

ONW3-07

To Kill A Kesh

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A Continuous Two-Round D&D LIVING GREYHAWK® Onnwal Regional Adventure

Version 2

An epic two round scenario for APLs 6-12.

Events are in motion and the time of the Enemy is almost at hand. It is time for that which was lost, the dearest star of the storms to be found. Time for a journey from the desperate ramparts of the free into the darkest flames of the Oerth.

It is recommended you play *ONW3-01 The Prophet* and *ONW3-02 Pyrtura* prior to this module.

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

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

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

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

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

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

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

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

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

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

Scoring

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

CR	1	2	3	4
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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard two-round Regional adventure, set in the Free State of Onnwal. Characters native to Onnwal pay two Time Unit per round, all others pay four Time Units per round. Additionally, characters with home region of "Free State of Onnwal" may do other things at the end of this adventure, spending Time Units as per the *Living Greyhawk Campaign Sourcebook*. Adventurer's Standard Upkeep costs 12 gp per TU spent. Rich Upkeep costs 50 gp per TU spent. Luxury Upkeep costs 100 gp per TU spent.

Adventure Summary

In *ONW3-02 Pyrtura* Sornhill was wracked with grief at the kidnapping by Kekarav Madi of Veryanna, baby daughter of Duchess Sailema.

No ransom demand was ever sent by the Kesh, nor does it seem that the leaders in the Scarlet Brotherhood even knew about it! Sailema has promised a large coin purse to any who return her abducted child.

In the course of this scenario, the PCs have the chance to find Veryanna and return her either to her mother, or to the Emissary of the Bright Desert, who claims dire events shall pass within Onnwal if the child remains there.

The PCs may discover a few changes have overcome the innocent child and she is indeed a shadow of the child that was stolen from Sornhill.

The scenario begins with the PCs driven by a vision to Galadrenn's Fields, a locale in north-western Gilderond. There they meet with Tarnedas the Prophet, from *ONW3-01 The Prophet* and their quest begins...

Encounter Guide

Encounter 1: Galadrenn's Field

The PCs approach the Field of Galadrenn, where the four war captains of Azharadian formed the noble houses of current day's Onnwal. There Tarnedas of the Gulls awaits them, and informs them someone important is coming at dawn and that something evil shall be on his heels.

Encounter 2: Dawn Brings the Messenger

Ganymedryth, an archer of Tarnedas's retinue runs into the field, fleeing a fell construct that attacked him when he stumbled upon a secret lair of Kekarav Madi! The PCs shall have to deal with this construct.

Encounter 3: The Lair of the Black

Arriving at Madi's lair, they find that the Kesh is not present. However they do find the slumbering forms of four other rogue eidolons, one of which has engraved upon its head a bizarre series of pictograms. The PCs can track Madi, and the hochebi and kuo-toa that follow him.

Encounter 4: The Voice of Reason

Leaving Madi's lair, the PCs arrive at the entrance to the barrow where a group of non—hostile norkers and a particularly interesting character awaits them – Aza'mut of the Muddled Tongue, apprentice of Rary

the Traitor. He does not wish them harm – merely to impart some information regarding Madi's location, and that apparently the Scarlet Brotherhood themselves are hunting Kekarav Madi because he did not ever make his prize, the girl Veryanna, known to them, much less turn her over to their tender mercies!

Encounter 5: A Lonely Shore

Tarnedas brings the PCs to the shores of the Sea of Gearnat, where he finds allies – the sea olves – to bear the PCs into the ancient ruins beneath Scant.

Addendum: If the scenario premiere is being run, as an added bonus if the cert "*the Briny Mail of Azharadian*" is within the cert pack, the Sea Olves and PCs travel to meet an old priest of Deep Sashelas, for whom the Call of the Moonbow (the calling to the Isle of Lendore to seek the Leaving) is great. He has dwelt among the ruins of Seaspire where Azharadian himself bade him give the Briny Mail to those who shall stand against the Darkness. He has lived for centuries, awaiting the coming of the Darkness. With his purpose complete the old sea olve shall set out with surprising vigour for his age.

Encounter 6: Through Waters Deep

In this encounter the PCs swim to the very gates of Scant itself and discover a sunken chamber at the base of the cliffs that leads into the Tal Marith.

Encounter 7: Into the Tal Marith

In this encounter the PCs enter the Tal Marith's sunken passageways and swim upwards. At APLs 8-12 they encounter a *glyph of warding* trap that alerts their kuo-toan foe to their presence.

Encounter 8: A Watery Grave

Here the PCs fight a desperate battle against the more agile kuo-toa who attempt to grapple and drown them.

Encounter 9: A Long Climb

After defeating the kuo-toa the PCs may briefly rest before the incoming tide forces them onwards. The only way to proceed is to climb the cliff face soaring above them.

Encounter 10: Guardians of Antiquity

Finally reaching the top of the cliff the PCs discover a strange chamber guarded by statues of four ancient Flan warriors. If the PCs have taken any kuo-toan prisoners the statues animate and kill them. If any PC bears the spear found in *ONW1-01 Escape from Scant* they discover it has additional powers.

Encounter 11: The Honoured Dead

Here the PCs encounter the ghost of an Onnwallon soldier slain long ago. He offers to aid the PCs, guiding them through the labyrinth that is the Tal Marith.

Encounter 12: Shadow, Fire and Death

Here the PCs fight strange fiery dreamstealers and gain some unexpected assistance from Maranefel Toktot – Butcher of Scant.

Encounter 13: Choices In The Dark

In this encounter the PC are subjected to a trap of ancient design, an echo of a previous attack by Eirius Iornadh, and an evil presence trying to make them choose between being seduced by evil, or remaining true to their path regardless of the debilitating consequences.

Encounter 14: Flame and Scale

Here the PCs battle lesser flame snakes.

Encounter 15: Amidst Fire and Shadow

Finally the PCs catch up with Kekarav Madi and wreak the revenge of a war-weary nation.

Encounter 16: The Death of a Kesh

Madi's death causes a dark change to come over Veryanna, but darker things stir in the depths of the Tal Marith, from the molten core of the Oerth itself. The PCs will doubtless flee, seeking to return to the surface via the watery route they gained access through. However Veryanna has become such a burden she drains the very strength from their bodies, and some of the PCs may be too weak to swim to safety. Toktot, who has returned with reinforcements, may capture these PCs.

Encounter 17: The Choices of Veryanna

In which the PCs face a perplexing question. To whom should Saeilma's infant be entrusted? Tarnedas or Aza'mut, servant of Rary?

The Tal Marith

The Tal Marith is the name given to a maze-like network of tunnels, passages, galleries, natural caverns, sewers and waterways that honeycomb the cliffs under Scant. Their true extent is unknown, but they are thought to be ancient. No known expeditions have explored the lower reaches of the system.

Eward Destron, the previous Szek and Jian's father, sponsored several expeditions into the caverns prior to the Greyhawk Wars but all record of those

expeditions is thought lost. None living are thought to have knowledge of these explorations.

Describing the Tal Marith: *Appendix Six: Features of the Tal Marith* describes many of the standard features found within the Tal Marith and should be referred to during game play. After *Encounter 12: Shadow, Fire and Death* it is vital that you describe this veritable labyrinth of passageways and chambers. Describe how the amulet gifted to them in Encounter 12 leads them ever onwards. Make them realise that without the amulet they would be lost – perhaps permanently.

Deeds Past

ONW3-08 To Kill a Kesh interconnects with many Onnwal regional scenarios. The obvious connections are listed here for the convenience of DMs.

Players of *ONW1-01 Escape from Scant* may also still possess the spear found in an ancient Flan tomb buried beneath the city. In *Encounter 10: Guardians of Antiquity* this item is revealed to possess further powers. They also know Maranefel Toktot, the Kesh of Scant, for he was the one who sent them into the Flan tomb gaining them their freedom. Toktot also appeared briefly in *ONW2-06 Blazing Banner*, seeking the *Banner of Azharadian*.

If the PCs played *ONW1-02 To Catch a Traitor* and *ONW2-05 To Hunt a Traitor* they may have played a major role in the death of Rohal Soldas. The archvillain of this module, Kekarav Madi, owes the PCs payback for their involvement in this!

Those fortunate players of *ONW1-08 Rashta's Brother* may have been inducted into the tribe of the Ventonii – a Flan Headland tribe.

Players of *ONW3-01 The Prophet* will have met the great Tarnedas of the Gulls and his disciples. They may have gained the White Bows of Tarnedas – items that over time shall gain power.

Most significantly in the confusion of *ONW3-02 Pyrtura* the child Veryanna was snatched from the halls of her forefathers by the Dark Kesh Kekarav Madi, whilst her mother nearly died upon the sacrificial knife of an insane priest of Syrul! For many players of Onnwal regionals this sin shall surely prove to ensure Madi is a worthy target and foil for the PCs!

This module also concerns Rary the Traitor. In *COR3-01 The Hidden Fortress* the PCs may even travel in the company of a reformed minion of the archmage, Narthos the norker and in *COR3-13 The Traitor's Road* they may even have met Aza'mut of the Muddled Tongue!

Introduction

At the height of a great battle against the Scarlet Sign the PCs were granted a gift of a vision of two men standing within a burning field at the feet of four stone statues. The PCs recognised the field in their vision as that of Galadrenn, named after a farmer who, under the Aerdi laws of hospitality, was host to the pavilions of the war captains of Azharadian on the night they returned from their final visit to the court of the King of Aerdy in Rel Astra. The PCs have travelled here to seek the meaning of their vision.

Galadrenn was amongst other things a sculptor, and to honour his new lieges and symbolise the peace between the Suel and Oeridian, he erected four statues, each to represent the father of the noble houses. Time and legend granted these landmarks protection against even the Scarlet Sign, for any attempts to vandalise the statues almost certainly fails – by dawn each day the statues reform with any graffiti or detritus removed.

Encounter 1: Galadrenn's Field

Once the PCs have settled in and are ready to proceed, read or paraphrase the following: -

You have come to the Field of Galadrenn, a humble farmer who was host to the war captains of Azharadian on their return from the court of Rel Astra as rulers of Onnwal. Pelor's radiance bathes the field, the olive trees, the ferns and grass in a radiant golden light as he slowly dips in the east.

In the centre of the field, eight foot tall and carved from basalt and limestone, stand the forms of four warriors, each with high helm, a diadem on their nobles brows, ornately detailed mail and an axe and blade girthed at their side. Each faces towards one of the cardinal points of the compass, eternally surveying all before them with the concern of a parent, and the love of a son.

The four great basalt statues of the noble warriors have somehow withstood the ravages of a country at war, as if this field somehow encompasses an innocence that Onnwal once felt but a mere decade ago, a youthful vigour that can never be regained except through the fire and blood of this ne'er-ending conflict.

A gull flashes past your eye with a piercing cry, and there beneath the statue of one of the warriors sits an old man, clad in a gleaming white robe.

This is Tarnedas, the Prophet of the Parliament of the Gulls and he has been waiting here patiently for days

without food or water for the PCs. His dry cracked lips and pale, hollow-cheeked complexion should give testament to this.

☞ **Tarnedas, Hermit of the Gulls:** human male, exact classes unknown, AL NG.

Appearance: Tarnedas is clad in a simple white robe. His hair is white and falls unkempt about his shoulders. Lines of age and care mark his sun-kissed face, yet there is a look of absolute peace and serenity in his intense blue eyes that touches any that look upon him to the heart of their being.

Character: Tarnedas believes himself to be the messenger of Phaulkon on the Oerth and divines his Master's will from the calls of the birds around him - whom he calls the Parliament of Birds. He is otherworldly, utterly serene, calm, unhurried, wise and detached. He speaks cryptically and rarely gives a direct answer, preferring often to answer it by posing another question in return.

Every PC who is able to see Tarnedas must make a DC 20 Will save or be affected by the awe and reverence of Tarnedas. The effects are similar to that of a *charm person* spell.

Tarnedas is currently in a deep trance and will not respond to the PCs, for he is experiencing a vision from his Master. Any character that tries to lay hand upon him must make an additional DC 30 Will save. Failure results in a suggestion in the PCs head, "the perfect moment is best left unspoiled." They will be unable and unwilling to touch the Prophet.

There is nothing to do for an hour, as the Prophet sits meditating. If the PCs try to leave the field, or after one hour he shall stand up, and announce: -

"Dawn shall bring the messenger to us, as surely as the bow sends the shaft. From the lair of the black, through water and flame we shall seek that which draws the moth to the flame and the innocent child to the damned, where tendrils of night silence the mind."

After this he stands up, taps his feet on the ground three times loudly and then sits down to resume his trance.

The PCs should wait until dawn. If they leave and do not return for the appointment at dawn, they have a feeling that they have failed something greater than themselves and the scenario is over.

The PCs are safe here and will not be beset in the night by any denizens of darkness. However any PC who has played *COR3-01 The Hidden Fortress* and who was subjected to the Dreaming (the PC must have

at least one level of sorcerer) will have the following dream:

A hand mantled in the deepest black reaches out from the setting sun to cast its foul shadow over the fair grasslands of the Dragonhead; its passing causes birds to fall from the sky and a great stench to fill the air. The eternal storm-tossed waves of the Gearnat are no defence against this insidious black invader.

As you watch, as if from a great height, the great bay of Scant is inundated by the darkness and one by one the lights of the city go out. You cry out in anguish and terror and from somewhere about you, you sense rather than hear laughter. Where once stood a proud city naught remains but a pit of blackness so deep that it is without end.

This dream is replicated on *Player's Handout 1: Ebon Dreams*. Distribute this card with the others, but only to those who have undergone the Dreaming.

PCs who have not undergone the Dreaming will also be beset with dreams this dark night. Any PC on guard will fall asleep. All PCs receive their dream at the same time and all wake at the same instant. Refer to *Player's Handout 1: Ebon Dreams*. Give each PC one of the cards (including any who are undergoing the Dreaming.). Allow the PCs to study their dreams but do not allow them to swap cards. Then read or paraphrase the following:

With a sudden wrench you are pulled free from the enveloping darkness. A grey light is about you, pushing back the night. Before you awake your last impression is of a lonely, cross-legged figure sitting in darkness.

No doubt the PCs may wish to discuss what this strange dream heralds. When they have finished their discussions inform them that the rest of the night passes without incident. Tarnedas does not receive a dream this night, but is interested in any discussion the PCs hold, listening impassively.

If the PCs elect to wait until dawn proceed to *Encounter 2: Dawn Shall Bring the Messenger*.

Encounter 2: Dawn Shall Bring the Messenger

This encounter follows on from *Encounter 1 The Galadrenn Fields*.

The dawn comes as promised. Just as the first rays of Pelor once more bathe the field, those who are awake and alert and who make a DC 10 Listen check, can hear the sound of someone running towards the PCs and the laboured breath of a near-exhausted runner. Whatever the result, these faint sounds soon grow till they can be heard by all. Read or paraphrase the following:

Staggering across the fields, as if drunk or exhausted, comes a man clad as a follower of Tarnedas, robes covered in green and brown for camouflage, but with the unmistakable hint of underlying white. Behind – and now gaining ground rapidly – comes a 14-foot tall humanoid hewn seemingly from purple stone. Its face is strangely unshaped – as if its creator simply forgot to complete his task. Its limbs are obscenely misshapen but powerful looking nonetheless and two jagged horns rise menacingly from its head.



Once the PCs enter melee combat with this monstrous construct add:

A strange set of symbol have been carved into the upper left corner of an otherwise featureless face and from this a thick, viscous blood-like liquid dribbles. Its chin is stained red, doubtless from this foul, noxious flow.

APL 6 (EL 9)

➤Eidolon (1): hp 49; see Appendix 1

APL 8 (EL 11)

➤Advanced 13 HD Eidolon (1): hp 67; see Appendix 2

APL 10 (EL 13)

➤Advanced 21 HD Eidolon (1): hp 109; see Appendix 3

APL 12 (EL 15)

➤Advanced 27 HD Eidolon (1): hp 145; see Appendix 4

ALL APLs

☞Ganymedryth of the Path of the Talon, male human Ftr5/Order of the Bow Initiate 1: see Appendix 1.

Tactics: The Eidolon will not use its *blood spray* ability on Ganymedryth during this combat. The PCs are however fair game.

Talking to Ganymedryth: Once the construct is dispatched and any insane companions dealt with, the PCs are free to talk with Ganymedryth. If they aided in saving him, he thanks each of them by name, saying Tarnedas was correct – that the Free State's warriors make doughy allies. He is in awe of the Prophet; a chance meeting like this is rare even for the Followers of the Way.

What happened to you?

Ganymedryth: *"I was patrolling through the southwestern cusp of the Volanots, shadowing a group of hochebi when I saw them come upon a cave, a cave in the hills to the north.*

"I do not speak their feral tongue, but I did make out one phrase repeatedly, "The Madi! The Madi!"

"My master here had told us of the Madi, one whom had taken a precious child from the halls of the ancestors. Believing them in his service I hid, and for several days no sound did I hear, nor person

or creature did I see. Finally risking folly, I entered that cave, and beheld what I believe was once the lair of the Madi.

"As I wandered, I entered a room with five dark slabs, each bearing one of those creatures you saw chase me. One of them rose and started to pursue me. I ran for days, and no hochebi or soldier of the Scarlet Sign would dare stop me and face the evil that kept its pace with me all this time."

You waited days before entering?

Ganymedryth: *"Discipline is my ally in the hunt."*

Do you require healing?

Ganymedryth: *"No friends – save your curative touch for I suspect from your eyes it will be your destiny to walk in dark places."*

What is or was this creature?

Ganymedryth: *"I don't know, but there was at least four more of them in yonder cave! I only alerted this one!"*

Tarnedas: *"What you faced was one of the many weapons once wielded by the forbearers of this land that should never have been unearthed."*

What forbearers?

Tarnedas: *"The Oeridian scholars say that those who forget history are doomed to repeat it, but only a rare few are ready for such knowledge. To know what the Parliament has shown me would claim your mind and life, and you are not ready yet for that burden and pain."*

Ganymedryth: *"I don't think he wishes to answer your question."*

Where is this cave you speak of?

Ganymedryth: *"It lies to the north, by the shoreline, in a delve in the hills, surrounded by the remnants of a small timber wood that has all but been burnt."*

Tarnedas: *"And so it begins again... If it is your will to go to this cave, I shall come with you."*

Some of our companions have lost their minds. Is there anything that can be done? (The PCs refer to those among them suffering from a *confusion* effect).

Tarnedas: *"I worry for their safety if their will is so easily broken here on the surface. The effect of this madness is permanent unless broken by potent magics. I can provide such, but it is too early for me to intervene. I shall earn Their ire soon enough, but would welcome more time to prepare..."*

If none of the PCs possess *greater restoration*, *limited wish*, *miracle* or *wish* Tarnedas can be persuaded to cast *greater restoration* on the afflicted, reminding them that in future they may face such evil without his help – and the eidolon was but the first of such challenges.

If they do however possess one of the spells he knows: -

“You have the power to lift this madness within yourselves, I would ask you to do so.”

If Tarnedas does end up casting *greater restoration* at the PC's request, please note this on the **Campaign Consequences** sheet.

A Portentous Omen

Before the PCs leave have them each make DC 15 Spot checks to note the outstretched hands of the statues of Craylest Destron and Holgarn Relaster bear a small deposit of earth cached with blood.

The PCs next logical step should be to head towards Kekarav Madi's lair, lead by Ganymedryth. Any other recourse does not yield any tangible progress in this scenario.

When they seek Madi's lair, go to *Encounter 3: The Lair of the Black*.

Encounter 3: The Lair of the Black

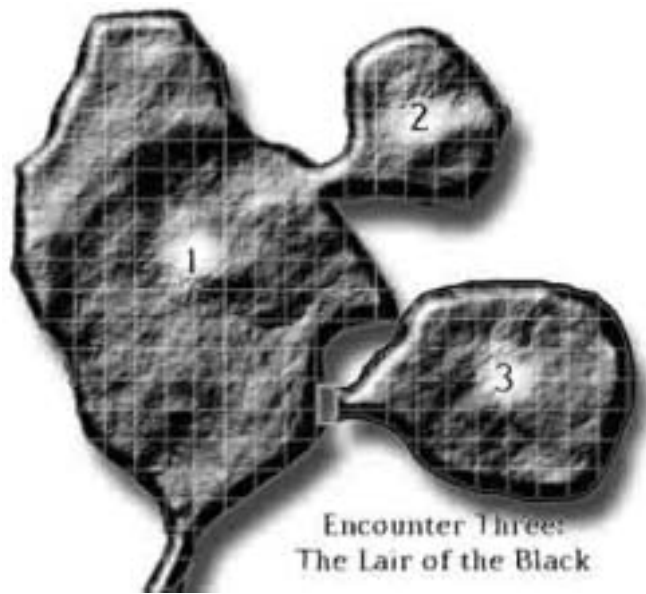
This encounter follows directly on from *Encounter 2: Dawn Shall Bring the Messenger*.

The direction Ganymydreth gives and leads the PCs and Tarnedas to are a couple of hours walk, and very much as he described – a burnt out timberwood that stands by the shore and the western edge of the Volanots that once supplied the shipbuilders in Scant, within which are a few stray hills and a cave which served as lair to Madi and Soldas. In 590 CY Kekarav Madi and Rohal Soldas washed ashore here when the Free State Navy sank their ship. Taking refuge in the charred remains of the wood they found the cave. It became one of their many centres from which they plotted the fall of Sornhill and all that is good and great in this world.

As of now the lair is almost abandoned, almost abandoned apart from one of Madi's projects.

1) The Main Cave

Numerous fur pallets dot the floor of this cave, being the resting spots for six hochebi. In fact about a dozen



**Encounter Three:
The Lair of the Black**

hochebi rested here in rotated shifts. However a DC 20+ APL Search check will reveal a single fish scale upon one of the mattresses – belonging to a kuo-toan ambassador.

2) The Quarters

Separated from the stench of the main troops by a rust red curtain, this chamber in times of old served as quarters for both Kekarav Madi and his comrade Rohal Soldas. The room has been thoroughly emptied, and all that remains are two hard, unforgiving mattresses.

3) The Vault

A large steel vault door has been set into a particularly treacherous rock formation beside an underground pool that joins via a flooded passage to the Gearnat. In times of old this once served as a reliquary for the shrine of Procan, but now it serves as a storeroom for Madi's curiosities. Among these is four more eidolon, resting upon stone biers. A fifth bier stands empty, its construct having already fled. The remaining creatures thankfully have not animated... yet...

A pedestal in the centre of the room contained what was once called the Black Mist Stone, a magical item Kekarav Madi deployed aboard the Brotherhood ship, *the Scarlet Scourge* in *SWiO1-3 Two if by Sea*.

The corpses of the six hochebi Ganymydreth tracked here are strewn about the room, four of them seemingly ripped apart by something huge, while two of them died from the spears of their maddened colleagues.

Tracking the Kesh: The PCs with the Track feat can make Survival checks to follow the tracks of Kekarav Madi that begin outside the lair:

DC 10: A significant amount of booted tracks lead westwards.

DC 20: One among the group had smaller feet than the rest.

DC 25: The booted tracks were obviously trying to disguise some light webbed prints that came before them.

DC 30: There were three creatures with webbed feet here, at the front of the group.

If no PCs possess the Track feat, have Ganymedryth read the tracks on the PC's behalf.

Following these tracks successfully leads PCs through the hills to *Encounter 4: The Voice of Reason*.

Troubleshooting: If the PCs are foolish enough to attack or damage any of the rogue eidolions, they will not animate, perhaps time had robbed them of their anima, or perhaps it is not yet their time...

Encounter 4: The Voice of Reason

This encounter follows directly on from *Encounter 3: The Lair of the Black*. Once the PCs follow Madi's tracks, read aloud the following: -

The slope of the hills begins to increase as you follow the trail your foe has left. Several hours into your journey a westerly breeze brings the briny smell of the sea. The sun glows gently overhead; even with clouds threatening all round it shines through.

Have the PCs make DC 5 Spot checks to notice the following: -

A group of red skinned humanoids stand on the path up ahead. They wear no armour and carry only a mixture of javelins and clubs, and in the sunlight you can see they bear several sharp ebon teeth. They are making no attempt to conceal themselves, nor are they making any aggressive actions.

The norkers are making no attempt to conceal themselves, and if it becomes apparent that they have been spotted they gesture for the PCs to follow them.

If any PC has as a cohort Narthos the norker from *COR3-01 The Hidden Fortress*, then he recognises these norkers as some of his kin from the Bright Desert

and tries to avoid them. The norkers are at best frosty to their treacherous kinsman, and not above threatening violence to him if he presses the issue.

Regardless of this, the norkers have no hostile intent towards the PCs, they have been ordered to make contact by Azu'mut and lead them to a small plateau where the Muddled Tongue awaits them. Tarnedas and Ganymedryth shall not follow the group, electing to wait for the PC's return here. If it becomes apparent that the PCs intend to follow the norkers, Narthos will suggest to his leader that he too should stay. They shall wait by the tracks rather than bandy words with serpents.

ALL APLs

🔥**Norkers (20):** see Appendix 1

Once the PCs follow the norkers read aloud the following: -

A small but ornately decorated table sits at the top of the hill, with seven chairs. At the head of the table is a young Bakluni man, his hair dark and his skin unlined by worry or age.

"Eliazir Razeem Azam'ut of the Muddled Tongue, Envoy of the Arcane Court of His Percipient Magnificence, the Archmage Rary, Emperor and Monarch of the Bright Lands, at your service," he begins with a deep bow and flourish.

"It seems we have a common interest. The most precious star of Sornhill is missing, buried deep in darkness. Perhaps if your time permits you might sit, for I have much to tell you of what you seek."

He gestures to the empty chairs.

Play this as a freeform roleplaying encounter if the PCs do not resort to violence. The Muddled Tongue has little interest in destroying the PCs – he hopes they shall do the dirty work of rescuing Veryanna for him!

🔥**Eliazir Razeem Azam'ut**, Envoy and Apprentice to Rary the Traitor.

Appearance: A stout man clad in fine Bakluni garb, who seems to shine with an preternatural youthful radiance, Azam'ut is both striking and fearful to behold. After a journey to places unknown this apprentice, who is highest in the Traitor's affections, returned with an eerie otherworldly beauty, a countenance that is both pleasing and unnerving and a voice that soothes and dominates the weak of will. It is difficult to place what is wrong with Azam'ut by sight alone, though there is the faint glow of his skin, or the

silver in the whites of his eyes. He is always meticulously dressed, with a fine eye for detail and a penchant for finest Bakluni silk robes and garments. In many ways he is the perfect contrast with his scholarly master, appearing striking, worldly and urbane.

Character: The half-Paynim bastard son of a Lopollan spice merchant, Azam'ut had a hard life until Rary recognised Eliazir's potential and trained him as one of his apprentices. After a falling out with his master, Eliazir left to explore the planes. A year later Azam'ut returned changed somehow by his wanderings in far off and unspoken places. Azam'ut took a new place in Rary's counsel. The Traitor saw the change that had occurred in his young apprentice, and valued his worth as an emissary. After aiding Rary in his treachery by destroying Tenser's clones, Eliazir became the voice for the Empire of the Bright Desert. Of all Rary's followers, Azam'ut is feared second only to Robilar. It is whispered among the norkers and dervishes that flock to the banner of the Empire of the Bright Desert that some unknown force touched him in his journeys. They call him Azam'ut of the Muddled Tongue, a name he now uses, as his voice is said to command men against their will.

The PCs may question Aza'mut as they will. He answers any reasonable questions, but a show of force results in him leaving.

Where is Kekarav Madi?

"That is what is most disturbing, our attempts to scry him of late have been of little success.

"What we do know of are his plans – for he was not aware of our watching. He has allied himself with a group of the kuo-toa that frequent these seas. They have taken him and the child into the caves beneath Scant, to a place known as the Tal Marith."

What is the Tal Marith?

"The name is Flan I believe, but beyond that my master has told me little else. It is a place where few men have walked these past centuries, save for such luminaries as your joyous saviour Bigby..."

"A place of dark magics, where the items of power you carry shall be tainted and may not function as you expect."

What do they want with the child?

"I do not know if you have noticed this – but do you not think it is strange after all these months after that abysmal failure in Sornhill that there has been no ransom demands, in fact little mention of the child from your enemy?"

"I say to you this – this Madi is no true servant of the Exalted Sister, or her Father of Obedience,

but rather another, greater darkness perhaps? There is no telling what fell powers this renegade seeks to awaken in the ancient places beneath the cliffs.

"The child is different you see – her coming is foretold. Within her veins flows the blood to awaken ancient powers – the key to buried secrets. We warned your Szek of this when we tried to remove her from such matters."

Why should we trust you?

"The things I tell you are not lies. I have no reason to bring falsehood, for I care for this child as if it were my very own."

Why the kuo-toa?

"These creatures have frequented the shores for as long as any mortal. They know things even we do not – they believe some ancient power lies beneath Scant.

"These creatures are different somehow from the normal ones – and they are led by an ancient kuo-toa who is known to us."

How do we enter this cave?

"You cannot," says the Bakluni, "for they have entered the very bottom levels of the cliffs. There is little I can do to help you, though doubtless the old man you travel with has means – but listen to me well, do not trust him and his kind, for though their intentions are good... they are short-sighted in their prophecies and prognostications. Their course shall mean great danger to the child."

Once the PCs are ready to leave: -

"One more thing, that will hopefully motivate you to even greater haste," says Aza'mut, with a hint of amusement, "Given the constant ingratitude your cause has shown both I and my master, we have decided to remain neutral in this endeavour. We took the liberty of giving the same information to a hochebi patrol early this morning, and doubtless by now some of Kekarav Madi's colleagues have been dispatched to return him and the child to Scant.

He smiles, "If only you Onnwalons were not so swift to turn down every offer of help you were given... but I could not in good conscience keep that information from you. Perhaps this will serve to remind you that the friendship of Rary the Emperor is not lightly cast aside, but also that is his mercy is great."

"Good hunting!"

With a wave of his hand Aza'mut shall somehow *teleport without error* his entire campsite from the hilltop.

If Any of the PCs Killed Some Norkers

If any of the PCs slew any of the norkers, have them make a DC 20 Will save to avoid the effects of a *curse* spell that deforms their nose into the shape of a Norker's nose. Aza'mut's voice echoes in their mind: -

"A parting gift for your troubles. It would not do to allow such barbarous transgressions go unpunished."

The PCs should now return to Tarnedas, who shall not press to know what the PCs have learned. They can resume tracking Madi if they wish.

Troubleshooting: It is more than likely some PCs are going to be gung-ho and attack the norkers on sight, and then the fight may well not go their way at lower APLs, and at higher APLs they may butcher the entire patrol.

Assuming the PCs are able to find Aza'mut's campsite, using a DC 10 Survival check, it is as described but the Bakluni has *teleported* away in disgust. He has left a note on the table as follows: -

"They are right to call you barbarians, you shall have to find your way through the dark without our guiding light.

-Aza'mut, Envoy of the Arcane Court of His Percipient Magnificence, the Archmage Rary, Emperor and Monarch of the Bright Lands"

Continuing the Tracking

The PCs should be able to follow Madi's tracks on past Aza'mut, ignoring or parlaying if they wish. This leads to *Encounter 5: A Lonely Shore*.

Encounter 5: A Lonely Shore

This encounter follows directly on from *Encounter 4: The Voice of Reason*.

Read aloud or paraphrase the following: -

Your pursuit has led you to a small, sunlit beach on the shores of the Sea of Gearnat. The tracks in the sand stop by the edge of the waters, seemingly entering its boundless tracts.

If the PCs have spoken to Aza'mut they should have some idea that they have reached where Madi and

Veryanna went underwater with the kuo-toa. Some PCs will doubtless have *potions of water breathing* or other such items to aid their travel, but they are still uncertain exactly where to go to find the entrance to the Tal Marith – beyond beneath the waters near the cliffs of Scant.

Tarnedas and Ganymedryth shall sit by the waters, readying themselves. After an hours pause for meditation from which the Prophet cannot be roused he stands up.

Two sea-elves shall rise from the waters, dressed in glistening green mail that matches their skin tone. The leader, Quillaya, a female, shall address Tarnedas with respect, while the male, Aquin, questions the PCs as to their names and purposes.

All APLs

☞ Quillaya (CG female sea olve Rgr5).

☞ Aquin (CG male sea olve Clr6 – Deep Sashelas).

Where has Madi gone?

Aquin: ***"He entered into darkness."***

Why will you help us?

Aquin: ***"Our enemy, as you call them, the kuo-toa, have a priest named Kugloogoop who seeks to gain power through alliance with your enemy, Madi. They would unleash a great and ancient evil upon this world. It is therefore wisdom to ally ourselves with you, however temporary."***

Why are kuo-toa aiding him?

