

GEO5-06

Fate of Heroes

A One-Round D&D[®] LIVING GREYHAWK[™] Grand Duchy of Geoff Regional Adventure

Version 1.0

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All of those who answer the gnomes' call for heroes seek adventure and glory, but only the tried and true will be regaled as the Ashwood Avengers. During a time of dire need, only the Ashwood Avengers can determine the fate of one of the gnomes' most cherished icons. A Grand Duchy of Geoff regional adventure for APLs 2-8, and Verse Three of the Song of the Ashwood Avengers.

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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Visit the LIVING GREYHAWK website at www.rpga.com.

For rules questions specific to this document and the LIVING GREYHAWK campaign email rpgahq@wizards.com.

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.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. 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 two things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. 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.

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	

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Grand Duchy of Geoff. Characters native to the Grand Duchy of Geoff 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

Long ago, as a thank you gift for the assistance of the gnomes to the dwarves, the dwarves created nine exquisite pickaxe heads. The intricate designs and careful craftsmanship of the pickaxes were unparalleled, and they pleased the gnomish King exceedingly. On the King's orders, handles were fashioned, and the pickaxes were enchanted with powerful magic. Great tales of the pickaxes' power, beauty, and pain spread throughout the gnomish realm. As for pain, the story goes that the ninth pickaxe, along with the pickaxes' creators, disappeared at the time of enchantment (see *GEO2-03 The Last of Nine*). A group of adventurers located the missing pickaxe years later, and an entire gnomish settlement remains isolated to prevent this artifact from harming anyone. The eight remaining pickaxes entered into service carried by gnomes chosen by the King.

The enchanted pickaxes were entrusted to Grand Duke Owen when the forces of the Sakhut invaded the Sheldomar Valley in 583 CY. Even with the assistance of the gnomish weapons, the giant army overwhelmed the Grand Duke's forces and drove them from the Grand Duchy. After the battles, King Garnet ordered his people to recover the pickaxes, but none of his units were able to locate them. It was rumored that all eight of the great pickaxes were lost.

A group of adventurers (*GEO4-07 Return to the Barrier Peaks*) recovered one of the pickaxes from the mountain stronghold of Arbrozzar, the Frost

Giant Wizard. King Garnet ordered the weapon to be hidden away beneath the gnomish capital. The Sakhut and Arbrozzar have been using their smaller thralls to raid gnomish settlements trying to find the weapon.

Recently, another group of adventurers (*GEO5-01 The Mantle of Heroes*) discovered that another of the magical pickaxes was hidden away within a gnome illusionist's stronghold, dubbed the "Maze of Insanity." The location of this weapon had remained a well-guarded secret for over a decade. Unfortunately, the information is now known to the Sakhut and Arbrozzar through the gnomish traitor, Seebo Blackberry, also known as Mauglor, the Magnificent One.

Seebo learned of the secret pickaxe during his study to become an Illuminator. However, Seebo was judged dangerous because of his fascination with dark magics and was expelled from the academy of bards and wizards. Seeking arcane power and revenge, he offered his services to the giants. Seebo changed his name to Mauglor, the self-styled Magnificent One, and became an apprentice of the Archmage Arbrozzar in exchange for a single valuable piece of information, the location of one of the legendary magical pickaxes. If Arbrozzar gets the opportunity to study the weapon, the results could turn the tide of the war against the inhabitants of the Sheldomar Valley.

Determined to secure the pickaxe, the Storm King diverted forces from his offensive into the Stark Mounds. Mauglor focused even darker efforts on discovering the location of the Maze. He tortured the pickaxes' secret location from a confidant of the Ambassadors Stepchildren. However, the Ambassador's Stepchildren discovered this fact and reported the threat back to the gnomish King.

The gnomes' only hope is finding a group of adventurers to recover the pickaxe before Mauglor. The gnomish King put out a call to all adventurers who will aid them in their most dire time of need. They seek the next group to be called the "Ashwood Avengers."

The Ashwood Avengers is not an actual, organized group of adventurers; in fact, it is a four hundred year old gnomish joke. The title is given to any group of adventurers that the gnomes flatter into their service. Only the gnomish King and his closest confidants know of the joke; everyone else only knows the grand legends of the many heroes that have served as the Ashwood Avengers.

Once the Ashwood Avengers are selected, the race is on to recover the magical pickaxe, but neither side can be prepared for what awaits them in the catacombs of a mad gnome, the Maze of Insanity.

Adventure Summary

Introduction

The gnomes in Moundgnomery are seeking adventurers for a quest of supreme importance and are promising great riches and rewards. At a tavern in Preston, the PCs overhear the news from other adventuring groups or are influenced to heed the call from a gnome messenger.

Encounter One

The PCs arrive at the Burrowing Badger to find a long line of would-be heroes. After a wait, the PCs present themselves to Glim Waywhocket, who invites them to take the Gnomish Standard Adventurer's Test to prove their credentials. Once they sign up, the PCs have the opportunity to research the Standard Adventurer's Test.

Encounter Two

The next day the group takes the Gnomish Standard Adventurer's Test. The test includes three sections: written, physical, and fortitude. By default, the PCs become the next group of Ashwood Avengers and are briefed on their mission.

Encounter Three

The PCs seek out Zubert Gronklesnithe to lead them through the Maze of Insanity and gather information about their quest.

Encounter Four

The PCs travel through the Stark Mounds, dodging a series of giant patrols. At the entrance, the PCs discover that Mauglor has already entered the Maze of Insanity and has left behind a crack team of hobgoblins.

Encounter Five

The PCs must camp for the night, and Zubert's nightmares send him into a panic. The PCs must reclaim him from the tunnels. They may also learn of his enchanted chain shirt.

Encounter Six

The PCs work their way through a teleporting maze that is trapped and protected by puzzles.

The PCs find signs that another group has passed by recently.

Encounter Seven

The PCs battle Mauglor for the enchanted pickaxe.

Conclusion

The party returns to Moundgnomery. If successful at reclaiming the pickaxe, they are greeted with great fanfare and regaled as the true Ashwood Avengers. If unsuccessful, Glim is saddened by the group's failure, and the grave news that the giants have attained one of the legendary pickaxes is spread through the gnomish towns.

Preparation for Play

Determine if the PCs have the special AR item "Of the Ashwood Avengers" from *GEO5-IS2 Heroes Never Die* or played *GEO5-01 Mantle of Heroes*.

Determine which PCs (if any) have the Enmity of Mauglor. Those that do are the focus of Mauglor's attacks in the final encounter.

Introduction

This module has two introductions. If the PCs have "Of the Ashwood Avengers" from *GEO5-IS2 Heroes Never Die* or played *GEO5-01 Mantle of Heroes*, go to the section titled Of The Ashwood Avengers; otherwise, go to the section titled Of The Ashwood Avengers.

You have stopped in at the Smiling Frog Tavern in Preston for a much-needed evening of drunken revelry. A decent number of patrons are sitting around the pub, and the atmosphere is high-spirited and welcoming.

Give the PCs the opportunity to introduce themselves and allow for some roleplay. After introductions are done, continue on.

Of The Ashwood Avengers

A lively conversation is taking place at the table next to yours. One of the travel-weary adventurers offers a toast to his friends. The large barbarian staggers a bit while standing up.

"There are real friends and there are sham friends. There is real pain and there is ... Wait, this is ale. ... And come to think of it, I don't like you all very much." His tankard drops to

the table with a thud, and he stumbles out of the bar.

A lean man of Oeridian heritage starts to go after him, but his elven companion touches his arm. "Dorn, leave him be," she says. "Grendan's absence for the remainder of the evening enhances the peace here." She looks around the room, takes a sip of her wine, and then continues, "We should have never brought the... him, his behavior harms our purpose."

"Strella, behavior or not, you know we need a strong fighter... I should go after the drunkard," Dorn replies with obvious distaste.

A halfling at the table chimes in, "Don't worry, we'll find him in the stables with that wolf of his. It shouldn't matter if we linger in Preston tomorrow morning. We made good time so far. We don't have to be in Moundgnomery for another three whole days. And besides, I'd like to check out the market... because... maybe there is something I'd like to... uh, buy... when we come back by here with all the money from this quest."

The female elf raises an eyebrow at the halfling before breaking into a smile and chuckling. The oeridian man snaps back, "I would not take the gnomes' call for adventurers so lightly. They must have a very dire need, if they are seeking the Ashwood Avengers." With this, the group becomes more somber.

The PCs have the opportunity to introduce themselves and inquire about the gnomes' call for adventurers.

NOTE: Work the following items of information into any conversation the PCs start.

- Although the group does not advertise it, the gnomes bestowed the title of Ashwood Avengers on them for heroic deeds done for King Garnet. DM Note: No amount of talking by the PCs will convince them otherwise.
- They rescued some gnomish cavalry officers from being fed into some fire giant stewpots. The NPC's method of extracting the gnomes pointed the finger at the nearby frost giants.
- King Garnet is the King of the Gnomish Lands.
- The group knows nothing about the magical gnomish pickaxes other than some stories told by bards.

- The group does not understand why King Garnet would send out a call for adventurers when the Ashwood Avengers are available simply for the asking. Whatever the need, the King must feel the need is greater than their small group can provide.
- They are on their way to the Burrowing Badger in Moundgnomery to answer the King's call.
- If the PCs ask about the call, the NPCs point to a note tacked to the wall near the front door. Every once in a while, someone wanders up to it, reads it, and then sits back down. The note says that King Garnet is searching for the most able of adventurers to undertake a mission of great peril and reward (rewards not specified). It tells those interested to report to the Burrowing Badger in Moundgnomery.

Not Of The Ashwood Avengers

A small gnome enters the bar and makes several pitiful attempts at getting the crowd's attention. After a drunken halfling tries to squeeze the gnome's nose and make a honking noise, he gets a determined look on his face. He pulls a small, brightly colored box from his pocket and delicately winds a tiny crank on the side. The ghostly, disembodied head of a gnome at least 10' wide pops up out of the box. It floats in the air before the gnome and a loud echoing voice booms out, "Adventurers wanted! Apply at the Burrowing Badger in Moundgnomery starting at the next full moon."

The only noise to be heard in the room is the crackling of the fire and a faint click as the gnome closes the box's lid. The gnome looks around the room and says in a very loud voice, "Than..." he clears his throat and continues in a much lower tone, "Thank you." He makes his way to the bar, climbs up on a stool, and orders an ale from a slack-jawed bartender.

Slowly, the patrons begin conversing again, many of them casting careful glances at the gnome sitting alone at the bar. Within minutes, it was as if nothing had happened in the tavern.

The next full moon is three days from now.

The PCs have the opportunity to introduce themselves to the gnome messenger and inquire

about the call for adventurers. The messenger is aware of the following.

- The King seeks brave souls to undergo a quest of great importance. Only the best of the best will be called to go.
- The best will be chosen in the Burrowing Badger in Moundgnomery three days hence.
- King Garnet is the King of the Gnomish Lands.
- The crier knows nothing about the magical gnomish pickaxes other than the basic story that nine pickaxe heads were given to the gnomes by the dwarves. The gnomes made handles, assembled the pickaxes, and enchanted them. Something happened to the ninth, and it disappeared.
- If the PCs introduce themselves as the Ashwood Avengers (they did earn the name in previous Ashwood Avenger modules), he beams a big smile, shakes their hands, buys them a drink, and says he is proud to have met them.

When the PCs decide to go to Moundgnomery, go to **Encounter One**.

Encounter One: The Line at the Burrowing Badger

Your trip through the Stark Mounds is uneventful. When you arrive at the Burrowing Badger in Moundgnomery, you see a long line of motley people waiting outside the bar.

