

SHE7-03

Night of Madness

A One-Round D&D® LIVING GREYHAWK™

Sheldomar Valley Metaregional Adventure

Version 1.01

by Sean Hillman

Reviewers: Michael Moore, Sheldomar Valley Triads Circle Reviewer: Steven Conforti

Playtesters: Mike Czaplinski, Marsha Hillman, Brian Mahoney, Dawn Meade, John Pieper, Byron Roberts, Matt Schad, Michelle Schad, Jonathan Tom, Steve Yee

It had been thought that all accounts had been settled but apparently a few notations in the ledger had been missed. Missed, but not forgotten. Strange merchants, whispered secrets, and odd excavations have aroused suspicions in Newick. It is possible that services performed have not been repaid and for those merchants of the deepest markets, such a debt cannot be allowed to stand. A Sheldomar Valley metaregional adventure for APLs 8-16, and Part 1 of the Thousand Eyes Series.

Note: This adventure will be of particular interest to Members of the Midnight Ravens, the Rascals, characters who played **Check the Fine Print** and/or **Settling Accounts**.

Resources: *Complete Adventurer*, by Jesse Decker

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20.

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc and the adventure author or authors.

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

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

RPGA® SANCTIONED PLAY

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, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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:

Determine the character level for each of the PCs participating in the adventure.

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.

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.

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 1st-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 Coven is reeling from their defeat over two years ago and has yet to fully recover. However, the Brains note that other recently defeated fellow nefarious organizations have some life left in them. So to forestall more attacks on themselves, they put out feelers to Allihandreaia, a Cleric of Gruumsh, and the surviving Sakhut. The Coven also decides to make contact with Storm Eye. The Coven suggests to these various groups that working together would be much more profitable than going it alone. So far, most are in the negotiation stage.

In the meantime, the Coven moves its new operation into an abandoned underground tunnel system under the river between Keoland and the Yeomanry. This makes it a bit more secure and safer from attack.

Using contacts in the Yeomanry, they begin bringing supplies into Newick and begin undermining some members of the town militia. The construction goes well, and the seeding of the new brain in the lair goes as planned. The Illithids and Duergar work mainly in the underground along with some Kuo-Toa and giants. Allihandreaia's thralls and the Clerics of Gruumsh are primarily responsible for bringing in the needed supplies and protecting the operations against Newick itself. Everything seems to be going as scheduled.

However, agents in Geoff and Ulek get wind that some of their old enemies may not be so defeated after all. Add in some suspicions of both Keoland and the Knights of the Watch that something may be going on in Jaedra and across the river in Newick. This raises enough red flags that all involved feel it is time to call in some adventurers to root out the problem. A meeting place is decided on, and the word is sent out to adventurers.

Of course, the Coven does still have a number of well-placed sources in high places. Although the clandestine meetings of foreign powers are not uncommon, so many old enemies meeting in one place so close to their new base has not gone unnoticed. Into action goes a desperate plan to lay the blame for the disturbances in Newick on prophets of Zagyg, at least until the defenses of the new base are fully in place.

Yeomanry

Newick - Newick is a walled frontier town located near the border of the Hool Mashas. Its 2,100 residents make their living from farming, fishing, and light forestry. As one of the first sizable towns between seized lands and the relative freedom of the Yeomanry, Newick serves as the (temporary) home for dozens of refugees at any given time. Due to this large transitional population, Newick can get a bit rough at times, and the militia has a

reputation for treating lawbreakers harshly. There are a number of hastily-constructed inns and taverns in town - the one patronized by adventurers is called Haranshire House, named for the region in which Newick stands. It is run by an incredibly irritating gnome named Erdenson - nicknamed "Centipede" due to his ridiculously bushy eyebrows. Rumor has it that he is tolerated because he knows secrets that lead to a huge cache of magical treasure buried somewhere in the Hool.

The town's Grosspokesman is Melinda Windomere, a strong, slim, dark-haired woman in her early 40s who enjoys wearing fine silks. Although she is a bit unorthodox in her governance of the region, she is a woman of law and keeps her promises. As a result, she is respected locally but distrusted amongst other members of the Council. She is currently spending most of her time in the capital city of Loftwick serving as the Acting Freeholder of the Yeomanry. The Yeoman Dustdiggers, led by Olan Demeter, have a very strong presence in the town due to the significant archaeological discoveries that have been found in the region over the last few years.

ADVENTURE SUMMARY

Introduction: PCs are contacted by various groups they belong to or have had dealings with in the past and are asked to come to the outskirts of the Keoish city of Jaedra. Here they are introduced to the ad-hoc committee of folk representing various interests around the Sheldomar. They are informed that the Coven may be on the rise again and are asked to go into Newick in the Yeomanry as merchants. If there is a connection between the Clerics of Zagyg and the Coven, the powers that be want to know.

Encounter 1: The PCs come into Newick around noon. Their contact will not be with them until later in the day, so they have time to do some investigation around the business section of the city.

Encounter 2: Depending on the PCs actions, they either meet their contact in the Haranshire House or become part of an altercation outside of it. In the madness that follows, the PCs are attacked by assassins regardless of where they are when the madness begins. Careless PCs arouse the ire of the local authorities.

Encounter 3: Armed with whatever information they have gleaned so far, the PCs make their way toward the underground lair of the Coven. Depending on how long they have taken, some information may have already been lost to the PCs. It is evident that the Coven is abandoning its new base.

Encounter 4: Depending on where in the base the PCs go they may or may not obtain important bits of information. The PCs meet the last member of the Coven remaining in the hideout. He offers them the choice:

have their memories changed by the Coven, or all of Newick will be destroyed.

PREPARATION FOR PLAY

1. Ask the PCs if they have played the following with their characters: SHE4-04 *Check the Fine Print*, *Return of the Grand Duke*, or the Geoff Interactive *Settling Accounts*.
2. Ask the PCs if they have played either or both of SHE5-05 *Eye of the Storm* and SHE6-03 *Things to do in Bissel When You're Dead*.
3. Ask PCs to what Meta-Organizations they belong. In particular, take note of Knights of the Watch and Dispatch; The Rascals; The Midnight Ravens; Evro Lygadi.
4. Get the Spot and Listen bonuses from each PC and note them down. These may come in handy during parts of the adventure.
5. Time Chart – Familiarize yourself with the Time Chart. There are portions of the adventure where the DM will be adding checkmarks to determine when or if an incident occurs. See Appendix.

INTRODUCTION

The DM should take note of the history and Meta Organizations of each PC. This determines which introduction that they get. A generic introduction is available for those who do not have any of the previous history with the Coven or members of the soon to be constituted Thousand Eyes.

If a PC has both played some of the adventures mentioned and is a member of one of the following organizations there is no need to read them two introductions. In this case just read them the introduction relevant to their Meta Organization.

Members of the Midnight Ravens – Read this introduction out of earshot of other players.

A message arrives, hidden under the label of a bottle of old wine you had recently been given.

Hand each member of the Midnight Ravens Player Handout #1.

Members of the Evro Lygadi –

An old man drops a message at your table and wanders off aimlessly.

Hand each member of the Evro Lygadi Player Handout #2.

Members of the Knights of the Watch and Dispatch

–

You are asked to report to Hochoch and meet Knight Luman Ercotte, Steadfast Hound. When you are brought before him, he nods and introduces himself. "I am Knight Luman Ercotte, Steadfast Hound, very good to meet you (or to see you again).

Hand each Knight of the Watch or Dispatch Player Handout #3. To full-status Knights of the Watch or Knights of Dispatch (no Squires), hand Player Handout #3A.

Members of the Rascals –

You receive word that some new and unfriendly folk have been digging in the wrong places. You are told to cross over into Keoland and join a meeting of some folk who could share the same interest in seeing these interlopers fail.

Those who have played SHE5-02 *Check the Fine Print*, Return of the Grand Duke, Settling Accounts, SHE5-05 *Eye of the Storm*, or SHE6-03 *Things to Do in Bissel When You're Dead* receive a letter from a courier:

Hand these characters Player Handout #4.

Generic Introduction for those who do not meet any of the other requirements –

You receive a letter from a courier.

Hand these characters Player Handout #5.

All Introductions: PCs can attempt a DC 20 Knowledge (local - Sheldomar Valley) skill check to know that the Burning Fig has not been in use as a tavern in many years.

Once all of the PCs have agreed to go to the meeting, read the following:

Some travel and travails have brought you to the sign of the Burning Fig. What you expected was a low-end adventurer's inn, but what you see before you is not even that prosperous. In a lonely field on a dusty road near the Javan (pr. Yavan) river is a run-down, abandoned structure that has not been in business in a decade.

Across the road lay broken down stables and a well. The wind blows the lever that used to bring water from the well back and forth, the squeaking metal keeping time with each gust. A foul odor wafts over to you from what your eyes can see was an old stable. The smell reminds you of rotten fruit. It emanates from a man with brown hair and mildly tanned complexion.

Near the former common room of the inn, an old woman with crinkled skin sings and mutters to herself in what sounds like Suel and Common, saying nonsense words as she weaves broken grass into a pathetic crown.

PCs who wish may make Spot checks (DC 35) or a Sense Motive check (DC 40) to tell that these appear to

be guards of some sort, very well disguised by mundane means.

As you take in the scene, the door to the inn opens ever so slightly, and a hand waves you in.

If the PC is suspicious, let him or her circle the building and do some checking. Any checks they make reveal that the inn has not been used in many years. Eventually, one of the 'bums' gives the PCs a wink or nod to go inside. Assuming all the PCs agree to go inside, read the following:

When you enter the building your eyes and ears tell you at least ten people are inside the inn including yourself.

DM Note: Adjust that number if there are fewer than six PCs at the table.

The most notable are (Knight Luman Ercotte) and a Touv woman in dark chain armor. She is bald, and her eyes are a bright blue in color, which is very unusual. Her dark skin is almost pure black except for the thin strip of dark blue coloring where her eyebrows would normally be. Around her neck hangs a holy symbol of Trithereon.

The others seem like nothing more than adventurers, like yourself. One is a tall Suel man in leathers carrying a short sword. Another is a Flan woman in a red robe. The third is an Elven man in rusty plate armor.

Allow the PCs to introduce themselves and describe what they look like.

"Thank you all for coming," the man in the leathers says. "This is about as discrete a meeting as we could manage. I ask you to refrain from using too much magic, as it tends to give away that something more than banditry is going on."

He nods to the Elven man, who pulls out a map and lays it down on a dusty table. "As you can see," the man in leathers continues, "we are very close to the Yeomanry here. Across the river is the city of Newick, very important to the Yeomanry as it is the home of Melinda Windomere."

A Knowledge (local - Sheldomar Valley) or Bardic Knowledge check (DC 15) reveals that she is the Grossspokesman of Newick and the Acting Freeholder of the Yeomanry.

"Somewhere close by, we believe an old threat is re-asserting itself," the Flan woman in the red robe speaks up. "Some of you may know what I mean when I say the word Coven. For those who do not, let me describe them to you."

"Years ago, an important figure in one of the governments of the Sheldomar had the poor judgment to work with a group of Illithidi and Duergar mercenaries known as the Coven. These are

slavers and merchants of the dark places. Over time, it became clear that they were a bigger threat than first imagined, and the folk of Geoff and Gran March, with help from their friends," she nods to the others in the room, "managed to destroy one coven hideout." She pauses for a moment, and her face becomes more somber.

"Recently, it has become evident that they are building a new base very close to Newick and Jaedra. So far, our best evidence suggests that they are digging in somewhere near Newick."

"Of course, they may not be working alone." The elf finally speaks. "Reports of Gruumsh worshippers from Sterich and an old enemy of Ulek may be helping them."

"Worse," the dark-skinned priestess of Trithereon speaks up. "There are reports that the beholder Storm Eye may also be courted by the Coven. Storm Eye has worked with other evil organizations before and has survived all attempts to kill him to date. If he were to join hands with the Coven..." her voice trails off.

"It would be a considerable coalition of evil." Knight Ercotte finishes. He introduces himself as Luman Ercotte, Steadfast Hound to any who do not know him. "These are not fanatic and self-serving worshippers of the Whispered One. They are organized and experts at working within the frameworks of society, taking their illicit gains from the fringes and dark places where most people will not notice. They will not bring governments down as that can be bad business. Instead, they replace key members to make sure their organization receives its share of the bounty."

"Which is where you come in." The man in the leathers steps forward. "We have some information brokers in Newick with the tacit permission of the Yeomanry government. They are willing to help but do not want to see their city or people killed. So discretion is necessary."

"We would like you to enter Newick as merchants and investigate the merchant quarter while waiting for your contact. Once you have the information provided, we want you to act on it. Your priority is to gain as much information about the Coven and their potential allies as possible. If you can act to disrupt them then do so, but be careful. If civilians in Newick are harmed, there will be Baator to pay and it could jeopardize our operations in the future."

"One final complication," the dark-skinned priestess speaks up. "There are clerics of Zagyg in the city even now. This all could be a scam on their part, or they could be serving the Mad One by helping the Coven. Already there have been

mysterious deaths, and tension has been high the last week or so."

"So, what questions have you, and will you help us?" The man in leathers asks.

Below is some of the information that PCs might ask about. If they ask other questions, those present will do their best to answer as long as it does not compromise their security.

-Names of those present: Knight Luman Ercotte, Sidra (red Robe), Argos (Suel Man), Helm (Elf), and Tantha Chainbreaker (Priestess of Trithereon).

-What is/Who are the Coven: The Coven are an organization of Illithids, mind flayers, and allied creatures who seem to be interested in illicit mercantile pursuits and political leverage in pursuit of that goal. Years ago they were defeated in Geoff and Gran March but apparently their reach is much longer then at first thought.

-Who are the others working with the Coven: The others are individuals or individual groups of significant power in their own right. Were this coalition to get off the ground, there is no telling how powerful they could become.

-Name of the contact: Unknown. The person will recognize the PCs from their merchant robes. He is a member of the Dustdiggers.

-What should they be looking for: Any kind of information that can determine if indeed the Coven is creating a new base nearby, if the Clerics of Zagyg are involved, and what other dark organizations might be working with them.

-Do the various governments involved know what's going on: Yes, the Keoish crown and the others all know what is going on at least to some extent. In this they are sharing information.

-Why so secretive: There may be Coven spies among some of the various organizations involved. It does pay to be careful.

-Compensation: This gets scowls or even moans from most of the NPCs present, but the PCs are promised adequate compensation, minus any damage to Newick and the raising of civilians who might be injured or slain by PC carelessness.

Once the PCs agree, they are given disguises to help them masquerade as a trade mission from Greyhawk to explain any diversity among their group. Each PC may disguise him or herself (taking 20) or allow Sidra to disguise them (total Disguise check taking 20: 40).

The PCs are asked to leave immediately, though they may make changes to their spell lists. They cannot purchase any gear, however. Go to Encounter 1.

ENCOUNTER 1: A NEWICK AFTERNOON

DM Note: The PCs are inserted into the city of Newick by their employers and allies with the intent of gathering as much information about the supposed Coven activities as possible. The majority of Encounter One is based around different locations in the city and gathering information about the strange goings on.

The Coven is very clever and already knows the PCs are coming, just not exactly when. There is a spy among those in the various organizations that is supplying the Coven with information. This person will not have direct contact with the PCs to avoid any magics that might reveal their duplicity.

Read the following:

It's a bit after noon when the boat carrying you into Newick finally arrives. Your covers as merchants from Greyhawk easily allow you access to the town with only a modicum of suspicion. The town is bustling with merchants and adventurers from all over the Sheldomar. The odd refugee can be seen plying the streets trying to make a few silvers, and the stern faces of the militia caution you to behave yourselves while you are in the walled town.

You think upon the last few instructions given you by your employers before leaving the wretched and dilapidated tavern near Jaedra.

"Do not get the authorities involved. The Yeomanry knows mercenaries are coming to town and is tolerating it only because of how dangerous the Coven can be. This is the home town of the current acting Freeholder, Grosspokesman Melinda Windomere, and she would be quite upset if any of her people come to harm. Remember to seek your contact at Haranshire House sometime in the afternoon."

Looking around, you might wonder if any of the folk in front of you could be working with the Coven. Any of them could be. Almost certainly some of them are.

With your instructions and suggestions firmly in mind, you head off to the merchants quarter.

The PCs have several hours before they are to meet at Haranshire House with their mysterious contact. In the meantime, they can begin investigating anywhere and everywhere. Each location has a selection of information available through Gather Information checks of variable DCs. Use this information to lead the PCs around to different parts of the town in their investigation.

The DM should be aware of the amount of time each PC spends searching out information. Each time a PC or

group of PCs go to a new location, make a mark on the Time Chart (See Appendix). When the 'Brains Revealed' incident is reached, check which PCs are in the Merchant Quarter or near Haranshire House. To those PCs, read the box text marked "Brains Revealed". To the other PCs not present, read the box text marked "Some Commotion." As PCs decide where to go, let them know about the different areas they can go to. Ask each PC or group of PCs how they are approaching their gathering and assign bonuses or penalties based on that. PCs may roll as individuals or groups, but for every four rolls the individual PCs or the groups make in a given area, the Time Chart should be moved ahead one.

THE MERCHANT QUARTER

The merchant quarter is bustling with businesses and traders trying to make a few coins in the final part of the business day. Exotic items war with the more mundane goods to attract the buyer's attention. You spot the occasional cleric of Zagyg making his or her rounds, talking about doom and then offering a front row seat to the coming apocalypse. Invariably zealous militiamen drive them off but another soon appears.

Gather Information Check Table

DC	Information	Told by
10	The militia has been watching everyone who comes in with a close eye. They are even dragging old timers in for questioning.	An old woman selling fish
20	There is a priest of Zagyg selling prophecies in some of the back alleys. Pretty cheap, too.	A merchant from Keoland
25	People in black robes have been seen murdering folks at night. It's bad for my reputation don'tcha know. Been happening for about a month now.	A man in a black robe

THE MILITIA CHECKPOINT

As you approach the checkpoint, the militiamen there ask for your name and your business. The militia are not unfriendly but neither are they all smiles either. As you wait your turn you have the opportunity to speak to the militia or the other folks in line.

Gather Information Check Table

DC	Information	Told by
15	I heard they were checking every thieves hideout in the city. Even the pickpockets are getting shaken down.	A man in line
20	We are just trying to keep the peace and the fear down. One person says murder, but its nothing more then an old man dying of age.	A young militia girl
25	The merchants are thinking about taking matters into their own hands. Two of our own have passed on recently. Its not good for business	A merchant
30	I think the next time one of those two Zagyg priests acts up we are going to kick them both out of the city. We have hauled them in twice so far.	A militia sergeant

THE TEMPLES

You make your way among the temples and priests of different faiths, each one wondering aloud about the problems. Few of them have any concrete information.

Gather Information Check Table

DC	Information	Told by
15	I think they are making more out of this mystery than exists. The Zagyggs are harmless, and people die in a town full of adventurers. I think the militia is just being too zealous.	A priest of Trithereon
20	All this seems familiar somehow. I know sure, it happens in dozens of cities all over Oerth, but this is different. Something from a few	A traveling priest of Pelor

	years ago maybe...	
25	Things have taken an ugly turn here of late. I do not trust the Zagyggs but neither do I think they are trying to cause unrest on purpose. This smells of an underworld guild. Something is going to happen here soon.	A priest of Heironeous

HARANSHIRE HOUSE

Haranshire House lives up to its reputation as the food, drink, and information flow around like water from a fountain. The famous tavern is full and very busy with plenty of paid and unpaid entertainment keeping everyone in mostly good spirits.

Gather Information Check Table

DC	Information	Told by
15	The merchants are scared. They are paying good money for protection, and I hear it's cutting into their profits.	A Gran March soldier
20	I heard from my cousin's friend that the folks who are dying are merchants who are friends with the law and order types. The more sly merchants seem to be doing okay.	A barmaid
30	There was a Knight of Dispatch asking questions like you are. The authorities were not happy with her and asked her to leave. Before she could I think she disappeared. This was a week ago, but you did not hear it from me.	A mysterious cloaked figure

BACK ALLEYS

You make your way through some of the tougher portions of the town and eventually find what you are looking for. A small crowd has gathered around

an obvious priest of Zagyg. Some are pointing and laughing, others look angry, and a very few look downright intrigued. One woman in particular is eagerly grasping a party mask as the priest speaks to her.