Aquin: ***"Their leader Kugloogoop has long been obsessed with unleashing the arcane darkness buried within your land. Ancient weapons best left unearthed lie within the dark spires of madness below. Madi has the means, and has the knowledge to locate them, and Kugloogoop intends to use them in his war against us."***

Will you not aid Free Onnwal?

Quiyalla (chidingly): ***"You think that yours is the only suffering in this world? Beneath the breaking waves of your Gearnat, within the ancient barrows and hills and under the ephemeral cities of your fathers stir greater evils worthy of our attention than the fleeting strifes of men."***

How do we get there?

Aquin: ***"Our fathers spoke of a way – but it is not easy. It lies in a dark cave beneath the cliffs, and it is guarded by an ancient evil that is said to take your very bodies!"***

We don't have any water breathing magics. Will you help us?

Aquin: *I possess an enchantment that can help and I gladly gift it to you if you undertake to hunt down Madi and Kugloogoop.*

Water Breathing: Aquin will cast *water breathing* upon the party when they indicate they are ready to proceed. As a 6th level cleric the spell will last for a total of 12 hours. Divide 12 hours by the number of characters present. This is the duration of the spell per PC.

Why will you sea-elves not go with us?

Aquin: *"Our bloodline has already entered through this gate. As our father's progeny we can never enter through this door. There are others, but your people are oft concerned by time – and it is not time for us to enter that way."*

Why will you not go with us, Tarnedas?

Tarnedas: *"You are the arrow, I am but the bow in the hands of the Far Reacher. It is you who must fly into danger this time. The hills shall howl as my crucible soon enough..."*

He pauses for a moment, falling silent before continuing, "I shall gather my disciples and followers to aid your recovery of the child."

Once the PCs indicate that they are ready to proceed continue to *Encounter 6: Through Waters Deep*.

Encounter 6: Through Waters Deep

This encounter proceeds directly on from *Encounter 5: A Lonely Shore*.

Read or paraphrase the following:

Aquin pulls a short piece of reed from his pouch and passes it through the air in a series of arcane gestures while chanting words of magic in a low lilting voice. At the culmination of his spell he lightly touches each of you with the reed. When he touches the last of you the reed seems to melt away.

"It is done" he says "I have given you the ability to breath underwater, but beware this will only last for (number) hours.

"From here swim toward the cliffs of Scant. At the base of the cliffs, on the outer flank of the harbour, near to a sunken merchant ship lies a small cave within which lies the entrance to the Tal Marith. Now I must bid you farewell, I have tarried

here over long. The blessings of Deep Sashelas be upon you."

With that Aquin and Quillaya nod respectfully to Tarnedas and disappear beneath the waves.

During Aquin's casting PCs may wish to ascertain what spell he is casting. A successful DC 18 Spellcraft check will confirm that he is casting *water breathing*.

Once Aquin and Quillaya have taken their leave and the PCs have asked any final questions of Tarnedas there is nothing to do but to make the long swim toward Scant and the Tal Marith.

Swimming: From their position the PCs are only several miles from the impregnable port city of Scant. The Gearnat is relatively calm (if cold) and the weather if fair. A successful DC 10 Swim check is required for progress, however PCs can take ten on this check. Remember to ascertain if PCs are remaining in their armour. Armour's check penalty is doubled when swimming, thus full plate incurs a penalty of –12 to Swim checks instead of the normal –6.

Development: Swimming to Scant will be a lengthy but relatively easy task, taking about an hour. Once the PCs are in the vicinity of the great cliffs that flank Scant's harbour they will be able to find the wreck spoken of by Aquin with a successful DC 12 Spot Check. Normal visibility underwater is 4d8x10 feet. At the base of the cliffs visibility is reduced to 1d8x10 feet.

Once the PCs have found the wrecked merchant vessel they will little trouble finding the entrance to the Tal Marith.

Proceed to *Encounter 7: Into the Tal Marith*.

Encounter 7: Into The Tal Marith

This encounter takes place directly after *Encounter 6: Through Waters Deep*.

What Has Gone Before: Wary of the possibly of being interrupted by sea elves or the meddling of adventurers, Kekarav Madi has taken no chances. Even though he accessed the Tal Marith through another secret path he instructed some of his kuo-toan allies to lurk here and to slay any who attempt to force the passageway.

At APLs 8-12 they have also set a *glyph of warding* on the cavern wall to injure unwary interlopers.

When the PCs are ready to investigate this area read or paraphrase the following:

Having found the sunken merchant vessel spoken of by Aquin you spend several minutes searching

through the perpetual twilight that overshadows the waters here.

After a brief search you see ahead of you, only half visible in the murky gloom, a patch of deeper darkness lurking at the very base of the cliffs.

When the PCs indicate that they want to investigate read or paraphrase the following:

The coldness of the water seems to leach the strength from your bones as you swim closer – perhaps you are growing tired, or perhaps some foul enchantment pollutes the waters hereabout. Above you the bright sunshine of the Storm Coast seems but a distant and fleeting memory – perhaps a dream nothing more. Nightmares seem to cloud in upon your consciousness as you spy a patch of deeper darkness almost hidden by the shadows that cluster thickly here.

Getting closer to the patch of darkness you discover that in actual fact it is a small cave mouth that seems to lead into the cliffs themselves. Set at the very base of the soaring escarpments that protect Scant from invaders it seems but a small hole perhaps five feet wide and ten feet high.

A small cloud of sediment hangs in the water in front of the cave, betraying a slight current issuing from the sunken crack.

PCs investigating the general area around the cave mouth will, on a successful DC 15 + APL Spot check, notice that the waters in close vicinity to the cave are slightly warmer than the surrounding waters.

When the PCs have made any preparations they deem necessary and indicate that they wish to explore the cave read or paraphrase the following:

It is dismally dark within the cavern. The jagged mouth of the cave is little more than five-foot wide and roughly ten feet high. Beyond lies an irregular cavern roughly twenty foot in diameter.

A thick cloud of disturbed sediment cloaks the floor of the cavern, which seems to be strewn with small rocks, pebbles and other detritus of the ocean. Here and there, small fish coast through the darkness, startled by your lights and sudden appearance. The walls are rough and pitted. Barnacles and other marine life cluster thickly.

Apart from the fish, the area is deserted.

Exploration of the sea-cave reveals no noticeably exits. However, your cautious investigation has failed to ascertain how far up this cavern extends. Your lights fail to pierce the oppressive darkness that lurks above you.

There is nothing of interest in the cavern. Once the PCs indicate they wish to explore further read or paraphrase the following:

With all possibilities in the cavern seemingly exhausted you have no option but to continue your exploration deeper into the caves.

Swimming upwards you immediately discover that this passageway curves rapidly away from the cliff face as you ascend. Roughly sixty feet from the base of the cavern the chute begins to narrow dramatically. Within a thirty-foot stretch its width has shrunk to barely ten feet.

Trap: At APLs 8 – 12, Kugloogoop has cast a *glyph of warding* in the tunnel five feet before it starts to widen out again to provide warning of approaching intruders. The detonation of the *glyph of warding* will alert the kuo-toa lurking above and they will move to the attack.

At APL 6 ignore this encounter.

APL 8

↗ **Glyph of Warding (Blast) Trap:** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 6th-level cleric, 3d8 sonic, DC 17 Reflex save half damage); multiple targets (all targets with 5 ft.); Search DC 28; Disable Device DC 28.

APL 10

↗ **Glyph of Warding (Blast) Trap:** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 8th-level cleric, 4d8 sonic, DC 17 Reflex save half damage); multiple targets (all targets with 5 ft.); Search DC 28; Disable Device DC 28.

APL 12

↗ **Glyph of Warding (Blast) Trap:** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 10th-level cleric, 5d8 sonic, DC 17 Reflex save half damage); multiple targets (all targets with 5 ft.); Search DC 28; Disable Device DC 28.

Treasure: There is no treasure to be found here.

Development: Once the trap has been detonated or disarmed proceed immediately to *Encounter 8: A Watery Grave*. Note, however that after play finishes in this area it is likely that the kuo-toa lurking above will be aware of the PCs presence. Consult the tactics section below for more information regarding their actions.

Encounter 8: A Watery Grave

This encounter follows directly on from *Encounter 7, A Watery Trap*.

Once the PCs have bypassed or detonated the *glyph of warding*, combat will ensue between them and the kuo-toan guards led by Kugloogoop, a cleric of Blibdoolpoolp.

What Has Gone Before: As detailed in *Encounter 7: A Watery Trap* this chamber has been utilised by a small band of kuo-toa as an ambush point.

Once the PCs indicate they are proceeding from *Encounter 7, Into the Tal Marith*, read or paraphrase the following:

As you swim upwards the walls of the passageway you have been following starts to open out once more until they must be almost twenty feet apart.

Any PCs penetrating to this point will immediately be attacked by the kuo-toa using the tactics detailed in the Tactics section below.

The kuo-toa begin this encounter hiding in the various folds and crevices of the cavern walls within thirty feet of where the cavern widens to twenty feet across. Whilst lurking here they gain the benefits of cover (+4 bonus to AC, +2 bonus to Reflex saves and can make Hide checks).

The passageway through which the PCs swim through to reach this area is roughly thirty feet below the surface of the water.

Denizens: The following creatures will be encountered here dependant on the APL of the adventurers:

APL 6 (EL 8)

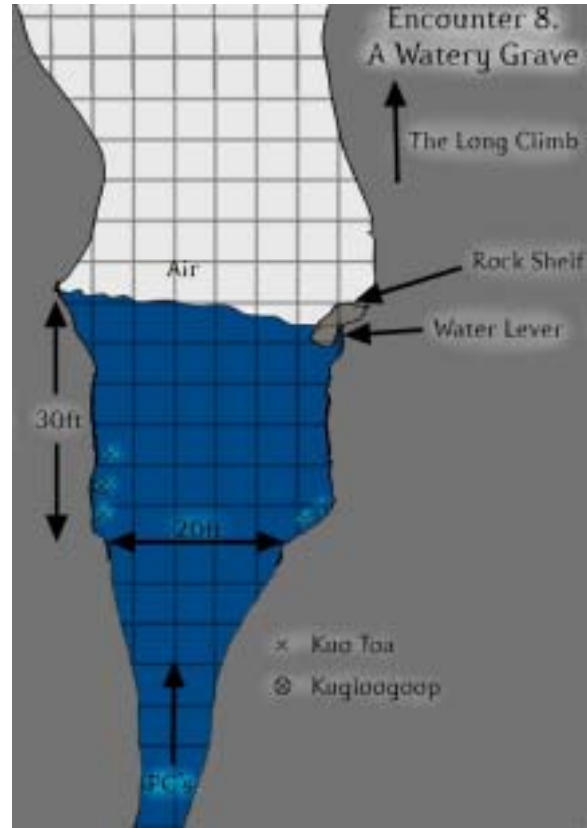
- **Kuo-toan Mnk1 (4):** hp 20 each; see Appendix 1
- **Kugloogoop, kuo-toan Clr4 – Blibdoolpoolp (1):** hp 38; see Appendix 1

APL 8 (EL 10)

- **Kuo-toan Mnk3 (4):** hp 32 each; see Appendix 2
- **Kugloogoop, kuo-toan Clr6 – Blibdoolpoolp (1):** hp 50; see Appendix 2

APL 10 (EL 12)

- **Kuo-toan Mnk5 (4):** hp 49 each; see Appendix 3
- **Kugloogoop, kuo-toan Clr8 – Blibdoolpoolp (1):** hp 72; see Appendix 3



APL 12 (EL 14)

- **Kuo-toan Mnk7 (4):** hp 63 each; see Appendix 4
- **Kugloogoop, kuo-toan Clr10 – Blibdoolpoolp (1):** hp 89; see Appendix 4

Tactics: Once the *glyph of warding* has been tripped or the kuo-toa become aware of intruders, Kugloogoop's first action will be to cast *dispel magic* on the PCs when they become visible, reasoning that surface dwellers must be employing some kind of *water breathing* magic to have made it this far. This could have disastrous consequences for the PCs (which is what he is hoping). PCs losing the protection of their water breathing magic must either hold their breath or attempt to find an air pocket (it is possible that they will realise that the cavern is half-filled with water).

The monks meanwhile will drink their *potions of mage armour* and *aid*, but will hang back out of the *dispel magic's* area of effect.

Once combat begins the kuo-toan monks will each attempt to grapple a demonstrably strong combat-orientated character using their pincer staffs. The monks will attempt to form a twenty-foot long skirmish line. Behind this line will lurk Kugloogoop, who will concentrate his spells on any visible ungrappled spell casters.

Underwater Combat Adjustments

Condition	Attack/Damage		Movement	Off Balance? ^d
	Slashing or Bludgeoning	Tail		
<i>Freedom of movement</i>	normal/normal	normal/normal	normal	No
Has a swim speed	-2/half	normal	normal	No
Successful Swim check	-2/half ^e	-2/half	quarter of half ^e	No
Firm footing ^f	-2/half	-2/half	half	No
None of the above	-2/half	-2/half	normal	Yes

1. A creature without freedom of movement effect or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.
2. A Successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.
3. Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down - at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.
4. Creatures flailing about in the water (usually because they failed Swim checks) have a hard time fighting effectively. An off-balance creature loses its

When Kugloogoop summons any creatures using either spell or item he will place them so that they can attack spell casters (preferably from the rear). At APLs 8-12 he will employ his *water elemental gem* only if he feels the combat is going badly.

These aquatic creatures will make the most of their underwater mobility if the circumstances permit. They are fanatical and will fight to the death against the hated surface dwellers.

Treasure: The following treasure can be found here dependant on the APL of the adventurers:

APL 6: Loot: 156 gp; Magic: 4 *potions of mage armour* (4 gp each), 4 *potions of aid* (25 gp each), *scroll of blindness* (31 gp), *dispel magic* (31 gp), *potion of barkskin +3* (50 gp).

APL 8: Loot: 29 gp; Magic: 4 *+1 pincer staffs* (196 gp each), 4 *potions of mage armour* (4 gp each), 4 *potions of aid* (25 gp each), 4 *potions of cure serious wounds* (63 gp each), *scroll of blindness* (31 gp), *dispel magic* (31 gp), *potion of barkskin +3* (50 gp), *ring of protection +1* (167 gp), *water elemental gem* (188 gp).

APL 10: Loot: 29 gp; Magic: 4 *+1 pincer staffs* (196 gp each), 4 *potions of mage armour* (4 gp each), 4

potions of aid (25 gp each), 4 *potions of cure serious wounds* (63 gp each), 5 *bracers of armour +1* (83 gp each), *scroll of blindness* (31 gp), *dispel magic* (31 gp), *potion of barkskin +3* (50 gp), *ring of protection +1* (167 gp), *water elemental gem* (188 gp), *bead of force* (250 gp).

APL 12: Loot: 1 gp; Magic: 5 *+1 pincer staff* (196 gp each), 4 *potions of mage armour* (4 gp each), 4 *potions of aid* (25 gp each), 4 *potions of cure serious wounds* (63 gp each), 4 *bracers of armour +2* (333 gp each), 5 *rings of protection +1* (167 gp each), *scroll of blindness* (31 gp), *dispel magic* (31 gp), *potion of barkskin +3* (50 gp), *water elemental gem* (188 gp), *bracers of armour +1* (83 gp), *bead of force* (250 gp), *periapt of wisdom +2* (333 gp).

Detect Magic Results: The following items radiate magic dependent on the APL of the adventurers:

APL 6: *potion of mage armour* (Faint conjuration), *potion of aid* (Faint enchantment), *scroll of blindness* (Faint necromancy), *dispel magic* (Faint abjuration), *potion of barkskin +3* (Faint transmutation).

APL 8: *+1 pincer staff* (Faint transmutation),

Fighting in Water

Land based creatures have considerable disadvantages when fighting in water.

Ranged Attacks Underwater: Thrown weapons are ineffective, even when launched from land. Attacks with other ranged weapons takes a -2 penalty on attack rolls for every five feet of water they pass through. In addition normal range increment penalties apply.

Attacks from Land: Characters swimming, floating or treading water on the surface or wading in chest deep water have improved cover (+8 bonus to AC, +4 bonus to Reflex saves) from opponents on land. Land bound attackers who are under a *freedom of movement* spell ignore these modifiers. Magical effects are unaffected except for those that require attack rolls and fire effects.

Fire: Nonmagical fire (including alchemist's fire) does not burn under water. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). If the check succeeds the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as normal. A supernatural fire effect is ineffective underwater unless its description states otherwise.

The surface of the water blocks line of effect for any fire spell, even if the caster makes a successful Spellcraft check to make the fire spell work underwater.

Drowning: Swimmers can hold their breath for a number of rounds equal to double their Constitution score but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action the remainder of the duration for which you can hold your breath is reduced by 1 round (Effectively a character in combat can hold his or her breath only half as long as normal). After this time a successful DC 10 Constitution check must be made every round. The DC for each subsequent check increases by 1.

When a Constitution check is finally failed the swimmer begins to drown. In the first round he falls unconscious (0 hp). In the following round he drops to -1 hit points and in the third round he drowns.

potion of mage armour (Faint conjuration), *potion of aid* (Faint enchantment), *potion of cure serious wounds* (Faint conjuration), *scroll of blindness* (Faint necromancy), *dispel magic* (Faint abjuration), *potion of barkskin +3* (Faint transmutation), *ring of protection +1*, *water elemental gem*.

APL 10: *+1 pincer staff* (Faint transmutation), *potion of mage armour* (Faint conjuration), *potion of aid* (Faint enchantment), *potion of cure serious wounds* (Faint conjuration), *bracers of armour +1* (Moderate conjuration), *scroll of blindness* (Faint necromancy), *dispel magic* (Faint abjuration), *potion of barkskin +3* (Faint transmutation), *ring of protection +1* (Faint abjuration), *water elemental gem* (Moderate conjuration), *bead of force* (Moderate evocation).

APL 12: *+1 pincer staff* (Faint transmutation), *potion of mage armour* (Faint conjuration), *potion of aid* (Faint enchantment), *potion of cure serious wounds* (Faint conjuration), *bracers of armour +2* (Moderate conjuration), *ring of protection +1* (Faint abjuration), *scroll of blindness* (Faint necromancy), *dispel magic* (Faint abjuration), *potion of barkskin +3* (Faint transmutation), *water elemental gem* (Moderate conjuration), *bracers of armour +1* (Moderate conjuration), *bead of force* (Moderate evocation), *periapt of wisdom +2* (Moderate transmutation).

Development: Once the kuo-toa have been defeated the PCs will be able to explore this cavern. They will discover that the cavern is only partially full of water. Pitch black, the only light here is any that the PCs bring with them. Read or paraphrase the following if a PC with a light source or some form of augmented vision reaches the surface:

Breaking water you are startled to realise that the chute through which you have swum opens into a large half water-filled chamber. Roughly twenty feet in diameter this irregularly shaped grotto seems to have no exits.

To one side a great gently sloping shelf of rock angles down into the water. It would be easy to haul yourself onto this shelf.

Unless they immediately opt to climb the walls of this cavern the PCs will doubtless wish to investigate the stone shelf. Three-quarters of the plinth is currently dry and it appears that the PCs could rest here if they wish. However, if they do five hours after they start to rest the waters of the cave will rise as the tide in the bay outside comes in. This will be a gradual process and will not catch alert PCs off guard. The ledge however will be completely submerged and further rest here will be impossible.

There is nothing of interest here and the only way that PCs may progress from here is to climb the walls of the cavern.

Once the PCs have finished investigating this area, continue to *Encounter 9: A Long Climb*.

Encounter 9: A Long Climb

This encounter follows directly on from *Encounter 8: Into the Tal Marith*.

Having defeated Kugloogoop and his minions the PCs have a long climb ahead of them if they wish to explore more of this place. PCs may also employ magic such as *fly*, *levitate* or *spider climb* to continue their explorations.

Above you, disappearing into the darkness soar the cavern walls. Unless you employ magic it seems that the only way you can progress is to climb.

From its base the chute that the PCs will have to climb to progress further is roughly one hundred feet high. Climbing these walls requires successful Climb checks the DC of which is dependant on the APL of the adventurers.

APL 6: Climbing these walls requires successful DC 15 Climb checks as the walls have adequate hand and footholds.

APLs 8-12: Climbing these walls requires successful DC 20 Climb checks as the walls have adequate hand and footholds but are also slippery and wet.

The cliff is a total of 80 feet high from the surface of the water. Thus an unencumbered human climbing the cliff face will require 8 successful Climb checks to reach the top. PCs may take 10 on these checks if they wish (if not in combat).

PCs failing a Climb check by more than 5 will fall into the water below, suffering damage appropriate to the height of the fall. For more information regarding climbing, refer to the *Player's Handbook*, page 69.

Falling into Water: Falling into water is not as deadly as falling onto a hard surface. When water is ten or more feet deep it cushions falls. The first 20 feet of a fall do no damage. The next 20 feet do nonlethal damage (1d3 per 10-foot increment); beyond that falling damage is lethal (1d6 per additional 10-foot increment).

Development: Once PCs successfully traverse this area proceed to *Encounter 10: Guardians of Antiquity*.

Encounter 10: Guardians of Antiquity

This encounter is located at the top of the cliffs climbed by the PCs in *Encounter 9: A Long Climb*.

Read or paraphrase the following:

As you finally reach the top of the cliff you make out that the rocks lying at your feet are of a darker hue than before. Ahead of you this naturally formed winding cave drops away swiftly into a natural cavern of some size.

Your heart races and you can feel a strange warmth in the air. A feeling of oppression is heavy in the air here and you sense that this place is of ancient aspect.

The way ahead drops down quickly opening up into a cave, lit by strange green fungi along the wall. Large metal statues of warriors dressed in mail and archaic crested helm, with linear marks stretching from ear to ear across their noses guard the cavern below.

Equally spaced about the edges of the chamber, each warrior faces inwards, clutching their spears as if ready to receive a charge.

There are the scaly corpses of four fish-like humanoids in here.

The dust of ages lies thick upon the floor here and a great hush sits upon the chamber. Your breathing and the sounds of your companions clambering into the chamber behind you seem strangely muted.

Once the PCs have regrouped at the top of the cliff and they have made any preparations they deem necessary they will doubtless seek to investigate the cavern and its "inhabitants". If the PCs investigate the statues read or paraphrase the following:

These four statues seem to have been carved to appear as identical as possible. Each depicts a Flan warrior, noble of countenance clad in armour of ancient design. The green fungus prevalent throughout the cavern has also spread across these ancient guardians further obscuring the almost life-like details of their form.

Two, facing each other, bear spears thrust out in front of them as if set to receive a charge. The spear itself is a short spear the last half-foot of the shaft shows a series of stylised carvings of idyllic landscape scenes that include exquisitely carved animals and birds. The blade of the weapon tapers

to a long, thin point. They also bear fine crescent shields proudly.

A third statue looks almost identical to the



Encounter Ten:
Guardians of
Antiquity

other two, save for the fact there is no spear in its hands, and the fourth statue bears a bowl.

Exiting the Chamber: The PCs may discover that a *wall of force* (20th level caster) refuses passage to any until they give a spot of blood to the *Bowl of Blood*. A clue to this lies on the shields of the guardians.

Writing on the Shields: A successful DC 15 Spot check indicates that the relevant PC has noticed that some writings are partially hidden behind the green fungi on the base of the shield guardians closest to the cliff. They are written in Ancient Flan and say: -

"The blood of the land and the blood of your kin allows you to pass but once this way."

The Bowl of Blood: The fourth statue is there to claim "the blood of the land", which activates its spell storing ability to allow donors to pass through the *wall of force* and exit this chamber. Madi already placed a small sample of Veryanna's blood, which was enough to activate the guardian's properties. However the *wall of force* (20th level caster) refuses passage to any until they give a spot of blood to the *Bowl of Blood*.

Water Breathing: This process also grants the PCs the ability to breath water for 2 hours from when they immerse themselves in the waters of the Gearnat. Each PC who places blood within the bowl experiences the following: -

As your blood splatters the bottom of the bowl several things happen at once. A low howl echoes through the hall from the western exit, and for a

moment you think you see a shimmering wall of light slowly winking out of existence.

Secondly, for a brief time your heart begins to quicken, your blood quickens, as if something within you has awoken to go forth and battle the enemy. A presence seems to briefly touch your mind. Across the gulf of ages a voice echos across the surface of your consciousness:

“The blood of your veins awakens the powers of the land. Go forth and battle our enemy who lurks in the waters below. Our essence will protect you in this struggle.”

The Dead Kuo-Toa: Three of these were killed by the shield guardian's spears; another one simply had its head caved in by the unarmed guardian.

The Guardian's Spears: It is possible that of the PCs may have played *ONW1-01 Escape from Scant*. If they have a successful DC 20 Intelligence check will reveal that the spears here appear identical to the spear found at the culmination of that module. A successful DC 24 Search check will reveal the carved holy symbol of Beory at the very end of the spear's haft.

If any of the PCs actually possess the *+1 spear* found in *ONW1-01 Escape from Scant* the unarmed shield guardian animates and walks towards that PC slowly. Once it reaches the PC it will point to the spear, extend its arm, awaiting the spear. If given the spear from *ONW1-01 Escape from Scant*, it raises the spear proudly. The spear starts to glow with a soft pale light when brought into this chamber. This light is equal to bright light within a 20-foot radius and shadowy light in a 40-foot radius and will persist while the PCs explore the Tal Marith. The spear is also a sentient item reawakened by being brought to an ancient holy place (see the Treasure section for more details). The spear is then handed back to the PC.

Denizens: The four warriors are a form of shield guardian constructed by the ancient Flan as a defence against their enemies. Thus, they will only animate if a kuo-toa enters the chamber, or if given the “blood of the land” (Veryanna's, which Madi already gave it) and a sample of each PC's blood. If they do animate they will seek to slay any kuo-toa in the chamber before returning to their eternal vigil.

These animated shield guardians will otherwise ignore the PCs, seeking only to slay the kuo-toa.

ALL APLs

➤ **Shield Guardian (4):** 105 hp, see *Monster Manual* page 223.

Treasure: There is nothing of interest here for the PCs unless they brought with them the spear from *ONW1-01 Escape from Scant*.

+1 spear. This *+1 spear* is of archaic design. The last half-foot of the shaft is actually a polished and carved length of horn showing a series of stylised carvings of idyllic landscape scenes that include exquisitely detailed animals and birds. The blade of the weapon tapers to a long, thin point.

The spear's tip now glows with a soft light. This light is equal to bright light within a 20-foot radius and shadowy light in a 40-foot radius. In addition the spear has the following abilities: Int 12, Wis 12, Cha 10; communicates via empathy; vision and hearing 30 ft. range; cast *bleed* 3/day. It is named Falenreth.

These powers will manifest themselves while the PCs are within the Tal Marith. To maintain these powers after the adventure the owner must sacrifice 2,000 gp worth of precious gems and rare woods to Beory. This adds 2,000 gp to the value of this item.

Development: Once the PCs have investigated the statues, given some blood and exited through the opening, proceed to *Encounter 11: The Honoured Dead*

Magic: From this point on, the PCs spells are subject to the strange affects of the Tal Marith. Within the Tal Marith, magic functions in bizarre and unexpected ways. Any spell or spell-like ability used within the Tal Marith has a chance of going awry. The caster must make a level check (DC 15 + the level of the spell or effect) for the magic to function normally. For spell-like abilities, use the level or HD of the creature employing the ability for the caster check and the level of the spell-like ability to set the DC for the caster level check.

Individuals comprised at least partly of fire or shadow, or otherwise able to cast 7th level spells, or items with a caster level of 11th level or higher, are unaffected by this effect.

Refer to Appendix 6 for more information.

Encounter 11: The Honoured Dead

This encounter follows directly on from *Encounter 10: Guardians of Antiquity*. Here the PCs will meet the restless spirit of Randal.

What Has Gone Before: During the late 570s several expeditions into the Tal Marith were sponsored with the goals of discovering how deep the complex was and what kind of threat (if any) existed for Onnwal. As a result of these incursions all entrances to

the Tal Marith were sealed. Unfortunately some Onnwallon soldiers had not managed to flee in time and were sealed in, eventually either being killed by the dreamstealers or starving to death. Randal Llaryr survived longer than most but eventually driven mad by his confinement committed suicide.

He now wanders the tunnels searching for a way out. He is bound here however and will never be able to leave.

Ahead of you the passageway continues downward. The going here is rough and the rubble is strewn about the floor, making going slow. The ceiling is oppressively low here – particularly tall members of the party having to stoop. The walls are jagged and irregular. You can't make out any tracks on the floor and it appears as if nothing has passed this way for ages.

Suddenly the blood starts pounding in your ears – at the very limit of your torchlight it seemed that something was moving. As you strain forward you catch the merest hint of movement again – whatever it is it doesn't want to be seen.

Denizens: The mysterious figure hovering in the darkness just beyond the PCs light sources is Randal. It is many years since he has met anyone in these lonely halls and he is not sure how to approach the PCs. If the PCs approach him he will move away until he is sure they mean him no harm.

“Ware the Breakers fellow countrymen,” wails the translucent warrior, a tall man, with pronounced ears hidden within a coif and balding pate. Though he is clearly dead, judging from the translucent cut across his throat, his form is that of a man in his early thirties.

“I have walked these accursed paths for what feels like weeks now with none to speak with, yet now I meet a third group walking to death and darkness. Listen well friends and turn back, lead me to the exit!”

He becomes more upset, “Let me out of this hell into the sunlight again!”

Trapped here for almost twenty years Randal is a miserable and pathetic soul. He blames one he will only name as “The Traitor” for his imprisonment and subsequent death.

Most inhabitants are/were totally unaware of the Tal Marith, but Ewerd Destron, the Szek of Onnwal at the times of its fall and Jian Destron's father, was aware of these passages and at the behest of his closest advisors despatched elements of the city garrison to

ascertain their true extent. Randal was part of the second and final incursion. Much larger and better armed than the first a few members of the patrol actually survived the exploration by dint of a puissant mage Ewerd had recruited. The rear guard (of which Randal was a part) was however sealed in by “The Traitor” and all perished.

Randal will be very interested in the PCs and why they are here – he knows nothing of the Greyhawk Wars and Onnwal's fall, and will fall into a moaning fit if PCs mention it has been 20 years or the minor fact he is very dead! He answers questions as follows:-

You mentioned two other groups?

“The first was a much smaller group composed of one man of undiluted Suel descent and about half a dozen or so fish-men. The Suel carried a child.

The second was composed of fierce goblinoid warriors armed and outfitted as for war; this group is under the control of a red-robed Suel man of fierce aspect. Do not ask me where they are though – these corridors all look the same and sometimes I lose my bearings.”

How is it you came to be down here?

“Last week I was recommended to the Szek, Ewerd Destron, long may his years be, by the Prime of Onnwal, Tellendarn of Pholtus by dint of my perfect record.

“There were a score of us, men in the guard all, and a puissant mage. I was to guard the rear and I did. The front rank came back; pale, saying that they saw a sea of lava and unspeakable horrors. They told us to wait for fifteen minutes and follow them to the surface. Creatures came, of pure flame, we were only simple soldiers, not adventurers like the mage and his warrior, and I ran – ran to the exit. But HE was there. He brought the rocks down, blocking our exit, he betrayed us all.

“I've wondered for what feels like an eternity now, seeking a way out. Why – I thought of drowning myself, but I need revenge on him. I even hewed his name into my shield with my knife – but I stopped as I was so mad with thirst I almost cut my own throat!”

What have you seen down here?

“There were many creatures, spiders that come out of the walls, flaming men and worse! It is a veritable maze of passageways running under Scant, but the Traitor sealed access to Scant. The last two groups I did not trust – I hid from them and they

did not see me. Now you have found me, before I despaired of finding a way out of here!"

Who was the Traitor?

"I have forgotten his name – why I did not even finish engraving it into my shield. I've forgotten all their names! How odd, my mind must be playing tricks on me. But it has not been that long surely?"

Randal's shield is described below in the Treasure Section.

All APLs

☞ **Randal Llaryr:** Ghostly male human War1: hp 12; see Appendices 1 – 4 dependant on APL

Treasure: There is no treasure here, and little else of interest save the charred and pitted remnants of Randal's body, his mail and the remnants of the shield, upon which is engraved:-

"Dam<scorch mark>y<scorch mark>ran"

Development: Randal can of course provide directions to where he saw the parties heading, both towards an ancient ruin within a dark cavern. He warns the PCs not to stray from the path, and he will wait here until they are ready to return.

Encounter 12: Shadow, Fire and Death

This encounter follows directly on from *Encounter 11: The Honoured Dead*. In it the PCs will delve further into the Tal Marith and struggle against strange, fiery dreamstealers. Read of paraphrase the following:

As you proceed down this natural passageway the air grows hotter. The floor here is rough and uneven and slopes steeply downwards. Above you the ceiling vaults roughly fifteen foot above your heads and the passageway begins to widen. A small raised ledge runs down the length of this passageway to your right at roughly man-height. In places this ledge has collapsed, requiring any climber to leap across the gap. In these places you have to clamber over more substantial debris and can gain access to the other smaller, a narrower passage.

