first round. Even if spotted, he will take a partial charge in the surprise round. Steno will not have spotted him (his Spot check can't match the assassin's lowest Hide check). Unless the party makes the Spot check, Steno will die from this attack. If they do make the Spot check and stop the assassin from accomplishing his goal, there are additional rewards available as Steno will be very grateful. However, this is not a likely outcome, so the favor is only of minor use.

The assassin will not abandon his task of killing Steno Meissel. He will do whatever he can to complete his mission. After that, he will attempt to flee, hiding in the shadows of the city streets. If some magic is brought into effect that makes it virtually impossible for him to finish his mission, he will flee.

His primary escape route will be through the kitchen, so on the first round of his flight; he will only get to move and open the door (both move equivalent actions). After that, he will move through the kitchen

and attempt to hide, trusting in his abilities to protect him. On the third round, he will open the door and enter the crowded evening streets. If he gets outside, he will always attempt to hide and will likely succeed.

APL 6 (EL 6)

👉 **Anonymous Shadow Assassin:** Male Hobgoblin Ftr1 Ran1 Rog3, hp 35, see *Appendix Two*

APL 8 (EL 8)

👉 **Anonymous Shadow Assassin:** Male Hobgoblin Ftr1 Ran1 Rog3 Asn2, hp 47, see *Appendix Three*

APL 10 (EL 10)

👉 **Anonymous Shadow Assassin:** Male Hobgoblin Ftr1 Ran1 Rog3 Asn4, hp 59, see *Appendix Four*

APL 12 (EL 12)

👉 **Anonymous Shadow Assassin:** Male Hobgoblin Ftr1 Ran1 Rog3 Asn6, hp 71, see *Appendix Five*

Encounter 3:

A Request and a Proposition

No matter where the party ends up after the assassination attempt, Adin will come get them and request that they follow him. Vidor Einstoffen wishes to speak with them in *Kitchen 2* as soon as possible.

Vidor Einstoffen is a middle-aged Suel man dressed in a blue velvet suit with a yellow silk shirt underneath. His reddish-blond hair is rapidly receding from his brow, but his face still looks young, and his eyes are especially expressive and full of life.

He is seated at the table and greets the characters without rising as they enter. The corpse of his bodyguard, Urthik, lies on the table. A large wound can be located just under his ribs, and a black ichor drips from it. His skin has blackened, and his features have frozen in a horrifying death gaze.

Vidor will listen to the party's account before speaking of anything substantial. Feel free to add information from the bullet points into the box text to answer any questions the PCs may have already asked.

The three people killed are Steno Meissel, Urthik, and Ekko Einstoffen, an aid of Vidor's. If Steno was saved, adjust the box text appropriately. The other two have been killed.

"If only these were different circumstances, perhaps I would have more time to be less business-like. Unfortunately, the situation demands that I be short and to the point. Somebody has killed my bodyguard and two of my associates this evening. I have an idea who is behind it, but I cannot say for sure. I would like you to do me two favors:

First, I would like you to return the body of my bodyguard to his village. They are aware of the situation and the chieftain is waiting for the body to be returned. For reasons that would take a substantial amount of time to go into, the orcs of Anik village have decided to, shall we say, lessen their ties to our house for the time being. This was their choice. Despite their desire to lengthen the leash we have kept upon them, we still feel it would only be decent to return the body of their fallen member.

Second, I would like you to investigate the area surrounding the Cairn Hills in an attempt to find a group of hobgoblins and their assassin leader that I believe are responsible for this attack tonight. The chieftain of the tribe in Anik knows of their general whereabouts, and if I might impose upon you to travel there and take whatever steps you deem necessary to bring this black-hearted fiend and his band of murderers to justice, I would certainly make sure that our appreciation is shown."

The party may have questions. This is what Vidor is willing to share:

- Vidor cannot offer the party cash to help him out, but he understands that they do not always perform these missions out of the goodness of their hearts. He will definitely be in debt to the party and will insinuate that the goods the party will collect off of the evil guys will more than make up for any expenses they may incur.
- Vidor has a magic item that allows him to communicate short messages once per week to the orc chief of Anik.
- The orcs are leaving because some kind of blight has begun destroying their herd insects.
- The orcs are worshippers of Bralm and have always been orderly, obedient servants of House Einstoffen.
- A little over a year ago, there was a disturbance in the village of Koffel involving the orcs of Anik. Some children disappeared, and the sheriff at the time considered the orcs responsible. Agents hired by House Einstoffen, similar to this party, were sent to investigate. They discovered that a group of goblin cultists led by a priest and a hobgoblin assassin were responsible for the kidnappings. The children were to be used in some kind of ritual to summon a demon and eventually free an ancient god of theirs

trapped long ago. Neither goal was accomplished and the hobgoblin assassin was killed. Apparently he has found some means to return and desires revenge for his death.

- There were rumors that the hobgoblin assassin was seen at the recent disturbances in Shorewatch Castle, but details are vague at best.
- There are a number of people who do not like House Meissel or House Einstoffen, but nobody that would risk such an obvious display.
- Neither House Meissel nor House Einstoffen have any intentions of allowing this highly profitable venture to be disrupted.
- If the party is successful, Vidor will gladly allow the party to buy some of his goods.
- Details on the hobgoblin's location are sketchy at best, but the orcish chieftain Morik should have more information for the party. He believes that it is probably somewhere in the Cairn Hills not far from Koffel and Anik.
- He does not know what he will do with the leased swampland now that the orcs have vacated it. They have been considering building a small research facility, but it would not be cheap and they have not made any final decisions on the matter. They would much rather clear up this incident first.
- He does not care what the party does with any goods they find during their investigation.

Vidor either does not know or will not share any further information. He will give the party a map to the village of Anik and a letter of introduction explaining that they are acting on behalf of House Einstoffen and are returning the druid's body in case there is any misunderstanding.

SECTION B:

ANIK AND THE EXODUS OF THE ORCS

Encounter 4:

The Exodus

If the party does not teleport or use any other forms of transportation that speed things up, it will take 4-5 days to get to Anik.

You arrive in the swampy area where the village of Anik used to be. It is in shambles. Most of the buildings are either abandoned or heavily damaged.

The swamp has reclaimed most of the buildings that have been destroyed, but remnants of a few sturdy structures remain.

Two things stand apart from the ruins:

A large structure rests on the south side of the village. It is not a building, but rather appears to be a series of stone walls that have been joined together to form a massive cube. It does not look sturdy, and loud scratching and scurrying noises emanate from within despite the muffling properties of the stone.

A single mounted orc lingers at the north edge of the village. He seems to be waiting for something or someone. He is dressed in piecemeal armor constructed of some smooth, chitin material, and his long-spear is tipped with something resembling a large horn. He is mounted on a huge stag beetle.

The orc is the chieftain of the tribe that used to live here. His name is Morik, and some players may have interacted with him in URD1-12 *Firemane*. He is waiting for the party so that he can take the body with him. He will be visibly distraught over the death of his friend. He prefers to first address any orcs or half-orcs in his native tongue, but will speak to other party members in Common if necessary. He has the following information to share with the party:

- Six months ago their herd vermin began to change slowly and became tainted with darkness. They began killing the other herd vermin and attacking the villagers, eventually going on a rampage destroying most everything about three days ago.
- His wife, Amorik, a priestess of Bralm, made the container which is holding back the last of the transformed herd vermin. It will not hold them for much longer.
- The village is moving into the Cairn Hills and south. They will remain in contact with House Einstoffen, but are very discouraged by the amount of bad luck that has befallen them since they associated with the House.
- After the events of a year or so ago with the hobgoblin assassin, Morik began investigating the hobgoblin to try and make sure it didn't happen again. His notes are in the ruins of his old house within the stone structure. He remembers that he had narrowed it down to a small cave complex in the Cairn Hills, but has been pre-occupied with more urgent issues for the last six months.
- He knows that there are a number of transformed beetles and centipedes within the stone structure. They have all been transformed into some kind of shadow creature, mindless and savage.
- He will remind the party that the village of Koffel is only a few hours away, and they might want to

destroy the vermin to keep the villagers safe. His primary responsibility is to his wife and tribe, who are already two days gone without his protection.

- He will politely wish the party the best of luck in destroying the vermin and on their investigation, but now that he has the body of his fallen comrade will depart.

Encounter 5:

An Eruption of Darkness

Whenever the party is ready to destroy the barricade or the vermin break free, describe how it is destroyed based on the method used. If the party does nothing (the wall crumbles outwards four rounds after Morik leaves) then read them the following text:

The stone walls crumble down, revealing a writhing mass of swarming vermin that immediately splits and unravels into a number of shadowed creatures, many of them dripping venom and peering hungrily into the swamp.

The shadow vermin will gang up as much as possible on single opponents, concentrating on anything that looks small and weak first, then going on to larger opponents. The shadow vermin will not flee. Do not forget their miss chance for concealment from their being shadow creatures.

After the fight, if the PCs search the rubble, they will find the journal of the orc chieftain, Morik, fully describing the events leading up to the corruption of their herd vermin. It also has a hand-drawn map of the general area he figures the hobgoblins are staying in. It is approximately a 10 mile x 10 mile area that he has narrowed it down to.

Judge Note: This encounter's EL has been adjusted for a number of environmental conditions, principally that the party will have plenty of time for whatever preparations they need. The EL is configured with these factors in mind.

Creatures:

APL 6 (EL 6)

➤ **Shadow Giant Stag Beetle:** hp 52; see *Appendix Two*.

➤ **Centipede Swarm:** hp 31; see *Appendix Two*.

➤ **Shadow Giant Bombardier Beetle:** hp 13; see *Appendix Two*.

APL 8 (EL 8)

➤ **Shadow Giant Stag Beetle, Advanced (2):** hp 82, 82; see *Appendix Three*.

➤ **Centipede Swarm:** hp 31; see *Appendix Three*.

➤ **Shadow Giant Bombardier Beetle (2):** hp 13, 13; see *Appendix Three*.

APL 10 (EL 10)

➤ **Shadow Giant Stag Beetle, Advanced:** hp 195; see *Appendix Four*.

➤ **Centipede Swarm (2):** hp 31, 31; see *Appendix Four*.

➤ **Shadow Monstrous Centipede, Gargantuan Vermin:** hp 66; see *Appendix Four*.

APL 12 (EL 12)

➤ **Shadow Giant Stag Beetle, Advanced (2):** hp 229, 229; see *Appendix Five*.

➤ **Centipede Swarm (2):** hp 31, 31; see *Appendix Five*.

➤ **Shadow Monstrous Centipede, Colossal Vermin:** hp 132; see *Appendix Five*.

SECTION C

THE UNHOLY ALLIANCE REVEALED

NOTE TO JUDGES

There are a couple of things that should be mentioned for this section:

First, time management can be an issue. If you are running this with extended time at a game day or at a home game, this is not as much of an issue. If you are running this in a four hour slot, feel free to gloss over the many empty rooms only giving the brief descriptions available. It is not critical to fully describe them all. The Cabaret can be a lot of fun, but it can also take a long time. Try to balance the two as best you can, giving the feel of the place and the fun role-playing experience while not making them miss out on the rest of the module because of time constraints.

Second, read Area O (the final encounter) very carefully. It is a very difficult encounter that can be made even more difficult if the alarms are set off (and easier if they are bypassed). *Be sure to keep in mind if people have detect magic or arcane sight up to detect the alarm spells.*

Last, there is a pair of ghosts that are patrolling through the stone areas around both levels of the complex. They have been strictly commanded by external powers with interests in this endeavor to regularly patrol all of the stone areas, but never to enter the complex except to perform their duties as previously instructed. Their masters are powerful and they will not leave the stone except as they have been commanded.

Every round that any of the following happens; there is a 1 in 6 chance of attracting the ghosts:

- Going ethereal or incorporeal (including any spell effects like *blink*, *meld with stone* or *ghostform*) and traveling through the walls. Check every round to see if the ghosts notice the party (represented by the 1 in 6 check) and attack.
- Altering the complex through use of *stone shape*, *disintegrate* or *phase door* or any similar spells. Check initially for instantaneous effects or every round for continuing effects.

The ghosts will attack people who continue to do either of these actions, either in the stone or as they are doing the offending activity. If people stop doing what draws the attack, they will not chase them or continue to attack, instead returning to their patrol.

Initially the ghosts will attempt to *telekinesis* intruders out of the stone and back into the hallway, telling the intruder to stay out of the stone. If this fails, they will attack with spells, *malevolence*, or *corrupting gaze* to remove intruders.

ALL APLs (EL 14)

☞ **Ilgyn Urlirel, Brother of the Unsure Hand:** Suel Ghost Mon10, hp 70, see *Appendix One*

☞ **Ilsola Urlirel, Sorceress of the Ruby Wall:** Suel Ghost Sor10, hp 70, see *Appendix One*

Encounter 6: An Unlikely Meeting

The trip through the Cairn Hills is quiet, almost peaceful. There is finally a cool breeze to brush away the summer heat that has been with you all day. Off in the distance, a wisp of smoke, probably from a campfire, rises into the air.

The party has been traveling for a couple of days (1-3 depending on transport mode and character speeds – it is about 40 miles) when they have this encounter. It is probably another day to the area where they think the stronghold is.

The wisp of smoke is in fact the campfire of a couple of young Suel mercenaries. Their names are Erlin Geir and Faido Slorm. They are on their way to the base in order to secure some work.

☞ **Erlin Geir:** NE War1 Com 1, See *Appendix One*.

Physical Description: Erlin is dressed in padded armor which is stained and poorly cared for. He has dirty blonde hair and a chubby, pinched face. Despite the fact that he has been eating poorly, he is large and healthy,

standing at almost 6'4" and about 240 pounds, mostly flesh but with plenty of muscle to back it up.

History and Personality: Not the brightest bulb in the pack (Int 5 due to being dropped on his head as a baby), Erlin has learned to get by being a bully and thug. He has been run out of most towns he ended up in as his pleasure of cruelty and causing pain eventually makes him not fit in. He will hide these tendencies initially, but eventually they will show up. He is well beyond lying and will tell the party exactly where they are going and why. He is looking forward to working with people who share his enjoyment of cruelty and beating people up to feel important. He has not even considered that there will be stronger people than him that may very well do that to him. He will not believe it if he is told it. He will let other party members go with them, but will insist that he is the leader. If anyone questions his ability to lead, he will probably start a fight to prove that he is right.

Information known:

- They were hired by a guy named Binky Wartbottom in Seltaren. Pay is supposed to be 5 sp a week plus room and board. They are particularly interested in people who will work with humanoids and have no love for the nobles of the Duchy. They are not hiring demi-humans.
- He has a map, but he lost it (Faido actually took it from him in his sleep). He is getting there by memory, but is pretty sure he knows where it is. In actuality, he will stand and ponder, waiting for Faido to show the way as he supposedly remembers it better. This is another reason that Erlin has kept Faido around and doesn't give him that much abuse.
- He doesn't know who is hiring the mercenaries, but he knows that goblins or hobgoblins are rumored to be there. He heard there were undead involved, but thinks that is a bunch of hooey.
- Even if there are undead, at least that means there are more rations for him. Undead are notoriously light eaters.
- No, he doesn't care if his boss is evil.
- No, he doesn't care if the party wants him to reform or change. They can kiss his boil covered bottom (he will point to it in case they don't know what he is talking about).
- No, he doesn't want to hear who your god is or why they're so great. If they were so great, where were they when he got this? (he will point to the scar on the back of his head – a large dent) That's when he really needed them. If they didn't care then, they don't care now and can also kiss his boil covered bottom (being a little afraid of gods, he will not point to make sure the gods know what he is talking about – this is piety).

- Anything additional, feel free to make up as you wish.

Faido Storm: CN ExpI ComI, See Appendix One

Physical Description: Faido has not been doing well in his life and it shows. His padded armor and clothing is ratty and has been poorly mended in many locations. His boots do not match (though they are mostly the same color) and one has a rag holding it together. He is about as physically intimidating as a blade of dead grass. His 5'4", 120 pound frame is a stark contrast the hulking form of Erlin. His cheeks and eyes are gaunt and dark, as much from malnutrition as his natural unhealthiness.

Personality and History: Though more sympathetic than his bully companion Erlin, Faido is hardly a saint himself. A persistent criminal, he has been stealing and robbing most of his life. He is more lazy than cruel, so would much rather do one burglary and then lay around daydreaming for a month than work a regular job for the rest of his life. His slight form and frailty enforces this. He has heard that adventurers make good money and figured this mercenary work would be a good way to get started in that. It is also risky work though. People actually fight back. He has no intention of sticking around if there turns out to be actual violence involved. He's fairly open-minded and will give it a try. Erlin basically told him he was going with him, so here he is. If a conflict erupts between the party and Erlin, he will stay out of it. Physical violence is not his forte. Besides, it's too much like work.

Information known:

- Faido will offer no information at all.
- He will validate whatever Erlin says, but is unconvincing at best.
- If asked questions he usually will shrug his shoulders or say "okay," even when inappropriate.

Feel free to run this encounter however you want given the guidelines of Erlin and Faido. Almost any resolution of this encounter is playable within the context of the module. They will gladly go with the party, but as mentioned in the description of Erlin, he will insist that he is the leader.

If the party does not go with them, they will continue on, but should not arrive before the party, if a roving ogre does not eat them for lunch first.