"The mask can save you, honestly. What good is your life savings when you are dead? You cannot do anything with money if you are dead. Now undead, sure, but not dead. Take the mask; it was worth the money. Trust me."

Gather Information Check Table

DC	Information	Told by
15	I foresee brains, and brains being eaten. I foresee danger. I foresee madness! Well, of course I foresee madness, but you know, more madness. Zagyg be praised.	Priest of Zagyg 1
20	You know, I hear that having your brain sucked out is not an automatic death. Of course, when someone wants you dead and you do not stay dead, that makes them very angry, mad in fact. Not mad as in, but you know as in angry. Mad. You know.	Priest of Zagyg 2

The DM may give the PCs a Spot check to tell that these are the only two priests of Zagyg that seem active in the city. The DC is 18. There seem to be many more because the two are very active.

BRAINS REVEALED

Read to any PC currently at Haranshire House or in the Merchant Quarter. If the PCs decide to wait around for their contact in Haranshire House, then they all see the events that transpire below.

You watch as a wagon driven and escorted by four surly half-orcs rumbles down the street towards some warehouses. As the wagon moves over a rough part of the street, one of the wheels falls off. A single barrel of the cargo is spilled onto the street. Predictably, the barrel splits and spills what appear to be a mass of cerebral matter onto the street. The smell is horrible, and people turn away from the mess, gagging.

The apparent half-orc in charge begins chastising the driver and orders his three companions to clean up the mess quickly. Soon a militia man comes over and points at the mess. He says to one of the half-orcs, "That had better not be what I am thinking it is!"

All smiles now, the half-orc in charge shakes his head and laughs. "No no, friend! These are the monkey brains for the rich Keo across the river! Brought all the way from the jungles!"

The militia man shakes his head. "I have seen it all now. Well, clean it up and get this stink out of here." The militia man leaves, and the half-orcs fix their wagon and clean up the mess.

Any PC who saw this can make a Heal check, (DC 20) or Knowledge (nature) check (DC 15) to know these are not monkey brains. A DC 30 Heal Check reveals them to be humanoid brains.

SOME COMMOTION

Read the following to all the other PCs not present at the above.

As you are talking to the folks of Newick, a cleric of Zagyg comes running through the streets, talking excitedly to his companions.

"It's the sign! The sign! Chaos has embraced Newick!" With that, he runs off to tell someone else while his companion goes in a different direction. In his wake, several members of the militia converge on the priest and guide him away from the crowd. "This is the third time we have to drag you in this week..." they can be heard saying.

Regardless of which box text a PC is read, it is now time for them to meet their contact.

Development: If the PCs decide to follow the half-orcs or confront them about the brains, go to Encounter 2B. If the PCs go into Haranshire House as planned, go to Encounter 2A. If the PCs split the party, each group gets to fight half the half-orcs, and the bard goes into the bar to help in that portion of the encounter.

ENCOUNTER 2: DEAD MAN'S DANCE

DM Note: This encounter can be tricky if the PCs split the party, some going to Haranshire House and some following the half-orcs outside. Use your best judgment and adjust box text as necessary. Also remember that certain actions push the Time Chart forward, and this may cause repercussions down the line.

ENCOUNTER 2A

The PCs meet with Baern Kindo, a Dustdigger who knows nothing of their mission but was told by no less than Olan Demeter to deliver a map of a recent dig site to these merchants. Olan Demeter heads the Yeomanry Dustdiggers, a famous group of archaeologists. He is well aware of who should and should not be digging in and around Newick. Once they have this information though, the bard Willow Wisp begins trying to distract them long enough for her companions to make their attacks.

Special Rules: The Haranshire House is so crowded that it requires special rules.

- Spot and Listen checks are at -4.
- Senses like Blindsight and Blindsense tells the PC where everyone within range is, but there is no way to tell if one person is trying to hide or is invisible. There are just too many people.
- All combatants are considered to have partial cover due to the crowd. A PC or NPC may ignore this fact, but if they do so there is a 50% chance that they also hit and wound or kill a civilian. NPCs do not care, but PCs might.
- All ground movement is halved. PCs and NPCs may still take a 5 ft step, however. There is no charging or running.
- Area of effect spells affect civilians. Any civilian killed or badly wounded upsets the local authorities greatly.

You are enjoying the fine food of the night when a traveling minstrel steps up to the performance stage. She introduces herself as Willow Wisp, and in moments has the already excited bar even more energetic. As she begins her second song, a man pushes his way through the crowd to your table. He is human and of slight build with dark brown hair and olive skin.

"Baern Kindo, sorry I am late." He sits down and drops a package in front of you. "It's a map to a local dig site three miles outside of town. Follow it, and you should find what you're looking for. I do not know what you are doing and do not want to know. I have pulled my guards and workers off the site for tonight but at dawn tomorrow, they go back to work. Be done by then, ok?" He smiles in a friendly manner and is about to leave when the music abruptly changes.

Have some of the PCs make a Will Save. The DC is based on Willow Wisp's Perform check. Assume she takes 10 or have one of the PCs roll for the DM. The number of members of the party she can fascinate depends on her level and the APL. Obvious spell casters and fighter-types are her prime choices. Any PC who makes the save

knows something is up but not what. The half-orcs are moving invisibly and quickly through the crowd to use their assassin's strike.

If no PC makes his or her save then nothing seems amiss except that some of the PCs are focused on the music very intently. This is the time for initiative.

APL 8 (EL 10)

👤 Coven Ranger Assassin, Half Orc Male
Ranger 5/Assassin 1 (3): hp 44; see Appendix One

👤 Willow Wisp, Human Female Bard
5/Marshall 1: hp 27; see Appendix One

APL 10 (EL 12)

👤 Coven Ranger Assassin, Half Orc Male
Ranger 5/Assassin 3 (3): hp 56; see Appendix Two

👤 Willow Wisp, Human Female Bard
7/Marshall 1: hp 46; see Appendix Two

APL 12 (EL 14)

👤 Coven Ranger Assassin, Half Orc Male
Ranger 5/Assassin 5 (3): hp 68; see Appendix Three

👤 Willow Wisp, Human Female Bard
9/Marshall 1: hp 56; see Appendix Three.

APL 14 (EL 16)

👤 Coven Ranger Assassin, Half Orc Male
Ranger 7/Assassin 5 (3): hp 82; see Appendix Four.

👤 Willow Wisp, Human Female Bard
11/Marshall 1: hp 66; see Appendix Four.

APL 16 (EL 18)

👤 Coven Ranger Assassin, Half Orc Male
Ranger 9/Assassin 5 (3): hp 96; see Appendix Five.

👤 Willow Wisp, Human Female Bard
13/Marshall 1: hp 76; see Appendix Five.

Tactics: The half-orcs strike as soon as possible and from hiding or invisibility if such an advantage is allowed. Once they have attacked, the bard drops her fascinate and begins inspiring her companions. She also casts spells that boost their effectiveness as much as possible. The half-orcs are two-weapon fighters, attacking with their poisoned spiked gauntlets. Although they do not do massive amounts of damage, they do get several attacks each round while in melee. They care nothing for civilians and ignore any rules regarding their safety. All have been promised resurrections at the end of the day and so all fight to the death.

Treasure

APL 8: L: 633 gp, C: 200 gp, M: Spiked Gauntlet +1 (6 – 192 gp), Potion of Invisibility (4 – 50 gp each), Potion of Cure Light Wounds (4 – 4 gp each), Amulet of Natural

Armor +2 (3 – 667 gp each), Bead of Force 250 gp, Choker of Eloquence – Lesser 500 gp

APL 10: L: 249 gp, C: 200 gp, M: Spiked Gauntlet +1 (6-192 gp), Potion of Invisibility (4 – 50 gp each), Potion of Cure Light Wounds (4 – 4 gp each), Amulet of Natural Armor +2 (3 – 667gp each), +1 Mithral Chain Shirt (3 – 187 gp each), +1 Falchion (3 – 197 gp each), Bead of Force 250 gp, Choker of Eloquence – Lesser 500 gp, Hat of Disguise 150 gp.

APL 12: L: 249 gp, C: 200 gp, M: Spiked Gauntlet +1, Wounding (6-692 gp), Potion of Invisibility (4 – 50 gp each), Potion of Cure Light Wounds (4 – 4 gp each), Amulet of Natural Armor +2 (3 – 667 gp each), +1 Mithral Chain Shirt (3 – 187 gp each), +1 Falchion (3 – 197 gp each), Vest of Resistance +2 (3 – 667 gp each), Bead of Force (250 gp), Choker of Eloquence – Greater (2000 gp), Hat of Disguise (150 gp), Summon Monster VII Scroll (189 gp).

APL 14: L: 249 gp, C: 200 gp, M: Spiked Gauntlet +1, Wounding (6-692 gp), Potion of Invisibility (4 – 50 gp each), Potion of Cure Light Wounds (4 – 4 gp each), Amulet of Natural Armor +2 (3 – 667 gp each), +1 Mithral Chain Shirt (3 – 187 gp each), +1 Falchion (3 – 197 gp each), Vest of Resistance +2 (3 – 667gp each), Bead of Force (250 gp), Choker of Eloquence – Greater (2000 gp), Hat of Disguise (150 gp), Summon Monster VII Scroll (189 gp).

APL 16: L: 249 gp, C: 200 gp, M: Spiked Gauntlet +1, Wounding (6-692 gp), Potion of Invisibility (4 – 50 gp each), Potion of Cure Light Wounds (4 – 4 gp each), Amulet of Natural Armor +2 (3 – 667 gp each), +1 Mithral Chain Shirt (3 – 187 gp each), +1 Falchion (3 – 197 gp each), Vest of Resistance +2 (3 – 667 gp each), Bead of Force (250 gp), Choker of Eloquence – Greater (2000 gp), Hat of Disguise (150 gp), Summon Monster VII Scroll (189 gp)

Development: If the PCs were careful and caused no civilian casualties, they now have their map and are quickly released by the grateful Newick Militia. If any of the PCs caused civilian casualties with their careless use of area of effect spells or ignoring cover in combat, the PCs are detained and questioned at length. In this event the DM should check off two boxes towards 'Tunnels Flooded' on the Time Chart.

ENCOUNTER 2B

The PCs try to follow the half-orcs, but a crowd, the interference of some clerics of Zagyg, and the intervention by the bard Willow Wisp generally cause the PCs to lose sight of them, allowing some or all of the half-orcs to go invisible and attack the PCs. Allow PCs to make the following checks to try and keep the Half-Orcs in sight:

Spot or Track (DC 15 + APL): 1 Half Orc

Spot or Track (DC 20 + APL): 2 Half Orc

Spot or Track (DC 25 + APL): 3 Half Orcs

Any of the assassins not spotted go invisible and use the crowd as cover to get close to the PCs. Remember to review the rules for Spotting an Invisible creature (PHB).

Special Rules: The street outside is so crowded that it requires special rules.

- Spot and Listen checks are at –4
- Senses like Blindsight and Blindsense tell the PC where everyone within range is but there is no way to tell if one person is trying to hide or is invisible. There are just too many people.
- All combatants are considered to have partial cover due to the crowd. A PC or NPC may ignore this fact, but if they do so there is a 50% chance that they also hit and wound or kill a civilian. NPCs do not care, but PCs might.
- All ground movement is halved. PCs and NPCs may still take a 5 ft step, however. There is no charging or running.
- Area of effect spells affect civilians. Any civilian killed or badly wounded upsets the local authorities greatly.

Read the following:

You try to follow the half-orcs, and it is not difficult to do so. As you move, however, the crowd is becoming more agitated, and several people are panicking. A cleric of Zagyg stops you as you try and push through the crowd.

“Fools! I warned you! Your wives will betray us all!” He looks puzzled for a moment and then steps back. “No, I did not warn YOU. Sorry for the mistake.” He moves off. As he does, a minstrel attempts to calm the crowd. All of these distractions make tracking your quarry very difficult.

Allow PCs to make Spot checks, based on the half-orcs taking 10 on their Hide checks. Any half-orcs not spotted turn invisible. At the same time, Willow Wisp attempts to *fascinate* as many of the PCs as she can to gain her allies some time to strike. Make sure to put several figures on the board and confuse the PCs as to who is attacking them when the combat begins. If they slaughter an innocent cleric of Zagyg in the confusion, the authorities will be very upset with them.

For APL, Treasure, and Tactics information, see Encounter 2A above.

Development: Check off a box on the Time Chart towards “Tunnels Flooded” since the PCs did not meet Baern Kindo at the appointed place and therefore do not have the map. Once the encounter is over, read the following:

A man struggles out of the crowd holding a hand on his bleeding head. “You all. I ... uh damn! I

cannot remember! Oh yeah, there is a dig site outside of town. I was supposed to tell you how to get there. Name's Baern Kindo. Wow, my head hurts."

Baern tells the PCs how to get to the site, but his foggy head makes his directions slightly off, so it will take longer for the PCs to get there.

If the PCs were careful and caused no civilian casualties they now have their directions and are quickly released by the grateful Newick Militia. If any of the PCs caused civilian casualties with their careless use of area of effect spells or ignoring cover in combat, the PCs are detained and questioned at length. In this event the DM should check off two boxes towards 'Tunnels Flooded' on the Time Chart instead of one.

Go To Encounter 3.

ENCOUNTER 3: BENEATH THE JAVAN

DM Note: In this encounter, the PCs run into one of two different encounters, depending on how long it took them to get here. This encounter takes them from the Dustdigger's site to the very doors of the Coven's new base. The Coven, aware that the game is up, have set in motion their plan to abandon the base and destroy the trail that might lead their enemies to find them. They have informed their Kuo-Toa and Sakhut allies that they will need to delay the PCs depending on when they arrive in the tunnels leading to the Coven base.

Remember, the clock is ticking, so PCs who get lost or who were delayed by the Yeomanry authorities may very well run into a more difficult set of encounters.

ENCOUNTER 3A: DUSTDIGGER'S CAMPSITE

Even though no one else is supposedly present, the dry taste of dust hangs in the air as if people were still present and working. Mundane torches mark the paths and the general dig site though many of have gone out in the breeze off the river.

It must have been some early Flan town or encampment by the looks of the ruins. A keen eye can still see some of the artwork of old gods on the scattered and cracked pottery.

The tracks of many feet obscure any particular evidence left behind, but the directions you gained in Newick lead you to your destination. Off to one side a small barely man-sized hole in the ground drops down roughly six feet and then heads in the vague direction of the river.

Somewhere down there is an iron door mentioned by Baern Kindo, but that is the only other clue you have of what lies ahead.

The hole is big enough for medium-sized creatures with two or four legs to get into. Four-legged animals find it awkward but livable. Large creatures find the hole excruciating and require a combined Str check DC equal to their CON score to get through. Only one person may help them from either side for a total of two assists to the roll. If PCs are delayed here for any reason or if they spend time searching the dig site, then make another notch on the Time Chart. They find nothing but the detritus of archeological discovery. Perhaps twenty different people dig here during the day.

Once everyone is in the hole, continue reading:

ENCOUNTER 3B: THE TUNNEL

The tunnel you find yourself in is barely big enough for one humanoid to walk with some space to his sides and a little bit of room above his head.

Conditions. The tunnel is wide enough for medium-sized creatures to move single file. Small creatures can move side by side but cannot fight that way. Large creatures move at half speed and are all but helpless. There is also no light down here, so PCs must bring their own.

The tunnel does not get wider as you travel, and a good hour of your time is spent traversing its narrow path.

Allow PCs to make a Survival check to track (DC 20). If they make it, they know someone has been up and down here in the last day, probably a human. A Survival check (DC 20) tells the PCs they are gradually sloping down and heading in the direction of the Javan.

After an interminable amount of time, the tunnel opens up into a chamber. A single torch sits atop a six-foot tall sconce in the middle of the chamber. To your right lay the remains of a long ago fallen stone archway. Nearby the stone remains, a much newer iron archway and door stand in the mouth of another tunnel. To your left is a large pool of water, with several wooden skids lying at the edge of the water.

The area around the iron door is laced with the veins of some sort of ore. It is hard to tell in the dim light what kind of metal may be hidden in there.

The Stone Debris – Knowledge (architecture and engineering), Knowledge (religion), Knowledge (history) or Bardic Knowledge check (DC 30): this was part of an ancient temple to an evil water deity, the Kuo-Toa goddess Blibdoolpoolp.

The Torch – An ever-burning torch. It is magical but otherwise unremarkable.

The Iron Door – This is the door the PCs' contact told them about. It was constructed here to keep any prying eyes out. The door is not trapped, but it is locked. The stone around the door and throughout this room is lined with simple veins of lead and zinc ores. It is enough to keep out any effects blocked by lead and metal.

The Iron Door: 4 in. thick; Open Locks DC: 30, Hardness 10, Hit Points 40

The Walls – Made from rock laced with – Knowledge (geography) or (dungeoneering) DC 20 – zinc and lead.

The Walls: Hardness 10 Hit Points 100 to break through a 5 x 5 section of wall

The Pool of Water – This actually used to lead to an underground river through which the Coven brought in supplies. If PCs search the pool area, they find a number of areas where heavy objects recently sat. There is nothing in the water itself, and the tunnel leading out into the Javan has been collapsed. If PCs take too much time investigating the pool or trying to get through the collapsed underwater tunnel, they quickly figure out they are going in the wrong direction but mark another notch on the Time Chart.

Once the PCs have gotten through the door (one way or the other), continue.

ENCOUNTER 3C: A LONGER WALK

Conditions. The tunnel is wide enough for medium creatures to move single file. Small creatures can move side by side but not fight that way. Large creatures move at half speed and are all but helpless. There is also no light down here so PCs must bring their own.

The tunnel eventually ends at area 3D. If the PCs have reached "Tunnels Flooded" on the Time Chart, then read the additional "Tunnel Flooded" box text.

You continue down a long and straight tunnel lined with ore veins and is a veritable treasure trove of workable metal. None of it is immensely valuable, but the sheer amount available would certainly help a good miner turn a tidy profit.

Another hour passes in the darkness until your eyes pick up the faint outline of green light. Up ahead, the tunnel seems to pass into a large chamber. Between you and the chamber is an archway outlined in a sickly green moss.

("Tunnel Flooded" box text – read this if the PCs have taken so much time that the tunnel has been flooded.) *The ground is wet, and eventually you step in warm water a few inches high.*

ENCOUNTER 3D: THE FIRST ROADBLOCK

If PCs arrive too late, they fight with some Kuo-Toa instead of the Fire Giant(s) sent to stand in their way.

Conditions: This cavern is not well lit and fairly warm for being so far underground. Lighting conditions are considered equivalent to twilight. If the chamber has been flooded, all areas are under at least two feet of water, slowing walking and running by half.

If the PCs have arrived *before* "Tunnels Flooded" has been marked on the Time Chart, read the following Read Aloud Text:

You move into the dimly lit cavern and notice that it is very large. You can barely make out the other side and that only because of the patches of moss that litter the walls and ceiling. The chamber seems naturally made, but a large, slender stone bridge spans a chasm in the middle of the cavern. Several paths lead through odd rock formations to the bridge.

It is very warm here, and you could swear that some steam is hissing from somewhere in the cavern. An occasional bat or blind lizard scurries out of your path as you move in.

It is obvious that something large and heavy has passed through here. A Survival check (DC 20) using the Track feat reveals it to be a sled of some sort. It headed for the bridge.

One or more (one at APL 8; more at higher APLs) fire giants wait for the approach of the PCs on the far side of the river. If any PC walks, teleports, or flies towards the other side of the cavern or approaches the bridge, their movement triggers some motion among the stalactites and stalagmites of the far side of the cavern. The giants and the PCs can each attempt to spot the other party. Since none of the giants are moving when the encounter begins, they are considered to be silent. If the giants spot the PCs, one of the giants moves away from the rock formation where it was hiding and strides towards the party. In its hands is an enormous bow as tall as a gnome with an arrow knocked.