The Ledge: Refer to the information in *Appendix 6: Features of Tal Marith* for more general information

regarding this ledge. PCs traversing must succeed at either a DC 10 Jump check or a DC 15 Climb check to cross these small five-foot wide gaps. (PCs may not make a running jump to cross these gaps).

When the PCs indicate that they will proceed, read or paraphrase the following:

After several more minutes travel the passageway you have been following begins to level off in a series of broad, natural steps. Ahead of you a largish cavern seems to open out in front of you. Stalagmites and stalactites cluster thickly here around the fringes of the room. The ceiling of this large chamber is hidden in the gloom above. Several other passageways lead from this chamber.

When the PCs have entered this chamber, allow them some time to take in the atmosphere. When you feel it is appropriate have the PCs make a DC 5 Listen check to hear the sounds of many armoured warriors hurrying down a passageway opposite. These warriors will arrive during the subsequent round. When they do so read the following:

Bursting out of a corridor opposite you charges a small band of heavily armed hochebi warriors. Roughly a dozen strong, when they take in the scene in front of them they start to form a shield wall. Behind them, comes a tall, red robed man. Stern of face and thin of body he is none the less unmistakably powerful.

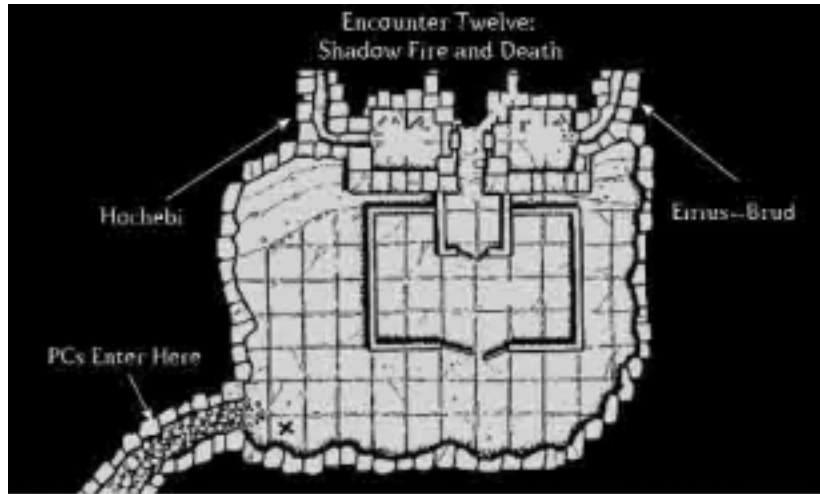
His voice, powerful and whip-like cuts, through the cacophony of combat; gesturing his troops forward his commanding voice says, "Onnwalon detritus, most interesting. Kill them!"

PCs who have played *ONW1-01 Escape from Scant* or *ONW2-06 Blazing Banner* instantly recognise the Brotherhood commander as Maranefel Toktot, the Butcher of Scant. Anyone who is vaguely familiar with the Scarlet Brotherhood in Onnwal knows his name and his reputation. One of the most hated members of the Brotherhood regime he is personally thought to have slain scores of Onnwallons.

Tactics: After 1-2 rounds of combat, when the PCs have gotten into the swing of things, read the following development: -

The cavern resounds with a loud screech and a flapping sound that your mind tries to rationalise as the beating of leather wings, but cannot overcome an overwhelming sense of unnaturalness to the sound.

As soon as your mind has catalogued these thoughts the source of these sounds glide over your heads - they are composed of blood red fire and shadow, appearing to absorb the light around themselves, and yet burn with an unholy fire at the same time. Their shape is akin to an octopus, but one that is a mass of fiery blood red doom. They extend their long thin tendrils and shriek terrible sounds that can only be described as glee, before they descend on hochebi, Suel and Onnwallon alike!



APL 6 (EL 8*)

- **Eirius Iornadh (2):** hp 56 each; see Appendix 1
- ⚔ **Maranefel Toktot:** male human Wiz16; hp 73; see Appendix 1
- **Elite Hochebi Guards (12):** male hochebi Ftr2; hp 28 each; see Appendix 1

APL 8 (EL 10*)

- **Eirius Iornadh (4):** hp 56 each; see Appendix 2
- ⚔ **Maranefel Toktot:** male human Wiz16; hp 73; see Appendix 2
- **Elite Hochebi Guards (12):** male hochebi Ftr2; hp 28 each; see Appendix 2

APL 10 (EL 12*)

- **Advanced 9 HD Eirius Iornadh, (5):** hp 84 each; see Appendix 3
- ⚔ **Maranefel Toktot:** male human Wiz16; hp 73; see Appendix 3
- **Elite Hochebi Guards (12):** male hochebi Ftr2; hp 28 each; see Appendix 3

APL 12 (EL 14*)

- **Advanced 13 HD Eirius Iornadh (2):** hp 112 each; see Appendix 4
- **Advanced 9 HD Eirius Iornadh, (5):** hp 84 each; see Appendix 4
- ⚔ **Maranefel Toktot:** male human Wiz16; hp 73; see Appendix 4
- **Elite Hochebi Guards (12):** male hochebi Ftr2; hp 28 each; see Appendix 4

*Encounter level modified due to the presence of Maranefel Toktot and his hochebi bodyguard.

Eirius Iornadh Tactics: The Eirius Iornadh's tactics are simple – they will seek to slay any living beings in sight whether they be hochebi or human. At each APL half of the weakest Eirius Iornadh will use their *wail of doom* ability on the hochebi, almost certainly slaying any caught in the effect. Any surviving hochebi will be slain with the Eirius Iornadh's fiery breath.

At APL 12 the stronger Eirius Iornadh will lurk in the darkness above until combat has started. They will then swoop down and breathe on as many combatants as possible. Note: they are happy to catch their weaker compatriots in this area of affect, as they are all immune to fire.

Hochebi Tactics: The elite hochebi guards almost reluctantly obey Toktot's order and swarm out of the corridor. Most likely the PCs completely outclass them at this point, given their relatively low levels, but allow combat to continue for 1-2 rounds.

Maranefel Toktot's Tactics: Toktot does not enter melee, preferring to taunt the PCs and deride his hochebi minions if they seem to lose the upper hand, and does not attack unless attacked, in which case he uses his most vicious spells in retribution. He has his *protection from good* and *shield* spells active. If endangered he will employ his minor *globe of invulnerability* and/or his *wall of force* to avoid damage.

Maranefel will essentially do nothing during this combat except cast defensive spells to protect himself from the Eirius Iornadh's attacks. If personally attacked by an Eirius Iornadh, he will despatch it in as effectively and violently a fashion as possible. The PCs should be under no doubt as to the power that this man possesses.

If the PCs seriously attack him at any time he will create a *wall of force* between himself and them. He will not care on which side of this are caught his elite guards.

Note: Due to his level and alignment Maranefel is immune to the spell altering effects of the Tal Marith.

Negotiation: Once the combat has been completed, Toktot speaks with confidence (even if his hochebi regiment has been wiped completely off the face of the Oerth by the Eirius Iornadh) and parleys with the PCs. Read or paraphrase the following:

The red-cowled figure speaks "Enough barbarians! I doubt a confrontation between us now would be beneficial, for you would surely be slain, and I would expend energies best conserved for dealing with our mutual enemy."

☞ Maranefel Toktot, Kesh of Scant

Appearance: A tall, extremely thin man Toktot possesses pencil-thin eyebrows and tight bloodless lips. Those who have stared into his deep blue eyes report a complete lack of emotion there. His hair is straight and yellow of hue, while his skin is the colour of dried parchment.

Character: Known as the Butcher of Scant, Maranefel carries out Sister Kuranyie's instructions with barely contained glee. A highly intelligent individual, many believe Maranefel to be slightly unhinged, such is the depth of this man's ability to inflict pain and suffering upon his victims. Maranefel has surrounded himself with a group of fanatically loyal hochebi warriors of above average skill. He never leaves Scant, dwelling in a cliff-top tower thought to once belong to Bigby. Maranefel is known to be a spellcaster of no small amount of skill. Some who have witnessed his anger (and survived) whisper that he could be the equal of Bigby himself.

The PCs have a rare opportunity now to transact with arguably the most reviled man within Onnwal. Toktot will not speak to them as equals, but rather inferiors. If insulted he bears the degradation with dignity, responding with an equally barbed retort, and if attacked he *teleports* out of the area back to his home within Bigby's former tower. If he did not give them the amulet, they shall wander aimlessly unless they marked their way back to the statues and the water. If they are lost, have them wander until Toktot returns with his guards to capture them. In this case go to *Ending 4: Captured*.

Toktot answers questions as follows: -

What were those creatures?

He sneers momentarily, "I would have thought you and your great sages of Delleb would have been able to tell me – was it not unwitting fools from your Army of Rebellion who encountered their kin

in the Headlands. I know not what these creatures are, save for a picture and a name I saw scribbled in one of the books I acquired when I took up my residence within my tower. The picture you have little need to see, the name is Eirius Iornadh, Ancient Flan meaning Fiery Dreams. The succinctness of a mindless savage, but apt."

Why are you here?

"To seek for the very same thing you are, the child Veryanna and to seek Kekarav Madi."

Are you and Madi both on the same side?

Toktot chuckles, as if enjoying a private joke at your expense, "I am most vexed that Kekarav had such a bargaining tool and did not use it, and I am more worried that his obsession with these ruins is married with his capture of the child."

How did you know he was here?

"We were alerted to his presence beneath our city by a foul Bakluni aberration who had the audacity to appear in front of the Exalted Sister herself, managing to make his way past some of the minor wardings long enough to impart his message and leave."

How did you get into the Tal Marith?

He laughs derisively, "That you do not get for free, barbarian. Is it not enough that I am here? Surely if ones such as you can make it into this hostile environment you would not put such things past one of true Suel lineage?"

How do you propose we proceed?

"There is no we, my hobgoblin servants are dead thanks to your efforts and those fell creatures. You seem resolved to seek out Madi and put an end to whatever plans he has for that witch's child. True, I would like nothing more than to return home with the child and present her to the Exalted Sister, but the reality is that this is not my destiny. I propose you should journey onwards, hunting the Kesh, as is your wont. I will give you a device I enchanted many years ago that will point to his location from this range. A mere precaution, one that was with merit apparently."

"Without this device you may as well wander round here for days before finding your precious Veryanna's bleached bones. Do you accept?"

The PCs really have little choice here, without the amulet they have no way to track Kekarav Madi.

Regardless of whether they refuse or not, Toktot leaves the amulet on the ground: -

“If you succeed – you will have dispatched the renegade. If you fail, perhaps my reinforcements will arrive in time, perhaps not. Either way, I shall go now and summon them. Fare thee well.”

With a wave of his hand the casting of a teleportation spell, Toktot leaves the PCs and any remaining hochebi within the cavern. Hochebi left behind will follow the PCs – reasoning that Toktot *probably* wanted them to help them. It is not likely these hochebi have a long lifespan ahead of them – something they, Toktot and probably the PCs are all aware of!

The amulet Toktot provided the PCs with leads them unerringly towards Kekarav Madi. The PC holding or wearing the amulet will sense in which direction Madi is. When he comes to a junction or a choice of ways the amulet will “show” him the way.

Treasure: Maranefel does not care if the PCs loot the remains of his elite guards, although he will sneer and make derisive comments regarding the PCs actions. However, due to fire damage these items are only worth half their normal value.

The only other item of worth is Maranefel’s amulet. Once the PCs have caught up with Kekarav Madi the item will cease functioning. Until then, treat it as if it is the subject of a modified *locate creature* spell.

All APLs: Loot: 238 gp.

Maranefel’s Amulet: This small featureless iron amulet was enchanted by Maranefel Toktot to discern the location of Kekarav Madi. Enchanted with a *locate creature* spell during the PC’s travel within the Tal Marith when they leave the Tal Marith the enchantments on it will fade; all that remains is a faint Divination aura. Cost: 20 gp.

From this point on, the amulet will lead them through a veritable labyrinth of caverns, passages, chambers and galleries. No descriptions for these are given. Simply improvise descriptions as you see fit. Describe how the amulet gifted to them in this encounter leads them ever onwards. Make them realise that without the amulet they would be lost – perhaps permanently.

Development: When the PCs have concluded their negotiations with Maranefel Toktot proceed to *Encounter 13: Choices In The Dark*.

Encounter 13: Choices In The Dark

Improvise a description of the network of passages and caverns that have led them to this place. This encounter occurs after the PCs have dealt with Maranefel Toktot in *Encounter 12: Shadow, Fire and Death*.

This cavern seems dwarfed by the ruins of a black tower, seemingly hewn entirely from obsidian. This building once comprised of four black towers and a gatehouse. Now it lies in ruins, with only the entryway clear of debris, the debris blocking it has seemingly been moved by an industrious work force.

What Has Gone Before: Madi and his kuo-toa minions cleared this area to allow entry to the stairwell below.

Within the ruins: The PCs enter a long corridor, hewn from obsidian but decorated with red, black, white, green and blue gemstones fixed into the wall. At the end of the corridor lies a spiral staircase seemingly hewn from obsidian and leading deeper into the depths of the Oerth.

Once the PCs are within 90 feet of the staircase read the following: -

As you near the stairwell, the heat within the corridor rises. From the ceiling emerge a pack of the fiery nightmares you fought earlier, seemingly hovering above the staircase, waiting for you with fire and darkness!

Worse yet, where each of you stand black tendrils arc forth from the very walls of the corridor, seeking purchase upon your body and soul!

The Eirus Iornadh here take no hostile action against the PCs. What the PCs are witnessing is in fact an echo of a previous conflict that the Szek’s expedition faced, recreated by the Tal Marith to play with them. It hopes to create fear in their minds, which it can use to have its unholy presence taken out into the sunlight.

You should have each PC make a Will Save (ignore the outcome) and then take each PC aside and inform them that they must take a -6 to a critical stat (for example Strength for a fighter, Charisma for a sorcerer) or allow their alignment to move one shift towards neutral evil (e.g. lawful good to lawful neutral, neutral good to neutral).

The idea is that some PCs may be so afraid that they will lose the fight with the Eirius Iornadh that they are willing to give in to the evil of the Tal Marith – also point out if PCs grow concerned that this is a special case where becoming evil aligned will not result in immediate removal from play. At no point in this encounter will the PCs alignment alter permanently (unless they truly wish it to) or will they take any real damage – they are in no actual danger, though you should certainly make them believe otherwise either by playing it out as what appears to be a genuine combat or by roleplaying.

What Has Gone Before: This trap is the manifestation of a truly ancient evil that echoes through the halls of the Tal Marith. This trap affects everyone who enters the corridor. There is no saving throw to avoid the effects of this trap. Rather the tendrils that assail the PCs and their foul magicks offer a choice of affliction. Taking the easy option of altering one's alignment one phase closer to neutral evil is the equivalent of automatically failing the saving throw. Taking the hard option of having a crucial stat reduced by 6 (as per the *curse* spell, (the DM chooses the stat for the PC based on how detrimental it would be for the PC in a subsequent fight - such as Strength for a fighter, Charisma for a bard, or Intelligence for a character with already low Int) is the equivalent of automatically making the saving throw. Those who choose the stat loss suffer no actual effect, but those who alter their alignments are *cursed* to lose 6 points of Wisdom.

The effects of this trap can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse* or *wish* spell. *Dispel magic* is ineffective.

Those who choose to alter their alignment suffer the effects of the *curse* spell outlined in the trap below. Neither the PCs nor the Eirius Iornadh can be permanently harmed in any ensuing conflict. All damage is healed at the end of the 'choice.' If they insist on playing out the combat use the following statistics for the illusion.

Once all PCs have made their choices, the tendrils and Eirius Iornadh disappear, and the *curse* spells afflict those who made the incorrect choice.

ALL APLs

➤ **Advanced 13 HD Eirius Iornadh (6):** hp 112 each; see Appendix 4

All APLs (EL 5)

➤ **Bestow Curse Trap:** CR 5; magic device; visual trigger; automatic reset; spell effect (*bestow curse* [-6 decrease to Wisdom], 5th-level cleric, [no save - see text

for additional information]); DC 28 Search; DC 28 Disable Device.

Treasure: There is no treasure for the PCs to find here.

Development: Those PCs who chose to have an alignment change revert back to their original alignment, but receive a -6 to Wisdom as per the *curse* spell. Read the following to them: -

Your mind clouds as mist rises before your very sight. Something within you laughs as it enjoys the screaming. The screams come from the stone altar that you now stand upon, clad in black robes that hide a body covered in tattoos of varying colours. Your victim stands before you, begging for mercy but you dare not defy the Mistress, lest it be you that rests eternal within their bellies to dream eternally. Darkness and dreams cover you... it is you who is screaming and it is you who plunges the red knife.

As your mind clears you find yourself kneeling on the ground in despair. But you are not alone, and perhaps you never will be again.

Once they have passed through this area they may proceed to *Encounter 14: Flame and Scale*.

Encounter 14: Flame and Scale

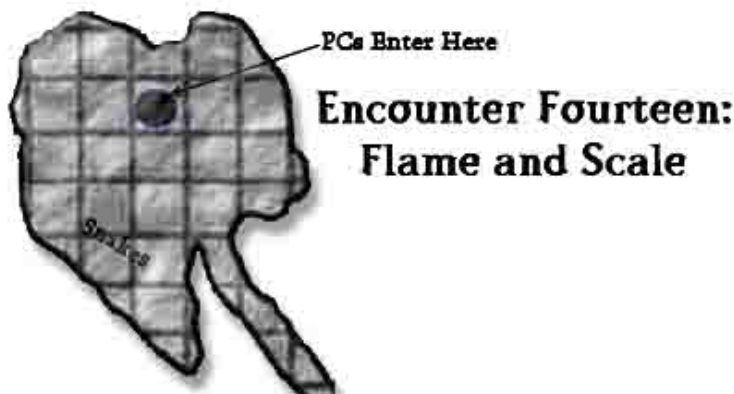
After undergoing the ordeal detailed in *Encounter 13: Choices In The Dark* the PCs will discover this area when they descend the spiral staircase of over two hundred feet. The stairs open up into a cavernous chamber. Here the PCs stumble into the lair of a mated pair of lesser flame snakes.

What Has Gone Before: Madi has already forced his way through this chamber. Sensing the nearness to his goal he didn't bother to slay the foul tempered beasts lairing here, simply passing through as swiftly as possible. Several of his minions died here. If the PCs are playing at APL 6, one of the lesser flame snakes also died during Madi's assault.

When the PCs are ready to proceed read, or paraphrase the following:

Ahead of you the staircase opens out into what appears to be a long low cavern. The air suddenly grows hot here and wisps of smoke seem to rise from several slumped bodies.

Scattered about this chamber lie the scorched and shattered remains of half a dozen of Madi's strange fish-men allies. They all appear to have died



in intense pain. All exhibit horrific burns over most of their scaly bodies.

A long, dark overhang runs along the right hand side of the chamber here. Perhaps whatever slew these unfortunates still lurks within.

At APL 6 continue:

However the main feature of the battlefield now is the hacked and mutilated corpse of a truly immense snake. Over seven feet long and easily the width of a muscular man's arm this monstrous creature lies entangled amongst its victims.

The overhang does in truth obscure the nest of a mated pair of lesser flame snakes. At APL 6 one of these creatures has already been slain. At higher APLs, both survived the initial fighting and lurk in an even fouler mood than normal in their lair waiting for more intruders to slay.

As soon as the PCs venture into main part of the chamber or if they examine the overhang the snakes will attack.

APL 6 (EL 7)

➤ Lesser Flame Snake (1): hp 60; see Appendix 1

APL 8 (EL 9)

➤ Lesser Flame Snake (2): hp 60 each; see Appendix 2

APL 10 (EL 11)

➤ Advanced 14 HD Lesser Flame Snake (2): hp 126; see Appendix 3

APL 12 (EL 13)

➤ Advanced 14 HD Lesser Flame Snake (2): hp 220; see Appendix 4

Tactics: These lesser flame snakes are vicious and cruel-hearted. They seek to burn and poison as many of their attackers as possible trusting to their poison and fiery attacks to slay their foes. As they emerge from their lair they (or it at APL 6) will spit their magma spit at the closest opponent.

After that they will melee, using their magma spit ability when able. They will attempt to bite as many individuals as possible.

If badly injured the snakes will attempt to retreat to their lair to allow their fast healing ability to heal their injuries.

The Lair: The lair is little more than a long low overhang of rock that goes back about 25 feet. The overhang has about a three-foot high opening. This height slowly diminishes the farther back into the lair an explorer ventures. The expected refuses and remains can be found here (although all are scorched and almost unrecognisable).

Treasure: The only treasure here is the equipment carried by the slain kuo-toa, which the PCs may loot if they choose.

All APLs: Loot 14 gp.

Development: Once they have passed through this area they may proceed to *Encounter 15: Amidst Fire and Shadow*.

Encounter 15: Amidst Fire and Shadow

This encounter leads directly on from *Encounter 14: Flame and Scale* wherein the PCs faced a/two fire snake(s): -

This cavern is immense, certainly the largest that you have seen so far in your explorations. Red-hot stalactites loom over the ceiling of the cave, and the walls seem to exhibit an uncanny heat. Shadows cluster around the walls, but what grabs your attention is that they are longer and darker than you would expect.

A central ledge crosses an immense drop into what must be the very core of the Oerth itself. Lava flicks and steam rises from it. It must be several thousand feet down there. From the lava comes a beam of fire and shadow striking the centre-most ledge, upon which stands the cowed and dark figure of Madi and several of his strange fishermen

allies. The anguished wailing of a young child alerts you to the fact that Madi is carrying Veryanna!

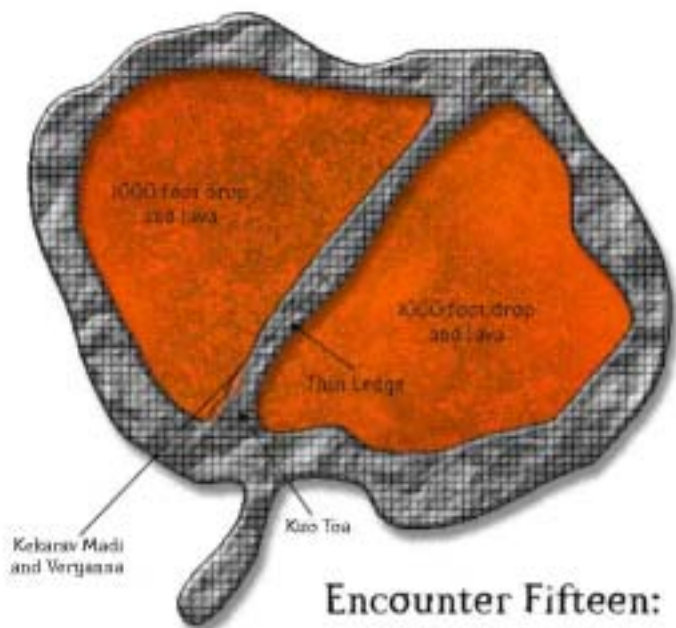
He remains there, in spite of this magical attack that seems to course through his body. When it is finished, Madi's skin and the scales of his cohorts have turned ebon, almost matching the blackness of his robes, and almost lost in the shadow of the room.

APL 6 (EL 9)

☞ **Kesh Kekarav Madi, male shadow Mnk2/Clr5:** hp 52; see Appendix 1

☞ **Veryanna, female human:** hp 1

☞ **Shadow Kuo-Toa Guards (3):** hp 11 each, see the *Monster Manual*, page 163 and Appendix 1



Encounter Fifteen: Amidst Fire and Shadow

APL 8 (EL 11)

☞ **Kesh Kekarav Madi, male shadow Mnk2/Clr7:** hp 66; see Appendix 2

☞ **Veryanna, female human:** hp 1

☞ **Shadow Kuo-Toa Guards Ftr2 (3):** hp 26 each, see the *Monster Manual*, page 163 and Appendix 2

APL 10 (EL 13)

☞ **Kesh Kekarav Madi, male shadow Mnk2/Clr9:** hp 87; see Appendix 3

☞ **Veryanna, female human:** hp 1

☞ **Shadow Kuo-Toa Guards Ftr4 (3):** hp 38 each, see the *Monster Manual*, page 163 and Appendix 3

APL 12 (EL 14)

☞ **Kesh Kekarav Madi, male shadow Mnk2/Clr11:** hp 101; see Appendix 4

☞ **Veryanna, female human:** hp 1.

☞ **Shadow Kuo-Toa Guards Ftr8 (3):** hp 48 each, see the *Monster Manual*, page 163 and Appendix 4

Tactics: As soon as Madi and his cohorts notice the PCs they will swing into action. The kuo-toa will move towards the intruders using their *shadow blend* and evasion abilities to avoid as many attacks as possible. Once they close with the PCs they will use their *mirror image* ability (if possessed at the relevant APL) to escape harm. They are fanatical and will fight to the death.

Kekarav Madi however is slightly cleverer than his minions. Kekarav's first actions will be to ward himself with protective magics (pendant on APL). He too will move towards the PCs using his *shadow walk* ability but will eschew melee combat for as long as possible, preferring to use his spells and magical items to deadly effect. Kekarav will not attempt to flee this encounter – he will fight (intelligently) to the last.

Once it is obvious that

Total Concealment

Kekarav Madi and his kuo-toa minions enjoy the benefits of total concealment when in conditions other than full daylight thanks to their *shadow blend* ability.

Total concealment bestows the following benefits

- Can make Hide checks.
- Cannot be targeted by attacks of opportunity even if it is known which square he occupies.
- Cannot be attacked, although the square he occupies can be attacked. A successful attack into that square has a 50% miss chance.

Darkvision negates the benefits of total concealment in a dark or shadowy area. Low-light similarly negates these benefits but only when the opponent with total concealment can easily be seen, i.e. when he is within 40 ft. of a lit torch. (Fog, smoke, foliage or other visual obstructions work normally against characters with darkvision or low-light vision).

he has been spotted he will, amidst the wailing of the child Veryanna, who he carries atop his pack, attack. Kerkerav needs Veryanna alive and will not slay or trade her.

Important Note: Any area of effect spell that damages Kerkerav will doubtless slay Veryanna

Note: Due to his alignment Kerkerav is immune to the strange spell altering effects of the Tal Marith.

Treasure: The following treasure may be recovered from this area once Kerkerav Madi is defeated. Note, some of the items may be expended during the combat and thus will not be available to the PCs.

APL 6: Loot: 6 gp; Magic: *bracers of armour +1* (83 gp), *potion of heroism* (63 gp), *elixir of fire breath* (92 gp), *ring of protection +1* (167 gp), *elemental gem* (187 gp).

APL 8: Loot: 115 gp; Magic: *bracers of armour +1* (83 gp), *potion of heroism* (63 gp), *elixir of fire breath* (92 gp), *ring of protection +2* (667 gp), *potion of protection from arrows (magic)* (25 gp), *elemental gem* (187 gp).

APL 10: Loot: 39 gp; Magic: *bracers of armour +1* (83 gp), *potion of heroism* (63 gp), *elixir of fire breath* (92 gp), *ring of protection +2* (667 gp), *potion of protection from arrows (magic)* (25 gp), *necklace of fireballs* (725 gp), *dusty rose ioun stone* (417 gp), 4 *+1 spears* (192 gp each), *elemental gem* (2) (187 gp each).

APL 12: Magic: *bracers of armour +3* (750 gp), *potion of heroism* (63 gp), *elixir of fire breath* (92 gp), *ring of protection +2* (667 gp), *potion of protection from arrows (magic)* (25 gp), *necklace of fireballs* (725 gp), *dusty rose ioun stone* (417 gp), *periapt of Wisdom +2* (333 gp), *amulet of natural armour +2 (Faint transmutation)*, 4 *+1 spears* (192 gp each), *+1 heavy wooden shield* (96 gp), *elemental gem* (2) (187 gp each).

Detect Magic Results: The following items will detect as magic:

APL 6: *bracers of armour +1* (Moderate conjuration) *potion of heroism* (Faint enchantment), *elixir of fire breath* (Moderate evocation), *ring of protection +1* (Faint abjuration), *elemental gem (air)* (Moderate Conjuration).

APL 8: *bracers of armour +1* (Moderate conjuration) *potion of heroism* (Faint enchantment), *elixir of fire breath* (Moderate evocation), *ring of protection +2* (Faint abjuration), *potion of protection from arrows (magic)* (Faint abjuration), *elemental gem (air)* (Moderate Conjuration).

APL 10: *bracers of armour +1* (Moderate conjuration) *potion of heroism* (Faint enchantment), *elixir of fire breath* (Moderate evocation), *ring of*

protection +2 (Faint abjuration), *potion of protection from arrows (magic)* (Faint abjuration), *necklace of fireballs* (Moderate evocation), *dusty rose ioun stone* (Moderate abjuration), *+1 spear* (Faint transmutation), *elemental gem (air)* (Moderate Conjuration), *elemental gem (earth)* (Moderate Conjuration).

APL 12: *bracers of armour +3* (Moderate conjuration) *potion of heroism* (Faint enchantment), *elixir of fire breath* (Moderate evocation), *ring of protection +2* (Faint abjuration), *potion of protection from arrows (magic)* (Faint abjuration), *necklace of fireballs* (Moderate evocation), *dusty rose ioun stone* (Moderate abjuration), *periapt of Wisdom +2* (Moderate transmutation), *amulet of natural armour +2 (667 gp)*, *+1 spear* (Faint transmutation), *+1 heavy wooden shield* (Faint transmutation), *elemental gem (air)* (Moderate Conjuration), *elemental gem (earth)* (Moderate Conjuration).

Development: When Kerkerav Madi is slain, go to *Encounter 16: Killing a Kesh*.

Encounter 16: Killing a Kesh

After defeating Kerkerav Madi in *Encounter 15: Amidst Fire and Shadow* the PCs have awoken evil deep in the Oerth that shall chase them from the Tal Marith. Also – whatever dark power enhanced Madi moves on now to Veryanna, turning her into something dark the PCs have to take with them!

Read aloud the following text once the PCs have slain Madi: -

Slain with your killing blow, Madi tumbles headlong into the fire. As he hurtles towards the lava, the dark energy that came from the molten core below rushes from his fingers into young Veryanna. Before your eyes, the child is transformed into an ebon creature of darkness.

This is the least of your worries however – the chamber begins to shake with the death of the Black Kesh, and the lava below begins to bubble and rise, and once more the blood-curdling screech of death begins to fill the chamber.

ALL APLs

➤ **Advanced 13 HD Iornadh (20):** hp 112 each; see Appendix Four.

⚔ **Veryanna, Shadow:** AC 10, hp 2; SQ: Strength Damage (1/ round carried)

Development: There are a couple of developments that the PCs are doubtless about to become unhappy with. Do not make this encounter easy – this is meant to be a climactic encounter, and thus it is likely to be deadly if the PCs have made any crucial errors during the module.

Firstly, Eirius Iornadhs that were hibernating beneath the lava have been awoken by the magical backlash of Madi's death and seek vengeance on those who awoke them. The second is that Veryanna is now a shadow until carried forth from this place.

Running the Chase: The idea here is not to kill the PCs, but rather to make them feel fear. They should escape from the Eirius Iornadh, pausing occasionally to take turns at holding Veryanna. You should therefore ad-lib the chase between them and the Eirius Iornadh with the fiery creatures seemingly able to keep up and use their incorporeal forms to go through walls in the labyrinth. This should be a climactic moment of the module. As a possible outcome, one or two of the PCs may be so Strength drained that they must be left behind, in which case, do not kill them but simply have the Eirius Iornadh drain all their wisdom, so that Maranefel Toktot can 'rescue' them (in which case, see below).

Veryanna: Veryanna's very being has been infused with stuff from the fabric of the plane of shadow. As the PCs flee all that is good and pure within the infant strives to resist this. The PC carrying Veryanna will unfortunately suffer the side effects of this struggle

Veryanna causes 1 point of Strength damage per round from the PC who carries her (note – their weight load and Swim check shall go down with this and it takes 60 rounds at full movement to return to the waters at *Encounter 9*). However, the PC holding this magical child instantly knows the way back to the water they swam through to get into the Tal Marith and feels that the Eirius Iornadh will not pursue them into the waters.

Capture by the Brotherhood: If one or two of the PCs are either overtaken or overpowered by the Eirius Iornadh or unable to make the Swim checks to escape from the Tal Marith due to Strength drain, they may seem dead. In this case, they will be rescued by Toktot when he returns with the reinforcements.

Swimming back to shore: Once the PCs have activated the statues found in *Encounter 10: Guardians of Antiquity*, and climbed down the cliff to the waters below they will be able to leave the Tal Marith. Describe the swim out through the submerged passage and then read or paraphrase the boxed text below once the PC carrying Veryanna nears the surface. It takes 10 rounds of swimming to reach the surface.

