

VTF7-06

Left Unsaid

A One-Round Dungeons & Dragons® Living Greyhawk™ VTF Metaregional Adventure

by Gary Milakovic

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Without explanation the Mouqollad Consortium has been searching doggedly for rare and unique items all across the Flaeness. As events unfold in the Baklunish West the reasons for this become clearer.

A one-round VTF metaregional adventure set primarily in Ket and elsewhere for PCs level 3-15 (APLs 4-14). There is an Extended Play Option available for APL 12 and 14 only.

Resources for this adventure [and the authors of those works] include *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker et al], *Lords of Madness* [Richard Baker, James Jacobs, Steve Winter], *Miniatures Handbook* [Michael Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet], *Players Handbook II* [David Noonan]

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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Players Read No Farther

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

Preparing for Play

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

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

(NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard 1-round Metaregional adventure, set in the VTF. *As of September 1, 2007, there is no Time Unit cost to play the adventure portion of this adventure; however, standard Time Unit costs still apply to crafting, magic item creation, performing or other non-adventure related activities or penalties. The cost for Standard Upkeep is 12 gp for PCs whose home region is in the VTF, or 24 gp for out-of-metaregion PCs. Both Rich Upkeep and Luxury Upkeep cost 75 gp regardless of home region.*

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

A PC that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the PC will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component

pouches and healer's kits, and may restock up to 20 arrows or bolts if the PC has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

What has come before:

Between CY 593 and CY 595, along the VTF metaregional trade route, the elemental cultists of Tharizdun tried to activate the four elemental nodes; the fire node in Tusmit, the water node in Dyvers, the earth node in Verbobonc, and the air node in Ekbir. Their purpose in activating these four nodes was to summon to Oerth the four elemental princes of fire, earth, air, and water.

The power of the four elemental princes was then in turn to be used to release Tharizdun from his imprisonment and leash him on the prime material plane to begin his unmaking of the universe.

The plans of the elemental cultists were halted by brave heroes from all across the VTF who banded together to stop them. Three of the four princes were successfully summoned, and in a temple to Tharizdun in Ket's Bramblewood forest, the final summoning ceremony was stopped. The cultists failed and were mostly dispersed across the four winds, with the news of their folly traveling almost as quickly.

What the majority of the cultists who fought to free Tharizdun did not realize is that a group of Rakshasa was secretly enabling the cultists plot for their own purposes. The true purpose of their manipulation was never revealed but they, as did the cultists, had their plans foiled by the heroes in the Bramblewood in CY 595.

The majority of the Rakshasa were slain in that temple, but a few managed to escape. The Rakshasa too, like the cultists, scattered. Some escaped to hatch further plots against the races of Oerth, while fewer still realized the magnitude of their folly and used their escape to find ways to make amends.

One of these Rakshasa, Thaslin, fled the temple of Tharizdun in terror, blinded by the pervasive darkness of the Bramblewood at night. Thaslin stumbled through the forest for hours. Nearly exhausted and half-mad with

fear, Thaslin was felled by the thick underbrush and he struck his head, knocking him completely unconscious.

When Thaslin awoke, he had no conception of how much time had passed. His mind still slightly addled from the fall, Thaslin tried to get his bearings and as he did, he noticed something very strange; all outward signs suggested nothing but a tangle of vines and branches but as Thaslin looked closer it seemed to him that the crush of vegetation had a discernible shape. Curious, Thaslin approached warily, fearing a bizarre creature that he would startle in its den.

Thaslin managed to find an opening and, against his better judgment, thrust himself inward. What he found within shocked him. It was, to all appearances, a rudimentary temple or a monastery...to Ehlonna.

Thaslin marveled at the simplicity of the place and he was awed by the fact that this heretofore unknown shrine could exist in the Bramblewood. It was obvious to the Rakshasa that the temple had been out of regular use for some time.

It was at that moment he was struck by a startling revelation; it was not chance that had brought him here, but fate. It was his blind terror that had found him this place and that the penance for his past ills was nigh. Thaslin would take stewardship of this monastery and would undertake its preservation.

He would use his significant resources to upkeep and maintain this little shrine for as long as the fates deemed it necessary.

Thaslin's epiphany came a little over three years ago. Since that time his has become a familiar face in the forts that guard the Irafa road as well as the small villages and towns that lie on the outskirts of the forest.

At first he was a most unwelcome visitor, especially as the news of the near-calamitous summoning of Tharizdun spread. Slowly, however, his presence was begrudgingly accepted.

He spent some of his considerable wealth on upkeep of the temple but likewise helped those outlying towns protect themselves from incursions from the Bramblewood creatures with great shields and stone; a sought after commodity in the poorer, southern half of Ket.

Thaslin's repentance was sincere and slowly but surely the townspeople grew to accept him.

Contrary to the people, the Ket army who guarded the Irafa forts simply tolerated his presence because of his kindness to the people; they always kept their sharpest eyes on him as they never truly trusted him.

One of the people with whom Thaslin had the most interaction throughout the time of his stewardship of Ehlonna's monastery was a trader named Atwah ibn'farooq.

Atwah, a low-level Mouqollad man from Medina'abu one of the towns outlying the Bramblewood, always seemed able to acquire the trade goods that Thaslin valued. He could also get the supplies that the locals needed; supplies for which Thaslin was often too happy to pay.

Over time Thaslin and Atwah grew close. One might even describe them as friendly. As the years of Thaslin's service grew, he shared with Atwah insights into his own checkered past.

Atwah, though he never revealed any of Thaslin's confidences, made it known that he had a contact with connections to the former cult of Tharizdun. Atwah's decision was not made independent of Thaslin. One thing Thaslin feared was the power of the cult. Though its influence was waning, its secrets still possessed force enough to tip the balance of power on the Flaeness.

Secretly Thaslin hoped that some noble heroes would recognize the danger posed by some of the darker remnants of the elemental cult and try and destroy them.

Many sought Atwah out for his connection to the cultist but none were ever given Thaslin's whereabouts. Too often they were looking for a rise to personal power and Atwah denied them their meeting.

Years passed and Thaslin waited; his penitence unflinching.

What is now:

In CY 597, the Mouqollad consortium began using mercenaries to acquire rare and wondrous items from all across the Flaeness. No insight into why these items were being acquired was ever shared, nor was any hint of why only unique items were being targeted.

A number of the Mouqollad's most senior agents have been primarily responsible for the acquisition of these items including Elaine the Viper and Renny the Knife.

Renny the Knife has thus far recovered numerous items of great value but despite that The Viper's acquisitions far supersede his own in quality. The Knife, nicknamed less for his sword arm and mostly for his sharp wit, has become desperate to prove his value and has begun calling in every marker and favor he's owed throughout the VTF trade route to find a hint of something amazing.

After months of searching The Knife caught a break; a low-level trader in Ket with an exceptional connection may hold the key to his incomparable success.

The Knife's own connections allowed him to do research on Atwah and how to best acquire his help: through a group of intermediaries.

So, at his duplicitous best, The Knife has sent a summons to some well-known swords for hire (including some that have worked for Elaine in the past) requesting they meet him to continue their important for the Mouqollad consortium (or begin it).

ADVENTURE SUMMARY

Introduction: The PCs receive a letter from the Mouqollad requesting a meeting in the city of Falwur in the kingdom of Ket.

Encounter 1 By the Rules: The PCs travel to the tavern to which they were directed by the letter and must talk to the belly dancer to find their meeting with their Mouqollad contact.

Encounter 2 Knifed: The PCs meet Renny the Knife and are told about their consortium's quest for unique items. They are told that a former cultist of Tharizdun may hold the key to finding some items and they should visit a small village on the fringes of the Bramblewood to locate his whereabouts.

Encounter 3 Phase One: The PCs go to the village near the forest and are asked to surrender their weapons for inspection. If they do, they are let in without problem. If they don't, they need to find another way into the village.

Encounter 4 Phase Two: The PCs must bargain for the whereabouts of the cultist.

Encounter 4a Whoops: The PCs didn't surrender their weapons and now have to sneak into the village to get the cultist's location.

Encounter 5 Much worse than Lions and Tigers and Bears, Oh Yes: The PCs must follow the map they are given into the Bramblewood. They must move quickly or else they might be forced to spend the night in the forest.

Encounter 6 At Long Last: They meet the cultist and he has some ideas about where they can get the items which they require. The former elemental cultists created duplicate elemental nodes where some unique items might be found. They are told they only have five minutes total in the three nodes before they explode.

Encounter 7 Final Preparations: The PCs make their final plan for assaulting the duplicate elemental nodes in search of items.