If the party does wish to go with them, the partnership should not last long. Use any of the following reasons for the party to split with them:

- Erlin insists on being leader. If the party refuses, he will not go until they respect his authority and leadership skills.

- If Erlin is allowed to lead, he will take full advantage of it, making party members dig latrines, cook, clean his feet, pick chunks of under-cooked meat out of his teeth, wash his clothing, listen to his stories, play cards with him, and any other demeaning chore he can think of. He is at least fair and will distribute these chores equally among PCs.

If neither of these works, have Erlin and Faido take off in the night. If this proves implausible, have them both die in their sleep from food poisoning, after a lengthy bout of vomiting. Faido is especially vulnerable due to his low Constitution score.

Encounter 7:

The Outer Section

Buried in the side of an 80-foot ravine you find a worked stone entrance. Torches line the entrance, lighting it clearly. There are no apparent guards on duty.

Unless otherwise notated, the ceilings are ten feet high and all structures are made of stone. All secret doors have a DC 25 Search check.

The various goods scattered throughout both sections come from a wide variety of noble houses, and appear to have been bought retail.

The four marked squares (labeled "trap" on the map) all have *alarm* spells on them. If any demi-humans (elves, dwarves, gnomes or halflings) walk over them, a silent alarm is set off, alerting the priest and his superiors in Area O of the inner sanctum. The alarms are set to demi-humans because only humanoids and humans are expected to be hired as mercenaries. Demi-humans will be the exception (or possibly lunch), not the norm.

The party may choose to explore the upper level and not go down to the lower level for whatever reasons. If they do this, there are a number of ways to persuade them downstairs:

1. If the party befriends Twickle the Gobber in Area Q, he will tell them of the secret doors leading down to the lower level after an hour, warning the befriended party member that there is danger if they stay in the upper level too long. He will not expand on the nature of the danger, but he is quite sincere in his concern.
2. After six hours, Pythil the receptionist will come to wherever the party is staying and let them know that they will be called down to see the masters in just a few short hours. They might want to wash up.
3. Two hours later Pythil will escort them past Bargath the Jackal, except that any gnomes or halflings are required to stay with Bargath, while the rest of the party continues on. It will be explained that gnomes

and halflings are not allowed in the lower levels. They are stripped down to basic clothing and placed in the jail cells if left behind.

- a. If the party accepts this, then by all means split the party. Bargath will lock up the gnomes and halflings for the duration of the adventure and watch them carefully. His main focus will be on the prisoners, so he has a -2 circumstance penalty to any Spot or Listen checks to find party members sneaking back up to them. Describe the areas of the lower complex as they move through, but in 8-O, the main temple area, the evildoers automatically surprise the party.
- b. If the party refuses, they will be ejected from the complex, forcefully if necessary. If the PCs choose to resist, they should have no trouble dispatching the two receptionists. Bargath will not leave his area, but will raise the alarm at the slightest hint of violence or disruption within the complex, unless it occurs in the cabaret. The gobbers, being naturally pacifistic, will not aid in any fighting.

AREA A – RECEPTION

Beyond the entrance, two desks have been placed in the middle of a room. Seated on your left is a young Suel man, who smiles as you walk in. Seated on your right is a young hobgoblin, who sneers as you enter. They are both wearing simple clothing with a black hooded surcoat trimmed in gold. The Suel man speaks:

“Ah, the first to arrive, and early as well! So nice to see you here. If you wouldn’t mind filling out these forms, we’ll begin to get you situated.”

He hands out a number of forms, smiling broadly.

These forms are a mercenary contract. They are standard terms, and do not name the leader in any capacity. If asked about that, the clerk will reply that this information is not going to be disclosed until there are enough mercenaries to begin the operation. Until then all mercenaries will receive room, board and training. There will be plenty of opportunities in the future for promotion and spoils for those who are disciplined, loyal, and able to follow commands.

If the party fills out the forms, he will direct them to the door to the right, give them a map of the complex (*Player’s Handout #1*) and tell them to go ahead and get themselves situated in whatever rooms they like. There is a recreation room in the back and the uniform and supply rooms are through a door behind it. The cabaret and dining room is in the middle of the complex, and can be reached by exiting the recreation room and entering the first door on the left.

If the party seems friendly enough, he will advise that they avoid the jailer. He is a vicious and cold-hearted man.

The party is instructed that they have free run of this level, but under no circumstances are they to enter the lower level unless they are escorted. There are many traps and creatures roaming the lower levels and it is not safe. Most importantly, the Master forbids it.

The hobgoblin will not speak unless spoken to, and will give basic, simple answers to any basic, simple questions. He will jot notes if the party asks any questions.

If the question of pay arises, payment will be 1 gold a week, plus room and board, plus a share of any spoils gained during missions. Only room and board will be paid until missions start. They do not know the nature of the missions.

Units of exceptional merit, like the PCs party, will be earmarked for special missions and higher pay, rewards, and responsibilities. Promotion is a definite possibility for those with skills and the willingness to prove them.

If the party attacks, the clerks are killed easy enough. They will try to escape, but taken by surprise will not be able to really defend themselves. They have the same information if they are attacked as they would otherwise and a stack of maps mixed in with the forms (*Player’s Handout #1*).

🔱 **Pythil Bancrast – Suel Receptionist and Liaison to Human Prospective Employees:** N Exp1; hp 4; Bluff +6, Sense Motive +6.

🔱 **Barcrax – Hobgoblin Liaison to Humanoid Prospective Employees – HR Specialist:** NE Exp1; hp 6; Bluff +7, Sense Motive +6.

AREA B – VACANT MERCENARY RECREATION ROOM

This room has a couple of baths and tables for relaxing. It is otherwise clean, but empty.

AREA C – PRIVIES

These are simple toilets.

AREA D – RECEPTIONISTS’ QUARTERS

This large, comfortable looking room has four beds, four chests, a private privy, and two small spring-fed basins. It is clean and two of the beds are made while two others have pillows and blankets stacked on them. Two of the chests are open and empty, while the other two chests have the personal goods of the two receptionists on duty at Area A. These personal goods are mostly clothing. One has a few books, mostly stories of ancient Suel heroes that tend to end in tragedy with a smattering of

romance thrown in. There is nothing of any value in the chests.

AREA E – VACANT HUMAN QUARTERS

Each of these small quarters has an open chest and a set of bunk beds. They have blankets and pillows and nothing more.

AREA F – VACANT ORC QUARTERS

These areas have a small well in the corner, but are otherwise completely empty. The only other item of interest is the painting on the wall of a large, single eye.

AREA G – VACANT KOBOLD QUARTERS

These small quarters has a small well in the corner and has dirt floors, differing from the stone floors throughout the rest of the complex.

AREA H – VACANT GNOLL QUARTERS

These large rooms have a well in the corner and hooks on the wall, presumably for hanging meat as there is a small depression in the floor to catch blood.

AREA I – VACANT GOBLIN QUARTERS

These two small areas are only notable for their small water supplies and the fact that they are a bit rougher than the other rooms and it seems that less care was taken in fashioning them.

AREA J – MEDIUM HUMANOID PRIVY

This privy is more a large hole in the far end and a trough in the middle than anything else. There are a couple of buckets against the north wall.

AREA K – SMALL HUMANOID PRIVY

This privy is just a large hole in the ground and not much more.

AREA L – JAILER'S QUARTERS

This area has a sharp chlorinated smell to it. It seeps through the cracks around the heavy wooden door before you.

The door is reinforced with steel strapping.

🔪 **Steel Reinforced Doors:** 2 ½ in. thick; hardness 8; hp 45; AC 5; Break DC 23.

The door has 2 locks (DC 25 Open Locks and DC 30 Open Locks). There is a sliding peephole which can be seen through. On the other side is the jailer's quarters. His name is Bargath the Jackal, and he is a hobgoblin. He will introduce himself through the peephole proudly as:

"Bargath the Jackal, the great inquisitor, grand torturer, and most vicious, heartless individual in the Cairn Hills. What do you want, little piggies?"

He has only one eye and numerous scars on his face. If asked how he received them or lost his eye, he will go into graphic description of his self-inflicted wounds, explaining that the best torturers must use themselves as test subjects, because without empathy, you will never be a pro, just some rank, sadistic amateur.

He is the torturer, jailer, and keeper of the door to the lower levels.

On a DC 25 Spot check, the PCs can get a glimpse into the room through the peephole. It is an immaculately clean room. Well, except for the bloody pile of recently tortured naked goblin lying in the middle of the room. That part isn't so immaculate or clean. The rest of the room is neat and ordered, and the torture implements lining the north wall are all neat, orderly and clean. The chlorine smell comes from a bucket with a ladle next to the bloody heap on the floor. If asked why the goblin was tortured, the simple answer is "Practice. Going to be busy soon and have to keep my skills up!"

If the PCs attack him, he will yell "Fire, Fire!" which will trigger a silent *alarm* spell in the room, warning the inhabitants below that invaders are coming, but will then crumple into a defensive heap, attempting to hide under his bed. He will not fight back, but neither will he submit. He is not afraid of physical violence and understands (from years of torturing creatures) that death is a gift, not a threat. If asked why he is not afraid, he will gladly explain this.

There are numerous ways to get past Bargath. Any reasonable story about going downstairs will get you by him. Asking him about his work with sincere interest (beat a Sense Motive check with Bluff if they are not really interested) will make him accept even an unreasonable story.

He has little or no information about the denizens of the lower levels other than that there is a human cleric of some fire god and some hobgoblin shadow dweller. He will comment that they've really made the place nice with the inclusion of a beautiful piece of art.

He was hired by the hobgoblin receptionist who obviously appreciates talent.

🔪 **Bargath the Jackal – Torturer:** Hobgoblin Expert 4; hp 20, see *Appendix 1*.

AREA M – JAIL CELL

There is the body of a hobgoblin here. It appears to have been bled to unconsciousness as he is lying in a pool of what would seem to be his own blood.

A DC 35 Open Lock check will open the lock, but it is much easier to use the key from the jailer (area L) if available.

The hobgoblin is wearing only clothing. He has been tortured badly and is missing an eye, as well as having several deep puncture wounds in his chest. He is not alive.

AREA N – SUPPLY ROOM

This room is locked (DC 20 Open Lock). Inside are a variety of supplies; most basic equipment in the Players Handbook is here in crates.

AREA O – UNIFORM ROOM

This room has 6 large boxes (all of them are open), two chests, and a log sheet with a simple area for putting name and uniform items checked out. Eventually, this will probably be staffed with a clerk, but at this time it is vacant. The boxes contain black hooded surcoats with gold trim. There are belts and socks as well, but no boots, armor or weapons. Black and gold is not affiliated with any particular noble house.

AREA P – CABARET

The door carvings are mostly abstract, but there is a centerpiece on each door of a gobber. One side has it sticking its tongue out, pulling its cheeks to lengths beyond those available to those of normal physiology. The other side has a smiling gobber with three daggers in his face: One through each cheek and one through the top of his head. The three points meet inside his mouth and are clearly visible, possibly even emphasized in the carving. The doors open easily and have no locks or traps on them.

From behind this large, elaborately carved set of double doors can be heard the muffled sound of high pitched laughter accompanied by the distinct tones of upbeat music. It is being played at a frenetic pace with gusto and verve rarely heard, possibly even imagined.

This music is the Gobbers practicing for the inevitable mass arrival of mercenaries, complete with the expected full purses and need to laugh after a day of nihilistic slaughter. They will settle for the party though.

After the door is opened:

For a split second, the cacophony is overwhelming. A flood of sights and sounds crash over you: melodies from an accordion and lute; small goblinoids with oversized ears wearing frilly dresses dancing the Can-Can onstage; screeching singing of some variation on the classic song "Beauty is in the Eyes of the Beholder" in falsetto; flashing lights in various colors reflecting off of shiny chairs and shimmering tablecloths; acrobats tumbling; the

sound of bones being set and joints being dislocated; twirling chandeliers radiating kaleidoscopic hues in rapid succession; belching, vomiting, and every other conceivable sound that accompanies living creatures.

For just a moment, all of these things gush out from within the room, but immediately stop when the door opens.

Allow the party to react however they wish.

One of the goblinoids approaches you, dressed in a black tuxedo with an oversized, vibrant turquoise bowtie. Blood and food stains dot his formerly white shirt.

"Welcome one and all to the Prancing Pelorian Prat Cabaret: nightclub, brothel, dive, gladiator pit, juice bar, massage parlor, gambling hall, den of iniquity..."

A bottle flies across the room, breaking upon the back of the maitre' de's head. Blood trickles down his neck, but he does not break stride in his introduction.

"...and bar & grill. You, our most honored guests, are welcome to eat, drink, and most importantly, be merry!"

He extravagantly spreads his arms and smiles wildly before he is pelted with a variety of objects, ranging from the traditional overripe fruits and vegetables to pies, fingernail clippings, glasses of sour milk, and pillows shaped in the various aspects of a veritable who's who of deities, including Iuz and WeeJas (these are comic caricatures to say the least and far from accurate portrayals, unless WeeJas has suddenly grown a tentacle out of her chin with elaborate lettering that reads "Don't hate me because I'm beautiful," and Iuz has taken to wearing a ballerina's costume made from fluorescent flower prints).

Your host does not bat an eye at the assault but laughs loudly and continues.

"Please, have a seat! The show starts in 5 minutes."

He holds out his hand expectantly.

He is waiting for a tip. If given one, he will do a back-flip, ill conceived at first glance, but deliberate to those in the know (A DC 10 Perform: Acrobat or DC 20 Tumble check will show that the mishap is deliberate). This results in him landing in an extravagantly unnatural way, dislocating his arm in the process.

After doing this, he puts his arm out to pose, mugging for applause. His dislocated arm flops out more than anything else, but the effort is there.

If the party tips again, they will get swamped by a wide variety of gobbers, each with their own shtick, performing for tips. Any amount of money will satisfy them, even a copper piece, but being ignored sends them into an extravagant frenzy of performance, getting more and more extreme, violent, and self-destructive unless they are paid.

There are 22 Gobbers in the area, as follows:

- A Dancing Chorus of 8, replete with at least 6 comical costume changes.
- A Singing Chorus of 4, with full knowledge of a number of satirical versions of classic songs.
- 2 Acrobats.
- 2 Jugglers.
- 2 Sleight of Hand magicians.
- 2 prop comedians.
- 1 joke comedian.
- 1 mime.

The mime is the most mistreated by the other performers for some strange reason.

Despite the above specialties, all of the forms are comedic, and use their Perform: Comedy skill check for results.

After, if the party sits at a table, things return to relative normalcy. The dancing and singing continues on the main stage (tips must be tossed at the performers – the dancers will raise their skirts revealing holy symbols and pictured caricatures of the circle of eight on their brightly colored undergarments and fall comically if tipped) and the other performers rotate to the table, performing their shtick, taking orders for food and drinks, and generally being Gobbers.

There is very little information to be gained from the gobbers, but they do know a few things. Any answers should be formed as jokes, or at the least as a caricature of someone famous and done in a silly fashion. The mime, of course, refuses to speak, and will answer all questions in mime, garnering him an occasional shower of various objects thrown at him.

The gobbers have the following information:

- Most of the people here now are hobgoblins and a few goblins. A couple of humans and a duergar have also been seen, along with a really scary person with no sense of humor. Having no sense of humor is not very funny.
- The scary person was a horrible tipper, which is never, ever funny.

- The pheasant stuffed with toad brains is excellent, despite the rumors that the tinned toad brains have gone off. Either way, eating toad brains is funny, and getting food poisoning is very funny.
- There is a hobgoblin leader who shifts in and out of shadows. It's neat, but not very funny.
- They have no idea what the people have planned, but are glad that they will be bringing people into the cabaret so they can perform and make money. Starving to death is not very funny.
- If a PC (or PCs) wanted to finance the cabaret, they would gladly take their money and spruce the place up a bit. They prefer to keep it open for all people, humans and humanoids alike, no matter who is in charge. Exclusionary racism isn't very funny.
- None of them have ever been past the jailer. He's kind of funny, but lacks subtlety like they do. Plus he takes his work too seriously. Taking things too seriously is pretty funny though.

The PCs may spend as much time as they want here. The food and drink is all free (though getting an order sent to your table may be more difficult than one might think due to the demeanor and methodology of the gobbers) and it is all of reasonable quality. The performances are free as well, but not occasionally tipping at least a copper results in more frenzied attempts to entertain.

The gobbers will not stop anyone from going anywhere nor will they leave the cabaret or their quarters. They are here to entertain: Nothing more, nothing less.

AREA Q – GOBBERS QUARTERS

This small area serves as both the storage and preparation area for the cabaret as well as the living quarters for the Gobbers. It is chaotic and disorganized. There are a number of Gobbers here running frantically about getting food and drinks together. They will intentionally burn and cut themselves, looking to the others for a reaction to see if it was funny.

If a non-Gobber comes in to the Gobbers quarters, they will amplify the act, trying even harder to injure themselves, fall, throw things, and spill food or drinks in order to get a laugh. If they do, they will immediately stop cooking and go into a chorus line, belting out a rendition of "How Green was my Belly", complete with leg kicks, a variety of bodily fluids, tripping each other, slaps, and funny faces galore.

If the applause and enjoyment continues, they will finish up by forming a precarious Gobber pyramid, which will collapse under itself in a heap of broken limbs, gag faces, and raspberries towards the audience. Then one of the Gobbers, Twickle, will solicit money. Twickle is

especially friendly towards adventurers, especially if they tip well. He knows of the secret doors leading to the lower level and may hint or even tell the party about it depending on their interaction.