PCs without the strength to swim out will be "rescued" by Maranefel Toktot after he has driven off the Eirius Iornadh. Proceed to *Ending 4: Captured By The Brotherhood*.

Shimmering rays of sunlight glimmer on the surface of the water as you frantically swim for shore with your shadowy charge. As the first rays of sunlight warm you the child you carry lets out a shriek, much like the shriek of the dreamstealers or the Eirius Iornadh, and the shadow portion of the child is ripped away, revealing a pale skinned innocent child underneath, whilst the shadow continues to take on the form of the child and sinks back down into the Tal Marith, wailing as it flees from the sunlight.

Proceed to *Encounter 17: The Choices of Veryanna*.

Troubleshooting:

Veryanna is dead: If the PCs were foolish enough to kill Veryanna alongside Madi, then most likely they are trapped here. Most likely they will either die at the hands of the Eirius Iornadh or be captured by the Scarlet Brotherhood (see Ending 4).

Finding the way back to the start may prove problematic if the PCs do not have Veryanna. Unless they have some other kind of magics that function down here, such as *teleport* a Survival check is required: -

DC 10 – if the PCs left markers **constantly** throughout their expedition. Failure indicates they will reach a dead end during their pursuit.

DC 25 – if the PCs did not leave markers and are willing to take their time (in which case the Eirius Iornadh will catch up). Failure indicates they will reach a dead end during their pursuit and must face their pursuers.

DC 35 – if the PCs are going to try to run to the exit successfully with no markers. Failure indicates they will reach a dead end during their pursuit and must face their pursuers.

The Remaining PCs do not have enough Strength: If the PCs collectively do not have sufficient Strength scores to carry Veryanna to the waters and allow at least half of them to swim to safety, once the PCs are low on Strength read the following: -

Perhaps it is exhaustion, or a trick of the heat of this accursed place, but in your mind you see the image of a white robed man, Tarnedas the Prophet standing upon a beach, leaning upon his young disciple. He turns to the young archer

"They falter now, when most is at stake. Lend them our strengths."

The PC carrying Veryanna has his Strength score restored as per a *lesser restoration* spell. At your discretion restore sufficient PCs to get them to the water – but do not go overboard, allow for the possibility than one or two may be so drained they may end up captured!

If the PCs do not have Veryanna, go to *Ending 3: Failure*, otherwise go to *Encounter 17: The Choices of Veryanna*.

Encounter 17: The Choices of Veryanna

The following encounter takes place once some of the PCs have safely swum to shore from the Tal Marith in *Encounter 16: The Death of a Kesh*.

You scramble onto the sandy shores of the beach. A blood-dimmed sun lies low over the western horizon, casting a baleful light over the sand dunes that surround you.

From the north side of the beach you see several figures emerging from the cover of the dunes. Their red shell-like skin easily identifies them as norkers.

Their Bakluni master steps into sight at the head of the procession:

"Things are proceeding according to a darker plan than could ever be ascribed to my master," he says. All we wish to do is remove this innocent from the Game, but as long as she remains upon her native soil that cannot be.

"I ask you, give up your prize to the Emperor of the Bright Desert and save her from the curses that are vested upon her father."

If the PCs played *COR3-13 Traitor's Road*, Azam'ut even goes so far as to swear upon his honour as a Bakluni that he would never lie to those who saved his life. A DC 5 Sense Motive check will reveal him to be quite sincere, almost to the point of desperation!

Allow the PCs a brief moment to speak with the mage. He answers as follows: -

The curses of the father?

"Your leader, Jian Destron, has earned the Curse of the Rider but a greater and darker curse lies over his head and that of his kin. There is a curse that has lain in place for generations, that no

Destron can outlive or outrun, but has waited through the ages for this time."

What game do you speak of?

"We are all pawns in someone's greater game. My master found this out, and now you see his fate, to be branded Traitor.

"Events are in motion that will make the petty provincial wars of Onnwal seem like a candle to the inferno. You have heard this before, but like Him I can say little. You have already tasted a small fraction of the Enemy's power – you have seen the like of that which Veryanna is sought by, but there is more, much more than you have seen. My master offers his arcane powers as protection, to remove the child from their sight, and to return her when the time is right."

What will you do with Veryanna?

"We have only sought to carry your people's favour, and yet all we have received is scorn. My master wishes to take her, and within his empire she will be safe and well looked after. She will return to rule Onnwal when the time is right. If you refuse this time, it is doubtful Onnwal shall still have a szek within a half-score of years."

Who is the enemy?

"My master knows, but he would not say, and I will not share my thoughts. Perhaps it is that you know more than I, had I the inclination and time I would take from you what you saw and learned."

Once the PCs have had a minute or two to discuss or harangue Azam'ut, present the second alternative: -

The Bakluni's voice trails off, and you meet his gaze. By the south dunes emerge the archers of the Path of the Bow, led by Jekasto, Disciple of Tarnedas. Among them you can spy the wounded man, Ganymydrath, and leaning on his archer-disciple is the aged Prophet, Tarnedas. The men watch impassively, leaning upon white hewn bowstaves, awaiting your decisions. Not a word is spoken, but their desire is obvious...

The PCs now have a choice – hand over the child they have fought and bled for to Rary, or return to Sornhill under escort from Tarnedas and the archers of the Path of the Bow. Believe it or not, despite the evil reputation of Rary the Traitor the choice may not be as clear-cut as they first think. With what they learned in the Tal

Marith Azam'ut's words may have struck a chord with their paranoia.

Azam'ut has refrained from using his powers that have earned him the named "The Muddled Tongue", but if they seem to favour returning to Sornhill with Tarnedas he soon loses his inhibitions of doing so!

Ending 1: To Sornhill with Veryanna

If the PCs make towards Tarnedas, Azam'ut desperately tries to use the Muddled Tongue ability to convince the PCs otherwise (DC 20 Will save to negate). Take those who fail the Will save aside and read them the following: -

The words seem to imprint themselves in your mind, becoming your very thoughts. You hesitate in your course of action. Are you correct?

Allow a few seconds of roleplaying to take place between those who have been "swayed" and those who remain steady to the intended course of action. Those who failed are now convinced that they should give the baby to Azam'ut. The argument between the PCs shall be ended by the following before violence erupts: -

"Cease your barking, dog of the desert!" exclaims Tarnedas, his voice carrying with uncharacteristic ferocity, suddenly aglow with white energies that seem to cause the very sky itself to clear and animate. "Your words shall not sway these people, and neither shall your infernal tongue."

"Your decision," says Azam'ut. "This has happened how my master said, and still machinations are allowed to go unchecked. You are being used, all of you! They are using you! Look well upon this child for your decision may damn her."

He stares at each of you imploringly, before facing the sky, "I tried master! It was just as you said – they would not listen, they would not honour the debt."

If the PCs saved Azam'ut in *COR3-13 Traitor's Road*, he fixes on one such PC and says: -

"Perhaps in the years to come I shall rue that you did not allow my death upon the sands of my homeland."

With these parting shots Azam'ut and his norkers are gone once more.

The PCs can go to Tarnedas, and either with or without his help return to Sornhill.

They receive **3 Regional Influence Points with Szek Jian Destron or Duchess Sailema Relaster (choose when redeeming)**. A banquet is held in their honour in the Stormhaven with the Skullsplitter praising their worth, and a purse of gold...

Additionally, if they possess fully upgraded White Bows from *ONW3-01 The Prophet*, and *ONW3-02 Pyrtura* an additional upgrade option now becomes available thanks to their experiences in the Tal Marith.

3 Regional Influence Points with Jian Destron OR Sailema Relaster (choose when redeeming).

Upgrade to the White Bow: If fully upgraded from *ONW3-02 Pyrtura* the White Bow gains the Bane (Unknown) upgrade. Future Onnwal scenarios shall tell where the Bane upgrade is useful. Unlike previous white bow upgrades this is free of charge and automatic at the end of the scenario.

Ending 2: To the Bright Desert

As the PCs make their way towards Azam'ut, have them each make DC 15 Spot checks. To those who make the rolls read aloud the following: -

Gazing back to meet the baleful stares of the white archers, you note that the leader of the archers has strung his bow and is aiming at you. About half of the other archers, upon seeing their leader act, also prepare to ready their bows upon you.

Allow the PCs a few seconds to react to this. Assuming they do not attempt anything hostile, read the following: -

No sooner is the bow strung than the hand of the Prophet restrains the archer, simply shaking his head. Reluctantly, and with obvious mutterings the leader stands down. Your path is clear.

Once the PCs reach Azam'ut, he is genuinely grateful: -

"You have done more than you know this day," says the Emissary, taking the child from you. "Perhaps one day you shall be allowed to walk the sands of my master's lands as a true servant, but until that day I must part from you with this, the dearest star of Sornhill. Worry not about her now, she is safe from the machinations of those who consider

themselves wise, and she shall return to these shores when she is of age.”

With a wave of his hand, he is gone, leaving you standing on the shore, the archers glaring at you.

Tarnedas and his men part peacefully, though they will not parlay with the PCs. Tarnedas himself bears the PCs no ill will – though his disciples do not share his enlightened attitude. He simply dismisses it as an unexpected twist that was meant to be.

When word reaches Sornhill, which it will do via white robed messenger if not from the PC's own lips, Szek Jian Destron and Duchess Sailema are affronted by the PCs actions.

They earn the Disfavour of Jian Destron and Sailema Relaster. However they have earned the Favour of Rary the Traitor, for whatever purpose that is worth! Additionally as they did face the Tal Marith, any white bows that were fully upgraded from *ONW3-02 Pyrtura* receive a free upgrade.

Disfavour/Disliked Status with Jian Destron and Sailema Relaster.

Favour of Rary the Traitor: Contact Creighton@onnwal.org.uk or skerrigan@onnwal.org.uk for more information on this favour.

DM Note: Contact either Stuart or Creighton listing the participating player and PC names along with email addresses.

Upgrade to the White Bow: If fully upgraded from *ONW3-02 Pyrtura* the White Bow gains the Bane (Unknown) upgrade. Future Onnwal scenarios shall tell where the Bane upgrade is useful. Unlike previous white bow upgrades this is free of charge and automatic at the end of the scenario.

Ending 3: Failure

If the PCs managed to escape from the Tal Marith, but without Veryanna, then that is unfortunate. Tarnedas and his men will greet the PCs upon the beach, but there will be no sign of Aza'mut of the Muddled Tongue. All that is left is to return to Sornhill in failure.

If Veryanna died, then she is lost. If she was simply never found because the PCs were not able to press far enough in their explorations, commiserations

will be offered by the House of Relaster. Nothing more is heard of Madi's explorations – at least not yet.

If Veryanna was left by the PCs and left because of her condition, or she was killed inadvertently by the PCs they earn the Disfavour of Jian Destron and Sailema Relaster. *Resurrection* or subsequent attempts to locate the child fail.

Disfavour/Disliked Status with Jian Destron and Sailema Relaster.

Ending 4: Capture by the Brotherhood

This ending is for PCs who became trapped in the Tal Marith due to Strength loss. Describe the situation to the PC, assuming they are still conscious. Unless they possess teleportation magics they will eventually be overwhelmed by waves of hochebi and magical assaults under the Brotherhood's direction, so there should be no argument.

You are blinded, but the voices still carry.

“You did well in removing that deviant Black Brotherhood renegade,” says a voice, that of Toktot. Strong hands grab you and soon you are bound, gagged and magically held. “Soon you will serve another purpose though. Take the Onnwalon away to my tower – I will speak with the Exalted Sister and then deal with this matter personally.”

Mercifully unconsciousness takes you, and then there is nothing more...

Capture: You have been captured by Maranefel Toktot, Kesh of Scant. Either pay 16 TUs to escape, or play the mini-mission *Degrees of Freedom* (1 TU to play).

This is not the end for PCs who are captured, though it is the end of the module. Rather you as the DM should look on it as the beginning of interesting times. Of course from their perspective, their future looks bleak to be sure...

Thus ends to Kill a Kesh, in uncertainty and revelation.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the bonus experience award. Award the total value (objectives plus roleplaying) to each character. Different characters can receive different bonus awards within the range allowed by the maximum.

Encounter Two: Dawn Brings The Messenger

Defeat the Eidolon

APL 6	270 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter Eight: A Watery Grave

Defeat the kuo-toa

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter Twelve: Shadow, Fire and Death

Defeat the dreamstealers

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter Thirteen: Choices In The Dark

Survive the effects of the trap

All APLs	150 XP
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Encounter Fourteen: Flame and Scale

Defeat the fire snake(s)

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Encounter Fifteen: Amidst Flame and Shadow

Defeat Kekarav Madi

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	420 XP

Encounter Sixteen: Killing A Kesh

Successfully fleeing the Tal Marith

APL 6	90 XP
APL 8	180 XP
APL 10	240 XP

APL 12	300 XP
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Discretionary Roleplaying Bonus

APL 6	360 XP
APL 8	450 XP
APL 10	540 XP
APL 12	630 XP

Experience Totals

APL 6	1,800 XP
APL 8	2,250 XP
APL 10	2,700 XP
APL 12	3,150 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 Equipment. 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 character's total and coin value increase at the end of the adventure. Write the total in

the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Loot = Looted gear from enemy (calculated at 50% of book price); Coin = Coin, Gems, Jewelry, and other valuables (calculated at 100% of value); Magic = Magic Items (calculated at 75% of book price).

Total Treasure Possible

APL 6	1,600 XP
APL 8	2,500 XP
APL 10	4,200 XP
APL 12	6,000 XP

Encounter Eight: A Watery Grave

APL 6: Loot: 156 gp; Magic: 4 *potions of mage armour* (4 gp each), 4 *potions of aid* (25 gp each), *scroll of blindness* (31 gp), *dispel magic* (31 gp), *potion of barkskin +3* (50 gp).

APL 8: Loot: 29 gp; Magic: 4 *+1 pincer staffs* (196 gp each), 4 *potions of mage armour* (4 gp each), 4 *potions of aid* (25 gp each), 4 *potions of cure serious wounds* (63 gp each), *scroll of blindness* (31 gp), *dispel magic* (31 gp), *potion of barkskin +3* (50 gp), *ring of protection +1* (167 gp), *water elemental gem* (188 gp).

APL 10: Loot: 29 gp; Magic: 4 *+1 pincer staffs* (196 gp each), 4 *potions of mage armour* (4 gp each), 4 *potions of aid* (25 gp each), 4 *potions of cure serious wounds* (63 gp each), 5 *bracers of armour +1* (83 gp each), *scroll of blindness* (31 gp), *dispel magic* (31 gp), *potion of barkskin +3* (50 gp), *ring of protection +1* (167 gp), *water elemental gem* (188 gp), *bead of force* (250 gp).

APL 12: Loot: 1 gp; Magic: 5 *+1 pincer staff* (196 gp each), 4 *potions of mage armour* (4 gp each), 4 *potions of aid* (25 gp each), 4 *potions of cure serious wounds* (63 gp each), 4 *bracers of armour +2* (333 gp each), 5 *rings of protection +1* (167 gp each), *scroll of blindness* (31 gp), *dispel magic* (31 gp), *potion of barkskin +3* (50 gp), *water elemental gem* (188 gp), *bracers of armour +1* (83 gp), *bead of force* (250 gp), *periapt of wisdom +2* (333 gp).

Encounter Ten: Guardians of Antiquity

All APLs: *+1 spear*. This *+1 spear* is of archaic design. The last half-foot of the shaft is actually a polished and carved length of horn showing a series of stylised carvings of idyllic landscape scenes that include exquisitely detailed animals and birds. The blade of the weapon tapers to a long, thin point.

The spear's tip now glows with a soft light. This light is equal to bright light within a 20-foot radius and shadowy light in a 40-foot radius. In addition the spear has the following abilities: Int 12, Wis 12, Cha 10; communicates via empathy; vision and hearing 30 ft. range; cast *bleed* 3/day.

These powers will manifest themselves while the PCs are within the Tal Marith. To maintain these powers after the adventure the owner must sacrifice 2,000 gp worth of precious gems and rare woods to Beory. This adds 2,000 gp to the value of this item.

Encounter Twelve: Shadow, Fire and Death

All APLs: Loot: 238 gp;

Maranefel's Amulet: This small featureless iron amulet was enchanted by Maranefel Toktot to discern the location of Kekarav Madi. The enchantments on it have now faded; all that remains is a Faint divination aura.

Cost: 20 gp.

Encounter Fourteen: Flame and Scale

All APLs: Loot 14 gp.

Encounter Fifteen: Amidst Flame and Shadow

Treasure: The following treasure may be recovered from this are once Kekarav Madi is defeated. Note, some of the items may be expended during the combat and thus will not be available to the PCs.

APL 6: Loot: 6 gp; Magic: *bracers of armour +1* (83 gp), *potion of heroism* (63 gp), *elixir of fire breath* (92 gp), *ring of protection +1* (167 gp), *elemental gem* (187 gp).

APL 8: Loot: 115 gp; Magic: *bracers of armour +1* (83 gp), *potion of heroism* (63 gp), *elixir of fire breath* (92 gp), *ring of protection +2* (667 gp), *potion of protection from arrows (magic)* (25 gp), *elemental gem* (187 gp).

APL 10: Loot: 39 gp; Magic: *bracers of armour +1* (83 gp), *potion of heroism* (63 gp), *elixir of fire breath* (92 gp), *ring of protection +2* (667 gp), *potion of protection from arrows (magic)* (25 gp), *necklace of fireballs* (725 gp), *dusty rose ioun stone* (417 gp), 4 *+1 spears* (192 gp each), *elemental gem* (2) (187 gp each).

APL 12: Magic: *bracers of armour +3* (750 gp), *potion of heroism* (63 gp), *elixir of fire breath* (92 gp), *ring of protection +2* (667 gp), *potion of protection from arrows (magic)* (25 gp), *necklace of fireballs* (725 gp), *dusty rose ioun stone* (417 gp), *periapt of Wisdom +2* (333 gp), *amulet of natural armour +2 (Faint transmutation)*, 4 *+1 spears* (192 gp each), *+1 heavy*

wooden shield (96 gp), elemental gem (2) (187 gp each).

AR Items

+1 spear upgrade. Of archaic design the last half-foot of the shaft is a polished and carved length of horn showing stylised carvings of idyllic landscape scenes that include exquisitely detailed animals and birds. The blade of the weapon tapers to a long, thin point.

The spear's tip glows with light equal to bright light within a 20-foot radius and shadowy light in a 40-foot radius. The spear has the following abilities: Int 12, Wis 12, Cha 10; communicates via empathy; vision and hearing 30 ft. range; *bless* 3/day. It is named Falenreth.

These powers manifested themselves while the PCs explore the Tal Marith. To maintain these powers the owner must sacrifice 2,000 gp worth of precious gems and rare woods to Beory. This adds 2,000 gp to the value of the spear.

Maranefel's Amulet: This small featureless iron amulet was enchanted by Maranefel Toktot to discern the location of Kekarav Madi. The enchantments on it have now faded; all that remains is a Faint divination aura.

3 Regional Influence Points with Jian Destron OR Sailema Relaster (choose when redeeming).

Upgrade to the White Bow: If fully upgraded from ONW3-02 Pyrtura the White Bow gains the Bane (Unknown) upgrade. Future Onnwal scenarios shall tell where the Bane upgrade is useful. Unlike previous white bow upgrades this is free of charge and automatic at the end of the scenario.

Disfavour/Disliked Status with Jian Destron and Sailema Relaster.

Favour of Rary the Traitor: Contact Creighton@onnwal.org.uk or skerrigan@onnwal.org.uk for more information on this favour.

Capture: You have been captured by Maranefel Toktot, Kesh of Scant. Either pay 16 TUs to escape, or play the mini-mission Degrees of Freedom (1 TU to play).

Item Breakdown By APL

APL 6

Potion of barkskin +3 (Any; CL 9th; *DUNGEON MASTER'S Guide*)
Potion of heroism (Any; CL 5th; *DUNGEON MASTER'S Guide*)
Elixir of fire breath (Any; CL 11th; *DUNGEON MASTER'S Guide*)
Elemental gem (air) (Adventure; CL 11th; *DUNGEON MASTER'S Guide*)

APL 8

+1 pincer staff (Adventure; CL 3rd; *DUNGEON MASTER'S Guide*)
Potion of cure serious wounds (Any; CL 5th; *DUNGEON MASTER'S Guide*)
Elemental gem (water) (Adventure; CL 11th; *DUNGEON MASTER'S Guide*)
Ring of protection +2 (Any; CL 5th; *DUNGEON MASTER'S Guide*)
Potion of protection from arrows (magic) (Any; CL 3rd; *DUNGEON MASTER'S Guide*)

APL 10

Bead of force (Any; CL 10th; *DUNGEON MASTER'S Guide*)

Necklace of fireballs (VII) (Adventure; CL 10th; *DUNGEON MASTER'S Guide*)

Dusty rose ioun stone (Any; CL 12th; *DUNGEON MASTER'S Guide*)

Elemental gem (earth) (Adventure; CL 11th; *DUNGEON MASTER'S Guide*)

APL 12

Bracers of armour +2 (Any; CL 7th; *DUNGEON MASTER'S Guide*)

Periapt of Wisdom +2 (Any; CL 8th; *DUNGEON MASTER'S Guide*)

Bracers of armour +3 (Any; CL 7th; *DUNGEON MASTER'S Guide*)

Amulet of natural armour +2 (Any; CL 5th; *DUNGEON MASTER'S Guide*)

Appendix 1

APL 6

Encounter 2: Dawn Shall Bring The Messenger

☛ **Eidolon:** CR 9; Large construct; HD 9d10+30; hp 79; Init +0; Spd 30 ft. (can't run); AC 21, touch 9, flat-footed 21; Base Atk +5; Grp +13; Atk +10 melee (2d6+5, slam); Full Atk +10 melee (2d6+5, slam x2); Space/Reach 10 ft./10 ft.; SA Blood spray, *confusion*, SQ Construct traits, DR 10/adamantine, SR 19; AL NE; SV Fort +3; Ref +3; Will +1; Str 21, Dex 11, Con -, Int 2, Wis 6, Cha 13.

Skills and Feats: Jump +17; Cleave, Improved Bull Rush, Improved Sunder, Power Attack.

Blood Spray (Su): As a free action, an eidolon can spew a gout of thick blood from the seeping symbols in its face at a single target within 30 feet. Any creature struck by this blood must make a DC 15 Will save or be afflicted with a terrible madness that causes it to see all its friends as hated enemies. An affected creature immediately attacks its closest ally, using the best tactics and items at its disposal. This murderous frenzy prevents spell-casting but not the activation of magic items that require spell completion, and it lasts for 3d6 rounds. Once an eidolon has used its blood spray it must wait 1d4 rounds before it can do so again.

Confusion (Sp): Any creature struck by an eidolon must make a DC 15 Will save or become confused. This condition is permanent, only a *greater restoration*, *limited wish*, *miracle* or *wish* spell can restore the subject to normal. The effect is otherwise identical with that of a *confusion* spell (cast level 10th).

Construct Traits: An eidolon is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drains or death from massive damage. It cannot heal itself but it can be healed through repair. It cannot be raised or resurrected. An eidolon has dark vision (60-foot range).

☛ **Ganymedryth of the Path of the Talon:** human Ftr5/Order of Bow Initiate1: CR 6; medium-sized humanoid; HD 6d10+2; hp 54; Init +6; Spd 30 ft.; AC 16 (flat-footed 13, touch 13); Base Atk +6; Grp +7; Atks +8/+2 melee (1d8+1/19-20 short sword), +11/+6 (or +9/+4/+9) ranged (1d8/x3, longbow); SA Ranged sneak attack +1d6; AL LN; SV Fort +7; Ref +5; Will +3; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (bowyer) +8, Knowledge (religion) +4, Hide +4, Move Silently +6; Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialisation (longbow).

Possessions: Masterwork studded leather armour; masterwork longbow, 20 arrows.

Encounter 4: The Voice of Reason

☛ **Norker War1 (20):** CR 1/2; Small humanoid (goblinoid); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 19, touch 12, flat-footed 18; Base Atk +1; Grp +1; Atk +2 melee (1d6, club) or +2 melee 1d4, bite or +3 ranged (1d6 javelin); Full Atk +2 melee (1d6, club) and -3 melee (1d4, bite); SA -; SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +1, Will -1; Str 10, Dex 13, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +1, Listen +3, Move Silently +5, Spot +3; Alertness.

Possessions: Loincloth, club, javelin.

☛ **Eliazir Razeem Azam'ut of the Muddled Tongue:** human male Wiz14; CR 14; Medium-sized Humanoid; HD 14d4; hp 42; Init +2; Spd 30 ft.; AC 22, touch 13, flat-footed 22; Base Atk +7/+2; Grp +7; Atk +10 melee (1d6+3, +3 *quarterstaff*); Full Atk +10/+5 melee (1d6+3, +3 *quarterstaff*); SA Spells, *muddled tongue*, SQ Summon familiar; AL NE; SV Fort +4, Ref +6, Will +12; Str 10, Dex 14, Con 11, Int 20, Wis 16, Cha 19.

Skills and Feats: Bluff +6, Concentration +17, Craft (alchemy) +17, Diplomacy +13, Intimidate +7, Knowledge (arcana) +22, Knowledge (history) +11, Knowledge (religion) +10, Sense Motive +9, Spellcraft +22, Spot +8, Wilderness Lore +9; Combat Casting, Craft Magic Arms and Armour, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll, Spell Focus (Enchantment), Spell Penetration.

Spells Prepared (4/6/5/5/5/4/3/2; base DC = 15 + spell level; Enchantment base DC = 16 + spell level): 0-*dancing lights, detect magic, mage hand, prestidigitation*; 1st-*mage armour, magic missile (2), protection from good, shield, unseen servant*; 2nd-*detect invisibility, invisibility, mirror image, tasha's hideous laughter**, *touch of idiocy**; 3rd-*blink, deep slumber**, *dispel magic, hold person**, *protection from elements (fire)*; 4th-*confusion**, *crushing despair**, ~~*detect scrying*~~, *globe of invulnerability, phantasmal killer*; 5th-*cone of cold, feeblemind* (s), wall of force*; 6th-*chain lightning*.

*geas/quest**, *great dispel magic*; 7th - *mass hold person**, *limited wish*.

Muddled Tongue (Su): Those listening to Azam'ut speak when he uses his *muddled tongue* (a free action) must make a Will save (DC 17). Those who fail may fall victim to *command*, *charm person*, *daze* and *suggestion* spell-like effects at the whim of Azam'ut for the next hour. Furthermore, Azam'ut can, with the power of his voice, conjure complex images and illusions equivalent to the effects of *major image*.

Possessions: +3 *quarterstaff*, *ring of protection +3*, *ring of teleportation*, *bracers of armour +7*, fine Bakluni robes.

Encounter 8: A Watery Grave

➤ **Kuo-Toa Mnk1:** CR 3; Medium monstrous humanoid (aquatic); HD 2d8+2 plus 1d8+1; hp 20; Init +2; Spd 20 ft., swim 50 ft.; AC 20, touch 14, flat-footed 16; Base Atk +2; Grp +9; Atk +5 melee (1d6+3, unarmed strike) or +5 melee (1d4+3, bite) or +6 melee (1d10+3, masterwork pincer staff); Full Atk +5 melee (1d6+3, unarmed strike) and +0 melee (1d4+2, bite) or +6 melee (1d10+3, masterwork pincer staff); Space/Reach 5 ft./5 ft.; SA Pincer staff, flurry of blows (-2/-2); SQ Adhesive, amphibious, immunity to poison and paralysis, keen sight, light blindness, resistance to electricity 10, slippery; AL NE; Saves Fort +5, Ref +7, Will +7; Str 17, Dex 14, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Escape Artist +12, Knowledge (history) +4, Listen +9, Hide +6, Move Silently +9, Search +8, Spot +15, Swim +11, Tumble +6; Alertness, Great Fortitude, Improved Grapple, Improved Unarmed Strike, Toughness.

Languages: Kuo-toan, Undercommon, Aquan.

Pincer Staff: Many fighters and all whips of 7th level and higher carry this Large exotic weapon. A pincer staff deals 1d10 points of damage of bludgeoning damage, threatens a critical on a 20 and doubles damage on a successful critical. It has a reach of 10 feet and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small but no larger than Large size can attempt to start a grapple as a free action without provoking an attack of opportunity. If the wielder wins the grapple check, the staff establishes a hold and grabs the opponent, dealing 1d10 points of damage each round the hold is maintained.

Flurry of Blows (Ex): This kuo-toa may use a full stack action to make one extra attack per round with an unarmed strike at his highest base attack, but this and each other attacks suffers the penalty or bonus listed above.

Amphibious (Ex): Kuo-toa breathe through gills and can survive indefinitely on land

Keen Sight (Ex): Kuo-toa have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Kuo-toa for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

Slippery (Ex): All Kuo-toa secrete an oily film that makes them difficult to grapple or snare. Webs, magical or otherwise don't affect kuo-toa and they usually can wriggle free from most forms of confinement.

Skills: Kuo-toa have a +8 racial bonus on Escape Artist checks and a +4 racial bonus on Spot and Search checks. A kuo-toa has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: Masterwork pincer staff, *potion of mage armour*, *potion of aid*.

➤ **Kugloogoop, Kuo-toan Clr4 - Blibdoolpoolp:** CR 6; Medium monstrous humanoid (aquatic); HD 2d8+2 plus 4d8+4; hp 38; Init +4; Spd 20 ft., swim 50 ft.; AC 16, touch 10, flat-footed 16; Base Atk +5; Grp +6; Atk +7 melee (1d10+1, masterwork pincer staff) or +6 melee (1d4+1, bite); Full Atk +7 melee (1d10+1, masterwork pincer staff) and +1 melee (1d4, bite); Space/Reach 5 ft./5 ft.; SA Pincer staff, rebuke undead 5/day, spells; SQ Adhesive, amphibious, immunity to poison and paralysis, keen sight, light blindness, resistance to electricity 10, slippery; AL NE; Saves Fort +7, Ref +6, Will +11; Str 13, Dex 10, Con 13, Int 13, Wis 18, Cha 14.

Skills and Feats: Concentration +4, Escape Artist +8, Knowledge (history) +10, Knowledge (religion) +7, Listen +9, Move Silently +3, Search +8, Spellcraft +7, Spot +13, Swim +9; Alertness, Great Fortitude, Improved Initiative, Lightning Reflexes.

Languages: Kuo-toan, Undercommon, Aquan

Pincer Staff: Many fighters and all whips of 7th level and higher carry this Large exotic weapon. A pincer staff deals 1d10 points of damage of bludgeoning damage, threatens a critical on a 20 and doubles damage on a successful critical. It has a reach of 10 feet and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small but no larger than Large size can attempt to start

a grapple as a free action without provoking an attack of opportunity. If the wielder wins the grapple check, the staff establishes a hold and grabs the opponent, dealing 1d10 points of damage each round the hold is maintained.

Adhesive (Ex): Kuo-toa use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they get stuck. A kuo-toa requires 1 hour and special materials costing 20 gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items, since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

Amphibious (Ex): Kuo-toa breathe through gills and can survive indefinitely on land

Keen Sight (Ex): Kuo-toa have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Kuo-toa for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

Slippery (Ex): All Kuo-toa secrete an oily film that makes them difficult to grapple or snare. Webs, magical or otherwise don't affect kuo-toa and they usually can wriggle free from most forms of confinement.

Skills: Kuo-toa have a +8 racial bonus on Escape Artist checks and a +4 racial bonus on Spot and Search checks. A kuo-toa has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Spells Prepared (5/4+1/3+1; base DC 14 + spell level): 0- *cure minor wounds, detect magic, guidance, resistance, virtue*; 1st- *bless, inflict light wounds**; *shield of faith, summon monster (2)*; 2nd- *hold person, silence, shatter**; *spiritual hammer*.

*Domain Spell. **Domains:** Destruction (smite 1/day, bonus to melee attack roll and damage equal to cleric level), Water (rebuke or destroy fire creatures as a good cleric turns undead).

Possessions: Masterwork pincer staff, *scroll of blindness, dispels magic, potion of barkskin +3*, belt, 2 belt pouches.

Encounter 11: The Honoured Dead

☠**Randal Llaryr:** Ghostly Male Human War1; CR 2; Medium Undead (Human) (Incorporeal): HD 1d12; hp 12; Init +3; Spd Fly 30 ft (perfect); AC 14, touch 14, flat-footed 11; Base Atk +1; Grp +1; Atk +3 melee (1d3, incorporeal touch) or +3 melee (1d4 ability points, incorporeal draining touch); SA Draining touch; SQ Manifestation, +4 turn resistance, rejuvenation, undead, incorporeal; AL LN; SV Fort +2 Ref +3 Will -1; Str 10, Dex 16, Con -, Int 10, Wis 8, Cha 14.