"I was told to offer you a fine reception if you showed up." It pauses for a moment. "Welcome to the feast." With that, it raises the bow and looses its arrow.

APL 8 (EL 10)

🔥 **Fire Giant:** hp 147 with mighty greatbow longbow (+10 Strength bonus); see *Monster Manual*, page 121.

APL 10 (EL 12)

🔥 **Fire Giant (2):** hp 147 with mighty greatbow longbow (+10 Strength bonus); see *Monster Manual*, page 121.

APL 12 (EL 14)

🔥 **Fire Giant (4):** hp 147; with mighty composite greatbow (+10 Strength bonus); see *Monster Manual*, page 121.

APL 14 (EL 16)

🔥 **Male Fire Giant Fighter 2 (4):** hp 169; with mighty composite greatbow (+10 Strength bonus); see *Appendix Four*.

APL 16 (EL 18)

🔥 **Male Fire Giant Fighter 4 (4):** hp 191; with mighty composite greatbow (+10 Strength bonus); see *Appendix Five*.

Tactics: The Fire Giants try to get a good shot in before engaging in melee. They gun for spellcasters, especially obvious sorcerers or clerics. They have been instructed to slow the party down and waste its resources. As such, they put up a brutal fight to the death, having been promised resurrection by their employers.

The giants are all coated in oil and as a move action they set themselves on fire. Anyone engaging in melee or grappling the giant takes 1d6 fire damage each round for six rounds.

Treasure: Each of the giants has a large masterwork composite longbow (Str +10) and a *potion of cure moderate wounds*. If they do not use the potions, these can be found on the bodies.

APL 8: L: 258gp, C: 200 gp, M: *Potion of Cure Moderate Wounds* 50gp;

APL 10: L: 516 gp, C: 400 gp, M: *Potion of Cure Moderate Wounds* (2 – 50 gp each).

APL 12: L: 1033gp, C: 800 gp, M: *Potion of Cure Moderate Wounds* (4 – 50gp each).

APL 14: L: 1033gp, C: 800 gp, M: *Potion of Cure Moderate Wounds* (4 – 50 gp each); *Large Half Plate* +1 (4 – 170 gp each), +1 *Large Great Sword*, *Human Bane* (4 – 69 gp each).

APL 16: L: 1033 gp, C: 800 gp, M: *Potion of Cure Moderate Wounds* (4 – 50 gp each); +1 *Large Half Plate* (4 – 170 gp each), +1 *Large Great Sword*, *Human Bane* (4 – 69 gp each);

Development: Once the PCs have disposed of the giants, the way lays open ahead of them. There are now no major obstacles between the PCs and the Coven base. Go To **Encounter Four**.

If the PCs arrive in the cavern and “Tunnels Flooded” has been checked on the Time Chart, read the following Read Aloud Text.

This dimly lit cavern is very large. You can barely make out the other side and that only because of the patches of moss that litter the walls and ceiling. The partial remains of a ruined stone bridge of more recent origin spans part of the cavern ahead of you. Around you the water rises to the level of three feet or a little more and it is difficult to move through the muck. The water itself is very hot but it does not burn you to walk through it. The occasional bat flies crazily overhead, and blind lizards sit atop exposed rocks, screaming at you if you get too close.

The water is disturbed and frothing a bit as if it had recently been agitated, but whatever force was disturbing it is no longer active.

A Knowledge (dungeoneering) check (DC 20) tells the PCs that the water has risen only recently but does not appear to be rising any longer. The Kuo-Toa are already lying in wait for the PCs. Any PC walking over the deep part of the map falls into the bottomless chasm. The PC must swim across because there is no bottom to be reached. All ground movement is halved.

Once a PC begins to move, swim, fly, or teleport to the other side of the cavern, the Kuo-Toa emerge from the water and begin striking at PCs to delay them and lead them towards the danger of the deep chasm, especially heavily armored fighters.

As you move into the cavern a piercing screech breaks the silence. Suddenly the once placid water churns with the approach of creatures unknown.

APL 8 (EL 10)

🔥 **Male Kuo-Toa Fighter 4 (4):** hp 43 see *Appendix One*.

APL 10 (EL 12)

🔥 **Male Kuo-Toa Fighter 4/ Barbarian 2 (4):** hp 59 see *Appendix Two*.

APL 12 (EL 14)

🔥 **Male Kuo-Toa Fighter 4/ Barbarian 4 (4):** hp 75 see *Appendix Three*.

APL 14 (EL 16)

🔥 **Male Kuo-Toa Fighter 4/ Barbarian 6 (4):** hp 91 see *Appendix Four*.

APL 16 (EL 18)

🔥 **Male Kuo-Toa Fighter 4/ Barbarian 8 (4):** hp 107 see *Appendix Five*.

Tactics: The Kuo-Toa try to net spellcasters and drag them to their deaths. They also try to lead the heavily armed fighters towards the chasm. They fight a running battle, diving underwater and coming back up to strike. Cowardly creatures, they retreat towards the murky depths of the underwater chasm to escape from the PCs.

Treasure: The Kuo-Toa have valuable corals and necklaces made of pearls that are worth much to surface merchants and collectors. Each carries several healing potions and masterwork or magical weapons.

APL 8: L: 6gp, C: 400 gp, M: Potion of Cure Moderate Wounds (4–50 gp each); +2 Pincher Staff (4–692 gp each)

APL 10: L: 6gp, C: 400 gp, M: Potion of Cure Moderate Wounds (4–50 gp each); +2 Pincher Staff (4–692 gp each)

APL 12: L: 6gp, C: 400 gp, M: Potion of Cure Moderate Wounds (4–50 gp each); +2 Pincher Staff (4–692 gp each)

APL 14: L: 6gp, C: 400 gp, M: Potion of Cure Moderate Wounds (4–50 gp each); +2 Pincher Staff (4–692 gp each)

APL 16: L: 6 gp, C: 400 gp, M: Potion of Cure Moderate Wounds (4–50 gp each); +2 Pincher Staff (4–692 gp each)

Development: Once the PCs have disposed of the Kuo-Toa, the way lies open ahead of them. There are now no major obstacles between the PCs and the Coven base. Go To **Encounter Four**.

ENCOUNTER 4: BELLY OF THE BEAST

DM Note: This is where the Coven was going to make an impenetrable base from which to reassert their control of the underground markets of the Sheldomar. Unfortunately, because of the tenacity of the Dustdiggers and their numerous enemies, that will not be possible. Nevertheless, the last Coven leader has stayed behind and is waiting inside for the PCs in a desperate bid to turn defeat into some sort of victory.

In the meantime, their Duergar subalterns use the base and beat a steady retreat towards the stronghold.

Unless otherwise stated, all doors in this complex are iron doors with the following properties:

🔒 **Iron Door:** 4 in. thick; Open Locks DC: 30, Hardness 10, Hit Points 40.

Unless otherwise stated all walls are slick rock and a DC 15 for the purposes of climbing.

ENCOUNTER 4A: THE ENTRANCE TO HELL?

After walking through a dark granite tunnel, you emerge rather suddenly onto a flat stone bridge. Tall torch sconces about ten feet apart line the bridge on both sides. The torches are lit but the light in this enormous cavern is still very dim. Across the bridge a 10-ft high dark bronze metal door is set into a wall veined with the low value ores you have seen before.

The area under the bridge goes down for as far as the eye can see, but the ceiling is only about forty

feet high. A warm wind blows across the bridge from left to right. While strong, it does not seem strong enough to knock you down or off.

If a PC attempts to cross the bridge, he or she must make a Str check (DC 5). Failure means the character is blown towards the edge. Although it is not likely to knock anyone off, the DM may want to have the players walk across the bridge in initiative to make them more paranoid. If a PC wants takes a close look at the doors, read the following:

As you close on the doors, you see they are not merely meant to keep the unwanted out but also serve as a warning. On the left door is a seven-foot figure of a dwarf. His eyes are two orbs with some kind of fire inside of them, glaring out at you. It provides some light for you when near the door. On the right hand door is an enormous brain with tentacles spreading in different directions. Between them on the seam of the two doors is a sphere with rough shapes on its surface.

With a successful Knowledge (geography) check (DC 15), the character knows that the sphere is Oerth.

The door is not locked, but it is rigged with a mechanic poison dart trap that is activated when the door is opened. The flames inside of the glass eyes of the dwarf relief are non-magical flames. They provide light as a light spell.

APL 8 (EL 4)

🔪 **Sticky Grease Trap (1)** Search DC 20; Mechanical; Triggers on Door Opening; see Appendix Six

APL 10 (EL 6)

🔪 **Sticky Grease Trap (1)** Search DC 25; Mechanical; Triggers on Door Opening; see Appendix Six

APL 12 (EL 8)

🔪 **Sticky Grease Trap (1)** Search DC 30; Mechanical; Triggers on Door Opening; see Appendix Six

APL 14 (EL 10)

🔪 **Flammable Grease and Fire Trap (1)** Search DC 30; Mechanical; Triggers on Door Opening; see Appendix Six

APL 16 (EL 12)

🔪 **Flammable Grease and Fire Trap (1)** Search DC 30; Mechanical; Triggers on Door Opening; see Appendix Six

Beyond the open door is a very small foyer and a set of stairs running twenty feet up to another floor above and twenty feet down to a floor below. The walls, floor, and ceiling are thickly veined with ores.

Development: If the PCs go upstairs, go to area 4B Upstairs. If the PCs go downstairs, go to 4C Downstairs.

ENCOUNTER 4B: THE UPSTAIRS

The Coven allowed their allies to stay in the Upstairs area. All the allies have left, but in their haste they have left behind some clues.

Conditions: The Upstairs is very dimly lit with only torches in the corners where two hallways meet. The air is warm and humid. The walls are made of granite veined with ore, preventing movement through the walls and some telepathic abilities. Remember to make a small map for the party if need be so they do not become confused as they move. The DM should also be aware of the party marching order. Unless noted otherwise, all corridors are 10 feet wide.

The upstairs is divided into locations, some are hallways and some are rooms. Keep in mind the above description of the upstairs but in general just follow the map provided, reading descriptions as PCs come across that location.

Lay the map out before the players or draw it for them to follow. The upstairs is fairly easy to follow around, and the PCs pretty much have as much time as they need, although they should not know this. Mark down on a sheet of paper every time they go to a different room or take too much time. Watch the clock and then act innocent if the players inquire about how much time they have left. Also make sure you get a marching order from the players as well.

As the party moves upstairs, read the following:

You climb the stairs and watch as the deep shadows expand and contract with some unseen force. The sole torch provides barely enough light, and the tiny flame sways in some light breeze.

At the top of the stairs, a long hallway stretches to your left, and to your right a corner and another hallway heading perpendicular to the first.

ENC 4B-1

This hallway is typical of the hallways of the upstairs. Discarded items of no value and crumpled papers litter the hallway. The papers have no important information on them.

Player characters with the Track feat can make a Survival check (DC 15) to determine that someone passed by here recently in haste.

ENC 4B-2

Forgotten scrolls, discarded weapons, and the broken remains of fragile objects litter the floor, indicating an apparent hurried evacuation.

A Search check (DC 15) reveals nothing of importance among the various items found.

ENC 4B-3

You step over more and more broken bits until you come to the cross junction. Tracks seem to go in every different direction.

If the PCs investigate the dead end, they may make a Search check (DC 25) to locate a sliding panel that opens into another area.

ENC 4B-4

DM Note: Make sure that the PCs have told the DM either specific instructions for this encounter or their generic marching order so you can be sure who gets attacked. If the PCs dispatched the Duergar in area 4C-5, then they do not appear here. There are two rooms here, the northern and the southern, and they are identical. Two Duergar are in each room.

You move down to the "T" junction and look left and right. Each hallway extends down fifteen feet and ends in an iron door.

Ask the PCs what they want to do. Roll a secret Spot check for the first few PCs in the hallway. A DC 20 lets them see small peep or murder holes in the doors. If they do, they are not surprised.

The Duergar guards fire their crossbows as soon as they are discovered or when someone comes towards one of the doors. Read the following:

The click of mechanical devices and the whirr of incoming bolts informs you that not everyone seems to have left the Coven base.

APL 8 (EL 6)

☛ Duergar, Male Fighter 2 (4): hp 20; see Appendix One.

APL 10 (EL 8)

☛ Duergar, Male Fighter 4 (4): hp 36; see Appendix Two.

APL 12 (EL 10)

☛ Duergar, Male Fighter 6 (4): hp 52; see Appendix Three.

APL 14 (EL 12)

☛ Duergar, Male Fighter 8 (4): hp 68; see Appendix Four.

APL 16 (EL 14)

☛ Duergar, Male Fighter 10 (4): hp 84; see Appendix Five.

Tactics:

The duergar only stand and fight here as long as they are not getting beaten badly. On their first round, two of the fighters fire their poison crossbow bolts at the most vulnerable target. The other two fire off their Thunderstone shots. These act just as a normal Thunderstone would. On the second round, the Duergar switch: the two who fired the poison shot now fire the Thunderstone shots and vice versa. If a PC starts trying to take down the iron doors, then the Duergar drop alchemist fire as grenades out the door.

Once things get too hot for the duergar, they slide down chutes, pulling the doors closed behind them. The doors open only to the touch of a living duergar. The shoot connects to area 4C5.

Treasure:

APL 8: L: 40 gp, C: 0 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +1 Plate Mail (4 –229 gp each), +1 Great Axe (4 – 193 gp each), +1 Heavy Crossbow (4 – 195 gp each), Vest of Resistance +2 (4 – 667 gp each), Amulet of Health +2 (3 – 667 gp each);

APL 10: L: 40gp, C: 0 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +1 Plate Mail (4 –229 gp each), +1 Great Axe (4 – 193 gp each), +1 Heavy Crossbow (4 – 195 gp each), Vest of Resistance +2 (4 – 667 gp each), Amulet of Health +2 (3 – 667 gp each);

APL 12: L: 40gp, C: 0 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +1 Plate Mail (4 –229 gp each), +1 Great Axe (4 – 193 gp each), +1 Heavy Crossbow (4 – 195 gp each), Vest of Resistance +2 (4 – 667gp each), Amulet of Health +2 (3 – 667 gp each);

APL 14: L: 40 gp, C: 0 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +1 Plate Mail (4 –229 gp each), Great Axe +1 (4 – 193gp each), Heavy Crossbow +1 (4 – 195 gp each), Vest of Resistance +2 (4 – 667 gp each), Amulet of Health +2 (3 – 667 gp each);

APL 16: L: 40 gp, C: 0 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +1 Plate Mail (4 –229 gp each), +1 Great Axe (4 – 193 gp each), +1 Heavy Crossbow (4 – 195 gp each), Vest of Resistance +2 (4 – 667gp each), Amulet of Health +2 (3 – 667gp each);

Development: If this is the first time the Duergar have been encountered and they are all killed, they do not appear in area 4C-5. If the Duergar were encountered before, they fight to the death. Any that are taken prisoner reveal that their Illithid master is hiding somewhere, but do not know where, nor do they know what he is up to. If coerced by magic, they reveal the existence of a Beholder, Kuo-Toa, Giants, Gruumsh worshipping Half-Orcs from Sterich, and some woman from Ulek, all of whom have been here at one time or another.

The iron door is unremarkable except for the small murder holes that dot its middle section. The door is set into an iron frame and appears to be accessed via a recessed lever.

The door is locked but not trapped. When the PCs enter the southern room read the following:

Inside, the room is twenty feet across and circular. The walls are covered with graffiti, the sign of bored soldiers keeping watch. On one wall is a phrase in Dwarven. In one corner is a small five-foot round iron hatch.

The phrase reads: “Never play cards with a Mind Flayer named... well who has a name you can pronounce!” Duergar humor?

Otherwise the room is unremarkable. The iron hatch leads to the duergar escape chute. See their tactics above. Its statistics are the same as the other iron doors in the complex.

The door to the northern room is locked but not trapped. When the PCs enter the northern room read the following:

Inside, the room is twenty feet across and circular. The walls are covered with graffiti, the sign of bored soldiers keeping watch. On one wall is a phrase in Flan.

The phrase reads: “GW was here, 596!”

Otherwise the room is unremarkable.

ENC 4B-5

This area is discovered if the PCs find the secret sliding panel. It is a fairly bland area consisting of a thin stone wall with a sliding panel allowing access and only serves to connect area 4B-3 to area 4B-6.

If the PCs investigate the dead end and are coming from area 4B-6, they may make a Search check (DC 25) to locate a sliding panel that opens into another area.

ENC 4B-6

There is a closed iron door set into the wall to the north.

The room was the quarters of the Beholder Storm Eye, who recently left like everyone else. If the PCs decide to go inside the room, read the following:

The room is decorated with odd motifs and strange stylized three-dimensional designs touching on a theme of suffering and pain, In one corner, a large black pole holds a brightly lit gem giving off pure white light. Below the gem is a large mirror, which seems to focus the light of the gem in a smaller area.

Passing your hand through the light reveals it to be warm and pleasant. There is nothing else in the room.

The lamp was nothing more than a means for Storm Eye to keep warm when he rested. The gem has a long running Daylight spell cast on it. The mirror is unremarkable but a Knowledge (architecture and

engineering) check (DC 20) reveals that it is of Duergar design.

ENC 4B-7

As you approach this cross junction, it becomes apparent that it has been very busy. Debris lines all the hallways leading here, and dirty footprints are quite evident. Some are boot prints, and some are the wet prints of webbed feet. There is a single door here.

If the PCs decide to investigate the door to the east, read the following:

You approach an iron door much like others you have seen. The door is slightly ajar, and the flickering light of flames can be seen from inside.

Once the PCs decide to go in, continue:

There is a pile of burning papers in the middle of the room. This was once a room used by humanoids of some sort but the furniture is smashed into uselessness. Graffiti on the wall is in Orcish and depicts some strange religious ceremonies as well as the brutal treatment of human women.

With a successful Knowledge (religion) check (DC 15), the character knows that the ceremony depicts Gruumsh brutalizing an unnamed elven goddess. A Search check (DC 20) finds Player Handout #7. There is nothing else of value in the room. It was once the quarters of the Gruumsh clerics from Sterich who are looking to make a name for themselves.

ENC 4B-8

This part of the hallway is slick with very dark blood.

A Knowledge (nature) or Heal check (DC 20) reveals that it is not humanoid blood but has been recently spilled (within the last half hour).

Set in the north wall is an iron door that has been busted off its hinges. The room beyond seems utterly dark.

If the PCs decide to investigate the room, read the following:

As you push past the door, you enter into nearly oppressive heat and utter darkness.

A Listen check (DC 15) reveals that the acoustics of this room are odd. Once the PCs have a light source or someone with darkvision enters the room, read on:

This room is twice as tall as the hallway. Two huge beds line the north and west wall. The sheets of the two beds are rumpled, as if someone had slept in them and left them unmade. In the center of the room is a five-foot square black stone that emanates heat.

With a successful Knowledge (geography) check (DC 15), the character knows that the stone is a natural one found in volcanoes well known to hold and release heat for an extended period of time. Until recently, fire giants slept here.

ENC 4B-9

This portion of the base is remarkably well kept and clean of the debris and rubble found in other parts of the complex. A single large double door sits in the center of the north wall.

This is the meeting hall, where the various delegates met to discuss their plans and negotiate their union. Present were Illithids and Duergar of the Coven, Storm Eye, Frost and Fire Giants, Kuo-Toa, and Half-Orcs from various tribes. Also present were expatriates from Ulek. If the PCs decide to go in, read the following:

The double doors open and reveal a room obviously meant for meetings. The ceiling curves upwards towards the center, allowing for a good amount of head room for tall creatures. An enormous oaken table dominates the center of the room. Around the table are chairs and chair-like furniture that are meant for the comfort of their respective species. Several chairs are large enough for a giant to sit in, and two spots hold bowl-like chairs with evidence of holding water. To the west, at the head of the table is a five-foot diameter dais with an arcane pictogram on it that comes about six inches off the ground.