Meeting with Glim is a roleplaying opportunity for the players. Allow them plenty of leeway when interacting with the NPCs. The information that follows is a guideline; adjust as necessary to make the encounter interesting for the players.

If the PCs tell anyone that they are of the Ashwood Avengers, non-locals do not believe them. Local gnomes give them a big smile and buys them a drink.

If the PCs ask other adventuring parties about the line:

1st group: *“Hey no cutting. Don’t even think about it,” a large dwarf menaces. “I have been here for 6 hours already. You see the guy in the front there; he has been camped out here for 2 days! So if you want to try out, you have to go to the back of the line and wait like the rest of us!”*

2nd group: *A young elf confides excitedly, “I heard that there was an interview and some kind of test involved. Who knew the gnomes would be so selective about adventurers? This must be a very serious mission, and I fathom it involves an equally serious reward.”*

3rd group: *“Hey, you want in?” a tall Seuloise man whispers. “I’ll let you in... for a price, of course. 50 gold pieces. What do you say?”*

If the adventurers pay, then they get a spot near the front of the line.

With an over-dramatic flair, the man throws an arm over <the closest PC> and says, “Cousin Omar! I’m so glad you could make it, and look! You brought the wife and kids.” Several nearby adventures give your group dirty looks, but do not object as you move into place in line. You suspect that this man has already made more than 50 gold pieces today.

As long as one PC remains in line from this point, the others can explore around the Badger gathering information.

If the PCs ask the barkeep or bar patrons about the line:

Barkeep: *“Glim Wayshocket wants to meet the adventuring groups one at a time. If you want a shot, you should probably get in line now. I think he will start seeing people soon.”*

Patron: *“What a bunch of kobold hunters! I doubt the Ashwood Avengers are actually part of that crowd.”*

After a long wait, the PCs make it to the front of the line.

An excitable gnome rushes forward and loudly says “Next!” He ushers you toward a door at the back of the bar. He stops abruptly and knocks twice on the door; then he opens the door a crack and speaks timidly, “Sir, are you ready to meet...” he pauses to look back and scan your appearance and then continues, “uh, the next group?”

A muffled voice from behind the door says, “Show them in please, Tomar.” Tomar turns to you and says in a formal tone, “Sir Glim Waywocket will see you now.” He holds the door open and waves you into the cramped back room. After you enter the room, Tomar slams the door, and you hear him scurry off.

A well-dressed gnome sits behind a makeshift desk. He stands as you enter. “Please have a

seat,” he says, gesturing to the benches that have been brought in from the bar room.

Glim sits down with you and smiles. “As I am sure that Tomar told you, I am Glim Waywocket, emissary of King Garnet, and I am seeking adventurers on behalf of the gnomish crown. Please tell me a little about yourself and your adventuring credentials. Why don’t we start with you,” he says pointing to <the closest PC>.

One by one, the PCs may try to ingratiate themselves to Glim. Throughout their conversation, Glim takes notes and only responds with short phrases such as **Hhhmmm, Oh, yes!, Very good, Go on, or Please continue.** Please feel free to add others that fit the situation.

If the PCs have played *GEO5-IS2 Heroes Never Die* or *GEO5-01 The Mantle of Heroes*, they may mention that they have met him previously, or ask if he remembers their adventures. Glim does recognize them, but acts as though he does not (his Bluff is +45). In this case, Glim responds with things such as **Hhhmmm, Really? That’s nice, One would think that I would remember that, or Oh well, lets move on.** Please feel free to add others that fit the situation.

If the characters insist that they are the Ashwood Avengers, Glim appears amused and responds with things such as **Really now? Oh my, or Then I expect you will do very well on the Gnomish Standard Adventurer’s Test.** Please feel free to add others that fit the situation.

After the PCs are finished:

Glim speaks up, “Well now, I do have several other interviews to conduct, so let’s wrap this up. I invite your party to take the Gnomish Standard Adventurer’s Test. Please be at the Guild Hall of Trials tomorrow morning at eight bells. Do you have any more questions for me?”

If the PCs ask about the Gnomish Standard Adventurer’s test:

“Well, we gnomes must have standards, you know. You must achieve at least a score of 1400 to be accepted as an adventurer for the crown. Of course, I’m sure it’s just a formality for adventurers of your caliber. I do suggest that you get a good night’s rest though.”

If the PCs ask about the quest:

“Well you can’t expect me to go around divulging the crown’s secrets, can you?” Glim looks around suspiciously at a crack in the wall on left side of the room and then at a pile of dust in the far right corner.

If the PCs ask about the other adventurers Glim has interviewed:

“Yes, yes. I have interviewed many, many excellent adventurers today. Allnac the Goblin Slayer. Ranan the Valiant. Peetor the Gobo Finger Champion. I am confident that I will be able to find the right group for our quest.”

If the PCs role a sense motive:

Glim Waywocket always appears sincere. His Bluff check is +45.

You get the feeling that Glim is amused. He is also trying to rush the interview. You doubt that you will get any more information from him today.

If the PCs ask about the Ashwood Avengers:

Obviously ignoring your question, Glim shouts, “Tomar!” Continue with the section titled If the PCs are Done Asking Questions.

If the PCs are Done Asking Questions:

“Tomar!” Glim shouts. “Please see our friends out. Thank you for your time and don’t forget to be prompt tomorrow morning – 8 bells.” Tomar escorts you out of the Burrowing Badger and then runs to attend to the next adventuring group.

Party members can make skill checks to see what they know or can find out about the Ashwood Avengers. The following skills apply: Bardic Knowledge, Knowledge: History, and Knowledge: Local (Sheldomar Valley), or any other skill the DM deems appropriate. The PC gets one bullet point for every five points on their skill check.

- The Ashwood Avengers are an adventuring party, based out of the Ashwood, which came into the employ of the gnomish crown many years ago. Many tales that recant their various heroic acts performed for the gnomish people, and they are a beloved legend of the Stark Mounds.
- There have been many different members of the Ashwood Avengers over the years, and the leadership of the group has changed hands a number of times. It is believed that most of the original membership has retired,

and that the current members are all newer recruits.

- The Ashwood Avengers were believed to have fought during the original battle of Gorna, and many thought they had sacrificed themselves in the street-to-street combat that allowed so many to escape. They later resurfaced, however, still in the employ of the gnomes.
- Actually, come to think of it, the Ashwood Avengers were thought to have all been wiped out in a good number of stories you can recall about them. They always resurfaced some months later, however, as strong as ever.

The party can use their Gather Information skills to learn more about the Gnomish Standard Adventurer's Test. Use the conversation below that is closest to, but less than, what the player rolled.

Any check above 10 tells the PC that the Gnomish Standard Adventurer's Test is a three-part test. It includes a comprehensive written evaluation, a rigorous physical evaluation, including stamina and dexterity, as well as a stalwart test of your courage and creativity under stress. The gnomes have refined this exam for hundreds of years.

DC 5

"...What do you mean you never heard of the Gnomish Standard Adventurer's Test? I scored a 3000 when I was a young lad. I'm sure my age won't factor in much. I got the strategy and wit to out score you youngin's any day..." says an old withered dwarf.

DC 10

"...I hear the test has a comprehensive written component. Many mages have been stumped and baffled by the intricate detail and arcanology of the test. I hear an inventive halfling wizard got a cheat sheet into the test once.... He had it inside his wizard's cap. I think since then, they actually change the test..." says a young, well-dressed human.

DC 15

"...Well let's see, I've taken the test four times now. You know it's always the physical test that gets me, us halflings have to take two steps to each one step of the tall ones. I ace the book part though; I have found a really useful study guide at the local library, "Gnomelie's guide to the Gnomish Standard Adventurer's Test." It's definitely worth your

time checking it out!" says a darkly clad middle-aged halfling woman.

DC 20

"...Yeah, I have an inside secret into this test here. Since you're such a nice <insert PCs race> I guess I can share it with you. There's this shortcut you can take. Part of the test involves running the border of Moundgnomery; well there's a small steam tunnel that runs through the center of town. Look for me during the physical part of the test, and I will show you where it is," says a lanky looking half-elf.

DC 25

*****In a low whispering voice** "...well you see, I have a cheat sheet for the test. Guaranteed to pass you. The answers have been proven by the best divination magic in all the Stark Mounds. Of course, that kind of guarantee comes with a price. Ten gold will get you copy... so what do you say?" says a bookish looking gnome with a big wizard's hat.***

If the PCs learn about the book in the library or decide to go to the library independently, allow them a Search check (DC 15). If successful, they find a copy of the book "Gnomelie's guide to the Gnomish Standard Adventurer's Test." For each PC that spends one hour studying the book, written in gnomish, they gain a +2 insight bonus on the written, combat, and endurance sections of the test.

When the PCs are ready to take the test, go to **Encounter Two**.

Encounter Two: The Gnomish Standard Adventurer's Test

The next morning, you arrive at the Guild Hall of Trials. It looks like a converted warehouse. Inside you find many adventurers milling about. The room is arranged in rows of chairs with attached tables. On each of these cramped desks lies a small writing quill and an ink well inscribed with the number two. Some of the larger adventurers are struggling to take their seats. Others are sitting on the floor next to a chair. A small pile of smashed chairs sits in a back corner. There are some open seats in the back of the room.

A few minutes later, in walks Glim Waywhocket with a large stack of papers. "Everyone take your seats, the examination is about to begin. The first part of the Gnomish Standard Adventurer's Test is a comprehensive written evaluation of your adventuring knowledge. You may not use any reference materials or outside assistance during this test. My dear, would you please help me hand these out?" he asks an attractive elven woman in the first row.

You settle into some seats in the back of the room. After the tests are dispersed, Glim says, "All right, you have four hours to complete the exam. Begin now." Those seated around you begin to scribble fervently.

The members of the NPC party from the first encounter are in the room. The elven female that helped hand out the tests was the elven female from the Smiling Frog.

Have each PC roll three d20s and apply their Int modifier. They may keep the best of the three rolls. If asked, this roll helps determine their score on the written portion of the test.

If the PCs studied the book from the library for one hour, they get a +2 insight bonus.

If the PCs bought the cheat sheet, they may attempt to use it with a successful Sleight of Hand check (DC 15+APL – Glim's opposed Spot check) or a Bluff check (DC 15+APL – Glim's opposed Sense Motive check). If the check is successful, grant the PC a +5 profane bonus to their roll.

Record each of the rolls. The actual outcome is not important because the PCs are chosen automatically at the end of Encounter Two. This entire test scenario is simply here to give the PCs an opportunity to roleplay.

PCs that succeed at a Spot check (DC 14+APL) notice a couple of other adventurers using the cheat sheet or other cheat methods. The DM can rule if adequate role-playing, creative spell use, or other circumstances are enough to allow the PC to succeed at this Spot check.

If no PC cheats or gets caught cheating, use the If PCs are caught cheating section on an NPC to show the PCs what could have happened to them. Modify box text as necessary.

If the PCs are caught cheating:

Glim Waywocket appears before you with several gnome guards. "Well I guess you aren't the sharpest arrow in the quiver. I'll take

that back now," Glim states as he tears the exam paper from your hands. "You fail. Zero points on the written examination." He snaps his fingers and those around you start to snicker. The guards escort you out of the room.

Glim casts glamour on the offending PC. The glamour gives the PC the features of a donkey wearing a large dunce cap. The spell lasts for the next hour. In addition, the PC develops a terrible odor until the spell expires. The guards escort the PC out the door into the street and say to wait there.

After four hours, the exam is completed:

PCs caught cheating are allowed back into the room at this point.

The tests are gathered, and Glim informs everyone that the next portion of the test will take place after a short break. He tells you to equip yourself as you would on an adventure. Approximately 30 minutes later, Glim returns to dismiss a few of the prospective heroes.