Skills and Feats: Climb +1, Hide +10, Listen +11, Search +7, Spot +11, Swim -2, Alertness, Weapon Focus (longsword).

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d4 points from any one ability score it selects. On each successful hit, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Manifestation (Su): When manifesting ghosts becomes visible but incorporeal.

Rejuvenation (Su): A destroyed ghost is able to restore itself in 2d4 days if it makes a successful level check 1d20+1 (DC16).

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They ignore mind-influencing effects charms, compulsions, phantasms, patterns and morale effects). Undead are not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. They are immune to anything requiring a Fortitude saving throw (unless it affects objects). They have darkvision 60 ft.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons and spells, spell-like abilities, or supernatural abilities. Immune to all nonmagical attack forms. Even when hit by spells or magical weapons he has a 50% chance of ignoring any damage from a corporeal source (except from force effects such as *magic missile*, or attacks made with *ghost touch* weapons. The physical attacks of an incorporeal creature pass through armour unless it is made of force. Incorporeal creatures can pass through solid objects at will. It moves silently and cannot be heard if it doesn't wish to.

Encounter 12: Shadow, Fire and Death

➤ **Eirius Iornadh (2):** CR 7; Medium Undead (Incorporeal); HD 5d12; hp 56; Init +7; Spd 30 ft., 60 ft. fly (good); AC 19, touch 15, flat-footed 12; Base Atk +5; Grp -; Atk +5 melee (1d6 and Wisdom drain, bite) or +5 melee (1d4 and Wisdom drain, claw); Full Atk +5 melee (1d6 and Wisdom drain, bite) and +0 melee (1d4 and Wisdom drain, claw x2); AL NE; SA Breath weapon, wisdom drain, wail of doom; SQ Immunity (fire), incorporeal, undead, low-light vision, limited range; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 16, Wis 14, Cha 17.

Skills and Feats: Hide +11, Intimidate +11, Intuit Direction +6, Listen +11, Search +9, Sense Motive +7, Spot +10; Alertness, Combat Reflexes, Improved Initiative.

Breath Weapon: Cone of fire, 30 feet, once per day, 6d8 damage.

Wisdom Drain (Su): Living creatures hit by a Eirius Iornadh's incorporeal touch attack must succeed at a DC 14 Will save or suffer 1d6 points of permanent Wisdom drain. If PCs have suffered ability drain, they suffer terrible nightmares until they recover the lost Wisdom points.

Wail of Doom (Sp): Once per day, the Eirius-Brud may emit a bloodcurdling scream that effects all creatures hearing it as per the *wail of doom* spell detailed in *Song and Silence* (caster level 5th). Those hearing the wail must make a DC 16 Will save or suffer 5d4 points of damage, -2 morale penalty to saving throws and flee from the Eirius Iornadh for 5 rounds with a 50% chance of dropping anything held in their hands.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Eirius Iornadh at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, death effects or death from massive damage. Darkvision 60 ft.

Immunities: Eirius Iornadh are immune to fire.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armour. Always moves silently.

Limited Range (Ex): Eirius Iornadh are currently unable to move outside the bounds of the Tal Marith,

Ial Iornedh (Dreaming Hills) of the Headlands of Onnwal and the Hidden Fortress.

➤ **Elite Hochebi Guard, Ftr2 (12):** CR 2, Medium humanoid; HD 1d8+2 and 2d10+7; hp 28; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/19-20, longsword); Full Atk +6 melee (1d8+2/19-20, longsword); SA -; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +1, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +4, Move Silently +4, Spot +4; Alertness, Improved Initiative, Toughness, Weapon Focus (longsword).

Possessions: Banded mail, large steel shield, longsword, 6 gp.

➤ **Maranefel Toktot, The Butcher of Scant:** human male Wiz16; CR 16; Medium-sized Humanoid; HD 16d4+32; hp 73; Init +6; Spd 30 ft.; AC 23, touch 16, flat-footed 17; Base Atk +8/+3; Grp +8; Atk +8 melee (1d6, quarterstaff) or +10 melee (1d4+2/19-20/x2, +2 dagger); Full Atk +8/+3 melee (1d6, quarterstaff) or +10/+5 melee (1d4+2/19-20/x2, +2 dagger); SA Spells; SQ Summon familiar; AL NE; SV Fort +7, Ref +7, Will +13; Str 11, Dex 14, Con 14, Int 20, Wis 15, Cha 16.

Skills and Feats: Concentration +21, Craft (alchemy) +24, Decipher Script +24, Knowledge (arcana) +24, Knowledge (history) +24, Listen +4, Spellcraft +24, Spot +5, Swim +5; Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Heighten Spell, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (Evocation), Spell Penetration, Widen Spell.

Languages: Ancient Suel, Common, Dwarvish. Elvish, Flan, Infernal, Old Oeridian.

Spells Prepared (4/6/5/5/5/5/3/3/2; base DC = 15 + spell level; Evocation DC = 16 + spell level): 0- *detect magic, light, dancing lights, prestidigitation*; 1st- *detect undead, detect secret doors, magic missile (2), protection from good, shield*; 2nd- *darkness, invisibility, mirror image, see invisibility, shatter*; 3rd- *blink, dispel magic, fly, haste, lightning bolt*; 4th- *lesser globe of invulnerability, greater invisibility, shout, stone shape, stonewall*; 5th- *break enchantment, cone of cold, feeblemind, prying eyes, wall of force*; 6th- *chain lightning, Widened lightning bolt, greater dispel magic*; 7th- *prismatic spray, Widened ice storm, limited wish*; 8th- *Heightened charm person, polar ray*.

Active Spells: contingency (teleport if reduced below 30 hit points), permanent *darkvision*

Possessions: +2 dagger, ring of protection +4, bracers of armour +7, staff of evocation (45 ch), *potion of cure serious wounds, ring of telekinesis*.

Encounter 14: Flame and Scale

➤ **Lesser Flame Snake (1):** CR 7; Medium-size magical beast (fire); HD 8d10+16; hp 60; Init +4; Spd 40 ft., climb 20 ft.; AC 21, touch 14, flat-footed 17; Base Atk +8; Grp +10; Atk +13 melee (1d8+2 and 2d6 fire plus poison, bite) or +12 ranged touch (2d6, magma spit); Full Atk +13 melee (1d8+2 and 2d6 fire plus poison, bite) and +9 melee (1d6+1, tail spike) or +12 ranged touch (2d6 fire, magma spit); Space/Reach 5 ft./ 5 ft. (coiled); SA Constrict 2d6+3 plus 2d6 fire, fiery poison, heat, magma spit; SQ Darkvision 60 ft., fast healing 3, fire subtype, low-light vision, scent, uncanny dodge; AL NE; SV Fort +8, Ref +10, Will +4; Str 15, Dex 18, Con 15, Int 8, Wis 14, Cha 13.

Skill and Feats: Climb +10, Hide +7, Listen +5, Move Silently +7, Spot +4; Multiattack, Weapon Finesse, Weapon Focus (bite).

Constrict (Ex): With a successful grapple check, a lesser flame snake can constrict a grabbed opponent, dealing 2d6+3 points of bludgeoning damage and 2d6 points of fire damage.

Fiery Poison (Ex): A lesser flame snake delivers its poison (Fort DC 16 negates) with each successful bite attack. Initial and secondary damage are the same (1d4 Str). In addition, if the save fails, the lesser flame snake's poison burns its victim from the inside as it courses through the opponent's body. Each round the poison remains in a victim's blood stream (maximum 10 rounds), it deals 2 points of fire damage (no save). This includes the round in which the victim was bitten.

Heat (Ex): A flame snake generates so much heat that its mere touch deals additional fire damage. This damage varies by subtype.

Magma Spit (Su): Every 1d4 rounds a lesser flame snake can launch a sticky glob of fiery spittle at an opponent within 30 feet (no range increment). A successful ranged touch attack is required to hit. If struck, a target takes 3d6 points of fire damage and must make a Reflex save (DC 16) or catch on fire.

Fast Healing (Ex): A lesser flame snake regains lost hit points at the rate of 3 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation and it does not allow a lesser flame snake to regrow or reattach lost body parts.

Fire Subtype (Ex): A flame snake is immune to fire damage. It takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed or if the save is a success or a failure.

Uncanny Dodge (Ex): A lesser flame snake retains its Dexterity bonus to Armour Class even when flat-footed or struck by an invisible attacker.

Scent (Ex): A flame snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: Flame snakes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Encounter 15: Amidst Fire and Shadow

⚔ **Kekarav Madi, male shadow Mnk2/Clr5:** CR 8; Medium-Size Magical Beast; HD 2d8+4 plus 5d8+10; hp 52; Init +7; Spd 45 ft.; AC 18, touch 17, flat-footed 12; Base Atk +4; Grp +10; Atk +7 melee (1d6+2, unarmed strike); Full Atk +7 melee (1d6+2, unarmed strike); Space/Reach 5 ft./5 ft.; SA Flurry of blows (-1/-1), spells, rebuke undead; SQ Evasion, cold resistance 12, darkvision 60 ft., low-light vision, *shadow blend*, regeneration 2; AL NE; SV Fort +9, Ref +7, Will +10; Str 14, Dex 16, Con 15, Int 13, Wis 17, Cha 16.

Skills and Feats: Balance +6, Climb +5, Concentration +9, Escape Artist +8, Hide +12, Knowledge (history) +5, Knowledge (religion) +5, Listen +5, Move Silently +14, Spellcraft +8 Spot +5, Tumble +8; Deflect Arrows, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Stealthy, Weapon Focus (unarmed strike).

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

Regeneration (Ex): Regenerate 2 hit points per round (slain if brought to 0 hit points).

Skills: Move Silently +6.

Spells Known: 5/4+1/3+1/2+1; base DC = 13 + spell level): 0- *cure minor wounds, detect magic, guidance, light, virtue*, 1st- *command, deathwatch, divine favour, protection from good*, shield of faith*, 2nd- *aid, hold person, resist energy, shatter**; 3rd- *contagion*, deeper darkness, dispel magic*.

**Domain Spell. Domains:* Destruction (Smite 1/day [+4 bonus on attack rolls and a bonus on damage equal to cleric level), Evil (cast evil spells at +1 caster level).

Possessions: *bracers of armour +1, potion of heroism, elixir of fire breath, ring of protection +1, elemental gem (air).*

➤ **Shadow Kuo-Toa Guard (3):** CR 2; Medium magical beast (aquatic); HD 2d8+2; hp 11; Init +0; Spd 30 ft., swim 75 ft.; AC 18, touch 10, flat-footed 18; Base Atk +3; Grp +3; Atk +3 melee (1d6+1, spear) or +3 melee (1d4+1, bite); Full Atk +3 melee (1d6+1, spear) and -2 melee (1d4, bite); Space/Reach 5 ft./5 ft.; SA -; SQ

Adhesive, amphibious, immunity to poison and paralysis, keen sight, light blindness, resistance to electricity 10, slippery, darkvision 60 ft., low-light vision, cold resistance 7, *shadow blend*, evasion; AL NE; Saves Fort +3, Ref +3, Will +5; Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Escape Artist +8, Knowledge (history) +4, Listen +7, Move Silently +3, Search +8, Spot +11, Swim +9; Alertness, Great Fortitude.

Languages: Kuo-toan, Undercommon, Aquan

Adhesive (Ex): Kuo-toa use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they get stuck. A kuo-toa requires 1 hour and special materials costing 20 gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items, since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

Amphibious (Ex): Kuo-toa breathe through gills and can survive indefinitely on land

Keen Sight (Ex): Kuo-toa have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Kuo-toa for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

Slippery (Ex): All Kuo-toa secrete an oily film that makes them difficult to grapple or snare. Webs, magical or otherwise don't affect kuo-toa and they usually can wriggle free from most forms of confinement.

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

Evasion (Ex): A successful Reflex save against an attack that normally deals half damage on a successful save indicates no damage is taken.

Skills: Kuo-toa have a +8 racial bonus on Escape Artist checks and a +4 racial bonus on Spot and Search checks. A kuo-toa has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard.

It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: Heavy wooden shield, spear.

Encounter 16: Killing a Kesh

➤ **Advanced 13 HD Eirius Iornadh (20):** CR 9; Medium Undead (Incorporeal); HD 13d12; hp 112; Init +7; Spd 30 ft., 60 ft. fly (good); AC 19, touch 15, flat-footed 12; Base Atk +7; Grp -; Atk +7 melee (1d6, and Wisdom drain bite) or +7 melee (1d4 and Wisdom drain, claw); Full Atk +7 melee (1d6 and Wisdom drain, bite) and +2 melee (1d4 and Wisdom drain, claw x2); AL NE; SA Breath weapon, wisdom drain, wail of doom; SQ Immunity (fire), incorporeal, undead, low-light vision, limited range; SV Fort +3, Ref +8, Will +10; Str -, Dex 16, Con -, Int 16, Wis 14, Cha 17.

Skills and Feats: Hide +19, Intimidate +17, Intuit Direction +12, Listen +18, Search +15, Sense Motive +13, Spot +18; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes.

Breath Weapon: Cone of fire, 30 feet, once per day, 6d8 damage.

Wisdom Drain (Su): Living creatures hit by a Eirius Iornadh's incorporeal touch attack must succeed at a DC 18 Will save or suffer 1d6 points of permanent Wisdom drain. If PCs have suffered ability drain, they suffer terrible nightmares until they recover the lost Wisdom points.

Wail of Doom (Sp): Once per day, the Eirius Iornadh may emit a bloodcurdling scream that effects all creatures hearing it as per the *wail of doom* spell detailed in *Song and Silence* (caster level 5th). Those hearing the wail must make a DC 16 Will save or suffer 5d4 points of damage, -2 morale penalty to saving throws and flee from the Eirius Iornadh for 5 rounds with a 50% chance of dropping anything held in their hands.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Eirius Iornadh at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, death effects or death from massive damage. Darkvision 60 ft.

Immunities: Eirius Iornadh are immune to fire.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons with a 50% chance to ignore any damage from a corporeal

source. Can pass through solid objects at will, and own attacks pass through armour. Always moves silently.

Limited Range (Ex): Eirius Iornadh are currently unable to move outside the bounds of the Tal Marith.

Appendix 2

APL 8

Encounter 2: Dawn Shall Bring The Messenger

☛ **Eidolon:** CR 10; Large construct; HD 13d10+30; hp 97; Init +0; Spd 30 ft. (can't run); AC 21, touch 9, flat-footed 21; Base Atk +6/+1; Grp +14; Atk +11 melee (2d6+5, slam); Full Atk +11/+6 melee (2d6+5, slam x2); Space/Reach 10 ft./10 ft.; SA Blood spray, *confusion*; SQ Construct traits, DR 10/adamantine, SR 19; AL NE; SV Fort +3; Ref +3; Will +2; Str 21, Dex 11, Con -, Int 2, Wis 6, Cha 13.

Skills and Feats: Jump +21; Cleave, Improved Bull Rush, Improved Sunder, Power Attack.

Blood Spray (Su): As a free action, an eidolon can spew a gout of thick blood from the seeping symbols in its face at a single target within 30 feet. Any creature struck by this blood must make a DC 17 Will save or be afflicted with a terrible madness that causes it to see all its friends as hated enemies. An affected creature immediately attacks its closest ally, using the best tactics and items at its disposal. This murderous frenzy prevents spell-casting but not the activation of magic items that require spell completion, and it lasts for 3d6 rounds. Once an eidolon has used its blood spray it must wait 1d4 rounds before it can do so again.

Confusion (Sp): Any creature struck by an eidolon must make a DC 17 Will save or become confused. This condition is permanent, only a *greater restoration*, *limited wish*, *miracle* or *wish* spell can restore the subject to normal. The effect is otherwise identical with that of a *confusion* spell (cast level 10th).

Construct Traits: An eidolon is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drains or death from massive damage. It cannot heal itself but it can be healed through repair. It cannot be raised or resurrected. An eidolon has dark vision (60-foot range).

☛ **Ganymedryth of the Path of the Talon:** human Ftr5/Order of Bow Initiate1: CR 6; medium-sized humanoid; HD 6d10+2; hp 54; Init +6; Spd 30 ft.; AC 16 (flat-footed 13, touch 13); Base Atk +6; Grp +7; Atks +8/+2 melee (1d8+1/19-20 short sword), +11/+6 (or +9/+4/+9) ranged (1d8/x3, longbow); SA Ranged sneak attack +1d6; AL LN; SV Fort +7; Ref +5; Will +3; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (bowyer) +8, Knowledge (religion) +4, Hide +4, Move Silently +6; Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialisation (longbow).

Possessions: Masterwork studded leather armour; masterwork longbow, 20 arrows.

Encounter 4: The Voice of Reason

☛ **Norker War1 (20):** CR 1/2; Small humanoid (goblinoid); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 19, touch 12, flat-footed 18; Base Atk +1; Grp +1; Atk +2 melee (1d6, club) or +2 melee 1d4, bite or +3 ranged (1d6 javelin); Full Atk +2 melee (1d6, club) and -3 melee (1d4, bite); SA -; SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +1, Will -1; Str 10, Dex 13, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +1, Listen +3, Move Silently +5, Spot +3; Alertness.

Possessions: Loincloth, club, javelin.

☛ **Eliazir Razeem Azam'ut of the Muddled Tongue:** human male Wiz14; CR 14; Medium-sized Humanoid; HD 14d4; hp 42; Init +2; Spd 30 ft.; AC 22, touch 13, flat-footed 22; Base Atk +7/+2; Grp +7; Atk +10 melee (1d6+3, +3 *quarterstaff*); Full Atk +10/+5 melee (1d6+3, +3 *quarterstaff*); SA Spells, *muddled tongue*; SQ Summon familiar; AL NE; SV Fort +4, Ref +6, Will +12; Str 10, Dex 14, Con 11, Int 20, Wis 16, Cha 19.

Skills and Feats: Bluff +6, Concentration +17, Craft (alchemy) +17, Diplomacy +13, Intimidate +7, Knowledge (arcana) +22, Knowledge (history) +11, Knowledge (religion) +10, Sense Motive +9, Spellcraft +22, Spot +8, Wilderness Lore +9; Combat Casting, Craft Magic Arms and Armour, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll, Spell Focus (Enchantment), Spell Penetration.

Spells Prepared (4/6/5/5/5/4/3/2; base DC = 15 + spell level; Enchantment base DC = 16 + spell level): 0-*dancing lights, detect magic, mage hand, prestidigitation; 1st-mage armour, magic missile (2), protection from good, shield, unseen servant; 2nd-detect invisibility, invisibility, mirror image, tasha's hideous laughter*, touch of idiocy*; 3rd-blink, deep slumber*, dispel magic, hold person*, protection from elements (fire); 4th-confusion*, crushing despair*, ~~detect scrying~~, globe of invulnerability, phantasmal killer; 5th-cone of cold, feeblemind* (s), wall of force; 6th-chain lightning,*

*geas/quest**, *great dispel magic*; 7th - *mass hold person**, *limited wish*.

Muddled Tongue (Su): Those listening to Azam'ut speak when he uses his *muddled tongue* (a free action) must make a Will save (DC 17). Those who fail may fall victim to *command*, *charm person*, *daze* and *suggestion* spell-like effects at the whim of Azam'ut for the next hour. Furthermore, Azam'ut can, with the power of his voice, conjure complex images and illusions equivalent to the effects of *major image*.

Possessions: +3 *quarterstaff*, *ring of protection* +3, *ring of teleportation*, *bracers of armour* +7, fine Bakluni robes.

Encounter 8: A Watery Grave

➤ **Kuo-Toa Mnk3:** CR 5; Medium monstrous humanoid (aquatic); HD 2d8+2 plus 3d8+3; hp 32; Init +6; Spd 30 ft., swim 60 ft.; AC 20, touch 14, flat-footed 16; Base Atk +4; Grp +11; Atk +7 melee (1d6+3, unarmed strike) or +7 melee (1d4+3, bite) or +8 melee (1d10+4, +1 *pincer staff*); Full Atk +7 melee (1d6+3, unarmed strike) and +2 melee (1d4+2, bite) or +8 melee (1d10+4, +1 *pincer staff*); Space/Reach 5 ft./5 ft.; SA Pincer staff, flurry of blows (+0/+0); SQ Adhesive, amphibious, immunity to poison and paralysis, keen sight, light blindness, resistance to electricity 10, slippery, evasion, still mind; AL NE; Saves Fort +6, Ref +8, Will +8; Str 17, Dex 14, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Escape Artist +12, Knowledge (history) +4, Listen +9, Hide +8, Move Silently +11, Search +8, Spot +17, Swim +13, Tumble +8; Alertness, Combat Reflexes, Great Fortitude, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Toughness.

Languages: Kuo-toan, Undercommon, Aquan.

Pincer Staff: Many fighters and all whips of 7th level and higher carry this Large exotic weapon. A pincer staff deals 1d10 points of damage of bludgeoning damage, threatens a critical on a 20 and doubles damage on a successful critical. It has a reach of 10 feet and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small but no larger than Large size can attempt to start a grapple as a free action without provoking an attack of opportunity. If the wielder wins the grapple check, the staff establishes a hold and grabs the opponent, dealing 1d10 points of damage each round the hold is maintained.

Flurry of Blows (Ex): This kuo-toa may use a full stack action to make one extra attack per round with an unarmed strike at his highest base attack, but this and

each other attacks suffers the penalty or bonus listed above.

Amphibious (Ex): Kuo-toa breathe through gills and can survive indefinitely on land

Keen Sight (Ex): Kuo-toa have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Kuo-toa for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

Slippery (Ex): All Kuo-toa secrete an oily film that makes them difficult to grapple or snare. Webs, magical or otherwise don't affect kuo-toa and they usually can wriggle free from most forms of confinement.

Evasion (Ex): A successful Reflex save against an attack that normally deals half damage on a successful save deals no damage.

Still Mind (Ex): +2 bonus on saving throws against spells and effects from the enchantment school.

Skills: Kuo-toa have a +8 racial bonus on Escape Artist checks and a +4 racial bonus on Spot and Search checks. A kuo-toa has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: +1 *pincer staff*, *potion of mage armour*, *potion of aid*, *potion of cure serious wounds*.

➤ **Kugloogoop, kuo-toan Clr6 - Blibdoolpoolp:** CR 8; Medium monstrous humanoid (aquatic); HD 2d8+2 plus 6d8+6; hp 50; Init +4; Spd 20 ft., swim 50 ft.; AC 17, touch 11, flat-footed 16; Base Atk +6; Grp +7; Atk +8 melee (1d10+1, masterwork pincer staff) or +7 melee (1d4+1, bite); Full Atk +8 melee (1d10+1, masterwork pincer staff) and +2 melee (1d4, bite); Space/Reach 5 ft./5 ft.; SA Pincer staff, rebuke undead 5/day, spells; SQ Adhesive, amphibious, immunity to poison and paralysis, keen sight, light blindness, resistance to electricity 10, slippery; AL NE; Saves Fort +8, Ref +7, Will +12; Str 13, Dex 10, Con 13, Int 13, Wis 18, Cha 14.

Skills and Feats: Concentration +10, Escape Artist +8, Knowledge (history) +11, Knowledge (religion) +8, Listen +9, Move Silently +3, Search +8, Spellcraft +9, Spot +13, Swim +9; Alertness, Combat Casting, Great Fortitude, Improved Initiative, Lightning Reflexes.

Languages: Kuo-toan, Undercommon, Aquan

Pincer Staff: Many fighters and all whips of 7th level and higher carry this Large exotic weapon. A pincer staff deals 1d10 points of damage of bludgeoning damage, threatens a critical on a 20 and doubles damage on a successful critical. It has a reach of 10 feet and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small but no larger than Large size can attempt to start a grapple as a free action without provoking an attack of opportunity. If the wielder wins the grapple check, the staff establishes a hold and grabs the opponent, dealing 1d10 points of damage each round the hold is maintained.

Adhesive (Ex): Kuo-toa use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they get stuck. A kuo-toa requires 1 hour and special materials costing 20 gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items, since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

Amphibious (Ex): Kuo-toa breathe through gills and can survive indefinitely on land

Keen Sight (Ex): Kuo-toa have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Kuo-toa for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

Slippery (Ex): All Kuo-toa secrete an oily film that makes them difficult to grapple or snare. Webs, magical or otherwise don't affect kuo-toa and they usually can wriggle free from most forms of confinement.

Skills: Kuo-toa have a +8 racial bonus on Escape Artist checks and a +4 racial bonus on Spot and Search checks. A kuo-toa has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Spells Prepared (5/4+1/4+1/3+1; base DC 14 + spell level): 0- *cure minor wounds, detect magic, guidance,*

resistance, virtue; 1st- bless, inflict light wounds, shield of faith, summon monster (2); 2nd- hold person, silence, sound burst, shatter*, spiritual hammer; 3^d- contagion*, dispel magic, ~~glyph of warding~~, inflict serious wounds.*

*Domain Spell. *Domains:* Destruction (smite 1/day, bonus to melee attack roll and damage equal to cleric level), Water (rebuke or destroy fire creatures as a good cleric turns undead).

Possessions: Masterwork pincer staff, *scroll of blindness, dispel magic, potion of barkskin +3, ring of protection +1, water elemental gem, belt, 2 belt pouches.*

Encounter 11: The Honoured Dead

☠**Randal Llaryr:** Ghostly Male Human War1; CR 2; Medium Undead (Human) (Incorporeal): HD 1d12; hp 12; Init +3; Spd Fly 30 ft (perfect).; AC 14, touch 14, flat-footed 11; Base Atk +1; Grp +1; Atk +3 melee (1d3, incorporeal touch) or +3 melee (1d4 ability points, incorporeal draining touch); SA Draining touch; SQ Manifestation, +4 turn resistance, rejuvenation, undead, incorporeal; AL LN; SV Fort +2 Ref +3 Will -1; Str 10, Dex 16, Con -, Int 10, Wis 8, Cha 14.

Skills and Feats: Climb +1, Hide +10, Listen +11, Search +7, Spot +11, Swim -2, Alertness, Weapon Focus (longsword).

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d4 points from any one ability score it selects. On each successful hit, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Manifestation (Su): When manifesting ghosts becomes visible but incorporeal.

Rejuvenation (Su): A destroyed ghost is able to restore itself in 2d4 days if it makes a successful level check 1d20+1 (DC16).

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They ignore mind-influencing effects charms, compulsions, phantasms, patterns and morale effects). Undead are not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. They are immune to anything requiring a Fortitude saving throw (unless it affects objects). They have darkvision 60 ft.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons and spells, spell-like abilities, or supernatural abilities. Immune to all nonmagical attack forms. Even when hit by spells or magical weapons he has a 50% chance of

ignoring any damage from a corporeal source (except from force effects such as *magic missile*, or attacks made with *ghost touch* weapons. The physical attacks of an incorporeal creature pass through armour unless it is made of force. Incorporeal creatures can pass through solid objects at will. It moves silently and cannot be heard if it doesn't wish to.

Encounter 12: Shadow, Fire and Death

☛ **Eirius Iornadh (4):** CR 7; Medium Undead (Incorporeal); HD 5d12; hp 56; Init +7; Spd 30 ft., 60 ft. fly (good); AC 19, touch 15, flat-footed 12; Base Atk +5; Grp -; Atk +5 melee (1d6 and Wisdom drain, bite) or +5 melee (1d4 and Wisdom drain, claw); Full Atk +5 melee (1d6 and Wisdom drain, bite) and +0 melee (1d4 and Wisdom drain, claw x2); AL NE; SA Breath weapon, wisdom drain, wail of doom; SQ Immunity (fire), incorporeal, undead, low-light vision, limited range; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 16, Wis 14, Cha 17.

Skills and Feats: Hide +11, Intimidate +11, Intuit Direction +6, Listen +11, Search +9, Sense Motive +7, Spot +10; Alertness, Combat Reflexes, Improved Initiative.

Breath Weapon: Cone of fire, 30 feet, once per day, 6d8 damage.

Wisdom Drain (Su): Living creatures hit by a Eirius-brud's incorporeal touch attack must succeed at a DC 14 Will save or suffer 1d6 points of permanent Wisdom drain. If PCs have suffered ability drain, they suffer terrible nightmares until they recover the lost Wisdom points.

Wail of Doom (Sp): Once per day, the Eirius Iornadh may emit a bloodcurdling scream that effects all creatures hearing it as per the *wail of doom* spell detailed in *Song and Silence* (caster level 5th). Those hearing the wail must make a DC 16 Will save or suffer 5d4 points of damage, -2 morale penalty to saving throws and flee from the Eirius Iornadh for 5 rounds with a 50% chance of dropping anything held in their hands.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Eirius Iornadh at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, death effects or death from massive damage. Darkvision 60 ft.

Immunities: Eirius Iornadh are immune to fire.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armour. Always moves silently.

Limited Range (Ex): Eirius Iornadh are currently unable to move outside the bounds of the Tal Marith, Ial Iornedh (Dreaming Hills) of the Headlands of Onnwal and the Hidden Fortress.

☛ **Elite Hochebi Guard, Ftr2 (12):** CR 2, Medium humanoid; HD 1d8+2 and 2d10+7; hp 28; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/19-20, longsword); Full Atk +6 melee (1d8+2/19-20, longsword); SA -; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +1, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +4, Move Silently +4, Spot +4; Alertness, Improved Initiative, Toughness, Weapon Focus (longsword).

Possessions: Banded mail, large steel shield, longsword, 6 gp.

☛ **Maranefel Toktot, The Butcher of Scant:** human male Wiz16; CR 16; Medium-sized Humanoid; HD 16d4+32; hp 73; Init +6; Spd 30 ft.; AC 23, touch 16, flat-footed 17; Base Atk +8/+3; Grp +8; Atk +8 melee (1d6, quarterstaff) or +10 melee (1d4+2/19-20/x2, +2 dagger); Full Atk +8/+3 melee (1d6, quarterstaff) or +10/+5 melee (1d4+2/19-20/x2, +2 dagger); SA Spells; SQ Summon familiar; AL NE; SV Fort +7, Ref +7, Will +13; Str 11, Dex 14, Con 14, Int 20, Wis 15, Cha 16.

Skills and Feats: Concentration +21, Craft (alchemy) +24, Decipher Script +24, Knowledge (arcana) +24, Knowledge (history) +24, Listen +4, Spellcraft +24, Spot +5, Swim +5; Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Heighten Spell, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (Evocation), Spell Penetration, Widen Spell.

Languages: Ancient Suel, Common, Dwarvish. Elvish, Flan, Infernal, Old Oeridian.

Spells Prepared (4/6/5/5/5/5/3/3/2; base DC = 15 + spell level; Evocation DC = 16 + spell level): 0- *detect magic, light, dancing lights, prestidigitation*; 1st- *detect undead, detect secret doors, magic missile (2), protection from good, shield*; 2nd- *darkness, invisibility, mirror image, see invisibility, shatter*; 3rd- *blink, dispel magic, fly, haste, lightning bolt*; 4th- *lesser globe of invulnerability, greater invisibility, shout, stone shape, stoneskin*; 5th- *break enchantment, cone of cold, feeblemind, prying eyes, wall of force*; 6th- *chain lightning, Widened lightning bolt, greater dispel*

magic; 7th- *prismatic spray*, *Widened ice storm*, *limited wish*; 8th- *Heightened charm person*, *polar ray*.

Active Spells: contingency (teleport if reduced below 30 hit points), permanent darkvision

Possessions: +2 *dagger*, *ring of protection +4*, *bracers of armour +7*, *staff of evocation (45 ch)*, *potion of cure serious wounds*, *ring of telekinesis*.

Encounter 14: Flame and Scale

➤ **Lesser Flame Snake (2)**: CR 7; Medium-size magical beast (fire); HD 8d10+16; hp 60; Init +4; Spd 40 ft., climb 20 ft.; AC 21, touch 14, flat-footed 17; Base Atk +8; Grp +10; Atk +13 melee (1d8+2 and 2d6 fire plus poison, bite) or +12 ranged touch (2d6, magma spit); Full Atk +13 melee (1d8+2 and 2d6 fire plus poison, bite) and +9 melee (1d6+1, tail spike) or +12 ranged touch (2d6 fire, magma spit); Space/Reach 5 ft./ 5 ft. (coiled); SA Constrict 2d6+3 plus 2d6 fire, fiery poison, heat, magma spit; SQ Darkvision 60 ft., fast healing 3, fire subtype, low-light vision, scent, uncanny dodge; AL NE; SV Fort +8, Ref +10, Will +4; Str 15, Dex 18, Con 15, Int 8, Wis 14, Cha 13.

Skill and Feats: Climb +10, Hide +7, Listen +5, Move Silently +7, Spot +4; Multiattack, Weapon Finesse, Weapon Focus (bite).

