

SHE6-05

# Into the Unknown

## A 1-Round D&D® LIVING GREYHAWK™ Sheldomar Valley Metaregional Adventure

Version 1.1

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The *Sior Kerrita* is an Old Faith festival held every seven years in the County of Ulek. It commemorates the day a hundred years ago when centaurs from the Silverwood came to the rescue of the good people of the County when they were attacked by hobgoblins from the Lortmils. The long years of peace since those dark days make the festival a happy and profitable occasion. But some say there is a darker side... An investigative Sheldomar Valley metaregional adventure for APLs 8-16, and Part 1 of the *Unknown* Series. Centaur PCs are accommodated in this adventure.

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at [scon40@aol.com](mailto:scon40@aol.com). For LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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## Players Read No Farther

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

## Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

## Living Greyhawk Levels of Play

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

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

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

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

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

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

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

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

## Time Units and Upkeep

This is a standard one-round Metaregional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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 adventure.

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

### The Distant Past:

Before the Great Migrations, before Sulm and Itar, before the Wind Dukes of Aaqa and the War of Law and Chaos, there were ages nameless and unknowable. In those dark times, humanity was on the verge of sentience, and the gods were mere ephemera. The only records of life from these times are dead impressions in hardened stone.

Mad tales claim there were dark forces in those times before time, forces with great plans and greater patience to see them to fruition. Humanity was an interesting experiment to them, accounted one of their creations like so many of the others, and they culled and twisted their chattels to suit their inscrutable purpose.

In one place beneath a newly raised mountain range, the dark forces set an artifact of their mad inventiveness: a strange rock whose radiations provided the impetus to all manner of curious forms and functions within the seed-lines of sentient life. While the full intention of the experiment remains a mystery, it exceeded the dark powers' own expectations, for their slaves deepened devotion to their masters became a form of faith in beings beyond even the masters' power. Divine faith was born, and the slow slipping of the dark masters' bonds began.

So mad dreamers sometimes dream.

Eons passed, and humanity went forth dividing and recombining in extraordinary ways. The dark powers reemerged to discern the progress of the offspring of their seed-lines. They saw what divine faith had done, and a small faction of the powers considered how this might be turned to their own advantage. In the deep places of the Lortmils, a secret cult to the dark powers was founded and flourished in that place and other centers in the newly emerging Sheldomar Valley. The powers turned their attention elsewhere, leaving the faith to fate without intervention. But over centuries it changed, as divine faith often does, to address changing circumstances. The cult of the dark powers became synchronized with other faiths and lost the focus it had in its primitive form. The centers of the cult were abandoned and became forgotten secrets. Did the dark powers miscalculate?

### A Secret Even to Vecna

Forgotten secrets did not remain so forever. A millennium ago, the arch-lich Vecna established the Spider Throne through secrets of magic and evil whispered to him from an entity called the Serpent. While Kas was second in command over matters military, Vecna tasked other of his able minions with recovering even more secret power and appointed over a few of his most capable his second most trusted advisor, the ghoul called Kell. Kell maintained Vecna's library of arcana and

was a specialist in the lore of beholders and their kin. Kell's research had uncovered a unique weapon against the beholders, a rune of power called the Cerulean Sign that opposed all aberrations of natural life. Such a weapon against Vecna's ophthalmic rivals pleased him, and so Vecna afforded Kell a great deal of independence, which Kell returned to Vecna as abiding loyalty, even worship.

Kell was sent to plumb the depths of the Lortmils in search of a rumored secret of divine power suppressed by the orthodoxies of the time. He uncovered the first center of the cult of the dark powers and pieced together the truth of their power and purpose. It disturbed him greatly. If what he learned there was true, all his devotion to Vecna, all the inspiration he drew from Vecna's striving for divinity was a lie. Divinity was a mere shadow on the wall, a distraction by the dark powers to accomplish their inscrutable goals.

Like his faith, Kell's apostasy from Vecna was passionate and violent. In the laboratories of the dark powers Kell fell upon his teammates seeking annihilation. He found it, but he also found rebirth. For some reason, Kell's burning offense at the pretensions of divinity transformed him to a new stage of undeath, one with special insight into the mysteries of faith and the denial of the same. He became a Quell, with the power to deny divinity amongst the faithful, and one day, he hoped, to expose the web of lies that led creatures to seek guidance and power from above or below. His underlings reformed as shadows of their former selves, and Kell, now referring to himself by the Infernal name Nihilon Theomortis, directed them to set a watch over the artifact that was the inception of the dark powers' plan, the artifact that began humanity's aberrant genesis. So they have remained, silent and watchful, until this day.

## **The Hateful Wars**

The Lortmils passed to more mundane evils. Violent humanoids brought their brutish ways to deeper and deeper tunnels as they sought refuge from their foes. The connected passages, called "the Low Road," provided for the orcs, goblins, trolls, ogres, and others an artery of unity, trade, and communication. One tribe of hobgoblins made the cult center a convenient home and prospered there for a time until it was cut short by the genocidal fury of the Hateful Wars in CY 510. The forces of Celene and the Ulek states cleared the Lortmils of every last dangerous humanoid tribe. All were either dead or fled to the Pomarj to await their revenge under the rule of Turrosh Mak. The Lortmils were safe, and the Low Road was clear.

In the first years after the Hateful Wars, the Low Road was used as a welcome shortcut through the Lortmils. The paths of the Low Road were known only to a few, and many were never explored very deeply aside from the main thoroughfares through the mountains. But the destruction of the humanoid presence within the Lortmils caused a power vacuum, and eventually

aberrations that had been driven into some of the deeper places regained a foothold. Foolhardy adventurers also contacted a colony of destrachan, who expanded their territory and made the Low Road extremely hazardous.

Celene and the Duke of Ulek agreed that the vast majority of the Low Road must be closed off. Celenese wizards used *stone shape* to seal off many of the more expectedly dangerous paths and then reinforced those seals with molten mithral and abjurations to prevent their removal. Aside from a few very prosperous mines near the surface, the Lortmils' dark places were now off limits.

## **Recent Events**

A Silent One, Mesiria, under the direction of Turgin Ilhane (see *Living Greyhawk Journal* issue 4, page 20) was tasked with exploring a particular site in the Lortmils. Mesiria previously focused on the mysteries of the Hool Marsh and established friendly relations with several bullywug tribes. She also made contact with strange beings who are agents of the dark powers. Through their domination and post-hypnotic suggestion and her inexplicable curiosity and fascination with their secrets, she has devoted herself to their cause. This would ordinarily be detected by the Silent Ones, but Turgin currently has little contact with the Silent Tower, and Mesiria is managed with a very light hand.

Preferring to work indirectly, she has arranged for a human priest of Wastri named Gulwogg Tomerspong to take a group of bullywugs (including a bullywug savant) on an expedition to the site in the Lortmils, but first she must gain access to the site.

Kirandal, a half-elven trading house from Waybury, has been quietly exploring some of the old tunnels finding search of better routes toward the north. The Silent Ones have gotten wind of this activity and seek to learn more about the progress of the work to better be on guard against unwholesome discoveries.

Mesiria has directed Gulwogg and his bullywug friends to raid the half-elven caravans offering him the following rationale: they are half-elven, which is an abominable mixing of human stock. She has also provided the bullywug savant with a special *Staff of Delusion* [new item] which is capable of casting the *veil* spell and other illusions to cover their activities by disguising them as hobgoblin raiders. Tomerspong's raids will provide enough information for the bullywugs to discover the place Mesiria seeks.

## **Adventure Summary**

The PCs have heard of the *Sior Kerrita*, a festival celebrating the assistance the normally reclusive centaurs provided to the folk of the County of Ulek during a dark time, and have chosen to attend.

The festival can be role-played in depth if time permits, or it can be summarized. A timeline of the festival events follows:

**Day 1:** Moonday. Arrival of participants, set-up for rites at sacred sites. Centaurs arrive, but avoid fraternizing with humans and others, though PC elves and other centaurs may interact with them. Construction of a large four-armed wicker man atop Shalmbrey Hill.

**Day 2:** Godsdays. Various contests, games, and food and drink are held. The night involves three separate religious ceremonies: one for women, honoring Berei, Beory, and Ehlonna, One for men honoring Obad-Hai, and one for centaurs, honoring Skerrit.

**Day 3:** Waterday. The reenactment of the attack. A contingent of the men of the town dresses as hobgoblins and engages in a mock attack, capturing the women. The centaurs subsequently arrive and rescue the women, taking them to their camp.

**Day 4:** Earthday. A more somber day. Additional religious ceremonies are performed. The wicker man is burned.

**Day 5:** Freeday. The centaurs return the women to reunite with the men. A grand finale celebration.

**Encounter 1:** The festival proceeds as outlined above, but the PCs are interrupted on the third day by a young adventurer who hired on as a caravan guard by the Kirandal trading house. His caravan was slaughtered by what appear to be a group of hobgoblins, and he seeks the adventurers' help tracking them down and dealing with his employer.

**Encounter 2:** The PCs travel to Waybury in the Duchy of Ulek to learn more about the caravan and what it was doing. The head of House Kirandal asks the PCs to investigate a rash of caravan trouble of late.

**Encounter 3:** Three separate caravans are missing and need to be investigated. Each has been lost in a separate location, and travel is required. Each provides clues to House Kirandal's use of the prohibited Low Road through the Lortmils as a way of saving travel time.

**Encounter 4:** PCs can confront House Kirandal with the information about the Low Road connection. The House asks the PCs to investigate the goings-on in the Low Road and take out whatever evil has been attacking Low Road caravans.

**Encounter 5:** The PCs wander the various tunnels of the Low Road, running into trivial encounters. Its status as an abandoned place with dark secrets becomes apparent.

**Encounter 6:** When camping, the PCs are attacked by one of four possible "wandering" monsters. The monsters use hit and run tactics and return in the third watch to try to attack again.

**Encounter 7:** The PCs encounter the site the bullywugs were heading for. It was most recently occupied by hobgoblins that were slaughtered during the Hateful Wars.

**Encounter 8:** There are two "pads" of bullywugs and a human cleric of Wastri who works with them. One pad has pumped water from the well in the place to fill a large chamber and make it more hospitable to bullywugs. The PCs are attacked here, and if they are not extremely stealthy, they alert the second pad as reinforcements. This place was used a long while ago by primitive Flan who worshiped dark powers that manifested their power here. Information about those dark powers is shown, represented by a four-armed humanoid figure that seems a power of destruction and a three-eyed figure that seems more benign.

**Encounter 9:** A large, cavernous pit is being explored by the second pad of bullywugs. The pit descends even deeper into the earth. The dark powers used it to come up to the holy site, but they have been cut off by shifts in the geology of the Lortmils over the eons.

**Encounter 10:** A side chamber contains remnants of a Vecnan ghoul expedition sent a thousand years ago to investigate the site. The ghouls' bodies are inanimate shells, though their belongings and situation provide clues to the final encounter.

**Encounter 11:** An ancient laboratory of the dark powers can be explored here, and clues to portions of their plots are exposed.

**Encounter 12:** In a deep, remote part of the cavern is a very primitive site with cave paintings from proto-human occupants. It is guarded by the undead spirits that apostatized from the worship of Vecna and deny all divine power in favor of the dark powers. They are led by a Quell Archivist. The PCs may learn some important background information from the Quell, but also must defeat the undead in combat.

**Encounter 13:** The Silent One, Mesiria, has been monitoring the progress of the party with divinations and following them at a great distance. She arrives on the scene and threatens the PCs for their supposed violations of the ban on the tunnels. She also offers them the opportunity to explore, with her, a similar site she knows of that may provide more information.

## Preparation for Play

Ask to see the AR of any PCs who played SHE4-04 *Fundamentals of Dweomercraft*. Any player who played the Keoland track and has access to the Grigaur Taxidermy Specimen (whether purchased or not) can attempt to determine that a grigaur is accompanying the bullywugs that have been attacking caravans. Don't ask the player if he or she has the grigaur taxidermy specimen, as that would alert him or her to the presence of the grigaur.

Look over the randomized encounters in Encounter Six and consider what will make for the most interesting and appropriate challenge based on the makeup of the players and DM. A party heavy in clerical power might not find the hobgoblin ghosts challenging, while a party that lacks beefy fighters might find the umber hulks too difficult. Parties that encamp only in narrow tunnels should not face the larger creatures.

## Introduction

It is assumed that PCs are residents of the Sheldomar Valley or are currently traveling there. They have heard of the *Sior Kerrita* (centaur language for "Gathering for Skerrit"), an ancient rite of blessing for the centaurs of the Silverwood and the people of the County of Ulek.

Player's Handout #2 provides information about the County of Ulek and the *Sior Kerrita* from the perspective of average inhabitants of the PCs' regions and offers roleplay hooks that might be adopted by the PCs as reasons for attending the festival. Ask PCs why they have decided to attend and suggest that a unique and entertaining social occasion might be fun if no other reason seems suitable.

The *Sior Kerrita* is a reenactment and commemoration of an attack by hobgoblins during older, now largely forgotten, Old Faith festival. Tales are told of a hobgoblin army from the Lortmils that attacked and slew a great many of the men of the County and captured many women, who were participating in the Old Faith rites. Centaurs from the Silverwood, ordinarily reclusive and not inclined to aid humans, received word of the attack and were motivated (legend says by divine intervention) to come to the aid of the County. The centaur forces defeated the hobgoblins and rescued the women from their captors, returning them to their homes after a week's stay within the Silverwood.

The Count of Ulek established a commemorative festival almost five centuries ago to better cement relations between the peoples of his country and the centaurs. It has also become a great opportunity for revelry and excitement, with games, contests, and large quantities of food and drink.

The *Sior Kerrita* is held about thirty miles east of Kewlbanks and lasts for five days. There are a great many pavilions set up near the hamlet of Lamed. The centaurs traditionally begin the first two days celebrating separately from the non-centaur attendees and are aloof. They ready their plans for the mock combat, commune with the lands of the County, and engage in free-spirited worship of Skerrit. The humans also ready their costumes and mock combat plans and engage in complex and traditional Old Faith rites to Berei and other gods.

On the third day of the celebration, all participants reenact the hobgoblin attack and Centaur rescue of the women of Kewlbanks. The fourth day is a solemn request

to the gods and spirits of the land for blessing and aid for the entire County. On the last day of the festival, the women return with the centaurs, and there is a great celebration, offerings and praises are made to Skerrit, and gifts and blessings are invoked for the benefit of the centaurs.

Full details of the festival are provided for the DM to allow for longer role-playing. This information should be summarized for timed events.

### Day 1

***You have arrived in the County of Ulek for the Sior Kerrita, a celebration held every seven years in which centaurs from the Silverwood meet with the human and other folk of the County to renew old bonds and engage in festivity, contests, sacred ritual, and trade. It is a rare opportunity, as the Sior Kerrita only occurs every seven years, and the centaur people are ordinarily very reclusive, keeping to their own lands within the forests along the Sheldomar River. Many of the folks milling about setting up various tents and booths seem to know each other well already. You find yourself among others who are not natives of the County.***

At this point the PCs can introduce themselves and possibly explain why such a festival is of interest to them.

### **Fort Kenderena**

The festival is set in and around Fort Kenderena, an old Keoish fortress south of Kewlbanks, one of the larger towns. It's about a half day's journey (14 miles) from Kewlbanks to the fortress. The fortress ruin sits atop a low hill, and several strong trees grow around and even within the crumbling walls. A large field surrounds the fortress where pavilions and booths have been set up by the predominantly human inhabitants of the County.

Suel knights of Keoland built the fortress in CY 349 shortly following the Wealsun proclamation. The proclamation declared Keoland's manifest destiny over all the Sheldomar Valley and its immediate borders. When the Ulek states seceded in CY 461, the druids achieved a bloodless revolt against the Keoish by means of enchantments and strategically placed plant growths demolishing the old structure. This information is available to those making a DC 20 Knowledge (history) check or by asking most any of the locals or the master of ceremonies.

The master of ceremonies is a Flan/Oeridian man:

☞ **Squogal Porstal** male human War4/Com6.

**Appearance:** In his early 30s, he stands tall at 6 feet 1 inch, dressed in vertically striped cloth vest of purple and white, short trousers of white, and fine leather sandals. He has straight auburn hair, and his complexion is a light coppery tan color. His eyes are grey and large, darting to regard those he speaks to with interest.

*Character:* Squogal is nephew of the former mayor of Jurnre. He's a fun guy to be around and happily answers questions about the festival. He welcomes strangers and encourages them to join in the fun. He is particularly welcoming to those from Principality of Ulek and the Duchy of Geoff, and he shows respect to any druids or clerics of Flan gods. Alignment: Neutral.

## **The County Of Ulek**

PCs might already know the following basic information about the County or can discover it by asking questions of locals (no Gather Information required).

### **Knowledge (local—Sheldomar Valley)**

DC 10: The County is a rustic and rural community where a druidic hierarchy oversees most of the agricultural production. Things are generally peaceful. Humans are dominant, in contrast to the Duchy and Principality. Many halflings and gnomes call the land home.

DC 12: The capital is Jurnre. There are seven major provinces: 1) Viscounty of Kewl; 2) Barony of Ort; 3) Barony of Corvuss; 4) Barony of Velincelia; 5) Kelsflood; 6) Hobsetnid; 7) Tringpass.

DC 15: The lands nearer the Lortmils are known for their great mineral wealth of metal ores and precious gems.

DC 18: The capital, Junre, is one of the oldest settlements in the Flanaess. The County is a very peaceful land, especially for the last four score years, since the Hateful Wars drove every last dangerous humanoid out of the Lortmils.

DC 20: Peaceful except that attacks from the Suss still trouble the eastern part of the County across the Lortmils, and there was an attack of duergar two years ago. But that was a fluke.

DC 25: The County is an agriculturally rich land and for many years has supplied the armies that fight against the humanoids of the Pomarj. The abundant food supply also allows them to provide aid to those who suffer disaster, like the refugees from the giants of Geoff or the elves struck by a virulent disease in the Silverwood five summers ago.

### **Knowledge (Nobility and Royalty)**

DC 10: The Count is Lewenn, a human Druid. The coat of arms is purple, unicorn rampant argent.

DC 12: Lewenn is Count Palatine, which means he exercises royal authority within the County. He is addressed as "Your Royal Eminence."

DC 15: The office of Count is hereditary but depends on the performance of four druidic Rigors relating to the elements. Lewenn regularly performs these rigors.

DC 20: Lewenn was once Great Druid of the Sheldomar Valley. He has been demoted from the

hierarchy of the Old Faith, having lost to Great Druidess Yargrove. He retains his title and political seat as Count, as that is independent of the religious rank (any Druid also knows this).

## **Chalk Figure Hill**

A second low hill, covered in lush grass, adjoins the fortress, on which are depicted various figures in stark white chalk exposed from the surrounding green grass. One is a large female figure representing Beory; another is a male figure representing Obad-Hai. A third chalk figure is that of a square shape grasped by two hands holding the sides. Also, a spiral mound encircles the top of the mountain. Four low entryways ringed with stone have been excavated from the chalk hill, each one located near a particular figure or at the higher end of the mound.

## **Shalmbrey Hill**

A third low hill is surmounted by a circle of several large unhewn megaliths carved with various intricate designs and archaic pictograms. Many are geometric and resemble interweaving of spirals and mazes. These are carved into bold relief on the rock. Others are more primitive shallow etchings that depict creatures that seem to combine features of different animals, such as a bird with a deer's head, lion with eagle's wings, snake with feathery wings, or a badger with stag's legs. A unicorn is also depicted. The stones are all natural boulders and aside from the designs, have not been hewn. A DC 20 Knowledge (nature or geography) check informs the PC that the megaliths are not local stone, but are ancient rock from the nearby Lortmils. (DC 25: from the far side of the Lortmils, near Celene).

## **Centaur encampment**

Though some centaurs move among the humans around the fortress encampment, the majority of them are set up near a small copse of trees on the opposite side of Chalk Figure Hill. The centaurs are unfriendly to anyone who would come to their camp to converse, though they treat elves with indifference and wood elves with friendship. If a non-centaur, non-elfen PCs comes to interact with the centaurs on the first four days of the festival, the centaurs somewhat derisively state that the PCs must "not be from around here" and firmly tell them that the house-folk and farm-folk do not mingle with the centaurs...yet.

PCs who are insistent or are detected sneaking among the centaur camp are caught and humiliated. This has repercussions on a later day of the festival.

Elven and Centaur PCs may walk among the centaurs and interact with them and may pick up the following bits of information.

### **Gather Information**

DC 10: Seems like all the centaurs are looking forward to this event with great anticipation.



DC 15: The centaur wisely states that the stars are particularly auspicious for the fate of the centaur people.

### Human Encampment

The human camp, which includes Fort Kenderena (see above), is more flexible. The few centaurs seen in this camp are envoys with various kinds of business to attend to with the festival organizers and are not interested in idle conversation.

### Gather Information

DC 10: The Circle of the Druids will be arriving soon. What a blessed occasion this will be!

DC 15: It's a shame about the Count's demotion on the Circle. He's still a good man though, and he still follows the Rigors.

DC 20: "I wonder if some of the Centaurs might be persuaded to join the battles over in the east in Corvuss. They'd teach the Suss jebli a thing or two, I reckon."

DC 25: "Sure, it was quite the horn on our unicorn for Count Lewenn to be Great Druid, but since his demotion, Archdruid Ged's been everywhere of late, offering more help than usual. I'd say he's been brightening many a mood."

DC 30: "Some tales of the rescue go a bit different, according to some. Not sure exactly how, though. I hear the elves know the tale but don't speak of it" (also available with a DC 30 Lore or Knowledge (History) check).

Most of the morning of the first day is spent setting up tents, firing up cooking hearths in the fortress, and banter expressing excitement about the coming festival. At noon, the atmosphere turns more festive as food and drink of various sorts (lemonades, sangria, orange blossom mead, and a drink made from rice milk and flavored with almonds and spices called *horchatta*) is offered for sale. There is a lot of free sampling of various special dishes. The primary meat of the County is goat and fowl and goat cheese, yogurt dishes, chicken dishes are available in abundance. Rice is the major staple grain of the County, and fruits are available in abundance, featuring peaches, lemons, and oranges. Desserts include peach cobbles and other confections sweetened with strong honey.

Entertainment: Children and youths play light games and sports while parents look on and mingle.

### Druids in the Twilight

The evening celebration begins with the arrival of the Old Faith druidic circle.

*As the orange face of the sun lowers in the west, throngs of the county folk move out from the pavilions and ruined keep to line the roadway leading up to the gates. A procession of druids walks the path in stately fashion, surrounded by an*

*entourage of assistants. In the front is a bold looking middle-aged Flan man in brown robes. Behind him, carried on a litter by four hairless, stocky servants is an immensely obese druidess, followed by a very young fair haired druidess and an older druidess with raven-black tresses. Many who line the path of the processional appear overjoyed to see the druids arrive, while a few seem indifferent or nonchalant.*

*Arriving inside the walls of the keep, the elder druidess is assisted out of her litter. The party is led to a high table that has been set up within the courtyard, and the druids move to take their places at the table.*

The six prominent druids are:

☚ **Archdruid Ged Lekengael:** male Flan human Drd13.

*Appearance:* Ged is a strong-voiced man in his early 50s, with a full head of very dark brown hair, bushy eyebrows, and red-brown mutton chops flecked with gray. Several entwined tattoos are visible near his neck and shoulders.

*Character:* A devoted follower of Obad-Hai, Ged holds the rank of Archdruid within the Old Faith hierarchy. Count Lewenn's recent demotion from Grand Druid to Archdruid himself (Keoland's Reynard Yargrove taking over as Grand Druid) is a source of some tension between the two. He is very animated in conversation and physically energetic, with little patience for pleasantries. He presents an aura of wisdom and is blunt in his speech when he is presented with foolishness. Alignment Neutral.

☚ **Synecdoche:** female Flan human Drd12.

*Appearance:* She is older and fat, like images of her goddess. She walks barefoot very slowly from her great weight and calloused feet. Her wispy hair is decked with a garland of orange blossoms.

*Character:* A Druid devoted to Beory, Synecdoche is slow of speech and soft spoken. She refers to the County as a "she", and in conversation it's sometimes unclear whether she is referring to herself or the land. Alignment Neutral.

☚ **Hendiadys:** female Human Drd12.

*Appearance:* A matronly figure with deep brown eyes and long black tresses decked with orange blossoms.

*Character:* A follower of Berei, she is matronly and businesslike. She is there as Count Lewenn's designated representative. She likes to use paired interjections when speaking: "storm and thunder!" "by the sky and land", "elves and goblins!". Alignment Neutral Good.

☚ **Palistrophe** female human Drd10.



*Appearance:* Youthful and beautiful, with traces of elven blood, though human. Her fair hair is ungarlanded, though she wears an orchid corsage on a ceremonial gown of pale green.

*Character:* Devoted to Ehlonna. She frequently seeks balance in her speech: repeating at the end things she said at the beginning, with slight variation. Alignment Neutral Good.

☙ **Tiran Weaver** male Human Drd10.

*Appearance:* Light complexion and very long black hair. In his late 40s. He carries a magic scimitar (+1) with him that sheds light when drawn.

*Character:* Devoted to Obad-Hai. Longtime Caretaker of the grove in Jurnre since CY 575, this is the first time he has left the grove, and he is nervous about the capacity of his assistant to watch over the grove until he returns. Alignment Neutral Good.

☙ **Math ap Lekaton**, male Flan Human Drd8.

*Character:* Devoted to Obad-Hai. Math was born in the County of Ulek but left six years ago to assist his fellow druids in Geoff. He returned to the County six months ago. Alignment Neutral.

The Count officiated at these functions when he was Grand Druid, but since his demotion to Archdruid in CY 589 matters of state have taken more of his attention, and Ged is of equal rank to officiate. Lewenn's political status is unaffected by his demotion in the Druidic Hierarchy. Ged has no political ambitions, though some factions within the County wish to see him gain the County seat.

The people of the festival show great reverence to the druidic circle and escort them to a head table. After the blowing of a ram's horn, the druids lead the celebrants in a lengthy prayer to the powers of the Oerth that are under Obad-Hai's care and sustained by the three goddesses.

*O mother of all, your children call!*

*And praise your sustaining hand. We give thanks for your fruitful soil which feeds us all good things. Clasp us to you and provide for us a land that flows with milk and honey.*

*Great Shalm who tends the garden of Oerth, prosper the garden of Ulek as your own demesne. We thank you for your breath which blows the southern rains and waters our land.*

*Hearthmother, we give thanks for your unending tasks. You keep the fires alight, to clear the land, and to warm at night.*

*Maiden of the wilds, we receive with thanks the gifts of the beasts that roam free in the field and wood. Show us your ways, that we may live in harmony with them.*

*And spirits of river and stream, we thank you for perch and tench, for eel and frog.*

*All children of Oerth, we thank you this day, for the life we have at your pleasure. And when we rejoin your soil, may it please you to find us fruitful.*

Following the prayer, a dinner for all the humans is provided, and a festive atmosphere prevails. Following dinner, there is a selection by lot that selects two-fifths of the men to take the role of the hobgoblin attackers during the reenactment on the third day. If PCs wish to participate in the mock battle at all, they must submit to the lot and have a 40% chance of being selected for the hobgoblin detail.

The evening is spent in restless quiet as conversations among disconnected friends are renewed, young lovers sneak off for trysts (8 times out of 10, these are chaste), and stories are swapped over small campfires. Those who seek more lively activity are encouraged to rest, for the festival will be in full swing in a few days, and "folks will need their strength."

## Day 2

Those selected to join the hobgoblin brigade spend most of the day after breakfast together apart from the other participants, readying their costumes and fraternizing while practicing drills for the mock combat. Tales are told of past Sior Kerritas, and the neophytes are hazed with lighthearted fools' errands (sending them to fetch lanyard grease for the costumes, and so forth).

Those in the fortress brigade also engage in military drills and camp detail. During the day women generally leave the men to their tasks, though contact is not strictly forbidden. Many of the women spend time with the druidesses, receiving advice and sharing feminine bonds.

Any PC participant in either brigade (choose one randomly) is approached by Kedren, a young man who is intrigued by the adventuring life. He asks about dangerous exploits the PC has performed and about dark tunnels explored, and why the PCs do it. He expresses boredom with his mundane life in general, and says:

*"Not much of any interest happens around here. My druid keeps telling me about the balance in nature, but shouldn't boredom be balanced with excitement?"*

*"The one thing in all Ulek that would be the least bit interesting is forbidden anyway. I've heard there are some awesome caves in the Lortmils. Serenya canyon is supposed to have some beautiful ones. But whenever I ask about seeing them, it's as if they change the subject. I think the Celenese Fairies have some sort of objection to anyone going into the caves."*

During the second night of the festival, offerings are made to Berei/Beory, Ehlonna, and Obad-Hai. Generally the women and men have separated themselves and avoid contact this day, as they are preparing for separate sacred rites.

The male rites to Obad-Hai take place in the large circle of stones atop Shalmbrey Hill where a giant-sized four-armed man of wicker is constructed.

**Knowledge (religion) or Bardic Lore:** (+2 if the check is made by a druid or a follower of the Old Faith):

DC 10: A wicker man is a special rite of the Old Faith, and not specific to the *Sior Kerrita*.

DC 15: In the wicker man rite, it is constructed, then stuffed with foodstuffs, either grain or live animals, and set alight soon after as a form of offering.

DC 20: Wicker men are an uncommon rite in Old Faith worship, usually performed when a community is under great distress.

DC 22: The four arms of the wicker man are of uncertain significance, but local custom can differ for various reasons.

DC 25: Sometimes the bodies of condemned criminals are burned in wicker men after being lawfully executed.

DC 30: Some old legends speak of wicker men once being used for human sacrifice.

The four arms stand out as unusual though with no certain significance, but if anyone asks one of the druids, they are told the wicker man represents an ancient four-armed spirit from the mountains called the "old Man of the Lortmils", or "Grolumba." Its presence in this festival is important, as the druids are certain that it was "the man of the Lortmils" intervention that brought the centaurs out of seclusion to aid the humans. His six limbs and the six limbs of a centaur are seen as connected symbolically, though he has four arms, not four legs.

Several prayers are offered facing the cardinal directions of the compass. Obad-Hai's blessing is invoked.

The female rites take place at various spots along the Chalk Figure Hill. A bonfire is lit at the top. The three druidesses sacrifice goats in the small excavated chambers within Chalk Figure Hill. They set out various clay idols of Beory, Berei, and Ehlonna and numerous idols that represent assorted natural spirits other than the known deities. Generally, the idols are primitive-seeming works of clay or wood carving, none looking like realistic human figures. Many are four-fingered. Ears are very long or lacking entirely. Some have elongated noses or heads. There are snake-headed figures, and some with large horns. Some have cloven feet, like satyrs, and others have insect-like wings. Represented are spirits of rivers and streams, like Old man Sheldomar and Lady Yduin

(the Kewl), others are spirits of the air or ancient trees. A particularly large one is of an otherwise humanoid figure with three large eyes, the third in the middle of his forehead. He is called Lo'Tormul, the "deep one of the earth." Prayers are offered to placate these spirits and ward off their curse.

### Day 3

This the central day of the festival commemorates the event that sealed the bond between the centaurs of the area and the people of the County. The military drill practiced on the previous day is put to the test as those trained set a camp north of the festival grounds and put on outlandish hobgoblin garb. They wear various crude and flamboyant orange-colored masks and wield weapons that look like dangerous hobgoblin make but are actually ceremonial and only effective as clubs.

The females of the festival gather at Chalk Figure Hill and breakfast together after recovering from the ceremonies of the previous night. The "hobgoblins" then attack. One contingent goes to engage the men who try to defend the encampment from within the ruined fortress, while another contingent of hobgoblins seizes the females.

During this attack, the druidic circle calls upon Obad-Hai and the three goddesses for deliverance. They end their prayer calling on Grolumba of the Mountain, Skerrit of the woodland, Azamer of the Air, Old man Sheldomar, and Lo'Tormul of deep earth.

As the "hobgoblins" begin to carry and drive off the females the centaurs arrive over the chalk hill in an assault that "panics" the hobgoblins. One contingent of centaurs leads the grateful women back to their camp for safety, and another engages the hobgoblins who have trapped the men within the fortress. The mock battle ends, and during the third evening, the druids offer supplications to the whole pantheon of druidic deities that their wives and daughters might be returned to them.

## Encounter One: Death's Ugly Head

During the night between days two and three, a caravan from Waybury in the Duchy of Ulek was camped four miles south of the festival grounds. The caravan was unrelated to the festival proceedings, and so stayed apart and on their own. They were attacked by Gulwogg Tomerspong, a human cleric of Wastri leading a group of bullywugs, including Mesugnug, a bullywug savant. They were also accompanied by a Grigaur (see New Monsters), a magical beast from the primordial past of Oerth. Gulwogg has been encouraged to attack caravans belonging to the Kirandal Trading House of Waybury for the purpose of gaining information on their routes into and through the Lortmils.

Gulwogg's attack was successful, killing the entire caravan guard and making off with an itinerary that listed the location of House Kirandal's secret entrance into the Low Road of the Lortmils.

Two hours before sunset, at the close of the third day of the festival, a youth named Venglis, the lone survivor of the attack on the caravan, stumbles into the pavilion where the majority of the PCs have gathered.

*You unwind in the cool of your tents in the late afternoon sun, relating your varied experiences of the day; a dirt-smearred pained looking human youth barges his way into your tent. He mumbles under his breath, and upon seeing you, he cries out in distress, "Please, you have to help me. It's all my fault!"*

Venglis is a neophyte adventurer who was hired to provide extra protection for a caravan. Venglis is somewhat traumatized by the disaster of his first major encounter. He relates information about the attack and asks if the PCs would investigate. He is nervous about asking for help, as Kirandal merchants are secretive about their trade.

*"Well, this all started in a tavern in Waybury, in the Duchy, where I was sitting with little to do. I was hoping to find some work, if not adventure. I'd met a few new people that day that seemed nice enough. One was an elf wizard named Laeria, another was a very friendly priestess of Heironeous who called herself Sister Caritas, and there was a tough looking half-orc named Tharg with a huge axe, and a dwarf mercenary named Uzd. We were approached by a half-elf in a green cloak with some kind of pin. He said that we looked like we might be interested in some work. Some of us spoke up and said we were. Uzd just gave him a very odd look. He said his name was Guridiel Lusk, and that there was a caravan leaving tomorrow that needed guards for its journey. He offered us good pay, and we decided it sounded pretty good. It was fairly long commitment, but we didn't really have anything better to do, so it didn't matter.*

*"After a few weeks of going hither and yon we stopped to camp here. We pitched camp last night and posted watches. I was asleep, but Uzd was on watch, and his cry woke me up. We were under attack by a bunch of hobgoblins, about a half-dozen. It was the worst night of my life. Uzd hacked at them, but couldn't drop a single one. They were really tough. He was the first to fall. I think Laeria got one spell off, but that just drew attention to her, and she got a spear right through her. I'm ashamed to say, but I was quaking in my boots and was only thinking of how I could get out of it. I scrambled for some nearby bushes. I'm really surprised they didn't catch me in them because I was so exposed when I broke for it. I guess I gave them the slip, because they didn't chase me down. The Sister they chased. I*

*heard her screaming as they did her in. She was a ways off, I guess."*

Q: Why are you telling us this?

*"I'm sorry. I shouldn't be bothering you. I'm just... this is so awful. I thought being an adventurer would be exciting, but this is all so horribly wrong! I have no clue what I'm going to say to the House back in Waybury, and I just need some help!"*

Q: Did you have any trouble on the road?

*"No sir. The job was pretty easy. We left Waybury on the road, but pretty soon we came to the Sheldomar and loaded onto a barge. We really didn't have any trouble. There was a handful of scruffy looking guys who looked us over like they were going to do something, but when they saw we were guarding, they gave us a miss. The barge took us to Jurnre, in the County. There we unloaded our cargo, mostly stuff from places up north beyond the Lortmils. We loaded up a bunch of stuff from the County. I think Guridiel said it was stuff the druids here had made special. There were a lot of funny smelling herbs and such. Some big sacks of specially blessed grain or something like that. Then we headed north along the Kewl. Again, we didn't have any trouble."*

Q: Where were you headed?

*"I don't rightly know. I think it might have been Veluna, though that's a long way. Guridiel didn't tell us a whole lot about our itinerary saying it was business information we didn't need to have."*

Q: What do you want us to do?

*"I... I don't really know. Can you come look at the caravan and see if there is anything you can do? Maybe there's a trail or something. I tried to look for one, but I really don't know what I'm doing. [To a cleric] And can't you guys, y'know, ask [deity] to bring folks back"*

Q: Can you pay us?

*"You're kidding? You're not kidding. I'll give you all eighty hawks and the seven lions I keep in my socks. Maybe the trading house will pay you something if you can give them any information about what happened with their caravan."*

Q: What did Uzd seem curious about?

*"I'm not sure. Guridiel said something about how we looked really suitable for this job and something about how it's always a good thing to have a dwarf on guard. I thought he was just giving him a compliment."*

Q: What was the pin he wore?

*"Some gold ring with a diamond shape in the center of it. He said he was with the Kirandal Trading Company. They're one of the big trading houses in Waybury."*

**Development:** Assuming the PCs are willing to assist, they can travel to the site of the attack four miles south of the fortress. Retrieving female PCs or centaur PCs from various separate camps is difficult, as that violates the rite of the festival. Unless the PCs state that there is an emergency, a Bluff check is required to come up with a satisfactory excuse for breaking with the tradition of the festival.

Stating that there is an emergency is greeted with alarm. The Master of Ceremonies or one of the Druid circle is notified, the PCs are questioned about the nature of the emergency, and whether the "Hue and Cry" should be made to better capture the bandits.

The Hue and Cry means that a large contingent of volunteers from the festival sweeps out into the countryside looking for evidence of the attackers. This actually makes locating animals for *Speak with Animals* impossible, adds 20 to the DC of any tracks sought, and won't give any leads.

PCs may have questions for the druids or the Master of Ceremonies either before or after they investigate the scene.

Q: Are there any hobgoblin lairs nearby?

*Nay. There are no hobgoblins in Ulek. The hochjebli, jebli, euroz and what have you were all driven out of the Lortmils over four score years ago. Those that fled settled in the Pomarj, which is leagues from here and well defended.*

Q: Any abandoned hobgoblin lairs known in the Lortmils we could check out?

*I couldn't encourage you to do that. Since the Hateful Wars, the Duke and the Queen of Celene have declared the old tunnels underneath forbidden; something about preserving the memory of Queen Yolande's departed consort. I'm not sure what the penalty is, but we all keep well enough away. It's safer that way.*

Q: Have there been any troubles?

*Foolhardy adventurers sometimes tell tales of haunting screams and eerie noises down there. Most of them are probably bragging and haven't been there in truth. The only one I ever saw who I thought had really broken the ban seemed unwilling to talk about it. 'Sides, he seemed rather unhinged from whatever it was happened to him down there.*

Q: What about the gem mines?

*Many of the gnomes have ancient claims on those mines, so they got permission. The mines by*

*and large don't connect up with the Low Road anyhow.*

Q: The Low Road?

*The tunnels the jebli and euroz used in those days were all connected up in a path sometimes called "Grah Loruzak" or "The Low Road". Legend was the jebli could travel from all the way from the Principality to Veluna and anywhere in-between without ever seeing the light of day. Made 'em hard knobbers to clear out. But it got done anyhow. Had to be: it was the only way to be sure.*

Q: Why would hobgoblins come against this area now? Any past history?

*Even in the worst of times it was the Duchy what bore the brunt of any attacks.*

Q: Are hobgoblins known for taking trophies?

*Since you mention it, no, that's a bit of an unusual thing. Hochjebli are quite disciplined. There are a few that defile the dead like that, but by and large they don't.*

### Scene of the crime

If the PCs follow Venglis to the site of the attack, the bodies of Guridiel, Laeria, Tharg, and Uzd can be located easily.

*Venglis' account has prepared you for what you see now: a bloody attack. The caravan wagon has been overturned by panicked horses that seem to have fled, leaving it behind. Large sacks of grain are dumped about. Most intact, but a few gashes spill fine grain on the dusty earth. Four bodies, apparently those of Laeria, Tharg, Gurdriel, and Uzd, lie bloody and still, with puncture wounds through armor or robes. Uzd's beard and skin of his lower face has been cut off. Laeria and Gurdriel both have their ears cut off, and Tharg's eye-teeth have been pulled out.*

*You hear hoof-beats in the woods to your left.*

**Creatures:** Attending at the scene of the attack is a curious centaur:

☞ **Hloth** "Shadowfoot", male centaur Rgr3; Survival +8.

Hloth has nothing to do with the attack, but he has been scouting the area to pass the time during the festival. He came upon the scene and has been looking over the vista of death.

Hloth recalls the kindness of adventurers from several decades ago (as recounted in the AD&D adventure WG8 *Fate of Istus*), and is willing to converse. He asks the PCs why they are investigating and is pleased to hear any PCs who say they are trying to do what's right or to offer help freely. In response, he says he wants to

reward such selflessness by offering his favor at a later date. He is a weaponsmith and can fashion large-sized simple or martial weapons of masterwork quality for those interested. PCs with lackluster or mercenary responses to his questions do not gain his favor.

Hloth is willing to track for parties that lack a tracker. He can also help round up any missing horses.

**Development:** Inspection of the bodies also reveals that their tongues have been cut out. A DC 20 Heal check reveals that they have been killed by spear wounds and then subsequently mutilated. A DC 30 check informs the PCs that the spear wounds were made with a great deal of force, seemingly by dull, poorly maintained weapons.

The attackers took the missing, mutilated parts as souvenirs. A DC 20 Knowledge (religion) check confirms that these mutilations do not seem to have any particular ritual significance. A DC 15 Intelligence check suggests that the mutilations are consistent with racial hatred, but without any certain proof that that was the motive.

Sister Caritas' body is some yards from the center of the attack. Though her body has been pierced multiple times by spear heads (DC 20 Heal check), her death was caused by a coups-de-grace blow from a slashing weapon that nearly severed her head (DC 25 Heal check). The weapon was a glaive used by the cleric of Wastri, but there is no way to tell that. Her tongue was not cut out.

The wagon has very slight residue of phosphorescent fungus in hard to reach places. A DC 25+APL Search check finds the fungus spores in lighted conditions. In the dark, the check is DC 20+APL.

A DC 20 Knowledge (nature) check reveals that it is phosphorescent fungus (otherwise, it simply seems to be a dimly glowing purple substance). DC 25 reveals that it is usually only found underground. DC 30 reveals that this particular species is native to the tunnels of the Lortmils. Add a +5 bonus to the check for 5 ranks of Knowledge (dungeoneering). The same information could be gained with Knowledge (dungeoneering) alone but the DC is increased by 5 in each case.

Tracks of the attackers lead to and away from the scene. They can be followed with a DC 13 Survival check with the Track feat (or DC 16 if tracking after nightfall). A tracker with favored enemy, humanoid (goblinoids) will know that these are not goblinoids on a DC 25 Survival check with the Track feat. A tracker with favored enemy, humanoid (aquatic) will know they are some kind of heavy aquatic humanoids on a DC 25 Survival check with the Track feat (the favored enemy bonus applies to the check).

After a few miles, the trail stops for a bit, indicating the quarry rested and milled about. An active search of that area (DC 15) reveals a discarded case with documents that belonged to the caravan master. Nothing seems unusual about the documents except the last page of the itinerary is missing.

**Speak with dead:** This spell can be used to speak to Sister Caritas only. All others have had their tongues cut out as well as the other mutilations.

Q: Who attacked you?

**"Hobgoblins"** (if a PC makes a DC 20 listen check he discerns that she actually says "hop-goblins").

Q: Where was the caravan going?