There are enough chairs for all the different groups to meet. The dais is a teleport circle for the mind flayers of the Coven to use. It leads to area 4C-6. A Knowledge (arcana) check (DC 25) reveals that a single word activates the portal. A Knowledge (Local – Sheldomar Valley) check or Bardic Knowledge check (DC 30) reveals clues that the phrase is ‘Galimar’. Oddly, the word must be spoken with the mind, which takes a DC 12 Concentration check.

DM Note: Some players may try and use out-of-character knowledge to divine the name; do not allow this. If the PC has a reasonable history with the Coven, allow that character to use that knowledge to activate the portal.

ENC 4B-10

Set in the north wall is an iron door that has been left open. The room beyond seems utterly dark, but the sound of rain can be heard from within.

If the PCs decide to investigate the room, read the following:

As you push past the door you enter into utter darkness. The room is much cooler than the hallway from which you came.

A Listen check, DC 15 reveals that the acoustics of this room are odd. Once the PCs have a light source or someone with darkvision enters the room, read on:

This room is twice as tall as the hallway. Two huge beds, their sheets rumpled as if someone had slept in them recently and left them unmade, line the north and west wall. Clouds obscure part of the ceiling, and rain is coming in a steady downpour from the ceiling.

A Spellcraft check (DC 22) reveals that some sort of weather or storm magic has been used lately, and the storm will be going on for some time. This was the room of the storm giants who had come to listen to the Coven's proposal but decided against any involvement at this time.

ENC 4B-11

This is a small alcove that appears to be about fifteen feet wide. Tracks lead in all directions here.

To the east is a secret door leading to area 4B-14. A Search check (DC 25) reveals the secret door.

ENC 4B-12

The furnishings of this room were obviously meant for the comfort of surface dwelling humanoids of a more civilized origin. The beds and chairs are comfortable by human standards and would be considered adequate for dwarves, elves, halflings, and gnomes, although your average half-orc might find them a bit too comfortable.

Humans of some ilk have recently slept here. The PCs find nothing of interest.

ENC 4B-13

This room smells damp, and the only light present is that of a glowing moss like you found in the underground cavern. The room dips down about three feet and is filled with dank, murky water. At the western side of the room is an altar.

The Kuo-Toa stayed in these quarters. A Knowledge (religion) check (DC 20) reveals the altar to be to a shrine to Blibdoolpoolp.

ENC 4B-14

You move through the secret panel and into what appears to be a storage room. Mild and even pleasant aromas war with noxious ones to create a nauseating mix of smells. There is little doubt that this area is a food storage room.

A Search check (DC 20) reveals enough odd and normal food to feed a variety of dietary requirements for several months. This would include humanoids and non-humanoids.

ENCOUNTER 4C: THE DOWNSTAIRS

The Coven stationed itself downstairs. The barracks of the duergar shock troops and the living quarters of several of the mind flayers are down here.

Conditions: The Downstairs is very dimly lit by selections of glowing moss. The air is cool and humid. The walls are made of granite veined with ore, preventing movement through the walls as well as some telepathic abilities. Remember to make a small map for the party if need be so they do not become confused as they move. The DM should also be aware of the party marching order. Unless noted otherwise, all corridors are 10 ft wide.

Unless otherwise stated, all doors in this complex are iron doors with the following properties:

❖ **Iron Door:** 4 in. thick; Open Locks DC: 30, Hardness 10, Hit Points 40.

Unless otherwise stated all walls are slick rock and a DC 15 for the purposes of climbing.

ENC 4C-1

The PCs enter the Downstairs from this location.

Unlike the upstairs, the downstairs area feels very organic. The walls give off odd tones when hit, and a palpable energy seems to thrum through the very veins of ore that line every surface. Two rounded hallways lead off from this area, one heading north and one heading south.

ENC 4C-2

The room itself is large and round, with three levels of crafted walkways stretching up thirty feet. Idols of dark Dwarven gods stand sentinel over smashed forges.

In another part of the room, beds that lay low to the ground stand like orderly soldiers against the walls. What were once well kept personal areas are strewn with debris. The beds themselves are unmade and appear to have been recently rummaged through. You seem to have found a barracks of the Duergar. The fleeing dwarves removed everything of value, and that which they could not carry was destroyed.

The hallway leading in from the west seems to be the only way in or out.

There are two secret doors here. The secret door that leads to area 4C-5 is Search DC 25 to find. It is hidden behind a few wooden crates that are empty and easily pushed aside. The secret door that leads to area 4C-4 is Search DC 30 to find. It is much more cleverly hidden, blending several pieces of similarly colored rocks that push aside when moved in the correct pattern.

ENC 4C-3

Half-finished wooden tables line one wall, and crates of building supplies line the other. The sleeping bags of some humanoids have been left here crumpled. It looks like whoever left did so in a great hurry.

The hallway leading in from the west seems to be the only way in or out.

There are two secret doors here. The secret door that leads to area 4C-5 is Search DC 25 to find. It is hidden behind a few wooden kegs that are empty and easily pushed aside. The secret door that leads to area 4C-4 is Search DC 30 to find. It is much more cleverly hidden, blending several pieces of similarly colored rocks that push aside when moved in the correct pattern.

ENC 4C-4

This room is long and thin, no more than twenty feet wide at any point. It curves towards the east and runs north to south. There are a number of tables lined with straps, stone tanks holding odd fluids, and racks of devices used to pry away information from those brave enough to resist

Near one of the stone tanks lies a human woman half in and half out of the tank. Some sort of acid has burned away her face, and she is unrecognizable. Her lower jaw and tongue are also missing. She did not go quietly, as her hands are around the neck of a mind flayer. She apparently choked the beast to death as it finished her off. Nearby is a bloody piece of parchment with some writing on it.

The writing is in Dwarven. Hand the player who can read Dwarven Player Handout #3.

The woman was a Knight of Dispatch who was captured by the Coven because they believed that she was the one who might replace Hugo. After some time however, they became convinced that she was not. They kept her here in an attempt to turn her to their side but failed and killed her before they left. Before she died, the Dispatcher took one last enemy with her.

ENC 4C-5

The PCs may arrive here from area 4C-2 or 4C-3.

Since this is a combat encounter, make sure the PCs have told the DM either specific instructions for this encounter or their generic marching order so you can be sure who gets attacked. If the PCs dispatched the Duergar in area 4B-5, then they do not appear here. Regardless of which way the PCs arrive, the Duergar have thrown up a barricade to fight behind and make their last stand. There is no escaping this room as the chutes from 4B-5 are one way.

When PCs enter, read them the following.

This room is carved from stone and is approximately 15 feet wide and 60 feet long. It runs north to south and curves slightly to the east, making it impossible to see the other end.

If the Duergar are present:

Across the chamber has been thrown a number of wooden tables, barrels, and metal shields. Behind these wait four dark-skinned dwarves with heavy crossbows.

APL 8 (EL 6)

👤 **Duergar, Male Fighter 2 (4):** hp 20; see Appendix One.

APL 10 (EL 8)

👤 **Duergar, Male Fighter 4 (4):** hp 36; see Appendix Two

APL 12 (EL 10)

👤 **Duergar, Male Fighter 6 (4):** hp 52; see Appendix Three.

APL 14 (EL 12)

👤 **Duergar, Male Fighter 8 (4):** hp 68; see Appendix Four.

APL 16 (EL 14)

👤 **Duergar, Male Fighter 10 (4):** hp 84; see Appendix Five

Tactics: Much depends on whether the Duergar here first encountered the PCs in section 4C-5. If so, they these are the survivors of that fight, and they fight to the death here, since their teleportation magic is used up. They will have healed as best that they can, using the two potions of cure moderate wounds that they have.

The Duergar do their best to shoot and harass the PCs as much as possible, fighting to the death and trying to take someone with them if they can. They know now there is no escape, and they themselves have no need for prisoners so they will coup de grace fallen PCs.

Treasure:

APL 8: L: 40 gp, C: 0 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +1 Plate Mail (4 – 229 gp each), +1 Great Axe (4 – 193 gp each), +1 Heavy Crossbow (4 – 195 gp each), Vest of Resistance +2 (4 – 667 gp each), Amulet of Health +2 (3 – 667 gp each);

APL 10: L: 40gp, C: 0 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +1 Plate Mail (4 – 229 gp each), +1 Great Axe (4 – 193 gp each), +1 Heavy Crossbow (4 – 195 gp each), Vest of Resistance +2 (4 – 667 gp each), Amulet of Health +2 (3 – 667 gp each);

APL 12: L: 40gp, C: 0 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +1 Plate Mail (4 – 229 gp each), +1 Great Axe (4 – 193 gp each), +1 Heavy Crossbow (4 – 195 gp

each), Vest of Resistance +2 (4 – 667 gp each), Amulet of Health +2 (3 – 667 gp each);

APL 14: L: 40gp, C: 0 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +1 Plate Mail (4 – 229 gp each), +1 Great Axe (4 – 193 gp each), +1 Heavy Crossbow (4 – 195 gp each), Vest of Resistance +2 (4 – 667 gp each), Amulet of Health +2 (3 – 667 gp each);

APL 16: L: 40 gp, C: 0 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +1 Plate Mail (4 – 229 gp each), +1 Great Axe (4 – 193 gp each), +1 Heavy Crossbow (4 – 195 gp each), Vest of Resistance +2 (4 – 667 gp each), Amulet of Health +2 (3 – 667 gp each);

Development: If this is the first time the Duergar have been encountered and they are all killed, they will not appear in area 4B-5. If the Duergar were encountered before, they fight to the death. Any that are taken prisoner reveal that their Illithid master is hiding somewhere, but they don't know for certain where, nor do they know what he is up to. If coerced by magic, they reveal the existence of a beholder, kuo-toa, giants, Gruumsh worshipping half-orcs from Sterich, and some woman from Ulek. These were all here at one time or another.

ENC 4C-6

You see a set of double iron doors. On the doors are the same tentacled brain bas relief as you found when entering the base. The doors appear locked.

Iron Door: 4 in. thick; Open Locks DC: 20+APL, Hardness 10, Hit Points 40.

Once the PCs have opened the door, read the following:

Inside you find an enormous natural cavern. It is the most natural cavern you have seen inside of the base so far. Apparently this has not been worked. In the center is a depression with a large volume of fresh, sticky liquid running in a radial pattern, expanding out from the center of the room. To the southeast a small stream follows a narrow tunnel.

A Knowledge (arcana) or Knowledge (dungeoneering) check (DC 30) reveals that this was likely the resting place of an Illithid hive brain. When the brain left here, it was apparently alive.

A character with the Track feat can make a Survival check (DC 20) to determine that recently, many booted feet followed the small stream running southeast out of the cavern.

Encounter 4C-7 The End Game

This can be a difficult encounter to adjudicate. The PCs should not be fighting Horthar, but if they do he beats a quick retreat, assuming he survives. If the PCs insist on attacking him before he can get a word off, then they will not know of the impending damage to Newick until they return and find many angry people waiting for them.

Almost certainly at higher APLs, Horthar is no match for the PCs but he is taking the chance that he can get them to play hero.

You follow the stream for some time, and eventually it dumps out into another large cavern. The light is dim in here, and it is hard to see. The cavern itself is large, and one end leads to a dark pool. The debris of a hurried evacuation is clearly present.

A single tentacled humanoid with a raven hovering over its left shoulder stands among the ruins. As you enter the chamber, the humanoid does not seem to move, but the raven takes note of your presence and greets you, "Ah greetings," says the raven, "you have made it here at last." Next to the vision is a small reflective mirror.

ALL APLs

Hrothar, male Mind Flayer Vision

If Horthar does not count the full number of party members, he adds, "Hmmm I thought more of you would have made it here. If you are hiding yourselves I assure it is not necessary."

Give the PCs a reasonable amount of time to decide to reveal themselves or come up with a plausible explanation why they are all not visible or present. If they do not, Horthar's familiar simply flies away. If PCs want to pursue the familiar, he is not easy to kill and following him leads the PCs nowhere, for he will teleport once clear of the base. The adventure is over, go to Conclusion B. Otherwise continue.

"Very good. We have not much time, so I will be precise. Newick is marked for death. A terrible storm is heading there as we speak. It will kill everyone in the city. You can save them. I will have my allies stop the storm, but I need payment to do so."

"Quite simply I want to modify your memories. I will erase all knowledge of what you have found here and in your investigation in Newick. You will be otherwise unharmed. Nothing will be lost but that information. I will go my way, and you will go yours. It's a reasonable exchange, I think, and really no one else gets hurt this way."

"Do not agree to this and the people of Newick die. The choice is yours and time is not waiting for us."

The truth is that only two hundred may die if the storm hits the city. Horthar truly believes the whole city is doomed, though the remaining kuo-toa priests are not that powerful. Any Sense Motive check (DC 0) reveals Hrothar is telling the truth as he knows it. It also reveals that Horthar is telling the truth: he will not harm the PCs other than to modify their memory. Allowing him to do so requires failing all possible saves and lowering all

spells and abilities that would prohibit it. Hrothar has an excellent Sense Motive check (+40), and he will likely know if anyone is bluffing. If two PCs are caught bluffing, go to Conclusion B.

Hrothar will answer simple questions, imparting the following information:

- The Coven was, of course, setting up a new base, and the PCs interrupted their timetable.
- The Duergar are the thralls of the Illithids, but the others encountered are new allies.

If the PCs agree, he responds, "Well done, heroes. Well done. Come right this way, and let's get this over with, shall we? Just look into the mirror for a moment, all at once please."

Go to Conclusion A

If the PCs do not agree and Hrothar responds,

"Well then, since you care not for innocent lives, perhaps we could find a place for you in the Coven? The benefits are grand, and we have some exciting new opportunities opening up. The Yeomanry authorities are being told that you are members right now anyway, so your reception upon returning to Newick will not be pleasant in any case."

Go to Conclusion B.

If some of the PCs agree and others do not, Hrothar quietly goes about the business of modifying memories of those who agreed. Go to Conclusion B, but those who agreed to have their memories wiped receive the Nemesis favor but do not receive the Enemy of the Yeomanry disfavor. Those who did not agree to have their memories wiped do receive the Conclusion B favor access as normal.

CONCLUSION A: CONQUERING AND CONFUSED HEROES

You return to Newick and are hailed as saviors and heroes. You have no idea why. Some friends come and take you someplace. You spend many days there and by the end have found that your experiences are more horrible than you expected. Modifying your memories was a brutal intrusion into your psyche, and the retrieval of the information equally as brutal. Very little information is gained of your experiences against the Coven although you are commended for the sacrifice that saved lives in Newick.

Those that brought you into this business, especially the Priestess of Trithereon, are beside themselves with the pain inflicted on you. They promise to help you in the future if possible.

Players Receive Favors: Thanks of the Sheldomar; Favor of Tantha Chainbreaker; Heroes of The Yeomanry; Nemesis.

CONCLUSION B – VICTORY WITHOUT HONOR

You return to Newick and find that the terrible storm killed over two hundred, mostly fishermen and dockworkers, and the Yeomanry authorities are screaming for your heads. Paid your wages and thanked for the information you did retrieve, you are whisked out of the nation much faster than even when you entered.

Note: Clerics of Good deities and Paladins who themselves refused to allow the mind flayer Hrothar to modify their memory require an Atonement if they receive Conclusion B. Those Clerics and Paladins who did agree but for some reason the entire party did not agree are not required to seek Atonement.

Players Receive Favors: Thanks of the Sheldomar; Favor of Tantha Chainbreaker; Enemy of The Yeomanry.

EPILOGUE

Read to the PCs following their conclusion:

The storm has ebbed in Newick, and life begins to return to normal. As you travel away from the area, you cannot help thinking that every eye is watching, that every face is a mask, and that every shadow holds an enemy. One day you hear a ship of Elven Nobles was lost in the storm that threatened Newick, and you can but wonder: was it the storm that took them or was it the Coven?

CAMPAIGN CONSEQUENCES

The Coven has lived to fight another day but they are twice as angry as they were before.

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 2

Defeat the Assassination attempt – PCs who inflict civilian casualties are penalized 60xp

APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480 xp.
APL 16: 540 xp.

Encounter 3

Defeat the Road block

APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480 xp.
APL 16: 540 xp.

Encounter 4A

Get past the trap and through the door without being knocked off the bridge.

APL 8: 120 xp.
APL 10: 180 xp.
APL 12: 240 xp.
APL 14: 300 xp.
APL 16: 360 xp.

Encounter 4B/C

Defeat the Duerger rear guards

APL 8: 180 xp.
APL 10: 240 xp.
APL 12: 300 xp.
APL 14: 360 xp.
APL 16: 420 xp.

Story Award

Get through the Coven Base and discover as much information as possible.

APL 8: 165 xp.
APL 10: 270 xp.
APL 12: 315 xp.
APL 14: 360 xp.
APL 16: 405 xp.

Discretionary Roleplaying Award

APL All: 60 xp.

Total possible experience

APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.
APL 14: 1,800 xp.
APL 16: 2,025 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.

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

Encounter 2

APL 8: L: 633 gp, C: 200 gp, M: +1 Spiked Gauntlet (6-192 gp), Potion of Invisibility (4 – 50 gp each), Potion of Cure Light Wounds (4 – 4 gp each), Amulet of Natural Armor +2 (3 – 667 gp each), Bead of Force 250 gp, Choker of Eloquence – Lesser 500 gp.

APL 10: L: 249 gp, C: 200gp, M: +1 Spiked Gauntlet (6-192 gp), Potion of Invisibility (4 – 50 gp each), Potion of Cure Light Wounds (4 – 4 gp each), Amulet of Natural Armor +2 (3 – 667 gp each), +1 Mithral Chain Shirt (3 – 187 gp each), Falchion +1 (3 – 197 gp each), Bead of Force 250 gp, Choker of Eloquence – Lesser 500 gp, Hat of Disguise 150 gp.

APL 12: L: 249 gp, C: 200 gp, M: +1 Spiked Gauntlet, Wounding (6-692 gp), Potion of Invisibility (4 – 50 gp each), Potion of Cure Light Wounds (4 – 4 gp each), Amulet of Natural Armor +2 (3 – 667 gp each), +1 Mithral Chain Shirt (3 – 187 gp each), +1 Falchion (3 – 197 gp each), Vest of Resistance +2 (3 – 667 gp each), Bead of Force (250 gp), Choker of Eloquence – Greater (2000 gp), Hat of Disguise (150 gp), Summon Monster VII Scroll (189 gp).

APL 14: L: 249 gp, C: 200 gp, M: +1 Spiked Gauntlet, Wounding (6-692 gp), Potion of Invisibility (4 – 50 gp each), Potion of Cure Light Wounds (4 – 4 gp each), Amulet of Natural Armor +2 (3 – 667 gp each), +1 Mithral Chain Shirt (3 – 187 gp each), +1 Falchion (3 – 197 gp each), Vest of Resistance +2 (3 – 667 gp each), Bead of Force (250gp), Choker of Eloquence – Greater (2000gp), Hat of Disguise (150gp), Summon Monster VII Scroll (189gp).

APL 16: L: 249 gp, C: 200gp, M: +1 Spiked Gauntlet, Wounding (6-692 gp), Potion of Invisibility (4 – 50 gp each), Potion of Cure Light Wounds (4 – 4 gp each), Amulet of Natural Armor +2 (3 – 667 gp each), +1 Mithral Chain Shirt (3 – 187 gp each), Falchion +1 (3 – 197 gp each), Vest of Resistance +2 (3 – 667 gp each), Bead of Force (250 gp), Choker of Eloquence – Greater (2000 gp), Hat of Disguise (150 gp), Summon Monster VII Scroll (189 gp).

Encounter 3 (Fire Giants)

APL 8: L: 258 gp, C: 200 gp, M: Potion of Cure Moderate Wounds 50 gp.

APL 10: L: 516 gp, C: 400 gp, M: Potion of Cure Moderate Wounds (2 – 50 gp each).

APL 12: L: 1033 gp, C: 800 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each).