Encounter 8 The Water Node: The PCs fight golems and obtain the crystal spider.

Encounter 9 The Earth Node: The PCs fight apes and swarms and obtain the special white flowers.

Encounter 10 The Fire Node: The PCs fight ghirrash and obtain the special enhanced magma.

Encounter 11 Fond Farewell: The PCs say goodbye to Thaslin who gives them parting advice on who might really be behind the plot to obtain the unique items. He transports them to their contact to drop off the goods.

Encounter 12 Conclusion (4-10): The PCs drop off the goods with Renny.

Encounter 12A Conclusion (12-14): The PCs drop off the goods but are asked if they would consider taking the merchandise further, inviting them to the EPO. They can accept, or decline.

Encounter 13 The Extended Play Option: The PCs may choose to deliver the goods further, to Mordenkainen himself! A courageous choice and one that should only be taken with due consideration for the possible dangers.

PREPARATION FOR PLAY

Creating initiative cards for this adventure would be highly advisable. It is because all three combats take place over 50 consecutive rounds and how long each combat takes will affect the final result of the adventure. See **Appendix 3** for an initiative tracker.

Appendices, such as an initiative countdown table, are included to help the DM run the combat.

INTRODUCTION

Prior to beginning play, the DM should determine how much the PCs know about the two key NPCs they meet in Encounters 1 & 2.

The following information is learned through Gather Information checks. This Gather Information check is not representative of an active attempt by a given PC to “Gather Information” it is simply whether or not they have passively gained any information on these NPCs through their travels in the VTF. Bardic knowledge can be substituted for any of the below skills, but consider the relevant DC to be 5 higher.

Renny the Knife:

- DC 10: Renny the Knife is an agent of the Mouqollad Consortium who has become fairly well known throughout the VTF over the last year.
- DC 15: He is known to be very loyal to the Mouqollad and someone who they rely on heavily for the most important jobs
- DC 20: He is known for being one of the most effective Mouqollad agents at turning over trade goods quickly.
- DC 25: He and Elaine the Viper don't get along.
- DC 30: He has risen through the ranks of the Mouqollad Consortium quickly, mostly at the expense of others. He is reputedly seeking something very valuable at this point in time.

Atwah ibn'farooq:

- DC 15: Atwah ibn'farooq is a low-level Mouqollad trader who operates in and around Medina'abu village in Southern Ket (or Northern Bissel, depending on the state of the border at the time...)
- DC 20: He is known to be an upright and honorable man, always looking to help people wherever he can.
- DC 25: It's rumored that he is friendly with elemental cultists of Tharizdun, although no proof has ever been brought against him.

Also make a note if there are any elves in the party. Note to them that Elves in Ket frequently run into social issues and they may wish to take this into account with their choice of PC. If they remain, the PCs may have a bit of trouble entering Medina'abu village in **Encounter 3: PHASE ONE.**

Short are the days in winter's cold embrace and warm are the nights nestled snugly beside a fire.

One morning, not dissimilar from the many that preceded it, a letter arrives, personally addressed. It is delivered by a finely appointed young man wearing the trappings of the Mouqollad Consortium. After delivering the letter he bows respectfully and begins to walk away, unable, or unwilling, to speak.

Give the PCs **Player's Handout 1.**

If the PCs try and halt the progress of the messenger he has very little information to pass along to them.

His name is Marcus and he works for the Mouqollad Consortium as a messenger. He doesn't know who sent the letter but he assumes that it was someone from within the Mouqollad Consortium as it came through the normal delivery channels.

If the PCs press him further about the origin of the sender, he suggests they read the letter as it is probably signed.

He received the letter in Molvar, a major trading city in Ket, for delivery here.

Marcus the Messenger has no other information that is relevant to the PCs.

DEVELOPMENT:

If the PCs choose to act on the letter and travel to Ket to meet Renny the Knife advance to **Encounter 1.**

If the PCs choose to ignore the letter, the adventure is over.

ENCOUNTER 1: BY THE RULES

No assumption is made on how long it takes the PCs to get to Falwur from their starting location, nor does it matter. Seven days should be sufficient for anyone beginning in the VTF to arrive in Falwur with plenty of time to spare. Any long-term buff spells may be pre-cast for these encounters.

Falwur, though small, is nonetheless as majestic as the other great cities of Ket. The gleaming spires of

its temples glint tirelessly in the sun, almost beckoning the weary traveler home.

Once inside the city gates, obtaining directions to the Magic Carpet tavern is not difficult and finding it is less so. The tavern building, though architecturally Baklunish in design, seems far older than the surrounding structures.

The door of the tavern is slightly ajar and the sound of traditional Baklunish music echoes from within...

Once inside the building, there is quite a lot for the PCs to take in. Information about the tavern that the PCs can obtain by simply looking around is as follows:

- The tavern is very busy no matter what time of day with the exception of midnight until sunrise, at which time the tavern is closed.
- The majority of the Magic Carpet's patrons are Baklunish, with a small minority of those being of mixed Baklunish descent. Some Oeridian are also present but there are no Suel or Flan that are obvious.
- The room is lavishly decorated in traditional style with hand woven tapestries. A DC 10 Craft (Weaving) check, a DC 15 Knowledge Local (VTF) check, or a DC 15 Appraise check tells the PC that these tapestries are original, not knock-offs, and are quite valuable.
- There is a long bar along one of the walls and it is attended by two men, one of whom is far younger than the other. After a moment or two of observation, the older man offers a quiet rebuke to the younger demonstrating the latter's subservience to the former.
- On the wall opposite of the bar there is a spacious stage. It thrusts out into the seating area and is surrounded by tables. Beside the stage is a door that is curtained off and guarded by a large Baklunish man.
- On the stage a belly dancer is performing and a band is playing off to the side. If the PCs choose to look more closely at the stage read aloud the following

The music fills the air completely and the beautiful dancer's movements seem wholly borne of its tune.

Sinuously she winds her way across the stage, her exotic and beautiful movements transfixing those seated around her.

BELLY DANCER (NPC):

There are two ways to get the information on Renny's whereabouts from the dancer, if the PCs make the attempt.

1) They can take a seat beside the stage and watch the performance. After a few minutes of watching the show the dancer begins dancing in front of the PCs. Each PC may make a DC 10 Sense Motive check.

On a successful check the PCs think that the dancer is waiting for them to do something.

Any PC whose Sense Motive check is successful may then be allowed to make a DC 10 Spot check or a Knowledge Local (VTF) check.

If the Spot check is successful the PCs notice that in front of each table, arrayed variously, are piles of gold coins.

It seems consistent that at every table there is one gold coin for each person seated.

If the Knowledge Local (VTF) check is successful the PCs know that is customary for patrons seated beside the stage to leave a gratuity of currency on the edge of the stage that the dancer collects at the end of her performance.

Presumably the PCs leave a gratuity. If the PCs leave less than 1 gold piece per person the dancer winds her way down to the ground and tells one PC that Renny is upstairs.

If the PCs leave 1 gold piece per person or greater, the dancer adds that Renny is in room 4.

If they do not leave a gratuity, after half an hour the dancer collects whatever currency is on the edge of the stage and exits behind the large man guarding the curtained door. See 2) below.

2) If the PCs do not sit beside the stage, or do not leave a gratuity, the dancer finishes her performance five minutes after the PCs enter the bar. She walks into the curtained area behind the bouncer and disappears.

Once the dancer has left the stage, the PCs can approach the bouncer and attempt to bribe him to let them through.

At first, the bouncer is very reluctant to allow the PCs to enter. However, a DC 10 Diplomacy check and 5 silver pieces convince him that it'd be okay if one person went in. For every 5 silver pieces above 5, you may reduce the Diplomacy DC by 5 to a minimum of zero with a 15 SP bribe.

Within the curtain door is a moderately sized dressing room. The belly dancer from the stage is alone inside. She has her back to the PC when they enter. Her name is Saveeda and she will introduce herself if asked.

Once the PC inside speaks she says "You can leave your donation on my dressing table." If the PC leaves 9 gold or less, she tells that PC that Renny is upstairs.

If the PC leaves 10 gold pieces or more she tells the PC that Renny is upstairs in room 3.

BARTENDER (NPC):

The older man behind the bar is in charge and is the actual bartender. The younger directs any asking him questions to the older man and does not say anything further.

Engaging the bartender in conversation is very easy. His personality is boisterous and he clearly enjoys his job. He's Baklunish, and is average height and weight. His clothes are clearly well maintained and he seems to take pride in his appearance.