**"The half-elf was going where he should fear to tread."**

**Speak with Animals:** Golwogg Tomerspong has already spoken with 90% of the animal witnesses in the area and secured their silence in the matter. Roll percentile dice for each animal asked after the first (which is *always* one who agreed to Tomerspong's request), with a 90% probability that any animal queried says that it didn't see anything unusual. They reject offers of food, if made, claiming to be feeling pretty full, since they just ate. That constitutes a clue to the cleric's interference, and if an animal can be convinced to be Helpful, instead of Indifferent (with a Wild Empathy check), they admit they were bribed to keep quiet about the attack. An animal can say it saw a bunch of big goblins attack the caravan.

Frogs can be interrogated by the riverbank as well, but they are Unfriendly to the idea of betraying Golwogg's secret. If made Helpful, they can declare that they saw the hobgoblins take off their boots, string them over their shoulders, dive into the river, and rapidly swim away.

**Raise dead/resurrection:** Any of the guards is willing to be raised, but have little additional information to offer. Sister Caritas claims that though they looked like hobgoblins, they all had an odd, hopping gait.

Guridiel Lusk is not willing to be raised or resurrected.

**The Druids:** Any of the druids may be consulted for casting of *Speak with animals* (for free) or other divinations (at standard cost). *Speak with animals* gives the druids the maximum information above from Helpful animals and frogs. None of the dead guards is willing to be reincarnated.

The druids can also be consulted for information about the phosphorescent fungus, if found.

If asked, Tiran Weaveran, as a druid from Jurnre, can confirm that there was supposed to be a shipment of blessed grains and herbs going out to be sold in Veluna.

**Development:** If the PCs don't seem interested in traveling to Waybury, Venglis seeks them out and asks that they accompany him. Horses that were recovered are Kirandal property and should be returned. As the last living member of the guard, he is pretty sure he has some kind of obligation for the safekeeping of House Kirandal's charge.

PCs with Knowledge (local—Sheldomar Valley) may have advance knowledge of the city of Waybury and the nature of life there. See the listing in Encounter Two below for details.

**Troubleshooting:** If the PCs have discovered the phosphorescent fungus and have knowledge that it grows only in the Lortmils and also know that the tunnels of the Lortmils are forbidden, they have an advantage over Ruka Kirandal when they meet him in Waybury. They can use this information to do Ruka a favor by investigating the other caravan problems he's having and to locate the bullywug attackers.

If the PCs know none of this yet, sufficient clues to Kirandal's use of the Low Road are still forthcoming, though Kirandal has the upper hand in negotiations, and he'll be doing them a favor in letting them investigate, since they seem so interested.

PCs that refuse to help Venglis return what's left of the caravan to Waybury or insist on remaining for the final days of the festival miss any encounter with the bullywugs and fail to complete the adventure.

PCs may have unforeseen ways of discovering the location of the bullywugs and doing something like teleporting to them and attacking them. There shouldn't be enough to go on at this point for such a turn of events, but if special circumstances dictate, clever PCs might be able to pull it off. Let them face the combined might of the two pads of bullywugs (Encounters Eight and Nine). Maps and information in their possession can be used to find the site of the dark powers in such a case, and the adventure can continue.

## Encounter Two: Waybury

*With Venglis in tow, you set out northwest for Waybury, in the Duchy of Ulek. Briefly stopping in Kewlbanks on the border with the Duchy, you cross the Kewl River and head across open country for a few days. You reach the east banks of the Sheldomar near the Keoish town of Linnoden, on the verge of the Axewood. From there, you journey around the wood for a day or so, and then head directly north and soon arrive at Waybury.*

*Waybury is a small city but prosperous. Many shops and homes have exceeded the old protective wall, which is not in the best repair. The buildings are finely built overall, though cruder structures exist in places. Standing out from the commercial buildings are a large tower of marble decorated with avian motifs and a stone colonnade set amongst spreading trees and floral gardens.*

*Venglis is relieved to be back in familiar surroundings, though apprehensive about meeting with his employers. He seems to be in no rush. The business place of House Kirandal is easy to locate,*

*but unique and interesting sights beckon, as do lively taverns and exquisite shops.*

PCs can go directly to meet with House Kirandal, or they may decide to investigate the town first. The marble tower is a temple to Phaulkon, the Suel god of the sky and avians. The colonnade is a sacred site to followers of Corellon Larethian.

General information may be known about Waybury with a Knowledge (local—Sheldomar Valley) check. For additional details about the city of Waybury, see DMs Aid #1.

### Knowledge (local—Sheldomar Valley)

DC 10: Waybury is a town dominated by half-elves in the Duchy of Ulek. Many trading Houses have their base of operations in Waybury; among the most famous are the Siandelin, Kirandal, and Galdridien, each in the hands of half-elves.

DC 15: The three famous houses are operated from the family of three elven brothers who married several human women in succession. Their half-elf children control the operations. Other trading houses, such as Mezzia (a human concern) and Guffin Enterprises are known.

DC 20: The three brothers are from Celene originally, and their houses are middlemen for much trade between Celene and the Sheldomar. Waybury trading houses have a reputation for a wide-reaching trade network, secure dealing in high quality goods, and speedy delivery. Pay to caravan workers is considered competitive.

DC 25: Waybury has an unusually independent town charter from the Duke, allowing it a great deal of independence and freedom to craft its own business code.

DC 28: Main opponents of Waybury's commercial and political power are the Teamster's Guild of Keoland and some Velunese trading factions.

DC 30: Various complaints and rumors of unfair business practices, greed, and violations of guild policies are sometimes heard against Waybury-based trading houses.

### Gathering information in Waybury

PCs might decide to canvass the town, interviewing merchants and caravan guards or swapping tales in local taverns. They can gain general information about the nature of trade and political ramifications of trade in the Ulek states, as well as specific information about House Kirandal.

#### Gather Information (general Waybury rumors)

DC 10: The Trade Council seeks new trade routes, even proposing cutting a road through the Suss forest. That will be strong competition to local merchants.

DC 12: You should visit the temple of Kord sometime. They have the head of the red dragon Zaddridur hanging in their Hall of Heroes. Seeing it is good luck for adventurers!

DC 15: Keoish merchants are offering strong support to the Trade Council's efforts.

DC 20: The Trade Council seeks new routes in desperate competition with the Houses of Waybury, who have a strong share of northern and Celenese trade. I'm dubious about what they hope to achieve in trading with the Wild Coast though: yellow sails [the rumors of the Slavers' return] are bad for business.

DC 25: House Siandelin has made a good faith effort to come to agreement with the Trade Council, but the other Houses prefer to keep their own council.

DC 27: The Duke's coffers run low from the costs of supporting the Principality in the long battle against the Pomarj. Rumor has it that he'd like to find a way to lay more taxes against the traders of Waybury.

DC 30: The Aarakocra have visited the Aerie of Phaulkon twice in the last year. It is an ill omen, and I hope the Stormspirit's prayers are heard.

With a DC 15 Knowledge (local) check, the PCs know that Aarakocra are winged bird-folk who have lived in the peaks of the Lortmils for centuries.

#### **Gather Information (House Kirandal rumors)**

DC 10: "Everyone knows Kirandal is really successful at getting contracts. Those merchants would sell their own mothers if they thought it would gain them a bellflower. I hear that they follow the golden rule: they got the gold, so they make the rules. Pretty unfair to regular folks who are just trying to make ends meet."

DC 12: "Some historians have made study of the house a specialty. For a fee, they can be consulted for detailed questions."

DC 15: "Of late they've been underbidding all the other traders sending shipments to Celene, Veluna, or other points north and west. I'm not sure how they do it. Those are expensive routes. Must be a special elven deal."

DC 18: "The rumors you may have heard elsewhere about the questionable business practices of the House are unfounded and are promoted mainly by jealousy of other merchants who are not as successful."

DC 20: "The dominance of Kirandal in trade with Celene is not a function of their elven heritage, but is simply historical. They've been able to deliver goods to Celene more reliably and faster than any other house and have maintained that advantage. It could be challenged were anyone swifter than they."

DC 25: "The sages that have made a study of trading houses a specialty often have a close relationship with the House that they would not want to jeopardize."

### **Specific Research**

PCs may wish to seek out historians or sages who study the history of trade in the Sheldomar Valley. A sage will charge 20 gp per APL and will take one day to provide an answer to questions.

If the PCs act like authority figures investigating the House for potential wrongdoing, any sage they try to get information from will only tell them generalities about Kirandal, speaking of their success as a business, soap-operatic details of the marital interrelationships between the families, etc. See DMs Aid #1 for historical details about Waybury that may be of use in improvising such information.

If PCs are more reserved in their approach to the sages, acting as if they are merely curious about business success, the sages reveal:

- In the last several years, House Kirandal has become much more successful in outbidding other houses and in delivering goods speedily.
- All houses use magic transport for clients who are willing to pay the high rates, but those are very rare. Most make due with what caravans provide.
- Trade with Celene can be a dicey proposition. Elven xenophobia and distrust of humans and distaste for half-elves mean that contracts are short-lived.
- Trade with Celene is more difficult because of limited trade routes through the Lortmils.
- Trade with Veluna is very limited. Aside from going through middlemen in Bissel and Gran March, the main route is the narrow Silver Path that leads north of Waybury to the city of Devarnish. Only specialized trade is carried on through the Silver Path, as it's too difficult for larger caravans.
- Twelve years ago, the three houses almost reached an agreement to expand the silver path, but labor and cost was considered too prohibitive. Kirandal spoke most strongly against the endeavor.
- Kirandal has been in third place in terms of commercial success. But in the last ten years they have much more successful, particularly with regards to trade with Veluna. They've been providing general trade to Veluna. How they are surmounting the obstacles of the Lortmils is unclear.

If asked whether the house is using the Low Road or a form of underground travel, the sage agrees that that is the most reasonable hypothesis, though if that were the case, it would cause difficulty with their business with Celene, who enforce a ban on the use of the Low Road in the name of Queen Yolande's slain consort. Before the Low Road was closed off, it was used for trade, and the Silver Path was blazed as a less than adequate alternative when the Low Road was made unusable.



**Aerie of Phaulkon:** The rumor of the Aarakocra's visiting of the Aerie may lead some parties to inquire there. The cleric in charge is Maven. The Aarakocra are ordinarily annual visitors to the Aerie, bringing news and omens of Phaulkon. (One of their number is a Contemplative of Phaulkon). Their arrival two months ago was unheralded, and they delivered the following omen:

*Iaa! Iaaa! In the silent house the ancient dead lies dreaming. The keeper is kept by the hidden masters!*

*At the roots of the Oerth the Forge of Faith is sought. A dark genesis recurs, and false faith forges true.*

### Finding enemies of Kirandal?

The PCs may make a determined effort to seek out those who are enemies of House Kirandal to see what they have to say. Enemies do exist. A DC 20 Gather Information check can inform PCs of which unsavory characters to seek out. A payment of a 20 gp per APL bribe will loosen their tongues. Asking amongst the underworld reveals the following:

- Kirandal has been much more successful in the last ten years than they ever were before. It's not known how that is.
- Their caravan masters are a rigorously businesslike bunch, and they hire people who keep quiet about their dealings.
- There have been recent "incidents" with some caravans that have loosened tongues to a greater degree. With fear both of violating Kirandal's oaths and of the business methods, some admit that the House is using "unorthodox" means for speeding shipments. Everybody denies its any kind of dark magic, or any magic at all.
- Certain parties would be interested in learning the nature of their methods and would pay for information regarding this.

### The Traveling Wayburys

PCs should seek to meet with one of the Masters of the House Kirandal Trade guild. A human servant greets them in a receiving area and asks their business.

☞ **Endeah**, female human Com5. Sense Motive +5.

**Appearance:** Attractive, with very faint elven features. She wears a plain dress with a floral design buttoned up to the collar, but her arms are bare.

Virtually any mention of interesting business (as well as the truth) is enough to gain access to Ruka Kirandal, the master of the trading house.

☞ **Ruka Kirandal**, male half-elf Exp12/Wiz2. Bluff +23, Diplomacy +25, Sense Motive +10.

**Appearance:** a half elf with light blond hair, worn short, with a thin beard. His ears are very human in appearance.

**Character:** He is keen to set any anxious PCs at ease, and is expert at deflecting criticism or prying questions, often using business jargon to mask fuller answers to questions put to him.

Ruka Kirandal can inform the PCs that there have been other caravans that seem to have been lost lately. Sometimes this happens, but it is unusual, and in light of the attack the PCs mention to him, he thinks it's worth investigating the other caravans. He waits for them to ask for permission to investigate and requires them to contract themselves to House Kirandal. Under the contract, he offers payment of 25 gp × APL to each PC initially, but he can be bargained with to increase the pay by 50% (if made Friendly) or 100% (if made Helpful). All PCs may assist on the Diplomacy check. His initial attitude towards any additional payment is Hostile, though he hides it well (Sense Motive opposed by his Bluff check).

Depending on the success of their investigations, the PCs may have no particular reason to accuse Kirandal of deception or of the House's violation of the ban on the use of the Low Road. Whether they have reason for suspicion or not, a Spot check (DC 20 + APL) reveals that on his desk are papers that speak of a "confidential business plan." The contents of the plan are not visible, only the title peeking out from a stack of papers. Succeeding on a Sleight-of-hand check opposed by the Spot of Ruka Kirandal (taking ten = DC 13) allows the PC to gain the plan from the stack of papers. The plan provides specific evidence that House Kirandal is using the Low Road, in known violation of the ban from the Duke, for the purpose of faster routes to locations on the far sides of the Lortmils. Presenting such evidence angers Ruka, but also pleases him as a demonstration of the PCs' quick wits.

Some possible questions and answers are provided below:

Q: One of your caravans has been attacked.

*"Corellon's bow! Was anyone hurt?"*

Q: All of the guard was killed except Venglis here, and he asked us to look into it for him.

*"Excellent active thinking from him. What have you discovered? Have you apprehended the bandits?"*

Q: We recovered the caravan documents, but the last page of the itinerary was missing. Why?

*"I am so appreciative that you took the care to recover the paperwork! That will save us a good deal*

*of coin and effort. Well done. I hope you'll understand that trade can be a competitive pursuit, and information can give an unfair advantage to competitors. I can't really speak as to why such information might be missing with those who are not part of our mercantile family, or oath-sworn for privacy of trade. I do ask that you would turn over the Kirandal property you recovered with my hearty thanks!"*

Q: We found traces of phosphorescent fungus on the wagon from your caravan, but we don't know how it got there.

*"Well, isn't that an odd thing. I'm certainly no expert on fungus. Is there any more you can tell me? Because I'm rather stumped."*

Q: The fungus only grows underground in the tunnels of the Lortmils. You've been taking your caravans through there, haven't you?

*"What business is it of yours?"*

Q: Do you have trouble with any of the other houses?

*"There's plenty of trade to go around. As the priests of Xerbo can tell you, a rising tide lifts all boats. We also each have our specialties, so we're not all competing in the same markets."*

Q: Have there been any other problems with caravans?

*"There are always challenges here and there. But by and large, no. Almost everything is operating at peak efficiency."*

Q: Almost?

*"Well, a few contracts are behind schedule. Nothing to worry about, as we leave some margin within which profitability can be contained."*

Q: Which ones?

*"There is a caravan overdue from Geoff. A barge due in from Gradsul yesterday. And a caravan left for Gran March and the last way station has not reported its arrival yet. Do you think something untoward has occurred?"*

Q: We'd like to investigate those caravans.

*"I wouldn't have worried about them, but what you tell me and my instincts say to me that you probably should. I'm going to have to say that our policy about our business privacy means that I can only allow you to investigate if you are oath-sworn for privacy of trade."*

Q: What does that mean?

*"It's a simple matter. You take an oath (either by the gods or upon your lives, if you are not one to worship the gods) that you will not disclose any*

*information regarding Kirandal contracts, clients, supervisors, or employees to any person without explicit scribed authority from the Masters of the House. You will be considered Oath-sworn Servants of the House until you report your investigations are complete, or within twenty-eight days, whichever comes first. I can then share with you some information about the caravans. You will also be paid for your services. Endeah can prepare oathscreens for you if you wish to do so."*

**Development:** The written oaths contained in the scripts have no "catch," but they do swear the PCs to silence concerning Kirandal business matters, including their undisclosed use of the Low Road. See the Conclusion for information about sanctions for violating the oaths. It takes a DC 15 Intelligence or Profession (law) check to understand the specifics of the sanctions and DC 10 Intelligence check to understand that there is a monetary penalty. With a mere DC 5 Intelligence check, a PC knows that "bad things will happen".

Assuming the PCs agree or ask to investigate the missing caravans and swear the oaths, Ruka provides the following information about each problem caravan:

#### **Geoff caravan**

- Elven guards, half-elven master Palermo. Left Nirole Dra seven days ago and should have arrived in Jurnre already.
- The cargo was giant-made goods for a buyer in the Principality of Ulek, as well as goods for an elven buyer in the Silverwood, in the village of Isehladuin (see Map #2).
- It took a route through the Silverwood after leaving Nirole Dra. The goods for the elven buyer were delivered to Isehladuin, but it never reached Azhuida, an elven village near the southern tip of the Silverwood.
- Ruka recommends traveling the path between the Isehladuin and Azhuida and searching.

#### **Gradsul Riverboat**

- Half-elven master Quenya. 6 human guards.
- The caravan should have disembarked from the boat in Nirole Dra and continued on the road from there. But there has been no sign of it in Nirole Dra yet.
- Its cargo was spices from the Amedio jungle, sent by Gradsul merchants. The shipment was bound for Veluna after leaving Nirole Dra.
- The only large community along that stretch of the Sheldomar is Segor, in Keoland. If trolling a hundred miles of river seems too onerous, perhaps inquiries there will provide leads.

#### **Gran March caravan**

- Protected by a strong guard. Half-elven master Koriandel. One dwarf guard, four humans.
- The cargo is Heironean blessed military items to be delivered to Cathedral Valorous in Hookhill. None possessed any magical property, but the items are sacred nonetheless.
- The caravan was en route north to Traziada, a town near the source of the Lort River in Gran March. It has not arrived, and so it is somewhere along that short path.

PCs using magic such as *divination* to get a clue about where to start receive the following advice from their deity:

*“Let the elven dead bury their own dead.”*

## Encounter Three: Caravanarama

### Elven caravan from Geoff

This caravan was not actually attacked by the bullywugs, but was lost to disease. This is a red herring.

*Under the eaves of the Silverwood, not far from the banks of the Sheldomar river, the peaceful village of Isehladuïn rests nestled among sweet smelling eucalyptus trees and usks. Inquiries in the town reveal nothing out of the ordinary, and you are told that the elven merchants set out for Ahzhuida with no difficulty.*

By asking at various inns along the route, the PCs can narrow down the place where the caravan was lost. A DC 18 Survival check using the Track feat locates a brief detour the caravan took to forage for food. (This assumes this caravan is searched for first. The DC of the check increases by one for each day of delay.)

The elven guard of this caravan went off trail in the Silverwood to engage in hunting brought down a deer that carried a dormant form of a disease that was plaguing both the trees and the elves of the Silverwood in CY 590 (See *Living Greyhawk Gazetteer*, p. 119). Since that year, the disease was thought to have burnt itself out, but instead it mutated into a dormant form within some of the wildlife of the forest. (Elven natives of the Silverwood that remained developed immunity to the disease.)

In its new elf hosts, the disease has recaptured its virulence, and is a threat to any elves or half-elves in the party:

**Silverwood Sleeping Sickness:** Contact, DC 24 Fortitude (elf blood only), Incubation 1 day, Damage: Sleep + 1d4 Con.

After the first day, any elf-blooded PC who succumbs falls asleep and can only be awakened for an hour at a time with a DC 20 Heal check, which does not otherwise heal the disease or prevent damage. Within an

hour of this sleep starting, his skin becomes brownish-orange and flaky (resembling autumn leaves), and a fever begins. *Remove disease* heals anyone afflicted with this disease.

Any elven-blooded PC coming within 10 feet of one of the diseased bodies must make a Fortitude save, as the sloughed-off flaky skin particles swirl easily in the light breezes.

### Boat from Gradsul

With the prompt provided by Ruka that there may be information in Segor, the PCs can make inquiries in that town. In fact, the bullywugs attacked the boat very near Segor, and a full investigation in Segor can provide the PCs the following information:

- The raiders are capable of making attacks from water.
- Kirandal Trading House inexplicably equips their river boats with equipment for underground exploration.
- Kirandal Trading House has need of the services of specialists in dungeoneering.

The PCs travel along the banks of the Sheldomar River to Segor, an ancient town laid out like spokes on a wheel, centered on the Iron Court, judicial seat of the now County of Linth. Segor once held about 5000 souls, but Linth is a land recently fraught with a cursed blight recovering from a genocidal conflict against the Keogh Oeridians who lived there. In the past several months the town was almost completely depopulated due to an evacuation, but a few brave or foolhardy citizens have recently returned. The current population stands at about 315, comprising Knights of the Watch, Count Averyn Linth's entourage, and some of the dregs of society. Tensions are high as the Knights try to keep the peace while under considerable suspicion.

As the PCs approach Segor, read or paraphrase the following boxed text.

*You notice Segor from miles away, for the unique feature of the town is a tall obelisk of polished black stone. When the rest of the town comes into view, you see that it is almost deserted. Homes and shops are boarded up, windows broken in places, and dust swirls in the streets. The town is laid out like spokes on a wheel, centered on an impressive courthouse, where some activity is noticeable.*

PCs may wish to find townsfolk in the abandoned parts of the town, meet with the Knights of the Watch who are posted at the courthouse, or head to the intriguing obelisk. Details on what may be found there follow:

**Segor** (large town): Conventional (LG); 300 gp limit; Assets: 4650 (46,000 gp held by the Count); Population

315; Demographic category (Suel 50%, Keogh Oeridian 15%, Other Human 20%, High Elf 10%, Gnome 5%)

Authority Figure: **Averyn Linth**, male, human (Suel), Pal 2, (Count).

Important Characters: **Watcher Borland**, **Pelagic Wolf**, male, human (Suel-Oeridian), Knt7, Captain of the Knights of the Watch.

**Wretched townsfolk:** Rumors among the townsfolk that several bodies washed up on the banks recently are easy to obtain with a DC 10 Gather Information check (don't forget to penalize PCs who live at higher than Adventurer's Standard upkeep when interacting with such wretched people) but no further details are forthcoming. They are receptive to offers of food or assistance, however.

**The Courthouse:** Whereas in times past, business in Segor was slow going because of bureaucratic inertia, now, with depopulation, timely assistance is almost impossible. Asking among Count Averyn's people is fruitless, as none of them consider the matter of any significance and are much too busy distributing food to the needy of the city. The Knights of the Watch are not much more help. If asked by a fellow Knight, by spending an influence point with the Knights of the Watch or with a DC 30 Gather Information check they will direct the PCs to seek Watcher Hogarth, Perspicacious Kraken, who is usually stationed at the Eye of Segor. PCs may think to ask there on their own as well.

**The Obelisk:** A unique feature of Segor is a tall obelisk of polished black stone. This is the Eye of Segor – at seven stories, it is by far the tallest nonmagical structure in the Kingdom of Keoland. A DC 20 Knowledge (local—Sheldomar Valley or architecture and engineering) check informs the PCs that it was constructed shortly after the Act of Segor was signed (founding the Earldom in –235 CY), and was designed to allow Keoish troops (and later, Knights of the Watch) to monitor river traffic and look for troop movements within the Duchy of Ulek. A DC 25 Knowledge (history) or Bardic Lore check recalls that in legend, the Eye is sometimes said to be 14 or more stories tall, dwarfing even the Silent Tower. Another legend tells that a gnomish architect is responsible for the discrepancy in height, as he built it 15 stories tall in gnomish proportions.

Hogarth is one of the old Honor Guard assigned to the Eye. An old knight of sixty years and much experience, he was expelled during the recent conflict but has returned. Hogarth witnessed the attack on the trade vessel from his post at the Eye. It was a night without much moonlight, but he saw distant red lights on the river northwest of Segor, which moved smoothly, then erratically, and then dimmed. The next morning he searched downstream and discovered the bodies of five humans, one half-elf, and a headless gnome, along with wreckage of their vessel. He gave them a quick burial, but

investigated no further as the needs of Segor and Linth were more pressing.

The bodies may be exhumed, but doing so provides no further information aside from confirming that the guards were attacked in keeping with the other attacks. The gnome (Gleedle Kukajumajia) was beheaded, and Gulwogg Tomerspong kept the head as a trophy. The gnome bears on his right arm a tattoo of a crossed hammer and pickaxe and words underneath that read (in gnomish) "Barundar's Bandicoots."

A DC 20 Knowledge (local—Sheldomar Valley or dungeoneering), DC 12 Profession (miner), or a DC 20 Bardic Lore check identify Barundar's Bandicoots as highly sought-after experts in mining and tunneling who hail from the Old Hills. Give a +2 to the DC for any of these checks if the PC is a gnome. Asking any gnome townsfolk (there are fifteen here currently, all of whom are barely scraping by) also yields this information. Since the head is missing, the gnome cannot be *raised* from the dead, though he could be *resurrected*. Barundar's Bandicoots are very pleased if his head and body can be returned to them.

Watcher Hogarth can direct PCs to the location where the bodies were found, but this provides no further information. The capsized vessel portions that did not float away downstream were scavenged by local folk. Anyone able to investigate under the water can locate a trail of various debris (including items like picks, hammers, and jars of lamp oil), that have been strewn downstream from the attack site. The trail can be followed with a DC 40 Survival check using the Track feat.

The trail leads to the location of the attack and capsizing of the vessel. At this point any PC can note a glowing red object on the bottom of the Sheldomar River (no Spot check required). It is a glass jar filled with *unguent of timelessness* and containing fire beetle glands. The glands can be removed from the *unguent*, and the quantity of *unguent* can provide six applications (sufficient for 48 medium-sized creatures).

Watcher Hogarth can also identify the point of the attack to the PCs, and anyone searching under the water at that point finds the fire beetle glands.

### **Human Caravan to Gran March**

This is the last caravan that the bullywugs have attacked.

Full research here can give the PCs the following information:

- Gulwogg Tomerspong is a human spellcaster, probably a divine spellcaster.
- Kirandal Trading House does business with the Seekers.
- The raiders are searching for something specific.

This set of wagons was carrying Heironean religious and military items, uncovered by Seekers from the City of Greyhawk from a secret tomb in the Shield Lands. Ordinarily, many caravans leaving Waybury head due east for Lortenford, just over the Lort River in Gran March. But House Kirandal has had difficulty with the powers that be in Lortenford, and so are traveling a less-used northerly path along the swift-flowing and rocky Lort River to Traziada. From there, the route was expected to go to Proman, and then to Buxton's Crossing and Hookhill.

The caravan was attacked by Gulwogg's bullywugs while encamped ten miles north of the joining of the Lort and Sheldomar rivers. The remains of the caravan wagons are pulled up in a camp about 1 mile from the river itself.

The guard and master are all dead. The other bodies are undisturbed, but the dwarf seems to have had its belongings thoroughly searched (boots are off, pouches slit, and so forth). The dwarf's tongue was cut out, preventing *speech with dead*.

The dwarf had direct knowledge of the location of the House Kirandal entrance to the Low Road. He possessed directions and a passkey to get past a secret entrance. Gulwogg has taken both of these items and is now progressing into the Lortmils as the PCs investigate.

The goods the caravan carried remain. Each is carefully packed in a special crate with good padding.

- A text called "Analects of the Order of the Purple Plume" bound in gold and blue dragon skin and a faintly glowing lightning bolt on the cover. It contains instructions for the creation of a Helm of the Purple Plume, which will inspire heroism when confronted with fear magic.
- 7 gold aspergillums (holy water sprinklers).
- Platinum font with 7 aquamarines.
- 14 vestments of ancient design.
- 13 masterwork battle axes with lightning bolt motifs.
- Large altar cloth of gold, white linen, and blue wool.

The caravan documentation was opened, and a few key pieces of information were taken. Left behind is a note describing the seller of the goods: Makrasian of the Seekers of Greyhawk. One part of the note reads:

***"With our new routes being solidified, we should be able to meet the Seeker's conditions for other specialty items. We might make him an offer to help with one of our new expeditionary trade missions."***

A Bardic Lore or Knowledge (local—Sheldomar Valley or Core) check (DC 20) identifies the Seekers as an organization of treasure hunters who do not respect any

authority limiting their explorations and are considered criminals in Keoland and other parts of the Sheldomar Valley because of their trafficking in forbidden magics. Any Silent One PC also knows of the Seekers' reputation.

Tracks from the scene of the attack lead back towards the river, as with the first caravan attack. On the Gran March side of the riverbank, a single trail can be discovered of a solitary booted humanoid traveling both directions toward and away from the river. If this trail is followed, (three DC 22 Survival checks using the Track feat), it eventually joins the road leading to the town of Lortenford in Gran March. The PCs can make inquiries in Lortenford about strangers or unusual visitors. A DC 25 Gather Information check loosens the tongue of one innkeeper to describe one of his more unpleasant guests.

***"Aye, there was a fella in here a few weeks ago. I've seen him around a bit in the last few months. Usually a quiet sort. Always orders a peat whiskey. I wouldn't have thought much of him, except I think he's been spending time with one of my girls, Linaea. I dunno what she sees in him."***

***Oh, and there was that one fight he had with Jazarks Rumnaheim. He can tell you about that. Says the fella put a hex on him. Jazarks is the dwarf over there."***

Gulwogg stayed briefly in Lortenford for purposes of carousing with Linaea, a barmaid that he is in love with. The barmaid knows him as "Gul" and returns his affections, though she is unaware of his Wastrian views.

Jazarks Rumnaheim doesn't know Gulwogg by name, but recalls his encounter. He had been drinking heavily and knocked over Gulwogg's peat whiskey by accident. The dwarf relates that the knave worked some hex on him that nearly shattered his eardrums with a loud sound and left him unable to act for a few seconds. The dwarf says he's been hit with those spells before, as an adventurer, and usually they don't hurt too much, but this one shook him in his bones in an odd and painful way. Gulwogg took off after that incident, and the dwarf decided to let it drop.

If asked if Gulwogg presented a holy symbol, Jazarks answers yea, but says that he was too drunk to remember much about it, except it was some gray stone thing, maybe some kind of animal.

## Encounter Four: Return to Waybury

If confronted with the information that the house is involved in the explorations of the Low Road, the caravan master can be brought around to admitting that the Kirandal trading house has something to hide about travel underground. When he admits this, he asks for the PCs help in investigating and stopping the threat to his caravans.

If additional payment is requested, he offers a small stipend of 10gp × APL and the favor of the company, mentioning their marketing contacts for magic items.

He provides them with information on the Low Road and maps of their latest explorations of the tunnels.

If the PCs have gained no real information through their investigations, the same incriminating papers remain on Ruka's desk on their second meeting, but the Spot check this time is only 10+APL.

The primary entrance to the Low Road is in an old dwarven mine in Mount Cruzjul 90 miles due north of Waybury. The mine was guarded by two gnome males, two gnome females, a dwarf male and a half-elf female, all of whom have been killed by Gulwogg's bullywugs. A well-maintained path to the mine entrance allows caravans access inside, and a large well-functioning elevator platform lowers them to a deeper tunnel, where they must use a stone passkey to get through a secret door.

***You travel a well-maintained path up a gentle foothill of Mount Cruzjul to a mine entrance. Inside, the stench of death assaults you. Four breastplated gnomes, a heavily armored dwarf, and a thin half-elven woman lie defeated and dead on the cold stone of the mine entrance.***

Beyond the secret entrance, the tunnels of the Lortmils branch and recombine in all kinds of directions. Soon a main tunnel bearing northeasterly is found, and this is the main artery of the Low Road.

## Encounter Five: Taking the Low Road

***The oppressive weight of tons of stone overhead and the pitch blackness of the deep tunnels below the Lortmils are the meat and bread of doughty adventurers. Tunnels twist and turn, widen and narrow, and vault beyond the limit of vision or come perilously low overhead.***

***In the dark underground the rhythms of surface life shift uncomfortably from the natural ones. You march, camp, and eat a meal, but the sense of normal life and time becomes elusive in the sunless lands of the Low Road.***

PCs are likely to encounter four types of tunnels in the Low Road. What counts as the Low Road itself is a vast tunnel, 80 to 120 feet in diameter, traveling almost the whole length of the Lortmils like a backbone. It is very easy to travel, though there are stalactites and stalagmites providing places for creatures to lurk (see below). Streams of water cross it or drain down the walls into shallow pools every 20 miles or so. There are branches off the Road in many places, in the form of primary, secondary, and tertiary tunnels, as well as worm tunnels and "midge holes".

Primary tunnels are 30 to 60 feet across, and about as high. They are rough, though goblinoids have smoothed over some of the more difficult parts of flooring through workmanship or wear. Frequently, these tunnel walls have overhangs that provide places for creatures to lurk above the main paths.

Secondary tunnels are 10 to 25 feet in diameter and less well maintained. 30% of the flooring is difficult terrain. Frequently these tunnel walls have overhangs that provide places for creatures to lurk above the main paths.

Tertiary tunnels are 5 to 10 feet in diameter and very rough. 50% of the squares are difficult terrain.

Worm tunnels are 15 feet in diameter and smoothed in a corkscrew pattern. They have been dug by Purple Worms.

"Midge Holes" are very small tunnels, 1 to 4 feet in diameter, and were used by small humanoids for escape and ambush. Any Medium PC must squeeze in such a location.

To reach the location the bullywugs are seeking requires a 120-mile journey underground. Much of that uses primary tunnels. The Kirandal routes use "shortcuts" in some places that make use of secondary and tertiary tunnels. At a speed of 20 feet, PCs will take seven and a half days to travel the distance involved.

While traveling the Low Road, the PCs have minor encounters to introduce them to the nature of the Low Road as a place once inhabited by humanoids and now cleansed of their presence. Roll each hour with encounters occurring on a 1 in 6 chance. Then, roll a d20 on the random encounter chart.

1d20	Encounter
1	A pile of hobgoblin bones left in a heap from an encounter during the Hateful Wars. Many of the bones have been gnawed on and split open. A few pieces of broken and useless equipment are on them.
2	A pile of orc bones surrounded by old, sooty burn marks.
3	An abandoned orc guard post at a tunnel intersection with crude graffiti in Orcish. The markings indicate that these were orcs of the Leprous Hand tribe.
4	Phosphorescent Fungus (purple glow as a candle).
5	A hobgoblin rest area along a primary tunnel of the Marrow Sucker tribe.
6	Green slime (CR 4). A 20-foot long patch of this slime is resting on an overhang in a vaulted tunnel. A DC 20 + APL Spot check alerts a PC to the presence of green slime. Otherwise, it drops

	on the first twenty feet of the party in their marching order (one side only, if walking two abreast or more).
7	A damp patch or pool of water.
8	An everburning torch marked with the elven rune for "light" wedged into a crevice.
9	Broken pottery.
10	2d8 cp and 1d6 sp.
11	Old spoor of an unknown creature.
12-13	A grick lies in wait behind a stalagmite or in a crevice to attack a PC from the rear after the party passes. (Hide +11); (16hp), <i>Monster Manual</i> p. 129. Re-roll if already encountered.
14-15	A troll skeleton rises from a pile of bones and attacks. (54 hp), <i>Monster Manual</i> , p. 227. Re-roll if already encountered.
16-17	1d4+6 fire beetles lost by a caravan wander in search of food. (6 hp), <i>Monster Manual</i> p. 285. Re-roll if already encountered.
18-19	Shrieker. Lurks behind the wall at an intersection. (11 hp), <i>Monster Manual</i> p. 112. Re-roll if already encountered.
20	Violet Fungus (15 hp) and Shrieker (11 hp), <i>Monster Manual</i> p. 112. Re-roll if already encountered.

If time is limited, describe and play out encounters with the orc bones (2), the everburning torch (8), a Shrieker (18-19), and a damp patch (7). Or the following text can be read aloud or summarized:

*Following the route of waystations along House Kirandal's map, you travel along well-traveled tunnels. You are hardly the first to travel these dark passages, and they show the remains of both recent and ancient occupants.*

*Some of the Kirandal waystations are reclaimed from hobgoblin and orc tribes who used the Low Road before the Hateful Wars. Their bones, blackened and gnawed, occasionally litter the abandoned guard posts.*

*A few times along the way you have the unpleasant experience of encountering Shriekers. Their piercing cries echo through the vast caverns until you silence them through force of arms. Nothing comes in response to their alarm, but you are wary.*

*From time to time you have encounters with more directly threatening creatures. Feeble gricks leap out from hidden crevices and try to catch easy prey from the rear of your party, but they are handily*

*defeated. A skeletal troll rises up from a pile of humanoid bones, but it is dispatched quickly.*

*The darkness is not everywhere. Purple phosphorescent fungus is found in numerous places, and a few fire beetles wander the passageways, far from the dark forests that are their natural habitat. You find orc potsherds of the famed Leprous Hand tribe and handfuls of copper coins minted by an enterprising band of hobgoblins known as the Marrow Suckers. These societies are vanished, dead or fled to forge new evil in the Pomarj.*

*Their assailants left behind remains as well. A flickering light around one bend in a passage turns out to be an everburning torch, wedged deep in a crevice for some now-obscure purpose, the elven rune of "light" legible on its haft.*

*Days and nights pass underground, and the rhythms of surface life shift uncomfortably from the natural ones. You march, camp, and eat a meal, but the sense of normal life becomes elusive in the sunless lands of the Low Road.*

## Encounter Six: "I've got first watch"

Run the PCs through their camp routine and ask them about their watches at least once before running this encounter. Have them make Spot and Listen checks during those uneventful nights to increase their wariness.

**Creatures:** After their first uneventful camps for the night they have one of the following encounters during a subsequent camp rest. The encounter occurs during the second watch. The creatures generally engage in hit-and-run tactics and break off the attack if reduced to half their hit points as a group, or if 25% of their numbers are dropped. They then return in the third watch fully healed (from special conditions within their lairs) to renew their attack.

Roll the encounter randomly or pick whatever suits the fun of the party and DM together, keeping in mind the abilities and limitations of the particular party. PCs that hide out in rope tricks or Mordenkainen's magnificent mansions attract the attention of the dark naga, who has tactics to deal with this.

### Encounter Chart: (1d4)

1. Tunnel Thugs (default encounter)
2. Dark Naga
3. Xorn Vagrants
4. Ghosts of the Hateful wars



## 1. Tunnel Thugs

**Creatures:** These destrachan are servitors of the dark powers. The Umber Hulks would not ordinarily ally with such creatures but do so because of the dark powers' influence.

**NOTE ON ENCOUNTER LEVEL:** Since the destrachan do not use lethal attacks, the EL of this encounter is reduced by 1

### **APL 8 (EL 9)**

➤ **Destrachan (2):** hp 72 each, see *Monster Manual* page 49.

### **APL 10 (EL 11):**

➤ **Destrachan (4):** hp 72 each, see *Monster Manual* page 49.

### **APL 12 (EL 13)**

➤ **Advanced Destrachan, 16hd (4):** hp 144 each, see *Appendix Three*.

### **APL 14 (EL 15)**

➤ **Advanced Destrachan, 16hd (4)** hp 144 each, see *Appendix Four*.

➤ **Truly Horrid Umber Hulk (1):** hp 390 each, see *Monster Manual* page 249.

### **APL 16 (EL 17)**

➤ **Advanced Destrachan, 16hd (4):** hp 144 each, see *Appendix Five*.

➤ **Truly Horrid Umber Hulks (3):** hp 390 each, see *Monster Manual* page 249.

**Tactics:** The destrachan close to catch the majority of the camp with the form of its eighty-foot cone disruptive harmonics (nerves). When they have done sufficient nonlethal damage to render at least one PC unconscious, one destrachan (or the umber hulks) closes and picks up that character to carry him off. If the PCs seem to be able to keep up with the destrachan, they take the time to collapse the tunnel behind them.

They return during the third watch and attempt to capture a second PC.

**Development:** Their lair is a secret place very deep beneath the Lortmils and unfindable within the limits of this adventure. PCs may still attempt various means of retrieving their captured friends. The destrachan lair is affected by mysterious radiations that prevent teleportation effects.

If they attempt to wander the caverns looking for their missing companion, they find him or her within 12 hours, unconscious, permanently deaf (removable with *cure deafness*), and suffering from the effects of the Torments of the Destrachan (see adventure record items). If the PCs do not attempt to locate their companion, they

will meet him or her wandering a primary tunnel 24 hours later with the same effects as above, and in a nauseated state. The nauseated state remains until 48 hours pass or the PC receives a *heal* spell.

## 2. Dark naga

### **APL 8 (EL 9)**

➤ **Dark Naga Sor8:** hp 72; see *Appendix One*.

### **APL 10 (EL 11)**

➤ **Dark Naga Sor10:** hp 85, see *Appendix Two*.

### **APL 12 (EL 13)**

➤ **Dark Naga Sor12:** hp 100; see *Appendix Three*.

### **APL 14 (EL 15)**

➤ **Dark Naga Sor14:** hp 111; see *Appendix Four*.

### **APL 16 (EL 17)**

➤ **Dark Naga Sor16:** hp 120; see *Appendix Five*.

**Tactics:** The tunnels of the Lortmils are sufficiently rough that the naga can approach by way of elevated ledges along the tops of the tunnels. Her constant *detect thoughts* alerts her to the presence of the party and allows her to have fairly accurate understanding of the tactics of any party members who fail their Will saves. For example, she has awareness of what feat a fighter is expecting to use in the battle or the most dangerous spell a spellcaster had available.

She seeks to do as much damage as she can, striking from range with spells. She takes time to sting anyone who approaches her to melee, and then seeks to escape through "midge holes", tunnels that are too narrow for all but small creatures to follow without squeezing. As she has a serpentine body, it does not hamper her movement if she is not attacking. If she needs to engage in combat within those tunnels, she has to squeeze and suffers combat and movement penalties.

## 3. Xorn Vagrants

*"Mmm, smells delicious" a deep grumbling voice echoes behind you. You turn and see a very odd creature with a wide body made of pebbly, stone-like material emerging from the stone floor. Three long arms, tipped with sharp talons are symmetrically positioned around it. Between the arms are large stone-lidded eyes that see in all directions. At the base are three thick, short legs, directly beneath each eye. A large, powerful mouth on top of its head opens and speaks again. "Could you spare some of your sunbloods? I have not had a bite in months."*

### **APL 8 (EL 9)**

➤ **Average Xorn (3):** hp 55 each; see *Monster Manual* page 260.

#### APL 10 (EL 11)

✦ **Elder Xorn (3):** hp 137 each; see *Monster Manual* page 260.

#### APL 12 (EL 13)

✦ **Elder Xorn (6):** hp 137 each; see *Monster Manual* page 260.

#### APL 14 (EL 15)

✦ **Advanced Elder Xorn (4):** hp 242 each; see *Appendix Four*.

#### APL 16 (EL 17)

✦ **Advanced Elder Xorn (8):** hp 242 each; see *Appendix Five*.

**Tactics:** The xorn have noted the passage of the PCs and use their Earth Glide ability to investigate closer once they smell any precious metals the PCs are carrying (presumably gold pieces). If there are five or six PCs, one of the xorns approaches the PCs openly and asks if they would spare several pounds of gold, declaring how hungry the xorn is and “how little there has been to eat around here lately.” The xorn engages in banter on this topic for a few rounds while the other xorn moves into position closest to the PCs with the largest quantity of gems or gold, to attack with surprise.

If the attack does not result in success for the xorn, they return in the third watch to try again, this time merely attacking.

### 4. Ghosts of the Hateful Wars

#### APL 8 (EL 9)

✦ **Hrugor:** male hobgoblin ghost Ftr7; hp 63, see *Appendix One*.