Encounter 8:

The Inner Sanctum

Any locked doors in the Inner Sanctum have a Pick Lock DC of 30. All secret doors have a Search DC of 30.

This entire area is bathed in a dull red glow that gives the equivalent of low light (20% miss chance). Creatures with low-light vision can see as if it were normal light. Creatures with darkvision can see normally (60' or whatever their range on darkvision is).

None of the trade goods are remarkable in any way.

AREA A – ENTRANCEWAY

The following description is intended for mature audiences. Please alter the description to follow your best judgment. The concepts that should be brought across are meticulous detail and evil, yet a perverse sense of beauty.

This underground area is constructed of both rough and worked stone. The floors are uneven, but packed dirt helps level it off.

The most striking thing here is the sculpture standing in the exact center of the room. It is placed on a red and black marble dais that is approximately one foot high and ten feet square.

The statue itself takes a moment to figure out. A metallic web, mounted on telescoping steel arms that arc away, is covered in tiny, nested silvered spikes that slowly lengthen. Intertwined on the lattice of twisting, ratcheting metal is a creature, possibly once human. Each click of the machine it is engaged with slowly pushes the spikes through its body. If the metal spines didn't contort its facial features, a grimace of pain might be seen. If eyes still remained in the empty, seared sockets, then possibly some tiny portion of the pain this pitiful being endures could be expressed. If its tongue were not held rigid and immobile by a hundred needles, it might tell you how it was feeling. If a large pipe bolted to the main post of the sculpture didn't penetrate the ears, it might be able to hear any questions you have. As it is, there is no indication at all of what it feels or how it would communicate those feelings if it had any. The occasional spasmodic reaction gives the semblance of life, but it could be purely reflexive.

No blood seeps from its wounds. Its mouth is fixed open, forced just a smidgen wider with each

click of the machine. The teeth appear loose in its mouth as little metal posts push them out in something resembling a flower petal design. If you had to guess, it would be an azalea pattern. Even the sparkling, opalescent fangs seem ready to fall out, as do its matching cracked claws.

Overall, the lattice which forms the core seems to have extended to about half of its maximum capacity. Looking at the creature, it is hard to tell how the taut skin could be stretched any tighter. Its paper-thin, almost transparent nature must hide its inherent strength. Maybe it's the slight burnt look around the skin where the spikes penetrate. Possibly it's the silvery sheen that seems to coat the tiny spikes. It is difficult to tell for sure with only a cursory examination.

What isn't difficult to tell is that even though the arms and legs are stretched in unnatural positions, there is a certain grace in its construction, a positioning for aesthetics, combining function and line with destruction, agony and grace in one creation. It is deliberate, intended, and very, very slow. If the current rate of expansion is accurate, then you believe that this has been going on for at least a month, and will continue for another.

There is nothing else of interest, or at least as interesting, in the room.

The creature is a vampire spawn with one hit point remaining. The spikes themselves are not of silver, so effectively do no damage as they contort and move through its body. Initially, they were coated with a silver sheen, which has since worn off, but not until the machine had effectively immobilized the spawn and run its course.

In the dais is a small drawer with two doses of silver sheen.

The device can be disabled with a DC 53 Disable Device Check. Failing to disable it or attempting to remove the creature from the machine must make a DC 40 Disable Device or the machine will increase in speed, instantly killing the spawn. After it has finished its cycle, it returns to original position, which is a simple metallic cross. All of the spikes and the head post retract, leaving a simple metal scaffolding ready for use again.

AREA B – STORAGE AREA

This area has a number of crates, which include rations (about 200 days worth), crossbow bolts (500), arrows (500), boots (50 pairs in various sizes – 40 pairs medium and 10 pairs small), sling bullets (600), and javelins (100).

AREA C – HOBGOBLIN QUARTERS

This area is clean and well maintained. Currently it seems to house a few hobgoblins, but looks like it could house up to 20 hobgoblins in a fairly comfortable setting.

There is a silent *alarm* spell here, which notifies the hobgoblin assassin, that non-hobgoblin, non-human creatures are entering the room. As there are no inhabitants in the lower level that should not be in Area O for the meeting, this will be sufficient notice to make them aware of intruders and prepared for attack (see Area O). Merely entering the door is not sufficient to trigger the *alarm*. Non-hobgoblins must actually enter the room to trigger it. There is no Search DC to find the alarm spell. You must have *Arcane Sight* or *Detect Magic* up to see it.

An underwater stream borders the edge of the cave (where the map is blue). It leads to nothing except to more streams underground.

AREA D – EMPTY CAVE

This cave is mostly clean, but totally empty.

AREA E – HOBGOBLIN QUARTERS 2

This area is mostly clean and well maintained. Currently it seems to house a few hobgoblins, but looks like it could house up to 20 hobgoblins in a fairly comfortable setting.

In one of the corners there is a large pile of pots and pans covered in a sticky, gooey substance that seems to be quite strong and elastic. Craft Alchemy (DC 10) or Knowledge Arcana (DC 20) will determine that this is some variant of a Tanglefoot bag material that is long dried up.

There is a silent *alarm* spell here that notifies the hobgoblin assassin that non-hobgoblin, non-human creatures are entering the room. As there are no inhabitants in the lower level that should not be in Area O for the meeting, this will be sufficient notice to make them aware of intruders and prepared for attack (see Area O). Merely entering the door is not sufficient to trigger the *alarm*. Non-hobgoblins must actually enter the room to trigger it. There is no Search DC to find the alarm spell. You must have *Arcane Sight* or *Detect Magic* up to see it.

An underwater stream borders the edge of the cave (where the map is blue). It leads to nothing except to more streams underground.

AREA F – STORAGE AREA 2

This area has a number of crates of weapons and armor. There are a total of 100 short swords, 30 suits of studded leather armor, 50 short bows, 100 long spears, and 50 heavy wooden shields here. 20% of all the goods are small sized.

AREA G – ALCOVE

This small area is largely empty except for small bits of skin and a few loose teeth. A DC 15 Heal check will reveal that they are human teeth and that they were pulled intact, not broken off. There is also a magical *Burning Hands* trap in it. If more than 100 pounds of weight stays in this room for more than 10 rounds, it is set off.

Trap All APLs (EL 3):

↗ **Burning Hands Trap:** CR 3; magic device; weight trigger (100 pounds for 10 rounds); automatic reset (10 rounds); spell effect (*empowered burning hands*, 5th level wizard, 5d4*1.5, DC 12 Reflex save half damage); Search DC 28; Disable Device DC 28.

AREA H – MEETING ROOM

This room has a black slate wall on one side with a number of large chunks of chalk on a tray at the bottom.

There is a large table able to seat about 20 people in the room. There is a small chest under the table. In it are pitchers and mugs as well as some quills, ink, and heavy paper.

AREA I – FOYER

This area is clean and clear of anything. There is no furniture or decorations, but there are two large double doors, elaborately decorated with flames around the edges and a large symbol similar to the holy symbols in Area J. A Listen check (DC 25) will determine that there are people on the other side moving about and mumbling.

AREA J – STORAGE CLOSET FOR CEREMONIAL ROBES

This small closet is neat and organized. It contains a number of crimson red robes as well as about 20 necklaces with a pendant on it of a demonic face with large bat wings hung from a long forked tongue. DC 15 Knowledge (Religion) check will recognize this as some variation of the normal holy symbol of Pyremius. A DC 20 Knowledge (Religion) check will recognize the forked tongue as a symbol of Syrul.

There are also 20 black and 20 red candles, and four bloodstained red velvet throws neatly folded in boxes.

All of these items smell of smoke, and many of the robes and the throws have scorch marks and small burns in them.

AREA K – UNDEAD QUARTERS

This area is empty, but has a slight radiation of negative energy, just enough to make the hairs stand on end.

AREA L – UNDEAD HOLDING AREA

The door to this area is locked. It is going to be used to hold unintelligent undead in the future, but is currently empty.

AREA M – UNDEAD QUARTERS

This sparse room has a number of tanned skins (DC 15 Knowledge (Nature) check to determine that they are human) lying about, they appear to be cut into a pattern for future manufacture as clothing. There are piles of bones and rotting meat sporadically spread out and organized by how intact they are, freshness, as well as specific cuts of meat. Each pile is labeled with a date, grade, and use (i.e. utility, food, MIC, etc.) Feel free to be as graphic or obscure as you like depending on your table composition.

AREA N – HOGARTH'S QUARTERS

This large room is well furnished. Everything in the room is under the influence of a *Continual Flame* spell, more for visual effect than anything else.

There is a large king size bed with a large holy symbol of Pyremius embroidered on it. There is a desk, three overstuffed chairs, a wardrobe filled mostly with robes, a bookstand with a large book on it, and a set of bookshelves with approximately 50 books in it. The color scheme for the entire room is black, red and orange.

The book on the bookstand is a collection of doctrine for Pyremius, approximately 200 years old and fairly substantial in scope. It has the seal of House Teranor (DC 10 Knowledge (Nobility) check to recognize it) on the inside of it and is made from what appears to be toasted human flesh and bound with a hard, chitinous substance that is unrecognizable. The writing is in ancient Suloise.

There are a number of additional personal entries loosely placed in the book. Reading them reveals the following information:

- He is happy to see some of his family members again, even if they are cruel beyond measure.
- Some of his backers are much too lawful and rigid in their ancient ways.
- Goblinoids are very receptive to the ways of Pyremius and have much potential for future use.
- It is fun to destroy things with fire.
- It is more fun to kill people with fire.
- It is most fun to destroy things AND kill people with fire at the same time.

- The undead, at least the intelligent ones, aren't nearly as hard to work with as one might think. And the incorporeal ones are very, very clean.

The books on the bookshelves are all general subjects, with substantial sections dedicated to Suel history and religion. Over half of the books are dedicated to these subjects, with the other half being general books on arcane theory, The Planes, and a variety of crafts.

The huge bed is in front of the secret passage. There is a 30% chance that tossing the bed will trigger the secret door, even if it is not found by a Search check.

AREA O – MAIN TEMPLE AREA

There are two different ways this encounter area can occur: The party has avoided the alarms and gets surprise (or at least is even with the inhabitants), or the alarms have been set off (or the ghosts have been encountered but not destroyed) and the inhabitants are aware of them and waiting. Use Description A for the first scenario (no prep) and Description B for the second scenario (aware of party and prepped). The balcony overhangs are marked by the brown lines on the map (these indicate the outer edge of the balconies). The balconies are fifteen feet up and the walls around the edge of them are three feet high, providing cover to anyone on them from the floor below.

You open the door, and are immediately greeted with a burst of heat. It is extremely warm in here, and the source rapidly becomes obvious. On the eastern edge of the room a large lava flow bubbles and belches forth, undulating wildly. This would also explain the sulphuric stench that emanates from the room as well. About fifteen feet in front of it is a large shrine, approximately five feet off of the ground. It is laced with flickering red flames. On the north and south walls appear to be some kind of balcony that juts out over the main floor. The walls and ceiling appear to be rough carved rock covered in soot. The floor has a loose coating of ash and soot on it as well, with many footprints being evident in it.

Effects of lava are in the DUNGEON MASTERS GUIDE, page 304, and are also reprinted at the end of this module for your convenience.

THE POWERS THAT BE

If the party has not set off any of the alarms, the leaders of the complex are still here otherwise they have teleported away. Only read the description below if the leaders are present because the party has not triggered any of the alarms.

You catch a brief glimpse of three figures:

On the left side is a tall, lithe Suel nobleman. He is tall and fair, with wavy blonde hair, a well-trimmed beard, piercing blue eyes, and skin hidden from the sun for quite a while. He is stylishly dressed in a tight black velvet doublet, which matches quite nicely with his pantaloons adorned with fine white silk lace, black silk hose, and fine Tusmitani leather shoes. If anything, he seems bored by your arrival, indifferently applauding your “grand” accomplishment of entering through a door, the sneer of indifference obvious on his face.

Opposite him is a figure bathed in shadows, and though there is a definite goblinoid sense to his features, he is much larger than any goblin or hobgoblin than you have seen. The only clear item on him is a necklace around his shifting chest, with a silvered forked tongue flicking about, tasting the air.

In between them, and resting its hands on the other two figures’ shoulders, is a blurred figure. The only feature that is obvious about it is that it is only skeletal remains, though they seem to be garbed richly in gold and black robes. There is a small circlet of a griffon on its head with eyes of ruby and glittering wings.

As you blink, they are gone.

You will have to alter descriptions if true seeing or a similar magic is up. The Lich is just that. The hobgoblin has black skin and appears to be in studded leather armor, with an obsidian morning star at his belt. His eyes are solid black and appear almost soulless.

A CAST OF FLUNKIES

Directly behind the altar is a medium-sized Suel man dressed in red and black robes. Flames envelop him, and even his eyebrows appear to be twisting and turning as if on fire. When he exhales, smoke comes out his mouth and nose. He stares at the open doorway and appears to be excited, a zealous fervor overcomes him, and he laughs heartily.

Flanking him on either side about ten feet ahead of him are two figures, both heavily armed and armored.

The one on the right is a dwarf-like humanoid dressed in dull gray with his head shaved. His visage is grim and it appears that his face is etched in stone, possibly incapable of smiling. This is obvious as he has no helmet on, but his dwarven war axe is hefted and sure in his hands. His suit of full plate, repaired many times but kept for its sturdiness, seems to match his resolve and determination, as he prepares for battle.

The other guard, a red-headed Suel man, though equally well armed and armored with a fully eight foot long greatsword and wearing half-plate, seems a

bit more relaxed, and possibly even light-hearted about your presence. Despite its enormous size, his greatsword seems a bauble with which he plays rather than the serious tool of duty that his companion bears.

Approximately 20 feet in front of the altar, a small group of creatures is huddled and turns to you, some more solid than others.

As there is a bit of variance between the different APLs, feel free to describe the undead as they fit the APL you are judging.

Oh wait, there is a bit more. Two balconies are above you:

One houses a number of (hob)goblins, armored lightly. Behind them is a large pile of brightly glowing skulls. One of them happily spits in your general direction, welcoming you to their den.

The other balcony has a number of goblins attending to a large machine. It appears to have a gigantic bladder, with a number of winches, pumps and bellows which they immediately attend to. On top of the apparatus is a seat currently occupied by a rather obese hobgoblin wearing nothing but a loin cloth and a pair of goggles. He appears to have some nasty skin disorder, as his entire body is covered in open boils seeping puss at what you would think is an alarming rate, despite his nonchalant attitude about it. Jutting out from the seat is a large flaccid hose with a nozzle on the end of it. A huge handle is fitted on the nozzle, which he immediately points at you, shouting commands at the goblins in a chipper voice.

Unprepared:

They will be unprepared for the party, having just finished their morning report to their leaders, Kalaric Teranor, the hobgoblin assassin known only as The Fist of Mercy, and Dagmar Urlirel, a minor lich wizard of House Urlirel, who immediately depart.

The other inhabitants will be disorganized. The undead are randomly in front of the altar and the cleric and his bodyguards do not have any pre-cast spells. The Tanglefoot cannon on the other balcony takes three rounds of prep before it can be active.

Prepared:

If the inhabitants have been notified by any of the alarm spells, the cleric will have pre-cast any reasonable duration spells on his bodyguards and lined up the undead to whatever strategy you prefer. The tanglefoot cannon has been prepared and will be ready to fire the round that the party enters.

Creatures:

APL 6 (EL 9):

- **Goblin Fire Hurlers:** hp 5; see *Appendix Two*.
- **Tanglefoot Cannon Operator:** hp 10; see *Appendix Two*.
- **Shadow:** hp 19; see *Appendix Two*.
- **Hergoth Teranor:** hp 59; see *Appendix Two*.
- **Thill Porques:** hp 52; see *Appendix Two*.
- **Tacrys Pinial:** hp 28; see *Appendix Two*.

APL 8 (EL 11):

- **Goblin Fire Hurlers:** hp 5; see *Appendix Three*.
- **Tanglefoot Cannon Operator:** hp 16; see *Appendix Three*.
- **Wight:** hp 26; see *Appendix Three*.
- **Shadow:** hp 19; see *Appendix Three*.
- **Hergoth Teranor:** hp 73; see *Appendix Three*.
- **Thill Porques:** hp 70; see *Appendix Three*.
- **Tacrys Pinial:** hp 49; see *Appendix Three*.

APL 10 (EL 13):

- **Goblin Fire Hurlers:** hp 5; see *Appendix Four*.
- **Tanglefoot Cannon Operator:** hp 27; see *Appendix Four*.
- **Wight (2):** hp 26, 26; see *Appendix Four*.
- **Shadow (2):** hp 19, 19; see *Appendix Four*.
- **Greater Shadow:** hp 58; see *Appendix Four*.
- **Hergoth Teranor:** hp 87; see *Appendix Four*.
- **Thill Porques:** hp 99; see *Appendix Four*.
- **Tacrys Pinial:** hp 67; see *Appendix Four*.