Constrict (Ex): With a successful grapple check, a lesser flame snake can constrict a grabbed opponent, dealing 2d6+3 points of bludgeoning damage and 2d6 points of fire damage.

Fiery Poison (Ex): A lesser flame snake delivers its poison (Fort DC 16 negates) with each successful bite attack. Initial and secondary damage are the same (1d4 Str). In addition, if the save fails, the lesser flame snake's poison burns its victim from the inside as it courses through the opponent's body. Each round the poison remains in a victim's blood stream (maximum 10 rounds), it deals 2 points of fire damage (no save). This includes the round in which the victim was bitten.

Heat (Ex): A flame snake generates so much heat that its mere touch deals additional fire damage. This damage varies by subtype.

Magma Spit (Su): Every 1d4 rounds a lesser flame snake can launch a sticky glob of fiery spittle at an opponent within 30 feet (no range increment). A successful ranged touch attack is required to hit. If struck, a target takes 3d6 points of fire damage and must make a Reflex save (DC 16) or catch on fire.

Fast Healing (Ex): A lesser flame snake regains lost hit points at the rate of 3 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation and it does not allow a lesser flame snake to regrow or reattach lost body parts.

Fire Subtype (Ex): A flame snake is immune to fire damage. It takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed or if the save is a success or a failure.

Uncanny Dodge (Ex): A lesser flame snake retains its Dexterity bonus to Armour Class even when flat-footed or struck by an invisible attacker.

Scent (Ex): A flame snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: Flame snakes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Encounter 15: Amidst Fire and Shadow

➤ **Kekarav Madi, male shadow Mnk2/Clr7**: CR 10; Medium-Size Magical Beast; HD 2d8+4 plus 7d8+14; hp 66; Init +7; Spd 45 ft.; AC 20, touch 19, flat-footed 13; Base Atk +6; Grp +12; Atk +9 melee (1d6+2, unarmed strike); Full Atk +9 melee (1d6+2, unarmed strike); Space/Reach 5 ft./5 ft.; SA Flurry of blows (-1/-1), spells, rebuke undead; SQ Evasion, cold resistance 14, darkvision 60 ft., low-light vision, *shadow blend*, regeneration 2, *mirror image* 1/day; AL NE; SV Fort +10, Ref +10, Will +12; Str 14, Dex 16, Con 15, Int 13, Wis 18, Cha 16.

Skills and Feats: Balance +6, Climb +5, Concentration +11, Escape Artist +8, Hide +13, Knowledge (history) +6, Knowledge (religion) +6, Listen +6, Move Silently +14, Spellcraft +10 Spot +6, Tumble +8; Deflect Arrows, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Lighting Reflexes, Stealthy, Weapon Focus (unarmed strike).

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

Regeneration (Ex): Regenerate 2 hit points per round (slain if brought to 0 hit points).

Mirror Image: Can cast *mirror image* 1/day as a 9th level caster (1d4+3 images).

Skills: Move Silently +6.

Spells Known: 6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0- *cure minor wounds (2)*, *detect magic*, *guidance*, *light*, *virtue*, 1st- *bless*, *command*, *death watch*, *divine favour*, *protection from good**, *shield of faith*, 2nd- *aid*, *bear's endurance*, *hold person*, *resist energy*, *shatter**, 3rd- *contagion**, *deeper darkness*, *dispel magic*, *inflict serious wounds*; 4th- *divine power*, *freedom of movement*, *inflict critical wounds**.

**Domain Spell. Domains:* Destruction (Smite 1/day [+4 bonus on attack rolls and a bonus on damage equal to cleric level), Evil (cast evil spells at +1 caster level).

Possessions: bracers of armour +1, potion of heroism, elixir of fire breath, ring of protection +2, potion of protection from arrows (magic), elemental gem (air).

➤**Shdaow Kuo-Toa Guard Ftr2 (3):** CR 4; Medium magical beast (aquatic); HD 2d8+2 plus 2d10+2; hp 26; Init +4; Spd 30 ft., swim 75 ft.; AC 18, touch 10, flat-footed 18; Base Atk +4; Grp +5; Atk +6 melee (1d6+1, spear) or +5 melee (1d4+1, bite); Full Atk +6 melee (1d6+1, spear) and +0 melee (1d4, bite); Space/Reach 5 ft./5 ft.; SA - SQ Adhesive, amphibious, immunity to poison and paralysis, keen sight, light blindness, resistance to electricity 10, slippery, darkvision, low-light vision, cold resistance 9, *shadow blend*, evasion; AL NE; Saves Fort +6, Ref +3, Will +5; Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Escape Artist +9, Knowledge (history) +4, Handle Animal +0, Jump +5, Listen +9, Move Silently +3, Search +8, Spot +13, Swim +13; Alertness, Great Fortitude, Improved Initiative, Power Attack, Toughness.

Languages: Kuo-toan, Undercommon, Aquan

Adhesive (Ex): Kuo-toa use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they get stuck. A kuo-toa requires 1 hour and special materials costing 20 gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items, since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

Amphibious (Ex): Kuo-toa breathe through gills and can survive indefinitely on land

Keen Sight (Ex): Kuo-toa have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Kuo-toa for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

Slippery (Ex): All Kuo-toa secrete an oily film that makes them difficult to grapple or snare. Webs, magical or otherwise don't affect kuo-toa and they usually can wriggle free from most forms of confinement.

Skills: Kuo-toa have a +8 racial bonus on Escape Artist checks and a +4 racial bonus on Spot and Search checks. A kuo-toa has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

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

Evasion (Ex): A successful Reflex save against an attack that normally deals half damage on a successful save indicates no damage is taken.

Possessions: Masterwork heavy wooden shield, masterwork spear.

Encounter 16: Killing a Kesh

➤**Advanced 13 HD Eirius Iornadh (20):** CR 9; Medium Undead (Incorporeal); HD 13d12; hp 112; Init +7; Spd 30 ft., 60 ft. fly (good); AC 19, touch 15, flat-footed 12; Base Atk +7; Grp -; Atk +7 melee (1d6, and Wisdom drain bite) or +7 melee (1d4 and Wisdom drain, claw); Full Atk +7 melee (1d6 and Wisdom drain, bite) and +2 melee (1d4 and Wisdom drain, claw x2); AL NE; SA Breath weapon, wisdom drain, wail of doom; SQ Immunity (fire), incorporeal, undead, low-light vision, limited range; SV Fort +3, Ref +8, Will +10; Str -, Dex 16, Con -, Int 16, Wis 14, Cha 17.

Skills and Feats: Hide +19, Intimidate +17, Intuit Direction +12, Listen +18, Search +15, Sense Motive +13, Spot +18; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes.

Breath Weapon: Cone of fire, 30 feet, once per day, 6d8 damage.

Wisdom Drain (Su): Living creatures hit by a Eirius Iornadh's incorporeal touch attack must succeed at a DC 18 Will save or suffer 1d6 points of permanent Wisdom drain. If PCs have suffered ability drain, they suffer terrible nightmares until they recover the lost Wisdom points.

Wail of Doom (Sp): Once per day, the Eirius Iornadh may emit a bloodcurdling scream that effects all creatures hearing it as per the *wail of doom* spell detailed in *Song and Silence* (caster level 5th). Those hearing the wail must make a DC 16 Will save or suffer 5d4 points of damage, -2 morale penalty

to saving throws and flee from the Eirius Iornadh for 5 rounds with a 50% chance of dropping anything held in their hands.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Eirius Iornadh at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, death effects or death from massive damage. Darkvision 60 ft.

Immunities: Eirius Iornadh are immune to fire.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armour. Always moves silently.

Limited Range (Ex): Eirius Iornadh are currently unable to move outside the bounds of the Tal Marith.

Appendix 3

APL 10

Encounter 2: Dawn Shall Bring The Messenger

☛ **Eidolon:** CR 12; Huge construct; HD 21d10+30; hp 139; Init +0; Spd 30 ft. (can't run); AC 23, touch 8, flat-footed 22; Base Atk +12/+7/+2; Grp +29; Atk +20 melee (3d6+9, slam); Full Atk +20/+15/+10 melee (3d6+9, slam x2); Space/Reach 15 ft./15 ft.; SA Blood spray, *confusion*, SQ Construct traits, DR 10/adamantine, SR 19; AL NE; SV Fort +6; Ref +5; Will +5; Str 29, Dex 9, Con -, Int 2, Wis 6, Cha 13.

Skills and Feats: Jump +29; Cleave, Improved Bull Rush, Improved Sunder, Power Attack.

Blood Spray (Su): As a free action, an eidolon can spew a gout of thick blood from the seeping symbols in its face at a single target within 30 feet. Any creature struck by this blood must make a DC 21 Will save or be afflicted with a terrible madness that causes it to see all its friends as hated enemies. An affected creature immediately attacks its closest ally, using the best tactics and items at its disposal. This murderous frenzy prevents spell-casting but not the activation of magic items that require spell completion, and it lasts for 3d6 rounds. Once an eidolon has used its blood spray it must wait 1d4 rounds before it can do so again.

Confusion (Sp): Any creature struck by an eidolon must make a DC 21 Will save or become confused. This condition is permanent, only a *greater restoration*, *limited wish*, *miracle* or *wish* spell can restore the subject to normal. The effect is otherwise identical with that of a *confusion* spell (cast level 10th).

Construct Traits: An eidolon is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drains or death from massive damage. It cannot heal itself but it can be healed through repair. It cannot be raised or resurrected. An eidolon has dark vision (60-foot range).

☛ **Ganymedryth of the Path of the Talon:** human Ftr5/Order of Bow Initiate1: CR 6; medium-sized humanoid; HD 6d10+2; hp 54; Init +6; Spd 30 ft.; AC 16 (flat-footed 13, touch 13); Base Atk +6; Grp +7; Atks +8/+2 melee (1d8+1/19-20 short sword), +11/+6 (or +9/+4/+9) ranged (1d8/x3, longbow); SA Ranged sneak attack +1d6; AL LN; SV Fort +7; Ref +5; Will +3; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (bowyer) +8, Knowledge (religion) +4, Hide +4, Move Silently +6; Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialisation (longbow).

Possessions: Masterwork studded leather armour; masterwork longbow, 20 arrows.

Encounter 4: The Voice of Reason

☛ **Norker War1 (20):** CR 1/2; Small humanoid (goblinoid); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 19, touch 12, flat-footed 18; Base Atk +1; Grp +1; Atk +2 melee (1d6, club) or +2 melee 1d4, bite or +3 ranged (1d6 javelin); Full Atk +2 melee (1d6, club) and -3 melee (1d4, bite); SA -; SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +1, Will -1; Str 10, Dex 13, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +1, Listen +3, Move Silently +5, Spot +3; Alertness.

Possessions: Loincloth, club, javelin.

☛ **Eliazir Razeem Azam'ut of the Muddled Tongue:** human male Wiz14; CR 14; Medium-sized Humanoid; HD 14d4; hp 42; Init +2; Spd 30 ft.; AC 22, touch 13, flat-footed 22; Base Atk +7/+2; Grp +7; Atk +10 melee (1d6+3, +3 *quarterstaff*); Full Atk +10/+5 melee (1d6+3, +3 *quarterstaff*); SA Spells, *muddled tongue*, SQ Summon familiar; AL NE; SV Fort +4, Ref +6, Will +12; Str 10, Dex 14, Con 11, Int 20, Wis 16, Cha 19.

Skills and Feats: Bluff +6, Concentration +17, Craft (alchemy) +17, Diplomacy +13, Intimidate +7, Knowledge (arcana) +22, Knowledge (history) +11, Knowledge (religion) +10, Sense Motive +9, Spellcraft +22, Spot +8, Wilderness Lore +9; Combat Casting, Craft Magic Arms and Armour, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll, Spell Focus (Enchantment), Spell Penetration.

Spells Prepared (4/6/5/5/5/4/3/2; base DC = 15 + spell level; Enchantment base DC = 16 + spell level): 0- *dancing lights, detect magic, mage hand, prestidigitation*; 1st- *mage armour, magic missile (2), protection from good, shield, unseen servant*; 2nd- *detect invisibility, invisibility, mirror image, tasha's hideous laughter**; 3rd- *blink, deep slumber*, dispel magic, hold person*, protection from elements (fire)*; 4th- *confusion*, crushing despair*, detect scrying, globe of invulnerability, phantasmal killer**; 5th- *cone of cold, feeblemind* (s), wall of force*; 6th- *chain lightning*;

*geas/quest**, *great dispel magic*; 7th - *mass hold person**, *limited wish*.

Muddled Tongue (Su): Those listening to Azam'ut speak when he uses his *muddled tongue* (a free action) must make a Will save (DC 17). Those who fail may fall victim to *command*, *charm person*, *daze* and *suggestion* spell-like effects at the whim of Azam'ut for the next hour. Furthermore, Azam'ut can, with the power of his voice, conjure complex images and illusions equivalent to the effects of *major image*.

Possessions: +3 *quarterstaff*, *ring of protection* +3, *ring of teleportation*, *bracers of armour* +7, fine Bakluni robes.

Encounter 8: A Watery Grave

➤ **Kuo-Toa Mnk5:** CR 7; Medium monstrous humanoid (aquatic); HD 2d8+2 plus 5d8+10; hp 49; Init +6; Spd 30 ft., swim 60 ft.; AC 22, touch 15, flat-footed 17; Base Atk +5; Grp +12; Atk +8 melee (1d8+3, unarmed strike) or +8 melee (1d4+3, bite) or +9 melee (1d10+4, +1 *pincer staff*); Full Atk +8 melee (1d8+3, unarmed strike) and +3 melee (1d4+2, bite) or +9 melee (1d10+4, +1 *pincer staff*); Space/Reach 5 ft./5 ft.; SA Pincer staff, flurry of blows (+2/+2), ki strike (magic); SQ Adhesive, amphibious, immunity to poison and paralysis, keen sight, light blindness, resistance to electricity 10, slippery, evasion, still mind, slow fall 20 ft., purity of body; AL NE; Saves Fort +8, Ref +9, Will +9; Str 17, Dex 14, Con 14, Int 13, Wis 14, Cha 8.

Skills and Feats: Escape Artist +14, Knowledge (history) +4, Listen +9, Hide +10, Move Silently +13, Search +10, Spot +17, Swim +13, Tumble +10; Alertness, Combat Reflexes, Great Fortitude, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Toughness.

Languages: Kuo-toan, Undercommon, Aquan.

Pincer Staff: Many fighters and all whips of 7th level and higher carry this Large exotic weapon. A pincer staff deals 1d10 points of damage of bludgeoning damage, threatens a critical on a 20 and doubles damage on a successful critical. It has a reach of 10 feet and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small but no larger than Large size can attempt to start a grapple as a free action without provoking an attack of opportunity. If the wielder wins the grapple check, the staff establishes a hold and grabs the opponent, dealing 1d10 points of damage each round the hold is maintained.

Flurry of Blows (Ex): This kuo-toa may use a full stack action to make one extra attack per round with an unarmed strike at his highest base attack, but this and

each other attacks suffers the penalty or bonus listed above.

Ki Strike (Su): Unarmed attacks are counted as magic weapons for the purpose of damage reduction.

Amphibious (Ex): Kuo-toa breathe through gills and can survive indefinitely on land

Keen Sight (Ex): Kuo-toa have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Kuo-toa for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

Slippery (Ex): All Koa-toa secrete an oily film that makes them difficult to grapple or snare. Webs, magical or otherwise don't affect kuo-toa and they usually can wriggle free from most forms of confinement.

Evasion (Ex): A successful Reflex save against an attack that normally deals half damage on a successful save deals no damage.

Still Mind (Ex): +2 bonus on saving throws against spells and effects from the enchantment school.

Slow Fall (Ex): When within arm's length of a wall falling damage counts as if from a fall of twenty foot less.

Purity of Body (Ex): Immune to all diseases except for supernatural and magical diseases.

Skills: Kuo-toa have a +8 racial bonus on Escape Artist checks and a +4 racial bonus on Spot and Search checks. A kuo-toa has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: +1 *pincer staff*, *potion of mage armour*, *potion of aid*, *potion of cure serious wounds*, *bracers of armour* +1.

➤ **Kugloogoop, kuo-toan Clr8 - Blibdoolpoolp:** CR 10; Medium monstrous humanoid (aquatic); HD 2d8+4 plus 8d8+16; hp 72; Init +4; Spd 20 ft., swim 50 ft.; AC 18, touch 11, flat-footed 17; Base Atk +8/+1; Grp +9; Atk +10 melee (1d10+1, masterwork pincer staff) or +9 melee (1d4+1, bite); Full Atk +10/+5 melee (1d10+1, masterwork pincer staff) and +4 melee (1d4, bite); Space/Reach 5 ft./5 ft.; SA Pincer staff, rebuke undead 5/day, spells; SQ Adhesive, amphibious, immunity to poison and paralysis, keen sight, light blindness, resistance to electricity 10, slippery; AL NE; Saves Fort

+9, Ref +7, Will +13; Str 13, Dex 10, Con 14, Int 13, Wis 18, Cha 14.

Skills and Feats: Concentration +12, Escape Artist +8, Knowledge (history) +12, Knowledge (religion) +9, Listen +9, Move Silently +3, Search +8, Spellcraft +11, Spot +13, Swim +9; Alertness, Combat Casting, Great Fortitude, Improved Initiative, Lightning Reflexes.

Languages: Kuo-toan, Undercommon, Aquan

Pincer Staff: Many fighters and all whips of 7th level and higher carry this Large exotic weapon. A pincer staff deals 1d10 points of damage of bludgeoning damage, threatens a critical on a 20 and doubles damage on a successful critical. It has a reach of 10 feet and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small but no larger than Large size can attempt to start a grapple as a free action without provoking an attack of opportunity. If the wielder wins the grapple check, the staff establishes a hold and grabs the opponent, dealing 1d10 points of damage each round the hold is maintained.

Adhesive (Ex): Kuo-toa use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they get stuck. A kuo-toa requires 1 hour and special materials costing 20 gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items, since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

Amphibious (Ex): Kuo-toa breathe through gills and can survive indefinitely on land

Keen Sight (Ex): Kuo-toa have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Kuo-toa for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

Slippery (Ex): All Kuo-toa secrete an oily film that makes them difficult to grapple or snare. Webs, magical or otherwise don't affect kuo-toa and they usually can wriggle free from most forms of confinement.

Skills: Kuo-toa have a +8 racial bonus on Escape Artist checks and a +4 racial bonus on Spot and Search checks. A kuo-toa has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC 14 + spell level): 0- *cure minor wounds* (2), *detect magic*, *guidance*, *resistance*, *virtue*; 1st- *bless*, *cure light wounds*, *inflict light wounds**, *shield of faith*, *summon monster* (2); 2nd- *hold person*, *silence*, *sound burst*, *shatter**, *spiritual hammer*; 3rd- *contagion**, *dispel magic*, ~~*glyph of warding*~~, *inflict serious wounds*, *summon monster III*; 4th- *divine power*, *inflict critical wounds**, *poison*, *spell immunity (magic missile, fireball)*.

*Domain Spell. **Domains:** Destruction (smite 1/day, bonus to melee attack roll and damage equal to cleric level), Water (rebuke or destroy fire creatures as a good cleric turns undead).

Possessions: Masterwork pincer staff, *scroll of blindness*, *dispel magic*, *potion of barkskin +3*, *ring of protection +1*, *water elemental gem*, *bracers of armour +1*, *bead of force*, belt, 2 belt pouches.

Encounter 11: The Honoured Dead

☠ **Randal Llaryr:** Ghostly Male Human War1; CR 2; Medium Undead (Human) (Incorporeal): HD 1d12; hp 12; Init +3; Spd Fly 30 ft (perfect).; AC 14, touch 14, flat-footed 11; Base Atk +1; Grp +1; Atk +3 melee (1d3, incorporeal touch) or +3 melee (1d4 ability points, incorporeal draining touch); SA Draining touch; SQ Manifestation, +4 turn resistance, rejuvenation, undead, incorporeal; AL LN; SV Fort +2 Ref +3 Will -1; Str 10, Dex 16, Con -, Int 10, Wis 8, Cha 14.

Skills and Feats: Climb +1, Hide +10, Listen +11, Search +7, Spot +11, Swim -2, Alertness, Weapon Focus (longsword).

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d4 points from any one ability score it selects. On each successful hit, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Manifestation (Su): When manifesting ghosts becomes visible but incorporeal.

Rejuvenation (Su): A destroyed ghost is able to restore itself in 2d4 days if it makes a successful level check 1d20+1 (DC16).

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They ignore mind-influencing effects (charms, compulsions, phantasms, patterns and morale effects). Undead are not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. They are immune to anything requiring a Fortitude saving throw (unless it affects objects). They have darkvision 60 ft.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons and spells, spell-like abilities, or supernatural abilities. Immune to all nonmagical attack forms. Even when hit by spells or magical weapons he has a 50% chance of ignoring any damage from a corporeal source (except from force effects such as *magic missile*, or attacks made with *ghost touch* weapons. The physical attacks of an incorporeal creature pass through armour unless it is made of force. Incorporeal creatures can pass through solid objects at will. It moves silently and cannot be heard if it doesn't wish to.

Encounter 12: Shadow, Fire and Death

➤ **Advanced 9 HD Eirius Iornadh (5):** CR 8; Medium Undead (Incorporeal); HD 9d12; hp 84; Init +7; Spd 30 ft., 60 ft. fly (good); AC 19, touch 15, flat-footed 12; Base Atk +6; Grp -; Atk +6 melee (1d6 and Wisdom drain, bite) or +6 melee (1d4 and Wisdom drain, claw); Full Atk +6 melee (1d6 and Wisdom drain, bite) and +1 melee (1d4 and Wisdom drain, claw x2); AL NE; SA Breath weapon, wisdom drain, wail of doom; SQ Immunity (fire), incorporeal, undead, low-light vision, limited range; SV Fort +2, Ref +7, Will +8; Str -, Dex 16, Con -, Int 16, Wis 14, Cha 17.

Skills and Feats: Hide +15, Intimidate +13, Intuit Direction +8, Listen +14, Search +11, Sense Motive +9, Spot +14; Alertness, Combat Reflexes, Improved Initiative, Lightning Reflexes.

Breath Weapon: Cone of fire, 30 feet, once per day, 6d8 damage.

Wisdom Drain (Su): Living creatures hit by a Eirius Iornadh's incorporeal touch attack must succeed at a DC 16 Will save or suffer 1d6 points of permanent Wisdom drain. If PCs have suffered ability drain, they suffer terrible nightmares until they recover the lost Wisdom points.

Wail of Doom (Sp): Once per day, the Eirius Iornadh may emit a bloodcurdling scream that effects all creatures hearing it as per the *wail of doom* spell detailed in *Song and Silence* (caster level 5th). Those hearing the wail must make a DC 16 Will save or suffer 5d4 points of damage, -2 morale penalty to saving throws and flee from the Eirius Iornadh

for 5 rounds with a 50% chance of dropping anything held in their hands.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Eirius Iornadh at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, death effects or death from massive damage. Darkvision 60 ft.

Immunities: Eirius Iornadh are immune to fire.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armour. Always moves silently.

Limited Range (Ex): Eirius Iornadh are currently unable to move outside the bounds of the Tal Marith, Ial Iornadh (Dreaming Hills) of the Headlands of Onnwal and the Hidden Fortress.

➤ **Elite Hochebi Guard, Ftr2 (12):** CR 2, Medium humanoid; HD 1d8+2 and 2d10+7; hp 28; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/19-20, longsword); Full Atk +6 melee (1d8+2/19-20, longsword); SA -; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +1, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +4, Move Silently +4, Spot +4; Alertness, Improved Initiative, Toughness, Weapon Focus (longsword).

Possessions: Banded mail, large steel shield, longsword, 6 gp.

➤ **Maranefel Toktot, The Butcher of Scant:** human male Wiz16; CR 16; Medium-sized Humanoid; HD 16d4+32; hp 73; Init +6; Spd 30 ft.; AC 23, touch 16, flat-footed 17; Base Atk +8/+3; Grp +8; Atk +8 melee (1d6, quarterstaff) or +10 melee (1d4+2/19-20/x2, +2 dagger); Full Atk +8/+3 melee (1d6, quarterstaff) or +10/+5 melee (1d4+2/19-20/x2, +2 dagger); SA Spells; SQ Summon familiar; AL NE; SV Fort +7, Ref +7, Will +13; Str 11, Dex 14, Con 14, Int 20, Wis 15, Cha 16.

Skills and Feats: Concentration +21, Craft (alchemy) +24, Decipher Script +24, Knowledge (arcana) +24, Knowledge (history) +24, Listen +4, Spellcraft +24, Spot +5, Swim +5; Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Heighten Spell, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (Evocation), Spell Penetration, Widen Spell.

Languages: Ancient Suel, Common, Dwarvish, Elvish, Flan, Infernal, Old Oeridian.

Spells Prepared (4/6/5/5/5/5/3/3/2; base DC = 15 + spell level; Evocation DC = 16 + spell level): 0- *detect magic, light, dancing lights, prestidigitation*; 1st- *detect undead, detect secret doors, magic missile (2), protection from good, shield*; 2nd- *darkness, invisibility, mirror image, see invisibility, shatter*; 3rd- *blink, dispel magic, fly, haste, lightning bolt*; 4th- *lesser globe of invulnerability, greater invisibility, shout, stone shape, stonewall*; 5th- *break enchantment, cone of cold, feeblemind, prying eyes, wall of force*; 6th- *chain lightning, Widened lightning bolt, greater dispel magic*; 7th- *prismatic spray, Widened ice storm, limited wish*; 8th- *Heightened charm person, polar ray*.

Active Spells: contingency (teleport if reduced below 30 hit points), permanent darkvision

Possessions: +2 dagger, ring of protection +4, bracers of armour +7, staff of evocation (45 ch), potion of cure serious wounds, ring of telekinesis.

Encounter 14: Flame and Scale

➤ **Lesser Flame Snake (2):** CR 9; Large magical beast (fire); HD 14d10+44; hp 126; Init +3; Spd 40 ft., climb 20 ft.; AC 21, touch 12, flat-footed 18; Base Atk +14; Grp +20; Atk +22 melee (2d6+6 and 3d6 fire plus poison, bite) or +16 ranged touch (2d8, magma spit); Full Atk +22/+17/+12 melee (2d6+6 and 3d6 fire plus poison, bite) and +19 melee (1d8+3, tail spike) or +16 ranged touch (2d8 fire, magma spit); Space/Reach 5 ft./ 5 ft. (coiled); SA Constrict 2d6+6 plus 3d6 fire, fiery poison, heat, magma spit; SQ Darkvision 60 ft., fast healing 3, fire subtype, low-light vision, scent, uncanny dodge; AL NE; SV Fort +13, Ref +15, Will +6; Str 23, Dex 16, Con 19, Int 8, Wis 14, Cha 13.

Skill and Feats: Climb +14, Hide +9, Listen +5, Move Silently +9, Spot +4; Ability Focus (poison), Lightning Reflexes, Multiattack, Weapon Finesse, Weapon Focus (bite).

Constrict (Ex): With a successful grapple check, a lesser flame snake can constrict a grabbed opponent, dealing 2d6+6 points of bludgeoning damage and 3d6 points of fire damage.

Fiery Poison (Ex): A lesser flame snake delivers its poison (Fort DC 23 negates) with each successful bite attack. Initial and secondary damage are the same (1d6 Str). In addition, if the save fails, the lesser flame snake's poison burns its victim from the inside as it courses through the opponent's body. Each round the poison remains in a victim's blood stream (maximum 10 rounds), it deals 2 points of fire damage (no save). This includes the round in which the victim was bitten.

Heat (Ex): A flame snake generates so much heat that its mere touch deals additional fire damage. This damage varies by subrace.

Magma Spit (Su): Every 1d4 rounds a lesser flame snake can launch a sticky glob of fiery spittle at an opponent within 30 feet (no range increment). A successful ranged touch attack is required to hit. If struck, a target takes 2d8 points of fire damage and must make a Reflex save (DC 21) or catch on fire.

Fast Healing (Ex): A lesser flame snake regains lost hit points at the rate of 3 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation and it does not allow a lesser flame snake to regrow or reattach lost body parts.

Fire Subtype (Ex): A flame snake is immune to fire damage. It takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed or if the save is a success or a failure.

Uncanny Dodge (Ex): A lesser flame snake retains its Dexterity bonus to Armour Class even when flat-footed or struck by an invisible attacker.

Scent (Ex): A flame snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: Flame snakes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Encounter 16: Amidst Fire and Shadow

➤ **Kekarav Madi, male shadow Mnk2/Clr9:** CR 12; Medium-Size Magical Beast; HD 2d8+4 plus 9d8+18; hp 87; Init +7; Spd 45 ft.; AC 21, touch 20, flat-footed 14; Base Atk +7/+1; Grp +13; Atk +10 melee (1d6+2, unarmed strike); Full Atk +10/+5 melee (1d6+2, unarmed strike); Space/Reach 5 ft./5 ft.; SA Flurry of blows (-1/-1), spells, rebuke undead; SQ Evasion, cold resistance 16, darkvision 60 ft., low-light vision, *shadow blend*, regeneration 2, *mirror image* 1/day; AL NE; SV Fort +11, Ref +11, Will +13; Str 14, Dex 16, Con 15, Int 13, Wis 18, Cha 16.

Skills and Feats: Balance +6, Climb +5, Concentration +13, Escape Artist +8, Hide +14, Knowledge (history) +7, Knowledge (religion) +7, Listen +6, Move Silently +14, Spellcraft +12 Spot +6, Tumble +8; Deflect Arrows, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Stealthy, Toughness, Weapon Focus (unarmed strike).

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

Regeneration (Ex): Regenerate 2 hit points per round (slain if brought to 0 hit points).

Mirror Image: Can cast *mirror image* 1/day as a 9th level caster (1d4+3 images).

Skills: Move Silently +6.

Spells Known: 6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level); 0- *cure minor wounds* (2), *detect magic*, *guidance*, *light*, *virtue*, 1st- *bles*, *command*, *death watch*, *divine favour*, *protection from good**, *shield of faith*, 2nd- *aid*, *bear's endurance*, *bull's strength*, *hold person*, *resist energy*, *shatter**, 3rd- *contagion**, *deeper darkness*, *dispel magic*, *inflict serious wounds* (2), *prayer*, 4th- *divine power*, *freedom of movement*, *inflict critical wounds* (2)*; 5th- *mass inflict light wounds**, *slay living*.

***Domain Spell. Domains:** Destruction (Smite 1/day [+4 bonus on attack rolls and a bonus on damage equal to cleric level), Evil (cast evil spells at +1 caster level).

Possessions: *bracers of armour +1*, *potion of heroism*, *elixir of fire breath*, *ring of protection +2*, *potion of protection from arrows (magic)* (25 gp) (Faint abjuration), *necklace of fireballs necklace of fireballs (VII [1x 10d6, 2x 9d6, 2x 7d6, 2x 5d6, 2x 3d6])*, *dusty rose ioun stone*, *elemental gem (air)*, *elemental gem (earth)*.

➤**Shadow Kuo-Toa Guard Ftr4 (3):** CR 6; Medium magical beast (aquatic); HD 2d8+2 plus 4d10+4; hp 38; Init +4; Spd 30 ft., swim 75 ft.; AC 19, touch 10, flat-footed 19; Base Atk +4; Grp +5; Atk +8 melee (1d6+2, +1 *spear*) or +7 melee (1d4+1, bite); Full Atk +8 melee (1d6+2, +1 *spear*) and +2 melee (1d4, bite); Space/Reach 5 ft./5 ft.; SA -; SQ Adhesive, amphibious, immunity to poison and paralysis, keen sight, light blindness, resistance to electricity 10, slippery, darkvision 60 ft., low-light vision, cold resistance 11, *shadow blend*, evasion; AL NE; Saves Fort +7, Ref +4, Will +6; Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Escape Artist +9, Knowledge (history) +4, Handle Animal +1, Jump +7, Listen +9, Move Silently +4, Search +8, Spot +13, Swim +13; Alertness, Combat Expertise, Great Fortitude, Improved Disarm, Improved Initiative, Power Attack, Toughness.

Languages: Kuo-toan, Undercommon, Aquan

Adhesive (Ex): Kuo-toa use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically

grappled if they get stuck. A kuo-toa requires 1 hour and special materials costing 20 gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items, since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

Amphibious (Ex): Kuo-toa breathe through gills and can survive indefinitely on land

Keen Sight (Ex): Kuo-toa have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Kuo-toa for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

Slippery (Ex): All Kuo-toa secrete an oily film that makes them difficult to grapple or snare. Webs, magical or otherwise don't affect kuo-toa and they usually can wriggle free from most forms of confinement.

Skills: Kuo-toa have a +8 racial bonus on Escape Artist checks and a +4 racial bonus on Spot and Search checks. A kuo-toa has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

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

Evasion (Ex): A successful Reflex save against an attack that normally deals half damage on a successful save indicates no damage is taken.