#### APL 10 (EL 11)

✦ **Larilagh:** female hobgoblin ghost Ftr6, hp 54, see *Appendix Two*.

✦ **Hrugor:** male hobgoblin ghost Ftr8, hp 72, see *Appendix Two*.

#### APL 12 (EL 13)

✦ **Larilagh and Grunta:** female hobgoblin ghost Ftr8; hp 72, 72, see *Appendix Three*.

✦ **Hrugor:** male hobgoblin ghost Ftr8, hp 72, see *Appendix Three*.

#### APL 14 (EL 15)

✦ **Larilagh and Grunta:** female hobgoblin ghost Ftr10; hp 90 each; see *Appendix Four*.

✦ **Hrugor:** male hobgoblin ghost Ftr10, hp 90, see *Appendix Four*.

#### APL 16 (EL 17)

✦ **Larilagh and Grunta:** female hobgoblin ghost Ftr12; hp 108 each; see *Appendix Five*.

✦ **Hrugor:** male hobgoblin ghost Ftr12, hp 108, see *Appendix Five*.

**Tactics:** These hobgoblin ghosts have no rest because they swore vengeance on the elves that slaughtered their offspring. Until each has personally killed someone with elf blood, they continue to rejuvenate (returning in 2d4 days unless failing a DC 16 level check).

They approach stealthily on the ethereal plane, hiding within the cavern walls as they approach. When they manifest, full elves are targeted first, half-elves secondarily, dwarves, gnomes, and halflings third, humans fourth, and half-orcs last of all. If the ghosts possess *telekinesis*, one uses *telekinesis* to grapple an elf or half-elf while a second attacks with a draining touch. If elves are present in the party, no ghost uses its frightful moan ability, as their goal is to kill the elves not drive away trespassers.

If any elf or half elf is killed, the ghosts leave, satisfied for the moment. Any ghost that is reduced to half of its initial hit points also flees the combat. The ghosts initiate a second attack during the third watch.

If no elves are in the party, the hobgoblins have an attitude of Unfriendly and are amenable to parlay if the party initiates it. The ghosts demand that the party leave the Lortmils and never return. If each ghost is changed to an attitude of Friendly or better, they are persuaded not to attack the party.

They demand that the party swear an oath to kill the next elf they meet, and they may pass freely. Making such an oath would be an evil act, though PCs may make a Bluff check to convince the ghosts that they intend to keep any such bargain. Each ghost must be bluffed separately, and any lie detected results in the party being attacked.

## Encounter Seven: Site of the Old Ones

If the PCs have come into the Low Road without any map (such as that provided by Ruka Kirandal), finding the location the bullywugs were searching for can be attempted by use of the Track feat. The surfaces are Hard Ground (DC 20), and the trail is at least seven days old (+7). There are 7 creatures in the group being followed (–2). The total DC is 25 for half-speed tracking, or DC 30 for normal speed. Each day that the PCs track the bullywugs at half-speed increases the DC by 1, as the difference grows between when the PCs are tracking and when the trail was made.

Assuming the party is following the Kirandal map, they have come off of the main artery of the Low Road to a side passageway. The passage slopes down to a hundred feet lower than the main thoroughfare and ends in a wider cavern.

House Kirandal used the place as a way station when using the Low Road, and evidence (elven and human travel supplies) of this can be found. The party encounters the seals of Celene on the entrance to the site.

**A. Seals:** The seals were put in place by Celene and the Duchy of Ulek in the aftermath of the Hateful Wars.

Celene and Ulek agreed that the vast majority of the Low Road must be closed off. Celenese wizards used *stone shape* to seal off passages and then reinforced those seals with molten mithral and abjurations to prevent their removal.

The seals include the following message in elven and common:

*"By order of Her Fey Majesty, Queen Yolande, and His Noble Radiance Duke Grenowin of Ulek, this barrier shall remain inviolate. Woe to he who violates this protection upon the good folk of the Flanaess.*

*4975 Olven Calendar*

*CY 513"*

This cavern contains a few crates, some wagon wheels, and an old well that was dug by the hobgoblin occupants 300 years prior. The well's top had been sealed by the forces of Celene and then broken by House Kirandal to use a source of potable water for the way station.

The bullywug pads have entered the site by traveling down the well and coming up inside the water works. The well goes down 120 feet to a water-filled natural cavern that stretches approximately 300 feet and is sixty feet at its widest point. PCs can use this same route to travel into the site or else deal with the sealed wall.

**Trap.** The old entrance has been sealed by a *stone shape* spell drawing the sides of the chamber across to form a wall with a stone door, protected with a *sign of sealing* spell (see New Spells). If the door is opened by physical force or by force of spells, the *greater sign of sealing* is triggered.

**APL 8-10:**

🔱 **Stone Door:** 8 in. thick; hardness 8; hp 120; break DC 38.

🔱 **Sign of Sealing Trap:** CR 3; spell; spell trigger; no reset; spell effect (*sign of sealing*, 10th or 12th level wizard, 10d4, DC 20 Reflex save half damage); multiple targets (all targets within 30 ft); Search DC 0; Disable Device DC 28).

The *sign of sealing* can be removed by a *knock* spell or a *dispel magic* spell. If the door is opened by breaking or by spells other than *knock* or *dispel magic*, it deals 1d4 damage per caster level (maximum 10d4) in a 30-foot radius (Reflex half).

At APL 12-16, the entrance is protected by a *greater sign of sealing* spell.

**APL 12**

🔱 **Stone Door:** 16th caster level; 8 in thick; 300 hp; hardness 18; break DC 38.

🔱 **Greater Sign of Sealing Trap:** CR 6; spell; spell trigger; no reset; spell effect (*greater sign of sealing*, 14th-level wizard, 14d6, DC 24 Reflex save half damage); multiple targets (all targets within 40 ft); Search DC 0; Disable Device DC 31).

**APL 14**

🔱 **Stone Door:** 18th caster level; 8 in thick, 310 hp; hardness 18; break DC 38.

🔱 **Greater Sign of Sealing Trap:** CR 6; spell; spell trigger; no reset; spell effect (*greater sign of sealing*, 16th-level wizard, 16d6, DC 24 Reflex save half damage); multiple targets (all targets within 40 ft); Search DC 0; Disable Device DC 31).

**APL 16**

🔱 **Stone Door:** 20th caster level; 8 in thick; 320 hp; hardness 18; break DC 38.

🔱 **Greater Sign of Sealing Trap:** CR 6; spell; spell trigger; no reset; spell effect (*greater sign of sealing*, 18th-level wizard, 18d6, DC 26 Reflex save half damage); multiple targets (all targets within 40 ft); Search DC 0; Disable Device DC 31).

**B. Entrance:** This chamber was used by the hobgoblins as a defensive position. The scars of battle (blows, scorch marks, old broken arrows) adorn the walls of the place.

**C. Living quarters:** This was the primary area used by the hobgoblins who were the most recent inhabitants of the site. Some refuse from their occupation is scattered around. In one location, a heap of burned bones can be located. The bones are those of 12 female hobgoblins and 27 hobgoblins of about six years and under in age. This is disturbing evidence of the genocidal revenge the elves brought down on the humanoids of the Lortmils.

**D. Waterworks:** The hobgoblins used this place as a water supply. The bullywugs passed through here on their way to the central chamber (Encounter 8), exiting through a seven-foot diameter pipe that supplied the pool in the chamber. A grating covered the pipe but was wrenched off by the strongest of the bullywugs. A DC 20 Knowledge (architecture and engineering) check informs the PCs that the grating could only have been

opened by great strength. A DC 20 Search check confirms that no tool was used on the grating.

## Encounter Eight: Home Swamp Home

Assuming the PCs approach the bullywug pool through the pipe from the waterworks, they travel 110 feet through the pipe until they reach a place where a few inches of water starts to cover the floor of the pipe. The pipe changes direction at this point, and the final twenty-foot section leads into the bottom of the “swimming pool” the bullywugs are making into their home. Read or summarize the following text:

*You continue though the wide cylindrical tunnel towards a square chamber seventy feet wide which opens up ahead of you. Torchlight flickers from several points overhead. You are [APL 8: standing in one foot of water] [APL 10+: sloshing through waist-deep water] that fills the last fifteen feet or so of the tunnel and the wide square chamber ahead. The walls of the chamber go up over ten feet, and the arched roof overhead is higher than the chamber walls, with some kind of gallery or rim in-between. A stepped ramp descends along one wall into the dark and muddy waters that fill the room with a musty odor.*

The entrance leads to a large central chamber, where the party encounters Pad Bwapp, left behind to guard the place while the more skilled bullywugs have explored further. The bullywugs have pumped up water from a deep well built by the hobgoblins. At APL 8 the chamber is filled with one foot of water, treating it as shallow bog terrain. It costs two squares of movement to move into an area with this depth of water, and the DC of Tumble checks is at +2. The bullywugs are not hampered in this situation because of their marsh move ability. At APL 10 the chamber is filled to four feet deep with water, treating it as deep bog terrain. It costs four squares of movement to move into an area with this depth of water, and tumbling is impossible. Characters may swim if they wish, and Small creatures must swim to move through the squares. The bullywugs are not hampered in this situation due to their swim speed.

The room is lit by four everburning torches, one in each corner.

**Creatures:** Half of the bullywug raiders are grouped in this one Pad. It consists of Bwapp, her son Stoag the chieftain, a warrior, and a loyal grigaur. Bwapp is an aged and heavyset female cleric of Ramenos, the bullywug god.

Bwapp is dubious about this venture, as she does not see eye-to-eye with Gulwogg, the human cleric of Wastri. She has come along at her son's insistence, but if the combat goes poorly, she will berate him and claim she warned about this. Her other son, Thbtibib, is off

exploring the site with Gulwogg, Mesuggnug, and a second warrior.

**NOTE ON ENCOUNTER LEVEL:** The two groups, Pads Bwapp and Spong (see Encounter Nine), are one combined encounter with an encounter level equal to the APL+2. It is expected that they are fought in close proximity game-time.

### Pad Bwapp

#### APL 8 (half of an EL 10)

➤ **Bwapp:** female bullywug Clr5; hp 49; see Appendix One.

➤ **Chief Stoag:** male bullywug Bbn4; hp 51, see Appendix One.

➤ **Bullywug War3:** male; hp 25, see Appendix One.

➤ **Grigaur:** hp 39, see Appendix One.

#### APL 10 (half of EL 12)

➤ **Bwapp:** female bullywug Clr7, hp 68, see Appendix Two.

➤ **Chief Stoag:** male bullywug Bbn6; hp 72; see Appendix Two.

➤ **Bullywug War5:** male; hp 41; see Appendix Two.

➤ **Grigaur:** hp 39; see Appendix Two.

#### APL 12 (half of EL 14)

➤ **Bwapp,** female bullywug Clr10; hp 97; see Appendix Three.

➤ **Chief Stoag:** male bullywug Bbn5/Wcf3; hp 97; see Appendix Three.

➤ **Bullywug War 6:** male, hp 49; see Appendix Three.

➤ **Advanced Grigaur, 5 HD:** hp 56; see Appendix Three.

#### APL 14 (half of EL 16)

➤ **Bwapp:** female bullywug Clr12; hp 117 (127); see Appendix Four.

➤ **Chief Stoag:** male bullywug Bbn5/Wcf5; hp 120 (130); see Appendix Four.

➤ **Bullywug War9:** male, hp 74 (85); see Appendix Four.

➤ **Advanced Grigaur, 8 HD:** hp 90; see Appendix Four.

#### APL 16 (half of EL 18)

➤ **Bwapp:** female bullywug Clr12; hp 117 (128); see Appendix Five.

➤ **Chief Stoag:** male Bbn4/Wcf 7; hp 129 (140); see Appendix Five.

➤ **Bullywug War 9:** male, hp 74 (85); see *Appendix Five*.

➤ **Advanced Grigaur, 8 HD:** hp 90; see *Appendix Five*.

**Tactics:** At all APLs, the grigaur stands guard, alert for intruders. If intruders are detected, the bullywugs will lie in wait for at least some of the PCs to emerge from the tunnel, hiding in the water while Bwapp the cleric summons fiendish creatures to aid the fight.

**APL 8:** The bullywug cleric summons fiendish crocodiles, with a 50% chance of summoning two.

**APL 10:** The bullywug cleric summons fiendish huge vipers with a 50% chance of summoning two.

**APL 12:** The bullywug cleric summons fiendish giant crocodiles, with a 50% chance of summoning two.

**APL 14 & 16:** The bullywug cleric summons fiendish giant constrictor snakes, with a 50% chance of summoning two. At this APL all the bullywugs have partaken of a heroes feast. The temporary hit points have been added in the parentheses above.

There is a 25% chance that any creatures summoned by Bwapp are uncontrolled, attacking the closest creatures available (roll randomly if multiple foes are equally near). Bwapp has learned to summon such creatures as close to the enemy as possible to minimize this threat.

If any non-summoned creature is dropped or rendered incapable of fighting (stunned, held, panicked, etc), there is a 50% chance the entire pad fights to the death and a 50% chance they flee. If they flee, they retreat towards Pad Spong. When they meet up with Pad Spong, who are likely already moving to join the first pad, Mesuggnug (the savant) orders the fleeing pad to resume fighting, and Pad Spong and the remnants of Pad Bwapp attack as a combined force.

After summoning, at APL 10 and above, Bwapp has access to *control water* and uses it to raise the level of the water from 4 foot to 11 foot depth. This completely fills the pool and fills the walkway around the pool to a depth of 1 foot, as for shallow bog terrain. Movement in such depth costs two squares of movement and the DC of Tumble checks increases by 2. Bullywugs are not hampered in this situation because of their swim speed.

**Grigaur Lore:** The grigaur is a magical beast from the distant past of Oerth, and is not well known. Characters with ranks in Knowledge (arcana) can learn more about grigaurs. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs:

DC 14: Strange magical bear-like creatures of unknown origins, grigaurs lack eyes but use scent and sound reflections to sense prey up to 60 feet away

DC 19: Grigaurs are fearsome predators. They use their powerful claws to pull in prey and hold them tight.

DC 24: Grigaurs have magically tough skin that turns aside some of the force of weapons, even magical ones, or ones with special properties.

DC 29: Grigaurs were believed to be extinct, living in a time before human history began.

DC 34: Kezzark, a wizard of Greyhawk, is rumored to have developed a spell which brings grigaurs through time to the present. The Sea Mages of Keoland reported finding grigaurs in the Hool marsh, unrelated to Kezzark's work.

The information about the Sea Mages was contained in SHE4-05 *Fundamentals of Dweomercraft*.

**Description:** The gallery walls surrounding the pool are carved with ancient relief work. With a successful Knowledge (history) check (DC 30), characters know they predate the Flan civilization of Sulm by several thousand years.

Prominently featured are two large and imposing, roughly humanoid figures. One seems like a hairless being of uncertain gender, with a third eye in the center of its forehead. The figure has a beneficent appearance, and in several carvings appears to defend human figures against smaller beings with pointed ears (stylized depictions of elves).

The second figure is fiercer in appearance, with four arms. In one prominent carving, this figure is wrestling with a large dragon. With a successful Knowledge (arcana) check (DC 15) the character knows it is a red dragon. The humans seem to fear this being and treat it with great reverence and awe, and in a few depictions it is linked together with the three-eyed figure.

A double set of passageways lead north to a vast natural cavern with a promontory extending out into the center of it (Encounter Nine). A secret door leads to a side chamber (Encounter Ten)

#### APL 8-10

➤ **Secret Stone Door:** 8 in. thick; hardness 8; hp 120; break DC 28; Good Lock DC 30.

#### APL 12-16

➤ **Secret Stone Door:** 8 in. thick; hardness 8; hp 120; break DC 28; Amazing Lock DC 40.

## Encounter Nine: The Pit

This is a pit, and the nature of it as a site that is vastly more archaic than the holy site should be obvious. The main bullywug forces are exploring here. If the PCs take out Pad Bwapp without making themselves known (a challenging task), then the forces here are busy searching

around the various side caverns along the circumference of the pit.

If they hear sounds of fighting from the party, they join Pad Bwapp, arriving on the fourth round of combat.

### Pad Spong

#### APL 8 (half of EL 10)

- ✦ **Bullywug War3:** male; hp 25; see Appendix One.
- ✦ **Mesuggnug:** male bullywug savant Sor5; hp 45; see Appendix One.
- ✦ **Gulwogg Tomerspong:** male human Clr6; hp 41; see Appendix One.

#### APL 10 (half of EL 12)

- ✦ **Thbtibib:** male bullywug Bbn6, hp 72, see Appendix Two.
- ✦ **Bullywug War5:** male; hp 41; see Appendix Two.
- ✦ **Mesuggnug:** male bullywug savant Sor7; hp 60, see Appendix Two.
- ✦ **Gulwogg Tomerspong:** male human Clr8; hp 54; see Appendix Two.

#### APL 12 (half of EL 14)

- ✦ **Thbtibib:** male Bullywug Bbn8, hp 102, see Appendix Three.
- ✦ **Bullywug War6:** male; hp 49; see Appendix Three.
- ✦ **Mesuggnug:** male bullywug savant Sor9; hp 72; see Appendix Three.
- ✦ **Gulwogg Tomerspong:** male human Clr10; hp 68; see Appendix Three.

#### APL 14 (half of EL 16)

- ✦ **Thbtibib:** male Bullywug Bbn10, hp 127 (137); see Appendix Four.
- ✦ **Bullywug War9:** male; hp 74 (84); see Appendix Four.
- ✦ **Mesuggnug:** male bullywug savant Sor11; hp 84 (94); see Appendix Four.
- ✦ **Gulwogg Tomerspong:** male human Clr12; hp 81 (91); see Appendix Four.

#### APL 16 (half of EL 18)

- ✦ **Thbtibib:** male Bullywug Bbn11; hp 140 (151); see Appendix Five.
- ✦ **Bullywug War9:** male; hp 74 (85); see Appendix Five.
- ✦ **Mesuggnug:** male bullywug savant Sor15; hp 108 (135); see Appendix Five.

✦ **Gulwogg Tomerspong:** male human Clr14; hp 94 (105); see Appendix Five.

**Tactics:** Pre-cast spells:

APL 16: *heroes' feast* (all), *false life* (Mesuggnug), *freedom of movement* (Gulwogg).

APL 14: *heroes' feast* (all), *freedom of movement* (Gulwogg).

APL 10–12: *freedom of movement* (Gulwogg).

The temporary hit points gained from these spells are added in parentheses in the listings above. When the pad is alerted to any attack on Pad Bwapp (DC 10 listen check), they will attack after the following preparation:

APL 16: Mesuggnug casts *summon monster* VII (summoning a bone devil, with a 50% chance of summoning 2), and Gulwogg casts *righteous might*, followed by *shield of faith*. Then Mesuggnug *dimension doors* Thbtibib, Gulwogg, and the warrior to the rim of the pool. The bone devils arrive the following round.

APL 14: Mesuggnug casts *haste*, and Gulwogg casts *righteous might*, followed by *shield of faith*. Then Mesuggnug *dimension doors* Thbtibib, Gulwogg, and the warrior to the rim of the pool.

APL 12: Mesuggnug casts *haste*, and Gulwogg casts *righteous might*, followed by *shield of faith*. Then Mesuggnug *dimension doors* Thbtibib, Gulwogg, and the warrior to the rim of the pool.

APL 10: Mesuggnug casts *disguise self* to appear as a normal bullywug. Gulwogg casts *divine power*, followed by *shield of faith*. Then Mesuggnug casts *haste*, and the pad arrives at the rim of the pool in one round.

APL 8: Mesuggnug casts *disguise self* to appear as a normal bullywug. Gulwogg casts *water walk*, followed by *shield of faith*. Then Mesuggnug casts *shield*, and the pad arrives at the rim of the pool in two rounds.

Mesuggnug's behavior is very erratic during the encounter as he is in the presence of the residue of dark forces that constructed the site. His movements are skittish, and his eyes goggle with a nervous tic. He sprinkles his speech with nonsensical cries like "oooooooooocchung" "gulwaaagabble" and "isid ieoo ieooooee". None of this penalizes him in combat, however. If captured, he can provide no information other than insane and happy babblings.

Mesuggnug possesses the *staff of delusion* (see Items for the Adventure Record). He does not use it for any reason during combat and will not reveal where he got it.

Gulwogg Tomerspong fights to the death if there are any non-humans in the party, but if the party is all human, he surrenders when all of his bullywug companions are dead or incapacitated. He does not reveal any information about his purposes.

**Bullywug Savant Lore:** Bullywug Savants are a rare form of genetic throwback among bullywug populations. Characters with ranks in Knowledge (nature) can learn more about bullywug savants. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs:

DC 18: Some bullywug tribes produce rare mutations of the common bullywug that possess advanced mental and magical powers, called “savants”. They have the same skill at moving through marshes as common bullywugs.

DC 23: Like bullywug clerics, savants with summoning powers are known to sometimes summon double the normal number of creatures with a single summoning. Unlike bullywug clerics, the creatures summoned have no chance of becoming uncontrolled by the summoner.

DC 28: savants possess fluid sacs as part of their enhanced brain development. These sacs can excrete a poison that inhibits coordination and reflexes on contact.

DC 33\*: The savant is considered to be a mutation that recapitulates a form of advanced bullywug that once held power in the Flanaess.

DC 38\*: The savants have a form of racial memory to the distant past, and they loyally serve other ancient aquatic races that have been banished from the surface, like the mysterious kuo-toa.

DC 43\*: Ancient and forbidden texts speak of savants in the service to dark powers that ruled the Oerth in forgotten aeons.

\*PCs with ranks in Knowledge (history) can also gain the last three levels of information at the same DC.

Along the sides of the pit is a ledge carved which spirals up into blackness above. The stone of the ledge is encrusted with flowing cave stone, indicating that geological ages have passed since it was first carved. It is easily traversable nonetheless. It leads up to Encounter Twelve.

## Encounter Ten: Secret Side Chamber

If the PCs find the secret door in Encounter 8, read or summarize the following text:

*The secret door pivots and opens, revealing a finished chamber that connects to what seems like unworked stone. The natural cavern seems to have partially collapsed at some point in the past, as the cavern floor is choked with rubble and debris.*

*In the constructed portion of the chamber are four desiccated corpses. The bodies are in rusty armor of archaic Flan design, and their weapons are tinged with rust. They seem to have been*

*participants in some kind of conflict, but now lie completely still.*

*Around the room are shelves to hold books or clay tablets. The tablets have all been smashed or destroyed.*

The Vecnan forces sent to probe the site made some important discoveries here. A dispute arose about the nature of the secrets revealed here, and the ghoulish soldiers destroyed each other. Their corpses remain showing signs of the struggle. A DC 13 Knowledge (religion) check identifies the corpses as those of ghouls, though they are no longer animate. One corpse is that of a ghoulish archivist, distinguished by marks of burning or scorching around the eyes and mouth. This is where its spirit left the ghoulish body to become a Quell (see Encounter 11). If PCs examine the corpses, read or summarize the following boxed text

*Upon closer examination of the bodies, it is apparent that the creatures are some kind of undead, through they will never rise again. The eye sockets of the corpses are empty, seemingly as if the eyes rotted away. Three appear to be warriors, wearing heavy armor and bearing scimitars and javelins. The fourth corpse bears a rusted dagger and wears simple robes. The area surrounding his empty eye sockets are blackened as if by burning.*

Kell's corpse may be searched to find a set of old and brittle papyrus scrolls on which he kept records of his discoveries at the site. They are written in Flan. Give any PCs who can read Flan Player's Handout #3.

Beyond the empty husks of the ghoulish bodies, the PCs are blocked from reaching Encounter Eleven by a fissure filled with large rocks fallen from overhead in some past geological disturbance.

*The heap of rubble seems stable, caused by some past geological disturbance most likely. Immense boulders choke a large hole or tunnel that led downward from the chamber. There are enough gaps between the vast boulders that a very small or flexible person might be able to slip through to wherever the tunnel leads.*

The boulders are tightly packed but passable by a medium creature making an Escape Artist check (DC 30) or by magic such as *dimension door* or *gaseous form*.

## Encounter Eleven: Strange Days

This is an experimental lab from the primordial past, when the human tribes were still under domination by the dark powers and subjected to their program of mad experimentation.

There is evidence that the Vecnan forces did some exploration here as well.



Several empty pits once filled with various liquids. One is filled with iron. One is filled with inky blackness. One is filled with a lattice of filaments that resembles spider web. One filled with oily residue. One is completely empty. Several have unidentifiable residues of substances that have long since evaporated.

Five stone objects are set here atop roughly cylindrical pillars. They look like some kind of plant or (Knowledge (nature) DC 20) more like a coral or a primitive sea animal. There are five petal-like lobes that extend radially around a central point. The 'petals' are attached to the pillars in a way that allow the 'flower' to be rotated slowly or tilted (DC 15 Strength check) up to sixty degrees. When these were used by the dark powers to for experiments with constructs, they would encase the constructs form within the 'petals' (which were flexible to the dark powers).

A DC 30 Knowledge (arcana) check indicates that these structures would be useful in the creation of various kinds of golems, though the methods used would be out of accord with known methods of construct creation.

A large upright circle of black rock sits atop a dais with no structural means of support. This was once a portal to the Plane of Shadow, but it is now nonfunctional. It radiates no magic. Magical glyphs are inscribed faintly on the portal but appear worn with age. A *read magic* indicates that the circle is a planar portal of some kind.

## Encounter Twelve: The Shallow Cave

Various side caverns appear off the main pit in Encounter Nine on the ledge as it ascends. None hold any interest aside from interesting natural cavern formations.

Near the top of the pit a tunnel leads off and upward for about 170 feet, dips downward again for 40 feet, and then turns upward for 50 feet and widens into a larger natural cavern.

***The slow climb through the tunnel has become easier as the grade flattens out. The tunnel turns ahead of you, and you catch a glimpse of an eerie purplish and green light shimmering on the sides of the tunnel ahead.***

The cavern is illuminated with an eerie purple and green glow from an oddly shaped rock with a metallic sheen that sits on a natural dais in the center of the cavern. Thick columns of rock ring the glowing stone about twenty feet away, and various natural shelves can be seen to the left and right. On the back wall is a ledge about nine feet up. The cavern ceiling arches to about twenty five feet at the center of the room.

A dwarf with the stonecunning ability intuits that this cave is actually quite close to the surface. About 6 feet

of stone (hardness 8, 1080 hp) are between the cave and the outside world, which provides a possibility for dealing with the sunlight-sensitive Quell.

In the disturbing light of the rock, primitive artworks can be seen on the walls. There are several bisected triangular designs and other geometric shapes, as well as more complex pictures of recognizable scenes.

In one scene, stylized human figures use bow and arrow to attack large, long-necked reptiles.

Another scene depicts a herd of woolly bovine creatures fleeing before winged serpents.

A scene depicts a primitive version of the three-eyed being from the sacred chamber standing before bowing stylized human figures. Next to the three-eyed being, who is twice the height of the humans, are stylized humanoid figures with elongated, pointed ears.

Another scene depicts the four-armed being from the sacred chamber standing in wavy lines representing water. It is battling several long-necked sea reptiles while stylized humans watch on.

Another image shows an obese woman being torn apart and consumed by the four-armed figure.

A stylized grigaur led by large-headed men with long legs and wide mouths (bullywugs) is pictured.

A few small clay figurines in the shape of an obese woman can be found, along with flint axe heads and bone fishhooks.

**Rock of Aberrant Genesis:** This rock is the work of dark powers early in the process of human development on Oerth. The dark powers inserted aberrant seed into the natural creatures of Oerth to slowly guide their development in various directions to serve their inscrutable purposes.

Exposure to the rock energizes this latent gene-seed, and all non-Rhenee humans, half-orcs, and half-elves exposed to this rock suffer strange transformations.

Full-blooded elves and centaurs are immune to this transformation. Races other than non-Rhenee humans, elves, or centaurs have no overt physical transformation as below but still count as aberrations (see below).

Depending on the highest ability score for each PC, this effect creates a benefit and a hindrance. Describe the experience thusly:

***As the waves of energy from the rock wash over you, a calling arises from a buried animalistic part of your soul. It whispers with unspeakable urges, responding to the energy like a loyal pet in the presence of her master. Your body feels flushed with heat, and your flesh writhes and boils under your skin. You feel that you are transforming, in some ways gaining latent power you've always had within***

*you, in other ways losing potency and becoming weaker.*

If the PC wishes to resist both these effects, he may do so by making a DC 15+APL Will save (for a hindrance to a mental ability score) or Fortitude save (for a hindrance to a physical ability score). PCs may not accept the benefit without accepting the hindrance. If two or more ability scores are tied for highest or lowest, roll randomly between them to determine the effect.

### Highest Ability Score:

**Strength:** Arms become large and bulky, growing excessive hair and scaly hide. An extra pair of arms grows out from under the PCs regular arms. +2 bonus to Strength; 2 lethal slam attacks at -5, 1d6 bludgeoning damage.

**Dexterity:** The PC excretes slime all over his or her body. +2 bonus to Dexterity. +10 bonus to Escape Artist checks.

**Constitution:** The PC feels acid welling up out of glands in his or her mouth. He can able to spit acid to a range of 30 feet as a ranged touch attack (2d6 acid damage). Also his skin hardens and he gains a +4 natural armor bonus. +2 bonus to Constitution.

**Intelligence, Wisdom, or Charisma:** A third inhuman-looking eye opens in the middle of the forehead of the PC. This eye has darkvision 30 feet and a form of incorporeal blindsight (30 ft radius). Spot checks are not necessary to notice incorporeal or ethereal creatures within 30 feet, and the presence of incorporeal or ethereal creatures within objects is sensed. +2 to Int, Wis, or Cha.

### Lowest Ability Score

**Strength:** Arms become vestigial in appearance and useless for holding objects heavier than 1 lb.

**Dexterity:** hands and feet swell and become like partial flippers. -10 feet to land speed, +20 feet to swim speed. 50% chance each round of dropping any object held during stressful situations like combat.

**Constitution:** The PC is fatigued and has a 20% chance of being nauseated on any given round during stressful situations.

**Intelligence, Wisdom, or Charisma:** The PC takes a -4 penalty to Will saves and have a 20% chance of being dazed any round during stressful situations.

Even if the save is made and the full transformation is resisted, non-elven, non-centaur PCs no longer count as humanoids for any purpose (including spells like *enlarge person*) but count as aberrations. This is readily apparent to any ranger with a favored enemy of aberrations or with a DC 20 Knowledge (dungeoneering) check.

The effects of the radiations of the Rock of Aberrant Genesis cease 24 hours after exposure. The effects are created by artifact level magic and cannot be removed except by a *wish* or *miracle*.

PCs that were affected by the Rock of Aberrant Genesis gain the Dark Stirrings Awaken benefit on the Adventure Record, granting them access to the Aberration Blooded feats from *Lord's of Madness*.

**Creatures:** This ancient site is the home of the apostate Vecnan forces. The immaterial sprits of the ghouls have been warped and enhanced by their long separation from their bodies, turning into shadows, and the apostate ghoul archivist has become a "quell", an undead creature that represents the negation of divine power. The quell, who has taken the Infernal name Nihilon Theomortis (in Common: "Bringer of Dead Gods to Nothingness"), has rejected Vecna and all gods as a result of the alien power and information he has encountered here.

**NOTE ON ENCOUNTER LEVEL:** These creatures are one encounter level higher to take into account the effect of the Rock of Aberrant Genesis.

### APL 8 (EL 11)

☞ **Nihilon Theomortis:** male quell Archivist5; hp 67; see *Appendix One*.

☞ **Greater Shadow:** hp 81, see *Monster Manual* p. 221

☞ **Shadow (2):** hp 27; see *Monster Manual*, p. 221

### APL 10: EL 13

☞ **Nihilon Theomortis:** male quell Archivist7; hp 76; see *Appendix Two*.

☞ **Greater Shadow (3):** hp 81 each; see *Monster Manual* p. 221.

### APL 12: EL 15

☞ **Nihilon Theomortis:** male quell Archivist11; hp 95; see *Appendix Three*.

☞ **Greater Shadow (3):** hp 81 each; see *Monster Manual* p. 221.

### APL 14: EL 17

☞ **Nihilon Theomortis:** male quell Archivist 11/ Keeper of the Cerulean Sign 2; hp 103; see *Appendix Four*.

☞ **Greater Shadow (3):** hp 81 each; see *Monster Manual*, p. 221

☞ **Shadesteel golem:** hp 150, see *Appendix Four*.

## APL 16: EL 19

✦ **Nihilon Theomortis:** male quell Archivist 11/ Keeper of the Cerulean Sign 5, hp 117; see Appendix Five.

✦ **Evolved Greater Shadow (3):** hp 108 each; see Appendix Five.

✦ **Shadesteel Golem:** hp 150; see Appendix Five.

Make Listen checks for the undead to notice the approach of the PCs.

**Tactics (APL 8-10):** Nihilon casts *bless* before combat starts if he is alerted.

If the undead are alerted they are hiding within the walls when the PCs enter. When the PCs are affected by the *Rock of Aberrant Genesis*, Nihilon uses his Dark Knowledge ability as a move action to give the Tactics benefit to the shadows. He calls out to his shadow allies in Flan: "The foul things are upon us! Remember your training!" He then uses his Intercession ability, saying "Fie on you. Your gods are a preposterous fantasy before the truth you are unable to bear!" The shadows attack from the cover of the walls, returning there if they have spring attack.

In subsequent rounds, Nihilon casts *invoke the cerulean sign* (see New Spells), being careful to keep any PC that appears to be a regular cleric or druid out of the area of effect. If there is any ambiguity, give Nihilon a DC 20 Intelligence check to decide the proper action to take against the PC.

**APL 12:** similar tactics as above, but Nihilon prepares if he hears the PCs coming up the tunnel. Depending on how much time he has, he casts the following spells: *crawling darkness*, *antilife shell*, *spell resistance*.

Nihilon can use the Dread Secret form of his Dark Knowledge ability to declare to one PC (a human cleric, paladin, or druid as first choice, any other human secondarily, a non-elf third, and elf or centaur last of all) that "Everything you think you know about the gods [or the world, for a non-religious PC class] is a lie".

**APL 14:** Similar tactics as above. Before casting other spells in advance he first activates his *eyes of arcane sight* (new item). Nihilon is on the look for spells that ward against negative energy (such as *death ward*) or otherwise render the undead ineffective against their foes. He uses a targeted *dispel magic* against any PC that he is able to determine (using Spellcraft) that is warded with such an effect.

The shadesteel golem attacks anyone entering the room, using the negative pulse wave at the earliest opportunity.

**APL 16:** Similar tactics as above. Nihilon has cast *moment of prescience* earlier that day. He leads off his

attacks with *blade barrier* to cut off retreats and then *mass inflict serious wounds* (modified by his greater aberration banemagic ability which adds 6d6 damage and increases the save DC by 6) before using *invoke the cerulean sign\** on subsequent rounds.

At this APL, Nihilon is considered the controller of the shadesteel golem, and he directs it to attack anyone who seems to have ghost touch weapons or uses force effects. The golem delays using the negative pulse wave until some of the undead have taken damage.

## Encounter 13: The Silent One

After the battle, while PCs are recovering or preparing to leave, Mesiria reveals herself to the PCs. If they are lingering at the Rock of Aberrant Genesis, she meets them there, though she will not enter the cavern to fall under the Rock's effects. Otherwise she meets them in around any convenient corner of the complex as they prepare to leave if their explorations are completed. She asserts her authority as a Silent One over the site.

*"There you are. This is a sealed area, and you are in breach. Please explain who you are and what you are doing". A woman's voice challenges as she rounds the corner of the passageway. She is clad in simple gray robes that mark her as a devotee of the Silent Tower. The Silent Ones are charged with protecting all the Sheldomar Valley from the influences of evil magics.*

Mesiria, female Suel Sor 7/Silent One 7. Bluff +22.

If the PCs "play nice", Mesiria shares information with them:

- This place is a place of great significance in the primordial history of the Flanaess.
- Ancient texts have hinted at places like this, but they were considered only legends. There are supposed to be more sites like this one. Recent activity in the Suss forest leads her to believe that there are places like this to uncover.
- Since the PCs have already blundered into this place she wishes to call upon the PCs when she has compiled enough lore to find the location of a similar site.
- (Assuming PCs were affected by the Rock). PCs affected by the Rock warrant continued observation. She casts a divination spell which reveals to her that the immediate effects are temporary.

Mesiria demands that the PCs show her all information or magic items that they recovered. If PCs are open about their possession of the *staff of delusion*, *cerulean sign*, the report of Kell, and Nihilon's Prayerbook, she asks that the PCs give them to her for examination. She places a *rune of regulation* (see Silent One Abilities under New Rule Items) on the *cerulean sign* after

examining it briefly. She peruses the report of Kell, *prestidigitates* flame, and burns them immediately. She peruses the Prayerbook, stops at the page that details *Invoke the Cerulean Sign*, closes the book, and states that this too, should be destroyed. She examines the Staff of Delusion as well, stating that it is not something the Silent Ones want out of their sight, and claims possession of it.

If PCs have examined the prayerbook already, they have knowledge of the significance of *invoke the cerulean sign* as a spell that damages and wards against aberrations. A DC 25 Sense Motive check gives PCs the hunch that her antipathy to the prayerbook was due primarily to that spell, not to her calling as a Silent One, since the Silent Ones would likely approve of such a spell being known. No other "tells" to her behavior are forthcoming, though an opposed Sense Motive check to her Bluff informs the PC that she is hiding something about her interest in the *staff of delusion*.

If the PCs refuse to turn over the notes of Nihilon Theomortis, the *staff of delusion*, or the Prayerbook, she threatens them with dire consequences. An opposed Sense Motive provides the hunch that she is acting more from personal motives than professional. She teleports away shortly thereafter.

If the PCs attack her for any reason, a *contingency* spell (*teleport*) comes into effect and removes her from the PCs. She cannot be located within the confines of this adventure. PCs gain the "Attacked Mesiria" item on the Adventure Record.

**Troubleshooting:** The PCs may have a member of the Silent One meta-organization in the party who has reason to be suspicious of Mesiria's arrival here. Silent One PCs do not have to make any checks to validate their suspicions.

Also, the PCs may have through ingenuity captured Nihilon Theomortis (say in an *Otiluke's resilient sphere* or through a bard who can charm undead). At APL 14 and 16, Nihilon has the potential to uncover Mesiria as an "aberration cultist." If Nihilon is in a situation where he has line of effect to Mesiria (an *Otiluke's sphere* does not qualify) he uses his detect aberrant taint ability and declaims (in Flan) her allegiance with the "dark powers from the time before time". Mesiria's perturbed reaction is detectable with a DC 25 Sense Motive check.

## Conclusion

PCs should return and inform Ruka of the fate of the caravan attackers. He provides them with compensation as agreed upon and releases from their oath-bond. He offers his thanks and favor as well.

If questioned about the violation of the seals of the Duchy and Celene, he says that is a matter for the Duke and the city council to consider and debate. He claims there is good reason to believe that the seals didn't fully

apply to his house under the Waybury charter, and that while it may take time to sort out, he is confident that whatever penalty imposed would be trivial.

PCs may also seek to travel to the Silent Tower and report Mesiria's misconduct if they have reason to be suspicious. If the PCs are forthcoming about what they know, the Silent Ones thank them, claim that Mesiria is very highly regarded as she works under the direction of Turgin Ilhane, and tell them that their concerns are unfounded. If the PCs are at all insistent and succeed at DC 20 Diplomacy check (+5 for Silent One members) or spend an Influence Point, the representative admits that her recent whereabouts have been generally unknown. At that point they thank the PCs for their diligence and state that they will investigate her further. PCs gain the "Met with Silent Ones" item on the Adventure Record.

If asked, the Silent Ones can give the PCs a location where they can locate Turgin Ilhane or a DC 25 Knowledge(arcana or local) check provides the information that he is frequently found in Gradsul. If contacted, Turgin is receptive to the PCs report and states he will investigate her, ruefully commenting that he has been too light in supervising her activities.

## 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 Five

Defeat a Random Encounter.

APL 8: 270 xp.

APL 10: 330 xp.

APL 12: 390 xp.

APL 14: 450 xp.

APL 16: 510 xp.

### Encounter Seven and Ten

Defeat the two Bullywug pads.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

APL 16: 540 xp.

### Encounter Eleven

Defeat the undead.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

APL 16: 570 xp.

### Story Award

Understanding that House Kirandal is violating the Lortmil ban *before* returning to Ruka.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

APL 16: 135 xp.

### Discretionary roleplaying award

Good participation in the festival.

APL 8: 150 xp.

APL 10: 180 xp.

APL 12: 210 xp.

APL 14: 240 xp.

APL 16: 270 xp.

### Total possible experience

APL 8: 1125 xp.

APL 10: 1350 xp.

APL 12: 1575 xp.

APL 14: 1800 xp.

APL 16: 2025 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 adventure, 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 Two

Negotiated payment:

APL 8: C: 200–400 gp

APL 10: C: 250–500 gp

APL 12: C: 300–600 gp

APL 14: C: 350–700 gp

APL 16: C: 400–800 gp

### Encounter Three:

ALL APLs: L: 0gp, C: 0 gp, M: 8 × fire beetle gland (8 × 3 gp), 6 × *unguent of timelessness* (6 × 12 gp)

### Encounter Six:

Dark Naga:

APL 8: L: 0 gp, C: 0 gp, M: *eyes of arcane sight* (450 gp).

APL 10: L: 0 gp, C: 208 gp, M: *eyes of arcane sight* (450 gp).

APL 12: L: 0 gp, C: 208 gp, M: *eyes of arcane sight* (450 gp); *ioun stone, pink and green sphere* (667 gp).

APL 14: L: 0 gp, C: 208 gp, M: *eyes of arcane sight* (450 gp); *ioun stone, pink and green sphere* (667 gp); *ioun stone, deep red sphere* (667 gp).

APL 16: L: 0 gp, C: 208 gp, M: *eyes of arcane sight* (450 gp); *ioun stone, pink and green sphere* (667 gp); *ioun*

stone, deep red sphere (667 gp); ioun stone, pale lavender ellipsoid (1667 gp).

#### Ghosts of the Hateful Wars

APL 8: L: 0 gp, C: 0 gp, M: +1 longsword (193 gp).

APL 10: L: 0 gp, C: 0 gp, M: +1 longsword (193 gp); +1 ghost touch longsword (693 gp).

APL 12: L: 0 gp, C: 0 gp, M: 2 × +1 longsword (2 × 193 gp); +1 ghost touch longsword (693 gp).

APL 14: L: 0 gp, C: 0 gp, M: 3 × +1 longsword (3 × 193 gp); +1 keen ghost touch longsword (1526 gp).

APL 16: L: 0 gp, C: 0 gp, M: 3 × +1 longsword (3 × 193 gp); +1 keen ghost touch longsword (1526 gp); +1 ghost touch full plate (1460 gp).

#### Encounter Eight:

APL 8: L: 57 gp, C: 0 gp, M: periapt of wisdom +2 (333 gp); +1 studded leather armor (98 gp); 3 × potion of cure light wounds (3 × 4 gp); potion of pass without trace (4 gp); potion of delay poison (25 gp); potion of enlarge person (4 gp); potion of cure serious wounds. (62 gp).

APL 10: L: 3 gp, C: 0 gp, M: ring of protection +1 (167 gp); +1 chain shirt (104 gp); periapt of wisdom +2 (333 gp); amulet of natural armor +1 (167 gp), +1 longspear (192 gp); +1 chain shirt (104 gp); +1 leather armor (97gp), 2 × javelin of lightning (2 × 125 gp).