APL 12 (EL 15):

- **Goblin Fire Hurlers:** Ran2; hp 13; see *Appendix Five*.
- **Tanglefoot Cannon Operator:** hp 27; see *Appendix Five*.
- **Vampire Spawn (2):** hp 29, 29; see *Appendix Five*.
- **Wight (2):** hp 26, 26; see *Appendix Five*.
- **Greater Shadow:** hp 58; see *Appendix Five*.
- **Hergoth Teranor:** hp 101; see *Appendix Five*.
- **Thill Porques:** hp 121; see *Appendix Five*.
- **Tacrys Pinial:** hp 85; see *Appendix Five*.

Tactics:

The cleric will stand back from his bodyguards and begin with attack spells, only bolstering his bodyguards after he has no more magic to blow things up with, even going out of his way to touch people with inflict spells at lower APLs.

The duergar, Thill Porques, will step back and take a defensive position, guarding the priest and attempting to draw attacks onto himself.

Tacrys Pinjal will do whatever he feels like doing. Use whatever tactics you like, but remember that he is a power attacker primarily and likes to beat up people and push them around. Beyond that, do what you will with him. He's fairly chaotic.

The goblins on the north balcony will pelt the party with Alchemist's fire (see page 128 of the *Player's Handbook* for details on Alchemist's fire). They have 50 doses of it stored in the skulls of various animals and humanoids and will use it fully and freely.

The tanglefoot cannon can be used once every other round as a full round action to fill any three squares with Tanglefoot goo, acting exactly as if the square were affected by a Tanglefoot bag (see *Player's Handbook* page 128-129 for details). To hit a square requires a ranged touch attack either AC 5 if it is empty or the Touch AC of the person in the square. If the touch AC is missed, use the scatter diagram in the *Player's Handbook* page 158. If a character is in a square that the goo splashes into, keep the previous roll and check to see if it hits his/her touch AC. If so, then that PC is affected. If it misses the touch AC, it hits the floor harmlessly. Goo that is on the floor does not hinder movement as it cracks immediately from the heat.

It has enough ammunition for 5 shots. The cannon itself is fairly delicate and will break if it takes more than 10 points of damage from any force. Any fire damage will immediately destroy it. If is destroyed, the hobgoblin and goblins will cower and hide in the balcony, offering no further resistance.

Conclusion:

Aftermath

The party may report back to Vidor Einstoffen. He will seem genuinely concerned and have his secretary transcribe every detail possible, asking for specifics if the party is vague, and clarifying where he deems necessary.

If the party saved Steno Meissel from the assassin, he will gladly let them stay at any of his inns in the Duchy (he has them in most major areas) for up to 12 times, giving them free rich lifestyle for that adventure.

If the party has returned the body to the orcs of Anik, he will be pleased and they will gain his minor

favor and he will give them enhanced customer status, allowing them to buy certain items from House Einstoffen and House Meissel which they usually reserve for special customers.

If the party has killed or driven off the cleric of Pyremius and gives a full report on the complex and what they found, he will be very pleased and they will gain his major favor and he will give them superior customer status, allowing them to buy certain items from House Einstoffen and House Meissel which they usually reserve for special customers.

If the party gained surprise and has the descriptions of the three leaders that teleported away, they will gain his personal favor. This can be redeemed for any DMG guide item worth 10,000 GP or less. See the "Special" section at the end of the Treasure Summary for a full description of the limitations and extra costs for the use of this favor.

If the party gives the descriptions, Vidor will be very worried but will not comment.

A DC 15 Gather Information check will let the party know that based on the descriptions, the hobgoblin and undead creature are unknown, but that Suel gentleman sounds like Kalaric Teranor, and the cleric of Pyremius sounds like Hergoth Teranor, long exiled from any civilized land due to his proclivity for burning down buildings.

The End

Experience Point Summary

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

Encounter Two

APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Encounter Five

APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Encounter Eight-G

APL 6	90 XP
APL 8	90 XP
APL 10	90 XP
APL 12	90 XP

Encounter Eight-O

APL 6	270 XP
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APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Story Awards

Finding out the backers behind the complex

APL 6	25 XP
APL 8	50 XP
APL 10	75 XP
APL 12	100 XP

Discretionary Roleplaying Award

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	310 XP

Maximum Possible Experience

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

Treasure Summary

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

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

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

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

the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter Three

APL 6: L: 53 gp; C: 0 gp; M: Boots of Elvenkind (208 gp).

APL 8: L: 27 gp; C: 0 gp; M: +1 longsword (193 gp), Boots of Elvenkind (208 gp), Cloak of Elvenkind (208 gp).

APL 10: L: 0 gp; C: 0 gp; M: +1 longsword (193 gp), +1 studded leather armor (98 gp), Boots of Elvenkind (208 gp), Cloak of Elvenkind (208 gp), +1 darkwood buckler (98 gp).

APL 12: L: 0 gp; C: 0 gp; M: +1 longsword (193 gp), +1 studded leather armor (98 gp), Boots of Elvenkind (208 gp), Cloak of Elvenkind (208 gp), +1 darkwood buckler (98 gp), Ring of Counterspells (333 gp).

Encounter Eight-O

APL 6: L: 451 gp; C: 0 gp; M Amulet of Natural Armor +1 (167 gp), Ring of Protection +1 (167 gp), +1 heavy steel shield (97 gp).

APL 8: L: 272 gp; C: 0 gp; M Amulet of Natural Armor +1 (167 gp), Ring of Protection +1 (167 gp), 2 +1 heavy steel shield (97 gp each), +1 fullplate (221 gp), +1 dwarven waraxe (194 gp).

APL 10: L: 135 gp; C: 0 gp; M Amulet of Natural Armor +1 (167 gp), Ring of Protection +1 (167 gp), +1 heavy steel shield (97 gp), +2 heavy steel shield (347 gp), +1 fullplate (221 gp), +1 dwarven waraxe (194 gp), +2 fullplate (470 gp), Periapt of Wisdom +2 (333 gp), Boots of Striding and Springing (458 gp).

APL 12: L: 109 gp; C: 0 gp; M Amulet of Natural Armor +1 (167 gp), Ring of Protection +1 (167 gp), 2 +2 Heavy Steel Shield (347 gp each), +1 Flaming Longsword (692 gp), +1 Fullplate of Light Fortification (470 gp), +1 Defending Dwarven Waraxe (694 gp), +2 fullplate (470 gp), Periapt of Wisdom +2 (333 gp), Boots of Speed (1,000 gp).

Adventure Maximums

APL 6: L: 504 gp; C: 650 gp; M: 639 gp; — Total: 1792 gp (cap 800 gp)

APL 8: L: 299 gp; C: 850 gp; M: 1552 gp; — Total: 2701 gp (cap 1250 gp)

APL 10: L: 135 gp; C: 1050 gp; M: 3259 gp; — Total: 4444 gp (cap 2100 gp)

APL 12: L: 109 gp; C: 1250 gp; M: 5825 gp; — Total: 7184 gp (cap 3000 gp)

Special

The Personal Favor of Steno Meissel

This favor gives the PC free luxury lifestyle in any six regional events of the characters choosing set in the Duchy of Urnst.

Enhanced Customer Status with House Einstoffen:

This favor opens access to the following items:

Circlet of Blasting, Minor

Gloves of Swimming and Climbing

Vest of Escape

Amulet of Mighty Fists +1

Hand of Glory

Only one item may be purchased, and it may only be purchased once, then the favor is exhausted.

Superior Customer Status with House Einstoffen:

This favor opens access to the following items:

Belt of Giant Strength +4

Ring of Wizardry (Type 1)

Phylactery of Undead Turning

Metamagic Rod, Extend

Sword of Subtlety

Portable Hole

Only one item may be purchased, and it may only be purchased once, then the favor is exhausted.

The Personal favor of Vidor Einstoffen:

Vidor Einstoffen is exceptionally thankful for the information you have given him and will personally attend to finding items that you wish to buy. For a small fee of 100 gp (a fraction of his usual finders fee for unusual items) he will locate any item from the Dungeon Masters Guide up to 10,000 gp value for you. If the item costs 5,000 gp or more then it takes him one week to

procure it, costing you 1 TU or 2 Influence Points from House Einstoffen.

Items for the Adventure Record

Item Access

All APLs:

Sacred Scabbard (Adventure; CW)
Potion of Animal Senses (Adventure; A&EG)
Ring of Lockpicking (Adventure; A&EG)
Armband of Reduction (Adventure; A&EG)
Ring of Chameleon Power (Adventure; DMG; 12,700 gp)
Elemental gem (Adventure; DMG; 2,250 gp)
Rope of Climbing (Adventure; DMG; 3,000 gp)

APL 6:

Boots of Elvenkind (Adventure; DMG; 2,500 gp)
Large Masterwork Greatsword (Adventure; PHB; 400 gp)

APL 8 (APL 6+):

Cloak of Elvenkind (Adventure; DMG; 2,500 gp)

APL 10 (APL 6, 8+):

+1 *Darkwood Buckler* (Adventure; DMG; 1,205 gp)
Ring of Sustenance (Adventure; DMG; 2,500 gp)
+2 *fullplate* (Adventure; DMG; 5,650 gp)
+2 *heavy steel shield* (Adventure; DMG; 4,170 gp)
Boots of Striding and Springing (Adventure; DMG; 5,500 gp)

APL 12 (APL 6, 8, and 10+):

Boots of Speed (Adventure; DMG; 12,000 gp)
Ring of Counterspells (Adventure; DMG; 4,000 gp)
+1 *Full Plate of Light Fortification* (Adventure; DMG; 5,650 gp)
+1 *Flaming Long Sword* (Adventure; DMG; 8,315 gp)
+1 *Defending Dwarven Waraxe* (Adventure; DMG; 8,330 gp)

Appendix One – NPCs

Ilsola Urlirel: female, Human Suel Ghost Sor 10; CR 12; Medium Undead (augmented human, incorporeal); HD 10d12; hp 70; Init +5; Spd Fly 30 ft.; AC 18, touch 17, flat-footed 18 (+1 Dex, +7 Deflection); Base Atk +5; Grp +4; Atk —; Full Atk —; SA Spells, Telekinesis, Malevolence, Manifestation; SQ Rejuvenation, Turn Resistance +4; AL LE; SV Fort +5, Ref +5, Will +7; Str 8, Dex 12, Con —, Int 12, Wis 10, Cha 24.

Skills and Feats: Bluff +20, Concentration +20, Knowledge Arcana +14, Spellcraft +16; Combat Reflexes, Great Fortitude, Improved Initiative, Spell Penetration, Greater Spell Penetration.

Spells: (6/8/8/8/6/4; DC 17+Spell level)

oth—*Dancing Lights, Detect Magic, Detect Poison, Light, Mage Hand, Message, Open/Close, Prestidigitation, Read Magic*; 1st—*Reduce Armor, Magic Missile, Ray of Enfeeblement, Reduce Person, Shield*; 2nd—*Blindness/Deafness, Glitterdust, See Invisibility, Touch of Idiocy*; 3rd—*Arcane Sight, Ray of Exhaustion, Slow*; 4th—*Dimensional Anchor, Enevation*; 5th—*Bigby's Interposing Hand*.

Ilgyn Urlirel: male, Human Suel Ghost Mon10; CR 12; Medium Undead (augmented human, incorporeal); HD 10d12; hp 70; Init +2; Spd Fly 30 ft.; AC 18, touch 18, flat-footed 14 (+2 Dex, +2 Wis, +2 Class, +2 Deflection); Base Atk +7; Grp +13; Atk +10 melee (1d6, Corrupting Touch); Full Atk Flurry of Blows +10/+10/+5 melee (1d6, Corrupting Touch), SA Telekinesis, Malevolence, Manifestation, Corrupting Touch; SQ Rejuvenation, Turn Resistance +4, Still Mind, Ki Strike (Lawful, Magic), Slow Fall, Purity of Body, Wholeness of Body (20 hp); AL LE; SV Fort +8, Ref +9, Will +9; Str 14, Dex 15, Con —, Int 13, Wis 14, Cha 14.

Skills and Feats: Balance +16, Escape Artist +15, Jump +28, Knowledge Arcana +8, Knowledge Religion +7, Spot +15, Tumble +16, Combat Expertise, Improved Disarm, Power Attack, Improved Bull Rush, Weapon Focus (Unarmed Strike).

Erlin Geir: male, Human Com 1 War1; CR 1; Medium Humanoid (human); HD 1d6+1d8+2; hp 11; Init +0; Spd 30 ft.; AC 11, touch 10, flat-footed 11; Base Atk +1; Grp +5; Atk +5 melee (1d3+4/20, Unarmed Strike); Full Atk +5 melee (1d3+4/20, Unarmed Strike); AL NE; SV Fort +3, Ref +0, Will -1; Str 18, Dex 10, Con 12, Int 5, Wis 8, Cha 12.

Skills and Feats: Intimidate +2, Listen +0, Profession (Farmer) +0, Spot +0, Swim +5, Use Rope +1; Improved Unarmed Strike, Power Attack.

Possessions: clothing, ½ full water skin, moldy rations for 6 days.

Faido Slorm: male, Human Com 1 Exp1; CR 1 Medium Humanoid (human); HD 2d6-4; hp 5; Init +0; Spd 30 ft.; AC 14, touch 13, flat-footed 11; Base Atk +0; Grp -1; Atk -1 melee (1d4-1, dagger); Full Atk -1 melee (1d4-1, dagger); AL NE; SV Fort -2, Ref +3, Will +3; Str 8, Dex 16, Con 7, Int 16, Wis 13, Cha 8.

Skills and Feats: Bluff +3, Climb +0, Disable Device +9, Forgery +7, Gather Information +5, Hide +7, Knowledge (Local) +7, Listen +5, Move Silently +7, Open Lock +12, Search +9, Spot +6; Investigator, Nimble Fingers, Skill Focus (Open Lock).

Possessions: clothing, padded armor, ½ full water skin, dry and chewy rations for 6 days.

Bargath the Jackal: male, Human Exp4; CR 3 Medium Humanoid (human); HD 4d6; hp 18; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +3; Grp +4; Atk —; Full Atk —; AL NE; SV Fort +1, Ref +3, Will +5; Str 12, Dex 14, Con 10, Int 12, Wis 12, Cha 8.

Skills and Feats: Bluff +8, Craft (Torture Implements) +6, Diplomacy +8, Heal +8, Intimidate +10, Perform (Torture) +6, Profession (Torturer) +4, Sense Motive +13, Sleight of Hand +6, Use Rope +9; Negotiator, Persuasive, Skill Focus (Sense Motive).

Possessions: leather apron, clothing, masterwork torture implements, really bad breath, body odor arguably worth less than his breath.

Appendix Two – APL 6

Encounter 2

Anonymous Shadow Assassin: male, Hobgoblin
Ftr1 Ran1 Rog3; CR 6; Medium Goblinoid (hobgoblin);
HD 1d10+1d8+3d6+10; hp 35; Init +5; Spd 45 ft.; AC 19
(+5 Dex, +3 studded leather, +1 buckler), touch 15, flat-
footed 14; Base Atk +4; Grp +7; Atk +8 melee (1d8+3,
Masterwork Long Sword); Full Atk +8 melee (1d8+3,
Masterwork Long Sword), SA Favored Enemy (Elf +2),
Sneak Attack +2d6; SQ Cold Resistance 10, Darkvision
60', Low Light Vision, Shadow Blend, Wild Empathy
(+1), Evasion, Trapfinding, Trapsense +1; AL LE; SV
Fort +7, Ref +10, Will +1; Str 16, Dex 20, Con 14, Int 14,
Wis 10, Cha 10.

Skills and Feats: Bluff +8, Climb +5, Decipher
Script +4, Disable Device +4, Disguise +4, Escape Artist
+5, Gather Information +2, Hide +16, Jump +10, Listen
+3, Move Silently +25, Open Lock +10, Ride +6, Search
+6, Sleight of Hand +7, Spot +4, Survival +2, Swim +5,
Tumble +13, Use Rope +7; Combat Expertise, Power
Attack, Stealthy, Track.

Possessions: masterwork long sword, masterwork
studded leather, masterwork buckler, *Boots of Elvenkind*.

Shadow Blend (Su): In any conditions other
than full daylight, a shadow creature can disappear into
the shadows, giving it nine-tenths concealment.
Artificial illumination, even a light or continual flame
spell, does not negate this ability. A daylight spell,
however, will.

Encounter 5

Shadow Giant Stag Beetle: CR 5; Large Vermin; HD
7d8+21; hp 52; Init +0; Spd 30 ft.; AC 19 (-1 size, +10
natural), touch 9, flat-footed 19; Base Atk +5; Grp +15;
Atk +10 melee (4d6 +9, bite); Full Atk +10 melee (4d6
+9, bite); Space/Reach 10ft./5ft.; SA Trample 2d8+3,
Shadow Blend, Shadow Duplicates; SQ Low-Light
Vision, Cold Resistance 12, Darkvision 60', Vermin
Qualities; AL NE; SV Fort +8, Ref +2, Will +2; Str 23,
Dex 10, Con 17; Int —, Wis 10, Cha 9.

Skills and Feats: None.

Trample (Ex): Reflex half DC 19. The save DC is
Strength Based.

Shadow Duplicates (Su): Once per day, these
Shadow Stag Beetles can cast *mirror image* as a 3rd level
caster.

Shadow Blend (Su): In any conditions other
than full daylight, a shadow creature can disappear into
the shadows, giving it nine-tenths concealment.

Artificial illumination, even a light or continual flame
spell, does not negate this ability. A daylight spell,
however, will.