Possessions: Masterwork heavy wooden shield, +1 *spear*.

Encounter 17: The Death of a Kesh

➤**Advanced 13 HD Eirius Iornadh (20):** CR 9; Medium Undead (Incorporeal); HD 13d12; hp 112; Init +7; Spd 30 ft., 60 ft. fly (good); AC 19, touch 15, flat-footed 12; Base Atk +7; Grp -; Atk +7 melee (1d6, and Wisdom drain bite) or +7 melee (1d4 and Wisdom drain, claw); Full Atk +7 melee (1d6 and Wisdom drain, bite) and +2 melee (1d4 and Wisdom drain, claw x2); AL NE; SA Breath weapon, wisdom drain, wail of doom; SQ Immunity (fire), incorporeal, undead, low-

light vision, limited range; SV Fort +3, Ref +8, Will +10; Str -, Dex 16, Con -, Int 16, Wis 14, Cha 17.

Skills and Feats: Hide +19, Intimidate +17, Intuit Direction +12, Listen +18, Search +15, Sense Motive +13, Spot +18; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes.

Breath Weapon: Cone of fire, 30 feet, once per day, 6d8 damage.

Wisdom Drain (Su): Living creatures hit by a Eirius Iornadh's incorporeal touch attack must succeed at a DC 18 Will save or suffer 1d6 points of permanent Wisdom drain. If PCs have suffered ability drain, they suffer terrible nightmares until they recover the lost Wisdom points.

Wail of Doom (Sp): Once per day, the Eirius Iornadh may emit a bloodcurdling scream that effects all creatures hearing it as per the *wail of doom* spell detailed in *Song and Silence* (caster level 5th). Those hearing the wail must make a DC 16 Will save or suffer 5d4 points of damage, -2 morale penalty to saving throws and flee from the Eirius Iornadh for 5 rounds with a 50% chance of dropping anything held in their hands.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Eirius Iornadh at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, death effects or death from massive damage. Darkvision 60 ft.

Immunities: Eirius Iornadh are immune to fire.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armour. Always moves silently.

Limited Range (Ex): Eirius Iornadh are currently unable to move outside the bounds of the Tal Marith.

Appendix 4

APL 12

Encounter 2: Dawn Shall Bring The Messenger

☛ **Eidolon:** CR 14; Huge construct; HD 27d10+30; hp 175; Init +0; Spd 30 ft. (can't run); AC 23, touch 8, flat-footed 22; Base Atk +15/+10/+5; Grp +32; Atk +23 melee (3d6+9, slam); Full Atk +23/+18/+13 melee (3d6+9, slam x2); Space/Reach 15 ft./15 ft.; SA Blood spray, *confusion*, SQ Construct traits, DR 10/adamantine, SR 19; AL NE; SV Fort +7; Ref +6; Will +6; Str 29, Dex 9, Con -, Int 2, Wis 6, Cha 13.

Skills and Feats: Jump +35; Cleave, Improved Bull Rush, Improved Sunder, Power Attack.

Blood Spray (Su): As a free action, an eidolon can spew a gout of thick blood from the seeping symbols in its face at a single target within 30 feet. Any creature struck by this blood must make a DC 24 Will save or be afflicted with a terrible madness that causes it to see all its friends as hated enemies. An affected creature immediately attacks its closest ally, using the best tactics and items at its disposal. This murderous frenzy prevents spell-casting but not the activation of magic items that require spell completion, and it lasts for 3d6 rounds. Once an eidolon has used its blood spray it must wait 1d4 rounds before it can do so again.

Confusion (Sp): Any creature struck by an eidolon must make a DC 24 Will save or become confused. This condition is permanent, only a *greater restoration*, *limited wish*, *miracle* or *wish* spell can restore the subject to normal. The effect is otherwise identical with that of a *confusion* spell (cast level 10th).

Construct Traits: An eidolon is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drains or death from massive damage. It cannot heal itself but it can be healed through repair. It cannot be raised or resurrected. An eidolon has dark vision (60-foot range).

☛ **Ganymedryth of the Path of the Talon:** human Ftr5/Order of Bow Initiate1: CR 6; medium-sized humanoid; HD 6d10+2; hp 54; Init +6; Spd 30 ft.; AC 16 (flat-footed 13, touch 13); Base Atk +6; Grp +7; Atks +8/+2 melee (1d8+1/19-20 short sword), +11/+6 (or +9/+4/+9) ranged (1d8/x3, longbow); SA Ranged sneak attack +1d6; AL LN; SV Fort +7; Ref +5; Will +3; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (bowyer) +8, Knowledge (religion) +4, Hide +4, Move Silently +6; Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialisation (longbow).

Possessions: Masterwork studded leather armour; masterwork longbow, 20 arrows.

Encounter 4: The Voice of Reason

☛ **Norker War1 (20):** CR 1/2; Small humanoid (goblinoid); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 19, touch 12, flat-footed 18; Base Atk +1; Grp +1; Atk +2 melee (1d6, club) or +2 melee 1d4, bite or +3 ranged (1d6 javelin); Full Atk +2 melee (1d6, club) and -3 melee (1d4, bite); SA -; SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +1, Will -1; Str 10, Dex 13, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +1, Listen +3, Move Silently +5, Spot +3; Alertness.

Possessions: Loincloth, club, javelin.

☛ **Eliazir Razeem Azam'ut of the Muddled Tongue:** human male Wiz14; CR 14; Medium-sized Humanoid; HD 14d4; hp 42; Init +2; Spd 30 ft.; AC 22, touch 13, flat-footed 22; Base Atk +7/+2; Grp +7; Atk +10 melee (1d6+3, +3 *quarterstaff*); Full Atk +10/+5 melee (1d6+3, +3 *quarterstaff*); SA Spells, *muddled tongue*, SQ Summon familiar; AL NE; SV Fort +4, Ref +6, Will +12; Str 10, Dex 14, Con 11, Int 20, Wis 16, Cha 19.

Skills and Feats: Bluff +6, Concentration +17, Craft (alchemy) +17, Diplomacy +13, Intimidate +7, Knowledge (arcana) +22, Knowledge (history) +11, Knowledge (religion) +10, Sense Motive +9, Spellcraft +22, Spot +8, Wilderness Lore +9; Combat Casting, Craft Magic Arms and Armour, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll, Spell Focus (Enchantment), Spell Penetration.

Spells Prepared (4/6/5/5/5/4/3/2; base DC = 15 + spell level; Enchantment base DC = 16 + spell level): 0- *dancing lights, detect magic, mage hand, prestidigitation*; 1st- *mage armour, magic missile (2), protection from good, shield, unseen servant*; 2nd- *detect invisibility, invisibility, mirror image, tasha's hideous laughter**, *touch of idiocy**; 3rd- *blink, deep slumber*, dispel magic, hold person*, protection from elements (fire)*; 4th- *confusion*, crushing despair*, detect scrying, globe of invulnerability, phantasmal killer*; 5th- *cone of cold, feeblemind* (s), wall of force*; 6th- *chain lightning*.

*geas/quest**, *great dispel magic*; 7th - *mass hold person**, *limited wish*.

Muddled Tongue (Su): Those listening to Azam'ut speak when he uses his *muddled tongue* (a free action) must make a Will save (DC 17). Those who fail may fall victim to *command*, *charm person*, *daze* and *suggestion* spell-like effects at the whim of Azam'ut for the next hour. Furthermore, Azam'ut can, with the power of his voice, conjure complex images and illusions equivalent to the effects of *major image*.

Possessions: +3 quarterstaff, ring of protection +3, ring of teleportation, bracers of armour +7, fine Bakluni robes.

Encounter 8: A Watery Grave

➤ **Kuo-Toa Mnk7:** CR 9; Medium monstrous humanoid (aquatic); HD 2d8+2 plus 7d8+14; hp 63; Init +6; Spd 40 ft., swim 70 ft.; AC 24, touch 16, flat-footed 18; Base Atk +7; Grp +14; Atk +10 melee (1d8+3, unarmed strike) or +10 melee (1d4+3, bite) or +11 melee (1d10+4, +1 *pincer staff*); Full Atk +10 melee (1d8+3, unarmed strike) and +5 melee (1d4+2, bite) or +11 melee (1d10+4, +1 *pincer staff*); Space/Reach 5 ft./5 ft.; SA Pincer staff, flurry of blows (+4/+4), ki strike (magic); SQ Adhesive, amphibious, immunity to poison and paralysis, keen sight, light blindness, resistance to electricity 10, slippery, evasion, still mind, slow fall 30 ft., purity of body, wholeness of body (14 hp); AL NE; Saves Fort +9, Ref +10, Will +11; Str 17, Dex 14, Con 14, Int 13, Wis 14, Cha 8.

Skills and Feats: Escape Artist +14, Knowledge (history) +4, Listen +9, Hide +10, Move Silently +13, Search +10, Spot +17, Swim +13, Tumble +10; Alertness, Combat Reflexes, Great Fortitude, Improved Disarm, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Toughness.

Languages: Kuo-toan, Undercommon, Aquan.

Pincer Staff: Many fighters and all whips of 7th level and higher carry this Large exotic weapon. A pincer staff deals 1d10 points of damage of bludgeoning damage, threatens a critical on a 20 and doubles damage on a successful critical. It has a reach of 10 feet and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small but no larger than Large size can attempt to start a grapple as a free action without provoking an attack of opportunity. If the wielder wins the grapple check, the staff establishes a hold and grabs the opponent, dealing 1d10 points of damage each round the hold is maintained.

Flurry of Blows (Ex): This kuo-toa may use a full stack action to make one extra attack per round with an unarmed strike at his highest base attack, but this and

each other attacks suffers the penalty or bonus listed above.

Ki Strike (Su): Unarmed attacks are counted as magic weapons for the purpose of damage reduction.

Amphibious (Ex): Kuo-toa breathe through gills and can survive indefinitely on land

Keen Sight (Ex): Kuo-toa have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Kuo-toa for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

Slippery (Ex): All Koa-toa secrete an oily film that makes them difficult to grapple or snare. Webs, magical or otherwise don't affect kuo-toa and they usually can wriggle free from most forms of confinement.

Evasion (Ex): A successful Reflex save against an attack that normally deals half damage on a successful save deals no damage.

Still Mind (Ex): +2 bonus on saving throws against spells and effects from the enchantment school.

Slow Fall (Ex): When within arm's length of a wall falling damage counts as if from a fall of thirty foot less.

Purity of Body (Ex): Immune to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): Can heal 14 hp of damage per day. This ability can be spread over several uses.

Skills: Kuo-toa have a +8 racial bonus on Escape Artist checks and a +4 racial bonus on Spot and Search checks. A kuo-toa has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: +1 pincer staff, potion of mage armour, potion of aid, potion of cure serious wounds, bracers of armour +2, ring of protection +1.

➤ **Kugloogoop, kuo-toan Clr10 - Blibdoolpoolp:** CR 12; Medium monstrous humanoid (aquatic); HD 2d8+4 plus 10d8+20; hp 89; Init +4; Spd 20 ft., swim 50 ft.; AC 18, touch 11, flat-footed 17; Base Atk +9/+2; Grp +11; Atk +12 melee (1d10+2, +1 *pincer staff*) or +11 melee (1d4+1, bite); Full Atk +12/+7 melee (1d10+2, +1 *pincer staff*) and +6 melee (1d4, bite); Space/Reach 5 ft./5 ft.; SA Pincer staff, rebuke undead 5/day, spells; SQ Adhesive, amphibious, immunity to poison and paralysis, keen sight, light blindness, resistance to

electricity 10, slippery; AL NE; Saves Fort +10, Ref +8, Will +15; Str 13, Dex 10, Con 14, Int 13, Wis 18, Cha 14.

Skills and Feats: Concentration +14, Escape Artist +8, Knowledge (history) +13, Knowledge (religion) +10, Listen +9, Move Silently +3, Search +8, Spellcraft +13, Spot +13, Swim +9; Alertness, Combat Casting, Great Fortitude, Improved Initiative, Lightning Reflexes, Toughness.

Languages: Kuo-toan, Undercommon, Aquan

Pincer Staff: Many fighters and all whips of 7th level and higher carry this Large exotic weapon. A pincer staff deals 1d10 points of damage of bludgeoning damage, threatens a critical on a 20 and doubles damage on a successful critical. It has a reach of 10 feet and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small but no larger than Large size can attempt to start a grapple as a free action without provoking an attack of opportunity. If the wielder wins the grapple check, the staff establishes a hold and grabs the opponent, dealing 1d10 points of damage each round the hold is maintained.

Adhesive (Ex): Kuo-toa use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they get stuck. A kuo-toa requires 1 hour and special materials costing 20 gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items, since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

Amphibious (Ex): Kuo-toa breathe through gills and can survive indefinitely on land

Keen Sight (Ex): Kuo-toa have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Kuo-toa for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

Slippery (Ex): All Kuo-toa secrete an oily film that makes them difficult to grapple or snare. Webs, magical or otherwise don't affect kuo-toa and they

usually can wriggle free from most forms of confinement.

Skills: Kuo-toa have a +8 racial bonus on Escape Artist checks and a +4 racial bonus on Spot and Search checks. A kuo-toa has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Spells Prepared (6/5+1/5+1/4+1/4+1/2+1; base DC 15 + spell level): 0- *cure minor wounds* (2), *detect magic*, *guidance*, *resistance*, *virtue*; 1st- *bles*, *cure light wounds*, *inflict light wounds**, *shield of faith*, *summon monster* (2); 2nd- *hold person* (2), *silence*, *sound burst*, *shatter**, *spiritual hammer*; 3rd- *contagion**, *dispel magic*, ~~*glyph of warding*~~, *inflict serious wounds*, *summon monster III*; 4th- *cure critical wounds*, *divine power*, *inflict critical wounds**, *poison*, *spell immunity* (*magic missile*, *fireball*); 5th- *ice storm**, *slay living*, *spell resistance*.

*Domain Spell. *Domains:* Destruction (smite 1/day, bonus to melee attack roll and damage equal to cleric level), Water (rebuke or destroy fire creatures as a good cleric turns undead).

Possessions: +1 *pincer staff*, *scroll of blindness*, *dispel magic*, *potion of barkskin* +3, *ring of protection* +1, *water elemental gem*, *bracers of armour* +1, *bead of force*, *peridot of wisdom* +2, belt, 2 belt pouches.

Encounter 11: The Honoured Dead

☠**Randal Llaryr:** Ghostly Male Human War1; CR 2; Medium Undead (Human) (Incorporeal): HD 1d12; hp 12; Init +3; Spd Fly 30 ft (perfect).; AC 14, touch 14, flat-footed 11; Base Atk +1; Grp +1; Atk +3 melee (1d3, incorporeal touch) or +3 melee (1d4 ability points, incorporeal draining touch); SA Draining touch; SQ Manifestation, +4 turn resistance, rejuvenation, undead, incorporeal; AL LN; SV Fort +2 Ref +3 Will -1; Str 10, Dex 16, Con -, Int 10, Wis 8, Cha 14.

Skills and Feats: Climb +1, Hide +10, Listen +11, Search +7, Spot +11, Swim -2, Alertness, Weapon Focus (longsword).

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d4 points from any one ability score it selects. On each successful hit, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Manifestation (Su): When manifesting ghosts becomes visible but incorporeal.

Rejuvenation (Su): A destroyed ghost is able to restore itself in 2d4 days if it makes a successful level check 1d20+1 (DC16).

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They ignore mind-influencing effects charms, compulsions, phantasms, patterns and morale effects). Undead are not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. They are immune to anything requiring a Fortitude saving throw (unless it affects objects). They have darkvision 60 ft.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons and spells, spell-like abilities, or supernatural abilities. Immune to all nonmagical attack forms. Even when hit by spells or magical weapons he has a 50% chance of ignoring any damage from a corporeal source (except from force effects such as *magic missile*, or attacks made with *ghost touch* weapons. The physical attacks of an incorporeal creature pass through armour unless it is made of force. Incorporeal creatures can pass through solid objects at will. It moves silently and cannot be heard if it doesn't wish to.

Encounter 12: Shadow, Fire and Death

➤ **Advanced 9 HD Eirius Iornadh (5):** CR 8; Medium Undead (Incorporeal); HD 9d12; hp 84; Init +7; Spd 30 ft., 60 ft. fly (good); AC 19, touch 15, flat-footed 12; Base Atk +6; Grp -; Atk +6 melee (1d6 and Wisdom drain, bite) or +6 melee (1d4 and Wisdom drain, claw); Full Atk +6 melee (1d6 and Wisdom drain, bite) and +1 melee (1d4 and Wisdom drain, claw x2); AL NE; SA Breath weapon, wisdom drain, wail of doom; SQ Immunity (fire), incorporeal, undead, low-light vision, limited range; SV Fort +2, Ref +7, Will +8; Str -, Dex 16, Con -, Int 16, Wis 14, Cha 17.

Skills and Feats: Hide +15, Intimidate +13, Intuit Direction +8, Listen +14, Search +11, Sense Motive +9, Spot +14; Alertness, Combat Reflexes, Improved Initiative, Lightning Reflexes.

Breath Weapon: Cone of fire, 30 feet, once per day, 6d8 damage.

Wisdom Drain (Su): Living creatures hit by a Eirius Iornadh's incorporeal touch attack must succeed at a DC 16 Will save or suffer 1d6 points of permanent Wisdom drain. If PCs have suffered ability drain, they suffer terrible nightmares until they recover the lost Wisdom points.

Wail of Doom (Sp): Once per day, the Eirius Iornadh may emit a bloodcurdling scream that effects all creatures hearing it as per the *wail of doom* spell detailed in *Song and Silence* (caster level

5th). Those hearing the wail must make a DC 16 Will save or suffer 5d4 points of damage, -2 morale penalty to saving throws and flee from the Eirius Iornadh for 5 rounds with a 50% chance of dropping anything held in their hands.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Eirius Iornadh at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, death effects or death from massive damage. Darkvision 60 ft.

Immunities: Eirius Iornadh are immune to fire.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armour. Always moves silently.

Limited Range (Ex): Eirius Iornadh are currently unable to move outside the bounds of the Tal Marith, Ial Iornadh (Dreaming Hills) of the Headlands of Onnwal and the Hidden Fortress.

➤ **Advanced 13 HD Eirius Iornadh (2):** CR 9; Medium Undead (Incorporeal); HD 13d12; hp 112; Init +7; Spd 30 ft., 60 ft. fly (good); AC 19, touch 15, flat-footed 12; Base Atk +7; Grp -; Atk +7 melee (1d6, and Wisdom drain bite) or +7 melee (1d4 and Wisdom drain, claw); Full Atk +7 melee (1d6 and Wisdom drain, bite) and +2 melee (1d4 and Wisdom drain, claw x2); AL NE; SA Breath weapon, wisdom drain, wail of doom; SQ Immunity (fire), incorporeal, undead, low-light vision, limited range; SV Fort +3, Ref +8, Will +10; Str -, Dex 16, Con -, Int 16, Wis 14, Cha 17.

Skills and Feats: Hide +19, Intimidate +17, Intuit Direction +12, Listen +18, Search +15, Sense Motive +13, Spot +18; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes.

Breath Weapon: Cone of fire, 30 feet, once per day, 6d8 damage.

Wisdom Drain (Su): Living creatures hit by a Eirius Iornadh's incorporeal touch attack must succeed at a DC 18 Will save or suffer 1d6 points of permanent Wisdom drain. If PCs have suffered ability drain, they suffer terrible nightmares until they recover the lost Wisdom points.

Wail of Doom (Sp): Once per day, the Eirius Iornadh may emit a bloodcurdling scream that effects all creatures hearing it as per the *wail of doom* spell detailed in *Song and Silence* (caster level

5th). Those hearing the wail must make a DC 16 Will save or suffer 5d4 points of damage, -2 morale penalty to saving throws and flee from the Eirius Iornadh for 5 rounds with a 50% chance of dropping anything held in their hands.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Eirius Iornadh at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, death effects or death from massive damage. Darkvision 60 ft.

Immunities: Eirius Iornadh are immune to fire.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armour. Always moves silently.

Limited Range (Ex): Eirius Iornadh are currently unable to move outside the bounds of the Tal Marith, Ial Iornadh (Dreaming Hills) of the Headlands of Onnwal and the Hidden Fortress.

➤ **Elite Hochebi Guard, Ftr2 (12):** CR 2, Medium humanoid; HD 1d8+2 and 2d10+7; hp 28; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/19-20, longsword); Full Atk +6 melee (1d8+2/19-20, longsword); SA -; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +1, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +4, Move Silently +4, Spot +4; Alertness, Improved Initiative, Toughness, Weapon Focus (longsword).

Possessions: Banded mail, large steel shield, longsword, 6 gp.

☞ **Maranefel Toktot, The Butcher of Scant:** human male Wiz16; CR 16; Medium-sized Humanoid; HD 16d4+32; hp 73; Init +6; Spd 30 ft.; AC 23, touch 16, flat-footed 17; Base Atk +8/+3; Grp +8; Atk +8 melee (1d6, quarterstaff) or +10 melee (1d4+2/19-20/x2, +2 dagger); Full Atk +8/+3 melee (1d6, quarterstaff) or +10/+5 melee (1d4+2/19-20/x2, +2 dagger); SA Spells; SQ Summon familiar; AL NE; SV Fort +7, Ref +7, Will +13; Str 11, Dex 14, Con 14, Int 20, Wis 15, Cha 16.

Skills and Feats: Concentration +21, Craft (alchemy) +24, Decipher Script +24, Knowledge (arcana) +24, Knowledge (history) +24, Listen +4, Spellcraft +24, Spot +5, Swim +5; Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Heighten

Spell, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (Evocation), Spell Penetration, Widen Spell.

Languages: Ancient Suel, Common, Dwarvish, Elvish, Flan, Infernal, Old Oeridian.

Spells Prepared (4/6/5/5/5/5/3/3/2; base DC = 15 + spell level; Evocation DC = 16 + spell level): 0- *detect magic, light, dancing lights, prestidigitation*; 1st- *detect undead, detect secret doors, magic missile (2), protection from good, shield*; 2nd- *darkness, invisibility, mirror image, see invisibility, shatter*; 3rd- *blink, dispel magic, fly, haste, lightning bolt*; 4th- *lesser globe of invulnerability, greater invisibility, shout, stone shape, stonewall*; 5th- *break enchantment, cone of cold, feeblemind, prying eyes, wall of force*; 6th- *chain lightning, Widened lightning bolt, greater dispel magic*; 7th- *prismatic spray, Widened ice storm, limited wish*; 8th- *Heightened charm person, polar ray*.

Active Spells: contingency (teleport if reduced below 30 hit points), permanent darkvision

Possessions: +2 dagger, ring of protection +4, bracers of armour +7, staff of evocation (45 ch), potion of cure serious wounds, ring of telekinesis.

Encounter 14: Flame and Scale

➤ **Lesser Flame Snake (2):** CR 11; Huge magical beast (fire); HD 20d10+132; hp 220; Init +2; Spd 40 ft., climb 20 ft.; AC 25, touch 10, flat-footed 24; Base Atk +20; Grp +29; Atk +31 melee (3d8+10 and 2d8 fire plus poison, bite) or +20 ranged touch (3d8, magma spit); Full Atk +31/+26/+21/+16 melee (3d8+10 and 2d8 fire plus poison, bite) and +28 melee (3d6+5, tail spike) or +20 ranged touch (3d8 fire, magma spit); Space/Reach 5 ft./5 ft. (coiled); SA Constrict 3d6+10 plus 2d8 fire, fiery poison, heat, magma spit; SQ Darkvision 60 ft., fast healing 3, fire subtype, low-light vision, scent, uncanny dodge; AL NE; SV Fort +18, Ref +17, Will +8; Str 31, Dex 14, Con 23, Int 8, Wis 14, Cha 13.

Skill and Feats: Climb +18, Hide +11, Listen +5, Move Silently +11, Spot +4; Ability Focus (poison), Improved Natural Attack (bite), Improved Natural Armour, Lightning Reflexes, Multiattack, Weapon Finesse, Weapon Focus (bite).

Constrict (Ex): With a successful grapple check, a lesser flame snake can constrict a grabbed opponent, dealing 3d6+10 points of bludgeoning damage and 2d8 points of fire damage.

Fiery Poison (Ex): A lesser flame snake delivers its poison (Fort DC 29 negates) with each successful bite attack. Initial and secondary damage are the same (1d8 Str). In addition, if the save fails, the lesser flame snake's poison burns its victim from the inside as it courses through the opponent's body. Each round the

poison remains in a victim's blood stream (maximum 10 rounds), it deals 2 points of fire damage (no save). This includes the round in which the victim was bitten.

Heat (Ex): A flame snake generates so much heat that its mere touch deals additional fire damage. This damage varies by subrace.

Magma Spit (Su): Every 1d4 rounds a lesser flame snake can launch a sticky glob of fiery spittle at an opponent within 30 feet (no range increment). A successful ranged touch attack is required to hit. If struck, a target takes 3d8 points of fire damage and must make a Reflex save (DC 27) or catch on fire.

Fast Healing (Ex): A lesser flame snake regains lost hit points at the rate of 3 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation and it does not allow a lesser flame snake to regrow or reattach lost body parts.

Fire Subtype (Ex): A flame snake is immune to fire damage. It takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed or if the save is a success or a failure.

Uncanny Dodge (Ex): A lesser flame snake retains its Dexterity bonus to Armour Class even when flat-footed or struck by an invisible attacker.

Scent (Ex): A flame snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: Flame snakes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Encounter 15: Amidst Fire and Shadow

☛ **Kekarav Madi, male shadow Mnk2/Clr11:** CR 14; Medium-Size Magical Beast; HD 2d8+4 plus 11d8+25; hp 101; Init +7; Spd 45 ft.; AC 26, touch 21, flat-footed 16; Base Atk +9/+3; Grp +15; Atk +12 melee (1d6+2, unarmed strike); Full Atk +12/+7 melee (1d6+2, unarmed strike); Space/Reach 5 ft./5 ft.; SA Flurry of blows (-1/-1), spells, rebuke undead; SQ Evasion, cold resistance 18, darkvision 60 ft., low-light vision, *shadow blend*, regeneration 2, *mirror image* 1/day, luck saving throw bonus; AL NE; SV Fort +14, Ref +14, Will +16; Str 14, Dex 16, Con 15, Int 13, Wis 20, Cha 16.

Skills and Feats: Balance +6, Climb +5, Concentration +15, Escape Artist +8, Hide +15, Knowledge (history) +8, Knowledge (religion) +8, Listen +7, Move Silently +14, Spellcraft +14 Spot +7, Tumble +8; Deflect Arrows, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Lighting Reflexes, Stealthy, Toughness, Weapon Focus (unarmed strike).

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

Regeneration (Ex): Regenerate 2 hit points per round (slain if brought to 0 hit points).

Mirror Image: Can cast *mirror image* 1/day as a 13th level caster (1d4+4 images).

Saving Throw Bonus: +2 luck bonus to all saving throws.

Skills: Move Silently +6.

Spells Known: 6/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 15 + spell level): 0- *cure minor wounds* (2), *detect magic*, *guidance*, *light*, *virtue*, 1st- *bless*, *command* (2), *death watch*, *divine favour*, *protection from good**, *shield of faith*, 2nd- *aid*, *bear's endurance*, *bull's strength*, *hold person*, *resist energy*, *shatter**, 3rd- *contagion**, *deeper darkness*, *dispel magic*, *inflict serious wounds* (2), *invisibility purge*, *prayer*, 4th- *divine power*, *freedom of movement*, *inflict critical wounds** (2), *spell immunity (magic missile, shout)*; 5th- *mass inflict light wounds**, *righteous might*, *slay living*; 6th- *harm** (2).

***Domain Spell. Domains:** Destruction (Smite 1/day [+4 bonus on attack rolls and a bonus on damage equal to cleric level), Evil (cast evil spells at +1 caster level).

Possessions: *bracers of armour* +3, *potion of heroism*, *elixir of fire breath*, *ring of protection* +2, *potion of protection from arrows (magic)* (25 gp) (*Faint abjuration*), *necklace of fireballs* (VII [1x 10d6, 2x 9d6, 2x 7d6, 2x 5d6, 2x 3d6]), *dusty rose ioun stone*, *periapt of Wisdom* +2, *amulet of natural armour* +2, *elemental gem (air)*, *elemental gem (earth)*.

☛ **Shadow Kuo-Toa Guard Ftr6 (3):** CR 8; Medium magical beast (aquatic); HD 2d8+2 plus 6d10+6; hp 48; Init +4; Spd 30 ft., swim 75 ft.; AC 19, touch 10, flat-footed 19; Base Atk +6/+1; Grp +7; Atk +11 melee (1d6+4, +1 *spear*) or +9 melee (1d4+1, bite); Full Atk +11/+6 melee (1d6+3, +1 *spear*) and +4 melee (1d4, bite); Space/Reach 5 ft./5 ft.; SA -; SQ Adhesive, amphibious, immunity to poison and paralysis, keen sight, light blindness, resistance to electricity 10, slippery, darkvision 60 ft., low-light vision, cold resistance 13, *shadow blend*, evasion, *mirror image*, AL NE; Saves Fort +8, Ref +5, Will +7; Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Escape Artist +10, Knowledge (history) +4, Handle Animal +3, Jump +9, Listen +9, Move Silently +4, Search +8, Spot +13, Swim +13; Alertness, Combat Expertise, Great Fortitude, Improved Disarm, Improved Initiative, Power Attack,

Toughness, Weapon Focus (spear), Weapon Specialisation (spear).

Languages: Kuo-toan, Undercommon, Aquan

Adhesive (Ex): Kuo-toa use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they get stuck. A kuo-toa requires 1 hour and special materials costing 20 gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items, since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

Amphibious (Ex): Kuo-toa breathe through gills and can survive indefinitely on land

Keen Sight (Ex): Kuo-toa have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Kuo-toa for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

Slippery (Ex): All Kuo-toa secrete an oily film that makes them difficult to grapple or snare. Webs, magical or otherwise don't affect kuo-toa and they usually can wriggle free from most forms of confinement.

Skills: Kuo-toa have a +8 racial bonus on Escape Artist checks and a +4 racial bonus on Spot and Search checks. A kuo-toa has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

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

Evasion (Ex): A successful Reflex save against an attack that normally deals half damage on a successful save indicates no damage is taken.

Mirror Image: Can cast *mirror image* 1/day as a 6th level caster (1d4+3 images).

Possessions: +1 heavy wooden shield, +1 spear.

Encounter 16: Killing a Kesh

➤ **Advanced 13 HD Eirius Iornadh (2):** CR 9; Medium Undead (Incorporeal); HD 13d12; hp 112; Init +7; Spd 30 ft., 60 ft. fly (good); AC 19, touch 15, flat-footed 12; Base Atk +7; Grp -; Atk +7 melee (1d6, and Wisdom drain bite) or +7 melee (1d4 and Wisdom drain, claw); Full Atk +7 melee (1d6 and Wisdom drain, bite) and +2 melee (1d4 and Wisdom drain, claw x2); AL NE; SA Breath weapon, wisdom drain, wail of doom; SQ Immunity (fire), incorporeal, undead, low-light vision, limited range; SV Fort +3, Ref +8, Will +10; Str -, Dex 16, Con -, Int 16, Wis 14, Cha 17.

Skills and Feats: Hide +19, Intimidate +17, Intuit Direction +12, Listen +18, Search +15, Sense Motive +13, Spot +18; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes.

Breath Weapon: Cone of fire, 30 feet, once per day, 6d8 damage.

Wisdom Drain (Su): Living creatures hit by a Eirius Iornadh's incorporeal touch attack must succeed at a DC 18 Will save or suffer 1d6 points of permanent Wisdom drain. If PCs have suffered ability drain, they suffer terrible nightmares until they recover the lost Wisdom points.

Wail of Doom (Sp): Once per day, the Eirius Iornadh may emit a bloodcurdling scream that effects all creatures hearing it as per the *wail of doom* spell detailed in *Song and Silence* (caster level 5th). Those hearing the wail must make a DC 16 Will save or suffer 5d4 points of damage, -2 morale penalty to saving throws and flee from the Eirius Iornadh for 5 rounds with a 50% chance of dropping anything held in their hands.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Eirius Iornadh at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, death effects or death from massive damage. Darkvision 60 ft.

Immunities: Eirius Iornadh are immune to fire.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armour. Always moves silently.

Limited Range (Ex): Eirius Iornadh are currently unable to move outside the bounds of the Tal Marith,

Ial Iornedh (Dreaming Hills) of the Headlands of
Onnwal and the Hidden Fortress.