He then addresses the remaining adventurers, "The next part of the Gnomish Standard Adventurer's Test includes a rigorous physical evaluation of your stamina and dexterity. You are required to run a lap around the common area of Moundgnomery. You will end at the practice field where we have set up a few tests to evaluate your combat prowess. Please follow me."

He leads you to the race starting point. When everyone is in place, Glim motions to Tomar who holds up a small flag. In one quick breath he says, "Everyone ready? Go!" and Tomar drops the flag. Adventurers take off at a run, most of them in the right direction. Tomar hustles off to catch the few that went off in the wrong direction.

If the PCs choose to cast spells or drink potions to aid them in the physical challenges:

The gnomes do not consider this cheating; instead, they view it as ingenuity.

As you polish off the potion (or the spell completes), you notice Glim observing you from across the way; he just smiles, shakes his head, and walks off across the common area towards the finish line.

If the PCs look for the short cut:

You notice a few adventurers talking to a lanky looking half-elf and recognize that he was the person you spoke to yesterday. He grins as you approach. "Ten gold," he says, looking over the group. "Each," he adds.

If the PCs pay:

The half-elf gestures to some dense foliage a few feet away, "Straight through there," he says. "Nice doing business with you, and try to be discrete when coming out the other side." Your path through the steam tunnel is uneventful, and gets you to the practice field in good time. You are easily able to rejoin the other adventurers without being detected.

Start here if the PCs did not pay or cheat

You notice several others that seem more refreshed than they should be after such a long run. As you cross the finish line, Glim looks you over and makes notes on a page in his hand.

Running the Race

Have each PC roll three d20s and apply their Con modifier. They may keep the best of the three rolls. If asked, this roll helps to determine the order they come in the race.

If the PCs studied the book from the library for one hour, they get a +2 insight bonus.

If the PCs paid to learn the shortcut, grant the PC a +5 profane bonus to the roll.

Record each of the rolls. The actual outcome is not important because the PCs are chosen automatically at the end of Encounter Two. This entire test scenario is simply there to give the PCs an opportunity to roleplay.

PCs that succeed at a Spot check (DC 14+APL) notice a couple of other adventurers using the shortcut. The DM can rule if adequate role-playing, creative spell use, or other circumstances are enough to allow the PC to succeed at this Spot check.

Go to the section titled Combat Prowess.

Combat Prowess

At the practice field, Tomar places floating pumpkins tethered to stakes into the ground. The pumpkins form a line stretching across the field, and they sway randomly in the slight breeze. Glim says, "You are to choose one

ranged weapon and one melee weapon, and then stand in front of a target."

"You mean one of these pumpkins?" asks a scruffy looking fighter.

"Uh, yes the round, orange targets," Glim flashes one of his smiles.

Once everyone is in position, Tomar calls out directions. "Draw your ranged weapon. Turn your back to your target. Take 10 steps away from the target. 1, ...2, ...3, 4,5, ...6, ..7, ..8,9, 10. Ok, now turn around again, and FIRE!"

After the pacing, the PCs start 50' away from their target. Each PC can make three full-round attacks. Note what their attack rolls are. To hit a target, the PC must hit AC 15+APL. If the PCs studied the book in the library, they get a +2 insight bonus to their rolls.

Arrows, bolts, daggers, and javelins fly through the air. Glim Waywocket casually strolls behind the line of adventurers, scribbling on his parchment. Tomar continues with his stream of commands, "Come on go! Shoot! Throw! Faster! ...Ok, now... STOP! Stop. Stop. Stop. That's enough."

Tomar runs across the field and replaces a few of the targets that were actually hit. He then resumes his directions. "Now, draw your melee weapon, and on my mark you will... ATTACK! That was it. Go! Charge that pumpkin, uh, target. Sunder your enemy! It just insulted your mother or your dog or somethin'."

The PCs start 50 ft. away from the target. Each PC can make three full round attacks. Note what their attack rolls are. To hit a target, the PC must hit AC 15+APL. If the PCs studied the book in the library, they get a +2 insight bonus to their rolls.

Record each of the rolls. The actual outcome is not important because the PCs are chosen automatically at the end of Encounter Two. This entire test scenario is simply there to give the PCs an opportunity to roleplay.

More curses than thanks of weapons against pumpkin flesh fly around the field, and you think you hear a chuckle coming from Glim. He speaks up after a couple of minutes, "Ok Tomar, that's enough."

"STOP!" Tomar yells. "The physical evaluation is complete. Please meet back at the Guild Hall

of Trials for the final test.” With a grin, he adds, “You may want to clean up a bit first.”

You hear a monk next you muttering something under her breath about “stupid gnomish pranks” as she pulls orange pulp from her hair.

The DM should perform some calculations on the scratch paper before continuing with the next section of box text.

After another 30-minute break, Glim returns to the Guild Hall of Trials and pares down the hopefuls again to 10 groups. After the failures leave, Glim announces in a dramatic tone, “Professor Xalyx will administer the final test—the “Danger Room.” This test is an evaluation of your courage and creativity under stress. You enter the room from this side, make your way through the room, and exit the other side.”

The groups are led into a hallway and lined up in front of large double ironwood doors with a single, tiny view port cut into each door at a gnome’s height. Your group is the last in line.

If the PCs ask how the order was determined, they are told that the order was determined by their performance in the testing thus far. They are provided no other answer than this.

Professor Xalyx leads each group of adventurers into a room beyond the double doors. From outside, the room looks empty except for torches in sconces along the wall. Glim and Tomar exit the room and take up positions in front of the view ports to watch what happens. From your vantage point in line, you see hints of combat and spells and hear the screams of a horrific fate befalling each group that enters.

A successful Spot check (DC 15+APL) allows the PC to catch Glim and Tomar glancing at each other and grimacing. They answer no questions about what happens in the room or if the other groups were successful or not. The adventurers waiting with you become more and more nervous as their turn in line approaches.

When it is finally your turn to enter The Danger Room, Professor Xalyx sheepishly pokes his head out the door. He whispers something to Glim Waywocket.

A successful Listen check (DC 10+APL) allows the PC to hear the conversation.

“Remember that safety device I said that we didn’t need? Yeah, you were right about that one.”

With a roguish smile and a look of desperation in his eyes, Glim turns to the PCs and proclaims, “Once again the legendary Ashwood Avengers have come to our aid! Let’s go back to the Burrowing Badger and discuss your mission over a much needed pint.” As Glim herds you from the Guild Hall, you hear Tomar calling out, “Clean up in Danger Room Five.”

If asked about their testing, Glim says that some folks eliminated themselves because they were too unreliable. If one PC was caught cheating, he considered it inventive on the PCs part, but rules were rules and he had to enforce them for everyone’s benefit.

Go to **Encounter Three**.

Encounter Three: Preparing for the quest with Zubert

Back at the Burrowing Badger, Glim gets more relaxed after he downs a few tankards. His gaze scans each of your faces as he states, “Your quest is to retrieve a powerful artifact for King Garnet – one of the legendary pickaxes.” He pauses for dramatic effect and then continues, “It is located in a safehold created by one of our most powerful Illusionists, just before he went insane. Ok, well, as he was going insane. It is called the Maze of Insanity. There is only one gnome who can lead you through, well... because he is the only one who has made it out alive. You need to seek out Zubert Gronklesnithe to be your guide. The only problem is that the traitor, Seebo Blackberry, also known as Mauglor, the Insignificant,” Glim sneers, “is also trying to attain the enchanted pickaxe. You need to retrieve it before he does. This powerful weapon cannot fall into the hands of the giants. The consequences would be catastrophic.”

When the PCs are finished asking questions, or if they ask how to find Zubert:

Glim points to an old gnome in the corner who seems to be softly muttering to himself. Zubert has a long white beard and is wearing a chain shirt. “Zubert can provide you much more information than I can, so I will leave you to

your work.” Glim takes on a very serious tone, “I must impress upon you again the dire importance of this mission. The loss of this pickaxe may turn the tide of the war against us. May the blessings of Garl Glittergold go with you. May your picks strike true and let all of your veins be of the purest gold.”

If the PCs look around the tavern at this time and have played *GEO5-IS2 Heroes Never Die* or *GEO5-01 The Mantle of Heroes*, they automatically notice Zubert in the Badger.

Have the PCs make Spot checks.

DC 5

Zubert is cautiously looking in your direction. He turns his gaze downward, muttering something, and then looks up again.

DC 15

You notice that Glim waves to a gnome as he is leaving the bar. You recognize the gnome as a rather drunk Tomar. He sits at a table with a tall Seuloise man, a lanky half-elf, and a bookish looking gnome with a big wizard’s hat. A large coin purse, the remains of a very large meal, and several empty pie tins are lying on the table.

If the PCs approach Tomar

He is overly friendly due to being drunk and offers to buy them ale or food with what little gold remains in the purse. Remaining focused on their drinks, his companions are reserved and try not to get involved in the conversation. .

If the PCs accuse Tomar of scheming to help people cheat on the Gnomish Standard Adventurer’s Test, or of taking bribes:

Tomar beams a drunken smile at them, “It’s all part of the test don’tcha see. We check for those intan... tangle... intinkle,” he shakes his head to try and clear it, “those rare qualities of a hero. Besides, if we make some coin off of it, who cares? I don’t recall you payin’ for the bloody test in the first place. Besides, do you know what a lowly administrator like me gets PAID? And they have such good ale and brambleberry pie here. I LOVE brambleberry pie.” Tomar calls for another pie.

If the PCs try to get Tomar arrested, the guards haul Tomar off to a cell until he sobers up, then they let him go.

Tomar knows nothing about the Maze of Insanity.

The PCs approach Zubert

Zubert looks up and says, “Do I know you?” He then looks down at his beard and says, “Ah yes.” He looks up again and says, “Well have a seat then and get yourself a drink. I don’t drink alone.”

If the PCs ask Zubert about the Maze of Insanity, allow them to make a Sense Motive check. A successful check (DC 5 + APL) allows them to see the fear in his eyes as some horrible memory comes to the surface.

Zubert does not want to return to or talk about the Maze. The PCs need to convince him to do so. They must successfully make a Diplomacy check (DC 5+APL) to convince him to discuss the Maze. A check against DC 10+APL is required to get him to go to the Maze. If either role fails, the PCs can try again after a couple of hours. The DM may assign bonuses (up to +5) for good roleplaying.

If the PCs ask Zubert about the Maze, he knows the following:

- His mentor created the Maze, but he dares not mention his mentor’s name. His mentor was very powerful and quite insane by the end.
- When the item in question was hidden in the Maze, he was the only one to survive leaving the Maze. He watched as all of his friends and colleagues died horribly.
- If the PCs go to the Maze, they too will perish.
- The Maze was constructed to force folks to go through the Maze to gain entrance. You cannot teleport into it. (The entire Maze is under the effect of a *dimensional anchor* spell.)

When the party is ready to leave for the Maze, go to **Encounter Four**.

Encounter Four: Attack at the Cave

Zubert leads you on a strenuous journey through the Stark Mounds. You wind through many valleys and caverns, dodging a series of patrols until you reach a narrow chasm in one of the mounds. The wind howls forlornly, and the howling is nothing like you have ever heard before. Zubert turns to you, “We have arrived just in time. The veil that covered this mound was recently pierced and destroyed.”

Zubert leads you down into the ravine. As you approach the bottom, you notice that the sides and floor are covered with jagged rocks. You see bleached white bones and rusting armor in some of the crevasses. It looks like many unwary travelers tumbled to their deaths when the illusion cloaked the ravine. Zubert weaves a path through the crumbling spires.