Centipede Swarm: CR 4: Diminutive Vermin
(Swarm); HD 9d8-9; hp 31; Init +4; Spd 30 ft., Climb 20
ft.; AC 18 (+4 Size, +4 Dex), touch 18, flat-footed 14;
Base Atk +6; Grp —; Atk Swarm (2d6 plus poison); Full
Atk Swarm (2d6 plus poison); Space/Reach 10ft./oft.;
SA Distraction, Poison; SQ Darkvision 60', immune to
weapon damage, swarm traits, tremorsense 30 ft.,
Vermin Qualities; AL NE; SV Fort +5, Ref +7, Will +3;
Str 1, Dex 19, Con 8; Int —, Wis 10, Cha 2.

Skills and Feats: Climb +12, Spot +4, Weapon
Finesse.

Distraction (Ex): Any living creature that begins
its turn with a centipede swarm in its space must
succeed on a DC 13 Fortitude save or be nauseated for
1 round. The save DC is Constitution based.

Poison (Ex): Injury, Fortitude DC 13, initial and
secondary 1d4 Dex. The save DC is Constitution based.

Shadow Giant Bombardier Beetle: CR 3; Medium
Vermin; HD 2d8+4; hp 13; Init +0; Spd 45 ft.; AC 16 (+6
natural), touch 10, flat-footed 16; Base Atk +1; Grp +2;
Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1,
bite); Space/Reach 5ft./5ft.; SA Acid Spray, Shadow
Blend, Shadow Duplicates; SQ Low-Light Vision,
Darkvision 60', Cold Resistance 7, Vermin Qualities;
AL NE; SV Fort +5, Ref +0, Will +0; Str 13, Dex 10, Con
14; Int —, Wis 10, Cha 9.

Skills and Feats: None.

Shadow Duplicates (Su): Once per day, these
Shadow Bombardier Beetles can cast *mirror image* as a
3rd level caster.

Acid Spray (Ex): When attacked or disturbed, the
creature can release a 10-foot cone of acidic vapor once
per round. Those within the cone must succeed on a
DC 13 Fortitude save or take 1d4+2 points of acid
damage. The save DC is Constitution based.

Shadow Blend (Su): In any conditions other
than full daylight, a shadow creature can disappear into
the shadows, giving it nine-tenths concealment.
Artificial illumination, even a light or continual flame
spell, does not negate this ability. A daylight spell,
however, will.

Encounter 8-O

Goblin Tanglefoot Crew (3): Goblin War 1; CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 8; Init +1; Spd 30 ft.; AC 14 (+1 size, +1 Dex, +2 leather armor), touch 12, flat-footed 13; Base Atk +1; Grp -3; Atk +2 melee (1d6, morning star) or +3 ranged (Alchemists Fire); Full Atk +2 melee (1d6, morningstar); Space/Reach 5ft./5ft.; SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Toughness.

Possessions: Leather armor, morningstar.

Goblin Fire Hurlers (4): Goblin War 1; CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +2 leather armor), touch 12, flat-footed 13; Base Atk +1; Grp -4; Atk +2 melee (1d6, morningstar) or +3 ranged (Alchemists Fire); Full Atk +2 melee (1d6, morning star) or +3 ranged (Alchemists Fire); Space/Reach 5ft./5ft.; SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Spot +2, Ride +4; Point Blank Shot.

Possessions: Leather armor, morningstar.

Tanglefoot Cannon Operator: Ftr1; CR 1; Small Humanoid (Goblinoid); HD 1d10; hp 6; Init +1; Spd 30 ft.; AC 14 (+1 size, +1 Dex, +2 leather armor), touch 12, flat-footed 13; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (Tanglefoot Cannon); Full Atk +2 melee (1d6, morningstar) or +3 ranged (Tanglefoot Cannon); Space/Reach 5ft./5ft.; SQ Darkvision 60 ft.; AL LE; SV Fort +2, Ref +1, Will +0; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (Alchemy) +3, Climb +5, Hide +4, Listen +4, Move Silently +4, Spot +0, Ride +5; Point Blank Shot, Precise Shot.

Possessions: Leather armor, morningstar.

Shadow: CR 3; Medium Undead (Incorporeal); HD 3d12; hp 19; Init +2; Spd Fly 40 ft.(good); AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; Base Atk +1; Grp -; Atk +3 melee (1d6 Strength, incorporeal touch); Full Atk +3 melee (1d6 Strength, incorporeal touch); Space/Reach 5ft./5ft.; SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str —, Dex 14, Con —; Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge

Create Spawn (Su): Any humanoid reduced to Strength 0 by a Shadow becomes a shadow under the control of its killer within 1d4 rounds.

Strength Damage (Su): The touch of a shadow deals 1d6 of Strength damage to a living foe.

Skills: *A Shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on hide checks.

Hergoth Teranor: male, Human Cle 8; CR 8; Medium humanoid (human); HD 8d8+16; hp 59; Init +1; Spd 20 ft.; AC 23 (+1 Dex, +8 full plate, +2 shield, +1 deflection, +1 natural armor), touch 12, flat-footed 20; Base Atk +6/+1; Grp +7; Atk +4 melee (1d8+1, Masterwork Longsword); Full Atk +4/-1 melee (1d8+1, Masterwork Longsword); SA Spells, Rebuke Undead (3/day, +2 turn check, 2d6+8 damage); SQ Spontaneous Casting (inflict); AL LE; SV Fort +8, Ref +3, Will +11; Str 12, Dex 12, Con 14, Int 13, Wis 20, Cha 10.

Skills and Feats: Concentration +13, Heal +12, Knowledge (Religion) +12, Knowledge (The Planes) +6, Spellcraft +11; Combat Casting, Combat Expertise, Empower Spell, Heighten Spell.

Possessions: masterwork fullplate, masterwork longsword, Ring of Protection +1, Amulet of Natural Armor +1, masterwork heavy steel shield, gauntlets.

Spells Prepared: (6/6+1/4+1/4+1/3+1; DC 14 + spell level). oth—Cure Minor Wounds x3, Detect Magic, Light, Read Magic; 1st—Burning Hands* x4, Cure Light Wounds x3; 2nd—Bear's Endurance, Bull's Strength, Cure Moderate Wounds x2, Empowered Burning Hands*; 3rd—Animate Dead, Bestow Curse, Cure Serious Wounds, Invisibility Purge, Resist Energy*; 4th—Cure Critical Wounds, Freedom of Movement, Giant Vermin, Wall of Fire*. *Domain spells.

Deity: Pyremius; **Domains:** Fire (You can rebuke, command, or bolster fire creatures 3/day as a Supernatural Ability), Destruction (You can smite an opponent once per day, gaining a +4 bonus to your attack and +8 to damage).

Thill Porques: male, Duergar Ftr5; CR 6; Medium humanoid (dwarf); HD 5d10+18; hp 52; Init +1; Spd 20 ft.; AC 22 (+1 Dex, +8 full plate, +3 shield), touch 11, flat-footed 21; Base Atk +5; Grp +8; Atk +9 melee (1d10+3, dwarven waraxe); Full Atk +9 melee (1d10+3, dwarven waraxe); SA Spell-like Abilities; SQ Immunity to paralysis, phantasms and poison, +2 racial bonus to saves against spells and spell-like abilities, Light Sensitivity, Darkvision 120', Dwarven Racial Traits; AL

LE; SV Fort +7, Ref +2, Will +1; Str 16, Dex 13, Con 17, Int 13, Wis 10, Cha 4.

Skills and Feats: Climb +5, Intimidate +5, Jump +1, Listen +1, Move Silently +0, Spot +1; Combat Expertise, Improved Disarm, Combat Reflexes, Dodge, Toughness.

Possessions: masterwork fullplate, masterwork dwarven waraxe, +1 heavy steel shield.

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

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.

Tacrys Pinial: male, Suel Human Ftr3; CR 3; Medium humanoid (human); HD 3d10+6; hp 28; Init +1; Spd 20 ft.; AC 17 (+7 half-plate), touch 10, flat-footed 17; Base Atk +3; Grp +7; Atk +7 melee (3d6+6, large-size greatsword); Full Atk +7 melee (3d6+6, large-size greatsword); AL CE; SV Fort +5, Ref +2, Will +0; Str 18, Dex 12, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Intimidate +5; Blind-Fight, Improved Unarmed Strike, Power Attack, Monkey Grip, Weapon Focus (Greatsword).

Possessions: large-size masterwork greatsword, masterwork half-plate.

Appendix Three – APL 8

Encounter 2

Anonymous Shadow Assassin: male, Hobgoblin Ftr1 Ran1 Rog3 Asn2; CR 8; Medium Goblinoid (hobgoblin); HD 1d10+1d8+5d6+14; hp 47; Init +5; Spd 45 ft.; AC 21 (+5 Dex, +4 armor, +2 shield), touch 15, flat-footed 21; Base Atk +5; Grp +8; Atk +9 melee (1d8+4, longsword); Full Atk +9 melee (1d8+4, longsword), SA Favored Enemy (Elf +2), Poison Use, Sneak Attack +3d6, Evasion, Death Attack (DC 14); SQ Cold Resistance 12, Darkvision 60', Low Light Vision, Shadow Blend, Wild Empathy (+3), Trapfinding, Trapsense +1, Uncanny Dodge, Poison Resistance +1; AL LE; SV Fort +7, Ref +13, Will +1; Str 16, Dex 20, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +10, Climb +5, Decipher Script +4, Disable Device +4, Disguise +6, Escape Artist +5, Gather Information +2, Hide +24, Jump +10, Listen +4, Move Silently +27, Open Lock +10, Ride +6, Search +6, Sleight of Hand +7, Spot +5, Survival +2, Swim +5, Tumble +14, Use Rope +7; Power Attack, Stealthy, Combat Expertise, Track, Improved Feint.

Possessions: +1 longsword, +1 studded leather armor, +1 buckler, Boots of Elvenkind, Cloak of Elvenkind.

Death Attack (EX): If you study your victim for 3 rounds, attack that target within another 3 rounds, and then make a sneak attack with a melee weapon that successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 14)

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, will.

Spells (2; DC 12+Spell Level): 1st—*Disguise Self*, *Obscuring Mist*.

Encounter 5

Shadow Giant Stag Beetle – Advanced (2): CR 6; Large Vermin; HD 11d8+33; hp 82; Init +0; Spd 30 ft.; AC 19 (-1 size, +10 natural), touch 9, flat-footed 19; Base Atk +8; Grp +18; Atk +13 melee (4d6 +9, bite); Full Atk +13 melee (4d6 +9, bite); Space/Reach 10ft./5ft.; SA Trample 2d8+3, Shadow Blend, Shadow Duplicates; SQ Low-Light Vision, Darkvision 60', Cold Resistance 16, Vermin Qualities; AL NE; SV Fort +12, Ref +5, Will +5; Str 23, Dex 10, Con 17; Int -, Wis 10, Cha 9.

Skills and Feats: None.

Trample (EX): Reflex half DC 19. The save DC is Strength Based.

Shadow Duplicates (SU): Once per day, these Shadow Stag Beetles can cast *Mirror Image* as a 3rd level caster.

Shadow Blend (su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, will.

Centipede Swarm: CR 4: Diminutive Vermin (Swarm); HD 9d8-9; hp 31; Init +4; Spd 30 ft., Climb 20 ft.; AC 18 (+4 size, +4 Dex), touch 18, flat-footed 14; Base Atk +6; Grp -; Atk Swarm (2d6 plus poison); Full Atk Swarm (2d6 plus poison); Space/Reach 10ft./0ft.; SA Distraction, Poison; SQ Darkvision 60', immune to weapon damage, swarm traits, tremorsense 30 ft., Vermin Qualities; AL NE; SV Fort +5, Ref +7, Will +3; Str 1, Dex 19, Con 8; Int -, Wis 10, Cha 2.

Skills and Feats: Climb +12, Spot +4, Weapon Finesse.

Distraction (EX): Any living creature that begins its turn with a centipede swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution based.

Poison (EX): Injury, Fortitude DC 13, initial and secondary 1d4 Dex. The save DC is Constitution based.

Shadow Giant Bombardier Beetle (2): CR 3; Medium Vermin; HD 2d8+4; hp 13; Init +0; Spd 45 ft.; AC 16 (+6 natural), touch 10, flat-footed 16; Base Atk +1; Grp +2; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); Space/Reach 5ft./5ft.; SA Acid Spray, Shadow Blend, Shadow Duplicates; SQ Low-Light Vision, Darkvision 60', Cold Resistance 7, Vermin Qualities; AL NE; SV Fort +5, Ref +0, Will +0; Str 13, Dex 10, Con 14; Int -, Wis 10, Cha 9.

Skills and Feats: None.

Shadow Duplicates (SU): Once per day, these Shadow Bombardier Beetles can cast *Mirror Image* as a 3rd level caster.

Acid Spray (EX): When attacked or disturbed, the creature can release a 10-foot cone of acidic vapor once per round. Those within the cone must succeed on a DC 13 Fortitude save or take 1d4+2 points of acid damage. The save DC is Constitution-based.

Shadow Blend (su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, will.

Encounter 8-O

Goblin Tanglefoot Crew (3): CR 1/3: Small Humanoid (Goblinoid); HD 1d8+1; hp 8; Init +1; Spd 30 ft.; AC 14 (+1 size, +1 Dex, +2 leather armor), touch 12, flat-footed 13; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (Alchemists Fire); Full Atk+2 melee (1d6, morningstar) or +3 ranged (Alchemists Fire); Space/Reach 5ft./5ft.; SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Spot +2, Ride +4, Toughness.

Possessions: Leather armor, morningstar.

Goblin Fire Hurlers (4): CR 1/3: Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 14 (+1 size, +1 Dex, +2 leather armor), touch 12, flat-footed 13; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (Alchemists Fire); Full Atk+2 melee (1d6, morningstar) or +3 ranged (Alchemists Fire); Space/Reach 5ft./5ft.; SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Spot +2, Ride +4, Point Blank Shot.

Possessions: Leather armor, morningstar.

Tanglefoot Cannon Operator: Ftr2; CR 2: Small Humanoid (Goblinoid); HD 2d10; hp 16; Init +1; Spd 30 ft.; AC 14 (+1 size, +1 Dex, +2 leather armor), touch 12, flat-footed 13; Base Atk +2; Grp -3; Atk +2 melee (1d6, morningstar) or +5 ranged (Tanglefoot Cannon); Full Atk+2 melee (1d6, morningstar) or +5 ranged (Tanglefoot Cannon); Space/Reach 5ft./5ft.; SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (Alchemy) +3, Climb +5, Hide +4, Knowledge (Architecture and Engineering) +1, Listen +4, Move Silently +4, Spot +0, Ride +5, Point Blank Shot, Precise Shot, Weapon Focus (Tanglefoot Cannon).

Possessions: Leather armor, morningstar.

Wight: CR 3: Medium Undead; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; Base Atk +2; Grp +3; Atk +3 melee (1d4+1 plus energy drain, slam); Full Atk +3 melee (1d4+1 plus energy drain, slam); Space/Reach 5ft./5ft.; SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -; Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7, Alertness, Blind-Fight

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Shadow: CR 3: Medium Undead (Incorporeal); HD 3d12; hp 19; Init +2; Spd Fly 40 ft.(good); AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; Base Atk +1; Grp -; Atk +3 melee (1d6 Strength, incorporeal touch); Full Atk +3 melee (1d6 Strength, incorporeal touch); Space/Reach 5ft./5ft.; SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -; Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8*, Listen +7, Search +4, Spot +7, Alertness, Dodge

Create Spawn (Su): Any humanoid reduced to Strength 0 by a Shadow becomes a shadow under the control of its killer within 1d4 rounds.

Strength Damage (Su): The touch of a shadow deals 1d6 of Strength damage to a living foe.

Skills: *A Shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on hide checks.

Hergoth Teranor: male, Human Cle 10; CR 10 Medium humanoid (human); HD 10d8+20; hp 73; Init +1; Spd 20 ft.; AC 24 (+1 Dex, +8 full plate, +3 shield, +1 deflection, +1 natural), touch 12, flat-footed 23; Base Atk +7/+2; Grp +8; Atk +5 melee (1d8+1/19-20, Masterwork Longsword); Full Atk +5/+0 melee (1d8+1/19-20, Masterwork Longsword); SA Spells, Turn Undead, Smite 1/day +4 to hit and +10 to damage; SQ Nasty Disposition, Fascination with Fire, Rebuke, Command or Bolster Fire Creatures 3/Day; AL LE; SV Fort +9, Ref +4, Will +12; Str 12, Dex 12, Con 14, Int 13, Wis 20, Cha 10.

Skills and Feats: Concentration +15, Heal +12, Knowledge (History) +3, Knowledge (Religion) +14, Knowledge (The Planes) +6, Spellcraft +13, Combat Casting, Combat Expertise, Empower Spell, Heighten Spell, Quicken Spell.

Possessions: Masterwork Full Plate, Masterwork Longsword, Ring of Protection +1, Amulet of Natural Armor +1, +1 Heavy Steel Shield, Gauntlets.

Spells: (6/6/5/4/4/3; DC 15+Spell level), **0** Cure Minor Wounds (3), Light, Read Magic, Detect Magic; **1** Cure Light Wounds (3), Burning Hands (4)*; **2** Bear's Endurance, Bull's Strength, Empowered Burning Hands(2)*, Cure Moderate Wounds (2); **3** Resist Energy*, Animate Dead, Bestow Curse, Cure Serious Wounds, Invisibility Purge; **4** Wall of Fire*, Cure Critical Wounds, Freedom of Movement, Giant Vermin, Quicken Cure Minor Wounds; **5** Fire Shield*, Quicken Burning Hands(2), Flame Strike.
*Domain spells.