APL 12: L: 28 gp, C: 0 gp, M: ring of protection +1 (167 gp); +2 chain shirt (354 gp); periapt of wisdom +2 (333 gp); wand of cure light wounds (62 gp); +1 longspear (192 gp); +1 studded leather armor (97 gp); steadfast boots (500 gp); +1 leather armor (97gp), 3 × javelin of lightning (3 × 125 gp).

APL 14: L: 28 gp, C: 0 gp, M: +3 chain shirt (771 gp); cloak of resistance +1 (83 gp); periapt of wisdom +4 (1333 gp); +2 longspear (683 gp); steadfast boots (500 gp); +1 mithral chain shirt (183 gp); +2 leather armor (347 gp); 3 × javelin of lightning (3 × 125 gp); potion of cure serious wounds (62 gp), gloves of dexterity +2 (333 gp);

APL 16: L: 28 gp, C: 0 gp, M: +3 chain shirt (771 gp); cloak of resistance +1 (83 gp); periapt of wisdom +4 (1333 gp); wand of cure light wounds (62 gp); +2 longspear (683 gp); steadfast boots (500 gp); +2 mithral chain shirt (437 gp); +2 leather armor (347 gp); 3 × javelin of lightning (3 × 125 gp); potion of cure serious wounds (62 gp), gloves of dexterity +2 (333 gp).

#### Encounter Nine:

APL 8: L: 101 gp, C: 0 gp, M: potion of cure serious wounds (63 gp); potion of delay poison (25 gp); amulet of natural armor +1 (167 gp); ring of protection +1 (167 gp); scroll of expeditious retreat (2 gp); scroll of invisibility (12 gp); scroll of dispel magic (31 gp); +1 glaive (192 gp); scroll of invisibility purge (31 gp); ring of swimming (208 gp).

APL 10: L: 28 gp, C: 0 gp, M: amulet of natural armor +1 (167 gp), +1 longspear (192 gp); chain shirt +1 (104 gp); +1 shortspear (192 gp); +1 leather armor (97 gp); potion of cure serious wounds. (62 gp); potion of delay poison (25 gp); amulet of natural armor +1 (167 gp); ring of protection +1 (167 gp); cloak of charisma +2 (333 gp); +1 banded mail (117 gp), +1 glaive (192 gp); periapt of wisdom +2 (333 gp); ring of swimming (208 gp).

APL 12: L: 28 gp, C: 0 gp, M: +1 studded leather armor (98 gp); +1 longspear (192 gp); steadfast boots (500 gp); +1 shortspear (192 gp); +1 leather armor (97 gp); potion of cure serious wounds (62 gp); potion of delay poison (25 gp); ring of protection +2 (667 gp); amulet of natural armor +1 (167 gp); cloak of charisma +2 (333 gp); +1 aquatic half plate (812 gp); +1 glaive (192 gp); periapt of wisdom +2 (333 gp).

APL 14: L: 28 gp, C: 0 gp, M: +2 longspear (683 gp); steadfast boots (500 gp); +1 mithral chain shirt (183 gp); +1 shortspear (192 gp); +2 leather armor (347 gp); 3 × javelin of lightning (3 × 125 gp); potion of cure serious wounds (62 gp); potion of delay poison (25 gp); ring of protection +2 (667 gp); amulet of natural armor +2 (667 gp), cloak of charisma +2 (333 gp); scroll of mind fog (95 gp), +1 aquatic full plate (887 gp); +1 gnome bane glaive (692 gp); periapt of wisdom +2 (333 gp); ring of protection +1 (167 gp).

APL 16: L: 28 gp, C: 0 gp, M: +2 longspear (683 gp); steadfast boots (500 gp); +1 mithral chain shirt (183 gp); gauntlets of ogre power +2 (333 gp), +1 shortspear (192 gp); +2 leather armor (347 gp); 3 × javelin of lightning (3 × 125 gp); potion of cure serious wounds (62 gp); potion of delay poison (25 gp); amulet of natural armor +2 (667 gp); cloak of charisma +6 (3000 gp); rod of lesser empower (750 gp), ring of protection +4 (2667 gp), scroll of mind fog (95 gp); amulet of natural armor +1 (167 gp); +1 aquatic full plate (887 gp); +1 gnome bane glaive (692 gp); periapt of wisdom +2 (333 gp); ring of protection +1 (167 gp).

#### Encounter Eleven:

APL 8: L: 28 gp, C: 0 gp, M: pearl of power, 2nd-level spell (333 gp), cerulean sign +1 (333 gp).

APL 10: L: 55 gp, C: 0 gp, M: pearl of power, 2nd-level spell (333 gp each), cerulean sign +1 (333 gp).

APL 12: L: 83 gp, C: 0 gp, M: pearl of power, 3rd-level spell (750 gp); cerulean sign +1 (333 gp); headband of intellect +2 (333 gp).

APL 14: L: 109 gp, C: 0 gp, M: pearl of power 4th level spell (1333 gp); eyes of arcane sight (450 gp); cerulean sign +2 (750 gp); headband of intellect +2 (333 gp). planar fork: plane of shadow (25 gp).

APL 16: L: 136 gp, C: 0 gp, M: pearl of power, 5th-level spell (3000 gp); eyes of arcane sight (450 gp); cerulean sign +2 (750 gp); headband of intellect +2 (333 gp). planar fork: plane of shadow (25 gp).

## Total Possible Treasure (Maximum Reward Allowed)

APL 8: L: 186 gp, C: 400 gp, M: 2648 – Total: 3204 gp (1300 gp).

APL 10: L: 86 gp, C: 708 gp, M: 5418 gp – Total: 6212 gp (2300 gp).

APL 12: L: 139 gp, C: 808 gp, M: 8476 gp – Total: 9423 gp (3300 gp).

APL 14: L: 165 gp, C: 908 gp, M: 15970 gp – Total: 17043 gp (6600 gp).

APL 16: L: 192 gp, C: 1008 gp, M: 25330 gp – Total: 26530 gp (9900 gp).

## Items for the Adventure Record

### Special

☛ **Thanks of the Silverwood Centaurs:** This PC gains access (Frequency: Metaregional) to Large versions of all simple and martial weapons from the *Player's Handbook*, including masterwork versions.

☛ **Favor of Kirandal Trading House:** You may spend this favor to sell a single item for  $\frac{3}{4}$  of its normal price (instead of the standard of  $\frac{1}{2}$ ) or to purchase a single item for 20% less than its normal price. Mark this Favor as USED when it is spent.

☛ **Tormented by the Destrachan:** This PC was captured by destrachan and tormented by them. This PC suffers a –2 penalty to Listen checks. Whenever a very loud noise occurs (all sonic attacks qualify), this PC must make a Will save (DC = APL this adventure was played at + 10) or be stunned for 1 round. Further noises do not require another save until 1 hour has passed. This is a form of insanity and can only be negated by spells or effects that specifically remove insanity.

☛ **Analects of the Order of the Purple Plume:** In reward for recovery of the original Old Oeridian text, the Heironean Church of Gran March allows you to purchase a copy. PCs with the ability to read Old Oeridian can spend 2 TUs reading this text to gain a +1 sacred bonus to Will saves (+2 for worshipers of Heironeous). You must keep this text with you to keep the bonus active. Rituals described in the work can be used to commission the making of a *Helm of the Purple Plume* (relic from *Complete Divine*) for its full price (plus the undertaking of a special mission; contact Michael Moore, Sheldomar Valley MR Coordinator, at [duke.rael@earthlink.net](mailto:duke.rael@earthlink.net) for details). Price: 2,000 gp; Weight: 3 lbs.

☛ **Eyes of Arcane Sight:** Wearing this pair of spectacles allows the use of *arcane sight*, 1/day upon command, for a 5 minute duration. Moderate Divination; CL 5<sup>th</sup>; Prereq.: Craft Wondrous Item, *arcane sight*; Price: 5,400 gp.

☛ **Nihilon's Prayerbook:** This fragile, leather-bound book, worn from ages of pious use, contains hand-written prayers to various Flan and other deities of both good and evil. Many pages have been ripped out. Possession of this book grants access to the following spells: *Lords of Madness: invoke the cerulean sign*; *Spell Compendium: protection from positive energy, crawling darkness*. Price: 1,000 gp; Weight: 3 lbs.

☛ **Preserved Fire Beetle Gland:** This gland has been preserved with *unguent of timelessness*. It provides red glowing light in a 10 ft. radius for 1d6 x 52 TUs (DM rolls when the item is first purchased: \_\_\_\_). Price: 150 gp.

☛ **Staff of Delusion:** This staff looks like nothing more than an old branch off a tree. The command word for each ability is carved into the staff in a coded version of Ancient Suloise (DC 25 Decipher Script check to decode). This staff allows the use of the following spells: *Nystul's magic aura, hypnotic pattern, misdirection, phantasmal killer* (2 charges), *veil* (2 charges). Strong Illusion; CL 13<sup>th</sup>; Prerequisites: Craft Staff, *Nystul's magic aura, hypnotic pattern, misdirection, phantasmal killer, veil*; Price: 68,250 gp.

☛ **Planar Fork, Plane of Shadow:** This is a small tuning fork made of shadesteel from the Plane of Shadow, which looks like ordinary polished metal, but reflects objects with deeper contrasts. It resonates at D minor. This tuning fork is a focus for the spell *plane shift* and is keyed to the Plane of Shadow. Price: 300 gp.

### Item Access

#### APL 8 (all of the following):

- *Analects of the Order of the Purple Plume* (Adventure; See Above; Limit 1)
- *Cerulean Sign Amulet +1 or +2* (Adventure; *Lords of Madness*)
- *Eyes of Arcane Sight* (Adventure; See Above; Limit 1)
- *Nihilon's Prayerbook* (Adventure; See Above; Limit 1)
- *Pearl of Power, 2nd Level Spell* (Adventure; *Dungeon Master's Guide*)
- *Preserved Fire Beetle Gland* (Adventure; See Above; Limit 1)
- *Ring of Swimming* (Adventure; *Dungeon Master's Guide*)
- *Staff of Delusion* (Adventure; See Above; Limit 1)
- *Unguent of Timelessness* (Adventure; *Dungeon Master's Guide*)

#### APL 10 (all of APL 8 plus the following):

- +1 *Ghost Touch Longsword* (Adventure; *Dungeon Master's Guide*)
- *Javelin of Lightning* (Adventure; *Dungeon Master's Guide*)

**APL 12 (all of APLs 8, 10 plus the following):**

- +1 Aquatic Half Plate (Adventure; Arms & Equipment Guide)
- +2 Chain Shirt (Adventure; Dungeon Master's Guide)
- Ioun Stone, Pink and Green Sphere (Adventure; Dungeon Master's Guide)
- Pearl of Power, 3rd Level Spell (Adventure; Dungeon Master's Guide)
- Steadfast Boots (Adventure; Arms & Equipment Guide)

**APL 14 (all of APLs 8, 10, 12 plus the following):**

- +1 Bane (Gnome) Glaive (Adventure; Dungeon Master's Guide)
- +1 Keen Ghost Touch Longsword (Adventure; Dungeon Master's Guide)
- +2 Longspear (Adventure; Dungeon Master's Guide)
- +3 Chain Shirt (Adventure; Dungeon Master's Guide)
- Ioun Stone, Deep Red Sphere (Adventure; Dungeon Master's Guide)
- Pearl of Power, 4th Level Spell (Adventure; Dungeon Master's Guide)
- Planar Fork, Plane of Shadow (Adventure; See Above; Limit 1)

**APL 16 (all of APLs 8, 10, 12, 14 plus the following):**

- +1 Ghost Touch Full Plate (Adventure; Dungeon Master's Guide)
- Cloak of Charisma +6 (Adventure; Dungeon Master's Guide)
- Ioun Stone, Pale Lavender Ellipsoid (Adventure; Dungeon Master's Guide)
- Metamagic Rod, Empower, Lesser (Adventure; Dungeon Master's Guide)
- Pearl of Power, 5th Level Spell (Adventure; Dungeon Master's Guide)
- Ring of Protection +4 (Adventure; Dungeon Master's Guide)



## Appendix: New Rule Items

### NEW MONSTERS

#### Grigaur

From *Living Greyhawk Journal* #2, p25-26

Converted to D&D 3.5 by Paul Duggan

#### Medium Magical Beast

**Hit Dice:** 4d10+12 (34hp);

**Initiative:** +1

**Speed:** 40 ft (8 squares)

**Armor Class** 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

**Base Attack/Grapple:** +4/+8

**Attack:** claw +8 melee (2d4+4)

**Full Attack:** 2 claws +8 melee (2d4+4) and bite +3 melee (1d6+2 bite)

**Space/Reach:** 10 ft./10ft.

**Special Attacks:** improved grab

**Special Qualities:** Blindsight 60 ft; DR 5/-; immunities, scent

**Saves:** Fort: +7, Ref +5, Will +2

**Abilities:** Str 19, Dex 13, Con 16, Int 6, Wis 12, Cha 8

**Skills:** Climb +6; Hide +4\*, Listen +3, Move Silently +6; Spot +3

**Feats:** Alertness, Track

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Usually neutral

**Advancement:** 5-8 HD (Large); 9-12 HD (Huge)

Grigaurs are extinct predators brought to the present by a powerful wizard to be used as guardians. Though blind, their advanced senses allow them to hunt even in total darkness.

Grigaurs once roamed in the Flanaess thousands of years before the arrival of modern humans, and are thought to have been killed off by an environmental cataclysm or a sickness. Recently, Kezzark of Greyhawk created a spell to bring young living grigaurs forward in time and has been selling them at exorbitant prices to parties interested in loyal, tough, intelligent guardians. The limited supply has caused several to attempt other methods of acquiring one, and the Scarlet Brotherhood is trying to get one for its breeding program. At least one owner is attempting to have his pet cloned.

Approximately the size of a bear, a grigaur has a muscular build, strong claws, and an angled ovoid face. Its head and back are adorned with different kinds of sensory organs which compensate for its blindness.

#### Combat

A grigaur's predatory habits are similar to those of a feline, although it normally hunts alone unless part of a mated pair (a nonexistent situation in the modern day). A

grigaur stalks its prey quietly, often in the dark, leaping out of hiding to grasp its prey with one or both claws to prevent its escape.

**Improved Grab (Ex):** To use this ability, the grigaur must hit a medium-sized or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity

**Blindsight (Ex):** Grigaurs use scent and hearing to ascertain all foes within 60 feet as a sighted creature would.

Grigaurs are susceptible to sound- and scent-based attacks, and are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a grigaur's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are defeated, the grigaur is effectively blinded.

**Immunities:** Grigaurs are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

**Skills:** Grigaurs get a +4 racial bonus to Move Silently checks. \*In areas of natural earth, they get a +4 bonus to Hide checks.

#### Bullywug

#### Medium Humanoid (Aquatic)

**Hit Dice:** 1d8+4 (8hp);

**Initiative:** +0

**Speed:** 20 ft (4 squares), swim 30 ft.

**Armor Class** 15 (+2 leather; +3 natural), touch 10, flat-footed 15

**Base Attack/Grapple:** +1/+2

**Attack:** shortspear +2 melee (1d6+1)

**Full Attack:** shortspear +2 melee (1d6+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** -

**Special Qualities:** Marsh move, summoning (clerics only)

**Saves:** Fort: +6, Ref +0, Will -3

**Abilities:** Str 13, Dex 11, Con 18, Int 6, Wis 5, Cha 4

**Skills:** Hide +4\*, Swim +9

**Feats:** Endurance

**Environment:** Temperate and warm aquatic and marsh

**Organization:** Solitary (1); pad (4), float (8) or pond (16-48)

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Usually Chaotic Evil

**Advancement:** By character class

Life as a bullywug is nasty, brutish, and wet. Bullywugs kill for sport, systematically destroy their own hunting grounds, and make a religious fetish of summoning monster who may or may not stay within their control.

Bullywugs are frog-headed amphibious humanoids with green, gray, or mottled yellow skin. They have long, flicking tongues that can barely fit around a form of stunted Common. They stand 4 to 7 feet tall, weigh 100 to 300 pounds, and fight with spears or other sharp weapons they can poke out of the water. Bullywugs make it a point of pride to wear at least leather armor, even though swimming in armor isn't easy.

Most bullywugs encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

### Combat

Bullywugs prefer to fight in or near water. Whenever possible, they use summoned monsters as a first wave of attack. In any given fight, there is therefore a 50% chance that bullywugs will fight to the death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their numbers have fallen, even if they could otherwise win the fight.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud

**Summoning (Sp):** Bullywug clerics are notorious for their unpredictable summoning abilities. When a bullywug cleric uses a *summon monster* spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is then a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random. It is not uncommon for bullywugs that have summoned monsters and failed to control them to spend all their efforts fighting their own summoned creatures instead of attacking their original foe.

**Skills:** \*Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

### BULLYWUG CHARACTERS

Bullywugs sometimes gain levels as barbarians. The biggest bullywug in the pond frequently is at least a 2nd-level barbarian.

### BULLYWUG SOCIETY

Bullywugs hunt things, eat things, bully things, and worship their noxious deities. There are many bullywug clerics as many as 10% of bullywugs in some ponds have one or more levels as a cleric. Bullywug clerics can choose from the domains of Chaos, Evil, and Water. Bullywug clerics are more limited than those of other races, and can only choose three types of spells: *summon monster* spells (their culturally preferred choice), *inflict* spells, and their domain spells.

### Bullywug Savant

From *Living Greyhawk Journal* #2, p.25–26

### Medium Monstrous Humanoid

**Hit Dice:** 2d8+1d4+9 (20 hp);

**Initiative:** +1 (Dex)

**Speed:** 30 ft (6 squares), swim 20 ft.

**Armor Class** 15 (+2 leather; +3 natural), touch 10, flat-footed 15

**Base Attack/Grapple:** +2/+2

**Attack:** shortspear +1 melee (1d6)

**Full Attack:** shortspear +1 melee (1d6)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** -

**Special Qualities:** Darkvision, marsh move, summoning (sorcerers only)

**Saves:** Fort: +3, Ref +4, Will +6

**Abilities:** Str 10, Dex 12, Con 16, Int 11, Wis 11, Cha 13

**Skills:** Concentration +6, Hide +1\*, Spellcraft +3, Tumble +3, Swim +9

**Feats:** Combat Casting, Endurance

**Environment:** Temperate and warm aquatic and marsh

**Organization:** Solitary (1); brood (1 plus 1–4 bullywugs), or great brood (1–3 plus 4–16 bullywugs)

**Challenge Rating:** 2

**Treasure:** Standard

**Alignment:** Usually Neutral Evil

**Advancement:** By character class

Bullywug savants are genetic throwbacks to a more advanced form of bullywug that held power in the Flanaess aeons ago. Smarter than their common kin, they have arcane powers.

Bullywug savants look like upright bullywugs with smoother skin and darker coloration. Their heads have six fleshy semitransparent fluid sacs: two on the chin, two by the ear holes, and two on the top of the head. The upper sacs appear to contain additional brain tissue. When not expecting combat, they prefer to wear togas in the style of decadent nobility, and while they wear armor if they need to, they prefer using magic and magic items to protect themselves. Their eyes have a glimmer of cold intelligence.

Bullywug savants speak Common, Aquan, and Kuo-Toan, and have a racial memory that allows them to communicate in the language of aboleths. Some learn other languages, particularly Dwarven, Elven and Gnome.

The statistics above are for a 1st level bullywug savant sorcerer. The most powerful sorcerer in a group is the leader. Bullywugs always defer to the commands of kuo-toas and aboleths if either are present.

### Combat

Like their degenerate cousins, bullywug savants prefer to fight in or near water. They use tactics, deploying regular bullywugs as shock troops and keeping at least one nearby as a guard. Bullywugs serving a bullywug savant are fanatically obedient, and the master uses this to protect their own skins. Skum obey bullywug savants readily if the orders don't conflict with that of their aboleth masters.

Bullywug savants prefer to use enchantment and evocation (cold) magic, but are smart enough to acquire spells and items that exploit the weakness of their long-term opponents.

**Poison (Ex):** The fluid sacs on a savant's head contain a contact poison (contact DC 16, 1 Dex/2d4 Dex). As a standard action the savant can cause one of the sacs to erupt, coating an adjacent target on a successful touch attack. Savants, bullywugs, kuo-toas, skum, and aboleths are immune to this poison. It takes seven days for a ruptured sac to heal and restore its poison. The largest two poison sacs are only used if the savant is in great peril, for each of them deals 1d2 points of Intelligence damage to the savant if used.

**Spells (Sp):** Bullywug savants are always sorcerers of at least 1st-level. A typical savant knows 4 cantrips and 2 1st-level spells, casting 5 cantrips and 4 1st-level spells per day. A typical spell selection for a savant is oth—*detect magic, mage hand, ray of frost, read magic*; 1st—*charm person, sleep*.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud

**Summoning (Sp):** Like the clerics who guide common bullywugs, bullywug savant sorcerers are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a *summon monster* spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. Unlike common bullywug clerics, savant summoning spells do not have a chance of accidentally summoning creatures hostile to them.

**Skills:** Bullywug savants have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

## Evolved Undead

From *Libris Mortis*, pages 99–100.

An evolved undead is an undead whose body is flushed with more negative energy than normal due to an exceptionally long lifetime. Any undead may gain this template, and in doing so, it retains all its previous abilities, but becomes more powerful than before.

When an intelligent undead creature survives for 100 years or more (or when the DM decides to create an undead monster with a twist), there is a 1% chance that its connection to the Negative Energy Plane grows more mature. When this “evolution” occurs, the undead gains this template. Each additional 100 years of existence affords an additional 1% chance of a more mature connection, plus an additional 1% chance for each previous evolution. For example, if an undead creature's connection to the Negative Energy Plane evolved three times previously, it has a 4% chance to gain one more step of maturation the next time its age requires an evolution check. Every step of evolution means that the evolved undead template can be applied again to the undead

creature (setting this template apart from most other templates, which can be applied only once).

## Creating an Evolved undead

“Evolved undead” is an acquired template that can be added to any undead with an Intelligence score (referred to hereafter as the base creature). An evolved undead uses all the base creature's statistics and special abilities except as noted here. This template does not alter the creature's type.

**Note:** Unlike most templates, an evolved undead can potentially acquire this template more than once, evolving more with each application.

**Armor Class:** The base creature's natural armor bonus improves by 1. If the creature is incorporeal, its deflection bonus to AC improves by 1.

**Special Attacks:** An evolved undead retains all the special attacks of the base creature and gains one spell-like ability from the following list. You can choose this ability from the list below, or roll randomly. The spell-like ability gained herein can be used once per day. If the undead already has the indicated ability, it gains another use; if it already has the ability as an at-will ability, choose another ability. The spell-like ability has a caster level equal to the evolved undead's HD (if the caster level is too low to cast the spell in question, choose another). The save DCs are Charisma-based.

### d12 Spell-like Ability

1 *circle of death*

2 *cloudkill*

3 *cone of cold*

4 *confusion*

5 *contagion*

6 *creeping doom*

7 *greater dispel magic*

8 *greater invisibility*

9 *haste*

10 *hold monster*

11 *see invisibility*

12 *unholy blight*

**Special Qualities:** An evolved undead retains all the special qualities of the base creature and gains the one described below:

**Fast Healing (Ex):** An evolved undead heals 3 points of damage each round so long as it has at least 1 hit point.

**Abilities:** An evolved corporeal undead gains +2 Strength and +2 Charisma. An evolved incorporeal creature gains only +2 Charisma.

**Organization:** An evolved undead usually becomes a leader among those of its base kind

**Challenge Rating:** Same as the base creature +1.

**Level Adjustment:** Same as the base creature +1.

## Quell

From *Libris Mortis*, pages 116–117.

### Medium Undead (Incorporeal)

**Hit Dice:** 5d12 (32 hp)

**Initiative:** +7

**Speed:** Fly 60 ft (12 squares) (good)

**Armor Class** 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12

**Base Attack/Grapple:** +2/-

**Attack:** Incorporeal touch +5 melee (1d4)

**Full Attack:** Incorporeal touch +5 melee (1d4)

**Space/Reach:** 5 ft./5ft.

**Special Attacks:** Coupled intercession, intercession.

**Special Qualities:** Darkvision 60 ft, daylight powerlessness, incorporeal traits, undead traits, +4 turn resistance

**Saves:** Fort: +1, Ref +4, Will +6

**Abilities:** Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15

**Skills:** Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 when following tracks)

**Feats:** Alertness, Combat Reflexes, Improved Initiative

**Environment:** any

**Organization:** Solitary or pair

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Lawful Evil

**Advancement:** 6–10 HD (Medium)

*Two fiery green eyes glare from a shrouded, half-real visage of this vaguely humanoid shade. Either it is dressed in robes, or its ectoplasmic flesh is naturally loose and flowing. Dark symbols hang in the air just above and about its form, free-standing glyphs that viscerally demonstrate the creature's anathema to all things divine.*

Quells are incorporeal creatures of malevolence and the night. They despise all living things, as well as the light that nurtures them, but the urge that truly drives them is their hatred of those who serve deities.

If they could, quells would commit deicide, though of course such actions are far beyond a quell's power. However, while a quell cannot directly affect a deity, it does have a power over the connection between a deity and its followers.

Because of their powers, quells are sought out by bands of more powerful undead or necromancers.

A quell is about as tall as a human, and is weightless.

Quells speak Common and Infernal.

## Combat

Quells are poor combatants. Their power lies in their ability to break connections between clerics and their deities.

**Coupled Intercession (Su):** Whenever a quell takes a standard action to aid another quell in an intercession attempt, the effective cleric level of the quell increases by 1. Several quells could all take standard actions to aid a single quell's intercession attempt, each increasing the effective cleric level of the intercession attempt.

**Daylight Powerlessness (Ex):** Quells are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

**Intercession (Su):** A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's hit dice (12th level). The result indicates the highest level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however, if the quell has twice as many HD as the spellcaster has divine levels the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quell attacks an affected divine spellcaster in any way, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quell can use this ability a number of times a day equal to 3 + its charisma modifier (5 times for a typical creature).

## Shadesteel Golem

From *Monster Manual III*, p. 72–73

### Medium Construct

**Hit Dice:** 18d10+20 (119hp);

**Initiative:** +3

**Speed:** 30 ft (6 squares), fly 30 ft. (perfect)

**Armor Class** 33 (+3 Dex, +20 natural), touch 13, flat-footed 30

**Base Attack/Grapple:** +13/+20

**Attack:** slam +20 melee (2d6+7)

**Full Attack:** 2 slams +20 melee (2d6+7) **Space/Reach:** 5 ft./5ft.

**Special Attacks:** negative pulse wave

**Special Qualities:** Construct traits, damage reduction 10/adamantine and magic, darkvision 60 ft; immunity to magic, low-light vision

**Saves:** Fort: +6, Ref +9, Will +6

**Abilities:** Str 24, Dex 16, Con -, Int -, Wis 11, Cha 7

**Skills:** Hide +15, Move Silently +19

**Feats:** -

**Environment:** Plane of Shadow

**Organization:** Solitary or team (1 plus 2d4 greater shadows)

**Challenge Rating:** 11

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 19-26 HD (Medium); 27-40 HD (Large); 41-54 HD (Huge)

Crafted from metal mined and forged entirely on the Plane of Shadow, shadesteel golems are silent and powerful guardians. Necromancers, liches, and vampires create these planar golems to defend their crypts from clerics or paladins unlikely or be hampered by undead minions.

Those seeing a shadesteel golem often mistakenly identify it as undead, since it has a dark shadowy appearance and moves as quietly as a wraith. Unlike most constructs, a shadesteel golem is very stealthy, capable of blending into even the faintest of shadows. Their creators use them as hidden guardians in conjunction with more obvious deterrents, such as iron golems or zombies.

A shadesteel golem stands 7 feet tall and weighs about 1500 pounds, though it usually floats with such ease that it appears to be almost weightless.

### Combat

A shadesteel golem is mindless and follows whatever orders its master gives it. A golem's creator can command it if the golem is within 60 feet and can see and hear her. If uncommanded, the golem usually follows its last instruction to the best of its ability, though the golem always returns attacks made against it. The creator can give the golem a simple command to govern its actions in her absence, such as "attack any living creature that enters this room." Like most constructs, it fights to the death unless commanded to retreat.

**Negative Pulse Wave (Su):** The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 feet of the golem, dealing 12d6 points of negative energy damage. A DC 19 fortitude save halves the damage, the save DC is Constitution based. Undead creatures within the area are healed of 12d6 points of damage instead, and any turning effect they are under is broken. A *death ward* spell or similar effect protects a creature from a shadesteel golem's negative pulse wave.

**Immunity to Magic (Ex):** A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical effect that has the light descriptor (such as *continual flame*) causes the golem to speed up as if affected by the spell *haste* for 2d4 rounds. The golem is also *hasted* whenever it is subject to a positive energy effect, such as

the turning attempt of a cleric. This might happen if the cleric has mistakenly identified the creature as a nightwalker or other undead or if the golem is standing near other undead.

If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor, the golem is healed of 1 point of damage per level of the spell.

**Shadow Blend (Su):** In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, though a *daylight* spell does.

**Skills:** A shadesteel golem has a +16 racial bonus on Move Silently checks and a +12 racial bonus on Hide checks.

### Construction

A shadesteel golem must be created entirely on the Plane of Shadow, using 1,500 pounds of steel tempered with rare shadow liquids. This shadow-tempered steel costs 10,000 gp to create. The creator must then make a DC 30 Craft (armorsmithing) check to forge the golem's body.

CL 17th; Craft Construct, *energy drain*, *geas/quest*, *limited wish*, *polymorph any object*, *shades*, caster must be at least 17th level. Price 130,000gp; Cost 70,000 gp + 4,800 XP.

### New Feats

#### Aberration Banemagic (*Lords of Madness* p. 178)

You can cast spells that do additional damage to aberrations

**Benefit:** When you cast a spell that deals damage to an aberration, you deal an extra 2d6 points of damage.

A single spell can never gain this extra damage more than once per casting. For instance, a *fireball* deals the extra damage to all aberrations in the area it affects. However, if a 3rd-level wizard casts *magic missile* and produces two missiles, only one of them (of the wizard's choice) gains the extra damage, whether or not both missiles are directed at the same aberration or two different aberrations. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

Scrolls scribed by you do not gain any benefit from Aberration Banemagic. Scrolls activated by you also gain no benefit from Aberration Banemagic. The same is true for most other magic items, such as wands and potions. However, staffs activated by you use not only your caster level but also gains the benefit of this feat, if applicable.

If the spell allows a saving throw, the DC of the saving throw increases by 2. The additional damage dealt by this spell is either halved on a successful saving throw or negated entirely, depending on how the regular damage dealt by the spell is affected by a successful saving throw.

### **Bane Magic** (*Heroes of Horror*, p. 119)

Your spells deal extra damage to a particular type of creature.

**Benefit:** When you cast a spell that deals damage against a specific creature type, you deal an extra 2d6 points of damage. For example, a giant bane *lightning bolt* cast by an 8th-level caster would deal the usual 8d6 points of damage to any nongiant in its path but would deal 10d6 points of damage against giants. This feat has no effect on spells that do not deal hit point damage, and the source and type of damage remains the same. This feat cannot be used to increase the amount of healing dealt to undead by *inflict light wounds* and similar spells, but it can add to the damage dealt by casting *cure light wounds* on an undead creature.

**Special:** You can take this feat multiple times. Its effects do not stack. Each time you take the feat, you must apply its effects to a different type of creature: aberrations, animals, constructs, dragons, elementals, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, outsiders, plants, undead, or vermin. If you choose humanoids, you must select a particular type of humanoid, such as a dwarf or orc.

### **Danger Sense** [general] (*Complete Adventurer*, p. 106)

You are one twitchy individual.

**Prerequisite:** Improved Initiative

**Benefit:** Once per day, you can reroll an initiative check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

### **Daunting Presence** [general] (*Libris Mortis*, p. 25)

You are skilled at inducing fear in your opponents.

**Prerequisites:** Cha 13, base attack bonus +1.

**Benefit:** You may take a standard action to awe an opponent. The opponent must be within 30 feet, have line of sight to you, and have an Intelligence score. If the opponent fails a Will saving throw (DC 10 + 1/2 your character's level + your Cha modifier), it is shaken for 10 minutes. This feat has no effect on creatures that cannot be shaken.

**Special:** A fighter may take Daunting Presence as one of his fighter bonus feats.

### **Death Master** [monstrous] (*Libris Mortis*, p. 26)

Foes are especially afraid of your critical hits.

**Prerequisites:** Cha 13, undead type, Daunting Presence, base attack bonus +1.

**Benefit:** Whenever you score a critical hit with a melee attack against a living foe, the foe is shaken for 1 minute. This is a mind affecting fear effect.

### **Domain Spontaneity** [divine] (*Complete Divine*, p. 80)

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

**Prerequisites:** Ability to turn or rebuke undead

**Benefit:** Each time that you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your turn undead attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells.

**Special:** You can take this feat multiple times. Each time you take the feat, it applies to a different domain.

### **Empowered Ability Damage** [monstrous] (*Libris Mortis*, p. 26)

Your ability damage (or ability drain) special attack is more potent than normal.

**Prerequisites:** Cha 11; undead type, incorporeal subtype, ability to drain or damage an ability score.

**Benefit:** All variable numeric effects of an empowered ability drain or ability damage are increased by 50%. For example, an allip with this feat drains 1-1/2 times the normal amount of Wisdom (roll 1d4 and multiply the amount by 1-1/2).

### **Force of Personality** (*Complete Adventurer*, p. 109)

You have cultivated an unshakable faith belief in your self-worth. Your sense of self and purpose are so strong that they bolster your willpower.

**Prerequisites:** Cha 13

**Benefit:** You add your Charisma modifier (instead of your Wisdom modifier) to Will saves against mind-affecting spells and abilities.

### **Ghostly Grasp** [monstrous] (*Libris Mortis*, p. 27)

You can handle corporeal objects even while incorporeal.

**Prerequisites:** Cha 15, incorporeal subtype

**Benefit:** You can wear, wield, and otherwise use corporeal items as though you were not incorporeal.

**Normal:** Without this feat, an incorporeal creature can only wear or wield items that have the ghost touch special ability.

### **Positive Energy Resistance** [monstrous] (*Libris Mortis*, p. 29)

You are resistant to the damage dealt by positive energy effects.

**Prerequisite:** Undead type.

**Benefit:** You gain resistance 10 against positive energy effects

**Power Critical [general] (*Complete Warrior*, p. 103)**

Chose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

**Prerequisites:** Weapon Focus with weapon, base attack bonus +4

**Benefit:** When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

**Special:** A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feat stack

**Shock Trooper [tactical] (*Complete Warrior*, p. 112)**

You are adept at breaking up formations of soldier when you rush into battle.

**Prerequisites:** Improved Bull Rush, Power Attack, base attack bonus +6

**Benefit:** The Shock Trooper feat enables the use of three tactical maneuvers:

**Directed Bull Rush:** To use this maneuver, you must make a successful bull rush attempt as part of a charge. For every square you push your foe back, you may also push that foe one square to the left or right.

**Domino Rush:** To use this maneuver, you must make a successful bull rush attempt that forces your foe into the same square as another foe. You may make a free trip attempt against both foes at the same time, and neither foe gets a chance to trip you if your attempt fails.

**Heedless Charge:** To use this maneuver, you must charge and make the attack at the end of your charge using your Power Attack feat. The penalty you take on your attack roll must be -5 or worse. In addition to normal charge modifiers (which give you a -2 penalty to AC and a +2 bonus on the attack roll), you can assign any portion of the attack roll penalty from Power Attack to your Armor Class instead, up to a maximum equal to your base attack bonus.

**Special:** A fighter may select Shock Trooper as one of his fighter bonus feats.

**Transdimensional Spell [metamagic] (*Complete Arcane*, p. 84)**

You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the spell's area.

**Benefit:** A transdimensional spell has its full normal effect on incorporeal creatures, creatures on the Ethereal Plane or the Plane of Shadow, and creatures within an

extradimensional space in the spell's area. Such creatures include ethereal creatures, creatures that are *blinking* or *shadow walking*, manifested ghosts, and creatures within the extradimensional space of a *rope trick*, *portable hole*, or *familiar pocket*.

You must be able to perceive a creature to target it with a transdimensional spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread.

A transdimensional spell uses up a spell slot one level higher than the spell's actual level.

**Normal:** Only force spells and effects can affect ethereal creatures and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extradimensional space. There is a 50% chance that any spell other than a force effect fails against an incorporeal creature.

**New Spells**

SC = Spell Compendium

LoM = Lords of Madness

**Blast of Force (SC, p. 31)**

Evocation [Force]

**Level:** Force 3, sorcerer/wizard 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft + 10 ft /level)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

You must succeed on a ranged touch attack with the ray to strike a target. A *blast of force* deals 1d6 points of damage per two caster levels (maximum 5d6). In addition, a successful hit forces the subject to make a Fortitude save or be knocked prone (size and stability modifiers apply to the saving throw as if the spell were a bull rush).

**Contingent Energy Resistance (SC, p. 52)**

Abjuration

**Level:** Cleric 4, druid 4, sorcerer/wizard 5

**Components:** V, S, M

**Casting Time:** 1 minute

**Duration:** 1 hour/level

This spell functions similarly to a contingency, but with a more limited scope. While *contingent energy resistance* is in effect, if you are dealt damage associated with one of the five types of energy (acid, cold, electricity, fire, or sonic) the spell automatically grants you resistance 10 against that type of energy for up to 10 minutes per caster level, or until the remainder of the spell's duration, just as if you were under the effects of a *resist energy* spell of the appropriate type.

Once the energy type protected against by a particular casting of this spell is determined, it can't be changed. You can't have more than one *contingent energy resistance* in effect on yourself at the same time—if you cast the spell a second time while an earlier casting is still in effect, the earlier spell automatically expires.

The energy resistance granted by this spell does not stack with similar benefits against the same energy type (such as from the *resist energy* spell). However, it is possible to be simultaneously under the effects of a *resist energy* (fire) and *contingent energy resistance* (electricity), or any other two such spells that protect against different types of energy.

*Material Component:* An oyster shell.

### **Crawling Darkness (SC, p. 55)**

Conjuration (Creation)

**Level:** Cleric 5

**Components:** V, S, DF

**Casting Time:** 1 round

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

This spell creates a number of tentacles that surround you but do not interfere with your movement or spellcasting. They provide concealment and completely hide your features. You gain a +4 competence bonus on grapple checks, Climb checks, and Escape Artist checks.

When you are attacked, the tentacles strike back at your attacker. They have an attack bonus equal to your base attack bonus + your Wis modifier, and a successful attack does 1d12 points of damage.

### **Darkbolt (SC, p. 58)**

Evocation [darkness]

**Level:** Darkness 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft + 10 ft./level)

**Effect:** one ray/2 levels (maximum seven rays)

**Duration:** Instantaneous; see text

**Saving Throw:** will partial

**Spell Resistance:** yes

You unleash beams of darkness from your open palm. You must succeed on a ranged touch attack to strike your target. You can hurl one bolt for every two caster levels you have (maximum seven bolts). You can hurl all the bolts at once, or you can hurl one bolt per round as a free action, starting in the round when you cast the spell. You do not have to hurl a bolt in every round, but if you don't hurl a bolt you were entitled to in a round, it is lost. If you hurl all the bolts at once, all your targets must be within 60 feet of each other.

A *darkbolt* does 2d8 points of damage to a living creature, and the creature is dazed for 1 round unless it makes a Will save (a creature struck by multiple bolts in

one round is dazed for a maximum of one round, no matter how many times it fails its save). An undead creature takes no damage, but is dazed if it fails its save.

### **Deific Vengeance (SC, p. 62)**

Conjuration (Summoning)

**Level:** Cleric 2, Purification 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will half

**Spell Resistance:** Yes

This spell deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead.

### **Frost Breath (SC, p. 100)**

Evocation [Cold]

**Level:** Cleric 2, druid 2, sorcerer/wizard 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You breathe a cone of intense cold at your foes. The spell deals 1d4 points of cold damage per two caster levels (maximum 5d4) in addition, all creatures damaged by the frost breath that fail their Reflex save are dazed for 1 round by the sudden shock of cold.

*Material Component:* Three drops of water or fragments of ice (which are held in a cupped palm and blown towards the target)

### **Hailstones (SC, p. 109)**

Evocation [Cold]

**Level:** Sorcerer/wizard 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft + 10 ft./level)

**Effect:** One frigid globe/5 levels

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

You create frigid hailstones that strike your enemies. You must succeed on a ranged touch attack to hit with a globe. Each hailstone deals 5d6 points of cold damage. For every five caster levels, you gain an additional hailstone (maximum of four stones at 20th level), and all globes must be aimed at enemies that are within 30 feet of each other.

*Material Component:* A handful of crystal globes.



## Hypothermia (SC, p. 118)

Evocation [Cold]

**Level:** Cleric 4, druid 3

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

The subject takes 1d6 points of cold damage per caster level (maximum 10d6) and becomes fatigued. A successful Fortitude save halves the damage and negates the fatigue.

## Invoke the Cerulean Sign (LoM, p. 211)

Evocation

**Level:** Bard 3, cleric 3, druid 2, paladin 3, ranger 2, sorcerer/wizard 3

**Components:** S

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Multiple aberrations whose combined total Hit Dice do not exceed twice caster level in a spread emanating from the character to the extension of the range

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** No

The *cerulean sign* is an ancient symbol said to embody the purity of the natural world, and as such is anathema to aberrations. While druids and rangers are the classes most often known to cast this ancient spell, its magic is nearly universal and can be mastered by all spellcasting classes.

When you cast this spell, you trace the *cerulean sign* in the air with a hand, leaving a glowing blue rune in the air for a brief moment before it flashes and fills the area of effect with a pulse of cerulean light. Any aberration within the area must make a Fortitude saving throw or suffer the following ill effects. Closer aberrations are affected first:

Aberration Hit Dice	Effect
Up to caster level +10	None
Up to caster level +5	Sickened
Up to caster level	Nauseated
Up to caster level -5	Dazed
Up to caster level -10	Stunned

Each effect lasts for 1 round

**None:** The aberration suffers no ill effect, even if it fails the saving throw

**Sickened:** The aberration takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for 1 round.

**Nauseated:** The aberration cannot attack cast spells, concentrate on spells, or do anything but take a single move action for 1 round.

**Dazed:** The aberration can take no actions, but has no penalty to armor class.

**Stunned:** The aberration drops everything held, can't take actions, takes a -2 penalty to AC, and loses its Dexterity bonus to AC (if any) for 1 round.

Once a creature recovers from an effect it moves up one level on the table. Thus a creature that is stunned by this spell is dazed the round after that, nauseated the round after that, sickened the round after that, and then recovers fully the next round.

## Orb of Fire (SC, p. 151)

Conjuration (Creation) [Fire]

**Level:** Sorcerer/wizard 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** One orb of fire

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial; see text

**Spell Resistance:** No

A orb of fire about 3 inches across shoots from your palm at its target, dealing 1d6 points of fire damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by an *orb of fire* must make a Fortitude save or be dazed for 1 round. A successful Fortitude save negates the dazed effect but does not reduce the damage.

## Protection from Positive Energy (SC, p. 163)

Abjuration

**Level:** Cleric 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The warded creature gains partial protection against positive energy effects. For as long as the spell lasts, it subtracts 10 from the hit point damage dealt by any positive energy effect (such as a *cure* spell) that adversely affects it.

Positive energy effects that don't deal hit point damage to the subject, such as turning attempts, affect the subject normally.