After 20 minutes of travel, you come to a large overhang in the left wall. An eerie, pitch-black cave yawns before the party. Zubert pulls a wood stick out of his belt and removes a cloth cover from the end. The end of the stick is wreathed in flame and bathes the area in its warm glow. Satisfied, he turns and leads you down into the cave's inky depths.

Zubert leads you through a series of bewildering caverns and tunnels. After what feels like hours, he leads you into a large cavern. Before you can look around, several figures step out of the shadows to confront you. One mutters something in a guttural voice as he advances. (He says "It's them, attack!" in hobgoblin.)

NOTE: Although the Maze looks like a natural cavern, it was only crafted to look that way. The stone is very thick and was crafted to resist attempts to magically alter it. The walls are 10-ft. thick unless stated otherwise. All passageways are 10-ft. wide by 10-ft. high unless otherwise stated.

The cavern mentioned in the box text is 100-ft. by 100-ft. 10-ft. wide hallways lead off from the center of each of the four walls. All four hallways make 90-degree bends after 50 ft. Three of the hallways lead off into the Maze.

Mauglor and his followers were resting in this cavern before entering the Maze itself. As a precaution, Mauglor had cast an alarm spell down the southern, entrance tunnel. When it went off, he moved on with most of his followers, leaving a SWAT team of crack hobgoblins as a welcoming party.

The entire chamber is dark. The PCs enter the chamber from the southern entrance, and the NPCs start within 15 ft. of that entrance.

APL 2 (EL 4)

Hobgoblins (4): Male Hobgoblin; hp 7; see *Monster Manual* page 153.

Hobgoblin Cleric: Male Hobgoblin Clr1; hp 8; see Appendix One.

Hobgoblin Fighter: Male Hobgoblin Ftr1; hp 9; see Appendix One.

APL 4 (EL 6)

Hobgoblin Cleric: Male Hobgoblin Clr1; hp 8; see Appendix Two.

Hobgoblin Fighter (2): Male Hobgoblin Ftr2; hp 19; see Appendix Two.

Hobgoblin Rogue: Male Hobgoblin Rog1; hp 6; see Appendix Two.

Hobgoblin Sorcerer: Male Hobgoblin Sor2; hp 10; see Appendix Two.

APL 6 (EL 8)

Hobgoblin Cleric: Male Hobgoblin Clr3; hp 24; see Appendix Three.

Hobgoblin Fighter (2): Male Hobgoblin Bbn1/Ftr4; hp 50; see Appendix Three.

Hobgoblin Rogue: Male Hobgoblin Rog3; hp 20; see Appendix Three.

Hobgoblin Sorcerer: Male Hobgoblin Sor4; hp 21; see Appendix Three.

APL 8 (EL 10)

Hobgoblin Cleric: Male Hobgoblin Clr5; hp 48; see Appendix Four.

Hobgoblin Fighter (2): Male Hobgoblin Bbn1/Ftr6; hp 69; see Appendix Four.

Hobgoblin Rogue: Male Hobgoblin Rog5; hp 33; see Appendix Four.

Hobgoblin Sorcerer: Male Hobgoblin Sor6; hp 37; see Appendix Four.

Tactics:

The hobgoblins had time to prepare for the PCs and their stat blocks reflect their preparation. They fight to the death and cannot be negotiated with. The hobgoblins' tactics are the following.

At APL 2, the enlarged fighter moves up to a position that threatens the most PCs. The enlarged cleric uses the first round to cast *bless* and then wades into combat. The rest of the hobgoblins charge the nearest PC.

At APL 4, the enlarged, enraged fighters position themselves to threaten the most PCs and protect the enlarged sorcerer, who uses *true strike* and his whip to disarm the PCs. The enlarged cleric uses the first round to cast *bless* and then wades into combat. The rogue sneaks around and attacks an unsuspecting spellcaster.

At APL 6, one enlarged, enraged fighter moves up to a position that threatens the most PCs and starts using his improved trip ability. The other enlarged, enraged fighter moves up to a position that threatens the most PCs and starts using his improved disarm ability. The enlarged sorcerer casts *blur* on himself and then uses *true strike* and his whip to disarm PCs. The enlarged cleric uses his spell casting abilities to support the fighters (DM's discretion based on the available spells in the appendix). The blurred rogue sneaks up and attacks an unsuspecting spellcaster.

At APL 8, one enlarged, enraged fighter moves up to a position that threatens the most PCs and starts using his improved trip ability. The other enlarged, enraged fighter moves up to a position that threatens the most PCs and starts using his improved disarm ability. The enlarged sorcerer uses his spells on the PCs (DM's discretion based on the available spells in the appendix). The enlarged cleric moves up near the fighters and casts *magic circle of protection from good* and then uses his spell casting abilities to support the fighters. The blurred rogue sneaks up and attacks an unsuspecting spellcaster.

Treasure:

APL 2: L: 110 gp, C: 33 gp, M: *potion of cure light wounds* (x2) (4 gp), *scroll of cure light wounds* (2 gp), *potion of enlarge person* (4 gp).

APL 4: L: 245 gp, C: 59 gp, M: *potion of cure light wounds* (x2) (4 gp), *potion of cure moderate wounds* (x3) (25 gp), *scroll of cure light wounds* (2 gp), *potion of enlarge person* (x3) (4 gp), *potion of protection from good* (4 gp), *cloak of resistance +1* (83 gp).

APL 6: L: 500 gp, C: 122 gp, M: *potion of cure moderate wounds* (x3) (25 gp), *scroll of cure moderate wounds* (13 gp), *potion of blur* (25 gp), *potion of protection from good* (4 gp), *potion of enlarge person* (x3) (4 gp), *spiked chain +1* (x2) (197 gp), *vest of resistance +1* (83 gp), *pearl of power 1st level* (83 gp).

APL 8: L: 250 gp, C: 95 gp, M: *potion of cure moderate wounds* (x3) (25 gp), *scroll of cure serious wounds* (31 gp), *potion of cure serious wounds* (x2) (67 gp), *potion of enlarge person* (x3) (4 gp), *potion of blur* (25 gp), *potion of protection from good* (4 gp), *full plate +1* (x2) (221 gp), *mithral chain shirt +1* (175 gp), *spiked chain +1* (x2) (197 gp), *vest of resistance +1* (83 gp), *ring of protection +1*

(x2) (167 gp), *pearl of power 1st level* (83 gp), *wand of bull strength* (25 charges) (188 gp).

If the PCs examine the hobgoblins' bodies or search their things:

Zubert says, "Did you hear what they said as they attacked us? These hobgoblins were waiting for us. They must have been ordered to prevent us from entering the Maze. Mauglor is much closer than we thought. We must hurry to retrieve the pick before it falls into our enemy's hands."

When the party proceeds into the Maze, go to **Encounter Five**.

Encounter Five: Zubert's Bravery Fails

Zubert leads them through the Maze, pointing out traps. Several of the traps have been tripped recently; dead hobgoblin bodies litter the Maze at several points. At several points, Zubert leads the party into teleportation circles that transport them into other parts of the Maze.

Exhausted after a full day traveling the twisting pathways and nearly invisible portals, you make camp for the night. You find a suitable cavern off one of the main passageways.

The PCs should set up watch for the evening. If not, have Zubert suggest it, ***"We have not been attacked recently, but if that traitor knows what's good for him, he'll send out additional patrols. Be ever watchful."***

The following happens during the second watch.

Zubert had been mumbling and thrashing around in his sleep. Suddenly his nightmares get the best of him. Before you can stop him, Zubert runs off down a tunnel and disappears.

PCs on watch making a successful Listen check (DC 10+APL) make out that Zubert was mumbling something about the horrors of the Maze of Insanity.. Sleeping PCs making a successful Listen check (DC 15+APL) hear the commotion and wake up. Otherwise, other PCs must wake up the sleeping PCs.

PCs making a successful Survival check (DC 10+APL) can locate Zubert's tracks and follow him directly to a dark cavern. PCs who fail the Survival check can find Zubert after an hour of following false tracks and finding dead ends.

At the dark cavern, PCs making a successful Listen check before entering the cavern learn the following.

DC 15

You hear a strange voice crying out. "Help! We're over here. You've got to stop him before he gets us lost!" It does not sound like Zubert.

DC 20

You can also hear Zubert whispering, "Hush you. Be quite. Shush."

If the PCs call for Zubert to come out of hiding:

The stranger's voice calls out, "We are over here behind this big rock. He won't come out. You'll have to drag him back. He's just a big scaredy-cat. This crazy gnome is not going to get me lost and stuck forever in some damp dark cave where I'll be left to rust."

Zubert responds, "You rat. Of all the times for you to start talking out."

If the PCs investigate the voice:

You find Zubert huddled behind a large boulder. He is still trying to hush something, or someone, and he has his arms wrapped around his shoulders.

Zubert does not try to run again, but the PCs have to physically pull him from his hiding place and carry/drag him back to camp.

If the PCs ask who Zubert is talking to or try to talk to the strange voice:

At first, Zubert denies he was talking to anyone. Eventually he admits that his chain shirt is imbued with the spirit of a close friend. That friend died in his arms while he escaped the Maze the first time.

Now that the PCs have Zubert, the spirit does not speak aloud anymore. It tells Zubert that he should not run off anymore.

If the PCs ask why Zubert ran:

Zubert woke up and realized he was near a spot where a large number of his friends had died. He thought he was back in the Maze the first time and was trying to escape before he got killed too.

After the PCs successfully return to camp with Zubert, the rest of the night is uneventful.

When the party is ready to continue further into the Maze, go to **Encounter Six**.

Encounter Six: The Maze of Insanity

You travel for many hours, experiencing several moments of sheer terror. Most of the journey, however, is totally boring. Zubert deftly, although a bit absent minded, avoids cleverly hidden traps of various designs. He leads you into a large room, where an archway on the opposite wall is blocked by a solid-looking stone slab.

Zubert walks around the room, his face lost in thought. After completing a full circuit, he lets out a cry of frustration, falls to his knees and says, "I can't remember, oh my, I just can't remember. I've failed." He collapses to the floor and begins sobbing.

The room is 100-ft. by 100-ft. The PCs enter the room through a 10-ft. wide archway in the south wall. The exit archway (10-ft. by 10-ft.) is on the north wall. If the PCs examine the room, they learn the following based on a Search check.

Search DC 5

- The stone slab blocking the way is opened by some mechanical or magical means.
- Six of the stones making up the archway have images engraved on them

Search DC 10

- The mechanisms that move the door are not accessible from this side of the wall.
- Each of the six stones has a tiny hole at the base of the engraved image.

Descriptions of the engraved images

If the PCs succeed at the appropriate Knowledge check (listed below) (DC 10) they can identify the creature in the image. If they touch the engraving, an illusion grows from the engraving, such that the PCs see a life-sized, full-color, three-dimensional image of the creature. After a few moments, the image fades away. Descriptions of the illusions are given below.

- **Flesh Golem** (MM pg. 135) – “This automaton looks as though it was constructed from a grisly assortment of decaying human body parts stitched and bolted together into a form taller than a living man.” Knowledge (arcana).
- **Vampire** (MM pg. 251) – “This sinister-looking warrior has pale skin, haunting red eyes, and

a feral cast to his features. He wears chain armor and holds a spiked chain in his hands.” Knowledge (religion).