APL 14: L: 1033 gp, C: 800 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); Large +1 Half Plate (4 – 170 gp each), Large +1 Great Sword, Human Bane (4 – 69 gp each).

APL 16: L: 1033 gp, C: 800 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); Large +1 Half Plate (4 – 170 gp each), Large +1 Great Sword, Human Bane (4 – 69 gp each).

Encounter 3 (Kuo-Toa)

APL 8: L: 6gp, C: 400 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +2 Pincher Staff (4 – 692 gp each).

APL 10: L: 6 gp, C: 400 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +2 Pincher Staff (4 – 692 gp each).

APL 12: L: 6 gp, C: 400 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +2 Pincher Staff (4 – 692 gp each).

APL 14: L: 6 gp, C: 400 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +2 Pincher Staff (4 – 692 gp each).

APL 16: L: 6 gp, C: 400 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +2 Pincher Staff (4 – 692 gp each).

Encounter 4B/C

APL 8: L: 40gp, C: 0 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +1 Plate Mail (4 – 229 gp each), +1 Great Axe (4 – 193 gp each), +1 Heavy Crossbow (4 – 195 gp each), Vest of Resistance +2 (4 – 667 gp each), Amulet of Health +2 (4 – 667gp each).

APL 10: L: 40 gp, C: 0 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +1 Plate Mail (4 – 229 gp each), +1 Great Axe (4 – 193 gp each), +1 Heavy Crossbow (4 – 195 gp each), Vest of Resistance +2 (4 – 667 gp each), Amulet of Health +2 (4 – 667 gp each).

APL 12: L: 40 gp, C: 0 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +1 Plate Mail (4 – 229 gp each), +1 Great Axe (4 – 193 gp each), +1 Heavy Crossbow (4 – 195 gp each), Vest of Resistance +2 (4 – 667gp each), Amulet of Health +2 (4 – 667gp each).

APL 14: L: 40 gp, C: 0 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +1 Plate Mail (4 – 229 gp each), +1 Great Axe (4 – 193 gp each), +1 Heavy Crossbow (4 – 195 gp each), Vest of Resistance +2 (4 – 667 gp each), Amulet of Health +2 (4 – 667gp each).

APL 16: L: 40gp, C: 0 gp, M: Potion of Cure Moderate Wounds (4 – 50 gp each); +1 Plate Mail (4 – 229 gp each), +1 Great Axe (4 – 193 gp each), +1 Heavy Crossbow (4 – 195 gp each), Vest of Resistance +2 (4 – 667 gp each), Amulet of Health +2 (4 – 667 gp each).

Total Possible Treasure (Maximum Reward Allowed)

APL 8: L: 931 gp, C: 400 gp, M: 6,596 gp – Total: 7927 gp (1,300 gp).

APL 10: L: 805 gp, C: 600 gp, M: 13507 gp – Total: 14912 gp (2,300 gp).

APL 12: L: 1321 gp, C: 1000 gp, M: 18207 gp – Total: 20528 gp (3,300 gp).

APL 14: L: 1321 gp, C: 1000 gp, M: 19157 gp – Total: 21478 gp (6,600 gp).

APL 16: L: 1321 gp, C: 1000 gp, M: 19157 gp – Total: 21478 gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Thanks of the Sheldomar:** For braving the fortress of the Coven the allied nations of the Sheldomar are very grateful to you. You receive free Standard Upkeep in all adventures set in the Sheldomar Valley. You also receive access (Frequency: Metaregional) to the following weapon special ability upgrades: *bane (aberration)*, *bane (dwarf)*. Finally, all Items Found below gain (Frequency: Metaregional) in addition to their current Frequency.

☛ **Nemesis:** Hrorthar got into your mind and played with it. The extraction of information was terrible. You are shaken whenever you face a known member of the Coven or any illithid.

☛ **Enemy of the Yeomanry:** Branded as a selfish mercenary, people all over the Yeomanry find your presence distasteful. You suffer a -4 circumstance penalty to all Cha-based skill checks with Yeoman or while in the Yeomanry. You also find all free lifestyle favors are negated while in the Yeomanry itself, and actual lifestyle costs are doubled there. Any member of the Freeguard is immediately dismissed from service. Any Yeoman militia or Army members are no longer eligible for promotion.

☛ **Favor of Tantha Chainbreaker:** The Church of Trithereon is very grateful for the risks that you took on behalf of the cause of freedom. Tantha Chainbreaker offers you one of the following (circle the one selected):

- A 50% reduction in the total cost of a single casting of *raise dead* by the Church of Trithereon. The casting is available during any adventure set in the Sheldomar Valley.
- A free single casting of an *atonement* spell by the Church of Trithereon.

Mark this Favor as USED when it is spent.

☛ **Hero of Newick:** You gave of yourself to save the people of Newick, even if you do not remember it. You have free Standard Lifestyle in any adventure set in the Yeomanry, which is upgraded to Rich if the adventure takes place in or near Newick. You also gain a +2 circumstance bonus to Cha-based skill checks within the Yeomanry or with Yeoman NPCs elsewhere.

☛ **Seeker:** You are a member of *The Search* for the next Grandiose Imperial Wyvern of the Knights of the Watch and Dispatch.

Item Access

APL 8 (all of the following):

- +2 Pincer Staff (Adventure; Monster Manual)

- *Bead of Force* (Adventure; Dungeon Master's Guide; Limit 3)
- *Choker of Eloquence, Lesser* (Adventure; Complete Adventurer)
- *Copper Medallion of Io* (Adventure; Races of the Dragon)

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

- *Hat of Disguise* (Adventure; Dungeon Master's Guide)

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

- *Arcane Scroll of Summon Monster VII* (CL 13th; Adventure; Dungeon Master's Guide)
- *Choker of Eloquence, Greater* (Adventure; Complete Adventurer)

APPENDIX 1 – APL 8

ENCOUNTER 2

COVEN RANGER/ASSASSIN **CR 6**

Male Half Orc Ranger 5/Assassin 1

LE Medium Humanoid (Half-Orc)

Init +7; **Senses** Listen +9, Spot +9

Languages Common, Orc, Undercommon

AC 19, touch 13, flat-footed 16

(+0 size, +3 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +2 natural)

hp 44 (5d8+1d6+12 HD);

Fort +6 (+6 against poison), **Ref** +9, **Will** +2

Speed 30 ft. in mithral chain shirt (6 squares), base movement 30 ft., other movement mode 0 ft.;

Melee Spiked Gauntlet +10 (1d4+2 + Poison) or masterwork falchion +7 (2d4+1/18-20) (2d4+1/18-20)

Ranged Masterwork dagger +9 (1d4+1/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +6

Atk Options Melee Spike Gauntlet +10 or Dual Wield Spiked Gauntlet +9/+9 or Melee Falchion +7 or Missile Dagger +9

Special Actions Spells / Death Attack

Combat Gear Mithral Chain Shirt, +1 Spiked Gauntlet (x2), Masterwork Dagger (x3), Masterwork Falchion, Con Poison (DC 15 Fort, 1d4/1d4)

Ranger Spells Prepared (CL 2nd):

1st - Longstrider

Assassin Spells Prepared (CL 1st):

1st - True Strike

OR

Assassin Spells Known (CL 1st):

1st (1/day)—Disguise Self, True Strike

‡ Already cast

Abilities Str 12, Dex 16, Con 14, Int 12, Wis 12, Cha 8

SQ Darkvision 60 ft., Sneak Attack (1d6), Death Attack, Poison Use, Spells, Favored Enemies: Human (+4), Orcs (+2), Combat Style: Two Weapon Fighting

Feats Improved Initiative, Weapon Finesse, Weapon Focus (Spiked Gauntlet), Endurance

Skills Disguise +5, Hide +11, Listen +9, Move Silently +11,, Spot +9, Survival +9, Tumble +8,

Possessions Mithral chain shirt, +1 spiked gauntlet (x2), masterwork dagger (x3), masterwork falchion, Potion of Invisibility, Potion of Cure Light Wounds, Amulet of Natural Armor +2

Skills Hide +11, Move Silently +11

Half Orc dressed in chain and the accoutrements of an adventurer

WILLOW WISP

CR 7

Female Human Bard 6/Marshall 1

CN Medium Humanoid

Init +0; **Senses** Listen +6, Spot +2

Languages Common, Flan, Suel, Undercommon

AC 10, touch 10, flat-footed 10

(+0 size, +0 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 32 (1d8+6d6 HD);

Fort +4, **Ref** +5, **Will** +7

Speed 30 ft. in no armor (6 squares), base movement 30 ft., other movement mode 0 ft.;

Melee Dagger +3 (1d4-1/19-20/x2)

Ranged

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +3

Atk Options Dagger +3

Special Actions Bardic Music / Spells

Combat Gear Dagger

Bard Spells Known (CL 5th): Save DC 14+ Spell Level

2nd (3/day)—Harmonize(RoS), Hold Person, Silence

1st (4/day)—Inspirational Boost(SpC), Tasha's Hideous Laughter, Improvisation(SpC), Charm Person

0 (3/day)—Daze, Detect Magic, Ghost Sound, Lullaby, Mage Hand, Prestidigitation

‡ Already cast

Abilities Str 8, Dex 10, Con 10, Int 14, Wis 10, Cha 19

Feats Skill Focus Diplomacy, Skill Focus Perform Sing, Linger Song (CV), Extra Music (CV), Lyric Spell (CV).

Skills Bluff +18,, Concentration +9, Diplomacy +23, Disguise +18,, Gather Information +18, Listen +6, Perform Sing +25,, Sense Motive +3, Spot +2, Use Magic Device +18,

Possessions Bead of Force, Copper Medallion of Io, Dagger , Hat of Disguise

Countersong (Su): A bard with 3 or more ranks in Perform can use their music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language dependant magical attack (such as a *sound burst* or *command* spell) may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language dependant magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may maintain a countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in Perform can use their music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels beyond first, he can target one additional creature with a single use of this ability (two at fourth, three at 7th level, and so on). To use this ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard can not attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of one round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as an ally of the bard approaching the fascinated creature, requires a new

saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in Perform can use his music or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally can hear the bard sing, and for 5 rounds after. An affected ally receives a +1 morale bonus on saves versus charm and fear, and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every 4 levels after this bonus increases by +1.

Minor Aura-Motivate Charisma (Ex): All allies (including the marshal themselves) within 60 feet of the marshal, add the marshal's Charisma Modifier to all Charisma checks, and Charisma based skill checks, as long as they can hear the marshal.

ENCOUNTER 3

Kuo-Toa **CR 6**
Male Kuo-Toa Fighter 4
NE Medium Humanoid
Init +1; **Senses** Listen +4, Spot +8
Languages Kuo-Toan, Aquan, Undercommon

AC 17, touch 11, flat-footed 16
(+0 size, +1 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +6 natural)
hp 43 (2d8+4d10+6 HD);
Immune Poison & Paralysis
Resist Electricity (10);
Fort +5 (+5 against poison), **Ref** +5, **Will** +6
Weakness Light Blindness

Speed 30 ft. in no armor (6 squares), base movement 30 ft., Swim 50 ft.;
Melee Pincer Staff(+2) +11 (1d10+7/x2) or Bite +7 (1d4+2)
Ranged Net +7 Ranged Touch (Special)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +7
Atk Options Melee Pincer Staff(+2) +11 or Bite +7, Full Attack
Melee Pincer Staff(+2) +11/+6 and Bite +2, Range Net +7 Touch
Combat Gear Pincer Staff +2, Net

Abilities Str 14, Dex 12, Con 13, Int 13, Wis 14, Cha 8
SQ Adhesive, Amphibious, immunity to poison and paralysis, Keen Sight, light blindness, resistance to electricity 10, slippery,
Feats Alertness, Great Fortitude, Weapon Focus (Pincer Staff), Weapon Specialization (Pincer Staff), Combat Expertise, Improved Disarm
Skills Knowledge Dungeoneering +5, Escape Artist +15, Handle Animal +3, Listen +4, Move silently +1, Search +5, Spot +6, Swim +12,
Possessions Pincer Staff+2, Net, Potion of Cure Moderate Wounds

Skills Spot +8, Swim +12

Frog like Humanoid

ENCOUNTER 4B/4C

COVEN FOOTSOLDIER **CR 2**
Male Duergar Fighter 2

LE Medium Humanoid
Init +2; **Senses** Listen +2, Spot +2
Languages Common, Dwarven, Undercommon

AC 19, touch 11, flat-footed 18
(+0 size, +1 Dex, +0 class, +8 armor, +0 shield, +0 deflection, +0 insight, +0 natural)
hp 20 (2d10+4 HD);
Immune paralysis, phantasms, and poison
Fort +5 (+5 against poison), **Ref** +2, **Will** +0
Weakness Light Sensitivity

Speed 20 ft. in Plate Mail +1 (4 squares), base movement 30 ft., other movement mode 0 ft.;
Melee Great Axe +6 (1d12+5/x3)
Ranged Heavy Crossbow + 5 (1d10+1/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +5
Atk Options Melee +1 great axe +5 or Range +1 heavy crossbow +4
Combat Gear +1 plate mail, +1 great axe, +1 heavy crossbow, 20 Bolts, (1 Poison, Con DC 15 1d3/1d3 and 1 thunderstone), 3 flasks alchemists fire

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10
SQ Darkvision 120 ft., Spell-Like Abilities: 1/day – enlarge person and invisibility as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries, immunity to paralysis, phantasms, and poison, +2 Racial Bonus on saves against spells and spell like abilities
Feats Point Blank Shot, Precise Shot, Rapid Reload
Skills Jump -5,,, Listen +2,,, Move Silently +3,,, Spot +2,
Possessions +1 plate mail, +1 great axe, +1 heavy crossbow, 20 Bolts, (1 Poison, Con DC 15 1d3/1d3 and 1 Thunderstone), 3 flasks alchemists fire

Skills Move Silently +1, Jump -5

Dwarf dressed in Plate Mail

APPENDIX 2 – APL 10

ENCOUNTER 2

COVEN RANGER/ASSASSIN CR 8

Male Half Orc Ranger 5/Assassin 3
LE Medium Humanoid

Init +7; **Senses** Listen +11, Spot +11

Languages Common, Orc, Undercommon

AC 20, touch 13, flat-footed 17

(+0 size, +3 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +2 natural)

hp 56 (5d8+3d6+16 HD);

Fort +7 (+8 against poison), **Ref** +10, **Will** +3

Speed 30 ft. in mithral chain shirt (6 squares), base movement 30 ft., other movement mode 0 ft.;

Melee Spiked Gauntlet +12 (1d4+2 + Poison) or masterwork falchion +9 (2d4+1/18-20)

Ranged Masterwork dagger +11 (1d4+1/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +8

Atk Options Melee Spike Gauntlet +12 or Dual Wield Spiked Gauntlet +10/+10 or Melee Falchion +7 or Missile Dagger +11, Full Attack Melee Dual Wield Spiked Gauntlet +10/+10/+5 or Falchion +9/+4

Special Actions Spells / Death Attack

Combat Gear +1 Mithral Chain Shirt, Spike Gauntlet +1(x2), Masterwork Dagger (x3), +1 Falchion, Con Poison (DC 15 Fort, 1d4/1d4)

Ranger Spells Prepared (CL 2nd):

1st - Longstrider

Assassin Spells Prepared (CL 3rd):

1st - True Strike (x2), Disguise Self

OR

Assassin Spells Known (CL 3rd):

1st (3/day)— Disguise Self, True Strike, Obscuring Mist

‡ Already cast

Abilities Str 12, Dex 17, Con 14, Int 12, Wis 12, Cha 8

SQ Darkvision 60 ft., Sneak Attack (2d6), Death Attack, Poison Use, Spells, Favored Enemies: Human (+4), Orcs (+2), Combat Style: Two Weapon Fighting, Uncanny Dodge

Feats Improved Initiative, Weapon Finesse, Weapon Focus (Spiked Gauntlet), Endurance

Skills Disguise +5, Hide +13, Listen +11, Move Silently +13, Spot +11, Survival +9, Tumble +10,

Possessions Mithral Chain Shirt+1, Spike Gauntlet +1 (x2), Masterwork Dagger(x3), Falchion +1, Potion of Invisibility, Potion of Cure Light Wounds, Amulet of Natural Armor +2

Skills Hide +13, Move Silently +13

Half Orc dressed in chain and the accoutrements of an adventurer

WILLOW WISP

CR 9

Female Human Bard 8/Marshall 1
CN Medium Humanoid

Init +0; **Senses** Listen +6, Spot +2

Languages Common, Flan, Suel, Undercommon

AC 10, touch 10, flat-footed 10

(+0 size, +0 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 40 (8d6+1d8 HD);

Fort +4 (+4 against poison), **Ref** +6, **Will** +8

Speed 30 ft. in no armor (6 squares), base movement 30 ft., other movement mode 0 ft.;

Melee Dagger +5 (1d4-1/19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +5

Atk Options Dagger +5

Special Actions Bardic Music(11) / Spells

Combat Gear Dagger

Bard Spells Known (CL 7th): Save DC 17+ Spell Level

3rd (3/day)— Haste, Slow

2nd (4/day)— Harmonize(RoS), Hold Person, Silence

1st (5/day)— Inspirational Boost(SpC), Tasha's Hideous Laughter, Improvisation(SpC), Charm Person

0 (3/day)— Daze, Detect Magic, Ghost Sound, Lullaby, Mage Hand, Prestidigitation

‡ Already cast

Abilities Str 8, Dex 10, Con 10, Int 14, Wis 10, Cha 20

SQ Countersong, Fascinate, Inspire Courage +2, Inspire Competence, Suggestion

Feats Skill Focus Diplomacy, Skill Focus Perform Sing, Lingering Song (CV), Extra Music (CV), Lyric Spell (CV).

Skills Bluff +22, Concentration +9, Diplomacy +27, Disguise +22, Gather Information +22, Listen +6, Perform Sing +29, Sense Motive +12, Spot +2, Use Magic Device +22,

Possessions Lesser Choker of Eloquence, Bead of Force, Copper Medallion of Io, Dagger, Hat of Disguise

Countersong (Su): A bard with 3 or more ranks in Perform can use their music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language dependant magical attack (such as a *sound burst* or *command* spell) may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language dependant magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may maintain a countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in Perform can use their music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels beyond first, he can target one additional creature with a single use of this ability (two at fourth, three at 7th level, and so on). To use this ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard can not attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of one round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen

and Spot checks. Any potential threat, such as an ally of the bard approaching the fascinated creature, requires a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in Perform can use his music or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally can hear the bard sing, and for 5 rounds after. An affected ally receives a +1 morale bonus on saves versus charm and fear, and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every 4 levels after this bonus increases by +1.

Minor Aura-Motivate Charisma (Ex): All allies (including the marshal themselves) within 60 feet of the marshal, add the marshal's Charisma Modifier to all Charisma checks, and Charisma based skill checks, as long as they can hear the marshal.