## Sign of Sealing (SC, p. 189)

Abjuration

**Level:** Sorcerer/wizard 3

**Components:** V, S, M  
**Casting Time:** 1 round  
**Range:** Close (25 ft + 5 ft./2 levels)  
**Target:** One door, chest, or other opening up to 30 sq. ft./level  
**Duration:** Permanent  
**Saving Throw:** Reflex half; see text  
**Spell Resistance:** No

You seal a door, chest, or similar closure with a prominent magical sigil that bars entry and prevents opening. A door or object protected by this spell can be opened only by breaking (add 10 to the normal break DC) or by the use of *knock* or *dispel magic*. If the door or object is forced open by any means (magical or physical), the *sign of sealing* deals 1d4 points of damage per caster level (maximum 10d5) in a 30-foot radius (Reflex half)

A *knock* spell doesn't negate or automatically bypass a *sign of sealing*, but will suppress the sign for 10 minutes on a successful caster level check (DC 11 + the caster level of the *sign's* creator). A *sign of sealing* is a magic trap that can be disarmed with a DC 28 Disable Device check. You can pass your own sign safely, and it remains set behind you.

*Material component:* A crushed emerald worth 100 gp.

### Sign of Sealing, Greater (SC, p. 190)

Abjuration  
**Level:** Sorcerer/wizard 3  
**Casting Time:** 10 minutes  
**Target:** One door, chest, or other opening or open space up to 30 sq. ft./level

This spell function like *sign of sealing*, except that it can also be used to seal an open space (such as a corridor or an archway), creating a magical barrier of force that repels any creature attempting to pass. In addition, doors and objects protected by a *greater sign of sealing* are strengthened, increasing their hardness by 10 and granting them an extra 5 hit points per caster level. Any object protected by a *greater sign of sealing* is treated as a magic item for the purpose of making saving throws and gains a +4 resistance bonus on saving throws. If the seal is broken, a *greater sign of sealing* deals 1d6 points of damage per caster level (maximum 20d6) in a 40-foot radius (Reflex half)

A *greater sign of sealing* cannot be passed with a *knock* spell, but it can be dispelled (DC 15 + the caster level of the sign's creator). It can be disarmed with a with a DC 31 Disable Device check.

*Material component:* A crushed emerald worth at least 500 gp.

### Slashing Darkness (SC, p. 191)

Evocation  
**Level:** Cleric 3  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft + 10 ft./level)

**Effect:** Ray  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** Yes

You must succeed on a ranged touch attack with the ray to strike a target. A creature struck by this ray of negative energy takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature instead heals 1d8 points of damage per two caster levels (maximum 5d8).

### Slime Wave (SC, p. 192)

Conjuration (Summoning)  
**Level:** Cleric 7, druid 7  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft + 5 ft./2 levels)  
**Area:** 15-ft. radius spread  
**Duration:** 1 round/level  
**Saving Throw:** Reflex negates  
**Spell Resistance:** No

You create a wave of green slime (DMG 76) that begins at the point of origin you chose and violently spreads to the limit of the area. The wave splashes and splatters as it passes; some slime clings to any wall or ceiling the wave touches. Green slime devours flesh and organic materials on contact, and even dissolves metal. Each creature in the area is covered with one patch of green slime. Unlike normal green slime, the slime created by this spell gradually evaporates, disappearing by the end of the duration.

*Material Components:* A few drops of stagnant pond water.

### Sound Lance (SC, p. 196)

Evocation [Sonic]  
**Level:** Cleric 4, sorcerer/wizard 3  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft + 10 ft./level)  
**Target:** One creature or object  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude half  
**Spell Resistance:** Yes

The spell causes a projectile of intense sonic energy to leap from you to a target within range. The sound deals 1d8 points of sonic damage per caster levels (maximum 10d8). A *sound lance* cannot penetrate the area of a *silence* spell.

### New Magic Items

**Cerulean Sign (*Lords of Madness*, p 196):** The ancient *cerulean sign* is a potent symbol against aberrations and their ilk. Said to be an ancient glyph that captures and focuses the power of the natural world, and item of jewelry that bears a properly crafted cerulean sign

becomes a potent ward against creatures from outside the natural order.

A *cerulean sign* is usually crafted as an amulet, but it can sometimes be found in the form of a mantle, medallion, periapt, or ring. As long as the *cerulean sign* is carried (either in the hand or in a pocket or container you are wearing, excluding those that create extradimensional spaces, such as *bags of holding*), it grants the carrier a +1 resistance bonus on all Will saving throws made against effects that originate from aberrations.

If worn, a *cerulean sign* also grants a luck bonus to your armor class against attacks from aberrations, as well as a luck bonus on level checks made to penetrate an aberration's spell resistance. The magnitude of this luck bonus ranges from +1 to +5.

Moderate abjuration; CL 7th; Craft Wondrous Item, *invoke the cerulean sign*\*; Price 4,000 gp (+1), 16,000 gp (+2), 36,000 gp (+3), 60,000 gp (+4), 100,000 gp (+5).

**Steadfast Boots** (*Arms and Equipment Guide*, p. 130): These thick and heavy iron-toed boots help keep the wearer from getting knocked down. Someone wearing *steadfast boots* cannot be tripped or pushed by a bull rush. As long as the wearer carries a melee weapon that is one-handed or larger, she also counts as being set against a charge. The weapon does not have to have reach.

Caster Level 3rd; Prerequisites: Craft Wondrous Item, *bull's strength*; Market price: 6,000 gp; Weight 1 lb.

**Aquatic Armor** (*Arms & Equipment Guide*, p. 92): This armor appears streamlined and possesses a greenish glint. *Aquatic armor* enables its wearer to move freely through water without the need for Swim checks. Drowning rules still apply (see the Drowning Rule in Chapter 8 of the *Dungeon Master's Guide*), unless the wearer can breathe water. Rare versions of *aquatic armor* include a persistent *water breathing* effect (as the spell, but affecting only the wearer).

Caster Level 7th; Prerequisites: Craft Magic Arms and Armor, *freedom of movement*, *water breathing* (when present); Market price: +2 bonus (+3 bonus with *water breathing*).

## The Archivist Class

From *Heroes of Horror* pp.82-84

### Class Features

The archivist's class features all serve to further his overall purpose, which is to seek out mystical, divine lore from strange and forbidden sources, and to gain both understanding and mastery thereof.

**Weapon and Armor Proficiency:** Archivists are proficient with all simple weapons and with light and medium armor, but not with shields.

**Spellcasting:** An archivist casts divine spells, drawn primarily from the cleric spell list although he can eventually uncover, learn, and prepare noncleric divine spells. Unlike clerics, archivists prepare spells from a prayerbook, a collection of copied divine spells. To learn, prepare, or cast a spell, an archivist must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an archivist's spell is 10 + the spell level + the archivist's Int modifier.

**Table 5-1: The Archivist Hit Die: d6**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	--Spellcasting--									
						0	1	2	3	4	5	6	7	8	9
1st	+0	+2	+0	+2	Dark knowledge (tactics) 3/day, Scribe Scroll	3	2								
2nd	+1	+3	+0	+3	Lore mastery	4	3								
3rd	+1	+3	+1	+3	Dark knowledge 4/day	4	3	2							
4th	+2	+4	+1	+4	Still mind	4	4	3							
5th	+2	+4	+1	+4	Dark knowledge (puissance)	4	4	3	2						
6th	+3	+5	+2	+5	Dark knowledge 5/day	4	4	4	3						
7th	+3	+5	+2	+5	Lore mastery	4	5	4	3	2					
8th	+4	+6	+2	+6	Dark knowledge (foe)	4	5	4	4	3					
9th	+4	+6	+3	+6	Dark knowledge 6/day	4	5	5	4	3	2				
10th	+5	+7	+3	+7	Bonus feat	4	5	5	4	4	3				
11th	+5	+7	+3	+7	Dark knowledge (dread secret)	4	5	5	5	4	3	2			
12th	+6/+1	+8	+4	+8	Dark knowledge 7/day	4	5	5	5	4	4	3			
13th	+6/+1	+8	+4	+8	Lore mastery	4	5	5	5	5	4	3	2		
14th	+7/+2	+9	+4	+9	Dark knowledge (foreknowledge)	4	5	5	5	5	4	4	3		
15th	+7/+2	+9	+5	+9	Dark knowledge 8/day	4	5	5	5	5	5	4	3	2	
16th	+8/+3	+10	+5	+10	--	4	5	5	5	5	5	4	4	3	
17th	+8/+3	+10	+5	+10	Lore mastery	4	5	5	5	5	5	5	4	3	2
18th	+9/+4	+11	+6	+11	Dark knowledge 9/day	4	5	5	5	5	5	5	4	4	3
19th	+9/+4	+11	+6	+11	--	4	5	5	5	5	5	5	5	4	4
20th	+10/+5	+12	+6	+12	Bonus feat	4	5	5	5	5	5	5	5	5	5

**Class Skills (4 + Int modifier per level):** Concentration, Craft, Decipher Script, Diplomacy, Gather Information, Heal, Knowledge (all skills, taken individually), Profession, Search, and Spellcraft.

Like other spellcasters, an archivist can cast only a certain number of spells of each level per day. His base daily allotment is given in Table 5-1: The Archivist. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table 1-1 on page 8 of the Player's Handbook). He must choose and prepare his spells ahead of time by getting

a good night's sleep and then spending 1 hour studying his prayerbook. The archivist decides which spells to prepare while studying.

**Prayerbook:** Unlike a cleric, an archivist does not receive his daily spell complement from whatever deity or cosmic force he worships. Rather, he must seek out and collect new spells much as a wizard does, but from such esoteric sources as holy tablets, ancient steles, or other magical scriptures. He cannot prepare any spell not recorded in his prayerbook except for read magic, which archivists can prepare from memory.

An archivist begins play with a prayerbook containing all 0-level cleric spells plus three 1st-level cleric spells of the player's choice. For each point of Intelligence bonus the archivist has, the prayerbook has an additional 1st-level cleric spell. At each new class level, the archivist gains two new cleric spells for his prayerbook; these can be of any spell level or levels that he can cast (based on his new archivist level). At any time, an archivist can also add spells found on scrolls containing divine spells to his prayerbook, but he must make any rolls and spend the time required (see Adding Spells to a Wizard's Spellbook on page 178 of the Player's Handbook). The archivist can learn and thus prepare nonclerical divine spells in this fashion but the two free spells he gains for advancing in class level must be selected from the cleric spell list.

**Dark Knowledge:** Three times per day, an archivist can draw upon his expansive knowledge of monsters, granting his allies benefits against the creatures they face. Doing this counts as a move action. The secrets of dark knowledge pertain only to aberrations, elementals, magical beasts, outsiders, or undead.

An archivist unlocks new dark knowledge abilities as his level increases and can also call upon his dark knowledge more often, gaining one additional daily use for every three archivist levels (4/day at 3rd level, 5/day at 6th level, and so forth).

Using dark knowledge requires a Knowledge check of a type appropriate to the creature faced. A Knowledge (arcana) check reveals secrets of magical beasts, Knowledge (dungeoneering) pertains to aberrations, Knowledge (religion) covers undead, and Knowledge (the planes) applies to outsiders and elementals. The DC of the check is 15. Most of the archivist's dark knowledge abilities increase in effectiveness if he succeeds on his Knowledge check by 10 or more. Dark knowledge can only be used once against any given creature.

The archivist's dark knowledge can affect a single creature or all creatures of the same race, depending on the effect used. A target creature must be within 60 feet, and the archivist must be aware of the creature's presence, although he need not have a line of sight to it. The effects of dark knowledge last for 1 minute, unless stated otherwise.

**Tactics:** The archivist knows the general combat behaviors of creatures of that race, granting his allies a +1 bonus on attack rolls made against them. For example, an archivist confronted by corruption eaters\* who succeeded on his Knowledge (dungeoneering) check would grant his allies the attack bonus against all the corruption eaters they fought in that encounter. If the archivist succeeds on his Knowledge check by 10 or more, then this bonus increases to +2. If the archivist succeeds on his Knowledge check by 20 or more, then this bonus increases to +3. (\*New monster described on page 144.)

**Puissance:** Starting at 5th level, the archivist can use his dark knowledge to help his allies fight off the corrupting influence of other creatures. Allies within 60 feet of the archivist gain a +1 bonus on saving throws against the affected creature's abilities. If the archivist succeeds on his Knowledge check by 10 or more, this bonus increases to +2. If the archivist succeeds on his Knowledge check by 20 or more, this bonus increases to +3.

**Foe:** Starting at 8th level, an archivist can direct his allies to attack vital spots of his enemies. On a successful Knowledge check, he grants them a bonus to weapon damage rolls made against the target creatures equal to 1d6 points of damage. If the archivist succeeds on his Knowledge check by 10 or more, then this bonus increases to 2d6. If the archivist succeeds on his Knowledge check by 20 or more, then this bonus increases to 3d6.

**Dread Secret:** By speaking aloud a dread secret of the target creature, an archivist of 11th level or higher can dazzle a target creature for 1 round. Unlike other dark knowledge, this ability can be used only against a single creature. If the archivist succeeds on his Knowledge check by 10 or more, then the target is dazed for 1 round. If the archivist succeeds on his Knowledge check by 20 or more, then the target is stunned for 1 round (if the target is immune to being stunned but not immune to being dazed, such as most undead, then the archivist can choose to daze the target instead of stunning it).

**Foreknowledge:** Starting at 14th level, an archivist can better prepare his allies for the attacks of the affected creature, making it harder for the creature to land blows and successfully deal damage. Allies within 30 feet of the archivist gain a +1 insight bonus to Armor Class that applies to attacks by the affected creature only. If the archivist succeeds on his Knowledge check by 10 or more, this bonus increases to +2. If the archivist succeeds on his Knowledge check by 20 or more, this bonus increases to +3.

**Scribe Scroll:** Archivists gain Scribe Scroll as a bonus feat.

**Lore Mastery:** Upon reaching 2nd level, an archivist gains a +2 bonus on all Decipher Script checks and on all checks of any one Knowledge skill of his choice. Once this choice is made, it cannot be changed. At 7th, 13th, and 17th level, the archivist can choose an additional Knowledge skill on which to gain the +2 bonus.

**Still Mind (Ex):** Starting at 4th level, an archivist gains a +2 bonus on saving throws against spells and effects from the school of enchantment, due to his rigorous focus and intense mental discipline.

**Bonus Feat:** When an archivist reaches 10th level, and again at 20th level, he can select a free feat from the following list: Skill Focus (any Knowledge skill), Spell Focus, any metamagic feat, or any item creation feat.

## **Warchief Prestige Class**

Excerpt (from *Miniatures Handbook* p. 24)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+2	+0	+2	Tribal Frenzy (Str +2)
2 <sup>nd</sup>	+1	+3	+0	+3	Ability Boost (Cha +2)
3 <sup>rd</sup>	+2	+3	+1	+3	Tribal Frenzy (Str +4)
4 <sup>th</sup>	+3	+4	+1	+4	-----
5 <sup>th</sup>	+3	+4	+1	+4	Tribal Frenzy (Str +6)
6 <sup>th</sup>	+4	+5	+2	+5	Ability Boost (Cha +2)
7 <sup>th</sup>	+5	+5	+2	+5	Tribal Frenzy (Str +8)
8 <sup>th</sup>	+6	+6	+2	+6	Devoted Bodyguards

**Hit Die:** d10

### **Class Skills**

The warchief's class skills (and the key ability for each skill) are: Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Sense Motive (Wis), and Swim (Str)

**Skill Points at Each Level:** 2 + Int modifier

### **Class Features**

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

**Tribal Frenzy (Ex):** A warchief is able to inspire his followers to acts of extreme battle frenzy. The warchief may activate this frenzy as a standard action. He may then maintain it as a free action. It ends at the conclusion of any turn in which the warchief does not maintain it.

The frenzy affects any creature that is a member of the warchief's race and tribe, that starts its turn within 30 feet of the warchief, and that is able to hear the warchief.

The frenzy grants a +2 enhancement bonus to the Strength scores of each affected ally (not including the warchief himself). At the start of each of their turns, everyone affected by the Strength boost takes 1 point of damage for each Hit Die they have. Thus, an orc warchief can grant +2 Strength to each member of the pack of 1<sup>st</sup> level warriors he commands, but they each take 1 point of damage per round as long as the Strength boost remains in effect.

Every two levels (3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup>), the bonus to Strength increases by +2.

**Ability Boost (Ex):** As a warchief gains level in this prestige class, his Charisma score increases as noted on the table. These increases stack.

**Devoted Bodyguards (Ex):** Beginning at 8<sup>th</sup> level, once per round, whenever a warchief is hit by an attack, he may make a DC 15 Reflex save to have that attack affect an adjacent tribe member instead. The attack is treated as though it

had hit the chosen bodyguard instead of the leader, regardless of the bodyguard's Armor Class or any other defensive effects. A tribe member may not serve as a bodyguard if it is dazed, stunned, paralyzed, or otherwise unable to act.

### **Silent One Abilities**

Excerpt from <http://www.wizards.com/default.asp?x=lg/lgpg/20060711a>

*Tap the Archive Arcanum (Sp)*: A Silent One may enter a meditative state to contact the Archive Arcanum, a mysterious psychic repository of knowledge compiled since the earliest days of the order. The enigmatic archivists speak in cryptic phrasings, however, and an answer to a specific query is seldom straightforward. This effect is identical to casting *legend lore*, save that there is no material component. As with a *legend lore*, physical handling of an object related to the query makes for speedier results. Entering the trance is a standard action that may be used once per day.

*Rune of Regulation (Sp)*: Once per day as a standard action, a Silent One may trace a rune upon a single magic item, nullifying all of that item's magical abilities until such time as the rune is removed. Such runes of regulation, as they are known, are plainly visible, and may be removed at will by any member of the order (this is usually done only in the hidden sanctums of the Lonely Tower). Like *bestow curse*, the rune of regulation cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. This ability does not function on artifacts.

*Cancellation Touch (Su)*: Once per day as a standard action, a Silent One may drain the abilities of a magical item by touch. The item touched gets a Will saving throw (DC 19). If a creature is holding it at the time, the attempt provokes an attack of opportunity and the item can use the holder's will save bonus in place of its own if the holder's is better. This ability does not function on artifacts.

## Appendix One – APL 8

### Encounter Six

**Hobgoblin Ghost Ftr 7;** CR 9; medium undead (incorporeal); HD 7d12; hp 63; Init +7; Spd Fly 30 ft (perfect); AC 18, touch 18, flat-footed 15 or 19, touch 12, flat-footed 17; Base Atk +7/+2; Grp +8; Atk +10 melee (1d6 incorporeal touch) or +10 melee (1d8+1/19-20, +1 *longsword*); Full Atk +10 melee (1d6 incorporeal touch) or +10/+5 melee (1d8+1/19-20, +1 *longsword*); SA corrupting gaze, corrupting touch, frightful moan, manifestation; SQ darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL LE; SV Fort +5, Ref +5, Will +3; Str 10, Dex 16, C—, I 13, W 12, Ch 20.

**Skills and feats:** Climb +5, Hide +16, Listen +21, Move Silent +13, Search +9, Spot +11; Alertness, [Combat Expertise], [Dodge], Improved Initiative, [Mobility], [Spring Attack], [Whirlwind Attack]

**Corrupting Gaze (Su):** A ghost can blast living beings with a glance, range 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save (DC 18) or take 2d10 points of damage and 1d4 points of Charisma damage.

**Frightful Moan (Su):** A ghost can emit a frightful moan as a standard action. All living creatures in a 30-foot spread must succeed on a Will save (DC 18) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves cannot be affected by the same ghost's moan for 24 hours.

**Possessions:** heavy steel shield, chainmail, +1 *longsword*

**Dark Naga Sorcerer 8;** CR 9; large aberration; HD 9d8+1d4+20; hp 72; Init +2; Spd 40 ft; AC 18, touch 15, flat footed 16; Base Atk +6; Grp +12; Atk +7 melee (2d4+2 plus poison, sting); Full Atk +7 melee (2d4+2 plus poison, sting) and +2 melee (1d4+1 bite); SA Poison, spells; SQ Darkvision 60 ft., *detect thoughts*, guarded thoughts, immunity to poison, resistance to charm; AL LE; Fort +5, Ref +7, Will +9; Str 14, Dex 15, Con 14, Int 16, Wis 15, Cha 17

**Skills and feats:** Bluff +11, Concentration +14, Diplomacy +7, Disguise +5 (+7 acting), Intimidate +5, Listen +11, Sense Motive +8, Spellcraft +14, Spot +11; Alertness, Combat Casting, Eschew Materials, Lightning Reflexes, Transdimensional Spell\*.

\* (new feat)

**Poison (Ex):** Injury, Fortitude DC 16 or lapse into a nightmare-haunted sleep for 2d4 minutes. The save DC is Constitution-based.

**Resistance to Charm:** Dark nagas have a +2 racial bonus on saving throws against all charm effects (not included in the statistics block).

**Detect Thoughts (Su):** A dark naga can continuously use *detect thoughts* as the spell (caster level 9th; Will DC 15 negates). This ability is always active. The save DC is Charisma-based.

**Guarded Thoughts (Ex):** Dark nagas are immune to any form of mind reading.

**Sorcerer Spells Known (6/7/7/6/3; save DC 13 + spell level):** 0—*daze*, *detect magic*, *light*, *mage hand*, *open/close*, *ray of frost*, *read magic*; 1st—*burning hands*, *expeditious retreat*, *magic missile*, *mage armor* (factored into AC), *silent image*; 2nd—*blast of force\**, *cat's grace*, *invisibility*, *scorching ray*; 3rd—*displacement*, *lightning bolt*; 4th—*fire shield*

\*new spell

**Possessions:** eyes of arcane sight,

### Encounter Eight

**Bwapp, Bullywug Clr 5;** CR 5; medium humanoid (aquatic); HD 5d8+ 25; hp 49; Init -1; Spd 20 ft, swim 30 ft; AC 16, touch 9, flat-footed 16; Base Atk +3; Grp +4; Atk +4 melee (1d6+1, shortspear) or +2 ranged (1d6+1, shortspear); Full Atk +4 melee (1d6+1, shortspear) or +2 ranged (1d6+1, shortspear); SA spells; SQ marsh move, AL CE; SV Fort +9; Ref +0; Will +6; Str 13, Dex 8, Con 20, Int 6, Wis 12 [14], Ch 4

**Skills and Feats:** Concentration +9, Heal +4, Hide +0\*, Knowledge (Religion) +0; Augmented Summoning; Spell Focus (conjunction)

\* Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Summoning (Sp):** When a bullywug cleric uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is then a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random.

**Cleric Spells Prepared (5/3+1/2+1/1+1; base DC = 12 + spell level):** 0—*inflict minor wounds* (×5); 1st—*inflict light wounds*, *protection from law\**, *summon monster I* (×2), 2nd—*fog cloud\**, *summon monster II* (×2), 3rd—*magic circle against law*, *summon monster III*.

\*Domain spell. **Domains:** Chaos (chaos spell cast at +1 caster level); Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities 1/day).

**Possessions:** dagger, holy symbol, shortspear, masterwork studded leather armor, *peripat of wisdom* +2.



**Fiendish Crocodile (augmented summoning);** medium magical beast (augmented animal) [chaos, evil]; HD 3d8+15 (28 hp) Init +1 Spd 20 ft; swim 30 ft. AC: 15, touch 11, flat-footed 14; Base Atk +2; Grp +8; Atk +6 melee (1d8+9, bite) or +6 melee (1d12+9, tail slap) Full Atk +6 melee (1d8+9, bite) or +6 melee (1d12+9, tail slap): AL CE; SA Improved grab; Smite good (+3 damage) SQ Darkvision 60 ft; cold resistance 5, fire resistance 5, hold breath, low-light vision, spell resistance 8; SV Fort +8, Ref +4, Will +2; Str 23, Dex 12, Con 21, Int 1, Wis 12, Cha 2.

**Skills and Feats:** Hide +7\*, Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide).

A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

\*A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Improved Grab (Ex):** To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

**Hold Breath (Ex):** A crocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning.

**Chief Stoag, Bullywug Bbn4:** CR 5; medium humanoid (aquatic); HD: 4d12+20; hp 51; Init +1; Spd 30 ft, swim 40 ft; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +7; Atk +8 melee (1d8+4, masterwork longspear) or +5 ranged (1d6+3, shortspear); Full Atk +8 melee (1d8+4/×3, masterwork longspear) or +5 ranged (1d6+3, shortspear); SA Rage 2/day; SQ Marsh move, trap sense +1, uncanny dodge, AL CE; SV Fort +9, Ref +2, Will +0; Str 16, Dex 13, Con 20, Int 6, Wis 8, Cha 4.

**Skills and Feats:** Hide +8 (+14 in marshes); Jump +8, Listen -1, Spot -1, Swim +11; Combat Reflexes, Power Attack.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Power-up suite (rage + full power attack):** AC 16 touch 9 flat footed 14; hp 59; Atk +6 melee (1d8+14/×3 masterwork longspear); Will +2

**Power-up suite (rage + half power attack):** AC 16 touch 9 flat footed 14; hp 59; Atk +8 melee (1d8+10/×3 masterwork longspear); Will +2

**Possessions:** dagger, masterwork longspear, shortspear (3), +1 studded leather armor, *potion of cure light wounds* (2), *potion of pass without trace*, *potion of enlarge person*, *potion of cure serious wounds*

**Bullywug War 3;** CR 3 medium humanoid (aquatic); HD 3d8+9; hp 25; Init +0; Spd 20 ft, swim 30 ft; AC 16, touch 11, flat-footed 15; Base Atk +3; Grp +4; Atk +3 melee (1d6+1, shortspear) or +4 ranged (1d6, shortspear); Full Atk +3 melee (1d6, shortspear) or +4 ranged (1d6, shortspear); SQ Marsh move, AL CE; SV Fort +7, Ref +1, Will -1; Str 11, Dex 13, Con 16, Int 6, Wis 5, Cha 4.

**Skills and Feats:** Hide +6 (+12 in marshes); Listen -3, Spot -3, Endurance; Point Blank Shot.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Possessions:** shortspear (3), masterwork leather armor; *potion of cure light wounds*, *potion of delay poison*

**Grigaur:** CR 4; Medium Magical Beast; HD 4d10+12; hp 39; Init +1; Spd 40 ft; AC 15, touch 11, flat-footed 14, Base Atk +4; Grp +8; Atk +8 melee (2d4+4, claw); Full Atk +8/+8 melee (2d4+4, claw) and +3 melee (1d6+2, bite): SA Improved Grab; SQ Blindsight 60 ft; DR 5/-; immunities, scent; AL: N; SV Fort: +7; Ref +5 Will +2; Str 19, Dex 13, Con 16, Int 6, Wis 12, Cha 8.

**Skills and Feats:** Climb +7; Hide +3\*, Listen +3, Move Silently +3; Spot +3; Alertness.

**Improved Grab (Ex):** To use this ability, the grigaur must hit a medium-sized creature with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Blindsight (Ex):** Grigaurs use scent and hearing to ascertain all foes within 60 feet as a sighted creature would.

Grigaurs are susceptible to sound- and scent-based attacks and are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense heavy air). Negating a grigaur's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are defeated, the grigaur is effectively blinded.

**Immunities:** Grigaurs are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

## Encounter Nine

**Bullywug War3;** CR 3; Medium Humanoid (aquatic); HD: 3d8+9; hp 25; Init +0; Spd 20 ft, swim 30 ft; AC 15, touch 10, flat-footed 15; Base Atk +3; Grp +4; Atk +4 melee (1d6+1, shortspear) or +3 ranged (1d6+1,

shortspear); Full Atk +4 melee (1d6+1, shortspear) or +3 ranged (1d6+1, shortspear); SQ Marsh move, AL CE; SV Fort +7; Ref +1; Will -1; Str 13, Dex 11, Con 16, Int 6, Wis 5, Cha 4.

*Skills and Feats:* Hide +6 (+12 in marshes); Listen -3, Spot -3, Diehard, Endurance.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud

*Possessions:* shortspear (3), masterwork leather armor, everburning torch, *potion of cure serious wounds*, *potion of delay poison*.

**Mesuggnug, Bullywug Savant Sor 5:** CR 6 medium monstrous humanoid; HD 2d8+5d4+14; hp 38; Init +3 Spd 30ft, swim 20ft; AC 22, touch 18, flat-footed 19; Base Atk +3; Grp +3; Atk +3 melee (1d6, shortspear) or +6 ranged (1d6, shortspear); Full Atk +3 melee (1d6, shortspear) or +6 ranged (1d6, shortspear); SA: Poison, spells; SQ Darkvision 60 ft; marsh move, summoning; AL NE; SV Fort +5, Ref +6, Will +5; Str 10, Dex 16, Con 18, Int 13, Wis 8, Cha 18.

*Skills and Feats:* Bluff +10, Concentration +10, Hide +4 (+10 in marshes), Jump +2, Spellcraft +8, Tumble +4; Combat Casting, Spell Focus (enchantment); Greater Spell Focus (enchantment)

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Poison (Ex):** The fluid sacs on a savant's head contain a contact poison (contact DC 16, 1 Dex/2d4 Dex). As a standard action the savant can cause one of the sacs to erupt, coating an adjacent target on a successful touch attack. Savants, bullywugs, kuo-toas, skum, and aboleths are immune to this poison. It takes seven days for a ruptured sac to heal and restore its poison. The largest two poison sacs are only used if the savant is in great peril, for each of them deals 1d2 points of Intelligence damage to the savant if used.

**Summoning (Sp):** When a bullywug savant uses a *summon monster* spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. Unlike common bullywug clerics, savant summoning spells do not have a chance of accidentally summoning creatures hostile to them.

*Sorcerer Spells Known* (6/7/5; save DC 14 + spell level; enchantment spells save DC 16 + spell level): 0—*daze*, *detect magic*, *light*, *mage hand*, *ray of frost*, *read magic*; 1st—*charm person*, *magic missile*, *mage armor* (factored in), *shield*; 2nd—*Tasha's hideous laughter*, *touch of idiocy*

*Possessions:* spell component pouch, masterwork shortspear (2), *amulet of natural armor* +1, *ring of protection* +1, *scroll of expeditious retreat*, *scroll of invisibility*, *scroll of dispel magic*.

**Gulwogg Tomerspong, Male Human Clr 6:** CR 6; Medium Humanoid; HD 6d8+6; hp 41; Init -1; Spd 20ft;

AC 15 touch 9 flat-footed 15; Base Atk +4; Grp +6; Atk +8 melee (1d10+4, +1 *glaive*) or +3 ranged (1d6+2 shortspear); Full Atk +8 melee (1d10+4, +1 *glaive*) or +3 ranged (1d6+2 shortspear); SQ Rebuke undead; AL LE; SV Fort +6, Ref +1, Will +8; Str 14, Dex 8, Con 12, Int 13, Wis 16, Cha 10.

*Skills and Feats:* Concentration +11, Knowledge (Religion) +11, Spellcraft +11; Swim +11 (-1 in armor); Bane Magic (humanoid: dwarf)\*\*\*, Bane Magic (humanoid: elf)\*\*\*, Bane Magic (Monstrous Humanoid)\*\*\*, Weapon Focus (*glaive*)\*, Martial Weapon Proficiency (*glaive*)\*.

\*\*new feat

*Cleric Spells Prepared* (5/4+1/4+1/3+1; base DC = 13 + spell level): 0—*create water* (2), *detect magic*, *light*, *read magic*; 1st—*magic weapon*\*, *cure light wounds* (2), *doom*, *shield of faith*; 2nd—*deific vengeance*\*\* (2), *spiritual weapon*\*, *lesser restoration*, *sound burst*; 3rd—*dominate animal*\*, *dispel magic*, *prayer*, *water walk*.

\*Domain spell. Domains: Animal (*speak with animals* 1/day as a spell like ability); War (Free Martial Weapon Proficiency with deity's favored weapon, and Weapon Focus with the deity's favored weapon.)

\*\* new spell

*Possessions:* gray stone toad (holy symbol), light mace, everburning torch, masterwork banded mail, +1 *glaive*, *scroll of invisibility* *purge*, *ring of swimming*.

## Encounter Eleven

**Nihilon, Quell Arc 5:** CR 6; Medium Undead (incorporeal); HD 5d12+5d6; hp 67; Init +7; AC 15, touch 15, flat footed 12; Base Atk +4; Grp -; Atk +7 melee (1d4); Full Atk +7 incorporeal melee touch (1d4); SA Coupled intercession, intercession; SQ Darkvision 60 ft, daylight powerlessness, incorporeal traits, undead traits, +4 turn resistance; AL LE; SV Fort +5 Ref +4 Will +11 Str -, Dex 16, Con -, Int 19, Wis 17, Cha 18.

*Skills and feats:* Concentration +10, Decipher Script +14, Diplomacy +8, Gather Information +9, Hide +11, Knowledge (arcana) +17, Knowledge (Dungeoneering) +17, Knowledge (history) +12, Listen +13, Sense Motive +9, Spellcraft +19, Spot +13; Alertness, Combat Reflexes<sup>b</sup>; Ghostly Grasp\*, Improved Initiative, Practiced Spellcaster\*, Scribe Scroll<sup>b</sup>.

\*new feat

**Intercession (Su):** A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's hit dice (12th level). The result indicates the highest level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally affected divine spellcasters

cannot turn undead or cast divine spells for 1 minute; however, if the quell has twice as many HD as the spellcaster has divine levels the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quell attacks an affected divine spellcaster in any way, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quell can use this ability a number of times a day equal to 3 + its charisma modifier (7 times)

**Dark Knowledge:** Three times per day, an archivist can draw upon his expansive knowledge of monsters, granting his allies benefits against the creatures they face. Doing this counts as a move action. The secrets of dark knowledge pertain only to aberrations, elementals, magical beasts, outsiders, or undead.

An archivist unlocks new dark knowledge abilities as his level increases and can also call upon his dark knowledge more often, gaining one additional daily use for every three archivist levels (4/day at 3rd level, 5/day at 6th level, and so forth).

Using dark knowledge requires a Knowledge check of a type appropriate to the creature faced. A Knowledge (arcana) check reveals secrets of magical beasts, Knowledge (dungeoneering) pertains to aberrations, Knowledge (religion) covers undead, and Knowledge (the planes) applies to outsiders and elementals. The DC of the check is 15. Most of the archivist's dark knowledge abilities increase in effectiveness if he succeeds on his Knowledge check by 10 or more. Dark knowledge can only be used once against any given creature.

The archivist's dark knowledge can affect a single creature or all creatures of the same race, depending on the effect used. A target creature must be within 60 feet, and the archivist must be aware of the creature's presence, although he need not have a line of sight to it. The effects of dark knowledge last for 1 minute, unless stated otherwise.

**Tactics:** The archivist knows the general combat behaviors of creatures of that race, granting his allies a +1 bonus on attack rolls made against them. If the archivist succeeds on his Knowledge check by 10 or more, then this bonus increases to +2. If the archivist succeeds on his Knowledge check by 20 or more, then this bonus increases to +3.

**Puissance:** Starting at 5th level, the archivist can use his dark knowledge to help his allies fight off the corrupting influence of other creatures. Allies within 60 feet of the archivist gain a +1 bonus on saving throws against the affected creature's abilities. If the archivist succeeds on his Knowledge check by 10 or more, this bonus increases to +2. If the archivist succeeds on his Knowledge check by 20 or more, this bonus increases to +3.

**Archivist Spells Prepared** (4/5/4/3; 9th Caster Level; base DC = 14 + spell level: 0—*detect magic*, *guidance*, *inflict*

*minor wounds*, *light*; 1st—*bless*, *comprehend languages*, *cause fear*, *inflict light wounds* (×2), 2nd—*calm emotions*, *inflict moderate wounds*, *zone of truth*, 3rd—*dispel magic*, *invoke the cerulean sign*\*, *slashing darkness*\*

**Prayerbook:** 0—*create water*, *cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *inflict minor wounds*, *light*, *mending*, *purify food and drink*, *read magic*, *resistance*, *virtue* 1st—*bless*, *comprehend languages*, *cause fear*, *inflict light wounds*, *sanctuary*; 2nd—*calm emotions*, *inflict moderate wounds*, *nondetection*, *zone of truth*; 3rd—*bestow curse*, *dispel magic*, *inflict serious wounds*, *invoke the cerulean sign*\*, *slashing darkness*\*

\*new spell

**Possessions:** Prayerbook, Pearl of power 2nd level spell, *cerulean sign* +1.

## Appendix Two – APL 10

### Encounter Six

**Larilagh, Hobgoblin Ghost Ftr 6;** CR 10; Medium Undead (incorporeal); HD 6d12; hp 54; Init +7; Spd Fly 30 ft (perfect); AC 18, touch 18, flat-footed 15 or 17, touch 13, flat-footed 14; Base Atk +6; Grp +7; Atk +9 melee (1d4 ability drain, incorporeal touch) or +10 melee (1d8+1/19-20, +1 longsword); Full Atk +9 melee (1d4 ability drain, incorporeal touch) or +10/+5 melee (1d8+1/19-20, +1 longsword); SA Corrupting gaze, draining touch, frightful moan, manifestation; SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL LE; SV Fort +5, Ref +5, Will +2; Str 12, Dex 16, C –, I 12, W 10, Ch 20.

*Skills and feats:* Climb +4, Hide +15, Listen +14, Move Silent +7, Search +9, Spot +10; Alertness, Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack.

**Corrupting Gaze (Su):** A ghost can blast living beings with a glance, range 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save (DC 19) or take 2d10 points of damage and 1d4 points of Charisma damage.

**Draining Touch (Su):** A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Frightful Moan (Su):** A ghost can emit a frightful moan as a standard action. All living creatures in a 30-foot spread must succeed on a Will save (DC 19) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves cannot be affected by the same ghost's moan for 24 hours.

*Possessions:* chainmail, heavy steel shield, +1 longsword.

**Hrugor, Ghost Hobgoblin Ftr 8;** CR 10; Medium Undead (incorporeal); HD 8d12; hp 72; Init +7; Spd Fly 30 ft (perfect); AC 18, touch 18, flat-footed 15 or 17, touch 13, flat-footed 14; Base Atk +8; Grp +9; Atk +11 melee (1d4 ability drain, incorporeal touch) or +13 melee (1d8+1/17-20, +1 ghost touch longsword); Full Atk +11 melee (1d4 ability drain, incorporeal touch) or +13/+8 melee (1d8+1/17-20, +1 longsword); SA Draining touch, horrific appearance, frightful moan, manifestation; SQ Darkvision 60 ft, incorporeal traits, positive energy resistance 10, rejuvenation, +4 turn resistance, undead traits; AL LE; SV: Fort +6, Ref +5, Will +1; Str 13, Dex 16, C –, I 12, W 8, Ch 20.

*Skills and feats:* Climb +5, Hide +16, Listen +9, Move Silent +8, Search +9, Spot +12; Alertness, Dodge, Improved Critical (longsword), Improved Initiative, Mobility, Positive Energy Resistance\*, Spring Attack, Weapon Focus (longsword).

\*new feat

**Draining Touch (Su):** A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Horrific Appearance (Su):** Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 19) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

**Frightful Moan (Su):** A ghost can emit a frightful moan as a standard action. All living creatures in a 30-foot spread must succeed on a Will save (DC 19) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves cannot be affected by the same ghost's moan for 24 hours.

*Possessions:* chainmail, heavy steel shield, +1 ghost touch longsword

**Dark Naga Sorcerer 10;** CR 11; Large Aberration; HD 9d8+3d4+25; hp 85; Init +2; Spd 40 ft; AC 18, touch 15, flat footed 16; Base Atk +8; Grp +14; Atk +9 melee (2d4+2 plus poison, sting); Full Atk +9 melee (2d4+2 plus poison, sting) and +4 melee (1d4+1, bite); SA Poison, spells; SQ Darkvision 60 ft., detect thoughts, guarded thoughts, immunity to poison, resistance to charm; AL LE; Fort +5, Ref +7, Will +11; Str 14, Dex 17, Con 20, Int 14, Wis 17, Cha 20.

*Skills and feats:* Bluff +14, Concentration +19, Diplomacy +9, Disguise +7 (+9 acting), Intimidate +7, Listen +12, Sense Motive +9, Spellcraft +14, Spot +13; Alertness, Combat Casting, Eschew Materials, Lightning Reflexes, Spell Focus (evocation), Transdimensional Spell\*

\*new feat

**Poison (Ex):** Injury, Fortitude DC 21 or lapse into a nightmare-haunted sleep for 2d4 minutes. The save DC is Constitution-based.

**Resistance to Charm:** Dark nagas have a +2 racial bonus on saving throws against all charm effects (not included in the statistics block).

**Detect Thoughts (Su):** A dark naga can continuously use *detect thoughts* as the spell (caster level 9th; Will DC 17 negates). This ability is always active. The save DC is Charisma-based.

**Guarded Thoughts (Ex):** Dark nagas are immune to any form of mind reading.

Sorcerer Spells Known (6/8/7/7/6/4; save DC 15 + spell level; evocation save DC 16 + spell level): 0—*daze*, *dancing lights*, *detect magic*, *light*, *mage hand*, *open/close*, *ray of frost*, *read magic*, *resistance*; 1st—*expeditious retreat*, *magic missile*, *mage armor* (factored into AC), *ray of enfeeblement*, *silent image*; 2nd—*blast of force\**, *invisibility*, *glitterdust*, *scorching ray*; 3rd—*displacement*, *fly*, *lightning bolt*; 4th—*dimension door*, *stoneskin*; 5<sup>th</sup>—*cone of cold*

\*new spell

Possessions: 1250 gp diamond dust; eyes of arcane sight\*\*

\*\*new item

## Encounter Eight

**Bwapp, Bullywug Clr 7;** CR 7; Medium Humanoid (aquatic); HD 7d8+35; hp 68; Init -1; Spd 20 ft, swim 30 ft; AC 19, touch 10, flat-footed 19; Base Atk +5; Grp +6; Atk +6 melee (1d6+1, shortspear) or +4 ranged (1d6+1, shortspear); Full Atk +6 melee (1d6+1, shortspear) or +5 ranged (1d6+1, shortspear); SA Spells; SQ Marsh move, AL CE SV Fort +10, Ref +1, Will +7; Str 13, Dex 10, Con 20, Int 6, Wis 12 [14], Ch 4.

**Skills and Feats:** Concentration +10, Heal +4, Hide -1\*, Knowledge (Religion) +0; Augmented Summoning; Combat Casting, Spell Focus (conjunction).

\* Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Summoning (Sp):** When a bullywug cleric uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is then a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random.

**Cleric Spells Prepared** (6/5+1/4+1/2+1/1+1; base DC = 12 + spell level): 0—*inflict minor wounds* (×5); 1st—*protection from law\**, *inflict light wounds* (×2), *summon monster I* (×3), 2nd—*fog cloud\**, *summon monster II* (×4), 3rd—*magic circle against law\**, *summon monster III* (×2); 4th—*control water\**, *summon monster IV*.

\*Domain spell. Domains: Chaos (chaos spell cast at +1 caster level); Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster

water creatures as an evil cleric rebukes undead. Use these abilities 1/day).

Possessions: holy symbol, shortspear, dagger, +1 chain shirt, ring of protection +1, periapt of wisdom +2.

**Fiendish Huge Viper:** HD 6d8+18; hp 45; Init +6; Spd 20 ft, Climb 20 ft, swim 20 ft; AC 15, touch 10, flat-footed 15; Base Atk +4; Grp +17; Atk +8 melee (1d6+7 plus poison, bite); Full Atk +8 melee (1d6+7 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Poison, smite good (+6); SQ Resistance to cold 5 and fire 5, damage reduction 5/magic, spell resistance 11, scent; AL CE: SV Fort +8, Ref +7, Will +3; Str 20, Dex 15, Con 17, Int 1, Wis 12, Cha 2.

**Skills and Feats:** Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11; Improved Initiative, Run, Weapon Focus (bite).