- Werewolf (MM pg. 175) – “Short, gray fur covers this lean, feral humanoid. It has sharp claws and a wolflike muzzle.” Knowledge (arcana).
- Succubus (MM pg. 47) – “This creature is stunning, statuesque, and extraordinarily beautiful, with flawless skin and raven hair. Her form, so tempting, also has an otherworldly side. Large bat wings unfurl from her back, and her eyes glow with sinister desire.” Knowledge (religion).
- Bralani (MM pg. 93) – “The being before you resembles a short, stocky elf, broad in the shoulders but quick and nimble. Its hair is a bright silver-white, and its eyes are an ever-changing rainbow of hues.” Knowledge (planes).
- Satyr (MM pg. 219) – “This being might best be described as a horned man with the legs of a goat.” Knowledge (nature).

Once the PCs are aware of the engraved images and have realized that something needs to be inserted into the holes, read the following.

Zubert sits up from a fetal position on the floor, blows his nose, and wipes his eyes. “A key! You need a key! Here, here are the keys.” He reaches into a pocket and after a few moments of searching around, he pulls out a rusted key ring with 6 small, smooth cylinders on it.

Zubert cannot remember which key goes into which slot. If the players get stuck, however, use Zubert to give the players subtle hints.

Examining the keyhole, regardless of how successful the Disable Device check, does not reveal what type of key is required.

If the PCs use *detect magic* or a detect alignment spell, they detect faint divination auras on the keys as defined below. The engraved stones detect as faint illusion, faint divination, and moderate necromantic magic. The stone slab detects as moderate evocation.

Descriptions of the 6 keys:

- A silver key with no magic or alignment auras. It has one white stripe painted around the end.

- A silver key that is magical and evil aligned. It has two white stripes painted around the end.
- A cold iron key that is magical and good aligned. It has three white stripes painted around the end.
- A cold iron key that is magical and evil aligned. It has four white stripes painted around the end.
- An iron key that is magical and good aligned. It has five white stripes painted around the end.
- An adamantine key with no magic or alignment auras. It has six white stripes painted around the end.

The solution to the puzzle lies in the damage reduction for each of the creatures listed above. When all six keys are properly put into place, the slab rises out of the way and allows the PCs to proceed.

Do not allow the players to refer to their copies of the *Monster Manual*. If the players do not know the damage reductions for these creatures, their characters can make the appropriate Knowledge check (listed above). If successful, based on the DCs listed below, give them the information from the *Monster Manual*. Do not tell them which key is correct.

The answer to the puzzle is as follows:

- Flesh Golem – [DC 19], the adamantine key with no magic or alignment auras
- Vampire - [DC 15]), the silver key that is magical and evil aligned
- Werewolf - [DC 13], the silver key with no magic or alignment auras
- Succubus - [DC 16], the iron key that is magical and good aligned
- Bralani - [DC 16], either of the cold iron keys
- Satyr - [DC 15], either of the cold iron keys

If a PC inserts the wrong key in a hole or continues to attempt to disable the trap regardless of the warning, they experience the following:

APL 2 (EL 3)

Archway Trap: CR 3; spell; spell trigger; automatic reset; spell effect (*maximized inflict light wounds (9 points of damage)*, 1st level cleric, DC 17, Will save for half damage); Search DC 18; Disable Device DC 18 (see note).

NOTE: A successful Disable Device check tells the PC that any item except the expected key sets off the trap.

APL 4 (EL 5)

Archway Trap: CR 5; spell; spell trigger; automatic reset; spell effect (*maximized inflict moderate wounds (19 points of damage)*), 3rd level cleric, DC 18, Will save for half damage); Search DC 20; Disable Device DC 20 (see note).

NOTE: A successful Disable Device check tells the PC that any item except the expected key sets off the trap.

APL 6 (EL 7)

Archway Trap: CR 7; spell; spell trigger; automatic reset; spell effect (*maximized inflict serious wounds (29 points of damage)*), 5th level cleric, DC 19, Will save for half damage); Search DC 22; Disable Device DC 22 (see note).

NOTE: A successful Disable Device check tells the PC that any item except the expected key sets off the trap.

APL 8 (EL 9)

Archway Trap: CR 9; spell; spell trigger; automatic reset; spell effect (*maximized inflict critical wounds (39 points of damage)*), 7th level cleric, DC 20, Will save for half damage); Search DC 24; Disable Device DC 24 (see note).

NOTE: A successful Disable Device check tells the PC that any item except the expected key sets off the trap.

If a party member attempts to break the stone slab, then the following trap goes off.

ALL APLs

Stone Slab Fireball Trap: CR 8; magic device; touch (see note); automatic reset; spell effect (*maximized fireball (60 points of damage)*), 11th level wizard, DC 22, Ref save for half damage); Search DC 20; Disable Device DC 20 (see note).

NOTE: A successful Disable Device check tells the PC that any attempt to force the door open sets off the trap. Otherwise, this trap does not threaten the party.

After the PCs deal with the puzzle, go to **Encounter Seven**.

Encounter Seven: Battle with Mauglor

The stone slab rises out of the way and you continue through the seemingly endless passages. As you approach the center of the Maze, Zubert becomes increasingly lucid and excitable. Suddenly he exclaims, “Yes of course! I know exactly where I am now. Come on. Come on. We’re here.” He charges off ahead before you can stop him.

A successful Spellcraft check (DC 14) reveals that Zubert cast *swift expeditious retreat* on himself before running off.

Chasing after Zubert, you hear arcane chanting around a turn up ahead, followed by a horrible scream.

A successful Spellcraft check (DC 21) tells the PC that *heightened phantasmal killer* was just cast.

You quickly round the final corner into an open area. Zubert’s body lies crumpled on the ground before you. A bruised, dirty, tired, and malignant looking gnome stands in the center of the cavern with a pickaxe in his hand. A maniacal grin crosses his face as says, “Ah, the fool’s friends. You’re too late, I have the pickaxe. Before I return it to Master Arbrozar, let me show you exactly what I can do with it.”

At APLs 2 – 6, include the following box text; **To either side (or the left side) of the gnome are two patches of gloom, more or less humanoid in shape.**

A successful Knowledge (religion) check (DC 10+creature’s HD) informs the PC that the patch(es) of gloom are Shadow(s).

At APL 8, include the following box text; **At the gnome’s left shoulder stands a seven and half foot tall human. Its features are grossly distorted from the norm. Its chest is overly large. Its arms are attached by thick knots of muscle at the shoulder, and they hang down to its knees, ending in short, stubby fingers. It has no neck, and its large head has broad, flat features. Its legs are short and bowed, ending in wide, flat feet.**

A successful Knowledge (arcana) check (DC 21) informs the PC that the malformed human is a clay golem.

The cavern is 100-ft. by 100-ft. Designate one side of the room as north. The PCs start the encounter

in a 30-ft by 10-ft. hallway leading into the south wall. The rest of this hallway bends around a corner out of sight. The cavern has no other entrances. The entire chamber is lit with everburning torches. Mauglor starts in the middle of the room with the other NPCs arranged as mentioned in the box text. They are within 10 ft. of Mauglor.

They fight to the death and cannot be negotiated with.

APL 2 (EL 5)

Shadow: Undead; hp 27; see *Monster Manual* page 221.

Mauglor: Male Gnome III3; hp 15; see Appendix One.

APL 4 (EL 7)

Shadow (2): Undead; hp 27; see *Monster Manual* page 221.

Mauglor: Male Gnome III5; hp 26; see Appendix Two.

APL 6 (EL 9)

Greater Shadow: Undead; hp 81; see *Monster Manual* page 221.

Mauglor: Male Gnome III7; hp 36; see Appendix Three.

APL 8 (EL 11)

Clay Golem: Construct; hp 105; see *Monster Manual* page 134.

Mauglor: Male Gnome III7/Ftspnr4; hp 66; see Appendix Four.

Tactics:

APL 2, Mauglor casts *web*, placing it to trap the maximum number of party members. From then on, he uses his spells as the situation demands, preferably targeting PCs with his enmity. The shadow targets any PCs caught in the web first.

APL 4, Mauglor casts *shadow bindings*, placing it to include the maximum number of party members. From then on, he uses his spells as the situation demands, preferably targeting PCs with his enmity. The shadows target any PCs caught in the shadow bindings first.

APL 6, Mauglor casts *solid fog*, placing it to get the maximum number of party members. From then on, he uses his spells as the situation demands, preferably targeting PCs with his enmity. The

greater shadow targets any PCs caught in the solid fog.

APL 8, Mauglor casts *improved invisibility*. The next round he targets any PC that has his enmity with his last *heightened phantasmal killer*. (If multiple PCs have his enmity, he targets the most susceptible looking PC.) Note that Mauglor is a 4th level fatespinner, and one of his prestige class abilities allows him to spin up to four points of fate per day. He uses three of his four spin points to increase the save DC of his phantasmal killer spell by 3. If no PC has his enmity, he targets the most susceptible looking PC, but only uses one point of spin. The clay golem attacks the closest PC.

Treasure:

APL 2: L: 108 gp, C: 0 gp, M: *potion of cure moderate wounds* (25 gp), *scroll of phantasmal killer* (58 gp), *wand of magic missiles* (50 charges) (63 gp).

APL 4: L: 317 gp, C: 17 gp, M: *potion of cure moderate wounds* (25 gp), *scroll of phantasmal killer* (58 gp), *wand of magic missiles* (50 charges) (63 gp), *cloak of resistance +1* (83 gp), *pearl of power 1st level* (83 gp).

APL 6: L: 408 gp, C: 0 gp, M: *potion of cure moderate wounds* (25 gp), *wand of magic missiles* (50 charges) (63 gp), *cloak of resistance +1* (83 gp), *pearl of power 1st level* (83 gp), *ring of protection +1* (167 gp).

APL 8: L: 104 gp, C: 0 gp, M: *potion of cure moderate wounds* (25 gp), *ring of protection +1* (167 gp), *headband of intellect +2* (333 gp), *amulet of health +2* (333 gp), *cloak of resistance +2* (333 gp), *bag of tricks: rust* (250 gp).

Once the NPCs have been dealt with successfully, go to **Conclusion-Success**. If the NPCs defeat the PCs, go to **Conclusion-Failed**.

Conclusion

Success

You return to Moundgnomery with the enchanted pickaxe and the corpse of Zubert Gronklesnithe. You are greeted at the court of King Garnet with great fanfare. In a regal voice, Glim Waywocket announces, "Your majesty, I present to you the true Ashwood Avengers!"

All of Moundgnomery comes to mourn the passing of Zubert Gronklesnithe, and the gnomish bards immediately begin singing tales of his heroism and sacrifice. However, this dark cloud cannot hold back the gnomes' enthusiasm over the return of the legendary pickaxe, and a week of festivals is held in your honor.

Each PC receives 200 gp for helping to bring back the pickaxe and earns the Favor of Glim Waywocket.

If they bring back the traitor alive, the PCs earn the Favor of King Garnet.

Failed

Glim Waywocket is saddened by the news of your failure. About a week later, grave news spreads around the gnomish towns that the giants have reclaimed one of the legendary enchanted pickaxes.

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 Four

Defeated the NPCs

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

Encounter Six

Solved the puzzle

APL 2: 90 xp.

APL 4: 150 xp.

APL 6: 210 xp.

APL 8: 270 xp.

Encounter Seven

Defeated the NPCs

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

Story Award

Completed the test

APL 2: 30 xp.

APL 4: 45 xp.

APL 6: 60 xp.

APL 8: 75 xp.

Recovered the pickaxe

APL 2: 30 xp.

APL 4: 45 xp.

APL 6: 60 xp.

APL 8: 75 xp.

Discretionary roleplaying award

APL 2: 30 xp.

APL 4: 45 xp.

APL 6: 60 xp.

APL 8: 75 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1125 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 Four:

APL 2: L: 110 gp, C: 33 gp, M: *potion of cure light wounds (x2) (4 gp)*, *scroll of cure light wounds (2 gp)*, *potion of enlarge person (4 gp)*.