ENCOUNTER 3

KUO-TOA **CR 8**

Male Kuo-Toa Fighter 4/Barbarian 2
NE Medium Humanoid

Init +0; **Senses** Listen +10, Spot +10

Languages Kuo-Toan, Aquan, Undercommon

AC 17, touch 11, flat-footed 16

(+0 size, +1 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +6 natural)

hp 59 (2d8+4d10+2d12+8 HD);

Immune Poison and Paralysis

Resist Electricity (10)

Fort +8 (+8 against poison), **Ref** +9, **Will** +2

Weakness Light Blindness

Speed 40 ft. in no armor (8 squares), base movement 40 ft., Swim 50 ft.;

Melee Pincer Staff(+2) +13 (1d10+7/x2) or Bite +9 [(1d4+2)

Ranged Net +9 Ranged Touch (Special)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +9

Atk Options Melee Pincer Staff +12 or Bite +9, Full Attack
Melee Pincer +12/+7 Staff and Bite +4, Range Net +8 Touch

Combat Gear Pincer Staff+2, Net

Abilities Str 15, Dex 10, Con 13, Int 13, Wis 14, Cha 8

SQ Adhesive, Amphibious, immunity to poison and paralysis, Keen Sight, light blindness, resistance to electricity 10, slippery, Rage, Uncanny Dodge

Feats Alertness, Great Fortitude, Weapon Focus (Pincer Staff), Weapon Specialization (Pincer Staff), Combat Expertise, Improved Disarm

Skills Knowledge Dungeoneering +5, Escape Artist +16, Handle Animal +3, Listen +10, Move silently +3, Search +5, Spot +8,, Swim +12,

Possessions Pincer Staff+2, Net, Potion of Cure Moderate Wounds

Skills Spot +13, Swim +14

Frog like Humanoid

ENCOUNTER 4B/4C

COVEN FOOTSOLDIER

CR 4

Male Duergar Fighter 4

LE Medium Humanoid

Init +2; **Senses** Listen +3, Spot +3

Languages Common, Dwarven, Undercommon

AC 19, touch 11, flat-footed 18

(+0 size, +1 Dex, +0 class, +8 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 36 (4d10+8 HD);

Immune immunity to paralysis, phantasms, and poison

Fort +7 (+7 against poison), **Ref** +3, **Will** +1

Weakness Light Sensitivity

Speed 20 ft. in Plate Mail (4 squares), base movement 30 ft., other movement mode 0 ft.;

Melee Great Axe +8 (1d12+5/x3)

Ranged Heavy Crossbow + 8 (1d10+3/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +7

Atk Options Melee Great Axe +7 or Range Heavy Crossbow + 7

Combat Gear Plate Mail+1, Great Axe +1, Heavy Crossbow +1, 20 Bolts, (1 Poison, Con DC 15 1d3/1d3 and 1 Thunderstone), 3 Flasks Alchemists Fire

Abilities Str 16, Dex 15, Con 14, Int 10, Wis 10, Cha 10

SQ Darkvision 120 ft., Spell-Like Abilities: 1/day – enlarge person and invisibility as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries, immunity to paralysis, phantasms, and poison, +2 Racial Bonus on saves against spells and spell like abilities

Feats Point Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (heavy crossbow), Weapon Specialization (heavy crossbow)

Skills Jump -5, Listen +3,,, Move Silently +3, Spot +3,

Possessions Plate Mail+1, Great Axe +1, Heavy Crossbow +1, 20 Bolts, (1 Poison, Con DC 15 1d3/1d3 and 1 Thunderstone), 3 Flasks Alchemists Fire, Potion of Cure Moderate Wounds

Skills Jump +7, Swim +7

Dwarf dressed in Plate Mail

APPENDIX 3 – APL 12

ENCOUNTER 2

COVEN RANGER/ASSASSIN **CR 10**
Male Half Orc Ranger 5/Assassin 5
LE Medium Humanoid
Init +9; **Senses** Listen +13, Spot +13
Languages Common, Orc, Undercommon

AC 22, touch 15, flat-footed 17
(+0 size, +5 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +2 natural)
Miss Chance 0%
hp 68(5d8+5d6+20 HD);
Fort +9 (+11 against poison), **Ref** +13, **Will** +7

Speed 30 ft. in mithral chain shirt (6 squares), base movement 30 ft., other movement mode 0 ft.;
Melee Spiked Gauntlet +15 (1d4+2 + Poison) or Falchion +1 +10 (2d4+2/18-20)
Ranged Masterwork dagger +12 (1d4+1/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +9
Atk Options Melee Spike Gauntlet +15 or Dual Wield Spiked Gauntlet +13/+13 or Melee Falchion +10 or Missile Dagger +14, Full Attack Melee Dual Wield Spiked Gauntlet +11/+11/+6 or Falchion +10/+5
Special Actions Spells / Death Attack
Combat Gear Mithral Chain Shirt+1, Spike Gauntlet +1, Wounding(x2), Masterwork Dagger(x3), Falchion +1, Con Poison (DC 15 Fort, 1d4/1d4)
Ranger Spells Prepared (CL 2nd):
1st - Longstrider
Assassin Spells Prepared (CL 5th):
2nd - † Cat's Grace, † Fox's Cunning
1st - True Strike (x2), Disguise Self, Obscuring Mist
OR
Assassin Spells Known (CL 5th):
2nd (2/day)— Cat's Grace, Fox's Cunning, Spider Climb
1st (4/day)— Disguise Self, Feather Fall, Obscuring Mist, True Strike
† Already cast

Abilities Str 12, Dex 21(17), Con 14, Int 16(12), Wis 12, Cha 8
SQ Darkvision 60 ft., Sneak Attack(3d6), Death Attack, Poison Use, Spells, Favored Enemies: Human (+4), Orcs (+2), Combat Style: Two Weapon Fighting, Uncanny Dodge, Improved Uncanny Dodge
Feats Improved Initiative, Weapon Finesse, Weapon Focus (Spiked Gauntlet), Endurance, Iron Will,
Skills Disguise +5, Hide +17, Listen +13, Move Silently +17, Spot +13, Survival +9, Tumble +14,
Possessions Mithral Chain Shirt+1, Spike Gauntlet +1(x2) Wounding, Masterwork Dagger(x3), Falchion +1, Potion of Invisibility, Potion of Cure Light Wounds, Amulet of Natural Armor +2, Vest of Resistance +2

Skills Hide +15, Move Silently +15
Half Orc dressed in chain and the accoutrements of an adventurer

WILLOW WISP

CR 11

Female Human Bard 10/Marshall 1
CN Medium Humanoid
Init +0; **Senses** Listen +6, Spot +2
Languages Common, Flan, Suel, Undercommon

AC 10, touch 10, flat-footed 10
(+0 size, +0 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +0 natural)
hp 48 (10d6+1d8HD);
Fort +5 (+5 against poison), **Ref** +7, **Will** +9

Speed 30 ft. in no armor (6 squares), base movement 30 ft., other movement mode 0 ft.;
Melee Dagger +6 (1d4-1/19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +6
Atk Options Dagger +6 or Full Attack +6/+1
Special Actions Bardic Music(13) / Spells
Combat Gear Dagger
Bard Spells Known (CL 7th): Save DC 17+ Spell Level
4th (2/day)—Dimension Door, Dominate Person
3rd (3/day)— Haste, Slow, Sepia Snake Sigil, Eagles Splendor
2nd (5/day)— Harmonize(RoS), Hold Person, Silence
1st (5/day)—Inspirational Boost(SpC), Tasha's Hideous Laughter, Improvisation(SpC), Charm Person
0 (3/day)— Daze, Detect Magic, Ghost Sound, Lullaby, Mage Hand, Prestidigitation
† Already cast

Abilities Str 8, Dex 10, Con 10, Int 14, Wis 10, Cha 20
SQ Countersong, Fascinate, Inspire Courage +2, Inspire Competence, Suggestion, Inspire Greatness
Feats Skill Focus Diplomacy, Skill Focus Perform Sing, Linger Song (CV), Extra Music (CV), Lyric Spell (CV), Iron Skin Chant (CV)
Skills Bluff +24, Concentration +10, Diplomacy +29, Disguise +24, Gather Information +24, Listen +6, Perform Sing +31, Sense Motive +14, Spot +2, Use Magic Device +24,
Possessions Greater Choker of Eloquence, Bead of Force, Copper Medallion of Io, Dagger
Countersong (Su): A bard with 3 or more ranks in Perform can use their music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language dependant magical attack (such as a *sound burst* or *command* spell) may use the bards Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language dependant magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bards Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may maintain a countersong for 10 rounds.
Fascinate (Sp): A bard with 3 or more ranks in Perform can use their music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also

be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels beyond first, he can target one additional creature with a single use of this ability (two at fourth, three at 7th level, and so on). To use this ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard can not attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of one round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as an ally of the bard approaching the fascinated creature, requires a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in Perform can use his music or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally can hear the bard sing, and for 5 rounds after. An affected ally receives a +1 morale bonus on saves versus charm and fear, and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every 4 levels after this bonus increases by +1.

Minor Aura-Motivate Charisma (Ex): All allies (including the marshal themselves) within 60 feet of the marshal, add the marshal's Charisma Modifier to all Charisma checks, and Charisma based skill checks, as long as they can hear the marshal.

Miniatures Handbook

ENCOUNTER 3

KUO-TOA **CR 10**

Male Kuo-Toa Fighter 4/Barbarian 4
NE Medium Humanoid

Init +0; **Senses** Listen +12, Spot +12

Languages Kuo-Toan, Aquan, Undercommon

AC 17, touch 11, flat-footed 16

(+0 size, +1 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +6 natural)

hp 75 (2d8+4d10+4d12+10 HD);

Immune Poison & Paralysis

Resist Electricity (10);

Fort +9 (+9 against poison), **Ref** +6, **Will** +7

Weakness Light Blindness

Speed 40 ft. in no armor (8 squares), base movement 40 ft., Swim 50 ft.;

Melee Pincer Staff(+2) +15 (1d10+7) or Bite +11 [(1d4+2)

Ranged Net +11 Ranged Touch (Special)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +11

Atk Options Melee Pincer Staff +15 or Bite +11, Full Attack
Melee Pincer Staff +15/+11 and Bite +11, Range Net +11
Touch

Combat Gear Pincer Staff+2, Net

Abilities Str 15, Dex 10, Con 13, Int 13, Wis 14, Cha 8

SQ Adhesive, Amphibious, immunity to poison and paralysis, Keen Sight, light blindness, resistance to electricity 10, slippery, Rage(2/Day), Uncanny Dodge, Trap Sense +1

Feats Alertness, Great Fortitude, Weapon Focus (Pincer Staff), Weapon Specialization (Pincer Staff), Combat Expertise, Improved Disarm

Skills Knowledge Dungeoneering +5, Escape Artist +17,, Handle Animal +4,, Listen +12, Move silently +4, Search +5, Spot +12, Swim +10,

Possessions Pincer Staff+2, Net, Potion of Cure Moderate Wounds

Skills Spot +15, Swim +16

Frog like Humanoid

ENCOUNTER 4B/4C

COVEN FOOTSOLDIER

CR 6

Male Duergar Fighter 6

LE Medium Humanoid

Init +7; **Senses** Listen +3, Spot +3

Languages Common, Dwarven, Undercommon

AC 20, touch 11, flat-footed 19

(+0 size, +1 Dex, +0 class, +9 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 52 (6d10+12 HD);

Immune immunity to paralysis, phantasms, and poison

Fort +7 (+7 against poison), **Ref** +5, **Will** +4

Weakness Light Sensitivity

Speed 20 ft. in Adamantine Plate Mail (4 squares), base movement 30 ft., other movement mode 0 ft.;

Melee Great Axe +10 (1d12+5/x3)

Ranged Heavy Crossbow +11 (1d10+3/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +9

Atk Options Melee Great Axe +9 or Range Heavy Crossbow
+12 Full Attack Great Axe +9/+4 or Heavy Crossbow +12

Combat Gear Plate Mail+1, Great Axe +1, Heavy Crossbow
+1, 20 Bolts, (1 Poison, Con DC 15 1d3/1d3 and 1
Thunderstone), 3 Flasks Alchemists Fire

Abilities Str 16, Dex 17(15), Con 14, Int 10, Wis 10, Cha 10

SQ Darkvision 120 ft., Spell-Like Abilities: 1/day – enlarge person and invisibility as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries, immunity to paralysis, phantasms, and poison, +2 Racial Bonus on saves against spells and spell like abilities

Feats Point Blank Shot, Precise Shot, Rapid Reload, Weapon Focus Heavy Crossbow, Weapon Specialization Heavy Crossbow, Iron Will, Improved Initiative

Skills Jump -1,, Listen +3, Move Silently +4, Spot +3,

Possessions Plate Mail+1, Great Axe +1, Heavy Crossbow +1,
20 Bolts, (1 Poison, Con DC 15 1d3/1d3 and 1
Thunderstone), 3 Flasks Alchemists Fire Potion of Cure
Moderate Wounds, Gloves of Dex +2, Vest of Resistance
+2

Skills Jump +8, Swim +8

Dwarf dressed in Plate Mail

APPENDIX 4 – APL 14

ENCOUNTER 2

COVEN RANGER/ASSASSIN **CR 12**

Male Half Orc Ranger 7/Assassin 5

LE Medium Humanoid

Init +10; **Senses** Listen +15, Spot +15

Languages Common, Orc, Undercommon

AC 24, touch 16, flat-footed 19

(+0 size, +6 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +2 natural)

hp 82(7d8+5d6+24 HD);

Fort +10 (+12 against poison), **Ref** +16, **Will** +8

Speed 30 ft. in mithral chain shirt (6 squares), base movement 30 ft., other movement mode 0 ft.;

Melee Spiked Gauntlet +17 (1d4+2 + Poison) or Falchion +1 +12 (2d4+2/18-20)

Ranged Masterwork dagger +16 (1d4+1/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +11

Atk Options Melee Spike Gauntlet +17 or Dual Wield Spiked Gauntlet +15/+15 or Melee Falchion +12 or Missile Dagger +15, Full Attack Melee Dual Wield Spiked Gauntlet +15/+15/+10/+10 or Falchion +10/+5

Special Actions Spells / Death Attack

Combat Gear +2 mithral chain shirt shadowed, +1 spiked gauntlet, wounding (x2), masterwork dagger (x3), +1 falchion, Con Poison (DC 17 Fort, 1d6/1d6)

Ranger Spells Prepared (CL 2nd):

1st - Longstrider

Assassin Spells Prepared (CL 5th):

2nd - † Cat's Grace, † Fox's Cunning

1st - True Strike (x2), Disguise Self, Obscuring Mist

OR

Assassin Spells Known (CL 5th):

2nd (2/day)— Cat's Grace, Fox's Cunning, Spider Climb

1st (4/day)— Disguise Self, Feather Fall, Obscuring Mist, True Strike

† Already cast

Abilities Str 12, Dex 22(18), Con 14, Int 16(12), Wis 12, Cha 8

SQ Darkvision 60 ft., Sneak Attack(3d6), Death Attack, Poison Use, Spells, Favored Enemies: Human (+4), Orcs (+2), Combat Style: Two Weapon Fighting, Uncanny Dodge, Improved Uncanny Dodge, Improved Two Weapon Fighting, Woodland Stride

Feats Improved Initiative, Weapon Finesse, Weapon Focus (Spiked Gauntlet), Endurance, Iron Will, Dodge

Skills Disguise +5, Hide +19,, Listen +15,, Move Silently +19,, Spot +15,, Survival +13,, Tumble +16,

Possessions Mithral Chain Shirt+1, Spike Gauntlet +1(x2) Wounding, Masterwork Dagger(x3), Falchion +1, Potion of Invisibility, Potion of Cure Light Wounds, Amulet of Natural Armor +2, Vest of Resistance +2

Skills Hide +18, Move Silently +18

Half Orc dressed in chain and the accoutrements of an adventurer

WILLOW WISP

CR 13

Female Human Bard 12/Marshall 1

CN Medium Humanoid

Init +0; **Senses** Listen +6, Spot +2

Languages Common, Flan, Suel, Undercommon

AC 10, touch 10, flat-footed 10

(+0 size, +0 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 58 (11d6+1d8HD);

Fort +6 (+6 against poison), **Ref** +8, **Will** +10

Speed 30 ft. in no armor (6 squares), base movement 30 ft., other movement mode 0 ft.;

Melee Dagger +8 (1d4-1/19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +8

Atk Options Dagger +7 or Full Attack +9/+4

Special Actions Bardic Music(15) / Spells

Combat Gear Dagger

Bard Spells Known (CL 7th): Save DC 17+ Spell Level

4th (3/day)— Dimension Door, Dominate Person, Greater Invisibility

3rd (5/day)— Haste, Slow, Sepia Snake Sigil, See Invisibility

2nd (5/day)— Harmonize(RoS), Hold Person, Silence, Eagles Splendor

1st (5/day)— Inspirational Boost(SpC), Tasha's Hideous Laughter, Improvisation(SpC), Charm Person

0 (3/day)— Daze, Detect Magic, Ghost Sound, Lullaby, Mage Hand, Prestidigitation

† Already cast

Abilities Str 8, Dex 10, Con 10, Int 14, Wis 10, Cha 20

SQ Countersong, Fascinate, Inspire Courage +2, Inspire Competence, Suggestion, Inspire Greatness

Feats Skill Focus Diplomacy, Skill Focus Perform Sing, Lingering Song (CV), Extra Music (CV), Lyric Spell (CV), Iron Skin Chant (CV), Subsonic (CV)

Skills Bluff +26, Concentration +10,, Diplomacy +31,, Disguise +26,, Gather Information +26, Listen +6, Perform Sing +33,, Sense Motive +16,, Spot +2, Use Magic Device +26,

Possessions Greater Choker of Eloquence, Bead of Force, Copper Medallion of Io, Dagger, Hat of Disguise, Scroll of Summon Monster VII

Countersong (Su): A bard with 3 or more ranks in Perform can use their music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language dependant magical attack (such as a *sound burst* or *command* spell) may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language dependant magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may maintain a countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in Perform can use their music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels

beyond first, he can target one additional creature with a single use of this ability (two at fourth, three at 7th level, and so on). To use this ability, a bard makes a Perform check. His check result is the DC for each affected creature Will save against the effect. If a creature's saving throw succeeds, the bard can not attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of one round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as an ally of the bard approaching the fascinated creature, requires a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in Perform can use his music or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally can hear the bard sing, and for 5 rounds after. An affected ally receives a +1 morale bonus on saves versus charm and fear, and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every 4 levels after this bonus increases by +1.

Minor Aura-Motivate Charisma (Ex): All allies (including the marshal themselves) within 60 feet of the marshal, add the marshal's Charisma Modifier to all Charisma checks, and Charisma based skill checks, as long as they can hear the marshal.