In order for the bartender to be chatty with them, the PCs need only approach and start talking to him. He obviously enjoys chatting with people that have tall tales and exciting stories.

The PCs may have specific questions for the bartender:

Do you know Renny? *Can't say I do.*

We are supposed to be meeting him here, are you sure? *Yeah, pretty sure. He ain't a regular. Could be stayin' here though, we've got a few rooms upstairs.*

Who is the dancer? *Her name is Sayeeda.*

How long has she worked here? *A month or so; she's pretty new.*

What's her story? *Uh, her name is Sayeeda and she's a belly dancer?*

Why does this building seem so much older than the others? *This building, or so the story goes, was here before Falwur was officially founded. Apparently there are a few buildings like that in the city. Nobody really knows how they got here.*

That's odd. Is there more to the story? *Well, like I said, nobody knows. But the generally accepted theory is that there was a town here that had been long since abandoned by the time Falwur was founded.*

No more? *Do I look like I'm from Eskandrea? I've told you all I know.*

PCs who claim the home region of Ket do not need to make the Knowledge Local (VTF) checks listed below to know the information noted - they know it automatically.

A DC 15 Knowledge Local (VTF) check reveals that Eskandrea is the centre of learning and holy scholarship in Ket.

A DC 25 Knowledge Local (VTF) check also tells the PCs that there is rumored to be a grand library in Eskandrea that is said to contain all the knowledge of Oerth that has ever been known, though apparently locating that knowledge in its labyrinthine passages is the challenge.

Anything else of interest going on?

Rumor 1 – the Cup and Talisman were returned to the Oerth when Old Wicked lost a bet with the Archpaladin. I hear he has corrupted the Cup and that it now brings forth only blood.

Rumor 2 – The Obsidian Citadel is open for visitors, I am told. Nobody fool enough to take up the offer, but still... [The Obsidian Citadel is the home of Mordenkainen, head of the Circle of Eight and quite likely the most powerful mortal spellcaster in the Flanaess]

Rumor 3 – Them elves have allied with the demons of Iuz to drive out honest folk from the world. Not to sure about that kind of information, always seems to backfire on them's as tells it...

How's business? *Business isn't bad, but it's been a lot worse, so I can't complain. Somehow people don't want to come to a tavern when we're getting invaded; go figure. When we're getting invaded there's no place I'd rather be.*

Who's the young guy behind the bar? *My sister's boy, Ahmed. He's a smart kid, he can be doing something more than this.*

The bartender doesn't have any further information of interest to the PCs. He directs them upstairs if they require it but otherwise eventually stops talking and gets back to his work behind the counter.

DEVELOPMENT:

Once the PCs are ready to move upstairs to speak with Renny, advance to **Encounter 2: Knifed**.

ENCOUNTER 2: KNIFED

A narrow staircase leads to the second floor of the Magic Carpet and with every step the din of the common room begins to fade away.

At the top of the staircase there is a short hallway with two doors on each side numbered one through four. Each door is closed tightly.

If the PCs know that Renny is staying in room 4 see Renny The Knife (NPC) below.

If the PCs learned that Renny was staying upstairs but not specifically in what room he was staying, see below:

Room 1: When the PCs knock on the door of room 1 at first they don't hear anything. But after a moment they can hear someone stirring within.

A man soon comes to the door. He is not Renny. His name is Azib el'Hamid and he is on a religious pilgrimage to Eskandrea. He doesn't have any information that is useful to the PCs.

Room 2: Room 2 is empty.

Room 3: When the PCs knock on this door, almost instantly a voice from behind the door says "What's the password?"

Since the PCs don't know the password, after a few tries the voice from behind the door says "Good try... assassins," and then nothing.

Room 4: See "Renny The Knife (NPC)" below.

RENNY THE KNIFE (NPC):

Renny The Knife: male baklunish human rogue5/spymaster; hp 21; Appendix 1.

When the PCs knock on the door, a voice from within says "*Enter, it's open.*"

The room is not large. There is a bed in one corner, and a table with three chairs off to the side. A backpack is neatly tucked under the table and wrapped securely around one of the straps is a holy symbol of Mouqollad.

Renny is sitting casually on the bed as the PCs enter. He is a rotund man, with bright eyes, and a cherub-like face. His demeanor is boisterous despite his size and he smiles when they enter.

"Well! I'm certain you're curious as to why I've summoned you and I would hate to waste your time, so I'll get straight to the point.

"The Mouqollad Consortium is in the process of acquiring valuable items, objects d'art, and unique objects. In fact, some of you may have worked with one of my colleagues, Elaine the Viper, on this project before.

"It recently has come to my attention that an avenue to a number of unique objects exists and these objects might be collected all at once in short order. Are you interested?"

The PCs presumably have questions

NOTE If the PCs attempt Sense Motive checks against Renny, he believes what he is saying.

If the PCs cast *detect magic* on Renny and distrust some of the auras projected by his equipment he is willing to remove his gear during the conversation.

Once his gear is removed he projects no magical auras.

What do we have to do? *Travel to a local village near the Bramblewood forest and obtain some information from a trader there.*

That's pretty vague. How about some details? *Alright. This trader has become friendly with a repentant former member of the elemental cult of Tharizdun. Many groups have tried to contact that former cultist through the local trader but, to my knowledge, none have succeeded.*

It is my hope that you can arrange a meeting with the cultist and acquire information on the whereabouts of some unique items we can collect.

You see we've heard rumors that some centers of that cult's power still exist and within these places are unique objects that are a wonder to behold.

C'mon, there's gotta be more than that! *Well...as I've said, all we've heard are ...but the rumors are fantastic!*

One that we've is of a spider-like construct that had the consciousness of a powerful ogre mage imbued into it. This spider has the ability to spin magic imbued silk that enhances the strength of any object to which it's attached!

Another rumor suggests there is a flower than only grows in one part of the world that has tremendous curative properties...it's said that it can cure any magical disease simply by smelling its sweet scent!

And the last item has only been whispered about; magical oil that runs through magical pipes. We don't know much more about it than that.

How long do we have? *My employers need these items within three days or they become valueless.*

Why is the Mouqollad Consortium collecting these unique objects? *We are using these objects to facilitate a meeting with the great mage Mordenkainen and this meeting is vital...for all our sakes. That's all I can say about it.*

C'mon, why does the Mouqollad need to meet with Mordenkainen? *I cannot say more than I've already said except that I must assure you that this mission is one of the most important ever performed by the Mouqollad.*

How much does it pay? *It pays 250 great shields, each plus 100 great shields of danger pay for each of you. [For those of you of greater ability, more pay is in order and the Consortium has permitted me to offer a bonus of 650 (APL 10), 1650 (APL 12) or 3650 (APL 14) great shields on top of this]. [a great shield is a Ketite gp]*

That's it? C'mon there's gotta be more in it for us. *I know this is ironic but I don't have any room to negotiate on this number, it's all I was authorized to pay...*

Who is this trader? *His name is Atwah ibn'farooq and he lives in the Medina'abu village on the outskirts of the Bramblewood forest.*

How do we get to the village? *It's pretty easy to find, I'll give you directions.*

How did he get involved with the cultist? *Don't know. But his involvement certainly suits our purposes, if we can convince him to help us.*

What do you know about the cultist? *Only what I've heard. He apparently visits villages on the outskirts of the Bramblewood giving out great shields, foodstuffs, and stone for building. That's the rumor anyway, I don't know for sure.*

What does TK stand for? *The Knife.*

How did you get that nickname? *I talked my way out of a sentence in the sewers in Dyvers so they said I had a sharp tongue.*

How long have you been a member of the Mouqollad Consortium? *What does that matter?*

Is it true you're not trustworthy? *Of course I'm trustworthy! They call me "not too honest Renny!" You see how honest I am? I tell you I'm dishonest right off the bat.*

Do you know more than you're letting on? *Yes.*

So what if he wants us to pay him? *I will provide you with a notice for the cultist's eyes only that you are authorized to negotiate with him on behalf of the Mouqollad and that reasonable terms will be accepted. As for what constitutes reasonable, well, I suspect he will have an idea on that and we will accept it.*

Do you have any advice for us? *Well, yeah, actually. When you're meeting Atwah and you're trying to convince him to let you meet with his ex-cultist buddy, emphasize any good deeds you've done in the past. If you don't tell Atwah why you're worth a meeting with his friend he probably won't let you meet with him.*

If you do end up meeting with the cultist make sure you tell him what I told you; the Mouqollad needs the items to present to Mordenkainen himself! Who better to keep this powerful objects safe than the greatest mage on Oerth?