APL 4: L: 245 gp, C: 59 gp, M: *potion of cure light wounds (x2) (4 gp)*, *potion of cure moderate wounds (x3) (25 gp)*, *scroll of cure light wounds (2 gp)*, *potion of enlarge person (x3) (4 gp)*, *potion of protection from good (4 gp)*, *cloak of resistance +1 (83 gp)*.

APL 6: L: 500 gp, C: 122 gp, M: *potion of cure moderate wounds (x3) (25 gp)*, *scroll of cure moderate wounds (13 gp)*, *potion of blur (25 gp)*, *potion of protection from good (4 gp)*, *potion of enlarge person (x3) (4 gp)*, *spiked chain +1 (x2) (197 gp)*, *vest of resistance +1 (83 gp)*, *pearl of power 1st level (83 gp)*.

APL 8: L: 250 gp, C: 95 gp, M: *potion of cure moderate wounds (x3) (25 gp)*, *scroll of cure*

serious wounds (31 gp), *potion of cure serious wounds (x2) (67 gp)*, *potion of enlarge person (x3) (4 gp)*, *potion of blur (25 gp)*, *potion of protection from good (4 gp)*, *full plate +1 (x2) (221 gp)*, *mithral chain shirt +1 (175 gp)*, *spiked chain +1 (x2) (197 gp)*, *vest of resistance +1 (83 gp)*, *ring of protection +1 (x2) (167 gp)*, *pearl of power 1st level (83 gp)*, *wand of bull strength (25 charges) (188 gp)*.

Encounter Seven:

APL 2: L: 108 gp, C: 0 gp, M: *potion of cure moderate wounds (25 gp)*, *scroll of phantasmal killer (58 gp)*, *wand of magic missiles (50 charges) (63 gp)*.

APL 4: L: 317 gp, C: 17 gp, M: *potion of cure moderate wounds (25 gp)*, *scroll of phantasmal killer (58 gp)*, *wand of magic missiles (50 charges) (63 gp)*, *cloak of resistance +1 (83 gp)*, *pearl of power 1st level (83 gp)*.

APL 6: L: 408 gp, C: 0 gp, M: *potion of cure moderate wounds (25 gp)*, *wand of magic missiles (50 charges) (63 gp)*, *cloak of resistance +1 (83 gp)*, *pearl of power 1st level (83 gp)*, *ring of protection +1 (167 gp)*.

APL 8: L: 104 gp, C: 0 gp, M: *potion of cure moderate wounds (25 gp)*, *ring of protection +1 (167 gp)*, *headband of intellect +2 (333 gp)*, *amulet of health +2 (333 gp)*, *cloak of resistance +2 (333 gp)*, *bag of tricks: rust (250 gp)*.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 218 gp, C: 233 gp, M: 160 gp – Total: 611 gp (450 gp).

APL 4: L: 562 gp, C: 276 gp, M: 581 gp – Total: 1419 gp (650 gp).

APL 6: L: 908 gp, C: 322 gp, M: 1510 gp – Total: 2720 gp (900 gp).

APL 8: L: 658 gp, C: 295 gp, M: 3894 gp – Total: 4847 gp (1300 gp).

Items for the Adventure Record

Special

Favor of Glim Waywocket: You have performed a valuable service for Glim Waywocket, personal envoy of King Garnet. When the PC exercises this

favor, Glim arranges for an upgrade any one item of magical armor that the PC owns to add one of the following special abilities: glamered, slick (greater), shadow (greater), or silent moves (greater). This favor counts only as access and the PC must pay the difference in market value for the upgrade. Mark this favor as used when a special ability is purchased. Until this favor is expended, the character is deemed to have an Influence Point (Level C) with Glim Waywocket.

Favor of King Garnet: In bringing back the gnome traitor alive, King Garnet grants you a boon. When the PC exercises this favor, King Garnet arranges for access to one of the following items from the DMG: pearl of power (9th level), bowl of commanding water elementals, brazier of commanding fire elementals, censer of controlling air elementals, or stone of controlling earth elementals. This favor counts only as access and the PC must pay for the item. Mark this favor as used when the item is purchased. Until this favor is expended, the character is deemed to have an Influence Point (Level A) with King Garnet.

Item Access

APL 2:

- *pearl of power (1st level) (Adventure; DMG)*

APL 4 (all of APL 2 plus the following):

- *pearl of power (2nd level) (Adventure; DMG)*
- *vest of resistance +1 (Adventure; DMG)*

APL 6 (all of APLs 2, 4 plus the following):

- *pearl of power (3rd level) (Adventure; DMG)*
- *headband of intellect +2 (Adventure; DMG)*

APL 8 (all of APLs 2, 4, and 6 plus the following):

- *amulet of health +2 (Adventure; DMG)*
- *bag of tricks (Adventure; DMG)*
- *pearl of power (4th level) (Adventure, DMG)*

Appendix One – APL 2

Encounter Four

Hobgoblin Cleric: Male Hobgoblin Clr1 (Maglubiyet); CR 1; Medium Humanoid (Goblinoid); HD 1d8+3; hp 8; Init +1; Spd 20ft; AC 19, touch 11, flat-footed 18; BAB/Grp: +0/+2; Atk/Full Atk: +3 melee (1d8+2/20/x3, mw battleaxe) or +1 ranged (1d8/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Spells, Rebuke Undead; SQ Darkvision 60ft; SR -; AL NE; SV Fort +5, Ref +1, Will +5; Str 14, Dex 12, Con 16, Int 10, Wis 16, Cha 10. *Monster Manual* page 153.

Skills and Feats: Concentration +7, Knowledge (Religion) +4; Power Attack, Weapon Proficiency (battleaxe), Weapon Focus (battleaxe)

Cleric Spells Prepared (3/3; base DC = 13 + spell level): 0—*detect magic, create water, resistance*; 1st—*enlarge person**, *bles*, *cure light wounds*.

*Domain spell. *Domains:* War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.).

Possessions: mw battleaxe, banded mail, heavy wooden shield, *light crossbow, potion of cure light wounds, scroll of cure light wounds*, 200 gp worth of gems and coins.

Hobgoblin Fighter: Male Hobgoblin Ftr1; CR 1; Medium Humanoid (Goblinoid); HD 1d10+3; hp 9; Init +2; Spd 20ft; AC 17, touch 12, flat-footed 16; BAB/Grp: +1/+4; Atk/Full Atk: +5 melee (2d4+4/20/x2, mw spiked chain) or +3 ranged (1d6/20/x2, javelin); Space/Reach 5 ft./10 ft.; SA -; SQ Darkvision 60ft; SR -; AL NE; SV Fort +5, Ref +2, Will +0; Str 16, Dex 15, Con 16, Int 13, Wis 10, Cha 8. *Monster Manual* page 153.

Skills and Feats: Climb +1, Jump +1, Ride +6; Exotic Weapon Proficiency (spiked chain), Combat Reflexes.

Possessions: mw spiked chain, banded mail, *potion of cure light wounds, potion of enlarge person, javelin* (6).

Encounter Seven

Mauglor: Male Gnome Ill3; CR 3; Small Humanoid (Gnome); HD 3d4+9; hp 15; Init +5; Spd 20 ft.; AC 12, touch 12, flat-footed 11; BAB/Grp: +2/-5; Atk/Full Atk: +1 melee (1d3-1/19-20/x2, small dagger); Space/Reach 5 ft./5 ft.; SA spells, speak with animals, summon familiar; SQ Low-Light Vision; SR -; AL NE; SV Fort +4, Ref +2, Will +2; Str 8, Dex 12, Con 16, Int 18, Wis 8, Cha 8. *Monster Manual* page 131.

Skills and Feats: Concentration +9 (+13 if casting defensively), Decipher Script +9, Knowledge (Arcana) +9, Knowledge (Planes) +9, Knowledge (Religion) +6, Knowledge (History) +6, Spellcraft +9; Improved Initiative, Combat Casting, Scribe Scroll

Speak with Animals (Sp): 1/day—speak with animals (burrowing mammal only, duration 1 minute).

Wizard Spells Prepared (4/4/3; base DC = 14 + spell level (15 + spell level for Illusions): 0—*acid splash, detect magic, ghost sound, prestidigitation*; 1st—*color spray, grease, mage armor, alarm*; 2nd—*hypnotic pattern, mirror image, web*.

Spellbook: 0—All 0-level spells from the *PHB*; 1st—*alarm, color spray, comprehend language, disguise self, endure elements, expeditious retreat, feather fall, grease, lesser acid orb, mage armor, magic missile, nystils magic aura, protection from good, silent image, ventriloquism*; 2nd—*blur, hypnotic pattern, invisibility, mirror image, web*.

Possessions: dagger, spellbook, *wand of magic missile* (1st level) 50 charges, *potion of cure moderate wounds, scroll of phantasmal killer*.

Appendix Two – APL 4

Encounter Four

Hobgoblin Cleric: Male Hobgoblin Clr1 (Maglubiyet); CR 1; Medium Humanoid (Goblinoid); HD 1d8+3; hp 8; Init +1; Spd 20ft; AC 19, touch 11, flat-footed 18; BAB/Grp: +0/+2; Atk: +3 melee (1d8+2/20/x3, mw battleaxe) or +1 ranged (1d8/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Spells, Rebuke Undead; SQ Darkvision 60ft; SR -; AL NE; SV Fort +5, Ref +1, Will +5; Str 14, Dex 12, Con 16, Int 10, Wis 16, Cha 10. *Monster Manual* page 153.

Skills and Feats: Concentration +7, Knowledge (Religion) +4; Power Attack, Weapon Proficiency (battleaxe), Weapon Focus (battleaxe).

Cleric Spells Prepared (3/3; base DC = 13 + spell level): 0—*detect magic, create water, resistance*; 1st—*enlarge person**, *bless, cure light wounds*.

*Domain spell. *Domains:* War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.)

Possessions: mw battleaxe, banded mail, heavy wooden shield, light crossbow, 10 bolts, *potion of cure light wounds, scroll of cure light wounds, 206gp worth of gems and coins.*

Hobgoblin Fighter: Male Hobgoblin Ftr2; CR 2; Medium Humanoid (Goblinoid); HD 2d10+6; hp 19; Init +2; Spd 20ft; AC 17, touch 12, flat-footed 16; BAB/Grp: +2/+5; Atk/Full Atk: +7 melee (2d4+4/20/x2, mw spiked chain) or +4 ranged (1d6/20/x2, javelin); Space/Reach 5 ft./10 ft.; SA -; SQ Darkvision 60ft; SR -; AL NE; SV Fort +7, Ref +3, Will +1; Str 16, Dex 15, Con 16, Int 13, Wis 10, Cha 8. *Monster Manual* page 153.

Skills and Feats: Climb +2, Jump +2, Ride +7; Exotic Weapon Proficiency (spiked chain), Combat Reflexes, Weapon Focus (spiked chain).

Possessions: mw spiked chain, banded mail, *potion of cure moderate wounds, potion of enlarge person, javelins (6), cloak of resistance +1.*

Hobgoblin Rogue: Male Hobgoblin Rog1; CR 1; Medium Humanoid (Goblinoid); HD 1d6+3; hp 6; Init +4; Spd 30ft; AC 20, touch 14, flat-footed 16; BAB/Grp: +0/+2; Atk/Full Atk: +5 melee (1d6+2/18-20/x2, mw rapier); Space/Reach 5 ft./5 ft.; SA 1d6 Sneak Attack, Trap Finding; SQ Darkvision 60ft; SR -; AL NE; SV Fort +3, Ref +6, Will +0; Str 14, Dex 18, Con 16, Int 12, Wis 10, Cha 8. *Monster Manual* page 153.