Deity: Pyremius; **Domains:** Fire (You can rebuke, command, or bolster fire creatures 3/day as a Supernatural Ability), Destruction (You can smite an opponent once per day, gaining a +4 bonus to your attack and +8 to damage).

Thill Porques: male, **Duergar Ftr7**; CR 8 Medium humanoid (dwarf); HD 7d10+24; hp 70; Init +1; Spd 20 ft./x3; AC 23 (+1 Dex, +9 full plate, +3 shield), touch 11, flat-footed 22; Base Atk +7/+2; Grp +10; Atk +11 melee (1d10+4/20/x3, +1 Dwarven Waraxe); Full Atk +11/+6 melee (1d10+4/20/x3, +1 Dwarven Waraxe); SA Spell-like Abilities; SQ Immunity to paralysis, phantasms and poison, Light Sensitivity, Darkvision 120', Dwarven Racial Traits; AL LE; SV Fort +8, Ref +3, Will +2; Str 16, Dex 13, Con 17, Int 13, Wis 10, Cha 4.

Skills and Feats: Climb +7, Intimidate +7, Jump +1, Combat Expertise, Improved Disarm, Combat Reflexes, Dodge, Endurance, Improved Shield Bash, Toughness.

Possessions: +1 Full Plate, +1 Dwarven Waraxe, +1 Heavy Steel Shield.

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

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.

Tacrys Pinial: male, **Suel Human Ftr5**; CR 5 Medium humanoid (human); HD 5d10+15; hp 49; Init +1; Spd 20 ft./x3; AC 17 (+7 half-plate), touch 10, flat-footed 17; Base Atk +5; Grp +9; Atk +9 melee (3d6+6/19-20, Large Masterwork Great Sword); Full

Atk +9 melee (3d6+6/19-20, Large Masterwork Great Sword); AL CE; SV Fort +7, Ref +2, Will +0; Str 18, Dex 12, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +6, Intimidate +7, Blind-Fight, Combat Reflexes, Improved Unarmed Strike, Power Attack, Monkey Grip, Weapon Focus (Greatsword).

Possessions: Large Masterwork Greatsword, Masterwork Half-Plate.

Appendix Four – APL 10

Encounter 2

Anonymous Shadow Assassin: male, Hobgoblin
Ftr1 Ran1 Rog3 Asn4; CR 10 Medium Goblinoid
(hobgoblin); HD 1d10+1d8+7d6+14; hp 59; Init +5; Spd
45 ft./x4; AC 21 (+5 Dex, +4 armor, +2 shield), touch 15,
flat-footed 21; Base Atk +7/+2; Grp +10; Atk +11 melee
(1d8+4/19-20, +1 Long Sword); Full Atk +11/+6 melee
(1d8+4/19-20, +1 Long Sword), SA Favored Enemy:
Elf +2, Sneak Attack +4d6, Evasion, Death Attack,
Poison Resistance +2, Cold Resistance 14, Darkvision
60', Low Light Vision, Shadow Blend, Uncanny Dodge,
Trap Sense +1, Wild Empathy, Trap-finding, Poison
Use; AL LE; SV Fort +8, Ref +14, Will +2; Str 16, Dex
20, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +12, Climb +5, Decipher
Script +4, Disable Device +4, Disguise +8, Escape Artist
+5, Gather Information +2, Hide +26, Jump +10, Listen
+4, Move Silently +29, Open Lock +10, Ride +6, Search
+8, Sleight of Hand +7, Spot +6, Survival +2, Swim +5,
Tumble +15, Use Rope +7, Power Attack, Stealthy,
Combat Expertise, Combat Reflexes, Track, Improved
Feint.

Possessions: +1 Long Sword, +1 Studded Leather, +1
Darkwood Buckler, Boots of Elvenkind, Cloak of
Elvenkind, Ring of Sustenance.

Shadow Blend (su): In any conditions other
than full daylight, a shadow creature can disappear into
the shadows, giving it nine-tenths concealment.
Artificial illumination, even a light or continual flame
spell, does not negate this ability. A daylight spell,
however, will.

Death Attack: If you study your victim for 3
rounds, attack that target within another 3 rounds, and
then make a sneak attack with a melee weapon that
successfully deals damage, you can paralyze or kill the
target if they fail a Fortitude save (DC 16)

Spells: (DC 12+Spell level; (4/2), 1- Disguise Self, Ghost
Sound, Obscuring Mist, True Strike; 2- Alter Self, Invisibility,
Undetectable Alignment.

Encounter 5

Shadow Giant Stag Beetle – Advanced: CR 9; Huge
Vermin; HD 23d8+92; hp 195; Init +0; Spd 30 ft.; AC 18
(-2 size, +10 natural), touch 8, flat-footed 18; Base Atk
+17; Grp +31; Atk +21 melee (4d8 +13, bite); Full Atk
+21 melee (4d8 +13, bite); Space/Reach 15 ft./10 ft.; SA
Trample 4d6+3, Shadow Blend, Shadow Duplicates; SQ

Low-Light Vision, Darkvision 60', Cold Resistance 20,
Vermin Qualities; AL NE; SV Fort +19, Ref +9, Will +9;
Str 30, Dex 10, Con 18; Int -, Wis 10, Cha 9.

Skills and Feats: None.

Trample (EX): Reflex half DC 31. The save DC is
Strength Based.

Shadow Duplicates (SU): Once per day, these
Shadow Stag Beetles can cast Mirror Image as a 3rd
level caster.

Shadow Blend (su): In any conditions other
than full daylight, a shadow creature can disappear into
the shadows, giving it nine-tenths concealment.
Artificial illumination, even a light or continual flame
spell, does not negate this ability. A daylight spell,
however, will.

Centipede Swarm (2): CR 4: Diminutive Vermin
(Swarm); HD 9d8-9; hp 31; Init +4; Spd 30 ft., Climb 20
ft.; AC 18 (+4 size, +4 Dex), touch 18, flat-footed 14;
Base Atk +6; Grp -; Atk Swarm (2d6 plus poison); Full
Atk Swarm (2d6 plus poison); Space/Reach 10ft./oft.;
SA Distraction, Poison; SQ Darkvision 60', immune to
weapon damage, swarm traits, tremorsense 30 ft.,
Vermin Qualities; AL NE; SV Fort +5, Ref +7, Will +3;
Str 1, Dex 19, Con 8; Int -, Wis 10, Cha 2.

Skills and Feats: Climb +12, Spot +4, Weapon
Finesse.

Distraction (EX): Any living creature that begins
its turn with a centipede swarm in its space must
succeed on a DC 13 Fortitude save or be nauseated for
1 round. The save DC is Constitution based.

Poison (EX): Injury, Fortitude DC 13, initial and
secondary 1d4 Dex. The save DC is Constitution based.

**Shadow Monstrous Centipede, Gargantuan
Vermin:** CR 7: Gargantuan Vermin; HD 12d8+12; hp
66; Init +2; Spd 60 ft., Climb 60 ft.; AC 18 (-4 size, +2
Dex, +10 natural), touch 8, flat-footed 16; Base Atk +9;
Grp +27; Atk +11 melee (2d8+9 plus poison); Full Atk
+11 melee (2d8+9 plus poison); Space/Reach
20ft./15ft.; SA Poison, Shadow Blend, Shadow
Duplicates; SQ Low-Light Vision, Cold Resistance 17,
Darkvision 60', Vermin Qualities; AL NE; SV Fort +9,
Ref +6, Will +4; Str 23, Dex 15, Con 12; Int -, Wis 10,
Cha 2.

Skills and Feats: Climb +14, Hide -2, Move
Silently +4, Spot +4.

Poison (EX): Injury, Fortitude DC 17, initial and secondary 1d8 Dex. The save DC is Constitution based.

Shadow Duplicates (SU): Once per day, these Shadow Gargantuan Centipedes can cast Mirror Image as a 3rd level caster.

Shadow Blend (su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, will.

Encounter 8-O

Goblin Tanglefoot Crew (3): CR 1/3: Small Humanoid (Goblinoid); HD 1d8+1; hp 8; Init +1; Spd 30 ft.; AC 14 (+1 size, +1 Dex, +2 leather armor), touch 12, flat-footed 13; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (Alchemists Fire); Full Atk +2 melee (1d6, morningstar) or +3 ranged (Alchemists Fire); Space/Reach 5ft./5ft.; SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Spot +2, Ride +4, Toughness.

Possessions: Leather armor, morningstar.

Goblin Fire Hurlers (4): CR 1/3: Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 14 (+1 size, +1 Dex, +2 leather armor), touch 12, flat-footed 13; Base Atk +1; Grp -3; Atk +2 melee (1d6, morningstar) or +3 ranged (Alchemists Fire); Full Atk +2 melee (1d6, morningstar) or +3 ranged (Alchemists Fire); Space/Reach 5ft./5ft.; SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Spot +2, Ride +4, Point Blank Shot.

Possessions: Leather armor, morningstar.

Tanglefoot Cannon Operator Ftr4: CR 4: Small Humanoid (Goblinoid); HD 4d10; hp 27; Init +5; Spd 30 ft.; AC 14 (+1 size, +1 Dex, +2 leather armor), touch 12, flat-footed 13; Base Atk +4; Grp +0; Atk +5 melee (1d6, morningstar) or +7 ranged (Tanglefoot Cannon); Full Atk +5 melee (1d6, morningstar) or +7 ranged (Tanglefoot Cannon); Space/Reach 5ft./5ft.; SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +2, Will +1; Str 10, Dex 13, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (Alchemy) +5, Climb +5, Hide +4, Knowledge (Architecture and Engineering) +2, Listen +4, Move Silently +4, Spot +0, Ride +5, Point

Blank Shot, Precise Shot, Weapon Focus (Tanglefoot Cannon), Far Shot, Improved Initiative.

Possessions: Leather armor, morningstar.

Wight (2): CR 3: Medium Undead; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; Base Atk +2; Grp +3; Atk +3 melee (1d4+1 plus energy drain, slam); Full Atk +3 melee (1d4+1 plus energy drain, slam); Space/Reach 5ft./5ft.; SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -; Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7, Alertness, Blind-Fight

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Shadow (2): CR 3: Medium Undead (Incorporeal); HD 3d12; hp 19; Init +2; Spd Fly 40 ft.(good); AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; Base Atk +1; Grp -; Atk +3 melee (1d6 Strength, incorporeal touch); Full Atk +3 melee (1d6 Strength, incorporeal touch); Space/Reach 5ft./5ft.; SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -; Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8*, Listen +7, Search +4, Spot +7, Alertness, Dodge

Create Spawn (Su): Any humanoid reduced to Strength 0 by a Shadow becomes a shadow under the control of its killer within 1d4 rounds.

Strength Damage (Su): The touch of a shadow deals 1d6 of Strength damage to a living foe.

Skills: *A Shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on hide checks.

Greater Shadow: CR 8: Medium Undead (Incorporeal); HD 9d12; hp 58; Init +2; Spd Fly 40 ft.(good); AC 14 (+2 Dex, +2 deflection), touch 14, flat-footed 12; Base Atk +4; Grp -; Atk +6 melee (1d8 Strength, incorporeal touch); Full Atk +6 melee (1d8 Strength, incorporeal touch); Space/Reach 5ft./5ft.; SA

Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +3, Ref +5, Will +7; Str -, Dex 15, Con -; Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +14, Listen +9, Search +6, Spot +9, Alertness, Dodge, Mobility, Spring Attack

Create Spawn (Su): Any humanoid reduced to Strength 0 by a Greater Shadow becomes a shadow under the control of its killer within 1d4 rounds.

Strength Damage (Su): The touch of a greater shadow deals 1d8 of Strength damage to a living foe.

Skills: *A Shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on hide checks.

Hergoth Teranor: male, Human Cle 12; CR 12 Medium humanoid (human); HD 12d8+24; hp 87; Init +1; Spd 30 ft.; AC 25 (+1 Dex, +9 full plate, +3 shield, +1 deflection, +1 natural), touch 12, flat-footed 24; Base Atk +9/+4; Grp +10; Atk +8 melee (1d8+2/19-20, +1 Longsword); Full Atk +8/+3 melee (1d8+2/19-20, +1 Longsword); SA Spells, Turn Undead, Smite 1/day +4 to hit and +12 to damage; SQ Nasty Disposition, Fascination with Fire, Rebuke, Command or Bolster Fire Creatures 3/Day; AL LE; SV Fort +10, Ref +4, Will +14; Str 12, Dex 12, Con 14, Int 13, Wis 23, Cha 10.

Skills and Feats: Concentration +17, Heal +13, Knowledge (History) +5, Knowledge (Religion) +16, Knowledge (The Planes) +6, Spellcraft +15, Combat Casting, Combat Expertise, Empower Spell, Heighten Spell, Quicken Spell, Widen Spell.

Possessions: +1 Full Plate, +1 Longsword, Ring of Protection +1, Amulet of Natural Armor +1, Periapt of Wisdom +2, +1 Heavy Steel Shield, Gauntlets, Boots of Striding and Springing.

Spells: (6/7/6/5/4/4/3; DC 16+Spell level), **0** Cure Minor Wounds (3), Light, Read Magic, Detect Magic; **1** Cure Light Wounds (3), Shield of Faith, Burning Hands (4)*; **2** Bear's Endurance, Bull's Strength, Empowered Burning Hands(2)*, Death Knell, Cure Moderate Wounds (2); **3** Resist Energy(2)*, Animate Dead, Bestow Curse, Cure Serious Wounds, Invisibility Purge; **4** Wall of Fire*, Cure Critical Wounds, Freedom of Movement, Quicken Cure Minor Wounds, Quicken Guidance; **5** Fire Shield*, Quicken Burning Hands(2), Flame Strike, Slay Living; **6** Harm(2)*, Heal, Word of Recall. *Domain spells.

Deity: Pyremius; **Domains:** Fire (You can rebuke, command, or bolster fire creatures 3/day as a Supernatural Ability), Destruction (You can smite an opponent once per day, gaining a +4 bonus to your attack and +8 to damage).

Thill Porques: male, Duergar Ftr7 DwD2; CR 10; Medium humanoid (dwarf); HD 7d10+2d12+39; hp 99; Init +1; Spd 20 ft./x3; AC 25 (+1 Dex, +10 full plate, +3 shield, +1 DwD), touch 12, flat-footed 25; Base Atk +9/+4; Grp +12; Atk +13 melee (1d10+4/20/x3, +1 Dwarven Waraxe); Full Atk +13/+8 melee (1d10+4/20/x3, +1 Dwarven Waraxe); SA Spell-like Abilities; SQ Immunity to paralysis, phantasms and poison, Light Sensitivity, Darkvision 120', Dwarven Racial Traits, Defensive Stance; AL LE; SV Fort +12, Ref +3, Will +5; Str 16, Dex 13, Con 18, Int 13, Wis 10, Cha 4.

Skills and Feats: Climb +7, Intimidate +7, Jump +1, Listen +3, Sense Motive +2, Spot +3, Combat Expertise, Improved Disarm, Improved Trip, Combat Reflexes, Dodge, Endurance, Improved Shield Bash, Toughness.

Possessions: +2 Full Plate, +1 Dwarven Waraxe, +2 Heavy Steel Shield.

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

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.

Defensive Stance: You can take a defensive posture, refusing to leave a specific area. While doing so, you gain +2 to Strength, +4 to Constitution, +18 hit points, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC. You cannot use skills that require movement. A defensive stance lasts 9 rounds, after which you are winded (-2 to Strength) for the duration of that encounter. You can take a defensive stance 1 time per day.

Tacrys Pinial: male, Suel Human Ftr7; CR 7 Medium humanoid (human); HD 7d10+21; hp 67; Init +1; Spd 20 ft./x3; AC 17 (+7 half-plate), touch 10, flat-footed 17; Base Atk +7/+2; Grp +11; Atk +11 melee (3d6+8/19-20, Large Masterwork Greatsword); Full Atk +11/+6 melee (3d6+8/19-20, Large Masterwork Greatsword); AL CE; SV Fort +8, Ref +3, Will +1; Str 18, Dex 12, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +8, Intimidate +9, Blind-Fight, Combat Reflexes, Improved Unarmed Strike, Power Attack, Cleave, Monkey Grip, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Possessions: Large Masterwork Greatsword, Masterwork Half-Plate.

Appendix Five – APL 12

Encounter 2

Anonymous Shadow Assassin: male, Hobgoblin
Ftr1 Ran1 Rog3 Asn6; CR 12 Medium Goblinoid
(hobgoblin); HD 1d10+1d8+9d6+22; hp 71; Init +5; Spd
45 ft./x4; AC 20 (+5 Dex, +4 armor, +1 shield), touch 15,
flat-footed 20; Base Atk +8/+3; Grp +11; Atk +12 melee
(1d8+4/17-20, +1 Long Sword); Full Atk +12/+7 melee
(1d8+4/17-20, +1 Long Sword), SA Favored Enemy:
Elf +2, Sneak Attack +5d6, Evasion, Death Attack,
Poison Resistance +3, Cold Resistance 14, Darkvision
60', Low Light Vision, Shadow Blend Uncanny Dodge,
Improved Uncanny Dodge, Trap Sense +1, Wild
Empathy, Trapfinding, Poison Use; AL LE; SV Fort +9,
Ref +15, Will +3; Str 16, Dex 21, Con 14, Int 14, Wis 10,
Cha 10.