When we have the items where do we meet you? *Meet me back here as soon as possible; and I mean that. After three days I may not be able to stay...*

Oh, and when you return, so you know it's me the password is "Yes, Dwarven spirits are in season this time of year!"

There isn't anything more The Knife can tell the PCs that they find helpful.

Important: If the PCs do not ask The Knife for advice, he adds his above advice as they are leaving his room.

Treasure

APL 4: Coin: 350 gp.

APL 6: Coin: 350 gp.

APL 8: Coin: 350 gp.

APL 10: Coin: 1000 gp.

APL 12: Coin: 2000 gp.

APL 14: Coin: 4000 gp.

DEVELOPMENT:

If the PCs choose to go straight to Medina'abu, advance to **Encounter 3: Phase One**.

If the PCs wish to spend some time in Falwur stocking up on consumables and purchasing equipment, Falwur is a city of 12,000 and the LGCS can be consulted for availability.

ENCOUNTER 3: PHASE ONE

The trip between Falwur and Medina'abu is not arduous. It is an overland trip through light hills and farmland and should give the PCs no trouble crossing.

If the PCs use magic to travel between Falwur and Medina'abu they arrive just outside the village. It has no defenses against instant transport magic nor are there any complications.

Read aloud the following:

Cresting the final hill, the village of Medina'abu comes into view. It is not unlike the many villages in the north of Ket...save the massive wooden and earth ramparts that encircle it completely. These fortifications bear many scars; if walls could talk who knows what horrors they might recount.

A large gate is flanked by two guard towers on the eastern side of the fortification...

Once the PCs approach the guard towers, gaining entry to the village is not at all complex, unless there are elves in the party.

No Elves in the party: If there are no elves in the party, after a few moments of visual inspection by the guards, they tell the PCs to spin around, declare their weapons, etc.

Once that visual inspection is completed, the guards in the tower call down to guards below and the gate is opened wide enough the PCs to enter one at a time.

Elves in the party: Entering the village through the main gate is slightly tricky with elves in the party as Ketites, especially Ketites that live near the Bramblewood, dislike elves a great deal.

The majority of Ketites are conditioned from youth to hate elves. But Ketites on the fringes of the Bramblewood forest have at times clashed with the wild elvish denizens that live there.

Despite an uneasy peace that developed between the Bramblewood Elves and the Ketites in the wake of the Clockwork horror invasion of CY592-CY596, these citizens still hold a deep-seated mistrust of all elves and fear them above almost all other denizens of the forest.

Once the elves are seen by the guards, and the PCs request entry into the town, the tower guards lower a basket over the wall to the ground and request that all PCs drop their weapons, spellbooks, and spell component pouches into the basket.

The guards explain that the items are to be processed by the watch commander and give the PCs assurances that the items will be returned with no damage.

If the PCs surrender their items: they are requested to wait a few minutes while their items are processed.

A few minutes pass and a guard calls down and tells the PCs that their items have been processed and they can retrieve their gear from the watch commander.

Once the PCs are inside the walls the watch commander returns all of their items.

He explains that if the PCs had hostile intent toward the village they likely would have not surrendered their equipment so readily. Having limited resources breeds resourcefulness, he suggests.

The watch commander does note, however, that for everyone's safety a patrol of two militiamen is to shadow them throughout their time in the village.

He says that all Ketites are xenophobic but more so here on the fringes of the Bramblewood and he doesn't want the villagers to do anything stupid. He hopes that with the town soldiers in plain sight following the party the fears of the villagers are assuaged.

He points out that he doesn't want the villagers doing something they'd regret, i.e. breaking the law; especially when with a little effort on his part could he could have easily averted such a situation.

If the watch commander is asked why he seems so tolerant of elves, a race that so many Ketites loathe, he explains that he fought shoulder to shoulder with the wild elves against the clockwork horrors and from that experience has gained a respect for elves that his countrymen do not share.

The watch commander does reiterate however, that elves won't generally be tolerated by the villagers and would be better left out of any business here if it can be avoided.

He bids the PCs well on their journey and lets them be on their way.

If the PCs do not surrender their items: The gates are not opened for them and the guards treat them suspiciously.

The village is put on alert and any found strangers are to be called to the attention of the guards.

The PCs can sneak in to the village relatively easily but it becomes more difficult to gain Atwah's trust if they do so.

A DC 15 Climb check allows the PCs to scramble up one of the walls.

If the PCs choose to make climb checks, roll a 1d100 for each PC. If the result is 1-25, there are guards near their climb site and the PCs may be spotted as they climb over the walls.

Make a Spot check for the guard opposed by the Hide check of each PC.

The guard has a Spot modifier of +4.

If the PCs are spotted scaling the walls by the guard, he immediately sounds the alarm and summons more guards.

DEVELOPMENT:

If the PCs had no elves in the party or they surrendered their weapons to the watch commander, **Encounter 4: PHASE TWO.**

If the PCs managed to sneak in to the village without being seen advance to **Encounter 4A: WHOOPS**

If the PCs tried to sneak in to the village but were discovered by the guards, the adventure is over unless the PCs can succeed at some impressive stories and/or use magic to achieve their ends – this aspect is left to the discretion of the DM, but DCs for any Bluff or Diplomacy checks should start at a minimum of 50 given what has just been attempted.

Atwah will not reveal the location of the cultist to alleged spies willingly. Proceed to **Encounter 4A: Whoops** if it is ruled that the PCs can obtain the information.

INTERLUDE: THE VILLAGE

PCs are subject to the laws of Ket and may have the opportunity or opportunity to break them here, particularly if they have not been successful in achieving entry. The Lawbreaker AR award awaits any who undertake this and Appendix Three illustrates the laws of the country. Note that any PCs in this adventure can easily escape from the law enforcement officers – the Lawbreaker AR Award still applies, however.

ENCOUNTER 4: PHASE TWO

Medina'abu is a small village but it is nonetheless full of life. Along its slender avenues smiling parents stand in front of their modest homes, patiently attending to their children, while the laughter of young men echoes through the streets as they play a rousing game of kickball.

The PCs do not have any sort of challenge finding Atwah. If they attempt a Gather Information check, they don't need to do so.

The person who they first approach can give them directions to Atwah's home; this is a village in Ket. Everyone knows everyone and the village is like an extended family.

Atwah's home: like the others in the village, is hardly ostentatious.

At the front of the house is a small porch that is unadorned except for a well-crafted rocking chair. An

open window with no glass is the only architectural detail other than the front door.

The walls of the house are brown, and in some places where that brown plaster is chipped away, the PCs can see that the inner core of the house is made of brick and covered with that thick brown plaster.

A DC 15 Knowledge (Architecture and Engineering) check gives the PCs some specific information about the nature of the building. This type of house is built with a skeleton of mud-bricks that are formed in a mould and then dried in the sun. The brown plaster is actually similar to the bricks in composition except that the material used to bind the compound together is slightly different.

The bricks give the house a solid structure and the brown plaster keeps the heat out in the summer and the warmth in when it is cold outside. The front door of Atwah's house is not locked, nor is it even fully closed, so if the PCs knock on the door it opens.

Once the PCs knock on the door a voice thick with a Baklunish accent calls out "Come in!" inviting the PCs inside.

The interior of the house appears room as follows: the house is only one room. It's obvious that a good number of people live in the space as beds are stacked along the wall two high in two different places. Two slightly larger beds are on the ground with nothing but shelving above them. A small kitchen area has been delineated at the back of the house with a small clay stove at its center. Despite the amount of beds and shelves the small space isn't cluttered and the PCs shouldn't necessarily feel claustrophobic inside.

Atwah's reaction to the PCs differs depending on whether or not there are elves in the party. See below:

IF THERE ARE NO ELVES IN THE PARTY (INCLUDING IF THE PARTY LEFT THE ELVEN PARTY MEMBERS OUTSIDE):

Once the DM has described the space, read aloud the following:

At the back of the room, beside the clay stove, sits a man on a stool with two adorable children at his feet.

"Yes?" The man says with a smile. "Welcome my friends. How may I help you? Please sit down, make yourselves at home." Shuffling his children off to one

side of the room to play, he stands and offers his stool.

Atwah ibn'farooq (NPC):

Atwah ibn'farooq: male baklunish expert 5; 33 hp; Appendix 1.

Once the PCs tell Atwah why they have come to see him, his mood changes slightly and he becomes pensive.

After thinking for a moment he bluntly asks the PCs why he should tell them anything. He wants to know what makes them different from all the power-hungry savages that have come before?