Miniatures Handbook

ENCOUNTER 3

FIRE GIANT **CR 12**

Male Fire Giant Fighter 2

LE Large Giant

Init -1; **Senses** Listen +2, Spot +14

Languages Giant, Common

AC 24, touch 8, flat-footed 24

(-1 size, -1 Dex, +0 class, +8 armor, +0 shield, +0 deflection, +0 insight, +8 natural)

hp 169 (15d8+2d10+85 HD);

Immune Fire

Fort +16 (+16 against poison), **Ref** +4, **Will** +9

Weakness Vulnerability to Cold

Speed 30 ft. in plate armor (8 squares), base movement 40 ft. ;

Melee Greatsword +24 (3d6+16) or Slam +23 (1d4+10)

Ranged Large Greatbow +12 (2d8+10/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +27

Atk Options Melee Greatsword +24 or Slam +23 or Range Greatbow +12 Full Attack Melee Greatsword +24/+19/+14 or Range Greatbow +12/+7/+2

Combat Gear +1 Half Plate

Abilities Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11

SQ Immunity to Fire, Low Light Vision, Rock Catching, Vulnerability to Cold

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Point Blank, Precise Shot

Skills Climb +11 Craft Bow +6 Intimidate +6 Jump +11 Listen +2 Spot +14

Possessions +1 Half Plate, +1 Greatsword Human Bane, Greatbow (10 Str)

Skills Spot +14, Climb +11

A black skinned and red haired giant

KUO-TOA

CR 12

Male Kuo-Toa Fighter 4/Barbarian 6

NE Medium Humanoid

Init +0; **Senses** Listen +14, Spot +17

Languages Kuo-Toan, Aquan, Undercommon

AC 17, touch 11, flat-footed 16

(+0 size, +1 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +6 natural)

hp 89 (2d8+4d10+6d12+12 HD);

Immune Poison & Paralysis

Resist Electricity (10)

Fort +10 (+10 against poison), **Ref** +9, **Will** +8

Weakness Light Blindness

Speed 40 ft. in no armor (8 squares), base movement 40 ft., Swim 50 ft.;

Melee Pincer Staff(+2) +18 (1d10+7/x2) or Bite +13 [(1d4+2)

Ranged Net +13 Ranged Touch (Special)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +15

Atk Options Melee Pincer Staff +18 or Bite +13, Full Attack Melee Pincer Staff +18/+13/+8 and Bite +13, Range Net +13 Touch

Combat Gear +2 Pincer Staff, Net

Abilities Str 16, Dex 10, Con 13, Int 13, Wis 14, Cha 8

SQ Adhesive, Amphibious, immunity to poison and paralysis, Keen Sight, light blindness, resistance to electricity 10, slippery, Rage(2/Day), Uncanny Dodge, Trap Sense +2, Improved Uncanny Dodge

Feats Alertness, Great Fortitude, Weapon Focus (Pincer Staff), Weapon Specialization (Pincer Staff), Combat Expertise, Improved Disarm, Iron Will

Skills Knowledge Dungeoneering +5,, Escape Artist +18,, Handle Animal +4 ,, Listen +14,, Move silently +5,, Search +5,, Spot +17,, Swim +10,

Possessions Pincer Staff+1, Net, Potion of Cure Moderate Wounds

Skills Spot +16, Swim +16

Frog like Humanoid

ENCOUNTER 4B/4C

COVEN FOOTSOLDIER

CR 8

Male Duergar Fighter 8

LE Medium Humanoid

Init +8; **Senses** Listen +4, Spot +4

Languages Common, Dwarven, Undercommon

AC 20, touch 11, flat-footed 19

(+0 size, +1 Dex, +0 class, +9 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 66 (8d10+16 HD); **DR** 3/-

Immune immunity to paralysis, phantasms, and poison

Fort +8 (+8 against poison), **Ref** +5, **Will** +4

Weakness Light Sensitivity

Speed 20 ft. in Adamantine Plate Mail (4 squares), base movement 30 ft., other movement mode 0 ft.;

Melee Great Axe +12 (1d12+5/x3)

Ranged Heavy Crossbow + 13 (1d10+3/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +11

Atk Options Melee Great Axe +12 or Range Heavy Crossbow +14 Full Attack Great Axe +12/+7 or Heavy Crossbow +14

Combat Gear +1 Plate Mail, +1 Great Axe, +1 Heavy Crossbow, 20 Bolts, (1 Poison, Con DC 15 1d3/1d3 and 1 Thunderstone), 3 Flasks Alchemists Fire

Abilities Str 16, Dex 18(16), Con 14, Int 10, Wis 10, Cha 10

SQ Darkvision 120 ft., Spell-Like Abilities: 1/day – enlarge person and invisibility as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries, immunity to paralysis, phantasms, and poison, +2 Racial Bonus on saves against spells and spell like abilities

Feats Point Blank Shot, Precise Shot, Rapid Reload, Weapon Focus Heavy Crossbow, Weapon Specialization Heavy Crossbow, Iron Will, Improved Initiative, Improved Critical Heavy Crossbow

Skills Jump -1, Listen +4, Move Silently +4, Spot +4

Possessions +1 Plate Mail, +1 Great Axe, +1 Heavy Crossbow, 20 Bolts, (1 Poison, Con DC 15 1d3/1d3 and 1 Thunderstone), 3 Flasks Alchemists Fire, Potion of Cure Moderate Wounds, Gloves of Dex +2, Vest of Resistance +2

Skills Jump +8, Swim +8

Dwarf dressed in Plate Mail

APPENDIX 5 – APL 16

ENCOUNTER 2

COVEN RANGER/ASSASSIN CR 14

Male Half Orc Ranger 9/Assassin 5

LE Medium Humanoid

Init +10; **Senses** Listen +17, Spot +17

Languages Common, Orc, Undercommon

AC 24, touch 16, flat-footed 19

(+0 size, +6 Dex, +0 class, +6 armor, +0 shield, +0 deflection, +0 insight, +2 natural)

hp 96 (9d8+5d6+28 HD);

Fort +11 (+13 against poison), **Ref** +18, **Will** +9

Speed 30 ft. in mithral chain shirt (6 squares), base movement 30 ft., other movement mode 0 ft.;

Melee Spiked Gauntlet +20 (1d4+2 + Poison) or Falchion +1 +14 (2d4+2/18-20)

Ranged Masterwork dagger +19 (1d4+1/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +13

Atk Options Melee Spike Gauntlet +20 or Dual Wield Spiked Gauntlet +18/+18 or Melee Falchion +14 or Missile Dagger +19, Full Attack Melee Dual Wield Spiked Gauntlet +18/+18/+13/+13/+8 or Falchion +14/+9/+4

Special Actions Spells / Death Attack

Combat Gear Mithral Chain Shirt+2 Shadowed, Spike Gauntlet +1, Wounding (x2), Masterwork Dagger(x3), Falchion +1, Con Poison (DC 19 Fort, 1d6/1d6)

Ranger Spells Prepared (CL 4th):

1st - Longstrider

† Already cast

Assassin Spells Prepared (CL 5th):

2nd - † Cat's Grace, † Fox's Cunning

1st - True Strike (x2), Disguise Self, Obscuring Mist

OR

Assassin Spells Known (CL 5th):

2nd (2/day)— Cat's Grace, Fox's Cunning, Spider Climb

1st (4/day)— Disguise Self, Feather Fall, Obscuring Mist, True Strike

† Already cast

Abilities Str 12, Dex 22(18), Con 14, Int 16(12), Wis 12, Cha 8

SQ Darkvision 60 ft., Sneak Attack (3d6), Death Attack, Poison Use, Spells, Favored Enemies: Human (+4), Orcs (+2), Combat Style: Two Weapon Fighting, Uncanny Dodge, Improved Uncanny Dodge, Improved Two Weapon Fighting, Woodland Stride, Evasion, Swift Tracker

Feats Improved Initiative, Weapon Finesse, Weapon Focus (Spiked Gauntlet), Endurance, Iron Will, Dodge

Skills Disguise +5, Hide +22, Listen +17, Move Silently +22, Spot +17, Survival +15, Tumble +17,

Possessions +1 Mithral Chain Shirt, +1 Spike Gauntlet (x2) Wounding, Masterwork Dagger (x3), +1 Falchion, Potion of Invisibility, Potion of Cure Light Wounds, Amulet of Natural Armor +2, Vest of Resistance +2

Skills Hide +20, Move Silently +20

Half Orc dressed in chain and the accoutrements of an adventurer

WILLOW WISP

CR 15

Female Human Bard 14/Marshall 1

CN Medium Humanoid

Init +0; **Senses** Listen +8, Spot +4

Languages Common, Flan, Suel, Undercommon

AC 10, touch 10, flat-footed 10

(+0 size, +0 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 68 (14d6+1d8 HD);

Fort +6, **Ref** +9, **Will** +11

Speed 30 ft. in no armor (6 squares), base movement 30 ft., other movement mode 0 ft.;

Melee Dagger +9 (1d4-1/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +9

Atk Options Dagger +9 or Full Attack +9/+4

Special Actions Bardic Music (13) / Spells

Combat Gear Dagger

Bard Spells Known (CL 13th): Save DC 17+ Spell Level

5th (2/day)— Song of Discord, Cure Light Wounds - Mass

4th (3/day)— Dimension Door, Dominate Person, Greater Invisibility, Rainbow Pattern

3rd (5/day)— Haste, Slow, Sepia Snake Sigil, See Invisibility

2nd (5/day)— Harmonize (RoS), Hold Person, Silence, Eagle's Splendor

1st (5/day)— Inspirational Boost (SpC), Tasha's Hideous Laughter, Improvisation (SpC), Charm Person

0 (3/day)— Daze, Detect Magic, Ghost Sound, Lullaby, Mage Hand, Prestidigitation

† Already cast

Abilities Str 8, Dex 10, Con 10, Int 14, Wis 10, Cha 20

SQ Countersong, Fascinate, Inspire Courage +2, Inspire Competence, Suggestion, Inspire Greatness, Song of Freedom

Feats Skill Focus Diplomacy, Skill Focus Perform Sing, Lingering Song (CV), Extra Music (CV), Lyric Spell (CV), Iron Skin Chant (CV), Subsonic (CV)

Skills Bluff +28, Concentration +12, Diplomacy +33, Disguise +28, Gather Information +28, Listen +8, Perform Sing +35, Sense Motive +18, Spot +4, Use Magic Device +26,

Possessions Greater Choker of Eloquence, Bead of Force, Copper Medallion of Io, Dagger, Hat of Disguise, Scroll of Summon Monster VII

Countersong (Su): A bard with 3 or more ranks in Perform can use their music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language dependant magical attack (such as a *sound burst* or *command spell*) may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language dependant magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may maintain a countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in Perform can use their music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the

creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels beyond first, he can target one additional creature with a single use of this ability (two at fourth, three at 7th level, and so on). To use this ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard can not attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of one round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as an ally of the bard approaching the fascinated creature, requires a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in Perform can use his music or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally can hear the bard sing, and for 5 rounds after. An affected ally receives a +1 morale bonus on saves versus charm and fear, and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every 4 levels after this bonus increases by +1.

Minor Aura-Motivate Charisma (Ex): All allies (including the marshal themselves) within 60 feet of the marshal, add the marshal's Charisma Modifier to all Charisma checks, and Charisma based skill checks, as long as they can hear the marshal.

Miniatures Handbook

ENCOUNTER 3

FIRE GIANT CR 14

Male Fire Giant Fighter 4

LE Large Giant

Init -1; **Senses** Listen +3, Spot +15

Languages Giant, Common

AC 24, touch 8, flat-footed 24

(-1 size, -1 Dex, +0 class, +8 armor, +0 shield, +0 deflection, +0 insight, +8 natural)

hp 191 (15d8+4d10+95 HD);

Immune Fire

Fort +17 (+17 against poison), **Ref** +5, **Will** +10

Weakness Vulnerability to Cold

Speed 30 ft. in plate armor (8 squares), base movement 40 ft. ;

Melee Greatsword +26 (3d6+16) or Slam +25 (1d4+10)

Ranged Large Greatbow +15 (2d8+10/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +15; **Grp** +29

Atk Options Melee Greatsword +26 or Slam +25 or Range Greatbow +15 Full Attack Melee Greatsword +26/+21/+16 or Range Greatbow +15/+10/+5

Combat Gear +1 Half Plate, +1 Greatsword Human Bane, +1 Greatbow Mage Slayer (10 Str)

Abilities Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11

SQ Immunity to Fire, Low Light Vision, Rock Catching, Vulnerability to Cold

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Point Blank, Precise Shot

Skills Climb +11 Craft Bow +6 Intimidate +6 Jump +11 Listen +3 Spot +15

Possessions +1 Half Plate, +1 Greatsword Human Bane, +1 Greatbow Mage Slayer (10 Str)

Skills Spot +14, Climb +11

A black skinned and red haired giant

KUO-TOA CR 14

Male Kuo-Toa Fighter 4/Barbarian 8

NE Medium Humanoid

Init +0; **Senses** Listen +16, Spot +19

Languages Kuo-Toan, Aquan, Undercommon

AC 16, touch 10, flat-footed 16

(+0 size, +0 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +6 natural)

hp 105 (2d8+4d10+8d12+14 HD); **DR** 1/-

Immune Poison & Paralysis

Resist Electricity (10)

Fort +11, **Ref** +7, **Will** +8

Weakness Light Blindness

Speed 40 ft. in no armor (8 squares), base movement 40 ft., Swim 50 ft.;

Melee +2 Pincer Staff +20 (1d10+7) or Bite +15 [(1d4+2)

Ranged Net +14 Ranged Touch (Special)

Space 5 ft.; **Reach** 5 ft.

Base Atk +14; **Grp** +17

Atk Options Melee Pincer Staff +19 or Bite +15, Full Attack Melee Pincer Staff +19/+14/+9 and Bite +10, Range Net +14 Touch

Combat Gear Pincer Staff+2, Net

Abilities Str 17, Dex 10, Con 13, Int 13, Wis 14, Cha 8

SQ Adhesive, Amphibious, immunity to poison and paralysis, Keen Sight, light blindness, resistance to electricity 10, slippery, Rage(3/Day), Uncanny Dodge, Trap Sense +2, Improved Uncanny Dodge, Damage Reduction 1/-

Feats Alertness, Great Fortitude, Weapon Focus (Pincer Staff), Weapon Specialization (Pincer Staff), Combat Expertise, Improved Disarm, Iron Will

Skills Knowledge Dungeoneering +5, Escape Artist +19, Handle Animal +4 ,, Listen +16,, Move silently +5,, Search +5,, Spot +19, Swim +12,

Possessions +2 Pincer Staff, Net, *Potion of Cure Moderate Wounds*

Skills Spot +16, Swim +16

Frog like Humanoid

ENCOUNTER 4B/4C

COVEN FOOTSOLDIER CR 10

Male Duergar Fighter 10

LE Medium Humanoid

Init +8; **Senses** Listen +5, Spot +5

Languages Common, Dwarven, Undercommon

AC 20, touch 11, flat-footed 19

(+0 size, +1 Dex, +0 class, +9 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 90 (10d10+20 HD); **DR** 3/-

Immune immunity to paralysis, phantasms, and poison

Fort +9, **Ref** +6, **Will** +5

Weakness Light Sensitivity

Speed 20 ft. in Adamantine Plate Mail (4 squares), base movement 30 ft., other movement mode 0 ft.;

Melee Great Axe +14 (1d12+5/x3)

Ranged Heavy Crossbow + 17 (1d10+3/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +13

Atk Options Melee Great Axe +14 or Range Heavy Crossbow + 17 Full Attack Great Axe +14/+9 or Heavy Crossbow +17

Combat Gear +1 plate mail, +1 greataxe, +1 heavy crossbow, 20 Bolts, (1 Poison, Con DC 15 1d3/1d3 and 1 Thunderstone), 3 Flasks Alchemists Fire

Abilities Str 16, Dex 18(16), Con 14, Int 10, Wis 10, Cha 10

SQ Darkvision 120 ft., Spell-Like Abilities: 1/day – enlarge person and invisibility as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries, immunity to paralysis, phantasms, and poison, +2 Racial Bonus on saves against spells and spell like abilities

Feats Point Blank Shot, Precise Shot, Rapid Reload, Weapon Focus Heavy Crossbow, Weapon Specialization Heavy Crossbow, Iron Will, Improved Initiative, Improved Critical Heavy Crossbow, Greater Weapon Focus Heavy Crossbow

Skills Jump -1,,, Listen +5,,, Move Silently +4,,, Spot +5

Possessions +1 Plate Mail, +1 Great Axe, +1 Heavy Crossbow, 20 Bolts, (1 Poison, Con DC 15 1d3/1d3 and 1 Thunderstone), 3 Flasks Alchemists Fire, *Potion of Cure Moderate Wounds*, *Gloves of Dexterity* +2, *Vest of Resistance* +2

Skills Jump +8, Swim +8

Dwarf dressed in Plate Mail

APPENDIX 6 – ENCOUNTER 4A TRAPS

APL 8

STICKY GREASE TRAP

CR 4

Description When the door is opened a jet of sticky grease shoots out. Covers a 15x10 Area

Search DC 20; **Type** Mechanical

Trigger Door Opening, **Init** +4

Effect DC 15 Reflex Save to avoid having sticky grease on the PC until cleaned off (water). Those who fail must make a Balance Check, DC 15 or fall off the bridge. If this happens the PC is dead and unrecoverable unless someone in the party can fly. (PC is falling at 60 ft. per round).

Duration Instantaneous

Destruction n/a

Disarm 20

Dispel n/a

APL 10

STICKY GREASE TRAP

CR 6

Description When the door is opened a jet of sticky grease shoots out. Covers a 15x10 Area

Search DC 25; **Type** Mechanical

Trigger Door Opening, **Init** +4

Effect DC 16 Reflex Save to avoid having sticky grease on the PC until cleaned off (water). Those who fail must make a Balance Check, DC 15 or fall off the bridge. If this happens the PC is dead and unrecoverable unless someone in the party can fly. (PC is falling at 60 ft. per round).

Duration Instantaneous

Destruction n/a

Disarm 25

Dispel n/a

APL 12

STICKY GREASE TRAP

CR 8

Description When the door is opened a jet of sticky grease shoots out. Covers a 15x10 Area

Search DC 30; **Type** Mechanical

Trigger Door Opening, **Init** +4

Effect DC 17 Reflex Save to avoid having sticky grease on the PC until cleaned off (water). Those who fail must make a Balance Check, DC 15 or fall off the bridge. If this happens the PC is dead and unrecoverable unless someone in the party can fly. (PC is falling at 60 ft. per round).

Duration Instantaneous

Destruction n/a

Disarm 30

Dispel n/a

APL 14

FLAMMABLE GREASE AND FIRE TRAP

CR 8

Description When the door is opened a jet of sticky grease shoots out and is ignited. Covers a 15x10 Area

Search DC 30; **Type** Mechanical

Trigger Door Opening, **Init** +4

Effect DC 18 Reflex Save to avoid having sticky grease on the PC until cleaned off (water). Those who fail suffer 2d6 fire damage and must make a Balance Check, DC 15 or fall off the bridge. If this happens the PC is dead and unrecoverable unless someone in the party can fly. (PC is falling at 60 ft. per round).

Duration Instantaneous

Destruction n/a

Disarm 30

Dispel n/a

DMG

APL 16

FLAMMABLE GREASE AND FIRE TRAP

CR 10

Description When the door is opened a jet of sticky grease shoots out and is ignited. Covers a 15x10 Area

Search DC 35; **Type** Mechanical

Trigger Door Opening, **Init** +4

Effect DC 19 Reflex Save to avoid having sticky grease on the PC until cleaned off (water). Those who fail suffer 2d6 fire damage and must make a Balance Check, DC 15 or fall off the bridge. If this happens the PC is dead and unrecoverable unless someone in the party can fly. (PC is falling at 60 ft. per round).