Appendix 5: New Rules

Song and Silence

Wail of Doom

Evocation [Sonic]

Level: Brd 5

Components: V

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous (see text)

Saving Throw: Will negates

Spell Resistance: Yes

Anyone caught in the cone of this spell suffers excruciating pain and is disheartened and demoralised besides. Each creature that fails its Will save takes 1d4 points of damage per caster level, suffers a -2 morale penalty on saving throws for 1 round per caster level, and flees from the caster for the same period. A fleeing creature has a 50% chance to drop whatever it's holding. It chooses a random path of flight away from the caster and flees any other dangers that confront it as well. If cornered, the affected creature cowers instead of fleeing.

Living Greyhawk Journal

Ring of Teleportation

This ring allows the caster to use the spell *teleport* on command.

Caster level: 9th; *Prerequisites:* Forge Ring, *teleport*, *Market*
Price: 90,000 gp.

Norker

Small Humanoid (Goblinoid)

Hit Dice: 1d8+2 (6 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 19 (+1 size, +1 Dex, +7 natural)

Attacks: Club +2, Bite -3 melee; or javelin +3 ranged

Damage: Club 1d6, bite 1d4; or javelin 1d6

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

Special Qualities: Darkvision 60 ft.

Saves: Fort +4, Ref +1, Will -1

Abilities: Str 10, Dex 13, Con 14, Int 9, Wis 9, Cha 8

Skills: Listen +3, Move Silently ++5, Spot +3

Feats: Alertness

Climate/Terrain: Temperate and warm land and underground

Organization: Gang (4-9), or band (10-40 plus 50% noncombatants plus 1 3rd-level boss per 20 adults and one leader of 4th-6th level).

Challenge Rating: ½

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Norkers are related to goblins and hobgoblins. They forsake armour because their hide is incredibly tough. They are unreliable troops and tend to quarrel with each other, which keeps their numbers low compared to goblins.

Norkers resemble goblins, except they have three-inch canine teeth and no hair. Their skin ranges from reddish brown to dark grey. A norker usually wears only a loincloth and belt, tying its favourite possessions and trophies to its belt.

Norkers speak a dialect of Goblin. Those with Intelligence scores of 12 or above also speak Orc.

Most norkers encountered outside their homes are warriors; the information in the statistics block is for one of 1st level. (See page 39 in the *Dungeon Master's Guide* for more about the warrior class).

Combat

Norkers enjoy swarming tactics. Their weapons are simple and crudely made, but they are not adverse to taking better weapons from their fallen foes. When bullied into submission by hobgoblins, they can use basic military tactics, but they lapse into their old ways when not supervised.

Skills: Norkers have a +4 racial bonus to Move Silently checks.

Norker Society

Norkers are tribal, although the leader's influence only extends about as far as his reach. This means their tribes are much smaller than a typical goblin tribe. They raid and steal from other humanoids, too lazy to do their own hunting.

Their lairs are usually caves, old ruins, or villages taken by conquest. They can't cooperate well enough to build anything more than a fence around their lair, perhaps with a gate and a narrow walkway. A lair has one-and-a-half times as many females as males and twice as many young as males.

Different tribes of norkers rarely meet, but when they do the conflict often becomes bloody, with the victors taking the fangs of the losers as trophies. These conflicts rarely result in the complete loss of males on one side, as the leaders establish who is dominant.

When powerful groups of hobgoblins command norkers, they often equip their lesser cousins with scale mail and shields. In these situations, the norkers are used as shock troops, absorbing the brunt of enemy attacks while the hobgoblins use their superior intelligence, tactics, and equipment to break up the enemy forces.

Norkers worship Maglubiyet, the god of goblins and hobgoblins.

Norker Characters

A norker's favoured class is rogue; norker leaders tend to be fighters. Norker clerics worship Maglubiyet and can choose two of the following domains: Chaos, Evil, and Trickery.

Monster Manual II

Eidolon

Large Construct

Hit Dice: 9d10 (49 hp)

Initiative: +0

Speed: 30 ft. (can't run)

AC: 21 (-1 size, +12 natural), touch 9, flat-footed 21

Attacks: 2 slams, +10 melee

Damage: Slam 2d6+5

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Blood spray, confusion

Special Qualities: Construct traits, DR 10/adamaantium, SR 19

Saves: Fort +3, Ref +3, Will +1

Abilities: Str 21, Dex 11, Con -, Int 2, Wis 6, Cha 13

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Usually Chaotic Neutral (though the one in this module is Neutral Evil)

Advancement: 10-18 HD (Large); 19-27 HD (Huge)

An eidolon is a statue of an image of a leader of a particularly dark cult whose face has been left blank, except for symbols related to the dark religion. The tiniest shred of the power of the dark deity is sometimes sent to infuse the cult's statue, granting it minimal sentience. While many of these constructs have gone insane (becoming the Rogue Eidolon described in *Monster Manual II*) the ones featured in

this module have not, they have simply lain dormant within the Headlands until found.

Blood Spray (Su): As a free action, an eidolon can spew a goat of thick blood from the seeping symbols in its face at a single target within 30 feet. Any creature struck by this blood must make a Will save (DC 15) or be afflicted with a terrible madness that causes it to see all its friends as hated enemies. An affected creature immediately attacks its closest ally, using the best tactics and items at its disposal. This murderous frenzy prevents spell-casting but not the activation of magic items that require spell completion, and it lasts for 3d6 rounds. Once an eidolon has used its blood spray it must wait 1d4 rounds before it can do so again.

Confusion (Sp): Any creature struck by an eidolon must make a Will save (DC 15) or become confused. This condition is permanent, only a greater restoration, limited wish, miracle or wish spell can restore the subject to normal. The effect is otherwise identical with that of a confusion spell (cast level 10th).

Construct Traits: An eidolon is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drains or death from massive damage. It cannot heal itself but it can be healed through repair. It cannot be raised or resurrected. An eidolon has dark vision (60-foot range).

Artwork copyright Wizards of the Coast

Manual of the Planes

Shadow Creatures

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

Creating a Shadow Creature

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

Speed: As base creature x 1½.

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

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

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

- +2 luck bonus on all saving throws.
- *Cause fear* once per day.
- Damage Reduction 5/+1.
- Evasion
- *Mirror Image* once per day.
- *Plane Shift* self to or from the Plane of Shadow once per day.
- Regenerate 2 hit points per round (slain if brought to 0 hit points).

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

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

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Treasure: Same as the base creature.

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

Advancement: Same as the base creature.

ONW2-05 To Hunt a Traitor

Dreamstealer

The Dreamstealer is composed of pure and utter darkness, it appears to absorb the light around it,

sucking it into its ebon form. It is non-corporeal in



from and can warp and mould its "body". It usually takes a form something akin to that of a spider or octopus or jelly fish- a central mass of utter blackness that might be construed as a body or head, from which issue various and varying numbers of long thin tendrils of blackness that end in what seems like a barbed point, or "legs" that warp and shift, forming, being reabsorbed into the body and then being shot out again. Its form is very dynamic and even chaotic. It does not appear to have any human features at all - no glowing eyes, no anthropomorphic face - just utter and absolute and terrifying absence of light. It looks utterly alien and wrong and the sight of it offends the eyes and chills the soul of good-hearted men.

Medium Undead (Incorporeal)

Hit Dice: 5d12 (32 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 60 ft. (good)

AC: 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12

Base Attack/Grapple: +5/-

Attack: Incorporeal touch +5 melee (1d4 and 1d6 permanent Wisdom drain)

Full Attack: Incorporeal touch +5 melee (1d4 and 1d6 permanent Wisdom drain)

Space/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Wisdom drain, *wail of doom*

Special Qualities: Undead, incorporeal, +2 turn resistance, unnatural aura, limited range

Saves: Fort +1, Ref +4, Will +62

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

Skills: Hide +10, Intimidate +10, Intuit Direction +5, Listen +10, Search +9, Sense Motive +7, Spot +10

Feats: Alertness, Combat Reflexes, Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-5), or pack (6-11)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

Advancement: 6-10 HD (Medium-size)

Dreamstealers appear as vaguely man-sized spider-like shadows.

Combat

Wisdom Drain (Su): Living creatures hit by a Dreamstealer's incorporeal touch attack must succeed at a Willpower save (DC 14) or suffer 1d6 points of permanent Wisdom drain. If PCs have suffered ability drain, they suffer terrible nightmares until they recover the lost Wisdom points.

Wail of Doom (Sp): Once per day, the Dreamstealer may emit a bloodcurdling scream that effects all creatures hearing it as per the *wail of doom* spell detailed in *Song and Silence* (caster level 5th). Those hearing the wail must make a Willpower save (DC 15) or suffer 5d4 points of damage, -2 morale penalty to saving throws and flee from the Dreamstealer for 5 rounds with a 50% chance of dropping anything held in their hands.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Dreamstealer at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armour. Always moves silently.

Limited Range (Ex): Dreamstealers are currently unable to move outside the bounds of the Tal Marith, Ial Iornedh (Dreaming Hills) of the Headlands of Onnwal and the Hidden Fortress.

Artwork by Phillipa Broadhurst, based on a concept by Paul Looby and Stuart Kerrigan.

Eirius Iornadh

In Ancient Flan the word Eirius Iornadh translates literally as *Fiery Dream*, a name that would earn the speaker stares of terror and alarm if spoken in the hushed communal fires of the Headlands Flan. Their folklore speaks of a creature of fire and shadow, composed of pure and utter darkness, it appears to absorb the light around it, sucking it into its crimson form that both burns with an eternal flame yet darkens all that it surrounds.

The Eirus-Brud is non-corporeal in form but the flame that it blows that melts metal and burns flesh is all too real. The creature takes a form something akin to that of a spider or octopus or jelly fish- a central mass of utter blackness that might be construed as a body or head, from which issue various and varying numbers of long crimson thin tendrils that end in what seems like a barbed point, or "legs" that warp and shift, forming, being reabsorbed into the body and then being shot out again. Its form is very dynamic and even chaotic. It does not appear to have any human features at all - no glowing eyes, no anthropomorphic face. It looks utterly alien and wrong and the sight of it offends the eyes and chills the soul of good-hearted men.

Medium Undead (Incorporeal)

Hit Dice: 5d12 (32 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 60 ft. (good)

AC: 19 (+3 Dex, +2 deflection, +4 natural), touch 15, flat-footed 12

Base Attack/Grapple: +5/-

Attack: Incorporeal touch +5 melee (1d6 and Wisdom drain, bite)

Full Attack: Incorporeal touch +5 melee (1d6 and Wisdom drain, bite) and +0 melee (1d4 and Wisdom drain, claws x2)

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

Special Attacks: Breath weapon, Wisdom drain, *wail of doom*

Special Qualities: Immunity (Fire), Undead, incorporeal, +2 turn resistance, unnatural aura, limited range

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

Abilities: Str -, Dex 16, Con -, Int 14, Wis 14, Cha 17

Skills: Hide +11, Intimidate +11, Intuit Direction +6, Listen +11, Search +9, Sense Motive +7, Spot +10

Feats: Alertness, Combat Reflexes, Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-5), or pack (6-11)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral evil

Advancement: 6-10 HD (Medium-size), 11-20 HD (Large Size).

Combat

Breath Weapon (Sp): Cone of fire, 30 feet, once per day, 6d8 damage.

Wisdom Drain (Su): Living creatures hit by a Eirius Iornadh's incorporeal touch attack must succeed a Willpower save (DC 14) or suffer 1d6 points of permanent Wisdom drain. If PCs have suffered ability drain, they suffer terrible nightmares until they recover the lost Wisdom points.

Wail of Doom (Sp): Once per day, the Eirius Iornadh may emit a bloodcurdling scream that effects all creatures hearing it as per the *wail of doom* spell detailed in *Song and Silence* (caster level 5th). Those hearing the wail must make a Willpower save (DC 15) or suffer 5d4 points of damage, -2 morale penalty to saving throws and flee from the Eirius Iornadh for 5 rounds with a 50% chance of dropping anything held in their hands.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Eirius Iornadh at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armour. Always moves silently.

Limited Range (Ex): Eirius Iornadh are currently unable to move outside the bounds of the Tal Marith.

The Eirius Iornadh is based on the Dreamstealer from ONW2-05 To Hunt a Traitor with the Half-Red Dragon template applied to it due to the unique situation of the Tal Marith.

Fiend Folio

Flame Snake

Brutish creatures of scales and fire, flame snakes are often coerced or bribed into serving as guards for royal families. Mercenaries to the core, even the smallest of these snakes make effective "watchdogs." In the wild, they prefer to lair in volcanoes (dormant or active) or near hot springs or steam vents.

All flame snakes – minor, lesser and greater – are adorned in a mix of red and orange scales. Down the serpent's backs run an intricate series of black scales that form a repeating pattern of ankhs. Their dull eyes never seem to blink, and, like many reptiles, they spend long periods of time coiled up and drowsing in the warmth of their lairs.

All flame snakes understand Ignan, but only the greater flame snake is capable of speech.

Combat

All three species of flame snake use similar tactics in battle. They prefer to bite their opponents and then allow their venom to run its course. The smaller, less intelligent flame snakes repeat this tactic until their opponents are brought down; the more intelligent varieties have other abilities at their disposal. The flame snake's fiery venom is one of its most feared weapons. The fierce, burning agony the toxin causes sometimes drops would-be intruders even after they have attempted to flee from the burning creatures.

All flame snakes have some abilities in common.

Heat (Ex): A flame snake generates so much heat that its mere touch deals additional fire damage. This damage varies by subrace.

Fire Subtype (Ex): A flame snake is immune to fire damage. It takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed or if the save is a success or a failure.

Scent (Ex): A flame snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: Flame snakes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Lesser Flame Snake

Medium-Size Magical Beast (Fire)

Hit Dice: 8d10+16 (60 hp)

Initiative: +4

Speed: 40 ft., climb 20 ft.

AC: 21 (+4 Dex, +7 natural), touch 14, flat-footed 17

Base Attack/Grapple: +8/+10

Attack: Bite +13 melee, or magma spit +12 ranged touch

Full Attack: Bite +13 melee and tail spike +9 melee, or magma spit +12 ranged touch

Damage: Bite 1d8+2 and 2d6 fire plus poison, tail spike 1d6+1 plus 2d6 fire, magma spit 2d6 fire

Face/Reach: 5 ft./5 ft. (coiled)

Special Attacks: Constrict 2d6+3 plus 2d6 fire, fiery poison, heat, magma spit

Special Qualities: Darkvision 60 ft., fast healing 3, fire subtype, low-light vision, scent, uncanny dodge

Saves: Fort +8, Ref +10, Will +4
Abilities: Str 15, Dex 18, Con 15, Int 8, Wis 14, Cha 13
Skills: Climb +10, Hide +7, Listen +5, Move Silently +7, Spot +4
Feats: Multiattack, Weapon Finesse, Weapon Focus (bite)
Climate/Terrain: Any land and underground
Organisation: Solitary, pair or clutch (4-7)
Challenge Rating: 7
Treasure: Standard coins, 50% goods
Alignment: Usually evil (any)
Advancement: 9-16 HD (Large); 17-24 HD (Huge)

Lesser flame snakes are significant more powerful versions of minor flame snakes. They are also the most foul-tempered of the species. Abused by the greater flame snakes on a regular basis, they frequently take their anger out on minor flame snakes – or any other creature that wanders nearby.

Lesser flame snakes appear nearly identical to minor flame snakes, with the exception of being quite a bit larger. Measuring 7 feet long and 3-4 inches in diameter, they are intimidating specimens. The only other significant difference is the spike of hardened bone that grows from the creatures' tails.

Of all three varieties of flame snake, the lesser ones are the least commonly used as household guards, despite the relative rarity of greater flame snakes because they are more vicious and cruel than the other varieties. Most would-be employers shy away from a creature almost as likely to bite its master as any intruders.

Combat

Lesser flame snakes revel in the burning of their foes, so they use their magma spit at every opportunity. In groups they use fairly sophisticated tactics that include forming crude ranks of melee combatants, behind which more flame snakes launch their gobs of fiery spittle. They usually use their constrict ability only between spit attacks.

Constrict (Ex): With a successful grapple check, a lesser flame snake can constrict a grabbed opponent, dealing 2d6+3 points of bludgeoning damage and 2d6 points of fire damage.

Fiery Poison (Ex): A lesser flame snake delivers its poison (Fort DC 16 negates) with each successful bite attack. Initial and secondary damage are the same (1d4 Str). In addition, if the save fails, the lesser flame snake's poison burns its victim from the inside as it courses through the opponent's body. Each round the poison remains in a victim's blood stream (maximum 10 rounds), it deals 2 points of fire damage (no save).

This includes the round in which the victim was bitten.

Magma Spit (Su): Every 1d4 rounds a lesser flame snake can launch a sticky glob of fiery spittle at an opponent within 30 feet (no range increment). A successful ranged touch attack is required to hit. If struck, a target takes 3d6 points of fire damage and must make a Reflex save (DC 16) or catch on fire.

Fast Healing (Ex): A lesser flame snake regains lost hit points at the rate of 3 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation and it does not allow a lesser flame snake to regrow or reattach lost body parts.

Uncanny Dodge (Ex): A lesser flame snake retains its Dexterity bonus to Armour Class even when flat-footed or struck by an invisible attacker.

Sword and Fist

The Order of the Bow Initiate (Path of the Wing)

Tarnedas' Creed:

*So speaks the Far Reacher, Master of Birds, Phaulkon:
The time of Great Trial is approaching; a Great Darkness is stirring once more from beyond memory. The stones of this land echo with the voices of many peoples who have lived here down the ages. Some of those voices are best forgotten. Those Who Are Called must to take up the burden of defending the light, protecting the good of the future from the evils of the past.*

Path of the Wing:

Led by Kavrhos, previously a rogue in the service of the Brotherhood, the path of the Wing aims at excellence in the art of archery. They fuse both mental discipline with physical strength and agility to produce outstanding marksmen capable of extraordinary feats.

Hit Die: d10.

Requirements

To qualify as an initiate, a character must fulfill all the following criteria:

Base Attack Bonus: +5.

Knowledge (religion): 2 ranks.

Proficiency: Longbow or shortbow or composite longbow or composite shortbow.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow or shortbow or the composite version of either), Weapon Specialization (longbow or shortbow or the composite version of either).

Class Skills

The Order of the Bow's class skills (and the key ability for each skill) are: Craft (bowmaking) (Int), Knowledge (religion) (Int), Ride (Dex), Spot (Wis), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armour Proficiency: Characters who take a level of initiate gain no special proficiency with armour, shields, or weapons.

Ranged Sneak Attack: Any time the initiate's target would be denied his Dexterity bonus to AC (regardless of whether he has a Dexterity bonus), the initiate's ranged sneak attack deals extra damage. The extra damage is +1d6 at 1st level, and +1d6 every two levels after that. Ranged attacks only count as sneak attacks if the target is within 30 feet. The initiate cannot strike with such deadly accuracy beyond that range. In every other way, treat this ability as a rogue's sneak attack. If the character has the sneak attack ability as a rogue, the bonuses stack.

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+0	+2	+2	Ranged Sneak Attack +1d6
2	+2	+0	+3	+3	Close Combat Shot
3	+3	+1	+3	+3	Ranged Sneak Attack +2d6
4	+4	+1	+4	+4	Superior Weapon Focus
5	+5	+1	+4	+4	Ranged Sneak Attack +3d6
6	+6	+2	+5	+5	Free Attack, Zen Archery
7	+7	+2	+5	+5	Superior Weapon Specialization
8	+8	+2	+6	+6	Ranged Sneak Attack +4d6
9	+9	+3	+6	+6	Banked Shot
10	+10	+3	+7	+7	Ranged Sneak Attack +5d6

Close Combat Shot: At 2nd level, the initiate can attack with a ranged weapon in a threatened area and not provoke an attack of opportunity.

Superior Weapon Focus: Stacking with any existing Weapon Focus bonus, this adds an additional +1 to all attack rolls with the initiate's bow.

Free Attack: Once per round, whenever an ally within line of sight gains an attack of opportunity upon a foe, the initiate can make one ranged attack against the same foe, at his highest attack bonus as a free action.

Zen Archery: You gain this feat for free (see page 10). If the character already has this feat, then the Wisdom modifier stacks with the Dexterity modifier for ranged attacks.

Superior Weapon Specialization: This stacks with any existing weapon specialization bonus, and adds an additional +2 to all damage rolls made with a longbow or shortbow.

Banked Shot (Ex): This extraordinary ability allows the initiate to fire an arrow at a target within 20 feet of a wall (but not adjacent to the wall) and treat the target as if flat-footed for purposes of AC and damage inflicted. This is a full-round action, since it is extremely difficult.

Appendix 6: Features of the Tal Marith

The following entries represent the standard characteristics of various features found throughout the Tal Marith.

Ceilings: Ceilings are fifteen feet high and are not vaulted. Most ceilings are at least five-foot thick.

Ceilings: 5 ft. thick; hardness 8; hp 900; AC 5; DC 65 Break; DC 25 Climb.

Uneven Floor: Floors throughout the Tal Marith are almost as uneven as the walls. Movement through these areas is at half speed and the DC of Balance and Tumble checks increases by 5. Running and charging are impossible except along cleared pathways.

Floors: 5 ft. thick; hardness 8; hp 900; AC 5; DC 65 Break.

Walls: The walls in the Tal Marith are as uneven as the floors and ceilings. Most walls are at least five-foot thick.

Walls: 5 ft. thick; hardness 8; hp 900; AC 5; DC 65 Break; DC 15 Climb.

Ledges: In several places ledges may allow PCs to move above floor level. Such ledges are roughly a foot wide and are lightly obscured by rubble.

Ledge: 1 ft. thick; hardness 8; hp 180; AC 5; DC 65 Break; DC 12 Balance.

Light: Unless otherwise noted in the text the Tal Marith is unlit. PCs without darkvision require a light source.

Ventilation: The Tal Marith is well ventilated with odour and smoke being dissipated rapidly.

Temperature: It is warmer in the Tal Marith than in other cave systems. The PCs will notice this.

Magic: Within the Tal Marith, magic functions in bizarre and unexpected ways. Any spell or spell-like ability used within the Tal Marith has a chance of going awry. The caster must make a level check (DC 15 + the level of the spell or effect) for the magic to function normally. For spell-like abilities, use the level or HD of the creature employing the ability for the caster check and the level of the spell-like ability to set the DC for the caster level check.

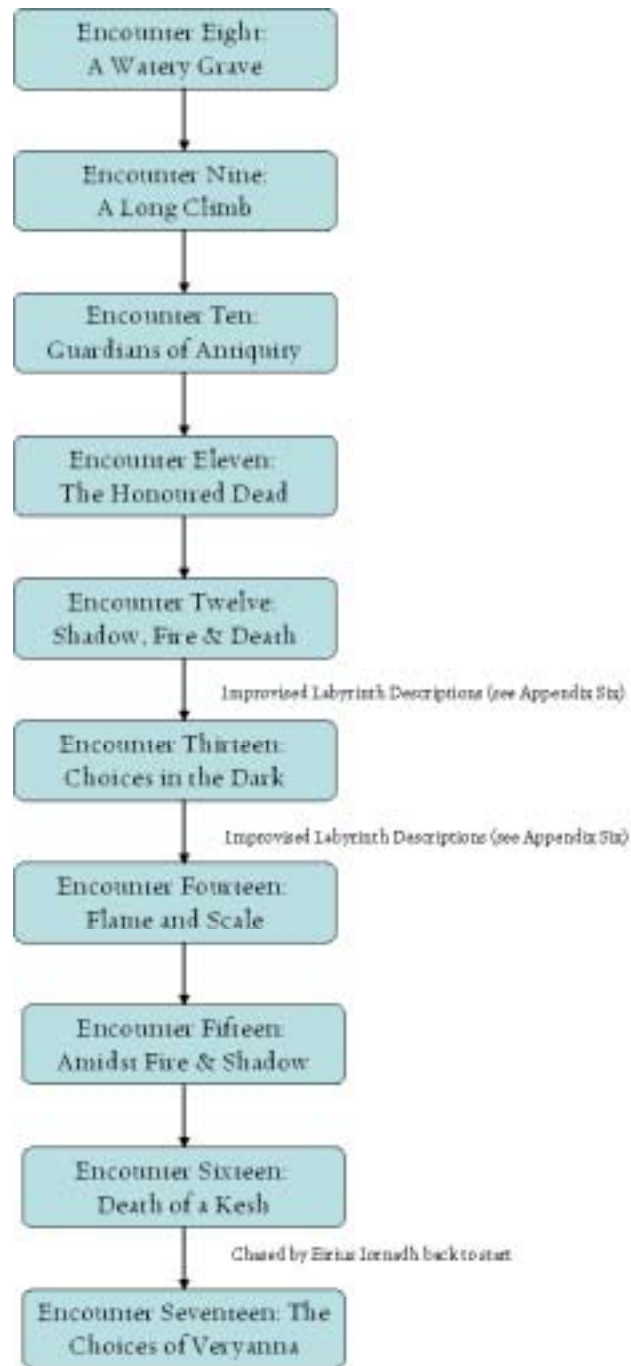
Individuals comprised at least partly of fire or shadow, or otherwise able to cast 7th level spells, or items with a caster level of 11th level or higher, are unaffected by this effect.

Important Special Note: After *Encounter Twelve: Shadow, Fire and Death* the PCs will descend through a labyrinth of caverns, passages and galleries. Only through use of Maranefel's Amulet will they find their

quarry. Describe to them the maze-work of passages they uncover as they descend further into the dark.

D%	Effect
01-19	Spell rebounds on caster with normal effect. If the spell cannot affect the caster, it simply fails.
20-23	A circular pit 15 feet wide opens under the caster's feet; it is 10 feet deep per level of the caster.
24-27	The spell fails, but the target or targets of the spell are pelted with a rain of small objects (pumice, fire flies), which disappears upon striking. The barrage continues for 1 round. During this time the targets are blinded and must make Concentration checks (DC 15 + spell level) to cast spells.
28-31	The spell affects a random target or area. The DM should randomly choose a different target from among those in range of the spell or centre the spell at a random place within range of the spell. To generate direction randomly, roll 1d8 and count clockwise around the compass, starting with south. To generate range randomly, roll 3d6. Multiply the result by 5 feet for close range spells, 20 feet for medium range spells or 80 feet for long-range spells.
32-35	The spell functions normally, but any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
36-39	The spell does not function. Instead, everyone (friend or foe) not of Neutral Evil alignment within 30 feet of the caster receives the effect of a <i>harm</i> spell (DC 19 + APL to resist).
40-43	The spell does not function. Instead a <i>deeper darkness</i> and a <i>silence effect</i> cover a 30-foot radius around the caster for 2d4 rounds.
44-47	The spell does not function. Instead a reverse gravity effect covers a 30-foot radius around the caster for 1 round.
48-51	The spell functions, but shimmering colours swirl around the caster for 1d4 rounds. Treat this as a <i>glitterdust</i> effect within a save DC of 10 + the level of the spell that generated this result.
52-59	Nothing happened. The spell does not function. Any material components are used up. The spell or spell slot is used up, and charges or uses from an item are used up.
60-71	Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
72-98	The spell functions normally.
99-100	The spell functions strongly. Saving throws against the spell incur a -2 penalty. The spell has the maximum possible effect as if it were cast with the Maximize Spell feat. If the spell is already maximised with the feat, there is no further effect. Additionally non-evil casters feel as if some small portion of dark power has taken root in their mind (please note on adventure notes of AR).

Appendix 7: Maps Tal Marith Encounter Tree



Player's Handout 1

Ebon Dreams

DM Directions

Cut up these dreams. Randomly determine who receives dreams 1-6. Hand these cards out. Any character present that is a sorcerer and has undergone the Dreaming in *COR3-01 The Hidden Fortress* should also be given The Dreaming.

Dream One

Arrogant? Yes some have called you that, but they either lie dead – victims of your boundless ambition - or else cower in the shadows, desperate to avoid your ire. You motion to one of your sub-human hochebi bodyguards. You are finished here. The fool knew nothing and now you have taken his life in recompense for your interrupted rest.

What is that? Outside the city lies dark and silent. Your bodyguards – veterans of countless campaigns – scream as a wave of preternatural darkness engulfs them. You utter a protective spell to keep this darkness from you but to your horror the darkness crushes through your wardings. As the darkness takes you, your last coherent thought is “Why? Why has my power failed me?”

Dream Two

A hot wind assails you as you return to your lodgings. Spices from far off lands and the sounds of wildlife foreign to your ears are carried by this wind of ill aspect. A simple baker by trade you have spent all day slaving in the kitchens of the accursed Scarlet Ones who even yet still hold your beloved Scant beneath their heel.

As you quicken your step a nameless dread builds within your breast. Casting a hurried look over your shoulder you see that the lights in the lower city have gone out. Terrified you start to run but a wave of darkness quickly catches you and engulfs you. You know no more.

Dream Three

Life is good. Since you came here you have fought many battles and slain many men. You have trampled them underfoot and taken their things. You are a mighty warrior of the Broken Skull tribe of the Drachengrabs – high in the councils of Turrosh Mak himself. When the screams of terror start to rise from the low city your first thought is that the rebels are finally in the city.

Drawing your sword, your hearts exults! Death to your enemies! The doors are flung open and two terrified soldiers stumble in, their eyes wide with terror. Sweeping all before it – a wave of unstoppable darkness boils out of the night. The hot scent of foreign lands assails you as you turn to flee. For the first time you know terror. For the last time you know terror. The darkness easily catches and consumes you. You fall into ebon darkness

Dream Four

A blazing brand in the night lights you home. It is a home without cheer. For long years you have dwelled here. Sorrow has burrowed deep into your heart - when the Scarlet invaders came they took your family and left you to wither and die. They call them “the disappeared” and laugh at your existence. You welcome death.

The night is heavy and you rise to throw open the storm shutters. Your old bones ache. Suddenly all is forgotten. A wave of darkness hurtles toward you blotting out fleeing folk, buildings and finally the very stars themselves.

You welcomed death, but this is terror unimaginable. Before the wave reaches you, you are dead, the victim of an old woman's frail heart.

Dream Five

The screams of a dying city sound out in the night. From one of the high towers of the city you look out at a nightmarish scene. Darkness has invaded the city, blotting out everything as its unstoppable advances continues.

Below you the darkness laps against the tower. Perhaps sensing that something yet lives in this final bastion it slowly sends forth sinuous tendrils of utter blackness that climb the tower questing for your life. Trapped you know with a sickening finality that you are doomed As the darkness crests the battlements you hack wildly at it with your sword. A great suffocating warmth envelops you, chilling you to the bone.

Dream Six

A learned man. A scholarly man. And now a lucky man. The city dies and with it dies a legion of hopes, dreams and unfulfilled desires. The screams of her people ring in your ears and dark laughter seems to float above it all, mocking you and mocking the falling civilisation.

Why you have not been taken you know not. The darkness came for you but recoiled as it striking an impenetrable barrier, anathema to its very being.

Perhaps here, amidst the dust and bones of the ancients, sanctuary can be found. At least you are safe. For a while.

The Dreaming

A hand mantled in the deepest black reaches out from the setting sun to cast its foul shadow over the fair grasslands of the Dragonhead. Its passing causes birds to fall from the sky and a great stench to fill the air. The eternal storm-tossed waves of the Gearnat are no defence against this insidious black invader.

As you watch, as if from a great height, the great bay of Scant is inundated by the darkness and one by one the lights of the city go out. You cry out in anguish and terror and from somewhere about you, you sense rather than hear laughter. Where once stood a proud city naught but a pit of blackness so deep that it is without end remains.

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Critical Events Summary

Please return the results to the Senior DM at your event who should email the results on this form to skerrigan@onwal.org.uk and creighton@onwal.org.uk. Consequences will be accepted until the 31st of March, 2004. Feedback on the module will always be welcome.

How did the PCs fare against the Eidolon?

What happened to Ganymydrath?

Survived Died, killed by creature

Was it necessary for Tarnedas to cast *greater restoration* on confused PCs?

Yes No

What did the PCs do with the Eidolons in Madi's lair?

How did the PCs behave towards Aza'mut?

Friendly Neutral Hostile Other: _____

Other notes on the PCs meeting with Aza'mut: _____

How did the PCs behave towards the sea olves?

Friendly Neutral Hostile Other: _____

Other notes on the PCs meeting with the Sea Olves: _____

How did the PCs react to the Shield Guardians?

Was the spear upgraded?

Yes No

PTO

How did the PCs fare against the Eirius Iornadh?

How did the PCs behave towards Maranefel Toktot?

Friendly Neutral Hostile Other: _____

Other notes on the PCs meeting with Maranefel: _____

Did any PCs choose to alter their alignment in the curse trap?

Yes No Provide player names, character names, and RPGA numbers if yes. _____

What was Kekarav Madi's fate?

Killed Escaped Other: _____

How did the PCs fare in fleeing from the Tal Marith and Eirius Iornadh?

Were any PCs slain in their

What was Veryanna's fate?

Dead Still with Madi Given to Sailema Given to Aza'mut/Rary
Other: _____