Diplomacy: During this encounter the PCs may try and influence Atwah's attitude using the Diplomacy skill. Once the PCs tell them why they are here his attitude changes from friendly to unfriendly.

Because Atwah is well-practiced at rejecting inquiries about the cultist the PCs take a -20 circumstance penalty on Diplomacy checks, nor may they attempt to change his attitude more than once, after which he asks them to leave if he has not been shifted to "Friendly" or better.

The PCs should influence Atwah with roleplaying, not skill checks.

After Atwah asks why they are different, it is up to the PCs to recount all their good deeds and prove themselves worthy of the information.

Each PC should give Atwah one personal heroic story to give the party a chance to get the cultist's whereabouts. This information was imparted by Renny earlier, or at least it was heavily implied.

If the players cannot recall this, allow each PC a DC 10 Int check at this point that recalls this fact and what needs to be done.

It is the DMs discretion as to whether or not the story that each PC gives is sufficiently heroic for Atwah.

PCs can try a second or third story to impress Atwah if the first is not up to par. As long as there is one good story per PC, the party convinces Atwah they aren't immoral savages like the rest.

Once the PCs have done that, Atwah asks them why they want to meet with the cultist.

If the PCs do not answer truthfully, they must make a Bluff check opposed by Atwah's Sense Motive (+18).

One person may make the check, and others may assist per normal however, if a PC fails to assist, secretly add a -2 circumstance penalty to their check. Atwah is a seasoned trader and is well-attuned to attempted deception.

If the PCs answer truthfully, however, Atwah accepts their response and agrees to direct them to the cultist so that they can make their case to him directly.

“My friends, to this humble servant of the restorer at least, your hearts seem true. I will reveal to you the information which you seek,” Atwah smiles. “But, like all commodities, information too has its price...”

Atwah is willing to accept any one of the following in exchange for the cultist's location:

- 100 x APL in great shields (gold pieces)
- Agreeing to spend 2 TUs acting as caravan guards for a shipment of stone coming from the Yatils
- A unique top box AR item (must be a physical item that, if consumable, has more than 50% of uses left; must be crossed off) Only one unique item need be sacrificed per table.
- A very intriguing trade option not listed (use this option sparingly to reward VERY creative parties; the above three options are very comprehensive and should be attainable by any party at any APL)

Once the PCs accept Atwah's terms, he reveals the cultist's specific location and promises to provide them a hand drawn map through the Bramblewood.

He tells the PCs that the cultist has become the steward of a previously abandoned monastery to Ehlonna in the Bramblewood and tells them that the cultist's name is Thaslin.

If the PCs have generally been respectful he adds the following advice:

- Spend the night in the village and head out in the morning; you may get caught in the dark and you don't want to spend the night in the Bramblewood outside of Thaslin's protection
- You can lose your bearings easily in the Bramblewood. Stay focused on the map and don't deviate from it for anything.

- Never play an ace where a two will do...

IF THERE ARE ELVES IN THE PARTY:

At the back of the room, beside the clay stove, sits a man on a stool with two adorable children at his feet. Instinctively, he pulls his children in close to him and says “Yes? What do you want?”

After thinking for a moment he bluntly asks the PCs why he should tell them anything. What makes them different from all the power-hungry savages that have come before? Worse than that they are monster lovers.

Diplomacy: During this encounter the PCs may try and influence Atwah's attitude using the Diplomacy skill. His attitude is unfriendly.

Because Atwah is well-practiced at rejecting inquiries about the cultist the PCs take a -30 circumstance penalty on Diplomacy checks made to encourage Atwah to divulge the cultist's location (there is an elf present, after all...).

The PCs should influence Atwah with roleplaying, not skill checks.

After Atwah asks why they are different, it is up to the PCs to recount all their good deeds and prove themselves worthy of the information.

Each PC must give Atwah two personal heroic stories to give the party a chance to get the cultist's whereabouts, and any elf PC must give three very specific good deeds that do not include helping elves.

It is the DMs discretion as to whether or not the stories that each PC gives is sufficient for Atwah.

If their first attempts are not successful, the PCs can try different stories to impress Atwah. As long as there is two successful story per person, and three from each elf, the party convinces Atwah that they aren't immoral savages like the rest.

Once the PCs have done that, Atwah asks them why they want to meet with the cultist.

If the PCs do not answer truthfully, they must make a Bluff check opposed by Atwah's Sense Motive (+18).

One person may make the check, and others may assist per normal however, if a PC fails to assist, secretly add a -

2 circumstance penalty to their check. Atwah is a seasoned trader and is well-attuned to attempted deception.

If the PCs answer truthfully, however, Atwah begrudgingly accepts their response and agrees to direct them to the cultist so that they can make their case to the cultist directly.

“Despite the company you keep, your hearts seem true. I will reveal to you the information which you seek,” Atwah smiles. “But, like all commodities, information too has its price...”

Atwah is willing to accept any one of the following in exchange for the cultist’s location:

- 150 x APL in great shields (gold pieces)
- Agreeing to spend 4 TUs acting as caravan guards for a shipment of stone coming from the Yatils
- Two unique top box AR items (must be a physical item that, if consumable, has more than 50% of uses left; must be crossed off) Only two unique items need be sacrificed per table.
- A very intriguing trade option not listed (use this option sparingly to reward VERY creative parties; the above three options are very comprehensive and should be attainable by any party at any APL)

Once the PCs accept Atwah’s terms, he reveals the cultist’s specific location and promises to provide them a hand drawn map through the Bramblewood.

He tells the PCs that the cultist has become the steward of a previously abandoned monastery to Ehlonna in the Bramblewood and tells them that the cultist’s name is Thaslin.

Atwah does not automatically want to help the PCs because of their ties to an elf. HOWEVER, if the PCs were VERY VERY respectful of Atwah, if they offered him a personal gift, or some other circumstance at the DMs discretion that would make him see the elf-party PCs in a positive light, he gives them the following advice:

- Spend the night in the village and head out in the morning; you may get caught in the dark and you don’t want to spend the night in the Bramblewood outside of Thaslin’s protection
- You can lose your bearings easily in the Bramblewood. Stay focused on the map and don’t deviate from it for anything.

- Never play an ace where a two will do...

DEVELOPMENT:

If the PCs heed Atwah’s advice advance to **Encounter 5: MUCH WORSE THAN LIONS AND TIGERS AND BEARS OH YES.**

If the PCs choose at any point to stay overnight in the Bramblewood, against all advice, they do not actually encounter any wildlife but cannot get a restful night’s sleep – they are all automatically considered fatigued the next morning (which can be remedied in the usual manner). Even extra-dimensional protections are no good, as creatures with scent come right up to whatever entrance is left and make strange and unusual noises... Proceed on after this is concluded.

ENCOUNTER 4A: WHOOPS

The PCs only trigger this encounter if they chose not to surrender their weapons for inspection at the gate but still wish to get into the village.

They have a number of obstacles which they must overcome. Since they did not surrender their weapons, the guards have let the townspeople know to be on the lookout for spies and so the villagers are very wary of new faces.

The PCs must:

- 1) find Atwah without involving any townspeople unless they are disguised as a guard
- 2) negotiate through the village unseen.
- 3) convince Atwah to help them despite the rumors of elven infiltrators in the village

There are a few ways to overcome the above circumstances.

1) One PC can wear a disguise and ask a villager for directions which requires a Disguise check opposed by the Villager’s Spot check (+1).

2) The PCs can search every house in the hopes of seeing Atwah based on the vague description given to the PCs by The Knife. This haphazard method is dangerous, however, as it requires the PCs to every once in a while appear in the open.

First, roll 2d6. That is the number of houses the PCs must search before they hit upon Atwah’s house.

For each house that the PCs are required to visit roll 1d100. If the result is 1-40 guards are passing near the PCs and they may be spotted. The PC or PCs searching the house must each make a Hide check opposed by the Spot check of the guards (+4).

If the PCs are spotted the guards raise the alarm and summon more guards. Unless the PCs want to kill the guards, they are arrested and forced to do time in the stocks.

If they do want to fight the guards each guard is standard Warrior 1 and they are easily dispatched by the PCs. Note the laws in Ket in Appendix Three for the appropriate punishment. Whether or not the PCs serve their time, they are all accorded the AR Award Lawbreaker as they deserve.

If the PCs are not spotted, repeat this process each time the PCs visit a house until they find Atwah's.

3) Atwah's home: like the others in the village, is hardly ostentatious.

At the front of the house is a small porch is unadorned save for a rocking chair. An open window with no glass is the only architectural detail other than the front door. The front door of Atwah's house is not locked, nor is it even fully closed, so if the PCs knock on the door it opens.