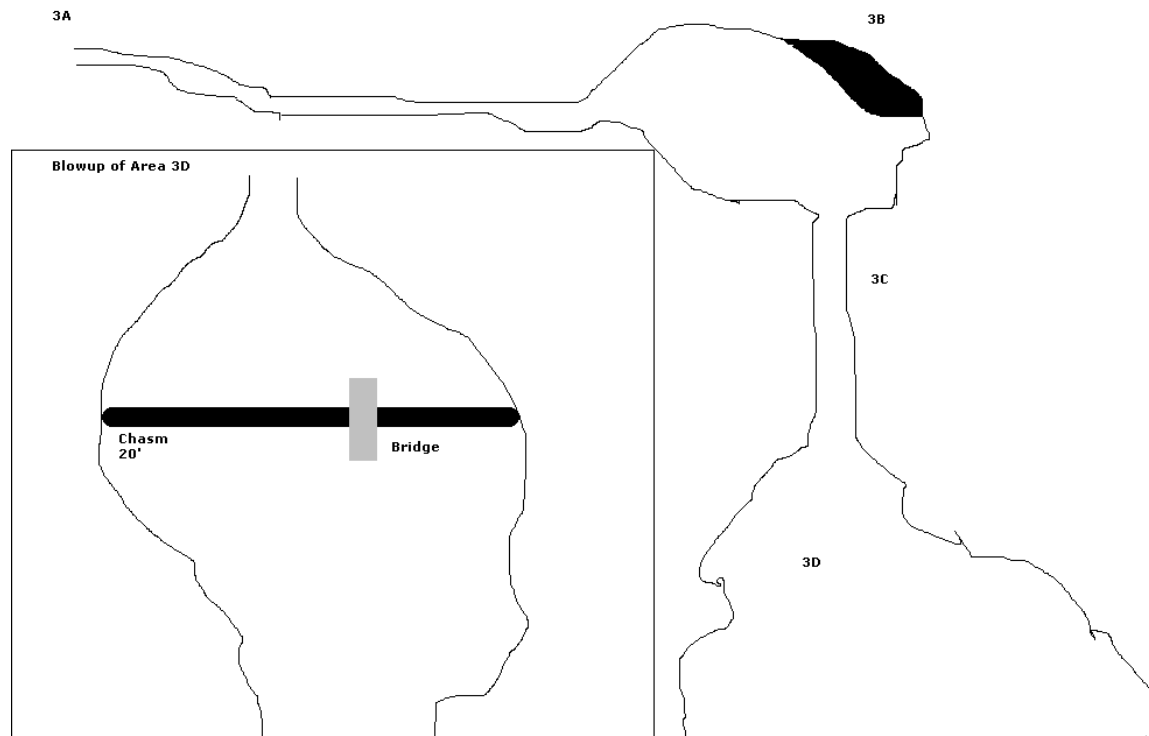
Duration Instantaneous

Destruction n/a

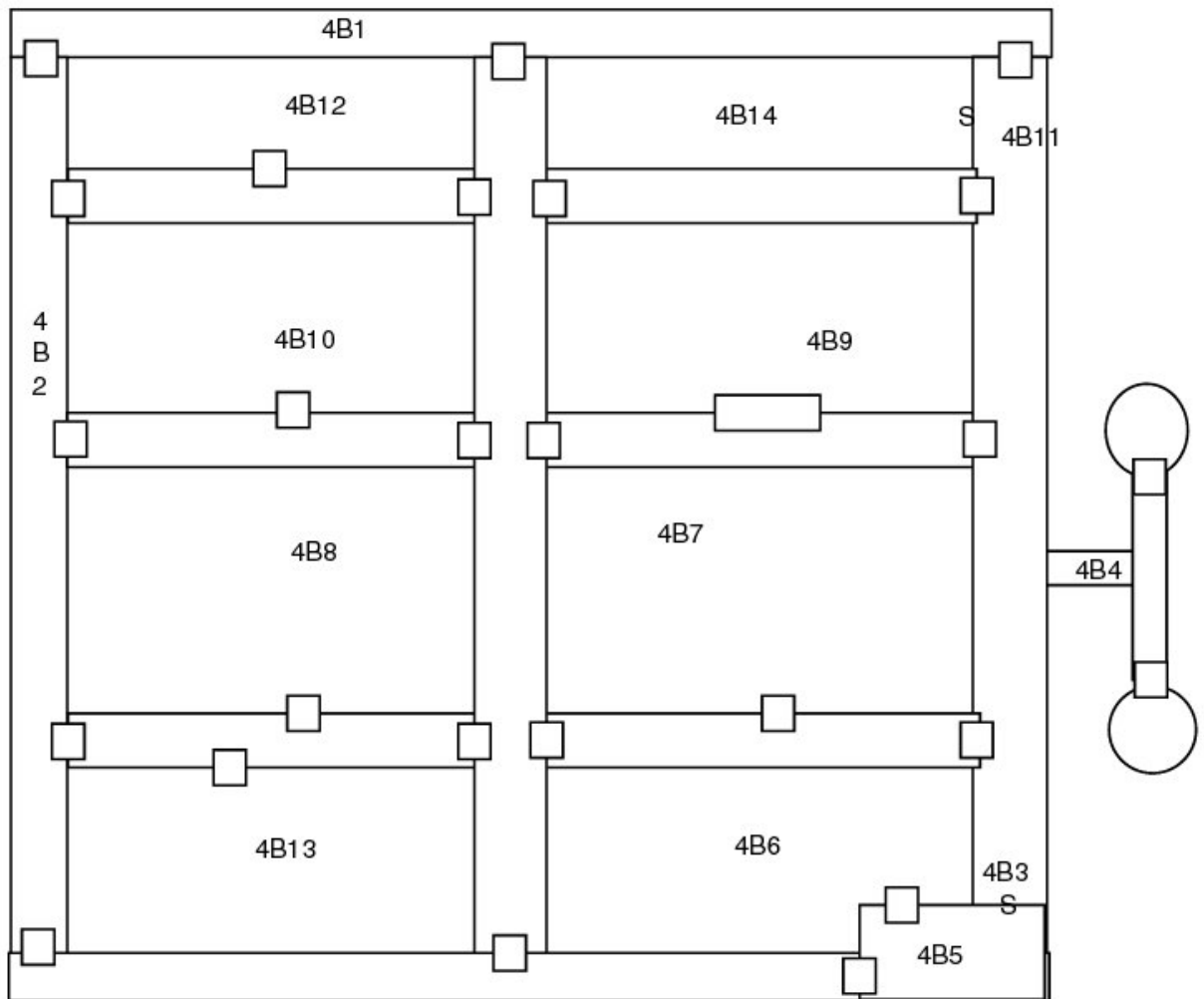
Disarm 35

Dispel n/a

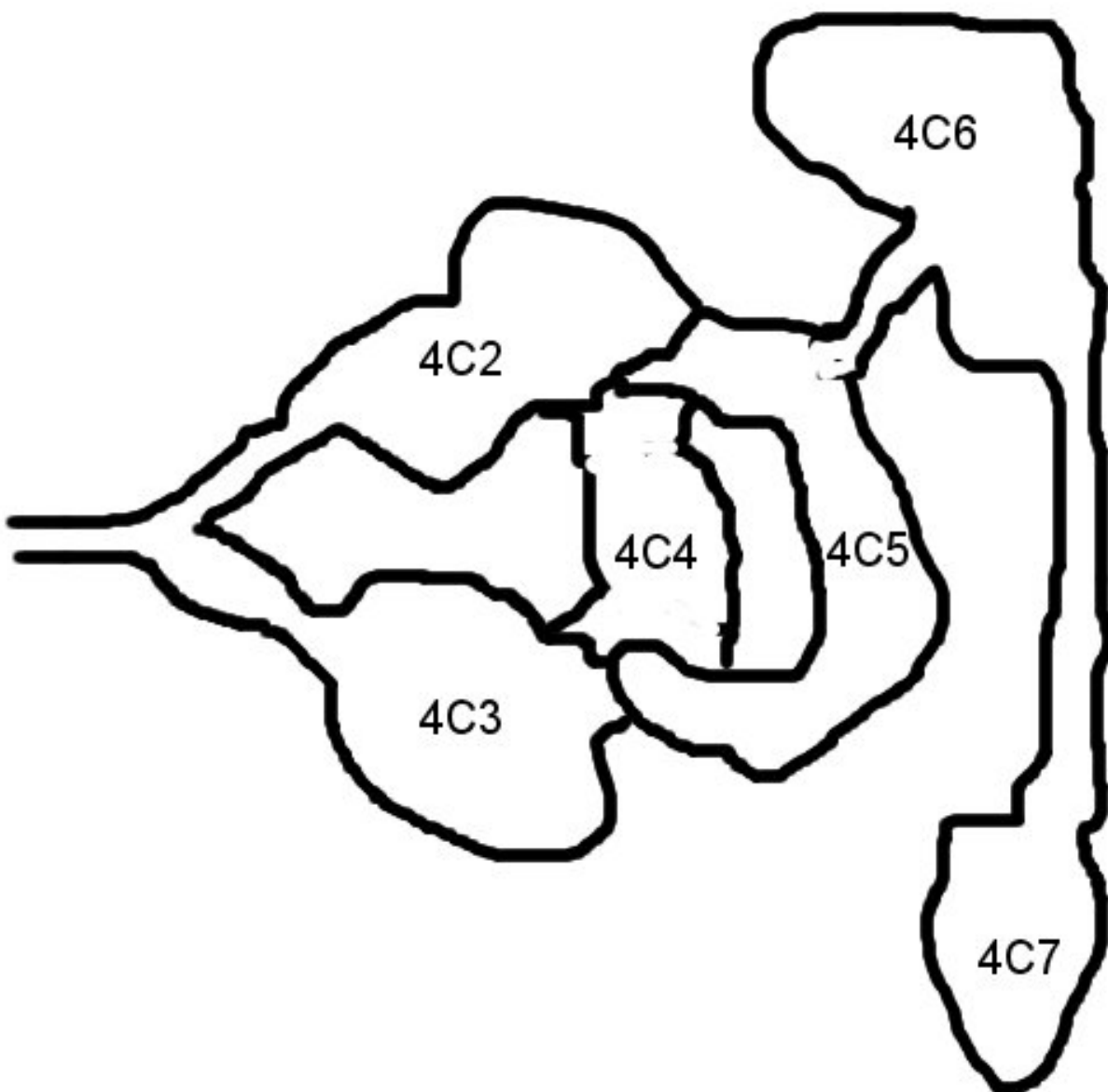
DM AID: MAP #1 – ENCOUNTER 3



DM AID: MAP #2 – ENCOUNTER 4B UPSTAIRS



DM AID: MAP #3 – ENCOUNTER 4C DOWNSTAIRS



DM AID: TIME CHART

Time Chart

Event	Time Used by PCs
Meeting with Baern Kindo / Brains Revealed Incident	
Tunnels Flooded	

Notes for Using the Time Chart

-The DM Should just mark what happened to trigger the progression of time under the 'Event' column and then approximately how long they spend doing it in game time. Baern Kindo is looking to meet the PCs approximately 5 hours after they arrive.

-In general, the DM should add an event any time it is A) Specifically mentioned in the notes of the adventure, or B) The PCs interact with NPCs or their environment. For example, if the PCs split up and hit every possible area in the Merchant Section of town, each one of those encounters adds one to the chart. If the PCs do general shopping, that also adds one to the chart. When certain pre-determined events transpire on the Time Chart, the DM knows to move the adventure forward or in the case of Tunnels being flooded, change the encounter.

DM AID: NEW RULES

NEW FEATS

EXTRA MUSIC

You can use your bardic music more often than you otherwise could.

Prerequisite: Bardic music.

Benefit: You can use your bardic music four extra times per day.

Normal: Bards without the Extra Music feat can use bardic music once per day per bard level.

Special: You can gain this feat multiple times. Its effects stack.

SUBSONICS

Your music can affect even those who do not consciously hear it.

Prerequisite: Perform (any) 10 ranks, bardic music.

Benefit: You can produce music or poetics so subtly that opponents do not notice it, yet your allies still gain all the usual benefits from your bardic music. Similarly, you can affect opponents within range with your music, but unless they can see you performing or have some

other means of discovering it, they cannot determine the source of the effect.

IRONSKIN CHANT [BARDIC MUSIC]

You can channel the power of your bardic music to enable yourself to ignore minor injuries.

Prerequisites: Bardic music, Concentration 12 ranks, Perform 12 ranks.

Benefit: As a swift action that does not provoke attacks of opportunity, you can expend one daily use of your bardic music ability to provide damage reduction of 5/— to yourself or to one ally within 30 feet who can hear you until the start of your next turn.

LYRIC SPELL [BARDIC MUSIC]

You can channel the power of your bardic music into your magic, allowing you to expend uses of your bardic music ability to cast spells.

Prerequisites: Bardic music, Perform 9 ranks, ability to spontaneously cast 2nd-level arcane spells.

Benefit: You can expend daily uses of your bardic music to cast any arcane spell that you know and can cast spontaneously. You must still use an action to cast the spell (following the normal rules for casting time), but using the Lyric Spell feat counts as part of the spellcasting action. Casting a spell requires one use of your bardic music ability, plus one additional use per level of the spell. For example, casting a 3rd-level spell requires four daily uses of your bardic music ability.

Special: Any spell that you cast using the Lyric Spell feat gains your instrument as an additional arcane focus, if you use one. You cannot use Lyric Spell to cast a spell improved by the Silent Spell metamagic feat.

NEW ITEMS

Medallions of Io

These are plain, burnished metal disks that grant some of the strength of the Concordant Dragon to their users.

Description:

Each medallion of Io is an unremarkable coin-sized disk made from an alloy of precious and base metals. The exact mixture of metals produces a colored sheen that corresponds to one of the ten standard dragon varieties.

Activation:

As a standard action, you press a disk into the center of your brow, where it magically remains attached and active for one hour. It does not count as an item worn on the head for the purpose of determining which of a character's magic items are effective. At the end of the hour, the medallion loses its magic and falls to the ground.

Effect:

Each of the ten disks has a different benefit according to its sheen:

Copper:

Resistance to acid 10 and a +4 bonus to Perform checks

Choker of Eloquence: Coveted by bards, singers, and public speakers, this beautiful necklace is carved from ivory and jade. There are two versions of these chokers. A *lesser choker of eloquence* grants a +5 competence bonus on Diplomacy, Bluff, and Perform (sing) checks. A *greater choker of eloquence* increases the bonus to +10. Moderate transmutation; CL 6th; Craft Wondrous Item, creator must be a spellcaster of at least 6th level; Price 6,000 gp (*lesser*), 24,000 gp (*greater*).

NEW SPELLS

Inspirational Boost (SpC)

Enchantment (Compulsion) [Mind-Affecting Sonic]

Level: Bard 1

Components: V, S

Casting time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or special; see text

You concentrate on assisting your friends as you begin the short chant and simple hand-chopping motion necessary to cast the spell. As you finish, the spell's chant allows you to segue easily into bolstering your allies.

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Improvisation (SpC)

Transmutation

Level: Bard 1

Components: V, S, M

Casting time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

With an elaborate flourish and call for luck, you toss the dice in your hand into the air. Immediately, you feel as though fate favors you, filling you with confidence.

You gain access to a floating "pool" of luck, which manifests as bonus points you can use as desired to improve your odds of success at various tasks. This bonus pool consists of 2 points per caster level, which you can spend as you like to improve attack rolls, skill checks, and ability checks, although no single check can receive a bonus greater than one-half your caster level. You must declare any bonus point usage before the appropriate roll is made. Used points disappear from the pool, and any points remaining when the spell ends are wasted. The points count as luck bonuses for the purpose of stacking.

For example, a 14th-level bard pauses while chasing a pickpocket to cast *improvisation*. At any time during the next 14 rounds, he can use the points to provide himself a +7 luck bonus on a Spot check, a +7 luck bonus on a Climb check, and a +7 luck bonus on two of his attacks.

Material Component: A pair of dice.

Harmonize (RoS)

Transmutation

Level: Bard 2

Components: V, S

Casting time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

You blend magic and music seamlessly. While this spell is in effect, starting a bardic music effect requires only a move action. Concentrating on a bardic music effect that requires concentration still requires a standard action.

PLAYER HANDOUT #1 – MIDNIGHT RAVENS INTRO

“Old friends have resurfaced in the south, looking to balance their ledger, it seems. Perhaps a trip south would be in your future to remind them about the dangers of trying to collect old debts already paid. If so, head to Jaedra to the sign of the Burning Fig. There will be no need to introduce yourselves. Those whom you are meeting will know why you are there.”

PLAYER HANDOUT #2: EVRO LYGADI INTRODUCTION

“With all of the new troubles brewing at home we would do well to make sure that old friends do not recover their strength. There is a boat leaving for Keoland from Aberglain in two days. Be on it and follow the signs to an important meeting.”

PLAYER HANDOUT #3: KNIGHT OF THE WATCH / DISPATCH INTRODUCTION

"We have reports that some of fragments of old enemies may be joining hands against the Sheldomar. Right now it is only rumor, but the rumors are strong enough that it is time for us to take stronger action. I am traveling to Keoland to partake in a meeting, and I would like you to accompany me. There will almost certainly be some dangerous work involved, and this meeting of the minds would certainly benefit from our presence. I warn you we may be working with some others of questionable ethics, but I assure you the situation is serious enough to warrant it."

PLAYER HANDOUT #3A: KNIGHT'S SECRET MISSION

You are now part of the search for our next Grandiose Imperial Wyvern. Prophecy has led us to discover much.

First we have learned there is a Squire named Norris Jabbar, who recently mustered out from the Gran March military and was last seen in the March of Bissel. He has spoken in the presence of the next Grandiose Imperial Wyvern.

Second, another prophecy has said, "He shall be found near a border in some dispute. Both sides will have their armies at war."

We need to find this young man or find out more about him. Unfortunately his sponsor, Dispatcher Arju Callingstar, Elegant Weasel, was slain by the Shadow Dragon of the Dim Forest on the east side of the Realstream.

In your travels, keep an eye out for Squire Norris Jabbar, If you can get him in conversation, ask about Knights he has met, so we might have better ideas of who our next leader might be. Do not apprehend him, and do not let him come to harm.

Send any communications regarding information related to Squire Norris Jabbar to my attention. That we seek this squire or for why we seek him is no business of anyone outside of those in our order involved in the search. Do not discuss this message or what you learn regarding this message to anyone except another member of the search. The Precept of Retribution shall be visited upon anyone who violates this sacred charge. Destroy this message after you have committed pertinent details to memory.

Watcher Carlon Von Jagerstien, Most High Magnificent Dauntless Vampire

PLAYER HANDOUT #4: ADVENTURE EXPERIENCE

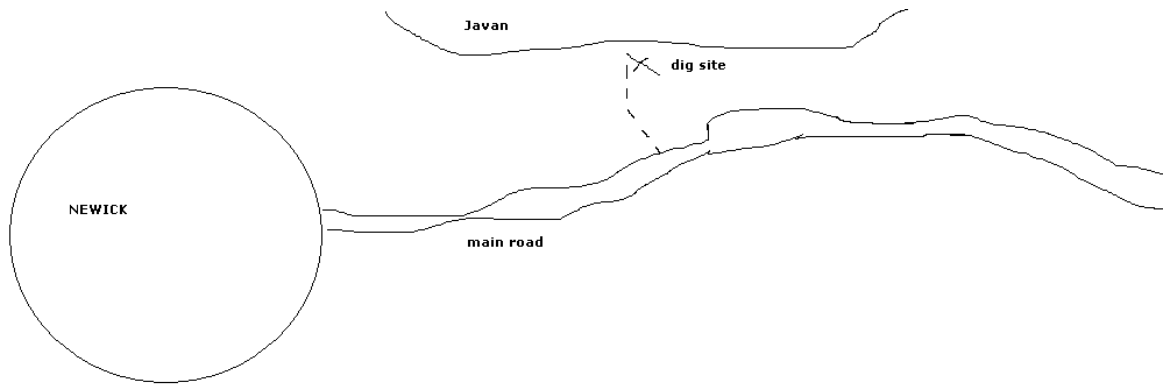
INTRODUCTION

“Greetings. You do not know me, but I look forward to meeting you and working together. My name is Dalna Yniv (pr. Dal-na Inev), and I am a priestess of Trithereon. I have noted for some time groups of villains who have at one time or another tried to curtail the freedoms of the people of the Sheldomar Valley may be joining hands. You know of some of them and have bettered them in your past encounters. I feel it is time to that the forces of freedom do the same. Come to Keoland to the sign of the Burning Fig in Jaedra and join me in a meeting that should prove enlightening for everyone involved.”

PLAYER HANDOUT #5: GENERIC INTROUDCTION

“Greetings. You do not know me, but I look forward to meeting you and working together. My name is Dalna Yniv (pr. Dal-na Inev), and I am a priestess of Trithereon. I have noted for some time groups of villains who have at one time or another tried to curtail the freedoms of the people of the Sheldomar Valley may be joining hands. I feel it is time to that the forces of freedom do the same. Come to Keoland, to the sign of the Burning Fig in Jaedra and join me in a meeting that should prove enlightening for everyone involved. I will make it worth your time, I promise.”

PLAYER HANDOUT #6: MAP TO THE DIG SITE



PLAYER HANDOUT #7: A NOTE IN ORCISH

A note written in Orcish:

My Demands! – Make sure those squid heads meet them all!

-Temple of Gruumsh One Eye in the Sheldomar – *check*

-More money for the slaves and brains we are bringing in – *check*

-A decent pair of breeches! – *still diplomacizing*

PLAYER HANDOUT #8: A NOTE IN DWARVEN

Dryxilar

The girl knew nothing of importance. Why is it that every time a Knight of the Watch comes in to town, you begin to panic? You Duergar are worse then the Gyri! Now we are sure to bring down the Knights and their allies on our heads. This girl was certainly not the one their prophecies speak of.

Inform our allies of the Orcish persuasion to be ready for any agents coming into Newick. We need to make sure this new base is not discovered until our defenses are properly set.

Horthar

CRITICAL EVENT SUMMARY: SHE7–03 NIGHT OF MADNESS

For use only before November 1, 2007

1. Did the PCs hurt civilians or allow the storm to damage Newick? Yes No
2. Did Willow Wisp survive and escape? Yes No
3. Did any members of the Duergar rear guard or the Half Orc assassins escape? If so then who?

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):