Skills and Feats: Bluff +14, Climb +5, Decipher
Script +4, Disable Device +4, Disguise +10, Escape
Artist +5, Gather Information +2, Hide +28, Jump +10,
Listen +6, Move Silently +31, Open Lock +10, Ride +6,
Search +10, Sleight of Hand +7, Spot +7, Survival +2,
Swim +5, Tumble +16, Use Rope +7, Power Attack,
Stealthy, Combat Expertise, Combat Reflexes, Track,
Improved Feint.

Possessions: +1 Long Sword, +1 Studded Leather,
Masterwork Buckler, Ring of Counterspells
(*Confusion*).

Shadow Blend (su): In any conditions other
than full daylight, a shadow creature can disappear into
the shadows, giving it nine-tenths concealment.
Artificial illumination, even a light or continual flame
spell, does not negate this ability. A daylight spell,
however, will.

Death Attack: If you study your victim for 3
rounds, attack that target within another 3 rounds, and
then make a sneak attack with a melee weapon that
successfully deals damage, you can paralyze or kill the
target if they fail a Fortitude save (DC 18)

Spells: (DC 12+Spell level; (4/4/1), 1- Disguise Self,
Feather Fall, Ghost Sound, Obscuring Mist, True Strike; 2-
Alter Self, Invisibility, Pass Without Trace, Undetectable
Alignment; 3- Deeper Darkness, False Life, Nondetection.

Encounter 5

Shadow Giant Stag Beetle – Advanced (2): CR 10;
Huge Vermin; HD 27d8+108; hp 229; Init +0; Spd 30
ft.; AC 18 (-2 size, +10 natural), touch 8, flat-footed 18;
Base Atk +20; Grp +34; Atk +24 melee (4d8 +13, bite);
Full Atk +24 melee (4d8 +13, bite); Space/Reach
20ft./10ft.; SA Cold Resistance 20, Trample 4d6+3,

Shadow Blend, Shadow Duplicates; SQ Low-Light
Vision, Darkvision 60', Vermin Qualities; AL NE; SV
Fort +19, Ref +9, Will +9; Str 30, Dex 10, Con 18; Int -,
Wis 10, Cha 9.

Skills and Feats: None.

Trample (EX): Reflex half DC 23. The save DC is
Strength Based.

Shadow Duplicates (SU): Once per day, these
Shadow Stag Beetles can cast Mirror Image as a 3rd
level caster.

Shadow Blend (su): In any conditions other
than full daylight, a shadow creature can disappear into
the shadows, giving it nine-tenths concealment.
Artificial illumination, even a light or continual flame
spell, does not negate this ability. A daylight spell,
however, will.

Centipede Swarm (2): CR 4: Diminutive Vermin
(Swarm); HD 9d8-9; hp 31; Init +4; Spd 30 ft., Climb 20
ft.; AC 18 (+4 size, +4 Dex), touch 18, flat-footed 14;
Base Atk +6; Grp -; Atk Swarm (2d6 plus poison); Full
Atk Swarm (2d6 plus poison); Space/Reach 10ft./0ft.;
SA Distraction, Poison; SQ Darkvision 60', immune to
weapon damage, swarm traits, tremorsense 30 ft.,
Vermin Qualities; AL NE; SV Fort +5, Ref +7, Will +3;
Str 1, Dex 19, Con 8; Int -, Wis 10, Cha 2.

Skills and Feats: Climb +12, Spot +4, Weapon
Finesse.

Distraction (EX): Any living creature that begins
its turn with a centipede swarm in its space must
succeed on a DC 13 Fortitude save or be nauseated for
1 round. The save DC is Constitution based.

Poison (EX): Injury, Fortitude DC 13, initial and
secondary 1d4 Dex. The save DC is Constitution based.

Shadow Monstrous Centipede, Colossal Vermin:
CR 10: Colossal Vermin; HD 24d8+24; hp 132; Init +1;
Spd 60 ft., Climb 60 ft.; AC 20 (-8 size, +2 Dex, +16
natural), touch 4, flat-footed 18; Base Atk +18; Grp +42;
Atk +18 melee (4d6+12 plus poison); Full Atk +18
melee (4d6+12 plus poison); Space/Reach 30ft./20ft.;
SA Poison, Shadow Blend, Shadow Duplicates; SQ
Low-Light Vision, Darkvision 60', Cold Resistance 20,
Vermin Qualities; AL NE; SV Fort +15, Ref +9, Will +8;
Str 27, Dex 13, Con 12; Int -, Wis 10, Cha 2.

Skills and Feats: Climb +16, Hide -6, Move Silently
+0, Spot +4.

Poison (EX): Injury, Fortitude DC 23, initial and secondary 2d6 Dex. The save DC is Constitution based.

Shadow Duplicates (SU): Once per day, these Shadow Colossal Centipedes can cast Mirror Image as a 3rd level caster.

Shadow Blend (su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, will.

Encounter 8-O

Goblin Tanglefoot Crew (3): CR 1/3: Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 14 (+1 size, +1 Dex, +2 leather armor), touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6, morning star) or +3 ranged (Alchemists Fire); Full Atk+2 melee (1d6, morning star) or +3 ranged (Alchemists Fire); Space/Reach 5ft./5ft.; SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Spot +2, Ride +4, Point Blank Shot.

Possessions: Leather armor, morningstar.

Goblin Fire Hurlers Rgr2 (4): CR 2: Small Humanoid (Goblinoid); HD 2d8; hp 13; Init +1; Spd 30 ft.; AC 14 (+1 size, +1 Dex, +2 leather armor) touch 12, flat-footed 14; Base Atk +2; Grp -2; Atk +3 melee (1d6, morning star) or +4 ranged (Alchemists Fire); Full Atk+3 melee (1d6, morning star) or +4 ranged (Alchemists Fire); Space/Reach 5ft./5ft.; SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +4, Will +0; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (Alchemy) +5, Climb +3, Hide +9, Heal +3, Listen +5, Move Silently +7, Spot +4, Survival +1, Track, Point Blank Shot, Rapid Shot.

Possessions: Leather armor, morningstar.

Tanglefoot Cannon Operator Ftr4: CR 4: Small Humanoid (Goblinoid); HD 4d10; hp 27; Init +5; Spd 30 ft.; AC 14 (+1 size, +1 Dex, +2 leather armor), touch 12, flat-footed 14; Base Atk +4; Grp +0; Atk +5 melee (1d6, morning star) or +7 ranged (Tanglefoot Cannon); Full Atk+5 melee (1d6, morning star) or +7 ranged (Tanglefoot Cannon); Space/Reach 5ft./5ft.; SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +2, Will +1; Str 10, Dex 13, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (Alchemy) +5, Climb +5, Hide +4, Knowledge (Architecture and Engineering) +2, Listen

+4, Move Silently +4, Spot +0, Ride +5, Point Blank Shot, Precise Shot, Weapon Focus (Tanglefoot Cannon), Far Shot, Improved Initiative.

Possessions: Leather armor, morningstar.

Vampire Spawn (2): CR 4: Medium Undead; HD 4d12+3; hp 29; Init +6; Spd 30 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; Base Atk +2; Grp +5; Atk+5 melee (1d6+4 plus energy drain); Full Atk+5 melee (1d6+4 plus energy drain); Space/Reach 5ft./5ft.; SA Blood drain, domination, energy drain; SQ +2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL LE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con -; Int 13, Wis 13, Cha 14.

Skills and Feats: Bluff +6, Climb +8, Profession (Mortician) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11, Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Mortician), Toughness.

Blood Drain (Ex): A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the vampire spawn gains 5 temporary hit points.

Domination (Su): A vampire spawn can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell from a 5th level caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed the vampire spawn gains 5 temporary hit points.

Fast Healing (Ex): A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su): As a standard action, a vampire spawn can assume *gaseous form* at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

Skills: Vampire spawn have a +4 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Vampire Weaknesses - For all their power, vampires have a number of weaknesses.

Repelling a Vampire Spawn: Vampire spawn cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire spawn—they merely keep it at bay. A recoiling vampire spawn must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a vampire spawn at bay takes a standard action.

Vampire spawn are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship.

They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Slaying a Vampire Spawn: Reducing a vampire spawn's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay vampire spawn. Exposing any vampire spawn to direct sunlight disorients it: It can take only a single move action or attack action and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire spawn in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire spawn's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

Wight (2): CR 3; Medium Undead; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; Base Atk +2; Grp +3; Atk +3 melee (1d4+1 plus energy drain, slam); Full Atk+3 melee (1d4+1 plus energy drain, slam); Space/Reach 5ft./5ft.; SA Create spawn, energy drain; SQ Darkvision 60 ft.,

undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -; Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7, Alertness, Blind-Fight

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Greater Shadow: CR 8; Medium Undead (Incorporeal); HD 9d12; hp 58; Init +2; Spd Fly 40 ft.(good); AC 14 (+2 Dex, +2 deflection), touch 14, flat-footed 12; Base Atk +4; Grp -; Atk +6 melee (1d8 Strength, incorporeal touch); Full Atk +6 melee (1d8 Strength, incorporeal touch); Space/Reach 5ft./5ft.; SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +3, Ref +5, Will +7; Str -, Dex 15, Con -; Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +14, Listen +9, Search +6, Spot +9, Alertness, Dodge, Mobility, Spring Attack

Create Spawn (Su): Any humanoid reduced to Strength 0 by a Greater Shadow becomes a shadow under the control of its killer within 1d4 rounds.

Strength Damage (Su): The touch of a greater shadow deals 1d8 of Strength damage to a living foe.

Skills: *A Shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on hide checks.

Hergoth Teranor: male, Human Cle 13/Hei1; CR 14 Medium humanoid (human); HD 14d8+28; hp 101; Init +1; Spd 20 ft.; AC 25 (+1 Dex, +9 full plate, +3 shield, +1 deflection, +1 natural), touch 12, flat-footed 24; Base Atk +9/+4; Grp +10; Atk +7 melee (1d8+2+1d6/19-20, +1 Flaming Longsword); Full Atk +7/+2 melee (1d8+2+1d6/19-20, +1 Flaming Longsword); SA Spells, Divine Reach, Turn Undead, Smite 1/day +4 to hit and +12 to damage; SQ Nasty Disposition, Fascination with Fire, Rebuke, Command or Bolster Fire Creatures 3/Day; AL LE; SV Fort +12, Ref +5, Will +16; Str 12, Dex 12, Con 14, Int 13, Wis 23, Cha 10.

Skills and Feats: Concentration +19, Heal +13, Knowledge (Arcana) +2, Knowledge (History) +6, Knowledge (Religion) +18, Knowledge (The Planes) +6, Spellcraft +17, Combat Casting, Combat Expertise,

Empower Spell, Heighten Spell, Quicken Spell, Widen Spell.

Divine Reach (Su): You can use spells with a range of touch on a target up to 30 feet away.

Possessions: +1 Full Plate with Light Fortification, +1 Flaming Longsword, Ring of Protection +1, Amulet of Wisdom +2, +2 Heavy Steel Shield, Gauntlets, Amulet of Natural Armor +1, Boots of Speed.

Spells: (6/7/7/5/5/4/3/1; DC 16+Spell level) **0-** Cure Minor Wounds (3), Light, Read Magic, Detect Magic; **1-** Cure Light Wounds (3), Shield of Faith, Burning Hands (3)*, Resistance; **2-** Bear's Endurance, Bull's Strength, Empowered Burning Hands*, Death Knell, Cure Moderate Wounds (2), Silence, Spiritual Weapon; **3-** Resist Energy(2)*, Animate Dead, Bestow Curse, Cure Serious Wounds, Invisibility Purge; **4-** Wall of Fire*, Cure Critical Wounds, Freedom of Movement, Giant Vermin, Quickened Cure Minor Wounds, Quickened Guidance; **5-** Fire Shield*, Quickened Burning Hands, Quickened Shield of Faith, Slay Living, Quickened Inflict Light Wounds; **6-** Harm(2)*, Heal, Word of Recall; **7-** Disintegrate*, Empowered Flame Strike. *Domain spells.

Deity: Pyremius; **Domains:** Fire (You can rebuke, command, or bolster fire creatures 3/day as a Supernatural Ability), Destruction (You can smite an opponent once per day, gaining a +4 bonus to your attack and +8 to damage).

Thill Porques: male, Duergar Ftr7 DwD4; CR 12; Medium humanoid (dwarf); HD 7d10+4d12+47; hp 121; Init +1; Spd 20 ft./x3; AC 27 (+1 Dex, +10 full plate, +4 shield, +2 DwD), touch 13, flat-footed 27; Base Atk +11/+6/+1; Grp +14; Atk +15 melee (1d10+4/20/x3, +1 Defending Dwarven Waraxe); Full Atk +15/+10/+5 melee (1d10+4/20/x3, +1 Defending Dwarven Waraxe); SA Spell-like Abilities; SQ Immunity to paralysis, phantasms and poison, Light Sensitivity, Darkvision 120', Dwarven racial traits, Light Sensitivity, Defensive Stance, Trap Sense, Uncanny Dodge; AL LE; SV Fort +13, Ref +4, Will +6; Str 16, Dex 13, Con 18, Int 13, Wis 10, Cha 4.

Skills and Feats: Climb +7, Intimidate +7, Jump +1, Listen +5, Sense Motive +4, Spot +5, Combat Expertise, Improved Disarm, Improved Trip, Combat Reflexes, Dodge, Endurance, Improved Shield Bash, Toughness.

Possessions: +2 Full Plate, +1 Defending Dwarven Waraxe, +2 Heavy Steel Shield.

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

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.

Defensive Stance: You can take a defensive posture, refusing to leave a specific area. While doing

so, you gain +2 to Strength, +4 to Constitution, +24 hit points, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC. You cannot use skills that require movement. A defensive stance lasts 9 rounds, after which you are winded (–2 to Strength) for the duration of that encounter. You can take a defensive stance 2 times per day.

Tacrys Pinial: male, Suel Human Ftr9; CR 9 Medium humanoid (human); HD 9d10+27; hp 85; Init +1; Spd 20 ft./x3; AC 17 (+7 half-plate), touch 10, flat-footed 17; Base Atk +9/+4; Grp +13; Atk +14 melee (3d6+8/17-20, Large Masterwork Great Sword); Full Atk +14/+9 melee (3d6+8/17-20, Large Masterwork Great Sword); AL CE; SV Fort +9, Ref +4, Will +2; Str 19, Dex 12, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +10, Intimidate +11, Blind-Fight, Combat Reflexes, Improved Critical (Greatsword), Improved Unarmed Strike, Power Attack, Cleave, Monkey Grip, Weapon Focus (Greatsword), Weapon Specialization (Greatsword), Greater Weapon Focus (Greatsword).

Possessions: Large Masterwork Greatsword, Masterwork Half-Plate.

Appendix Six: New Creatures

Gobbers

Size/Type: Diminutive Humanoid (Goblinoid)

Hit Dice: 1d4+1 (3 hit points)

Initiative: +7

Speed: 15'

Armor Class: 24 (Size +4, Dex +7, Natural +3)

Base Attack/Grapple: 0/-5

Attack: Slam/Unarmed Strike +11 No Damage

Full Attack: Flurry of Funny

Space/Reach: 1 ft. / 0 ft.

Special Attacks: Flurry of Funny

Special Qualities: Fast Healing 1, Darkvision 60', Malleable Skin, Pacifist

Saves: Fort +1, Ref +7, Will +1

Abilities: Str 1, Dex 24, Con 12, Int 3, Wis 12, Cha 18

Skills: Perform (Comedy) +12, Tumble +10, Sleight of Hand +10, Sense Motive +6, Balance +8

Feats: Weapon Finesse, Endurance, Diehard

Environment: Underground

Organization: Either solitary or large groups (5-50)

Challenge Rating:

Treasure: None

Alignment: Always Chaotic Neutral

Advancement: None

Level Adjustment: NA

Gobbers are a rare off-shoot of goblins that have bred for one reason: To entertain larger goblinoids. They are exclusively comedians, using self-deprecating humor to make the larger creatures laugh at them and therefore not kill them.

They use a variety of tools to accomplish this, including their naturally rubbery faces, make-up, tumbling, contortion, and natural sense of humor to keep the other goblinoids from eating them. One of their primary tools for doing this is self-mutilation, which their natural Fast Healing removes. This includes such traditional jokes as cutting off ones nose and nailing it back on, dislocating their shoulders and beating themselves over the head, and biting off their toes and faking choking on them with bulging eyes.

Gobbers are often found as singular pets or in large groups of performing troupes. By nature, they are mischievous and fearless. Strangely, they are complete pacifists who live almost exclusively to entertain their masters. They have absolutely no desire to hurt anything and would rather defend themselves through comedy. They are all vegetarians.

It is unknown where Gobbers came from, though it is rumored that long ago a Drow found a small group of performing goblins in the Underdark. She enjoyed their performances so much that she spent centuries inbreeding them and magically altering them into the creatures they are today. How they returned to the Goblinoid communities of the Abbor Alz (where they are found exclusively) is unknown.