Once the PCs knock on the door a voice thick with a Baklunish accent calls out "Come in!" inviting the PCs inside.

The interior of the house appears room as follows: the house is only one room. It's obvious that a good number of people live in the space as beds are stacked along the wall two high in two different places. Two slightly larger beds are on the ground with nothing but shelving above them. A small kitchen area has been delineated at the back of the house with small clay stove at its center. Despite the amount of beds and shelves the small space isn't cluttered and the PCs shouldn't necessarily feel claustrophobic inside.

At the back of the room, beside the clay stove, sits a man on a stool with two adorable children at his feet.

Instinctively, he pulls his children in close to him and says "Yes? What do you want?"

Atwah ibn'farooq (NPC):

Atwah ibn'farooq: male baklunish expert 5 (Sense Motive +18); Appendix 1.

After thinking for a moment he bluntly asks the PCs why he should tell them anything. What makes them different from all the power-hungry savages that have come before? Worse than that they are monster lovers and practically spies!

Diplomacy: During this encounter the PCs may try and influence Atwah's attitude using the Diplomacy skill. His attitude is unfriendly.

Because Atwah is well-practiced at rejecting inquiries about the cultist the PCs take a -50 circumstance penalty on Diplomacy checks.

The PCs should influence Atwah with roleplaying, not skill checks.

After Atwah asks why they are different, it is up to the PCs to recount all their good deeds and prove themselves worthy of the information.

Each PC must give Atwah two personal heroic stories to give the party a chance to get the cultist's whereabouts, and any elf PC must give three very specific good deeds that do not include helping elves.

It is the DMs discretion as to whether or not the stories that each PC gives is sufficient for Atwah.

If their first attempts are not successful, the PCs can try different stories to impress Atwah. As long as there is two successful story per person, and three from each elf, the party convinces Atwah that they aren't immoral savages like the rest.

Once the PCs have done that, Atwah asks them why they want to meet with the cultist.

If the PCs do not answer truthfully, they must make a Bluff check opposed by Atwah's Sense Motive (+18).

One person may make the check, and others may assist per normal however, if a PC fails to assist, secretly add a -2 to their total check. Atwah is a seasoned trader and is well-attuned to attempted deception.

If the PCs answer truthfully, however, Atwah begrudgingly accepts their response and agrees to direct them to the cultist so that they can make their case to the cultist directly.

“Despite your recent lack of good judgment, your hearts seem true. I will reveal the to you the information which you seek,” Atwah smiles. “But, like all commodities, information too has its price...”

Atwah is willing to accept any one of the following in exchange for the cultist’s location:

- 150 x APL in great shields (gold pieces)
- Agreeing to spend 4 TUs acting as caravan guards for a shipment of stone coming from the Yatils
- Two unique top box AR items (must be a physical item that, if consumable, has more than 50% of uses left; must be crossed off)
- A very intriguing trade option not listed (use this option sparingly to reward VERY creative parties; the above three options are very comprehensive and should be attainable by any party at any APL)

Once the PCs accept Atwah’s terms, he reveals the cultist’s specific location and promises to provide them a hand drawn map through the Bramblewood.

He tells the PCs that the cultist has become the steward of a previously abandoned monastery to Ehlonna in the Bramblewood and tells them that the cultist’s name is Thaslin.

Atwah does not automatically want to help the PCs because of their ties to an elf. HOWEVER, if the PCs were VERY VERY respectful of Atwah, if they offered him a personal gift, or some other circumstance at the DMs discretion that would make him see the elf-party PCs in a positive light, he gives them the following advice:

If the PCs have generally been respectful he adds the following advice:

- Spend the night in the village and head out in the morning; you may get caught in the dark and you don’t want to spend the night in the Bramblewood outside of Thaslin’s protection
- You can lose your bearings easily in the Bramblewood. Stay focused on the map and don’t deviate from it for anything.
- Never play an ace where a two will do...

DEVELOPMENT:

If the PCs heed Atwah’s advice advance to **Encounter 5: MUCH WORSE THAN LIONS AND TIGERS AND BEARS OH YES.**

If the PCs choose at any point to stay overnight in the Bramblewood, against all advice, they do not actually encounter any wildlife but cannot get a restful night’s sleep – they are all automatically considered fatigued the next morning (which can be remedied in the usual manner). Even extra-dimensional protections are no good, as creatures with scent come right up to whatever entrance is left and make strange and unusual noises... Proceed on after this is concluded.

ENCOUNTER 5: MUCH WORSE THAN LIONS AND TIGERS AND BEARS OH YES.

How long it takes the PCs to traipse through the forest depends on the party.

Following Atwah’s map is very easy. He has been quite clear and requires no skill check to navigate.

The below table is the base time it takes to reach the monastery.

Slowest PC Spd	Length of travel	1 hour of hustle?
15 feet	13.5 hours	yes
20 feet	11 hours	yes
30 feet	8 hours	no
40 feet	6 hours	no

However, PCs may still try and reduce their travel time using various skill checks:

- A DC 15 Knowledge (Geography) check reduces the travel time by one hour;
- A DC 25 Knowledge (Geography) check reduces the travel time by a further hour;
- A DC 20 Knowledge (Nature) check reduces the travel time by half an hour;
- A DC 25 Survival check reduces the travel time by half an hour;
- A DC 35 Survival check reduces the travel time by a further half an hour;
- A DC 20 Knowledge (Local: VTF) check reduces the travel time by half an hour;
- A DC 20 Profession (Guide, Woodworker, or the like) check reduces the travel time by half an hour;
- A DC 10 Int check for an Animal Lord (Wolf or Bear) or anyone with an animal companion native to the Temperate Forests reduces the travel time by one hour.

The above skill checks stack. For example, a PC that achieves a DC 25 Knowledge (Geography) check would reduce their time in the Bramblewood by two hours.

If a party could succeed on all eight skill checks they could reduce their travel time to Thaslin's monastery by five full hours.

Note: Flying in the Bramblewood is as much of a challenge as is walking. While flying isn't slower than walking, it isn't faster either.

Parties with members whose speed is less than 30 feet, and cannot succeed on the above skill checks, may find it difficult to make it to the monastery before nightfall.

These parties may need to hustle for more than one hour to make it to Thaslin's monastery by nightfall, especially if they cannot succeed on the above skill checks. See the rules on overland movement and hustling in the *Players Handbook*.

First light is seven am in Ket and the sun sets completely at five pm – which means the PCs have, at most, ten hours to reach the monastery. Recall that any other activities might cut into this time, such as praying for spells, memorizing spells, eating a *heroes feast*, etc.,

If the PCs cannot make it to Thaslin's monastery before sunset they are forced to rest in the Bramblewood as the terrain is nigh unto impassable at night.

If the PCs are able to make it to Thaslin's monastery before nightfall, read aloud the following:

The underbrush is thick with stinging thorns and branches. After traveling for hours under the dense canopy, the heat and humidity is pervasive and this deep into the airless forest it seems to be choking under its own weight.

At this point ask the PCs to all attempt Spot checks (no DC is set).

Read aloud the following to the person with the highest result on the above Spot check:

Out of the corner of your eye, and hidden away behind a thicket of brambles, is an oddly structured tangle of vines and branches...

The PCs now recognize that they have reached their final destination: the hidden Monastery of Ehlonna.

Note: While still on the outside of the Monastery PCs may make one of the following checks to learn some interesting information: Either a DC 20 Knowledge (Nature) check or a Survival check with the Track feat) reveals the following:

Interestingly, outside of the monastery there is little to no wildlife activity. No tracks, no recent signs of territorial marking, or even foraging activity; nothing.

A Spot check DC 24+APL (Ranger Favored Enemy: Human applies) reveals that surrounding the monastery are the remnants of traps and snares, long since sprung.

The traps seem to be those favored by human woodsmen.

If the PCs cannot make it to the monastery by nightfall: the PCs are forced to rest in the Bramblewood at night. As many PCs know this is a dangerous proposition of the best of times.

However, the PCs get lucky on the way to Thaslin's monastery and the night passes uneventfully.

There are consequences for spending the night, in the Bramblewood, however, as by the time the PCs arrive at the Monastery the next day, Thaslin has only 4 castings of his 5th level or higher spells remaining. He has sacrificed the remainder of his castings for the day to his goddess. Which means he can only *teleport* the PCs to each node once and then out again. If they are forced to flee, they are unable to return because Thaslin won't have the spells to *teleport* them out again and he won't take the risk of somehow being trapped in the nodes.