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Poison (Ex):** A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con DC 16 Fort negates.

**Chief Stoag, Bullywug Bbn6:** CR 6; Medium Humanoid (aquatic); HD 6d12+24; hp 72; Init +1; Spd 30 ft, swim 40 ft; AC 21, touch 12, flat-footed 19; Base Atk +6; Grp +9; Atk +10 melee (1d8+5/×3, +1 longspear) or +8 ranged (1d6+3, shortspear); Full Atk +10/+5 melee (1d8+5/×3, +1 longspear) or +5 ranged (1d6+3, shortspear); SA Rage 2/day; SQ Marsh move, trap sense +2, improved uncanny dodge, AL CE; SV Fort +10, Ref +3, Will +1; Str 16, Dex 14, Con 19, Int 6, Wis 8, Ch 4.

**Skills and Feats:** Hide +10 (+16 in marshes); Jump +10, Listen -1, Spot -1, Swim +11; Combat Reflexes, Improved Overrun, Power Attack.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Power-up suite (rage + full power attack):** AC 16 touch 9 flat footed 14; hp 88; Atk +4 melee (1d8+20/×3, +1 longspear); Fort +12, Will +3

**Power-up suite (rage + half power attack):** AC 17 touch 9 flat footed 15; hp 88; Atk +7 melee (1d8+14/×3, +1 longspear); Fort+12, Will +2

Possessions: dagger, +1 longspear, +1 chain shirt, amulet of natural armor +1.

**Bullywug War 5;** CR 4; Medium Humanoid (aquatic); HD 5d8+15; hp 41; Init +0; Spd 20 ft, swim 30 ft; AC 15, touch 10, flat-footed 15; Base Atk +5; Grp +7; Atk +5 melee (1d6, shortspear) or +7 ranged (1d6, shortspear); Full Atk +5 melee (1d6, shortspear) or +7 ranged (1d6, shortspear); SQ marsh move, AL CE; SV: Fort: +8; Ref +2; Will +0; Str 11, Dex 14, Con 16, Int 6, Wis 5, Ch 4.

**Skills and Feats:** Hide +10 (+18 in marshes); Listen -3, Spot -3; Endurance, Point Blank Shot.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Possessions:** shortspear (2), +1 leather armor, javelin of lightning (2).

**Grigaur;** CR 4; Medium Magical Beast; HD 4d10+12; hp 39; Init +1; Spd 40 ft; AC: 15, touch 11, flat-footed 14, Base Atk +4; Grp +8; Atk +8 melee (2d4+4, claw); Full Atk +8/+8 melee (2d4+4, claw) and +3 melee (1d6+2, bite); SA Improved grab; SQ Blindsight 60 ft; damage reduction 5/-; immunities, scent; AL N; SV Fort +7, Ref +5, Will +2; Str 19, Dex 13, Con 16, Int 6, Wis 12, Cha 8.

**Skills and Feats:** Climb +7; Hide +3\*, Listen +3, Move Silently +3; Spot +3; Alertness.

**Improved Grab (Ex):** To use this ability, the grigaur must hit a medium-sized creature with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Blindsight (Ex):** Grigaurs use scent and hearing to ascertain all foes within 60 feet as a sighted creature would.

Grigaurs are susceptible to sound- and scent-based attacks and are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense heavy air). Negating a grigaur's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are defeated, the grigaur is effectively blinded.

**Immunities:** Grigaurs are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

## Encounter Nine

**Thbtibib, Bullywug Bbn 6:** CR 6; Medium Humanoid (aquatic); HD 6d12+24; hp 72; Init +1; Spd 30 ft, swim 40 ft; AC 21, touch 12, flat-footed 19; Base Atk +6; Grp +9; Atk +10 melee (1d8+5/×3, +1 longspear) or +8 ranged (1d6+3, shortspear); Full Atk: +10/+5 melee (1d8+5/×3, +1 longspear) or +5 ranged (1d6+3, shortspear); SA Rage 2/day; SQ Marsh move, trap sense +2, improved uncanny dodge, AL CE; SV Fort +10, Ref +3, Will +1; Str 16, Dex 14, Con 19, Int 6, Wis 8, Cha 4.

**Skills and Feats:** Hide +10 (+16 in marshes); Jump +10, Listen -1, Spot -1, Swim +11; Combat Reflexes, Improved Overrun, Power Attack.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Power-up suite (rage + full power attack):** AC 16 touch 9 flat footed 14; hp 88; Atk +4 melee (1d8+20/×3, +1 longspear); Fort +12, Will +3.

**Power-up suite (rage + half power attack):** AC 17 touch 9 flat footed 15; hp 88; Atk +7 melee (1d8+14/×3 +1 longspear); Fort+12, Will +2.

**Possessions:** dagger, +1 longspear, +1 chain shirt, amulet of natural armor + 1.

**Bullywug War 5;** CR 5 medium humanoid (aquatic); HD 5d8+15; hp 41; Init +0; Spd 20 ft, swim 30 ft; AC 16, touch 10, flat-footed 16; Base Atk +5; Grp +7; Atk +9 melee (1d6+4, +1 shortspear) or +6 ranged (1d6+2, shortspear); Full Atk +8 melee (1d6+4, +1 shortspear) or +6 ranged (1d6+2, shortspear); SQ marsh move, AL CE; SV Fort +8; Ref +2; Will +0; Str 14, Dex 11, Con 16, Int 6, Wis 5, Cha 4.

**Skills and Feats:** Hide +8 (+16 in marshes); Listen -3, Spot -3; Endurance, Weapon Focus (shortspear).

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Possessions:** shortspear (2), everburning torch, +1 shortspear, +1 leather armor, potion of cure serious wounds, potion of delay poison.

**Mesuggnug, Bullywug Savant Sor 7:** CR 8 medium monstrous humanoid; HD 2d8+7d4+36; hp 60; Init +3; Spd 30ft, swim 20ft; AC 22, touch 18, flat-footed 19; Base Atk +4; Grp +4; Atk +4 melee (1d6, shortspear) or +7 ranged (1d6, shortspear); Full Atk +4 melee (1d6, shortspear) or +7 ranged (1d6, shortspear); SA Poison, spells; SQ: Darkvision 60 ft; marsh move, summoning; AL NE; SV: Fort +6, Ref +7, Will +6; Str 10, Dex 16, Con 18, Int 14, Wis 8, Cha 20.

**Skills and Feats:** Bluff +11, Concentration +13, Hide +4\*, Jump +2, Spellcraft +11, Tumble +6; Combat Casting, Eschew Materials, Spell Focus (enchantment); Greater Spell Focus (enchantment).

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Poison (Ex):** The fluid sacs on a savant's head contain a contact poison (contact DC 16, 1 Dex/2d4 Dex). As a standard action the savant can cause one of the sacs to erupt, coating an adjacent target on a successful touch attack. Savants, bullywugs, kuo-toas, skum, and aboleths are immune to this poison. It takes seven days for a ruptured sac to heal and restore its poison. The largest two poison sacs are only used if the savant is in great peril, for each of them deals 1d2 points of Intelligence damage to the savant if used.

**Summoning (Sp):** When a bullywug savant uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. Unlike common bullywug clerics, savant summoning spells do not have a chance of accidentally summoning creatures hostile to them.

Sorcerer Spells Known (6/8/7/5; save DC 15 + spell level; enchantment spells save DC 17 + spell level): 0—*daze, detect magic, light, mage hand, message, ray of frost, read magic*; 1st—*charm person, disguise self, mage armor* (factored in to AC), *magic missile, shield*; 2nd—*Tasha's hideous laughter, touch of idiocy, spectral hand*; 3rd—*haste, hailstones*.\*

\*new spell

Possessions: masterwork shortspear, dagger, *amulet of natural armor* +1, *ring of protection* +1, *cloak of charisma* +2.

**Gulwogg Tomerspong, Male Human Clr 8**; CR 8; medium humanoid; HD 8d8+8 hp 54; Init -1; Spd 20ft; AC 16 touch 9 flat-footed 16; Base Atk +6; Grp +8; Atk +10 melee (1d10+4/×3, +1 glaive) or +5 ranged (1d6+2, shortspear); Full Atk +10/+5 melee (1d10+4/×3, +1 glaive) or +5 ranged (1d6+2, shortspear); SQ Rebuke undead; AL LE; SV Fort +7, Ref +2, Will +10; Str 14, Dex 8, Con 12, Int 13, Wis 17 [19], Cha 10.

*Skills and Feats*: Concentration +13, Knowledge (religion) +13, Spellcraft +13; Swim +13 (+1 in armor); Bane Magic (humanoid: dwarf)\*, Bane Magic (humanoid: elf)\*, Bane Magic (Monstrous Humanoid)\*, Weapon Focus (glaive), Martial Weapon Proficiency (glaive).

\*new feat

Cleric Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level: 0—create water (×2), detect magic, light, read magic; 1st—magic weapon\*, cure light wounds (×3), resurgence, shield of faith, 2nd—deific vengeance\*\* (×2), hold animal\*, lesser restoration, sound burst, 3rd—dominate animal\*, dispel magic, prayer, searing light, water walk, 4<sup>th</sup>—divine power\*, cure critical wounds, ~~freedom of movement~~, sound lance\*\*.

\*Domain spell. Domains: Animal (*speak with animals* 1/day as a spell like ability); War (Free martial weapon proficiency with deity's favored weapon, and Weapon focus with the deity's favored weapon.).

\*\* new spell

Possessions: light mace, gray stone toad (holy symbol), everburning torch, +1 banded mail, +1 glaive, *periapt of wisdom* +2; *ring of swimming*.

#### Power up Suite (*divine power, shield of faith*):

AC: 18; hp: 62; Base Atk: +8/+2; Grp: +15; Atk: +15 (1d10+8/×3, +1 glaive) or +7 ranged (1d6+5, shortspear); Full Atk: +15/+10 melee (1d10+8/×3, +1 glaive) or +7 ranged (1d6+5, shortspear); Str: 20; Swim +15 (+4 in armor)

### Encounter Eleven

**Nihilon, Quell Arc 7**; CR 6; Medium Undead (incorporeal); HD 5d12+7d6; hp 76; Init +7; AC 15, touch 15, flat footed 12; Base Atk +5; Grp -; Atk + 8 incorporeal touch (1d4); Full Atk +8 incorporeal touch (1d4); SA Coupled intercession, dark knowledge 5/day (tactics, puissance), intercession; SQ Darkvision 60 ft, daylight powerlessness, incorporeal traits, undead traits, +4 turn resistance; AL LE; SV Fort +5, Ref +4, Will +11; Str -, Dex 16, Con -, Int 20, Wis 17, Cha 18.

*Skills and feats*: Concentration +12, Decipher Script +18, Diplomacy +9, Gather Information +11, Hide +12, Knowledge (arcana) +19, Knowledge (dungeoneering)

+21, Knowledge (history) +14, Listen +13, Sense Motive +9, Spellcraft +21, Spot +13; Aberration Banemagic\*, Alertness, Combat Reflexes, Ghostly Grasp\*, Improved Initiative, Practiced Spellcaster\*, Scribe Scroll.

\*new feat

**Intercession (Su)**: A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's hit dice (12th level). The result indicates the highest level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however, if the quell has twice as many HD as the spellcaster has divine levels the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quell attacks an affected divine spellcaster in any way, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quell can use this ability a number of times a day equal to 3 + its charisma modifier (7 times)

**Dark Knowledge**: Three times per day, an archivist can draw upon his expansive knowledge of monsters, granting his allies benefits against the creatures they face. Doing this counts as a move action. The secrets of dark knowledge pertain only to aberrations, elementals, magical beasts, outsiders, or undead.

An archivist unlocks new dark knowledge abilities as his level increases and can also call upon his dark knowledge more often, gaining one additional daily use for every three archivist levels (4/day at 3rd level, 5/day at 6th level, and so forth).

Using dark knowledge requires a Knowledge check of a type appropriate to the creature faced. A Knowledge (arcana) check reveals secrets of magical beasts, Knowledge (dungeoneering) pertains to aberrations, Knowledge (religion) covers undead, and Knowledge (the planes) applies to outsiders and elementals. The DC of the check is 15. Most of the archivist's dark knowledge abilities increase in effectiveness if he succeeds on his Knowledge check by 10 or more. Dark knowledge can only be used once against any given creature.

The archivist's dark knowledge can affect a single creature or all creatures of the same race, depending on the effect used. A target creature must be within 60 feet, and the archivist must be aware of the creature's presence, although he need not have a line of sight to it. The effects of dark knowledge last for 1 minute, unless stated otherwise.

*Tactics*: The archivist knows the general combat behaviors of creatures of that race, granting his allies a +1 bonus on attack rolls made against them. If the archivist

succeeds on his Knowledge check by 10 or more, then this bonus increases to +2. If the archivist succeeds on his Knowledge check by 20 or more, then this bonus increases to +3.

**Puissance:** Starting at 5th level, the archivist can use his dark knowledge to help his allies fight off the corrupting influence of other creatures. Allies within 60 feet of the archivist gain a +1 bonus on saving throws against the affected creature's abilities. If the archivist succeeds on his Knowledge check by 10 or more, this bonus increases to +2. If the archivist succeeds on his Knowledge check by 20 or more, this bonus increases to +3.

**Archivist Spells Prepared** (4/6/5/4/2; 11th caster level; base DC = 15 + spell level: 0—detect magic, guidance, inflict minor wounds, light; 1st—bless, comprehend languages, cause fear, inflict light wounds (2), 2nd—calm emotions, inflict moderate wounds, zone of truth, 3rd—bestow curse, dispel magic, inflict serious wounds, invoke the cerulean sign\*; 4th—confusion, dimension door

**Prayerbook:** 0—create water, cure minor wounds, detect magic, detect poison, guidance, inflict minor wounds, light, mending, purify food and drink, read magic, resistance, virtue 1<sup>st</sup>—bless, comprehend languages, cause fear, inflict light wounds, sanctuary; 2<sup>nd</sup>—calm emotions, inflict moderate wounds, nondetection, zone of truth; 3<sup>rd</sup>—bestow curse, dispel magic, inflict serious wounds, invoke the cerulean sign\*; 4th—confusion, discern lies, dimension door, divination, inflict critical wounds, restoration, sending, tongues

\* new spell

**Possessions:** Prayerbook, cerulean sign +1\*, pearl of power, 2nd-level spells.

\* new item.



## Appendix Three – APL 12

### Encounter Five

**Advanced Destrachan:** CR 10; Large Aberration; HD 16d8+48; hp 132; Init +5; Spd 30 ft; AC 19, touch 10, flat footed 18; Base Atk +9; Grp +17; Atk +13 melee (1d8+5, claw); Full Atk +13/+13 melee (1d8+5, claws); Space/Reach 10 ft/5 ft; SA Destructive harmonics; SQ Blindsight 100 feet; immunities, protection from sonics; AL NE; SV Fort +8, Ref +8, Will +15; Str 20, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

**Skills and feats:** Hide +16, Listen +33, Move Silently +15, Survival +9; Ability focus (destructive harmonics), Dodge, Improved Initiative, Improved Natural Armor, Improved Natural Attack (claw), Lightning Reflexes.

**Destructive Harmonics (Su):** A destrachan can blast sonic energy in a cone up to 80 feet long. It can also use this attack to affect any creatures or objects within a 30-foot radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

**Flesh:** Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 21 half).

**Nerves:** A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 21 half).

**Material:** When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 21 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

**Blindsight (Ex):** A destrachan can use hearing to ascertain all foes within 100 feet as a sighted creature would.

**Immunities:** Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

**Protection from Sonics (Ex):** While they can be affected by loud noises and sonic spells (such as ghost sound or silence), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

**Skills:** A destrachan has a +10 racial bonus on Listen checks.

**Larilagh, Grunta, Hobgoblin Ghost Ftr 8;** CR 10; Medium Undead (incorporeal); HD 8d12; hp 72; Init

+7; Spd Fly 30 ft (perfect); AC 18, touch 18, flat-footed 15 or 17, touch 13, flat-footed 14; Base Atk +8; Grp +9; Atk +11 melee (1d4 ability drain, incorporeal touch) or +10 melee (1d8+2/19-20, +1 *longsword*) or telekinetic grapple +17 (1d3+5, nonlethal grapple); Full Atk +11 melee (1d4 ability drain, incorporeal touch) or +10/+5 melee (1d8+2/19-20, +1 *longsword*) or telekinetic grapple +17 (1d3+5, nonlethal grapple); SA frightful moan, manifestation, telekinesis; SQ darkvision 60 ft, incorporeal traits, positive energy resistance 10, rejuvenation, +4 turn resistance, undead traits; AL LE; SV: Fort +6, Ref +5, Will +1; Str 13, Dex 16, C-, I 12, W 8, Ch 20

**Skills and feats:** Climb +5, Hide +16, Listen +9, Move Silent +8, Search +9, Spot +12; Alertness, Combat Expertise, Dodge, Improved Initiative, Mobility, Positive Energy Resistance\*, Spring Attack, Whirlwind Attack.

**Draining Touch (Su):** A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Frightful Moan (Su):** A ghost can emit a frightful moan as a standard action. All living creatures in a 30-foot spread must succeed on a Will save (DC 19) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves cannot be affected by the same ghost's moan for 24 hours.

**Telekinesis (Su):** A ghost can use *telekinesis* as a standard action (caster level 12th). When a ghost uses this power, it must wait 1d4 rounds before using it again.

**Possessions:** +1 *longsword*

**Hrugor, Ghost Hobgoblin Ftr 8;** CR 10 medium undead (incorporeal); HD 8d12; hp 72; Init +7; Spd Fly 30 ft (perfect); AC 18, touch 18, flat-footed 15 or 17, touch 13, flat-footed 14; Base Atk +8; Grp +9; Atk +11 melee (1d4 ability drain, incorporeal touch) or +12 melee (1d8+1/17-20, +1 *ghost touch longsword*) or +10 ethereal melee (1d8+2/17-20, +1 *ghost touch longsword*); Full Atk +11 melee (1d4 ability drain, incorporeal touch) or +12/+7 melee (1d8+1/17-20, +1 *ghost touch longsword*) or +10/+5 ethereal melee (1d8+2/17-20 +1 *ghost touch longsword*); SA draining touch, horrific appearance, frightful moan, manifestation; SQ: darkvision 60 ft, incorporeal traits, positive energy resistance 10, rejuvenation, +4 turn resistance, undead

traits; AL LE; SV: Fort +6, Ref +5, Will +1; Str 13, Dex 16, C –, I 12, W 8, Ch 20

**Skills and feats:** Climb +5, Hide +16, Listen +9, Move Silent +8, Search +9, Spot +12; Alertness, Improved Critical, Dodge, Improved Initiative, Mobility, Positive Energy Resistance\*, Spring Attack, Power Attack.

**Draining Touch (Su):** A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Horrific Appearance (Su):** Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 19) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

**Frightful Moan (Su):** A ghost can emit a frightful moan as a standard action. All living creatures in a 30-foot spread must succeed on a Will save (DC 19) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves cannot be affected by the same ghost's moan for 24 hours.

**Possessions:** +1 ghost touch longsword

**Dark Naga Sorcerer 12;** CR 13; Large Aberration; HD 9d8+5d4+30; hp 100; Init +0; Spd 40 ft; AC 17, touch 14, flat footed 16; Base Atk +8; Grp +15; Atk +11 melee (2d4+3 plus poison, sting); Full Atk +11 melee (2d4+3 plus poison, sting) and +6 melee (1d4+1, bite); SA Poison, spells; SQ Darkvision 60 ft., detect thoughts, guarded thoughts, immunity to poison, resistance to charm; AL LE; Fort +6, Ref +8, Will +12; Str 16, Dex 12, Con 17, Int 16, Wis 18, Cha 21 [23].

**Skills and feats:** Bluff +14, Concentration +15, Diplomacy +8, Disguise +6 (+8 acting), Intimidate +6, Listen +12, Sense Motive +8, Spellcraft +14, Spot +11; Alertness, Combat Casting, Dodge, Eschew Materials, Lightning Reflexes; Spell Focus (evocation), Transdimensional Spell.

**Poison (Ex):** Injury, Fortitude DC 19 or lapse into a nightmare-haunted sleep for 2d4 minutes. The save DC is Constitution-based.

**Resistance to Charm:** Dark nagas have a +2 racial bonus on saving throws against all charm effects (not included in the statistics block).

**Detect Thoughts (Su):** A dark naga can continuously use *detect thoughts* as the spell (caster level 9th; Will DC 18 negates). This ability is always active. The save DC is Charisma-based.

**Guarded Thoughts (Ex):** Dark nagas are immune to any form of mind reading.

**Sorcerer Spells Known (6/8/8/7/7/6/4;** save DC 16 + spell level; evocation save DC 18 + spell level): 0—*daze, dancing lights, detect magic, light, mage hand, open/close, ray of frost, read magic, resistance*; 1st—*expeditious retreat, magic missile, mage armor* (factored into AC), *ray of enfeeblement, silent image*; 2nd—*blast of force\**, *cat's grace, invisibility, glitterdust, scorching ray*; 3rd—*displacement, fly, lightning bolt, slow*; 4th—*dimension door, enervation, stoneskin*; 5th—*cone of cold, dominate person*; 6th—*chain lightning*

**Possessions:** 1250 gp diamond dust, eyes of arcane sight; ioun stone, pink and green sphere

## Encounter Eight

**Bwapp, Bullywug Clr 10;** CR 10; Medium Humanoid (aquatic); HD 10d8+50; hp 97; Spd 20 ft, swim 30 ft; AC 19, touch 10, flat-footed 19; Base Atk +7; Grp +9; Atk +9 melee (1d6+1, shortspear) or +7 ranged (1d6+1, shortspear); Full Atk +9/+4 melee (1d6+1, shortspear) or +7 ranged (1d6+1, shortspear); SA Spells; SQ Marsh move, AL CE; SV: Fort: +12; Ref +2; Will +9; Str 13, Dex 8, Con 20, Int 6, Wis 13 [15], Ch 4.

**Skills and Feats:** Concentration +10, Heal +4, Hide –1\*, Knowledge (Religion) +3, Swim +7; Augmented Summoning, Combat Casting, Domain Spontaneity (Water)\*\*; Spell Focus (conjuration).

\* Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

\*\* new feat.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Summoning (Sp):** When a bullywug cleric uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is then a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random.

**Cleric Spells Prepared (6/5+1/5+1/3+1/ 3+1/2+1;** base DC = 12 + spell level): 0—*inflict minor wounds* (×5); 1st—*protection from law\**, *inflict light wounds* (×2), *summon monster I* (×3), 2nd—*fog cloud\**, *summon monster II* (×4), 3rd—*magic circle against law\**, *inflict critical wounds*; *summon monster III* (×2); 4th—*control water\**, *summon monster IV* (×3); 5th—*dispel law\**, *summon monster V* (×2).

\*Domain spell. Domains: Chaos (chaos spell cast at +1 caster level); Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities 1/day).

**Power-up suite (frenzy within 30 ft of warchief):** Atk +11 melee (1d8+4, shortspear); Full Atk +11/+6 melee (1d6+4, shortspear); Str 17.

Possessions: dagger, masterwork shortspear, holy symbol, +2 chain shirt, periapt of wisdom +2, ring of protection +1; wand of cure light wounds.

**Fiendish Giant Crocodile (augmented summoning)** huge magical beast (augmented animal) [chaos, evil]; HD 7d8+42; hp 73; Init +1; Spd 20 ft, swim 30 ft. AC 16, touch 9, flat-footed 15; Base Atk +5; Grp +25; Atk +13 melee (2d8+15, bite) or +13 melee (1d12+15, tail slap) Full Atk +13 melee (2d8+12, bite) or +13 melee (1d12+12, tail slap); Space/Reach 15 ft./10 ft. SA Improved grab, Smite Good +7; SQ Darkvision 60 ft, damage reduction 5/magic, hold breath, low-light vision, resistance to cold 5 and fire 5, spell resistance 12; Fort +11, Ref +6, Will +3; Str 31, Dex 12, Con 23, Int 1, Wis 12, Cha 2.

**Skills and Feats:** Hide +1\*, Listen +5, Spot +5, Swim +18; Alertness, Endurance, Skill Focus (Hide).

**Improved Grab (Ex):** To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

**Hold Breath (Ex):** A crocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning.

**Skills:** A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

\*A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Chief Stoag, Bullywug Bbn5/Wcf3** CR 8 medium humanoid (aquatic); HD 5d12+3d10+40; hp 97; Init +2; Spd 30 ft, swim 40 ft; AC 20, touch 12, flat-footed 17; Base Atk +8; Grp +11; Atk +12 melee (1d8+6/×3, +1 longspear) or +9 ranged (1d6+3, shortspear); Full Atk +12/+7 melee (1d8+6/×3, longspear) or +9 ranged

(1d6+3, shortspear); SA Rage 2/day; SQ Marsh move, trap sense +2, tribal frenzy Str+4, improved uncanny dodge, AL CE; SV Fort +12, Ref +4, Will +3; Str 16, Dex 14, Con 20, Int 6, Wis 8, Ch 6.

**Skills and Feats:** Handle Animal +1, Hide +11 (+16 in marshes); Jump +11, Listen -1, Spot -1, Swim +11; Combat Reflexes, Improved Overrun, Power Attack.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Tribal Frenzy (Ex):** A warchief is able to inspire his followers to acts of extreme battle frenzy. The warchief may activate this frenzy as a standard action. He may then maintain it as a free action. It ends at the conclusion of any turn in which the warchief does not maintain it.

The frenzy affects any creature that is a member of the warchief's race and tribe, that starts its turn within 30 feet of the warchief, and that is able to hear the warchief.

The frenzy grants a +2 enhancement bonus to the Strength scores of each affected ally (not including the warchief himself). At the start of each of their turns, everyone affected by the Strength boost takes 1 point of damage for each Hit Die they have. Thus, an orc warchief can grant +2 Strength to each member of the pack of 1<sup>st</sup> level warriors he commands, but they each take 1 point of damage per round as long as the Strength boost remains in effect.

Every two levels (3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup>), the bonus to Strength increases by +2.

**Power-up suite (rage + full power attack):** AC 18 touch 10 flat footed 15; hp 118; Atk +6 melee (1d8+24,+1 longspear); Fort +13, Will +4

**Power-up suite (rage + half power attack):** AC 18 touch 10 flat footed 15; hp 118; Atk +10 melee (1d8+16, +1 longspear); Fort +13, Will +4

Possessions: dagger; 3 shortspears; +1 longspear, steadfast boots\*, +1 studded leather armor.

\* new item

**Bullywug War 6;** CR 5 medium humanoid (aquatic); HD 6d8+18; hp 49; Init +0; Spd 20 ft, swim 30 ft; AC 16, touch 10, flat-footed 16; Base Atk +6; Grp +8; Atk +8 melee (1d6+3, shortspear) or +6 ranged (1d6+2, shortspear); Full Atk +8/+3 melee (1d6+3, shortspear) or +6/+1 ranged (1d6+2, shortspear); SQ marsh move, AL CE; SV Fort +9; Ref +3; Will +1; Str 14, Dex 11, Con 16, Int 6, Wis 5, Ch 4.

**Skills and Feats:** Hide +9 (+15 in marshes); Listen -3, Spot -3, Swim +10; Endurance, Point Blank Shot; Quick Draw.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Power-up suite (frenzy within 30 ft of warchief):** Atk +10 melee (1d8+6, shortspear); Full Atk +10/+5 melee (1d6+6, shortspear) Str 18.

**Possessions:** shortspear (3), +1 leather armor, javelin of lightning (3).

**Advanced Grigaur;** CR 5 large magical beast; HD 5d10+25; hp 56; Init +1; Spd 40 ft; AC 13, touch 9, flat-footed 12, Base Atk +5; Grp +17; Atk +13 melee (2d6+8, claw); Full Atk +13/+13 melee (2d6+8, claw) and +8 melee (1d8+4, bite); SA Improved grab; SQ Blindsight 60 ft; damage reduction 5/-; immunities, scent; AL N; Sv: Fort: +9; Ref +1 Will +6; Str 27, Dex 11, Con 20, Int 6, Wis 12, Cha 8.

**Skills and Feats:** Climb +11; Hide +0\*, Listen +3, Move Silently +4; Spot +3; Alertness.

**Improved Grab (Ex):** To use this ability, the grigaur must hit a medium-sized creature with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Blindsight (Ex):** Grigaurs use scent and hearing to ascertain all foes within 60 feet as a sighted creature would.

Grigaurs are susceptible to sound- and scent-based attacks and are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense heavy air). Negating a grigaur's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are defeated, the grigaur is effectively blinded.

**Immunities:** Grigaurs are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

## Encounter Nine

**Thbtibib, Bullywug Bbn 8** CR 9; Medium Humanoid (aquatic); HD: 8d12+40; hp 102; Init +2; Spd 30 ft, swim 40 ft; AC 20, touch 12, flat-footed 17; Base Atk +8; Grp +11; Atk +12 melee (1d8+6, +1 longspear) or +9 ranged (1d6+3, shortspear); Full Atk +12/+7 melee (1d8+6, +1 longspear) or +9 ranged (1d6+3, shortspear); SA Rage 3/day; SQ Marsh move, damage reduction 1/- trap sense +2, improved uncanny dodge, AL CE; SV Fort +11; Ref +5; Will +2; Str 16, Dex 14, Con 20, Int 6, Wis 8, Cha 4.

**Skills and Feats:** Hide +13 (+19 in marshes); Jump +14, Listen -1, Spot -1, Swim +11; Combat Reflexes, Improved Overrun, Power Attack.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Power-up suite (rage + full power attack):** AC 18 touch 10 flat footed 15; hp 118; Atk +6 melee (1d8+24/×3, +1 longspear); Fort +13, Will +4; Str 20

**Power-up suite (rage + half power attack):** AC 18 touch 10 flat footed 15; hp 118; Atk +10 melee (1d8+16/×3, +1 longspear); Fort +13, Will +4; Str 20

**Power-up suite (rage + frenzy + full power attack):** AC 18 touch 10 flat footed 15; hp 118; Atk +8 melee (1d8+27/×3, +1 longspear); Fort +13, Will +4; Str 24

**Possessions:** +1 longspear, steadfast boots\*, +1 studded leather armor, dagger; shortspear (3).

\* new item

**Bullywug War 6;** CR 5; Medium Humanoid (aquatic); HD: 6d8+18; hp 49; Init +0; Spd 20 ft, swim 30 ft; AC 16, touch 10, flat-footed 16; Base Atk +6; Grp +8; Atk +9 melee (1d6+4, +1 shortspear) or +6 ranged (1d6+2, shortspear); Full Atk +9/+4 melee (1d6+4, +1 shortspear) or +6/+1 ranged (1d6+2, shortspear); SQ Marsh move, AL CE; SV Fort +9; Ref +3; Will +1; Str 14, Dex 11, Con 16, Int 6, Wis 5, Cha 4.

**Skills and Feats:** Hide +9 (+15 in marshes); Listen -3, Spot -3, Swim +10; Endurance, Point Blank Shot; Quick Draw.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Power-up suite (frenzy within 30 ft of warchief):** Atk +11 melee (1d8+7, +1 shortspear); Full Atk +11/+6 melee (1d6+7, +1 shortspear) Str 18.

**Possessions:** shortspear (2), everburning torch, +1 shortspear, +1 leather armor, potion of cure serious wounds, potion of delay poison.

**Mesuggnug, Bullywug Savant Sor 9:** CR 10 medium monstrous humanoid; HD 2d8+9d4+44; hp 72; Init +3; Spd 30ft, swim 20ft; AC 23, touch 19, flat-footed 20; Base Atk +5; Grp +5; Atk +5 melee (1d6, shortspear) or +8 ranged (1d6, shortspear); Full Atk +5 melee (1d6, shortspear) or +8 ranged (1d6 shortspear); SA Poison, spells; SQ Darkvision 60 ft; marsh move, summoning; AL NE; SV: Fort +6, Ref +7, Will +6; Str 10, Dex 16, Con 18, Int 14, Wis 8, Cha 20.

**Skills and Feats:** Balance +5, Bluff +11, Concentration +15, Hide +4\*, Jump +4, Spellcraft +13, Tumble +8; Combat Casting, Eschew Materials, Spell Focus (enchantment); Greater Spell Focus (enchantment).

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Poison (Ex):** The fluid sacs on a savant's head contain a contact poison (contact DC 16, 1 Dex/2d4 Dex). As a standard action the savant can cause one of the sacs to erupt, coating an adjacent target on a successful touch attack. Savants, bullywugs, kuo-toas, skum, and aboleths are immune to this poison. It takes seven days for a ruptured sac to heal and restore its poison. The largest two poison sacs are only used if the

savant is in great peril, for each of them deals 1d2 points of Intelligence damage to the savant if used.

**Summoning (Sp):** When a bullywug savant uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. Unlike common bullywug clerics, savant summoning spells do not have a chance of accidentally summoning creatures hostile to them.

Sorcerer Spells Known (6/8/7/7/5; save DC 15 + spell level; enchantment spells save DC 17 + spell level): 0—*daze, detect magic, light, mage hand, message, ray of frost, read magic*; 1st—*charm person, disguise self, mage armor, magic missile, shield*; 2nd—*frost breath\*, invisibility, Tasha's hideous laughter, touch of idiocy*; 3rd—*haste, lightning bolt, suggestion* 4th—*dimension door, ice storm*.

\*new spell

Possessions: masterwork shortspear, *amulet of natural armor* +1, *ring of protection* +2, *cloak of charisma* +2

**Gulwogg Tomerspong, Male Human Clr 10;** CR 10; medium humanoid; HD 10d8+10; hp 68; Init -1; Spd 20ft; AC 17 touch 9 flat-footed 17; Base Atk +7; Grp +9; Atk +11 melee (1d10+4/×3, +1 glaive) or +6 ranged (1d6+2, shortspear); Full Atk +11/+6 melee (1d10+4/×3, +1 glaive) or +6 ranged (1d6+2, shortspear); SQ rebuke undead; AL LE; SV Fort +7, Ref +2, Will +10; Str 14, Dex 8, Con 12, Int 13, Wis 17 [19], Cha 10.

**Skills and Feats:** Concentration +13, Knowledge (Religion) +13, Spellcraft +13; Swim +8; Bane Magic (humanoid: dwarf), Bane Magic (humanoid: elf), Bane Magic (humanoid: gnome); Bane Magic (Monstrous Humanoid), Weapon Focus (Glaive)\*, Martial Weapon Proficiency (Glaive)\*.

Cleric Spells Prepared (6/5+1/5+1/4+1/4+1/ 2+1; base DC = 14 + spell level: 0—*create water* (2), *detect magic, light, read magic*; 1st—*calm animals\*, cure light wounds* (3), *resurgence, shield of faith*, 2nd—*deific vengeance\*\** (2), *spiritual weapon\*, lesser restoration, sound burst*, 3rd—*dominate animal\*, dispel magic, prayer, searing light, water walk*, 4<sup>th</sup>—*divine power\*, cure critical wounds, divination, ~~freedom of movement~~, hypothermia\*\** 5th—*flame strike\*, righteous might, flame strike*.

\*Domain spell. Domains: Animal (*speak with animals* 1/day as a spell like ability); War (Free martial weapon proficiency with deity's favored weapon, and Weapon focus with the deity's favored weapon.).

\*\* new spell

Possessions: light mace, gray stone toad (holy symbol), everburning torch, +1 aquatic half plate, +1 glaive, *periapt of wisdom* +2.

## Encounter Eleven

**Nihilon Theomortis, Quell Arc 11;** CR 13; Medium Undead (Incorporeal); HD 5d12+11d6; hp 95; Init +7;

AC 15, touch 15, flat footed 12; Base Atk +7; Grp -; Atk +10 melee (1d4); Full Atk +10 incorporeal melee touch (1d4); SA coupled intercession, dark knowledge 6/day (tactics, puissance, foe, dread secret), intercession 7/day; SQ Darkvision 60 ft, daylight powerlessness, incorporeal traits, lore mastery, still mind, undead traits, +4 turn resistance; AL LE; SV Fort +5 Ref +4 Will +11; Str -, Dex 16, Con -, Int 20 [22], Wis 18, Cha 18.

**Skills and feats:** Concentration +16, Decipher Script +22, Diplomacy +13, Gather Information +15, Hide +14, Knowledge (arcana) +23, Knowledge (dungeoneering) +25, Knowledge (history) +18, Listen +13, Sense Motive +9, Spellcraft +25, Spot +13; Aberration Banemagic\*, Alertness, Combat Reflexes, Craft Arms and Armor, Craft Wondrous Items, Ghostly Grasp\*, Improved Initiative, Practiced Spellcaster\*\*, Scribe Scroll.

\*new feat

**Intercession (Su):** A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's hit dice (16th level). The result indicates the highest level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however, if the quell has twice as many HD as the spellcaster has divine levels the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quell attacks an affected divine spellcaster in any way, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quell can use this ability a number of times a day equal to 3 + its charisma modifier (7 times)

**Dark Knowledge:** Six times per day, an archivist can draw upon his expansive knowledge of monsters, granting his allies benefits against the creatures they face. Doing this counts as a move action. The secrets of dark knowledge pertain only to aberrations, elementals, magical beasts, outsiders, or undead.

An archivist unlocks new dark knowledge abilities as his level increases and can also call upon his dark knowledge more often, gaining one additional daily use for every three archivist levels (4/day at 3rd level, 5/day at 6th level, and so forth).

Using dark knowledge requires a Knowledge check of a type appropriate to the creature faced. A Knowledge (arcana) check reveals secrets of magical beasts, Knowledge (dungeoneering) pertains to aberrations, Knowledge (religion) covers undead, and Knowledge (the planes) applies to outsiders and

elementals. The DC of the check is 15. Most of the archivist's dark knowledge abilities increase in effectiveness if he succeeds on his Knowledge check by 10 or more. Dark knowledge can only be used once against any given creature.

The archivist's dark knowledge can affect a single creature or all creatures of the same race, depending on the effect used. A target creature must be within 60 feet, and the archivist must be aware of the creature's presence, although he need not have a line of sight to it. The effects of dark knowledge last for 1 minute, unless stated otherwise.

**Tactics:** The archivist knows the general combat behaviors of creatures of that race, granting his allies a +1 bonus on attack rolls made against them. If the archivist succeeds on his Knowledge check by 10 or more, then this bonus increases to +2. If the archivist succeeds on his Knowledge check by 20 or more, then this bonus increases to +3.

**Puissance:** Starting at 5th level, the archivist can use his dark knowledge to help his allies fight off the corrupting influence of other creatures. Allies within 60 feet of the archivist gain a +1 bonus on saving throws against the affected creature's abilities. If the archivist succeeds on his Knowledge check by 10 or more, this bonus increases to +2. If the archivist succeeds on his Knowledge check by 20 or more, this bonus increases to +3.

**Foe:** Starting at 8th level, an archivist can direct his allies to attack vital spots of his enemies. On a successful Knowledge check, he grants them a bonus to weapon damage rolls made against the target creatures equal to 1d6 points of damage. If the archivist succeeds on his Knowledge check by 10 or more, then this bonus increases to 2d6. If the archivist succeeds on his Knowledge check by 20 or more, then this bonus increases to 3d6.

**Dread Secret:** By speaking aloud a dread secret of the target creature, an archivist of 11th level or higher can dazzle a target creature for 1 round. Unlike other dark knowledge, this ability can be used only against a single creature. If the archivist succeeds on his Knowledge check by 10 or more, then the target is dazed for 1 round. If the archivist succeeds on his Knowledge check by 20 or more, then the target is stunned for 1 round (if the target is immune to being stunned but not immune to being dazed, such as most undead, then the archivist can choose to daze the target instead of stunning it).

**Archivist Spells Prepared** (4/6/6/6/5/3/2; 15th caster level; base DC = 16 + spell level: 0—*detect magic*, *guidance*, *inflict minor wounds*, *light*; 1st—*bless*, *comprehend languages*, *cause fear*, *inflict light wounds* (2), 2nd—*calm emotions*, *darkness*, *inflict moderate wounds* (2), *zone of truth*, 3rd—*bestow curse*, *dispel magic*, *inflict serious wounds*, *invoke the cerulean sign*\* (2); 4th—*confusion*,

*dimension door*, *discern lies*, *inflict critical wounds*, 5th—*darkbolt*\*, *spell resistance*, *true seeing*; 6th—*antilife shell*, *blade barrier*.

**Prayerbook:** 0—*create water*, *cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *inflict minor wounds*, *light*, *mending*, *purify food and drink*, *read magic*, *resistance*, *virtue* 1st—*bless*, *comprehend languages*, *cause fear*, *inflict light wounds*, *sanctuary*; 2nd—*calm emotions*, *darkness*, *inflict moderate wounds*, *nondetection*, *zone of truth*; 3rd—*bestow curse*, *dispel magic*, *inflict serious wounds*, *invoke the cerulean sign*\*, *protection from positive energy*\*; 4th—*confusion*, *discern lies*, *dimension door*, *divination*, *inflict critical wounds*, *restoration*, *sending*, *tongue*; 5th—*crawling darkness*\*, *darkbolt*\*, *spell resistance*, *true seeing* 6th—*antilife shell*, *blade barrier*.

**Possessions:** Prayerbook, *cerulean sign* +1, *pearl of power*, 3rd-level spell. *headband of intellect* +2

**Evolved Greater Shadow:** CR 9; Medium Undead (Incorporeal); HD 9d12; hp 108; Init +2; Spd Fly 40 ft (good); AC 15, touch 15, flat-footed 13; Base Atk +4; Grp —; Atk +6 incorporeal melee touch (1d8 Str); Full Atk +6 incorporeal melee touch (1d8 Str); SA Create spawn, strength damage; SQ Darkvision 60 ft, fast healing 3, incorporeal traits, +2 turn resistance, undead traits; AL LE; SV Fort +7, Ref +6, Will +2; Str —, Dex 15, Con —, Int 6, Wis 12, Cha 16.

**Skills and feats:** Hide +14, Listen +9, Search +6, Spot +9; Alertness, Dodge, Mobility, Spring Attack.

**Fast Healing (Ex):** An evolved shadow heals 3 points of damage each round so long as it has at least 1 hit point.

**Spell Like Ability:** *haste* (self only) 1/day; Caster Level 9th.

**Strength Damage (Su):** The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

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

**Skills:** Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks.

\*A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide check.

## Appendix Four – APL 14

### Encounter Five

**Advanced Destrachan:** CR 10; Large Aberration; HD 16d8+48; hp 120; Init +5; Spd 30 ft; AC 19, touch 10, flat footed 18; Base Atk +9; Grp +17; Atk +13 melee (1d8+5, claw); Full Atk +13/+13 melee (1d8+5, claw); Space/Reach: 10 ft/5 ft; SA destructive harmonics; SQ Blindsight 100 ft.; immunities, protection from sonics; AL NE; SV Fort +8, Ref +8, Will +15; Str 20, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

**Skills and feats:** Hide +16, Listen +33, Move Silently +15, Survival +9; Ability focus (destructive harmonics), Dodge, Improved Initiative, Improved natural armor, Improved natural attack (claw), Lightning reflexes.