Gobbers are relatively short lived with a standard lifespan of about 8 years. They reach full maturity about 30 days after they are born, and it is reputed that even at birth they are all ready masters of making funny faces.

Gobbers look like small goblins, but with very exaggerated features and slightly oversized heads. Their skin tone ranges from dark forest green to a bright lime and they are usually covered in splotches of gray and black. Their tongues are long and quite agile, ranging in color from bright pink to bright blue and everything in between. Their eyes are large and very agile, giving them the ability to bulge them out and roll them in any manner that makes people laugh.

Their attire usually consists of a leather loin cloth and no shoes. Small pouches usually carry the few rations they have and their props for comedy (makeup, small knives and needles or nails, small rodents which they love and care for), which is the only material goods they really care about.

Malleable Skin (ex): Gobbers have rubbery skin that tends to stay in the various positions they leave it in. This gives a +4 circumstance bonus to any Perform (Comedy) checks that involve doing caricatures of people. This also allows them to squeeze through very small spaces. A side effect of this malleable skin is that the nerve endings in their skin do no communicate pain, only sensations of pressure and temperature.

Flurry of Funny (ex): Gobbers may use a Perform (Comedy) check in lieu of their full attack. This attack involves fits of acrobatics, slapstick comedy, self-mutilation, mugging, and various contortions of the face and body. The recipient must make a Will save (DC Perform check) or not attack the gobber that round.

Pacifist (ex): Gobbers are incapable of physically harming anyone. They cannot deal any physical

damage with any attacks on anyone but themselves, even to save their own lives. They instead try to entertain the assailant in order to make them laugh enough to leave them alone.

Natural Comedians (ex): Gobbers are natural comedians and gain a +4 racial modifier to Perform (Comedy), Sense Motive (to tell if people are finding them funny), Tumble, Balance and Sleight of Hand checks. Their natural comedic inclination is towards the goblinoid with slapstick, comedic caricatures, toilet humor, self-mutilation, pratfalls and acrobatics being their specialties. Any creature with no sense of humor (Pholtans, Paladins of Heironeous, Gray Elves, etc.) converts these bonuses to minuses. This often sends the Gobber into a frantic, frenzied desire to entertain the person, even to the point of surpassing their natural healing and toughness and killing themselves in the process of trying to make these people laugh and enjoy life, despite their natural inability to do so.

Appendix Seven: New Rules Items

New Template: Shadow Creatures

(as presented in *The Manual of the Planes*, pages 190-191)

Shadow creatures dwell on the Plane of Shadow, sometimes crossing into other planes where the barriers between dimensions are weak. Just as parts of the Plane of Shadow resemble a strange, distorted version of the Material Plane, shadow creatures superficially resemble creatures from the Material Plane. Shadow creatures are darker, more elusive, and spookier than their material counterparts. Grays and blacks are their most common colors, with white and yellow rarely seen. They are not to be confused with shadows (undead creatures that often dwell on the Plane of Shadow). Other creatures native to the Plane of Shadow exist that have stronger or weaker connections to the energies of that place (such as the shadow mastiff) and do not follow this template.

Creating a Shadow Creature

“Shadow” is a template that can be added to any corporeal creature (referred to hereafter as the “base creature”). The creature’s type changes to “magical beast.” It otherwise uses all the base creature’s statistics and special abilities except as noted below:

Speed: As base creature x 1 ½.

Special Qualities: A shadow creature retains all the special qualities of the base creature and also gains the following ones:

- Cold resistance of 5 + 1 per HD, to a maximum of 20.
- Darkvision with a range of 60 feet.
- Low-light vision.
- Shadow Blend (su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, will.

Shadow creatures also have one additional supernatural ability for every 4 HD they possess (minimum of one) chosen from the following list:

- +2 luck bonus on all saving throws
- Cause Fear once per day.
- Damage Reduction 5/Magic.
- Evasion.
- Mirror Image once per day.

- Plane shift self to or from the Plane of Shadow once per day.
- Regenerate 2 hit points per round (slain if brought to 0 hit points)

If the base creature already has one of more of these special qualities, use the better value.

Skills: Same as the base creature, plus Move Silently +6.

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Treasure: Same as the base creature.

Alignment: Same as the base creature, but rarely good.

Advancement: Same as the base creature.

New Feat: Monkey Grip [General]

(as presented in *The Complete Warrior*, page 103)

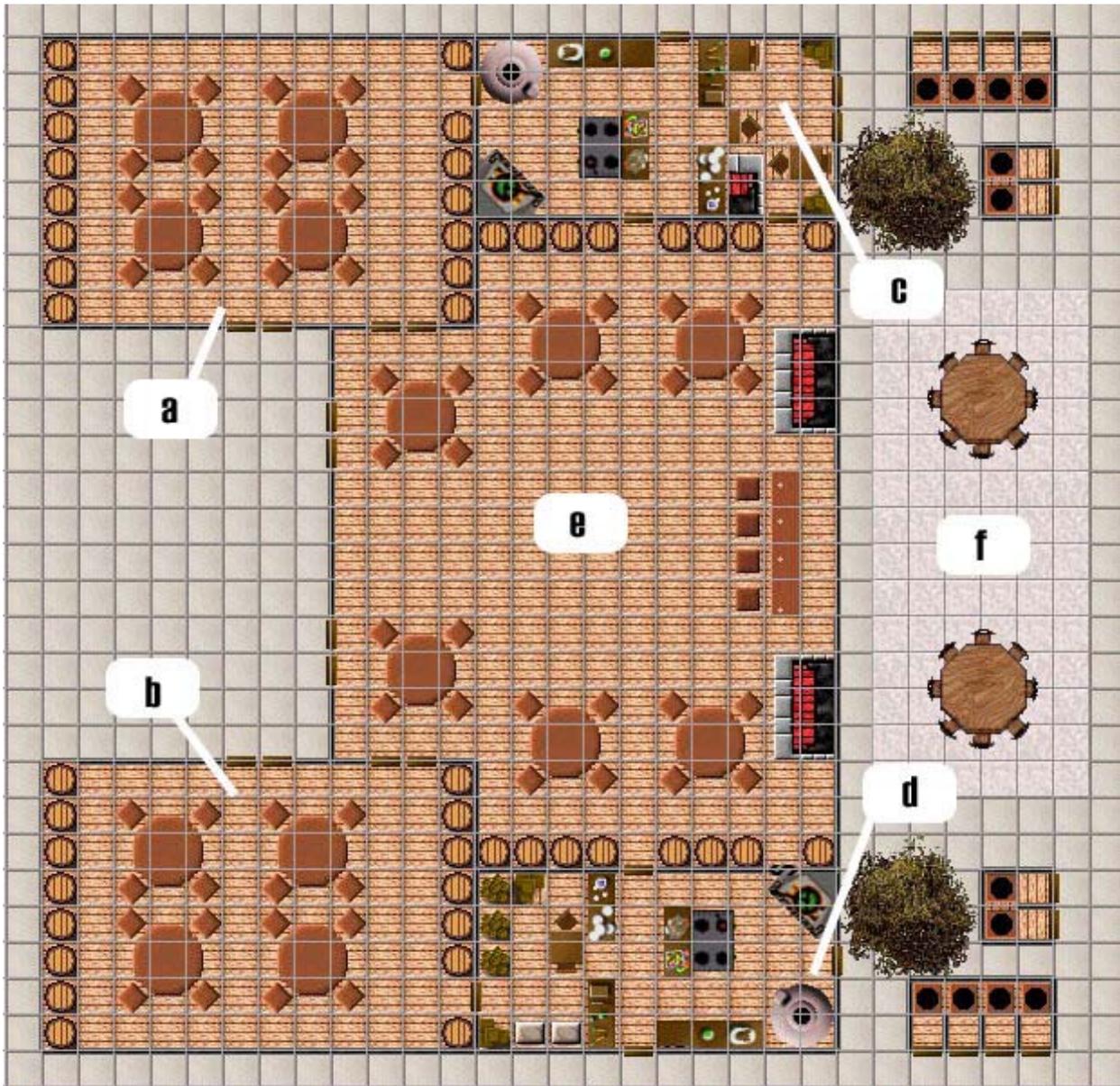
You are able to use a larger weapon than other people your size.

Prerequisite: Base Attack Bonus +1

Benefit: You can use melee weapons one size category larger than you are with a -2 penalty on the attack roll, but the amount of effort it takes you to use the weapon does not change. For instance, a Large longsword (a one-handed weapon for a Large creature) is considered a two-handed weapon for a Medium creature that does not have this feat. For a Medium creature that has this feat, it is still considered a one-handed weapon. You can wield a larger light weapon as a light weapon, or a larger two-handed weapon in two hands. You cannot wield a larger weapon in your off hand, and you cannot use this feat with a double weapon.

Normal: You can use a melee weapon one size category larger than you are with a -2 penalty on the attack roll, and the amount of effort it takes to use the weapon increases. A larger light weapon is considered a one-handed weapon, a larger one-handed weapon is considered a two-handed weapon, and you cannot use a larger two-handed weapon at all.

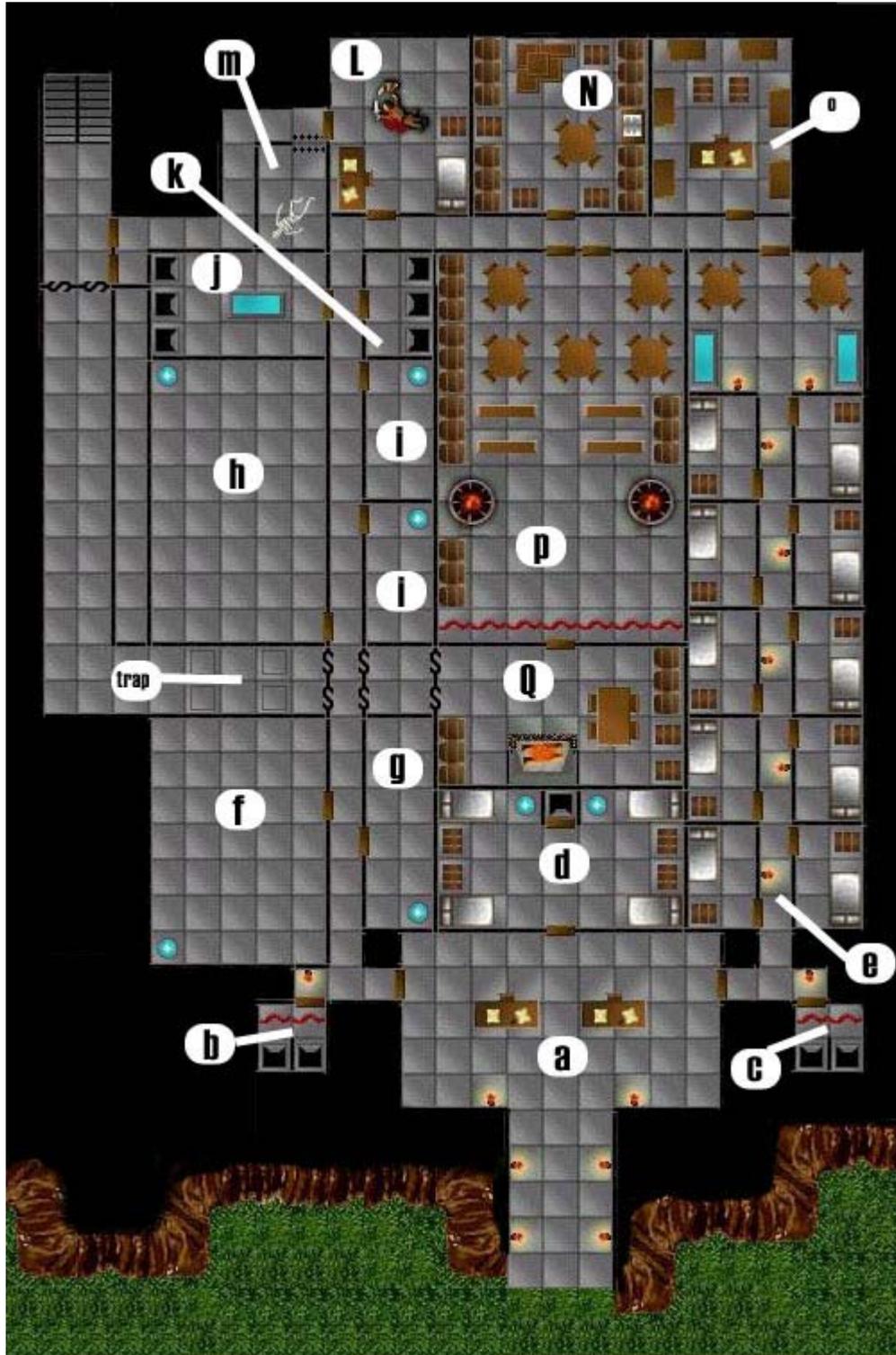
Appendix Eight: Map of the Party Hall



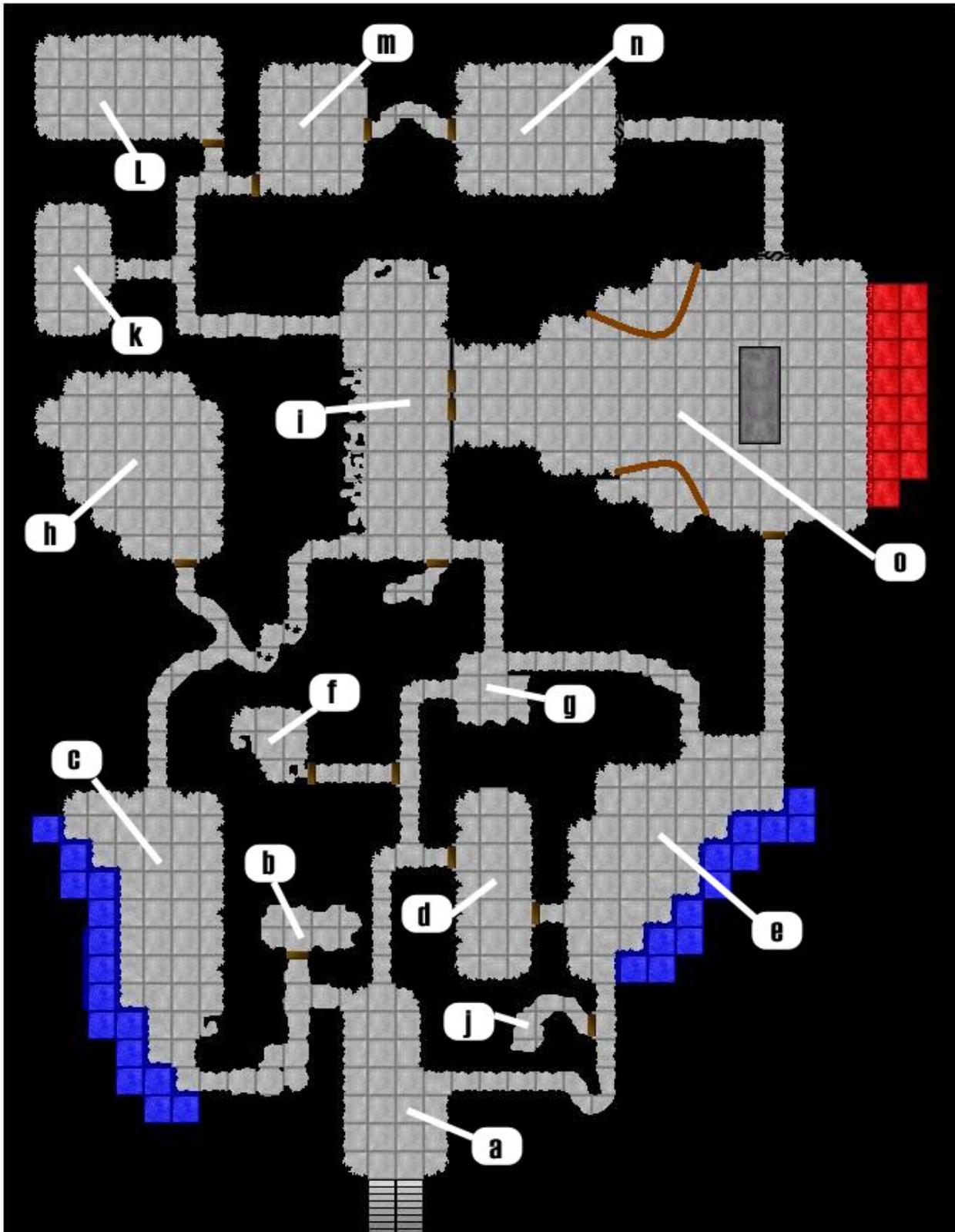
Appendix Nine: Map of Ruined Anik



Appendix Ten: Map of the Public Area



Appendix Eleven: Map of the Inner Sanctum



Appendix Twelve: Rules References

Lava Effects (from the Dungeon Masters Guide page 304)

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round.

Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

An immunity or resistance to fire serves as an immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava (see drowning page 304 DMG).

Alchemists Fire (from the Players Handbook page 128)

Alchemist's fire is a sticky, adhesive substance that ignites when exposed to air. You can throw a flask of alchemist's fire as a splash weapons (see Throw Splash Weapon, PHB page 158). Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Tanglefoot Bag (from the Players Handbook pages 128-129)

This round leather bag is full of alchemical goo. When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to the air. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* (see page 268 of *The Dungeon Master's Guide*) to a stuck creature dissolves the alchemical goo immediately.

Player Handout #1