If they don't flee but successfully get the three items out of the nodes Thaslin cannot *teleport* them to Falwur (unless they found the scroll of *teleport* in the Ghirrash den). They must make their way back to Renny alone.

DEVELOPMENT:

If the PCs were able to reach the Monastery before Nightfall, advance to **Encounter 6: AT LONG LAST.**

If the PCs choose at any point to stay overnight in the Bramblewood, against all advice, they do not actually encounter any wildlife but cannot get a restful night's sleep – they are all automatically considered fatigued the next morning (which can be remedied in the usual manner). Even extra-dimensional protections are no good, as creatures with scent come right up to whatever entrance is left and make strange and unusual noises...

This is in addition to the consequences of Thaslin's lack of spells, as noted above.

Proceed to **Encounter 6: AT LONG LAST**.

ENCOUNTER 6: AT LONG LAST

Once the PCs find the monastery all that is required to get in is to find the door.

It doesn't require too much effort once the PCs have established they know where the structure is.

A DC 10 Search check (a check on which the PCs may take 10) finds the door easily.

When the PCs are ready to enter the Monastery:

A dim light licks against the walls within the Monastery. A single candle flickers atop a small shrine and is the only illumination emanating from within.

Kneeling before the shrine is a large humanoid figure, shrouded in robes.

"Welcome," a soft voice says, almost a purr. "You made a perilous journey; please, unburden yourselves, and tell me why you have come."

Thaslin (NPC):

Thaslin: male rakshasa sorcerer 9; 149 hp; see Appendix 1.

Presumably, at this point, the PCs tell Thaslin why they have come to see him, and tell him the truth.

If they lie about their purpose have the PCs make a Bluff check opposed by Thaslin's Sense Motive. His modifier is +21.

If the PCs fail to bluff Thaslin, he sees through their deception and the adventure ends.

If the PCs succeed in bluffing him or are simply truthful continue on. Once the PCs give Thaslin their purpose he remains stoic, and is silent for a few moments, his body unmoving for the rhythmic undulation of his breathing.

Thaslin tells the PCs he is not sure that he can help them. He says that he fears what may happen if he reveals some of what he knows and that Ehlonna may disapprove.

It is now up to the PCs to change his mind.

Thaslin can be convinced to help the PCs with good roleplaying. He needs to be made to feel that helping the PCs is another step toward his redemption.

The DM has full discretion as to what convinces Thaslin to help the PCs. Keep in mind, however, that if the PCs don't convince Thaslin to change his mind they cannot advance in the adventure, so be liberal in what you, as DM, will accept.

Some sample reasons could be as follows:

- The Mouqollad could protect these items and keep them out of the hands of any cultists that haven't repented.
- Who better to protect these items than Mordenkainen?
- Aren't you worried about leaving these items of great power out in the open for any fool to stumble upon and abuse?

If the PCs are having a very hard time coming up with a plausible reason, allow each PC to attempt a DC 10 Intelligence or Wisdom check.

Remind any PC who succeeds on that check that The Knife suggested telling Thaslin about the fact that these items are destined for Mordenkainen.

Once the PCs give Thaslin a plausible reason as to why he should help them read aloud the following:

With a heavy sigh the creature stands and turns pulling the hood away from his face, revealing himself.

His features are distinctly feline. The light fur on his face is orange with stripes of white and black. His demeanor is one of reserved nobility and he speaks, softly, "I will help?"

His eyes dance across the gathered company expectantly...waiting...

PCs may make a DC 17 Knowledge (The Planes) check to determine that Thaslin is a Rakshasa.

Now that they have convinced Thaslin to help them, the PCs are likely to have many questions for him.

How did you get here? *Some years ago I was involved with a plot to release Tharizdun from his prison and unleash him on the material plane. This plan was foiled.*

I managed to escape instead of being destroyed with the others. In my terror I begin to realize the gravity of my mistakes. I fled from the site of the summoning ceremony and blindly ran through this forest.

I stumbled on this place and I have been here ever since.

What is this place? *It is a Monastery to the goddess Ehlonna. When I was fleeing the summoning ceremony the forest was dark and I tripped on something and fell to the ground, striking my head. When I awoke, despite the attempts to conceal it, I could see this place as clear as day.*

It was in a state of disrepair and I could see that it had been abandoned for some time. Finding this place was, for me, a sign. I have been a steward of this place ever since. Protecting it, maintaining it, worshipping here...it has become the very purpose for my existence.

Are you really sorry for what you have done? *I will never be whole again because of my past misdeeds. I ask for nothing more from my goddess than time to atone for my mistakes.*

Wait, did you convert to become a worshipper of Ehlonna? *It was foretold in the stars that I would find this place as it was my destiny to become a devout follower of my goddess.*

It seems like no animals come near here. Did you do something to protect this place? *No. Animals are not prone to coming near this place and haven't been as long as I have been here. The previous guardians of this Monastery must have done an effective job of discouraging creatures from coming near.*

How did you meet Atwah? *I travel to the towns near the Bramblewood for supplies. Eventually he and I became quite good friends.*

He is very protective and I am forever grateful to him for that.

What can you tell us about the items? The spider, the flower, and the magical oil?

I am impressed by the depth of your intelligence gathering but it is not entirely accurate. I will explain.

As I'm sure most of you are aware some years ago the elemental cultists of Tharizdun attempted to use the four elemental nodes, earth, air, fire, and water to summon the princes of those elements.

Their endgame was to use the power of the elemental princes to release Tharizdun from his prison so he could begin his unmaking of the universe.

With the exception of the elemental prince of air who was not summoned in Ekbir, the plans of the cult were somewhat successful.

What you do not know is that while the nodes of water, earth, and fire were destroyed after the princes were summoned, these weren't the only elemental nodes that existed. There were others; created as a failsafe should the princes fail, only becoming active if the original nodes were destroyed.

The purpose of these other elemental nodes varied by element from storage to research, but the purpose of their existence was the same: should the first elemental nodes be destroyed, they would be used in a second attempt to summon Tharizdun.

But what about the spider, the flower, and the magical oil? What do they have to do with these secondary elemental nodes?

That is what I'm trying to tell you. Those items are to be found in the duplicate elemental nodes.

The crystal spider *was once a creature of the planes. Through an arcane mix of alchemy and sorcery its sentience was imbued into construct form, for the first time giving true life to an inanimate life form.*

This process was nearly impossible to complete, however, and though thousands of creatures were subjected to it, only one actually survived.

This creature had the ability to weave a special silk that it would spin into crystals. These crystals possessed an amazing capacity to store vast amounts of information. A crystal the size of a roll of parchment could store ten times the amount of information contained on that parchment.

The crystal spider was left to weave its wonder in the water node.

The flower, *despite what you have been told, the magical flower cannot cure disease. It is, however, amazing. It purifies the air around any person that wears it. It creates a bubble of fresh air around its bearer and no gas, no poison...simply nothing can contaminate the air breathed by a person who's wearing this flower.*

Thanks in part to a variety of cosmic forces, this flower grows only around the base of a statue of Tharizdun erected in the Earth node.

The magical oil *isn't in fact oil at all. It is a form of energy imbued magma that is cool to the touch. This magma was used by the weapon smiths of the elemental cult to enhance the strength of any weapon that was not already made of adamantine.*

The most advantageous thing about this fortifying magma is that because it was cool to the touch, weapon smiths could forge weapons more quickly. They no longer had to wait for the repetitive process of heating and cooling involved in most forging activities and so they were able to produce weapons in half the time.

Weapons made of this substance were incredibly strong...but ordinary weapons enhanced by the magma kept their original properties while at the same time were hardened.

It makes sense that this energy imbued magma flows beneath the ground in the Fire Node.

Are these nodes protected by guardians? *Yes, but I know very little of their composition. What little I know is as follows:*

The Water Node is protected by a terrible guardian; a creature so horrifying that even the keepers of the nodes were afraid of it.

The Earth Node is protected by the pets of the cult's corrupted Beast master. There are strange beasts of some kind and the most terrifying array of insects ever seen on this plane.

The Fire Node is guarded by cat-like people, whose ability to tear and gnash at their prey was legendary. Beware their pounce for they will not grant you a moment of respite!

Why isn't there a duplicate air node? *Because the elemental node of air in Ekbir was not destroyed the duplicate node of air never gained its full power.*

How do we find the nodes? *I will not divulge the locations of the duplicate nodes that seems folly to me. I will, however, teleport you there myself.*

Thaslin will not divulge the location of the nodes under any circumstances unless magically compelled to do so.

Should the PCs attempt this and succeed, he divulges the information on the location of the nodes.