**Destructive Harmonics (Su):** A destrachan can blast sonic energy in a cone up to 80 feet long. It can also use this attack to affect any creatures or objects within a 30-foot radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

**Flesh:** Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

**Nerves:** A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).

**Material:** When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

**Blindsight (Ex):** A destrachan can use hearing to ascertain all foes within 100 feet as a sighted creature would.

**Immunities:** Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

**Protection from Sonics (Ex):** While they can be affected by loud noises and sonic spells (such as ghost sound or silence), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

**Skills:** A destrachan has a +10 racial bonus on Listen checks.

**Larilagh, Grunta, Hobgoblin Ghost Ftr 10;** CR 12; Medium Undead (Incorporeal); HD 10d12; hp 90; Init

+7; Spd Fly 30 ft (perfect); AC 18, touch 18, flat-footed 15 or 18, touch 13, flat-footed 15; Base Atk +10; Grp +11; Atk +13 incorporeal melee touch (1d4 ability drain) or +14 melee (1d8+1/19-20, +1 *longsword*) or +12 ethereal melee (1d8+2/19-20, +1 *longsword*); Full Atk +13 incorporeal melee touch (1d4 ability drain) or +14/+9 melee (1d8+1/19-20, +1 *longsword*); SA Draining touch, frightful moan, manifestation, telekinesis; SQ Darkvision 60 ft, incorporeal traits, positive energy resistance 10, rejuvenation, +4 turn resistance, undead traits; AL LE; SV Fort +7, Ref +6, Will +2; Str 12, Dex 16, C –, I 13, W 8, Ch 20.

**Skills and feats:** Climb +5, Hide +17, Listen +9, Move Silent +9, Search +9, Spot +13; Alertness, Blind-Fight, Combat Expertise Dodge, Empowered Ability Damage\*, Improved Initiative, Mobility, Positive Energy Resistance\*, Spring Attack, Whirlwind Attack.

**Draining Touch (Su):** A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Frightful Moan (Su):** A ghost can emit a frightful moan as a standard action. All living creatures in a 30-foot spread must succeed on a Will save (DC 20) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves cannot be affected by the same ghost's moan for 24 hours.

**Telekinesis (Su):** A ghost can use telekinesis as a standard action (caster level 12th). When a ghost uses this power, it must wait 1d4 rounds before using it again.

**Possessions:** *longsword* +1; chainmail, heavy steel shield

**Hrugor, Hobgoblin Ghost Ftr 10;** CR 12; Medium Undead (Incorporeal); HD 10d12; hp 90; Init +7; Spd Fly 30 ft (perfect); AC 18, touch 18, flat-footed 15 or 17, touch 13, flat-footed 14; Base Atk +10; Grp +11; Atk +13 melee (1d4 ability drain, incorporeal touch) or +15 melee (1d8+3/17-20, +1 *keen ghost touch longsword*) or +12 ethereal melee (1d8+3/17-20, +1 *keen ghost touch longsword*); Full Atk +13 melee (1d4 ability drain, incorporeal touch) or +15/+10 melee (1d8+3/17-20, +1 *keen ghost touch longsword*) or +12/+7 ethereal melee (1d8+3/17-20, +1 *ghost touch longsword*); SA horrific appearance, frightful moan, manifestation; SQ Darkvision 60 ft, incorporeal traits, positive energy

resistance 10, rejuvenation, +4 turn resistance, undead traits; AL LE; SV Fort +7, Ref +6, Will +2; Str –, Dex 16, C –, I 12, W 8, Ch 20.

**Skills and feats** Climb +5, Hide +17, Listen +9, Move Silent +9, Search +9, Spot +13; Alertness, Daunting Presence\*, Deathmaster\*, Dodge, Improved Initiative, Mobility, Positive Energy Resistance\*, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

\*new feat

**Draining Touch (Su):** A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Horrific Appearance (Su):** Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 20) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

**Frightful Moan (Su):** A ghost can emit a frightful moan as a standard action. All living creatures in a 30-foot spread must succeed on a Will save (DC 20) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves cannot be affected by the same ghost's moan for 24 hours.

**Possessions:** +1 keen ghost touch longsword

**Dark Naga Sor14;** CR 15; Large Aberration; HD 9d8+7d4+34; hp 111; Init +2; Spd 40 ft; AC 18, touch 15, flat footed 16; Base Atk +9; Grp +15; Atk +12 melee (2d4+2 plus poison, sting); Full Atk +12 melee (2d4+2 plus poison, sting) and +7 melee (1d4+1, bite); SA poison, spells; SQ Darkvision 60 ft., detect thoughts, guarded thoughts, immunity to poison, resistance to charm; AL LE; Fort +7, Ref +9, Will +13; Str 16, Dex 12 [14], Con 17, Int 16, Wis 18, Cha 22 [24].

**Skills and feats:** Bluff +14, Concentration +16, Diplomacy +8, Disguise +6 (+8 acting), Intimidate +6, Listen +12, Sense Motive +8, Spellcraft +15, Spot +11; Alertness, Combat Casting, Dodge, Eschew Materials\*, Greater Spell Focus (evocation), Lightning Reflexes; Spell Focus (evocation).

**Poison (Ex):** Injury, Fortitude DC 16 or lapse into a nightmare-haunted sleep for 2d4 minutes. The save DC is Constitution-based.

**Resistance to Charm:** Dark nagas have a +2 racial bonus on saving throws against all charm effects (not included in the statistics block).

**Detect Thoughts (Su):** A dark naga can continuously use *detect thoughts* as the spell (caster level 9th; Will DC 19 negates). This ability is always active. The save DC is Charisma-based.

**Guarded Thoughts (Ex):** Dark nagas are immune to any form of mind reading.

**Sorcerer Spells Known** (6/8/8/8/7/7/6/4; save DC 17 + spell level; evocation save DC 19 + spell level): 0—daze, dancing lights, detect magic, light, mage hand, open/close, ray of frost, read magic, resistance; 1st—expeditious retreat, magic missile, mage armor (factored into AC), ray of enfeeblement, silent image; 2nd—blast of force\*, cat's grace, invisibility, glitterdust, scorching ray; 3rd—displacement, fly, lightning bolt, slow; 4th—cloudkill, dimension door, enervation, stonework; 5th—cone of cold, ~~contingent energy resistance\*~~, dominate person; 6th—chain lightning, repulsion, 7th—prismatic spray

**Possessions:** 1250 gp diamond dust; eyes of arcane sight\*, ioun stone pink and green sphere; ioun stone deep red sphere

\*new item

**Advanced Elder Xorn,** CR 11; Huge Elemental; HD: 23d8+63; hp 242; Init: +0; Spd: 20 ft, burrow 20 ft.; 27 (–2 size, +19 natural), touch 9, flat-footed 27; Base Atk +17; Grp +36; Atk +27 melee (4d8+11, bite); Full Atk +27 melee (4d8+11, bite) and +25/+25/+25 melee (1d8+5, claws); Space/Reach 15 ft/15 ft; All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft; SV Fort +19, Reflex +7, Will +7; AL N, Str 33, Dex 10, Con 23, Int 10, Wis 11, Cha 10.

**Skills and Feats:** Hide +12, Intimidate +20, Knowledge (dungeoneering) +20, Listen +20, Move Silently +20, Search +24, Spot +24, Survival+20 (+22 following tracks or underground); Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Multiattack, Power Attack, Toughness.

**All-Around Vision (Ex):** A xorn's symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A xorn can't be flanked.

**Earth Glide (Ex):** A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

## Encounter Eight

**Bwapp, Bullywug Clr12;** CR 12 medium humanoid (aquatic); HD 12d8+60; hp 117; Spd 20 ft, swim 30 ft;



AC 20, touch 10, flat-footed 20; Base Atk +9; Grp +10; Atk +11 melee (1d6+1, masterwork shortspear) or +9 ranged (1d6+1, masterwork shortspear); Full Atk +11/+6 melee (1d6+1, masterwork shortspear) or +6 ranged (1d6+1, masterwork shortspear); SA Spells; SQ Marsh move, AL CE; SV Fort +14; Ref +4; Will +13; Str 13, Dex 8, Con 20, Int 6, Wis 14 [18], Ch 8.

**Skills and Feats:** Concentration +15, Heal +6, Hide +0\*, Knowledge (Religion) +0; Augmented Summoning, Combat Casting, Domain Spontaneity (water); Spell Focus (conjunction).

\* Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Summoning (Sp):** When a bullywug cleric uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is then a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random.

**Cleric Spells Prepared** (6/6+1/5+1/5+1/4+1/3+1/2+1; base DC = 14 + spell level; conjunction spells 15 + spell level): 0—*inflict minor wounds* (×6); 1st—*protection from law*\*, *inflict light wounds* (×3), *summon monster I* (×3), 2nd—*fog cloud*\*, *inflict moderate wounds*, *summon monster II* (×4), 3rd—*magic circle against law*\*, *inflict serious wounds*, *summon monster III* (×4); 4th—*control water*\*, *summon monster IV* (×2); 5th—*dispel law*\*, *summon monster V* (×3); 6th—*cone of cold*\*, *summon monster VI* (×2).

\*Domain spell. **Domains:** Chaos (chaos spell cast at +1 caster level); Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities 1/day).

**Power-up suite (frenzy within 30 ft of warchief, heroes' feast):** hp 127, Atk +14 melee (1d8+6 masterwork shortspear); Full Atk +14/+9 melee (1d6+6, masterwork shortspear); SQ: immune to poison and fear; Will+14; Str 19.

**Possessions:** holy symbol, dagger, masterwork shortspear, +3 chain shirt, cloak of resistance+1; *periapt of wisdom* +4.

**Fiendish Giant Constrictor Snake** (augmented summoning) Huge Magical Beast (augmented animal); HD 11d8+36; hp 93; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft. AC 15, touch 11, flat-footed 12; Base Atk +8; Grp +25; Atk +15 melee (1d8+13, bite) Full Atk +15 melee (1d8+13, bite) Space/Reach 15 ft./10 ft. SA Constrict 1d8+13, improved grab, smite good +11 SQ Darkvision 60 ft, damage reduction 5/magic, resistance to cold 10 and fire 10, spell resistance 16, scent; SV

Fort +10, Ref +10, Will +4; Str 29, Dex 17, Con 17, Int 1, Wis 12, Cha 2.

**Skills and Feats:** Balance +11, Climb +19, Hide +10, Listen +9, Spot +9, Swim +18; Alertness, Endurance, Skill Focus (Hide), Toughness.

**Constrict (Ex):** On a successful grapple check, a giant constrictor snake deals 1d8+13 points of damage.

**Improved Grab (Ex):** To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Chief Stoag, Bullywug Bbn 5/Wch 5:** CR 10; Medium Humanoid (Aquatic); HD 5d12+5d10+50; hp 120; Init +2; Spd 30 ft, swim 40 ft; AC 20, touch 12, flat-footed 18; Base Atk +8; Grp +11; Atk +13 melee (1d8+5/×3, +2 longspear) or +10 ranged (1d6+3, shortspear); Full Atk +13/+8 melee (1d8+5/×3, +2 longspear) or +10 ranged (1d6+3, shortspear); SA Rage 2/day; SQ Marsh move, improved uncanny dodge, tribal frenzy Str +6; AL CE; SV Fort +13; Ref +4; Will +4; Str 16, Dex 14, Con 20, Int 6, Wis 8, Ch 6.

**Skills and Feats:** Hide +12 (+18 in marshes); Jump +11, Listen -1, Spot -1; Combat Reflexes, Improved Bull Rush, Power Attack, Shock Trooper\*.

\*new feat

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Power-up suite (rage + full power attack, heroes' feast):** AC 19 touch 10 flat footed 16; hp 157; Atk +8 melee (1d8+29/×3, +2 longspear); SQ: immune to poison and fear; Fort +14, Will +5.

**Power-up suite (rage + half power attack heroes' feast):** AC 18, touch 10, flat-footed 15; hp 157; Atk +13 melee (1d8+19/×3, +2 longspear); SQ: immune to poison and fear; Fort +14, Will +5.

**Possessions:** +2 longspear, *steadfast boots*\*, +1 mithral chain shirt, dagger; 3 shortspears.

\*new item

**Bullywug War 9;** CR 8; Medium Humanoid (Aquatic); HD 9d8+27; hp 74; Init +0; Spd 20 ft, swim 30 ft; AC 18, touch 12, flat-footed 17; Base Atk +9; Grp +11; Atk +10 melee (1d6+1, shortspear) or +12 ranged (1d6+1, shortspear); Full Atk +10/+5 melee (1d6+1, shortspear) or +12/+7 ranged (1d6+1, shortspear); SQ Marsh move, AL CE; SV Fort +9; Ref +3; Will +1; Str 12, Dex 14 [16], Con 16, Int 6, Wis 5, Ch 4.

*Skills and Feats:* Hide +9 (+15 in marshes); Listen –3, Spot –3; Endurance, Point Blank Shot, Precise Shot, Quick Draw.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Power-up suite (frenzy within 30 ft of warchief, *heroes' feast*):** hp 84; Atk +14 melee (1d8+6, shortspear) or +13 ranged (1d6+4, shortspear); Full Atk +14/+9 melee (1d6+6, shortspear) or +13/+8 ranged (1d6+4, shortspear); SQ: immune to poison and fear; Will+2; Str 18.

Possessions: shortspear (3), +2 leather armor, javelin of lightning (3); potion of cure serious wounds; gloves of dexterity +2.

**Advanced Grigaur;** CR 6; Large Magical Beast; HD 8d10+40; hp 90; Init +1; Spd 40 ft; AC 13, touch 9, flat-footed 12, Base Atk +8; Grp +8; Atk +17 melee (2d6+9, claw); Full Atk +17/+17 melee (2d6+9, claw) and +12 melee (1d8+4, bite); SA Improved grab; SQ Blindsight 60 ft; damage reduction 5/–; immunities, scent; AL N; SV Fort +7; Ref +5 Will +2; Str 28, Dex 11, Con 20, Int 6, Wis 12, Cha 8.

*Skills and Feats:* Climb +11; Hide +0\*, Listen +3, Move Silently +4; Spot +3; Alertness.

**Improved Grab (Ex):** To use this ability, the grigaur must hit a medium-sized creature with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Blindsight (Ex):** Grigaurs use scent and hearing to ascertain all foes within 60 feet as a sighted creature would.

Grigaurs are susceptible to sound- and scent-based attacks and are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense heavy air). Negating a grigaur's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are defeated, the grigaur is effectively blinded.

**Immunities:** Grigaurs are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

## Encounter Nine

**Thbtibib, Bullywug Bbn 10:** CR 10; Medium Humanoid (Aquatic); HD 10d12+50; hp 127; Init +2; Spd 30 ft, swim 40 ft; AC 20, touch 12, flat-footed 18; Base Atk +10; Grp +13; Atk +15 melee (1d8+5/×3, +2 longspear) or +12 ranged (1d6+3, shortspear); Full Atk +14/+9 melee (1d8+5/×3, +2 longspear) or +12 ranged (1d6+3, shortspear); SA Rage 3/day; SQ Marsh move, damage reduction 2/–; trap sense +3, improved uncanny dodge, AL CE; SV: Fort +12; Ref +5; Will +2; Str 16, Dex 14, Con 20, Int 6, Wis 8, Ch 4.

*Skills and Feats:* Hide +15 (+17 in marshes); Jump +16, Listen –1, Spot –1; Combat Reflexes, Improved Bull Rush, Power Attack, Shock Trooper\*.

\*new feat

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Power-up suite (rage + full power attack, *heroes' feast*):** AC 18 touch 10 flat footed 16; hp 157; Atk +8 melee (1d8+29, +2 longspear); SQ: immune to poison and fear; Fort +14, Will +5.

**Power-up suite (rage + half power attack, *heroes' feast*):** AC 18 touch 10 flat footed 16; hp 157; Atk +13 melee (1d8+19, +2 longspear); SQ: immune to poison and fear; Fort +14, Will +5.

Possessions: +2 longspear, steadfast boots\*, +1 mithral chain shirt, dagger; shortspears (3).

\* new item

**Bullywug War 9;** CR 8; medium humanoid (aquatic); HD 9d8+27; hp 74; Init +0; Spd 20 ft, swim 30 ft; AC 18, touch 12, flat-footed 17; Base Atk +9; Grp +11; Atk +13 melee (1d6+4, +1 shortspear) or +12 ranged (1d6+3, +1 shortspear); Full Atk +13/+8 melee (1d6+4, +1 shortspear) or +12/+7 ranged (1d6+3, +1 shortspear); SA –; SQ Marsh move, AL CE; SV Fort +9; Ref +3; Will +1; Str 14, Dex 12, Con 16, Int 6, Wis 5, Ch 4.

*Skills and Feats:* Hide +7 (+13 in marshes); Listen –3, Spot –3; Endurance, Point Blank Shot, Weapon Focus (shortspear), Quick Draw.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Power-up suite (frenzy within 30 ft of warchief, *heroes' feast*)** hp 84; Atk +17 melee (1d8+8, +1 shortspear) or +13 ranged (1d6+5, shortspear); Full Atk +17/+12 melee (1d6+8, +1 shortspear) or +13/+8 ranged (1d6+5, shortspear); SQ: immune to poison and fear; Will +2; Str 20.

Possessions: shortspear (3), everburning torch, +1 shortspear, +2 leather armor, javelin of lightning (3), potion of cure serious wounds, potion of delay poison.

**Mesuggnug, Bullywug Savant Sor 11:** CR 12; medium monstrous humanoid; HD 2d8+11d4+52; hp 84; Init +3; Spd 30ft, swim 20ft; AC 24, touch 20, flat-footed 21; Base Atk +5; Grp +5; Atk +5 melee (1d6, shortspear) or +8 ranged (1d6, shortspear); Full Atk +5 melee (1d6, shortspear) or +8 ranged (1d6, shortspear); SA Poison, spells; SQ Darkvision 60 ft; marsh move, summoning; AL NE; SV Fort +6, Ref +7, Will +7; Str 10, Dex 16, Con 18, Int 13, Wis 8, Cha 20 [22].

*Skills and Feats:* Balance +5, Bluff +11, Concentration +17, Hide +4\*, Jump +4, Knowledge (arcana) +4, Spellcraft +15, Tumble +8; Combat Casting,

Eschew Materials, Spell Focus (enchantment); Greater Spell Focus (enchantment).

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Poison (Ex):** The fluid sacs on a savant's head contain a contact poison (contact DC 16, 1 Dex/2d4 Dex). As a standard action the savant can cause one of the sacs to erupt, coating an adjacent target on a successful touch attack. Savants, bullywugs, kuo-toas, skum, and aboleths are immune to this poison. It takes seven days for a ruptured sac to heal and restore its poison. The largest two poison sacs are only used if the savant is in great peril, for each of them deals 1d2 points of Intelligence damage to the savant if used.

**Summoning (Sp):** When a bullywug savant uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. Unlike common bullywug clerics, savant summoning spells do not have a chance of accidentally summoning creatures hostile to them.

Sorcerer Spells Known (6/8/8/7/7/5; save DC 16 + spell level; enchantment spells save DC 18 + spell level): 0—*daze, detect magic, light, mage hand, message, ray of frost, read magic*; 1st—*charm person, disguise self, mage armor, magic missile, shield*; 2nd—*see invisibility, frost breath\**, *invisibility, Tasha's hideous laughter, touch of idiocy*; 3rd—*dispel magic, hailstones\**, *haste, suggestion* 4th—*confusion, dimension door, ice storm*; 5th—*feblemind, cone of cold*

\*new spell

Possessions: masterwork shortspear, *amulet of natural armor* +2, *ring of protection* +2, *cloak of charisma* +2; *scroll of mind fog*.

**Gulwogg Tomerspong, Male Human Clr12;** CR 8; medium humanoid; HD 12d8+12; hp 81; Init -1; Spd 20ft; AC 19 touch 10 flat-footed 19; Base Atk +9; Grp +11; Atk +13 melee (1d10+4, +1 *gnome bane glaive*) or +8 ranged (1d6+2, shortspear); Full Atk: +13/+8 melee (1d10+4, +1 *gnome bane glaive*) or +8 ranged (1d6+2, shortspear); SQ Rebuke undead; AL LE; SV Fort +9, Ref +3, Will +13; Str 14, Dex 8, Con 12, Int 13, Wis 18 [20], Cha 10.

**Skills and Feats:** Concentration +15, Knowledge (Religion) +15, Spellcraft +15; Swim +10; Bane Magic (humanoid: dwarf)\*, Bane Magic (humanoid: elf)\*, Bane Magic (humanoid: gnome)\*, Bane Magic (humanoid: orc)\*, Bane Magic (Monstrous Humanoid)\*, Martial Weapon Proficiency (glaive), Weapon Focus (glaive).

\*new feat.

**Cleric Spells Prepared** (6/6+1/5+1/5+1/4+1/4+1/2+1; base DC = 15 + spell level: 0—*create water* (×2), *detect magic, light, read magic*; 1st—*calm animals\**, *cure light wounds* (×3), *lesser vigor, resurgence, shield of faith*, 2nd—

*deific vengeance\*\** (×2), *hold animal\**, *lesser restoration, sound burst* (×2), 3rd—*dominate animal\**, *cure serious wounds, dispel magic, prayer, searing light, water walk*, 4th—*divine power\**, *cure critical wounds, divination, freedom of movement*, *hypothermia\*\**; 5th—*commune with nature\**, *flame strike* (×2), *greater command, righteous might*, 6th—*blade barrier\**, *heal, heroes' feast*

\*Domain spell. Domains: Animal (*speak with animals* 1/day as a spell like ability); War (Free martial weapon proficiency with deity's favored weapon, and Weapon focus with the deity's favored weapon.)

\*\* new spell.

Possessions: light mace, gray stone toad (holy symbol), everburning torch, +1 *aquatic full plate*, +1 *gnome bane glaive, periapt of wisdom* +2; *ring of protection* +1.

**Power-up suite (heroes' feast, righteous might, shield of faith):** large humanoid, hp: 103; AC: 24; Grapple: +18; Atk: +15 melee (2d8+7, +1 *gnome bane large glaive*), or +8 ranged (1d6+4, shortspear); Full Atk: +15/+10 melee (2d8+7 +1 *gnome bane large glaive*) or +8 ranged (1d6+4 shortspear); SQ: Damage reduction 6/good; Fort +10 Will +14; Str 18, Con 14.

## Encounter Eleven

**Nihilon, Quell Arc 11/Keeper Cer 2;** CR 15; medium undead (incorporeal); HD 5d12+13d6; hp 103; Init +7; AC 17, touch 17, flat footed 14; Base Atk +8; Grp -; Atk +10 melee (1d4); Full Atk +10 incorporeal melee touch (1d4); SA Coupled intercession, dark knowledge 6/day (tactics, puissance, foe, dread secret), greater banemagic 1/day, intercession; SQ Cerulean focus, darkvision 60 ft, daylight powerlessness, detect aberrant taint, incorporeal traits, lore mastery, still mind, undead traits, +4 turn resistance; AL LE; SV Fort +5 Ref +4 Will +13; Str -, Dex 16, Con -, Int 20 [22], Wis 18, Cha 18.

**Skills and feats:** Concentration +18, Decipher Script +24, Diplomacy +13, Gather Information +17, Hide +16, Knowledge (arcana) +25, Knowledge (dungeoneering) +27, Knowledge (history) +20, Listen +15, Sense Motive +11, Spellcraft +27, Spot +15; Aberration Banemagic\*\*, Alertness, Combat Reflexes\*, Craft Arms and Armor, Craft Construct, Craft Wondrous Items\*, Ghostly Grasp\*\*, Improved Initiative, Practiced Spellcaster\*\*, Scribe Scroll\*,

\*bonus feat

\*\*new feat

**Cerulean Focus:** before becoming a keeper of the Cerulean Sign, Nihilon crafted his own version of the sign. This item functions as a *cerulean sign* (see New Magic Items). In addition, it serves as a focus for most of his class features. Without this focus, these abilities do not function.

**Detect Aberrant Taint (Sp):** as long as Nihilon wears his cerulean focus, he can detect the taint of aberrations. This functions as the spell *detect aberration* (see New Spells), except that it allows him to detect the presence or absence of any mind-affecting spells or supernatural abilities in effect on any creature as long as the effect in question was placed there by an aberration. Additionally it reveals any creature that willingly belongs to a cult that knowingly worships aberrations. Nihilon can use this ability 2 times a day.

**Greater Banemagic (Su):** This ability works like the Aberration Banemagic feat (see new feats) except that once per day Nihilon can triple the benefit gained. The damage increases by 6d6 instead of 2d6 and the save DC increases by 6 instead of 2.

**Intercession (Su):** A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's hit dice (12th level). The result indicates the highest level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however, if the quell has twice as many HD as the spellcaster has divine levels the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quell attacks an affected divine spellcaster in any way, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quell can use this ability a number of times a day equal to 3 + its charisma modifier (7 times)

**Dark Knowledge:** Six times per day, an archivist can draw upon his expansive knowledge of monsters, granting his allies benefits against the creatures they face. Doing this counts as a move action. The secrets of dark knowledge pertain only to aberrations, elementals, magical beasts, outsiders, or undead.

An archivist unlocks new dark knowledge abilities as his level increases and can also call upon his dark knowledge more often, gaining one additional daily use for every three archivist levels (4/day at 3rd level, 5/day at 6th level, and so forth).

Using dark knowledge requires a Knowledge check of a type appropriate to the creature faced. A Knowledge (arcana) check reveals secrets of magical beasts, Knowledge (dungeoneering) pertains to aberrations, Knowledge (religion) covers undead, and Knowledge (the planes) applies to outsiders and elementals. The DC of the check is 15. Most of the archivist's dark knowledge abilities increase in effectiveness if he succeeds on his Knowledge check

by 10 or more. Dark knowledge can only be used once against any given creature.

The archivist's dark knowledge can affect a single creature or all creatures of the same race, depending on the effect used. A target creature must be within 60 feet, and the archivist must be aware of the creature's presence, although he need not have a line of sight to it. The effects of dark knowledge last for 1 minute, unless stated otherwise.

**Tactics:** The archivist knows the general combat behaviors of creatures of that race, granting his allies a +1 bonus on attack rolls made against them. If the archivist succeeds on his Knowledge check by 10 or more, then this bonus increases to +2. If the archivist succeeds on his Knowledge check by 20 or more, then this bonus increases to +3.

**Puissance:** Starting at 5th level, the archivist can use his dark knowledge to help his allies fight off the corrupting influence of other creatures. Allies within 60 feet of the archivist gain a +1 bonus on saving throws against the affected creature's abilities. If the archivist succeeds on his Knowledge check by 10 or more, this bonus increases to +2. If the archivist succeeds on his Knowledge check by 20 or more, this bonus increases to +3.

**Foe:** Starting at 8th level, an archivist can direct his allies to attack vital spots of his enemies. On a successful Knowledge check, he grants them a bonus to weapon damage rolls made against the target creatures equal to 1d6 points of damage. If the archivist succeeds on his Knowledge check by 10 or more, then this bonus increases to 2d6. If the archivist succeeds on his Knowledge check by 20 or more, then this bonus increases to 3d6.

**Dread Secret:** By speaking aloud a dread secret of the target creature, an archivist of 11th level or higher can dazzle a target creature for 1 round. Unlike other dark knowledge, this ability can be used only against a single creature. If the archivist succeeds on his Knowledge check by 10 or more, then the target is dazed for 1 round. If the archivist succeeds on his Knowledge check by 20 or more, then the target is stunned for 1 round (if the target is immune to being stunned but not immune to being dazed, such as most undead, then the archivist can choose to daze the target instead of stunning it).

**Archivist Spells Prepared** (4/6/6/6/6/4/3/2; base DC = 16 + spell level (DC 18 vs. aberrations): 0—*detect magic, guidance, inflict minor wounds, light*; 1st—*bless, comprehend languages, cause fear, inflict light wounds* (×2), 2nd—*calm emotions, darkness, inflict moderate wounds* (×2), *zone of truth*; 3rd—*bestow curse, dispel magic, inflict serious wounds, invoke the cerulean sign\** (×2); 4th—*confusion, dimension door* (×2), *discern lies, inflict critical wounds, sending*; 5th—*crawling darkness\**, *darkbolt\**, *spell*

resistance, true seeing; 6th—antilife shell, blade barrier, harm 7th—mass inflict serious wounds, legend lore

\* new spell

Prayerbook: o—create water, cure minor wounds, detect magic, detect poison, guidance, inflict minor wounds, light, mending, purify food and drink, read magic, resistance, virtue 1<sup>st</sup>—bless, comprehend languages, cause fear, inflict light wounds, sanctuary; 2<sup>nd</sup>—calm emotions, darkness, inflict moderate wounds, nondetection, zone of truth; 3<sup>rd</sup>—bestow curse, dispel magic, inflict serious wounds, invoke the cerulean sign\*, protection from positive energy\*; 4th—confusion, discern lies, dimension door, divination, inflict critical wounds, restoration, sending, tongues; 5th—crawling darkness\*, darkbolt\*, plane shift, spell resistance, true seeing, 6th—antilife shell, blade barrier, geas/quest, harm; 7th—mass inflict serious wounds, legend lore

Possessions: Prayerbook, cerulean sign +2, pearl of power, 4th-level spell, eyes of arcane sight, headband of intellect +2, planar fork: plane of shadow.

**Shadesteel Golem** CR 11; Medium Construct; HD 18d10+20; hp 150; Init +3; Sp 30 ft, fly 30 ft. (perfect); AC 33, touch 13, flat-footed 30; Base Atk +13; Grp +20; Atk Melee +20 (2d6+7, slam); Full Atk +20/+20 melee (2d6+7, slam); SA negative pulse wave; SQ Construct traits, damage reduction 10/adamantine and magic, darkvision 60 ft; immunity to magic, low-light vision; SV Fort +6, Ref +9, Will +6; AL N; Str 24, Dex 16, Con -, Int -, Wis 11, Cha 7.

*Skills and Feats:* Hide +15, Move Silently +19.

**Negative Pulse Wave (Su):** The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 feet of the golem, dealing 12d6 points of negative energy damage. A DC 19 fortitude save halves the damage, the save DC is Constitution based. Undead creatures within the area are healed of 12d6 points of damage instead, and any turning effect they are under is broken. A *death ward* spell or similar effect protects a creature from a shadesteel golem's negative pulse wave.

**Immunity to Magic (Ex):** A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical effect that has the light descriptor (such as *continual flame*) causes the golem to speed up as if affected by the spell *haste* for 2d4 rounds. The golem is also *hasted* whenever it is subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric has mistakenly identified the creature as a nightwalker or other undead or if the golem is standing near other undead.

If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor, the golem is healed of 1 point of damage per level of the spell.

**Shadow Blend (Su):** In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, though a *daylight* spell does.

## Appendix Five – APL 16

### Encounter Five

**Advanced Destrachan:** CR 10; large aberration; HD 16d8+48; hp 120; Init +5; Spd 30 ft; AC 19, touch 10, flat footed 18; Base Atk +9; Grp +17; Atk +13 melee (1d8+5, claw); Full Atk +13/+13 melee (1d8+5, claws); Space/Reach: 10 ft/5 ft; SA Destructive harmonics; SQ Blindsight 100 feet; immunities, protection from sonics; AL NE; SV Fort +8, Ref +8, Will +15; Str 20, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

**Skills and feats:** Hide +16, Listen +33, Move Silently +15, Survival +9; Ability Focus (destructive harmonics), Dodge, Improved Initiative, Improved natural armor, Improved Natural Attack (claw), Lightning Reflexes.

**Destructive Harmonics (Su):** A destrachan can blast sonic energy in a cone up to 80 feet long. It can also use this attack to affect any creatures or objects within a 30-foot radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

**Flesh:** Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

**Nerves:** A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).

**Material:** When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

**Blindsight (Ex):** A destrachan can use hearing to ascertain all foes within 100 feet as a sighted creature would.

**Immunities:** Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

**Protection from Sonics (Ex):** While they can be affected by loud noises and sonic spells (such as ghost sound or silence), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

**Skills:** A destrachan has a +10 racial bonus on Listen checks.

**Larilagh, Grunta, Hobgoblin Ghost Ftr 12;** CR 14; medium undead (incorporeal); HD 12d12; hp 108; Init

+7; Spd Fly 30 ft (perfect); AC 18, touch 18, flat-footed 15 or 17, touch 13, flat-footed 14; Base Atk +12; Grp +11; Atk +15 incorporeal melee touch (1d4 ability drain) or +13 melee (1d8+2/19-20, +1 *longsword*); Full Atk +15 incorporeal melee touch (1d4 ability drain) or +13/+8/+3 melee (1d8+2/19-20, +1 *longsword*); SA Draining touch, frightful moan, manifestation telekinesis; SQ Darkvision 60 ft, incorporeal traits, positive energy resistance 10, rejuvenation, +8 turn resistance, undead traits; AL LE; SV: Fort +8, Ref +7, Will +3; Str 13, Dex 16, C-, I 13, W 8, Ch 20.

**Skills and feats:** Climb +5, Hide +19, Listen +9, Move Silent +11, Search +9, Spot +15; Alertness, Blind-Fight, Combat Expertise, Dodge, Empowered Ability Damage\*, Improved Initiative, Improved Turn Resistance, Mobility, Positive Energy Resistance\*, Spring Attack, Whirlwind Attack.

**Draining Touch (Su):** A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Frightful Moan (Su):** A ghost can emit a frightful moan as a standard action. All living creatures in a 30-foot spread must succeed on a Will save (DC 21) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves cannot be affected by the same ghost's moan for 24 hours.

**Telekinesis (Su):** A ghost can use telekinesis as a standard action (caster level 12th). When a ghost uses this power, it must wait 1d4 rounds before using it again.

**Possessions:** +1 *longsword*, chainmail, large steel shield.

**Hrugor, Ghost Hobgoblin Ftr 12;** CR 14; Medium Undead (Incorporeal); HD 12d12; hp 108; Init +7; Spd Fly 30 ft (perfect); AC 25, touch 16, flat-footed 24 or 20, touch 11, flat-footed 19; Base Atk +12; Grp +11; Atk +15 incorporeal melee touch (1d4 ability drain) or +18 melee (1d8+3/17-20, +1 *keen ghost touch longsword*); Full Atk +15 incorporeal melee touch (1d4 ability drain) or +18/+13/+8 melee (1d8+3/17-20, +1 *keen ghost touch longsword*); SA Draining touch, horrific appearance, frightful moan, manifestation; SQ Darkvision 60 ft, incorporeal traits, positive energy resistance 10, rejuvenation, +4 turn resistance, undead traits; AL LE;

SV: Fort +8, Ref +7, Will +3; Str 14, Dex 16, C-, I 12, W 8, Ch 20.

**Skills and feats** Climb +5, Hide +17, Listen +9, Move Silent +9, Search +9, Spot +13; Alertness, Daunting Presence\*, Deathmaster\*, Dodge, Greater Weapon Focus (longsword) Improved Initiative, Mobility, Positive Energy Resistance\*, Power Critical\*, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

\* new feat

**Draining Touch (Su):** A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Horrific Appearance (Su):** Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 21) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

**Frightful Moan (Su):** A ghost can emit a frightful moan as a standard action. All living creatures in a 30-foot spread must succeed on a Will save (DC 21) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves cannot be affected by the same ghost's moan for 24 hours.

**Possessions:** +1 ghost touch full plate, +1 keen ghost touch longsword.

**Dark Naga Sor16:** CR 17; Large Aberration; HD 9d8+9d4+54; hp 121; Init +1; Spd 40 ft; AC 18, touch 15, flat footed 16; Base Atk +10; Grp +17; Atk +12 melee (2d4+3 plus poison, sting); Full Atk +12 melee (2d4+3 plus poison, sting) and +7 melee (1d4+1, bite); SA: poison, spells; SQ Darkvision 60 ft., detect thoughts, guarded thoughts, immunity to poison, resistance to charm; AL LE; Fort +6, Ref +8, Will +12; Str 16, Dex 12 [14], Con 17, Int 16, Wis 18, Cha 22 [24].

**Skills and feats:** Bluff +14, Concentration +15, Diplomacy +8, Disguise +6 (+8 acting), Intimidate +6, Listen +12, Sense Motive +8, Spellcraft +14, Spot +11; Alertness, Combat Casting, Dodge, Eschew Materials\*, Greater Spell Focus (evocation), Lightning Reflexes; Spell Focus (evocation).

**Poison (Ex):** Injury, Fortitude DC 17 or lapse into a nightmare-haunted sleep for 2d4 minutes. The save DC is Constitution-based.

**Resistance to Charm:** Dark nagas have a +2 racial bonus on saving throws against all charm effects (not included in the statistics block).

**Detect Thoughts (Su):** A dark naga can continuously use *detect thoughts* as the spell (caster level 9th; Will DC 19 negates). This ability is always active. The save DC is Charisma-based.

**Guarded Thoughts (Ex):** Dark nagas are immune to any form of mind reading.

**Sorcerer Spells Known (6/8/8/8/7/6/6/3; save DC 14 + spell level; evocation save DC 15 + spell level):** 0—*daze, dancing lights, detect magic, light, mage hand, open/close, ray of frost, read magic, resistance*; 1st—*expeditious retreat, magic missile, mage armor* (factored into AC), *ray of enfeeblement, silent image*; 2nd—*blast of force\*, cat's grace, invisibility, glitterdust, scorching ray*; 3rd—*displacement, fly, lightning bolt, slow*; 4th—*cloudkill, dimension door, enervation, orb of fire\*, stoneskin*; 5th—*cone of cold, contingent energy resistance\*, dominate person*; 6th—*chain lightning, disintegrate, repulsion*; 7th—*prismatic spray, project image*; 8th—*greater shout*

\* new spell

**Possessions:** 1250 gp diamond dust; eyes of arcane sight\*, ioun stone, pink and green sphere; ioun stone deep red sphere, ioun stone: pale lavender ellipsoid.

\* new item

**Advanced Elder Xorn, CR 11; Huge Elemental; HD:** 23d8+63; hp 242; Init +0; Spd 20 ft, burrow 20 ft.; 27 (–2 size, +19 natural), touch 9, flat-footed 27; Base Atk +17; Grp +36; Atk +27 melee (4d8+11, bite); Full Atk +27 melee (4d8+11, bite) and +25/+25/+25 melee (1d8+5, claw); Space/Reach 15 ft/15 ft; All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft; Fort +19, Reflex +7, Will +7; AL N; Str 33, Dex 10, Con 23, Int 10, Wis 11, Cha 10.

**Skills and Feats:** Hide +12, Intimidate +20, Knowledge (dungeoneering) +20, Listen +20, Move Silently +20, Search +24, Spot +24, Survival+20 (+22 following tracks or underground); Awesome Blow, Cleave\*, Great Cleave, Improved Bull Rush, Improved Sunder, Multiattack, Power Attack, Toughness.

**All-Around Vision (Ex):** A xorn's symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A xorn can't be flanked.

**Earth Glide (Ex):** A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

## Encounter Eight

**Bwapp, Bullywug Clr12;** CR 12 medium humanoid (aquatic); HD 12d8+60; hp 117; Spd 20 ft, swim 30 ft; AC 20, touch 10, flat-footed 20; Base Atk +9; Grp +10; Atk +11 melee (1d6+1, masterwork shortspear) or +9 ranged (1d6+1, masterwork shortspear); Full Atk +11/+6 melee (1d6+1, masterwork shortspear) or +6 ranged (1d6+1, masterwork shortspear); SA Spells; SQ Marsh move, AL CE; SV Fort +14; Ref +4; Will +13; Str 13, Dex 8, Con 20, Int 6, Wis 14 [18], Ch 8.

*Skills and Feats:* Concentration +15, Heal +6, Hide +0\*, Knowledge (Religion) +0; Augmented Summoning, Combat Casting, Domain Spontaneity (water); Spell Focus (conjunction).

\* Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Summoning (Sp):** When a bullywug cleric uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is then a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random.

Cleric Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/2+1; base DC = 14 + spell level; conjunction spells 15 + spell level): 0—*inflict minor wounds* (×6); 1st—*protection from law\**, *inflict light wounds* (×3), *summon monster I* (×3), 2nd—*fog cloud\**, *inflict moderate wounds*, *summon monster II* (×4), 3rd—*magic circle against law\**, *inflict serious wounds*, *summon monster III* (×4); 4th—*control water\**, *summon monster IV* (×2); 5th—*dispel law\**, *summon monster V* (×3); 6th—*cone of cold\**, *summon monster VI* (×2).

\*Domain spell. Domains: Chaos (chaos spell cast at +1 caster level); Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities 1/day).

**Power-up suite (frenzy within 30 ft of warchief; heroes' feast):** hp 128; Atk +16 melee (1d8+7 shortspear); Full Atk: +16/+11 melee (1d6+7 shortspear); SQ: immune to poison and fear; Will +14; Str 21

*Possessions:* holy symbol, dagger, masterwork shortspear, +3 chain shirt, cloak of resistance+1; *perapert of wisdom* +4, wand of cure light wounds..

Fiendish Giant Constrictor Snake (augmented summoning) Huge Magical Beast (augmented animal); HD 11d8+36; hp 93; Init: +3; Spd 20 ft., climb 20 ft., swim 20 ft. AC 15, touch 11, flat-footed 12; Base Atk +8; Grp +25; Atk +15 melee (1d8+13, bite) Full Atk +15 melee (1d8+13, bite) Space/Reach 15 ft./10 ft. SA

Constrict 1d8+13, improved grab, smite good +11 SQ Darkvision 60 ft, damage reduction 5/magic, resistance to cold 10 and fire 10, spell resistance 16, scent; SV Fort +10, Ref +10, Will +4; Str 29, Dex 17, Con 17, Int 1, Wis 12, Cha 2.

*Skills and Feats:* Balance +11, Climb +19, Hide +10, Listen +9, Spot +9, Swim +18; Alertness, Endurance, Skill Focus (Hide), Toughness.

**Constrict (Ex):** On a successful grapple check, a giant constrictor snake deals 1d8+13 points of damage.

**Improved Grab (Ex):** To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Chief Stoag, Bullywug Bbn 4/Wch 7** CR 11; Medium humanoid (aquatic); HD 4d12+7d10+55; hp 129; Init +2; Spd 30 ft, swim 40 ft; AC 21, touch 12, flat-footed 19; Base Atk +9; Grp +12; Atk +14 melee (1d8+7, +2 longspear) or +11 ranged (1d6+3, shortspear); Full Atk +14/+9 melee (1d8+6, +2 longspear) or +11 ranged (1d6+3, shortspear); SA Rage 2/day; SQ Marsh move, tribal frenzy (Str+8); uncanny dodge, AL CE; SV Fort +13; Ref +4; Will +4; Str 16, Dex 14, Con 20, Int 6, Wis 8, Ch 8.

*Skills and Feats:* Hide +12 (+18 in marshes); Jump +10, Listen -1, Spot -1; Combat Reflexes, Improved Bull Rush, Power Attack, Shock Trooper\*.

\* new feat

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Power-up suite (rage + full power attack; heroes' feast):** AC 19, touch 10 flat-footed 16; hp 162; Atk +8 melee (1d8+29, +2 longspear); Fort +14, SQ: immune to poison and fear; Will +6. Str 20

**Power-up suite (rage + half power attack; heroes' feast):** AC 18 touch 10 flat footed 15; hp 162; Atk +13 melee (1d8+19, +2 longspear); SQ: immune to poison and fear; Fort +14, Will +6; Str 20;

*Possessions:* +2 longspear, steadfast boots\*, +2 mithral chain shirt, dagger; shortspears (3).

\*new item.

**Bullywug War 9;** CR 8; Medium Humanoid (Aquatic); HD 9d8+27; hp 74; Init +0; Spd 20 ft, swim 30 ft; AC 18, touch 12, flat-footed 17; Base Atk +9; Grp +11; Atk +10 melee (1d6+1, shortspear) or +12 ranged (1d6+1, shortspear); Full Atk +10/+5 melee (1d6+1, shortspear) or +12/+7 ranged (1d6+1, shortspear); SQ Marsh move,



AL CE; SV Fort +9; Ref +3; Will +1; Str 12, Dex 14 [16], Con 16, Int 6, Wis 5, Ch 4.

*Skills and Feats:* Hide +9 (+15 in marshes); Listen –3, Spot –3; Endurance, Point Blank Shot, Precise Shot, Quick Draw.