Skills and Feats: Disable Device +5, Escape Artist +8, Listen +4, Hide +7, Move Silently +11, Open Lock +5, Search +5, Spot +4, Tumble +7; Weapon Finesse (rapier).

Possessions: mw rapier, mw chain shirt, heavy darkwood shield, *potion of cure light wounds, thieves tools.*

Hobgoblin Sorcerer: Male Hobgoblin Sor2; CR 2; Medium Humanoid (Goblinoid); HD 2d4+6; hp 10; Init +3; Spd 30ft; AC 13, touch 13, flat-footed 10; BAB/Grp: +1/+1; Atk/Full Atk: +1 melee (1d3/20/x2, mw whip); Space/Reach 5 ft./5 ft.; SA Spells, Summon Familiar; SQ Darkvision 60ft; SR -; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 16, Con 16, Int 10, Wis 10, Cha 16. *Monster Manual* page 153.

Skills and Feats: Concentration +8, Spellcraft +5; Exotic Weapon Proficiency (whip).

Sorcerer Spells Known (6/5; base DC = 13 + spell level): 0—*acid splash, detect magic, touch of fatigue, ghost sound*; 1st—*mage armor, true strike.*

Possessions: mw whip, *potion of enlarge person, potion of cure moderate wounds, potion of protection from good, 149 gp worth of gems and coins.*

Encounter Seven

Mauglor: Male Gnome Ill5; CR 5; Small Humanoid (Gnome); HD 5d4+15; hp 26; Init +5; Spd 20 ft.; AC 12, touch 12, flat-footed 11; BAB/Grp: +3/-4; Atk/Full Atk: +2 melee (1d3-1/19-20/x2, small dagger); Space/Reach 5 ft./5 ft.; SA spells, speak with animals, summon familiar; SQ low-light vision; SR -; AL NE; SV Fort +4, Ref +2, Will +3; Str 8, Dex 12, Con 16, Int 19, Wis 8, Cha 8. *Monster Manual* page 131.

Skills and Feats: Concentration +11 (+15 if casting defensively), Decipher Script +11,

Knowledge (Arcana) +11, Knowledge (Planes) +11, Knowledge (Religion) +7, Knowledge (History) +7, Spellcraft +11; Improved Initiative, Combat Casting, Scribe Scroll, Still Spell.

Speak with Animals (Sp): 1/day—speak with animals (burrowing mammal only, duration 1 minute).

Wizard Spells Prepared (4/5/4/3; base DC = 14 + spell level (15 + spell level for Illusions): 0—*acid splash, detect magic, ghost sound, prestidigitation*; 1st—*color spray, grease, mage armor, alarm*; 2nd—*stilled grease, mirror image, phantasmal assailants, web*; 3rd—*blink, displacement, slow*.

Spellbook: 0— All 0-level spells from the PHB; 1st—*alarm, color spray, comprehend language, disguise self, endure elements, expeditious retreat, feather fall, grease, lesser acid orb, mage armor, magic missile, nystils magic aura, protection from good, silent image, ventriloquism*; 2nd—*blur, glitterdust, hypnotic pattern, invisibility, mirror image, phantasmal assailants, web*; 3rd—*blink, displacement, slow*.

Possessions: dagger, spellbook, wand of magic missile (1st level) 50 charges, potion of cure moderate wounds, cloak of resistance +1, pearl of power 1st, scroll of phantasmal killer, 103 gp worth of gold and assorted gems.

Appendix Three – APL 6

Encounter Four

Hobgoblin Cleric: Male Hobgoblin Clr3 (Maglubiyet); CR 3; Medium Humanoid (Goblinoid); HD 3d8+9; hp 24; Init +1; Spd 20ft; AC 19, touch 11, flat-footed 18; BAB/Grp: +2/+4; Atk/Full Atk: +5 melee (1d8+2/20/x3, mw battleaxe) or +3 ranged (1d8/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Spells, Rebuke Undead; SQ Darkvision 60ft; SR -; AL NE; SV Fort +5, Ref +1, Will +5; Str 14, Dex 12, Con 16, Int 10, Wis 16, Cha 10. *Monster Manual* page 153.

Skills and Feats: Concentration +9 (+13 when casting defensively), Knowledge (Religion) +6; Power Attack, Weapon Proficiency (battleaxe), Weapon Focus (battleaxe), Combat Casting.

Cleric Spells Prepared (4/4/3; base DC = 13 + spell level): 0—*detect magic, create water, resistance* (2); 1st—*enlarge person**, *bleed*, *cure light wounds* (2); 2nd—*bull strength**, *cure moderate wounds, sound burst*.

*Domain spell. *Domains:* War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.)

Possessions: mw battleaxe, banded mail, heavy wooden shield, light crossbow, 10 bolts, *potion of cure moderate wounds, scroll of cure moderate wounds*, 364 gp worth of gems and coins.

Hobgoblin Fighter: Male Hobgoblin Bbn1/Ftr4; CR 5; Medium Humanoid (Goblinoid); HD 1d12+3+4d10+12; hp 50; Init +3; Spd 20ft; AC 20, touch 13, flat-footed 18; BAB/Grp: +5/+8; Atk/Full Atk: +10 melee (2d4+5/20/x2, +1 *spiked chain*) or +8 ranged (1d6+3/20/x2, javelin); Space/Reach 5 ft./10 ft.; SA -; SQ Darkvision 60ft; SR -; AL NE; SV Fort +9, Ref +4, Will +1; Str 16, Dex 16, Con 16, Int 13, Wis 10, Cha 8. *Monster Manual* page 153.

Skills and Feats: Climb +5, Jump +5, Ride +9, Spot +4, Survival +4; Exotic Weapon Proficiency (spiked chain), Combat Reflexes,

Weapon Focus (spiked chain), Combat Expertise, Improved Trip.

Possessions: +1 *spiked chain*, mw full plate, *potion of enlarge person*, javelin (6).

Hobgoblin Rogue: Male Hobgoblin Rog3; CR 3; Medium Humanoid (Goblinoid); HD 3d6+9; hp 20; Init +4; Spd 30ft; AC 20, touch 14, flat-footed 16; BAB/Grp: +2/+4; Atk/Full Atk: +7 melee (1d6+2/18-20/x2, mw rapier); Space/Reach 5 ft./5 ft.; SA 2d6 sneak attack, evasion, trapfinding; SQ darkvision 60ft; SR -; AL NE; SV Fort +4, Ref +7, Will +1; Str 14, Dex 18, Con 16, Int 12, Wis 10, Cha 8. *Monster Manual* page 153.

Skills and Feats: Disable Device +9, Escape Artist +10, Listen +6, Hide +10, Move Silently +14, Open Lock +9, Search +7, Spot +6, Tumble +10; Weapon Finesse (rapier).

Possessions: mw rapier, mithril chain shirt, heavy darkwood shield, *potion of cure moderate wounds, potion of blur*, mw thieves tools, 220 gp worth of gems and coins.

Hobgoblin Sorcerer: Male Hobgoblin Sor4; CR 4; Medium Humanoid (Goblinoid); HD 4d4+12; hp 21; Init +3; Spd 30ft; AC 13, touch 13, flat-footed 10; BAB/Grp: +2/+2; Atk: +5 melee (1d3/20/x2, mw whip); Space/Reach 5 ft./5 ft.; SA spells, summon familiar; SQ darkvision 60ft; SR -; AL NE; SV Fort +5, Ref +5, Will +5; Str 10, Dex 16, Con 16, Int 10, Wis 10, Cha 16. *Monster Manual* page 153.

Skills and Feats: Concentration +10, Spellcraft +7; Exotic Weapon Proficiency (whip), Weapon Finesse (whip).

Sorcerer Spells Known (6/7/4; base DC = 13 + spell level): 0—*acid splash, detect magic, touch of fatigue, ghost sound, mending, disrupt undead*; 1st—*mage armor, true strike, grease*; 2nd—*blur*.

Possessions: mw whip, *potion of enlarge person, potion of cure moderate wounds, potion of protection from good, vest of resistance +1, pearl of power 1st*, 149 gp worth of gems and coins.

Encounter Seven

Mauglor: Male Gnome III7; CR 7; Small Humanoid (Gnome); HD 7d4+21; hp 36; Init +5; Spd 20 ft.; AC 13, touch 13, flat-footed 12; BAB/Grp: +4/-3; Atk/Full Atk: +4 melee (1d3-1 [19-20/x2], Small Dagger); Space/Reach 5 ft./5 ft.; SA spells, speak with animals, summon familiar; SQ low-light vision; SR -; AL NE; SV Fort +6, Ref +4, Will +5; Str 8, Dex 12, Con 16, Int 19, Wis 8, Cha 8. *Monster Manual* page 131.

Skills and Feats: Concentration +13 (+17 if casting defensively), Decipher Script +13, Knowledge (Arcana) +13, Knowledge (Planes) +13, Knowledge (Religion) +8, Knowledge (History) +8, Spellcraft +13; Improved Initiative, Combat Casting, Scribe Scroll, Still Spell, Spell Focus (Illusion).

Speak with Animals (Sp): 1/day—speak with animals (burrowing mammal only, duration 1 minute).

Wizard Spells Prepared (4/6/5/4/3; base DC = 14 + spell level (16 + spell level for Illusions): 0—*acid splash, detect magic, ghost sound, prestidigitation*; 1st—*color spray, grease (2), mage armor, magic missile, alarm*; 2nd—*hypnotic pattern, mirror image, phantasmal assailants (2), stilled grease*; 3rd—*blink, displacement, slow, shadow bindings*; 4th—*phantasmal killer (2), phantasmal killer, solid fog*.

Spellbook: 0— All 0 level spells from the *PHB*; 1st—*alarm, color spray, comprehend language, disguise self, endure elements, expeditious retreat, feather fall, grease, lesser acid orb, mage armor, magic missile, nystils magic aura, protection from good, silent image, ventriloquism*; 2nd—*blur, glitterdust, hypnotic pattern, invisibility, mirror image, phantasmal assailants, web*; 3rd—*blink, displacement, shadow bindings, slow*; 4th—*phantasmal killer, solid fog*.

Possessions: dagger, spellbook, wand of magic missiles (1st level) 50 charges, potion of cure moderate wounds, cloak of resistance +1, pearl of power 1st, ring of protection +1.

Appendix Four – APL 8

Encounter Four

Hobgoblin Cleric: Male Hobgoblin Clr5 (Maglubiyet); CR 5; Medium Humanoid (Goblinoid); HD 5d8+15; hp 48; Init +1; Spd 20ft; AC 19, touch 11, flat-footed 18; BAB/Grp: +5/+7; Atk/Full Atk: +6 melee (1d8+2/20/x3, mw battleaxe) or +4 ranged (1d8/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA spells, rebuke undead; SQ darkvision 60ft; SR -; AL NE; SV Fort +5, Ref +1, Will +5; Str 14, Dex 12, Con 16, Int 10, Wis 16, Cha 10. *Monster Manual* page 153.

Skills and Feats: Concentration +11 (+15 when casting defensively), Knowledge (Religion) +8; Power Attack, Weapon Proficiency (battleaxe), Weapon Focus (battleaxe), Combat Casting, Improved Toughness.

Cleric Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0—*detect magic, create water, resistance (2), virtue*; 1st—*enlarge person**, *bleed, cure light wounds (2)*; 2nd—*bull strength**, *cure moderate wounds, sound burst, resist energy*; 3rd—*magic vestment**, *cure serious wounds, magic circle of protect from good*.

*Domain spell. *Domains:* War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.)