**Power-up suite (frenzy within 30 ft of warchief; heroes' feast):** hp 85; Atk +16 melee (1d6+7, shortspear) or +13 ranged (1d6+5 shortspear); Full Atk: +16/+11 melee (1d6+7, shortspear) +13/+8 ranged (1d6+5, shortspear); Will +2; Str 20

*Possessions:* shortspear (3), +2 leather armor, javelin of lightning (3), gloves of dexterity +2, potion of cure serious wounds, potion of delay poison.

**Advanced Grigaur;** CR 6 large magical beast; HD 8d10+40; hp 90; Init +1; Spd 40 ft; AC: 13, touch 9, flat-footed 12, BAB/Grp +8/+8; Atk +17 melee (2d6+9 claw); Full Atk +17/+17 melee (2d6+9/2d6+9 2 claws) and +12 melee (1d8+4 bite); SA: Improved grab; SQ: blindsight 60 ft; DR 5/-; immunities, scent; AL: N; Sv: Fort: +7; Ref +5 Will +2; Str 28, Dex 11, Con 20, Int 6, Wis 12, Cha 8.

*Skills and Feats:* Climb +11; Hide +0\*, Listen +3, Move Silently +4; Spot +3; Alertness.

**Improved Grab (Ex):** To use this ability, the grigaur must hit a medium-sized creature with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Blindsight (Ex):** Grigaurs use scent and hearing to ascertain all foes within 60 feet as a sighted creature would.

Grigaurs are susceptible to sound- and scent-based attacks and are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense heavy air). Negating a grigaur's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are defeated, the grigaur is effectively blinded.

**Immunities:** Grigaurs are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

## Encounter Nine

**Thbtibib, Bullywug Bbn11:** CR 11: Medium humanoid (aquatic); HD: 11d12+55; hp 140; Init +2; Spd 30 ft, swim 40 ft; AC 21, touch 12, flat-footed 18; Base Atk +11; Grp +15; Atk +17 melee (1d8+8/×3, +2 longspear) or +13 ranged (1d6+4, shortspear); Full Atk +17/+12 melee (1d8+8/×3, +2 longspear) or +12 ranged (1d6+4, shortspear); SA Greater rage 3/day; SQ Marsh move, damage reduction 2/- trap sense +3, improved uncanny dodge, AL CE; SV Fort +12, Ref +5, Will +2; Str 16 [18], Dex 14, Con 20, Int 6, Wis 8, Ch 4.

*Skills and Feats:* Hide +15 (+17 in marshes); Jump +16, Listen –1, Spot –1; Combat Reflexes, Improved Bull Rush, Power Attack, Shock Trooper\*.

\*new feat

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Power-up suite (rage + full power attack; heroes' feast):** AC 19 touch 10 flat footed 16; hp 184; Atk +10 melee (1d8+34/×3, +2 longspear); SQ: immune to poison and fear; Fort +15, Will +5; Str 24, Con 26.

**Power-up suite (rage + half power attack; heroes' feast):** AC 18 touch 10 flat footed 15; hp 184; Atk +16 melee (1d8+22/×3 +2 longspear); SQ: immune to poison and fear; Fort +15, Will +5; Str 24, Con 26.

**Power up suite (rage, frenzy, full power attack; heroes' feast)** AC 19 touch 10 flat footed 16; hp 184; Atk +13 melee (1d8+39/×3, +2 longspear); SQ: immune to poison and fear; Fort +15, Will +5; Str 30, Con 26.

*Possessions:* +2 longspear, steadfast boots\*, +1 mithral chain shirt, gauntlets of ogre power +2; dagger, shortspears (3).

\* new item

**Bullywug War 9;** CR 8; medium humanoid (aquatic); HD 9d8+27; hp 74; Init +0; Spd 20 ft, swim 30 ft; AC 18, touch 12, flat-footed 17; Base Atk +9; Grp +11; Atk +13 melee (1d6+4, +1 shortspear) or +12 ranged (1d6+3, +1 shortspear); Full Atk +13/+8 melee (1d6+4, +1 shortspear) or +12/+7 ranged (1d6+3, +1 shortspear); SA –; SQ Marsh move, AL CE; SV Fort +9; Ref +3; Will +1; Str 14, Dex 12, Con 16, Int 6, Wis 5, Ch 4.

*Skills and Feats:* Hide +7 (+13 in marshes); Listen –3, Spot –3; Endurance, Point Blank Shot, Weapon Focus (shortspear), Quick Draw.

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

**Power-up suite (frenzy within 30 ft of warchief; heroes' feast):** hp 85; Atk +18 melee (1d6+10, +1 shortspear) or +12 ranged (1d6+6, shortspear); Full Atk: +18/+13 melee (1d6+10, +1 shortspear) +12/+7 ranged (1d6+6, shortspear); Will +2; Str 22

*Possessions:* shortspear (3), everburning torch, +1 shortspear, +2 leather armor, javelin of lightning (3), potion of cure serious wounds, potion of delay poison.

**Mesuggnug, Bullywug Savant Sor 15:** CR 16; Medium Monstrous Humanoid; HD 2d8+ 15d4+52+27 temp; hp 135; Init +7; Spd 30 ft, swim 20ft; AC 26, touch 21, flat-footed 23; Base Atk +8; Grp +8; Atk +8 melee (1d6, shortspear) or +11 ranged (1d6, shortspear); Full Atk +8 melee (1d6, shortspear) or +11 ranged (1d6, shortspear); SA Poison, spells; SQ Darkvision 60 ft; marsh move, summoning; AL NE; SV

Fort +11, Ref +8, Will +20; Str 10, Dex 16, Con 18, Int 14, Wis 8, Cha 20 [26].

**Skills and Feats:** Balance +5, Bluff +23, Concentration +24, Hide +4 (+10 in marshes), Knowledge (arcana) +16, Spellcraft +22, Swim +9, Tumble +9; Eschew Materials, Great Fortitude, Improved Initiative, Force of Personality\*, Spell Focus (enchantment); Greater Spell Focus (enchantment).

\*new feat

**Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud

**Poison (Ex):** The fluid sacs on a savant's head contain a contact poison (contact DC 16, 1 Dex/2d4 Dex). As a standard action the savant can cause one of the sacs to erupt, coating an adjacent target on a successful touch attack. Savants, bullywugs, kuo-toas, skum, and aboleths are immune to this poison. It takes seven days for a ruptured sac to heal and restore its poison. The largest two poison sacs are only used if the savant is in great peril, for each of them deals 1d2 points of Intelligence damage to the savant if used.

**Summoning (Sp):** When a bullywug savant uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. Unlike common bullywug clerics, savant summoning spells do not have a chance of accidentally summoning creatures hostile to them.

**Sorcerer Spells Known** (6/8/8/8/8/7/5/3; save DC 18 + spell level; enchantment spells save DC 20 + spell level): 0—*daze, detect magic, light, mage hand, message, ray of frost, read magic*; 1st—*charm person, disguise self, mage armor, magic missile, shield*; 2nd—*see invisibility, false life, frost breath\*, scorching ray, Tasha's hideous laughter*; 3rd—*dispel magic, hailstones\*, haste, lightning bolt*, 4th—*confusion, dimension door, ice storm, wall of ice*; 5th—*cone of cold, dominate person, false vision, feeblemind*; 6th—*Otiluke's freezing sphere, disintegrate, greater dispel magic*; 7th—*limited wish, summon monster VII*.

\*new spell

**Possessions:** masterwork shortspear, *amulet of natural armor*+2, *cloak of charisma* +6, *rod of lesser empower*; *ring of protection* +4; *scroll of mind fog*.

**Gulwogg Tomerspong, Male Human Clr14:** CR 14; Medium Humanoid; HD 14d8+14 hp 94; Init -1; Spd 20ft; AC 20 touch 10 flat-footed 20; Base Atk +10; Grp +12; Atk +13 melee (1d10+4, +1 *gnome bane glaive*) or +9 ranged (1d6+2, shortspear); Full Atk +13/+8 melee (1d10+4 +1 *gnome bane glaive*) or +9 ranged (1d6+2, shortspear); SQ: rebuke undead 3/day; AL LE; SV Fort +9, Ref +3, Will +13; Str 14, Dex 8, Con 12, Int 13, Wis 18 [20], Cha 10.

**Skills and Feats:** Concentration +13, Knowledge (religion) +13, Spellcraft +12; Swim +10; Bane Magic (humanoid: dwarf), Bane Magic (humanoid: elf), Bane

Magic (humanoid: orc); Bane Magic (humanoid: Halfling); Bane Magic (Monstrous Humanoid).

**Cleric Spells Prepared** (6/7+1/6+1/6+1/5+1/5+1/3+1/2+1; base DC = 15 + spell level: 0—*create water* (×2), *detect magic, light, read magic*; 1st—*calm animals\**, *cure light wounds* (×3), *lesser vigor, resurgence\*\**, *shield of faith* 2nd—*deific vengeance\*\** (×2), *hold animal\**, *lesser restoration, sound burst* (×2); 3rd—*dominate animal\**, *cure serious wounds, dispel magic, prayer, searing light, water walk*, 4th—*divine power\**, *cure critical wounds, divination, freedom of movement, hypothermia\*\**, *sound lance\*\**; 5th—*commune with nature\**, *flame strike* (×2), *greater command, righteous might, true seeing*; 6th—*blade barrier\**, *heal, heroes' feast*; 7th—*power word blind\**, *blasphemy, slime wave\*\**.

\*Domain spell. Domains: Animal (*speak with animals* 1/day as a spell like ability); War (Free martial weapon proficiency with deity's favored weapon, and Weapon focus with the deity's favored weapon.)

\*\* new spell

**Possessions:** light mace, gray stone toad (holy symbol), everburning torch, *amulet of natural armor* +1, +1 *aquatic full plate*, +1 *gnome bane glaive*, *periapt of wisdom* +2; *ring of protection* +1.

**Power Up Suite (*righteous might, shield of faith, heroes' feast*):** large humanoid; AC 25; Grapple: +18; hp 119, Atk +15 melee (2d8+7 +1 *gnome bane large glaive*) or +9 ranged (1d6+4 shortspear); Full Atk: +15/+10 melee (2d8+7 +1 *gnome bane large glaive*) or +9 ranged (1d6+4 shortspear); DR 6/good; Fort +10, Will +14; Str 18; Con 14;

## Encounter Eleven

**Nihilon, Quell Arc 11/Keeper Cer 5;** CR 17; Medium Undead (incorporeal); HD 5d12+16d6; hp 117; Init +7; AC 15, touch 15, flat footed 12; Base Atk +8; Grp -; Atk +10 melee (1d4); Full Atk +10 incorporeal melee touch (1d4); SA coupled intercession, dark knowledge 6/day (tactics, puissance, foe, dread secret), greater banemagic 2/day, intercession, portal warding, word of revelation; SQ Cerulean focus, darkvision 60 ft, daylight powerlessness, detect aberrant taint, incorporeal traits, lore mastery, still mind, undead traits, +4 turn resistance; AL LE; SV Fort +5, Ref +4, Will +13; Str -, Dex 16, Con -, Int 20 [22], Wis 18, Cha 18.

**Skills and feats:** Concentration +18, Decipher Script +24, Diplomacy +13, Gather Information +17, Hide +16, Knowledge (arcana) +25, Knowledge (dungeoneering) +27, Knowledge (history) +20, Listen +15, Sense Motive +11, Spellcraft +27, Spot +15; Aberration Banemagic\*, Alertness, Combat Reflexes, Craft Arms and Armor, Craft Construct, Craft Wondrous Item, Danger Sense\*, Ghostly Grasp\*, Improved Initiative, Scribe Scroll.

\*new feat

**Cerulean Focus:** before becoming a keeper of the Cerulean Sign, Nihilon crafted his own version of the sign. This item functions as a *cerulean sign* (see new items). In addition, it serves as a focus for most of his class features. Without this focus, these abilities do not function.

**Detect Aberrant Taint (Sp):** as long as Nihilon wears his cerulean focus, he can detect the taint of aberrations. This functions as the spell *detect aberration* (see new spells), except that it allows him to detect the presence or absence of any mind-affecting spells or supernatural abilities in effect on any creature as long as the effect in question was placed there by an aberration. Additionally it reveals any creature that willingly belongs to a cult that knowingly worships aberrations. Nihilon can use this ability 2 times a day.

**Greater Banemagic (Su):** This ability works like the Aberration Banemagic feat (see new feats) except that once per day Nihilon can triple the benefit gained. The damage increases by 6d6 instead of 2d6 and the save DC increases by 6 instead of 2.

**Intercession (Su):** A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's hit dice (12th level). The result indicates the highest level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however, if the quell has twice as many HD as the spellcaster has divine levels the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quell attacks an affected divine spellcaster in any way, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quell can use this ability a number of times a day equal to 3 + its charisma modifier (7 times).

**Dark Knowledge:** Six times per day, an archivist can draw upon his expansive knowledge of monsters, granting his allies benefits against the creatures they face. Doing this counts as a move action. The secrets of dark knowledge pertain only to aberrations, elementals, magical beasts, outsiders, or undead.

An archivist unlocks new dark knowledge abilities as his level increases and can also call upon his dark knowledge more often, gaining one additional daily use for every three archivist levels (4/day at 3rd level, 5/day at 6th level, and so forth).

Using dark knowledge requires a Knowledge check of a type appropriate to the creature faced. A

Knowledge (arcana) check reveals secrets of magical beasts, Knowledge (Dungeoneering) pertains to aberrations, Knowledge (religion) covers undead, and Knowledge (the planes) applies to outsiders and elementals. The DC of the check is 15. Most of the archivist's dark knowledge abilities increase in effectiveness if he succeeds on his Knowledge check by 10 or more. Dark knowledge can only be used once against any given creature.

The archivist's dark knowledge can affect a single creature or all creatures of the same race, depending on the effect used. A target creature must be within 60 feet, and the archivist must be aware of the creature's presence, although he need not have a line of sight to it. The effects of dark knowledge last for 1 minute, unless stated otherwise.

**Tactics:** The archivist knows the general combat behaviors of creatures of that race, granting his allies a +1 bonus on attack rolls made against them. If the archivist succeeds on his Knowledge check by 10 or more, then this bonus increases to +2. If the archivist succeeds on his Knowledge check by 20 or more, then this bonus increases to +3.

**Puissance:** Starting at 5th level, the archivist can use his dark knowledge to help his allies fight off the corrupting influence of other creatures. Allies within 60 feet of the archivist gain a +1 bonus on saving throws against the affected creature's abilities. If the archivist succeeds on his Knowledge check by 10 or more, this bonus increases to +2. If the archivist succeeds on his Knowledge check by 20 or more, this bonus increases to +3.

**Foe:** Starting at 8th level, an archivist can direct his allies to attack vital spots of his enemies. On a successful Knowledge check, he grants them a bonus to weapon damage rolls made against the target creatures equal to 1d6 points of damage. If the archivist succeeds on his Knowledge check by 10 or more, then this bonus increases to 2d6. If the archivist succeeds on his Knowledge check by 20 or more, then this bonus increases to 3d6.

**Dread Secret:** By speaking aloud a dread secret of the target creature, an archivist of 11th level or higher can dazzle a target creature for 1 round. Unlike other dark knowledge, this ability can be used only against a single creature. If the archivist succeeds on his Knowledge check by 10 or more, then the target is dazed for 1 round. If the archivist succeeds on his Knowledge check by 20 or more, then the target is stunned for 1 round (if the target is immune to being stunned but not immune to being dazed, such as most undead, then the archivist can choose to daze the target instead of stunning it).

**Portal warding (Su):** starting at 5th level, Nihilon can place a potent warding effect on any doorway or magic portal once per day. An aberration can pass

through a warded doorway or magic portal only if it makes a successful Will saving throw (DC 19) otherwise it cannot use the doorway or portal and takes 3d6 points of damage. An attempt to destroy the door or magic portal counts as an attempt to pass through it. Nihilon knows whenever an aberration tries to pass through the door or portal, and you also know if the aberration is successful or not, provided you are on the same plane as the warding.

You can maintain this effect indefinitely, but you can sustain only one warded portal at a time.

**Word of Revelation (Su):** Starting at 3rd level Nihilon can utter a word of revelation as a standard action once per day. This supernatural ability duplicates the effects of an area *dispel magic* that targets all spells or effects from the school of illusion that were originally cast by an aberration or aberration cultist within a 30-foot burst centered on you. Additionally, any aberration or aberration cultist must make a Fortitude save (DC 19) or take 1d4 points of charisma damage.

Archivist Spells Prepared (4/6/6/6/6/4/3/2; base DC = 16 + spell level (DC 18 vs. aberrations): 0—*detect magic, guidance, inflict minor wounds, light*; 1st—*bless, comprehend languages, inflict light wounds (×2), shield of faith*; 2nd—*calm emotions, darkness, inflict moderate wounds (×2), zone of truth*; 3rd—*bestow curse, dispel magic, inflict serious wounds, invoke the cerulean sign\** (×2); 4th—*confusion, dimension door (×2), discern lies, inflict critical wounds, sending*; 5th—*crawling darkness\*, darkbolt\*, plane shift, spell resistance, true seeing*; 6th—*antilife shell, blade barrier, harm*; 7th—*disintegrate, mass inflict serious wounds, legend lore*; 8th—~~moment of prescience~~, power word *stun*.

Prayerbook: 0—*create water, cure minor wounds, detect magic, detect poison, guidance, inflict minor wounds, light, mending, purify food and drink, read magic, resistance, virtue*; 1st—*bless, comprehend languages, cause fear, inflict light wounds, sanctuary, shield of faith*; 2nd—*calm emotions, darkness, inflict moderate wounds, nondetection, zone of truth*; 3rd—*bestow curse, dispel magic, inflict serious wounds, invoke the cerulean sign\*, protection from positive energy\**; 4th—*confusion, discern lies, dimension door, divination, inflict critical wounds, restoration, sending, tongues*; 5th—*crawling darkness\*, darkbolt\*, plane shift, spell resistance, true seeing*; 6th—*antilife shell, blade barrier, geas/quest, harm*; 7th—*disintegrate, mass inflict serious wounds, legend lore*; 8th—*moment of prescience, polymorph any object, power word (stun)*.

\* new spell

Possessions: Prayerbook, *cerulean sign* +2\*, pearl of power, 5th-level spell, headband of intellect +2, eyes of arcane sight\*, planar fork – plane of shadow.

\* new item

**Highly Evolved Greater Shadow:** CR 11; Medium Undead (incorporeal); HD 9d12; hp 108; Init +2; Spd

Fly 40 ft (good); AC 17, touch 17, flat-footed 15; Base Atk +4; Grp —; Atk +6 incorporeal melee touch (1d8 Str); Full Atk +6 incorporeal melee touch (1d8 Str); SA Create spawn, strength damage; SQ Darkvision 60 ft, fast healing 3, incorporeal traits, +2 turn resistance, undead traits; AL LE; SV Fort +7, Ref +6, Will +2; Str —, Dex 15, Con —, Int 6, Wis 12, Cha 20.

**Skills and feats:** Hide +14, Listen +9, Search +6, Spot +9; Alertness, Dodge, Mobility, Spring Attack.

**Fast Healing (Ex):** An evolved shadow heals 3 points of damage each round so long as it has at least 1 hit point.

**Spell Like Ability: #1** *unholy blight* 2/day, *haste* (self only) 1/day; Caster Level 9<sup>th</sup>.

**#2:** *see invisibility* 1/day, *confusion* 1/day, *hold monster* 1/day.

**#3:** *greater invisibility* 1/day, *cone of cold* 1/day, *haste* (self only) 1/day.

**Strength Damage (Su):** The touch of a greater shadow deals 1d8 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

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

**Skills:** Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks.

\*A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a –4 penalty on Hide checks.

**Shadesteel Golem** CR 11 Medium Construct; HD 18d10+20; hp 150; Init +3; Sp: 30 ft, fly 30 ft. (perfect); AC 33, touch 13, flat-footed 30; Base Atk +13; Grp +20; Atk +20 melee (2d6+7 slam); Full Atk +20/+20 melee (2d6+7, slam); SA Negative pulse wave; SQ: construct traits, DR 10/adamantine and magic, darkvision 60 ft; immunity to magic, low-light vision; Sv: Fort: +6, Ref +9, Will +6; AL N; Str 24, Dex 16, Con –, Int –, Wis 11, Cha 7.

**Skills and Feats:** Hide +15, Move Silently +19.

**Negative Pulse Wave (Su):** The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 feet of the golem, dealing 12d6 points of negative energy damage. A DC 19 fortitude save halves the damage, the save DC is Constitution based. Undead creatures within the area are healed of 12d6 points of damage instead, and any turning effect they are under is broken. A *death ward* spell or similar effect protects a creature from a shadesteel golem's negative pulse wave.

**Immunity to Magic (Ex):** A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical effect that has the light descriptor (such as *continual flame*) causes the golem to speed up as if affected by the spell *haste* for 2d4 rounds. The golem is also *hasted* whenever it is subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric has mistakenly identified the creature as a nightwalker or other undead or if the golem is standing near other undead.

If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor, the golem is healed of 1 point of damage per level of the spell.

**Shadow Blend (Su):** In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, though a *daylight* spell does.

**Small City**, Conventional (N) and Nonstandard (CG); 15,000 gp limit; Assets 8,652,000 gp; Population 11,500 (Human 41%, Half-elf 34%, Elf 20%, Gnome 2%, Halfling 2%, Other 1%).

Authority Figure: **Mardan Rhom**, male human (S) Exp6, NG, (mayor); **Seyanae Galdridien**, female, half-elf, Exp8 (town council head); **Chasuard Rainhamyl**, male elf Ftr8 (ducal guard captain)

Important Characters: **Cazerlail Ilthorn**, male high elf Rgr11 (captain, Knights of Luna); **Great Holy and Moonblessed Feywarden Challfarys Icinglar** male, high elf, Clr15 (high priest of Corellon Larethain); **His Fearless and Overbearing Might Dagdar the Wyrmslayer** male human (S) Bbn3/Clr14 of Kord (CG); **Keztral Veccia**, female human (S) Clr9 (Phaulcon); **Ruka Kirandal** male half-elf Exp12/Wiz2 (master of Kirandal trading House); **Justine Siandelin** female half-elf Exp9/Rgr3 (Mistress of Siandelin trading house); **Elaengal Corvel** male half-elf Exp10 (Master of house Galdridien)

## History

The town of Waybury was founded in -247 CY to facilitate trade with the dwarves of the northern Lortmils. 395 years ago it was razed to the ground by an orc invasion. It rose to great prominence 5 years later when a trading company was founded by three elves from Celene. Each elf took seven human wives in succession and sired 10 to even 17 (in once case) children from each. The half-elven children grew the trading business into a Flanaess-spanning empire. The original company, called House Siandelin after the father of the three brothers, was divided after a dispute 260 years ago, and the three brothers parted ways. House Siandelin is still the most prominent of the trading houses, though Kirandal and Galdridien are very powerful in their own right. Almost all trade with Celene is through these three companies.

Other trades prosper in Waybury. The gnomish Guffin family of bakers has several long-standing produce contracts with the Duchy and County of Ulek's gnomish farmers, and the gnome-dominated Gemcutters Guild of Keoland is a force to be reckoned with.

## Rulership and Law

Waybury has a charter from the Duke granting an unprecedented amount of political independence to set laws, duties, and so forth. Appeals for High Justice to the Duke can be denied by a 2/3 vote of the town council, though that is a very rare circumstance.

The town council and their appointed mayor Mardan Rhom make all significant decisions. There are three permanent seats on the council for each of the three elven brother's families, and not a few other council members hold some form of relation to the patrician families.

## DM Aid #1: The City Of Waybury

Waybury maintains close ties with the Margravine Nevallewen Araglalhel [CG female elf Ftr4/Wiz8] of Istruin, the march in which Waybury is located.

## Trade and commerce

As a center of trade, Waybury is a very prosperous community. All goods available are generally high quality and command a 1-10% premium. The high cost of living is offset by very few taxes or duties on goods or services. Caravan guards and workers are in high demand and work notices are frequently posted.

Marketing of magic items is an important business here. Siandelin handles the most magic item creation and marketing, but all houses engage in that trade to some extent.

Local produce include cloth, cheeses, and wines

## Architecture and Engineering

Many of the buildings are beautifully decorated with a blending of elven and human designs and many are of stone. Since Waybury has experienced a great deal of peace since the Hateful Wars, the wall has fallen into disrepair, and the town has expanded beyond the borders of the wall.

## Sightseeing

*Tavern of the Four Winds*: pricy, but very high quality.

*The Ton Tun Tavern*: A large, two-story drinking-house that is well known for its unique design and namesake. The tavern itself is composed of two continuous balconies on the ground and second floors that overlook the open cellar. In the middle of the cellar lies the largest known tun in the Duchy, perhaps even the whole Sheldomar Valley. At 10' in diameter and nearly 30' long, the Ton Tun holds enough ale to keep all the patrons happy for a long time. The railings of the bar are quite high, in order to prevent some drunk from killing himself. Another common occurrence is for some of the more physically capable patrons to climb to the top of the Ton Tun and lead the crowd in song and dance. An inscription on the side of the tun always restarts an argument that began nearly half a century ago, when it is believed that the Laughing Rogue himself graced the overly large keg-house with his presence. Paying for all, an emerald-eyed stranger drank everybody under the table, and then drained what remained of the tun's contents to the last drop. Or so Haral Bunnivil [CG hm Com5], the tavern's portly, bearded, and balding owner might tell you

*Aerie of Phaulkon*: a tower of white marble, decorated with avian motifs, including perching falcons half way up, and seven different birds atop it (eagle, falcon, condor, goshawk, owl, raven, bloodhawk). It is visited annually by

the few remaining Aarakocra of the Lortmils. The Aerie's tower adjoins the temple of Kord.

*The Dragon's Doom, temple of Kord.* See the head of the red dragon Zaddridur mounted in the Hall of Heroes. The temple itself is a massive rotunda devoted to The Brawler, and is the largest church devoted to Kord in the Sheldomar Valley. A triple standard of a white dragon on a red banner, a red dragon on a blue banner, and a blue dragon on a white banner hangs above the entranceway large enough to admit a hill giant comfortably. Inside on the ground floor is a large circular ring, where contests of strength and physical prowess are held. A large statue of Kord stands at the far side of the ring. Holding Kelmar, the deity's magical two-handed sword, high above his head in his right hand, the sculpture can be quite intimidating. The statue has its other arm wrapped in a headlock around the neck of a red dragon, while a blue and a white lie dead around the statue's feet. Disputes between men to be resolved by non-lethal combat are also brought to this temple for resolution. It is often customary for the participants of such contests to bow to the likeness of The Brawler before commencing.

*Chapel of Corellon Larethian:* a stone colonnade imitating the more natural settings of Corellon's worship in elven lands. By custom only half-elves and elves are allowed to enter the grove.

*Dweomercraft Circlet:* magic shops specializing in items of magical jewelry.

*Hall of the Knights of Lune.* A hospitable place for elven warriors.

## Player Handout #1

### The Keoland view of the County of Ulek

The County of Ulek is a rustic, rural land of no great importance nestled up against the Lortmil Mountains. The Count is a Count Palatinate, which gives him “royal” authority within his demesne.

Superstitious nature worship is openly practiced in the County, and you should be on your guard when traveling there. There is a circle of heathens who follow the Old Faith and worship a triple goddess and all variety of spirits and nonsense, and the Count’s participation in elemental ceremonies is alleged to qualify him for office.

The County suffered under a great many incursions of goblins, hobgoblins, and orcs, and Keoland spent much blood and treasure defending the County against these threats. After the Wealsun Proclamation of 348 CY, Keoish magnanimity was repaid by the rebellion of the Ulek provinces. The County actually employed witchcraft against the Keoish soldiers, befuddling them so that they returned home without meeting them in honor on the field of battle.

The County has been lucky for the past four score years in that it has been generally peaceful. With the exception of a strange attack by duergar two years ago, thwarted by the timely assistance of Keoish adventurers and contingents, there have not been any significant military threats to the region. This has enabled the County to become amazingly prosperous. The gnomish gem merchants of the Old Hills carry on a lucrative trade, and commonly overcharge as well as engaging in usurious loans.

The great Immris of house Rholla brought civilization to the demi-humans and Flan that lived there, and founded Jurnre, the oldest inhabited settlement of the Flanaess. Any Rholla or Rholla-inclined citizen might have ethnic interest in visiting such an historic place.

### The Duchy of Geoff perspective

The County of Ulek is a beautiful, harmonious place. It is wisely governed by a druidic circle and by a Count Palatinate, who is himself a druid. The count endures elemental rigors on a regular basis to ensure his connection to the land and to retain his place as Count.

The Oerth Mother is given great honor in the County, though frequently in her guise as Berei. There are also those who follow Ehlonna.

The druids of Geoff have encouraged those who are able to join the celebration of the Sior Kerrita and invoke blessings upon Geoff. Some Druids are traveling to witness the festival and have requested escorts.

### Principality of Ulek View

The County of Ulek is a stalwart ally in the fight against the accursed goblins who made their home in the Lortmils. The County’s druids ensure the fruitful production of foodstuffs and their supplies of the County have been vital to supply the Prince’s.

Our good cousins the gnomes have a place of high honor in the County. Why, even Jurnre, which the Suel call the ‘oldest’ human settlement in the Flanaess was well-settled by gnomes ages afore they got there!

The rulers of the principality have encouraged those who are able to return thanks to the County for their support by supporting and participating in the Sior Kerrita festival.

### Yeomanry View

The County of Ulek is a rustic, rural land nestled up against the Lortmil Mountains. They are ruled in the feudal fashion by a “Count Palatinate”, a title granted by the Keoish Court of the Land which gave him “royal” authority within his demesne. He is also an Archdruid of the Old Faith, and the druids are greatly revered in that place. Their efforts ensure the land’s fruitfulness and prosperity.

Keoish imperialism grew to be too much for the Ulek states, particularly after the Wealsun Proclamation of 348 CY. The County successfully achieved a bloodless coup against the Keoish garrisons; cleverly using enchantments to compel the soldiers back to their homes and disrupt Keoland’s imperial ambitions.

A large number of sylvan creatures dwell freely and undisturbed in the peaceable lands of the County. Every seven years, a festival is held that reaffirms the unity of all good creatures in their common life, represented by a celebration of



Centaur and human cultures. While the journey is long, the ideals of unity and freedom expressed by the people of Ulek are worthy of support.

### **Bissel and Gran March view**

The County of Ulek is a rustic, rural land nestled up against the Lortmil Mountains. The Count is a Count Palatinate, which gives him “royal” authority within his demesne. He is also an Archdruid of the Old Faith, and the druids are greatly revered in that place. Their efforts ensure the land’s fruitfulness and prosperity.

Like all lands near the Lortmils, the County once suffered under a great many incursions of goblins, hobgoblins, and orcs, and forces from Gran March and elsewhere aided the County in times of need. After the Wealsun Proclamation of 348 CY, the Ulek provinces severed their bond with Keoland. The County’s druids employed enchantments against the Keoish garrisons, causing them to return home without a fight.

The County has been generally peaceful for the past four score years. With the exception of a strange attack by duergar two years ago, thwarted by the timely assistance of Gran March forces, there have not been any significant military threats to the region. This has enabled the County to become amazingly prosperous. Their surplus produce strengthens Gran March’s supplies as well as those of the Principality, where battle continues against the remnants of the Lortmils’ humanoid forces.

## Players Handout #2

### The Report of Kell, Keeper of the Archives of Vecna, Emperor of the Spider Throne.

Sixth day of the Ninth month, Tally 1751. I have come at the Spider Throne's bidding to uncover the secrets of this complex. The orthodoxies of the faithful made tantalizing references to the times before the powers, yet never offered an account from experience or knowledge, just prophecy and mysticism. But the testaments of the ur-priests direct me here to find the enacted parable of the Haradaragh [forge of faith].

The place is ancient beyond reckoning. It would be cumbersome to give a detailed, consecutive account of our wanderings within the aeon-dead chambers of primal masonry, a relic of eldritch secrets which now echoed for the first time, after untold years, to the tread of feet. I am finding no written texts, even the sort of clay tablets known from Sulm. It may indicate that these carvings predate the creation of writing. The glyphs and reliefs reveal their silent secrets to the insightful eye.

The revelation is fascinating. There are carvings depicting two unknown, humanoform godlings. For such ancient carvings to depict forgotten gods is unprecedented. The Field and Harvester and their offspring are from time immemorial. Further, the rites here are not the well-attested archaic rites described in Tablet 87-M, or Euthyphro's Dialog on Divine Service. Those texts speak of the earliest rites as mere bargainings with the gods to meet mortal needs: a form of trade or exchange. These carvings depict reverence and awe on the human servants faces. What were these beings to inspire such devotion in primitive man?

Clearly, the triocular godling was revered as a bringer of weal. (Is the third eye not the sign attested in the apocryphal Cryptoliturigicon of Dalver-Nar's? I must investigate further upon my return.) The carving showing his healing power is clear evidence of that. The quadrobachian godling presents an ambiguous face. He offers defense against the primordial dragons, but is vengeful and malevolent towards his supplicants. Yet their devotion is unswerving, even though mixed with holy terror. This is as has been understood: evil is from of old.

- Dkogan has discovered a secret aperture leading to a very different part of the complex. This contains what seems to be an extensive library of volumes. Most are too fragile for perusal, but there are codices of metal or other hardy substances. Clearly, the humans who offered worship here are not the authors of these texts. But then who are?

I am able to comprehend some of their meaning. The texts seem to deal with the nature of living things: metabolism, reproduction, organic function, and so forth. I must read further.

- The most merciful thing in the world, I think, is the inability of the mortal mind to correlate all its contents. I lack this inability, and the single glimpse of forbidden eons which chills me when I think of it and maddens me when I dream of it. That glimpse, like all dread glimpses of truth, flashed out from an accidental piecing together of separated things.

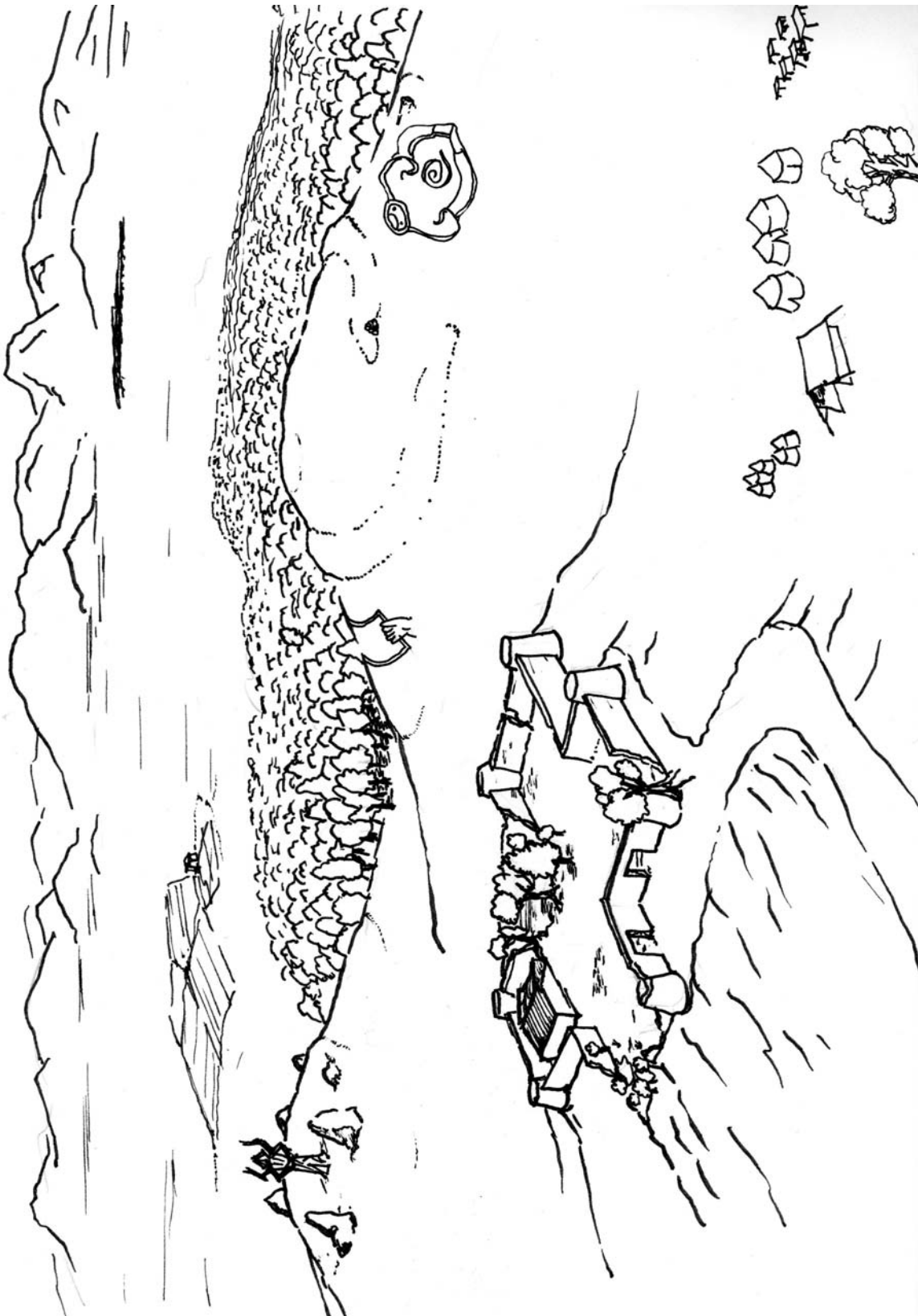
I have destroyed the codex of metal. The others clearly questioned my actions, though dared not voice their objections.

The limits of Oerthly constructs seem to have been exceeded by some of the formulae. This is a mad genius, to take the stuff of the very multiverse and form them into simulacra of life! One of these new types will be *very* interesting to Lord Vecna.

Very different approaches to both. Something about it I do not comprehend. The Ur-priests made similar babblings.

- I see it now: creator and creature, god and man: all wrong. There is only the void. Vecna seeks his own limit in infinitude. What a fool we have all been. The Serpent must know this: deceiver! There is nothing, nothing. Nothing but the negation of dead gods.

Map 1: *Sior Kerrita*



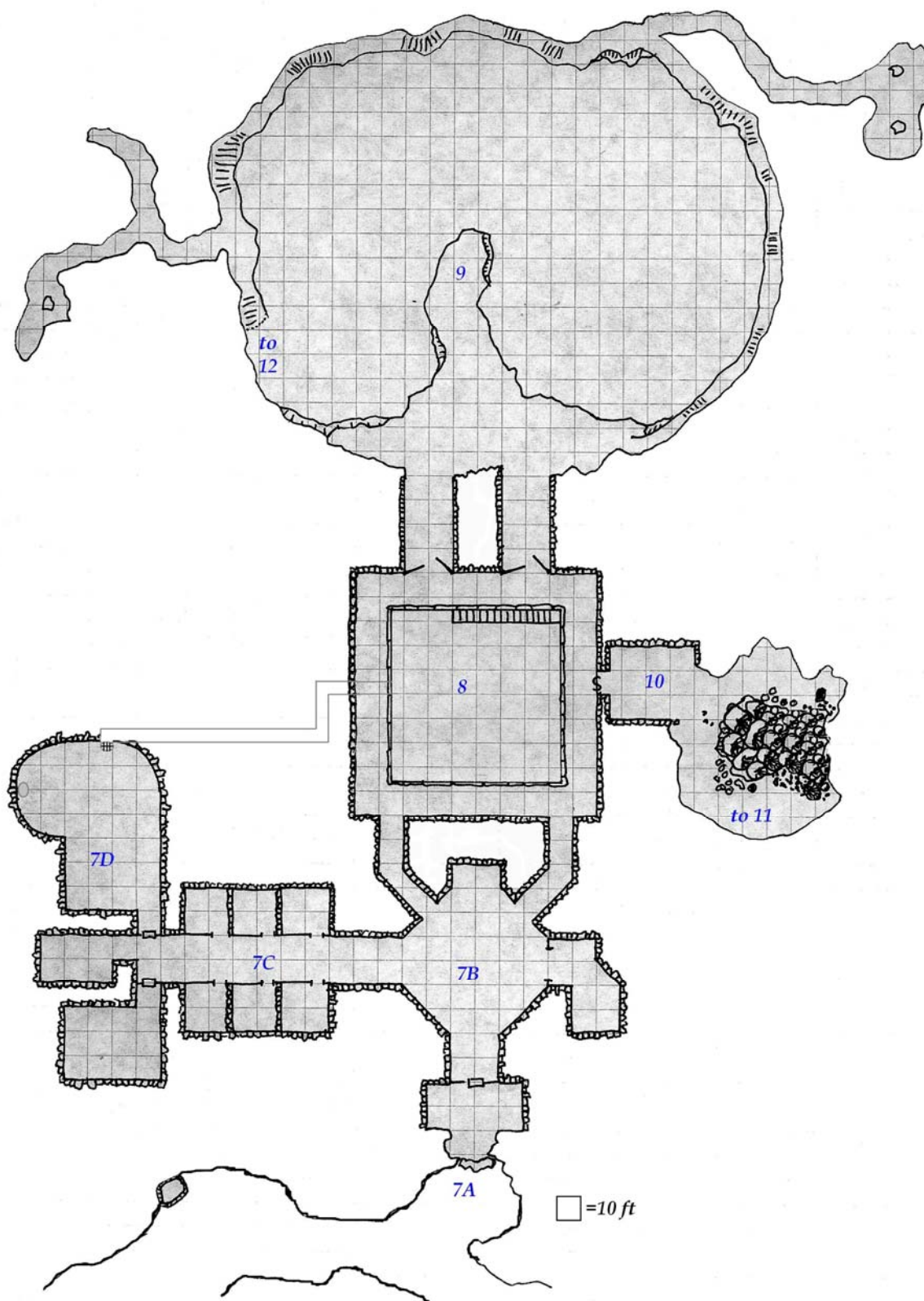


Map 2: Waybury and Beyond

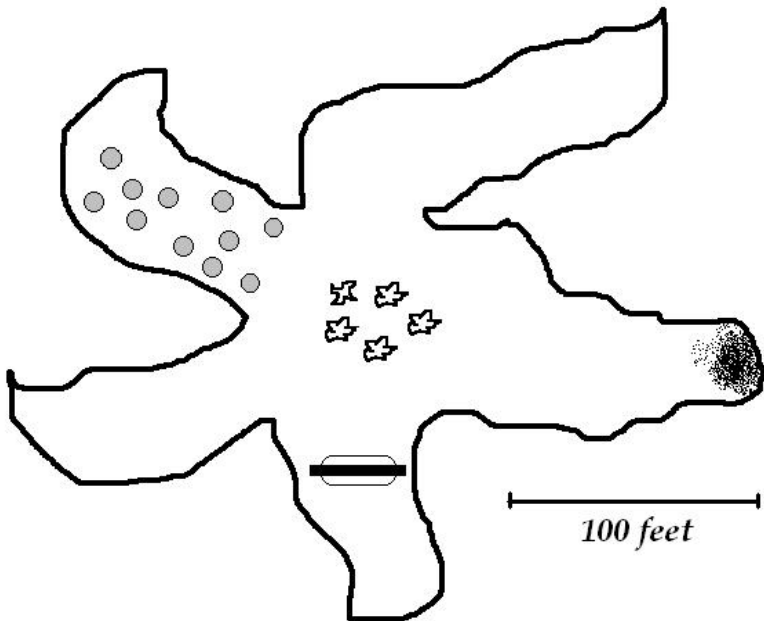




Map 3: Site of the Old Ones



Map 4: Strange Days



Map 5: The Shallow Cave

Combat schematic. Actual area is a natural cavern