Possessions: mw battleaxe, mw full plate, heavy wooden shield, light crossbow, 10 bolts, *potion of cure moderate wounds, scroll of cure serious wounds, 200 gp worth of gems and coins.*

Hobgoblin Fighter: Male Hobgoblin Bbn1/Ftr6; CR 7; Medium Humanoid (Goblinoid); HD 1d12+3 plus 6d10+18; hp 69; Init +3; Spd 20ft; AC 21, touch 13, flat-footed 19; BAB/Grp: +7/+2/+11; Atk: +12 melee (2d4+7/20/x2, +1 *spiked chain*) or +10 ranged (1d6+3/20/x2, javelin); Full Atk: +12/+7 melee (2d4+7/20/x2, +1 *spiked chain*) or +10/+7 ranged (1d6+3/20/x2, javelin); Space/Reach 5 ft./10 ft.; SA -; SQ darkvision 60ft; SR -; AL NE; SV Fort +10, Ref +5, Will +2; Str 16, Dex 16, Con 16, Int 13, Wis 10, Cha 8. *Monster Manual* page 153.

Skills and Feats: Climb +7, Jump +7, Ride +11, Spot +4, Survival +4; Exotic Weapon Proficiency (spiked chain), Combat Reflexes, Weapon Focus (spiked chain), Weapon Specialization (spiked chain), Combat Expertise, Improved Trip, Quick Draw.

Possessions: +1 *spiked chain, +1 full plate, potion of enlarge person, javelin (6), ring of protection +1, potion of cure serious wounds.*

Hobgoblin Rogue: Male Hobgoblin Rog5; CR 5; Medium Humanoid (Goblinoid); HD 5d6+15; hp 33; Init +4; Spd 30ft; AC 21, touch 14, flat-footed 16; BAB/Grp: +3/+5; Atk/Full Atk: +8 melee (1d6+2/18-20/x2, mw rapier); Space/Reach 5 ft./5 ft.; SA 3d6 sneak attack, evasion, trapfinding, trap sense +1, uncanny dodge; SQ darkvision 60ft; SR -; AL NE; SV Fort +5, Ref +9, Will +2; Str 14, Dex 18, Con 16, Int 13, Wis 10, Cha 8. *Monster Manual* page 153.

Skills and Feats: Disable Device +11, Escape Artist +12, Listen +8, Hide +12, Move Silently +16, Open Lock +11, Search +9, Spot +8, Tumble +12; Weapon Finesse (rapier), Combat Expertise.

Possessions: mw rapier, +1 mithril chain shirt, +1 cloak of resistance, heavy darkwood shield, *potion of cure moderate wounds, potion of blur, mw thieves tools, 220 gp worth of gems and coins.*

Hobgoblin Sorcerer: Male Hobgoblin Sor6; CR 6; Medium Humanoid (Goblinoid); HD 6d4+18; hp 37; Init +7; Spd 30ft; AC 13, touch 13, flat-footed 10; BAB/Grp: +3/+3; Atk: +7 melee (1d3/20/x2, mw whip); Space/Reach 5 ft./5 ft.; SA spells, summon familiar; SQ darkvision 60ft; SR -; AL NE; SV Fort +6, Ref +6, Will +6; Str 10, Dex 16, Con 16, Int 10, Wis 10, Cha 16. *Monster Manual* page 153.

Skills and Feats: Concentration +12, Spellcraft +9; Exotic Weapon Proficiency: Whip, Weapon Finesse (whip), Improved Initiative.

Sorcerer Spells Known (6/7/6/3; base DC = 13 + spell level): 0—*acid splash, detect magic, touch of fatigue, ghost sound, mending, disrupt undead*; 1st—*mage armor, true strike, grease, magic missile*; 2nd—*blur, scorching ray*; 3rd—*fireball.*

Possessions: mw whip, *potion of enlarge person*, *potion of cure moderate wounds*, *potion of protection from good*, *vest of resistance +1*, *pearl of power 1st*, *wand of bull strength (25 charges)*, 149 gp worth of gems and coins.

Encounter Seven

Mauglor: Male Gnome III7/Ftspnr4; CR 11; Small Humanoid (Gnome); HD 7d4+28+4d4+16; hp 66; Init +5; Spd 20 ft.; AC 17, touch 13, flat-footed 16; BAB/Grp: +6/+1/+1; Atk: +6 melee (1d3-1/19-20/x2, small dagger); Full Atk: +6/+1 melee (1d3-1/19-20/x2, small dagger); Space/Reach 5 ft./5 ft.; SA spells, speak with animals, summon familiar; SQ low-light vision; SR -; AL NE; SV Fort +8, Ref +6, Will +10; Str 8, Dex 12, Con 18, Int 22, Wis 8, Cha 8. Monster Manual page 131.

Skills and Feats: Concentration +18 (+22 if casting defensively), Decipher Script +18, Knowledge (Arcana) +20, Knowledge (Planes) +18, Knowledge (Religion) +9, Knowledge (History) + 10, Profession (Gambler), + 8, Spellcraft +22; Improved Initiative, Combat Casting, Scribe Scroll, Heighten Spell, Spell Focus (Illusion), Greater Spell Focus (Illusion).

Speak with Animals (Sp): 1/day—speak with animals (burrowing mammal only, duration 1 minute).

Spin Fate (Ex): A mage of many fates understands that “chance” is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as “spin.” Each day, a fatespinner can use a number of points equal to his fatespinner class level (4).

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all of his spin to the DC, on a point for point basis. For instance, a 7th-level wizard/3rd-level fatespinner-casting fireball could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability is also exhausted for the day.

A fatespinner’s spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer)

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect

the luck of others. Once per day as an immediate action (see page 86), he can force any other creature-friend or enemy-to re-roll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the re-roll, whether it’s higher or lower than the original roll.

Spin Destiny (Ex): Beginning at third level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell’s save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can re-roll one roll that he just made. He must abide by the results of the re-roll, even if it’s worse than the original roll.

Wizard Spells Prepared (4/7/7/6/5/4/3; base DC = 14 + spell level (19 + spell level for Illusions): 0—*acid splash*, *detect magic*, *ghost sound*, *prestidigitation*; 1st—*alarm*, *color spray*, *grease*, *mage armor*, *magic missile* (3); 2nd—*blur*, *hypnotic pattern*, *mirror image* (2), *phantasmal assailants* (2), *web*; 3rd—*blink* (2), *displacement* (2), *slow*, *shadow bindings*; 4th—*dimension door*, *phantasmal killer* (2), *greater invisibility*, *solid fog*; 5th—*heightened phantasmal killer*, *baleful polymorph*, *shadow evocation*, *transmute rock to mud*; 6th—*heightened phantasmal killer*, *disintegrate*, *shadow walk*.

Spellbook: 0— All 0 level spells from the *PHB*; 1st—*alarm*, *color spray*, *comprehend language*, *disguise self*, *endure elements*, *expeditious retreat*, *feather fall*, *grease*, *lesser acid orb*, *mage armor*, *magic missile*, *nystils*, *magic aura*, *protection from good*, *silent image*,

ventriloquism; 2nd—blur, glitterdust, hypnotic pattern, invisibility, mirror image, phantasmal assailants, web; 3rd—blink, displacement, shadow bindings, slow; 4th—dimension door, invisibility greater, phantasmal killer, solid fog; 5th—baleful polymorph, persistent image, shadow evocation, transmute rock to mud; 6th—disintegrate, shadow walk.

Possessions: dagger, spellbook, *potion of cure moderate wounds*, *headband of intellect +2*, *amulet of health +2*, *cloak of resistance +2*, *ring of protect +1*, *bag of tricks*.

Judge Aid #1 - New Rules

New Spells

Orb of Acid, Lesser (Complete Arcane)

Conjuration (Creation)[Acid]

Level: Sorcerer/Wizard 1, War Mage 1

Components: V, S

Casting Time: 1 Standard Action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One Orb of Acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid 2 inches across shoots from your palm at its target, dealing 1d8 points of damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Material Component: None

Phantasmal Assailants (Complete Arcane)

Illusion (Phantasm)[Fear, Mind affecting]

Level: Sorcerer/ Wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude half; see text

Spell Resistance: Yes

You create phantasmal images of nightmare creatures in the target's mind, visible only as shadowy shapes to you and unseen by all others. If the target succeeds on an initial Will save, it recognizes that the images are not real, and the spell fails. If not, the phantasms strike the target, dealing 4 points of Wisdom damage and 4 points of Dexterity damage (2 points each on a successful Fortitude save). If the subject of a phantasmal assailant succeeds in disbelieving and is wearing a helm of telepathy, the spell can be turned back upon you with the same effect.

Material Component: None

Shadow Binding

Illusion (Shadow)

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: One standard action

Range: Close (25 ft. + 5ft./2 levels)

Area: 10-ft.-radius burst

Duration: 1 round/level

Saving Throw: Will Negates

Spell Resistance: Yes

You cause a multitude of ribbonlike shadows to instantaneously explode outward from the target point. Creatures in the area that fail a Will save are dazed for 1 round and are subsequently entangled. Breaking free of the shadow binding requires a DC 20 Strength check or Escape Artist check, taken as a full round action.

Material Component: A few links of iron chain

Prestige Classes

Fatespinner (Complete Arcane)

Some people are lucky; others are not. A few make their own luck. A fatespinner (also called a “mage of many fates”) has pulled back the curtain of chance, circumstance, and chaos to glimpse a deeper truth: probability. When one event occurs, innumerable possible ones do not as the universe blindly seeks balance. Through his newfound understanding, the fatespinner satisfies that blind seeking-with prejudice. He can increase the probability of events in his favor.

Any arcane spellcaster who has cursed his bad luck is a candidate for this prestige class. Who has not cast a spell hoping fervently but impotently for a particular outcome, or sadly noted the astounding luck of an enemy who resists spell after spell? The fatespinner seeks to apply some control over the seeming vagaries of chance—fortune for himself, misfortune for his foes.

NPC fatespinner are often found in positions of power and authority, as would be expected from those able to directly affect their own destiny. Others continue to ply the world, honing their abilities and seeking their ultimate fortune.

Hit Die: d4

Requirements

To qualify to become a fatespinner, a character must fulfill all of the following criteria.

Skills: Knowledge (arcane) 10 ranks, Profession (gambler) 5 ranks.

Spells: Able to cast 4th-level arcane spells, including at least one divination of 1st level or higher.

Class Skills

The fatespinner's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (arcane)(Int), Profession (Wis), Sleight of Hand (Dex), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the fatespinner prestige class.

Weapon and Armor Proficiency: Fatespinner gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level except 5th, a fatespinner gains new spells per day (and spells known, if applicable) as if he had gained a level in a spell casting class to which he belonged before adding a prestige class level. He does not, however, gain any other benefits a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on). If he had more than one spellcasting class before becoming a fatespinner, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Spin Fate (Ex): A mage of many fates understands that “chance” is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinner refer to as “spin.” Each day, a fatespinner can use a number of points equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all of his spin to the DC, on a point for point basis. For instance, a 7th-level wizard/3rd-level fatespinner-casting fireball could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer)

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action (see page 86), he can force any other creature-friend or

enemy-to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at third level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he just made. He must abide by the results of the reroll, even if it's worse than the original roll.

Seal Fate (Su): A 5th-level fatespinner can meddle in success and failure, even life and death, sealing the fate of a friend or foe. Once per day as a free action, the fatespinner selects a target creature he can see within 30 feet with Hit Dice equal to or less than his. The creature receives either a –10 penalty or a +10 bonus on its next saving throw, as decided by the fatespinner. If the selected target has more Hit Dice than the fatespinner, the ability doesn't work but the use for the day is not wasted. This effort lasts only for one round, so if no spell is brought to bear on the target creature during the round, the creature's fate is no longer sealed.