The Diplomacy skill will **not** work to convince him. If the PCs choose not to accept his offer of help, the adventure ends.

Is there anything else we need to know? *Yes. We need not travel to the nodes in any particular order but once we enter the first node you will only have five minutes to obtain all three items before the nodes are destroyed.*

Say what? *It is a safety measure. Once the first node is breached a countdown sequence begins. When that countdown ends bags of holding are teleported into the node followed closely behind by a series of portable holes; their combination results in an explosion of epic proportions.*

Can't you shut it off? *No, I cannot. This was a defense implemented by others and I have no means to end it.*

Any final words? *I can only take you to the nodes but I cannot assist in the recovery of the items you seek. To be more truthful, I choose not to do so and will not. My fate lies elsewhere and I will not tread the paths of the elements again.*

Once you wish to teleport to the next node, you need do nothing but call for me and prepare to receive the spell and I shall take you to the next node.

You may rest here for the night and prepare for tomorrow.

If the PCs were not able to make it to the monastery by nightfall and had to spend the night in the forest: Remind them that Renny told them they only had three days total and because they spent the night in the forest, if they rest again he'll have left Falwur by the time they get there because Thaslin cannot *teleport* them anywhere after they are finished in the nodes.

DEVELOPMENT:

If the PCs attempted to Bluff Thaslin and failed, the adventure is over.

If the PCs chose not to accept his help, the adventure is over.

Should the PCs use spells to control Thaslin (and they are successful) they can have him transport them as needed. No matter what is employed, however, he does not assist

in the Nodes. He has sworn an oath to that effect and is rendered comatose permanently by the very contradictions in actions if forced into it (and the PCs lose their *teleport* capability from him). Proceed to **Encounter 7: Final Preparations**.

If the PCs chose to rest and accept Thaslin's help, advance to **Encounter 7: FINAL PREPARATIONS**

ENCOUNTER 7: FINAL PREPARATIONS

Whenever the PCs have fully rested and prepared their spells Thaslin is willing to *teleport* them to the nodes.

The PCs may likewise cast any buff spells ahead of time, which is fine – all that is required is they keep track of duration.

The order in which the PCs attack the nodes is irrelevant. So while Encounter 8 is **THE WATER NODE**, Encounter 9 is **THE EARTH NODE**, and Encounter 10 is **THE FIRE NODE** don't feel compelled to run these combats in any particular order.

Allow the PCs to strategize how they wish to engage the three nodes and let their strategy determine the order in which they travel to the nodes.

During the 50 rounds of combat, remember that spells such as *lesser restoration* take three rounds to cast and that the length of post-combat healing needs to be carefully tracked.

Thaslin tells the PCs that he is keeping track of the time (he is planning to cast round/level spells and keeping track of how long they take to expire) and that he is leaving with or without the PCs in round 49 as all three nodes are going to explode in round 50. Note that there is a provided Initiative Tracker in **Appendix 3**.

When the PCs are ready to leave a given node all they need to do is yell out to Thaslin and one round later he *teleports* them to the next node, so long as all the PCs are in the proper position to receive the spell. For the purposes of such transportation, he has sufficient capacity, regardless of the actual spell description, to take all PCs and their class companions (but no other creatures). This extra ability is temporarily granted by Ehlonna and he gladly shares this information if asked.

Thaslin emphasizes the importance of every PC, cohort, and animal being within range for him to touch while in the nodes.

Important: Even though he could, Thaslin will not cast any spells on the PCs to help or hinder them. He has his own reasons for helping them travel to these nodes and it is not necessarily to help them acquire the unique items for the Mouqollad Consortium.

LOOTING: Looting the bodies of fallen enemies takes time; fully looting a single body takes 2 minutes and that's time the PCs don't likely have. If the PCs insist on looting, keep careful track of how long it takes them to do so.

Teleporting: Thaslin will *teleport* the PCs to and from the nodes as he said, but if they wish to flee to the monastery to Ehlonna at sometime during their combats to return to the monastery and heal up, he takes them.

He *teleports* the PCs back and forth as many times as they wish but he doesn't jeopardize himself by staying in the nodes too long.

Unless of course the PCs were forced to rest in the Bramblewood in which case see below.

If the PCs were not able to make it to the monastery by nightfall and had to spend the night in the forest: Thaslin only has four 5th level or higher spell slots remaining.

This means that if the PCs are forced to flee one of the nodes Thaslin is unable to return them there because he doesn't have the spell capacity.

He is also unable to *teleport* them to Falwur once they are finished in the nodes.

NOTE: Because the PCs have ample time to buff and prepare for all combats, the ELs in each combat have been reduced by one.

DEVELOPMENT:

If the PCs choose to go to the Water Node, advance to **Encounter 8: THE WATER NODE**.

If the PCs choose to go to the Earth Node, advance to **Encounter 9: THE EARTH NODE**.

If the PCs choose to go to the Fire Node, advance to **Encounter 10: THE FIRE NODE**.

ENCOUNTER 8: THE WATER NODE

The room into which the PCs are teleported is not altogether very large and there are no visible exits in this room. The ceiling is 15 feet high.

The only architectural feature of note is an alcove that is recessed into one of the walls.

The floor is concealed by water that is just about knee deep and with a surface is layered by a thin film of phosphorescent algae that casts an eerie glow throughout the room. If the PCs did not specify a light source before teleporting into the Water Node this algae provides shadowy illumination for all PCs that are unable to see in the dark.

The water on the floor does not hamper mobility, even for small creatures.

Once you have described the room for the PCs read aloud the following:

The dank, foul-smelling air within the Water Node is completely still. Nothing moves except the light from the algae that reflect against the opening of the alcove.

After a moment, the silence is replaced by the soft soothing sound of tinkling bells. From within the alcove comes a flash of movement; a strange metallic creature with eight legs effortlessly glides across a lattice of razor thin crystal threads.

And, in time with the haunting melody, it begins to shape its web.

Abruptly the sound of the tinkling bells is eclipsed by howls of despair...they seem to come from every direction all at once.

APL 4 (EL 6)

Guardian of Despair: large construct; hp 79; Appendix 1.

Crystalline spider: tiny outsider; hp 12; Appendix 1.

APL 6 (EL 6)

Guardian of Despair (2): large construct; hp 79, 79; Appendix 1.

Crystalline spider: tiny outsider; hp 12; Appendix 1.

APL 8 (EL 10)

Guardian of Despair: huge construct; hp 155; Appendix 1.

Crystalline spider: tiny outsider; hp 12; Appendix 1.

APL 10 (EL 12)

Guardian of Despair (2): huge construct; hp 155, 155; Appendix 1.

Crystalline spider: tiny outsider; hp 12; Appendix 1.

APL 12 (EL 14)

Guardian of Despair (2): huge construct; hp 199, 199; Appendix 1.

Crystalline spider: tiny outsider; hp 12; Appendix 1.

APL 14 (EL 16)

Guardian of Despair (2): huge construct; hp 243, 243; Appendix 1.

Crystalline spider: tiny outsider; hp 12; Appendix 1.

Challenging APL 14 (EL 17)

Guardian of Despair (3): huge construct; hp 243, 243, 243; Appendix 1.

Crystalline spider: tiny outsider; hp 12; Appendix 1.

What the PCs see: The misshapen ogre-like brute has taut flesh with a claylike texture. Howls of pain issue from a gaping black orifice where its face should be. Tormented visages press out from beneath its membranous skin, as though other creatures inside it were clamoring for release.

Ask the PCs to make a DC 10 Spot check.

Any PC that succeeds on the Spot check notices that each guardian present wears a pendant that glows dimly. They realize it isn't the same light that is being given off by the algae.

A DC 18 Knowledge (Arcana) check is required to learn more about the gloom golems. For every 5 points that DC 18 is exceeded the PCs gain one piece of information about the golems.

COMBAT CONDITIONS: Before combat begins the PCs must make Will saves vs. the crushing despair ability of the golems appropriate to their APL. If more than one golem is present the PCs must save against each of them.

The howl of despair isn't auto-surprise activation.

It is simply presented in such a way to make the boxed text read as more dramatic. In game terms the howl was constant and never activated.

The PCs must continue to make additional saves on the golems' turn until they fail or the golems are destroyed.

An *unhallow* spell (CL 17) has been cast on this area and has *invisibility purge* keyed to it. The *invisibility purge* effect covers the entire room.

As noted above, the water on the floor in the Water node does not hamper movement.

Tactics: These golems were built on the principle of divide and conquer. They were designed to maximize their ability to put intruders into Charisma comas as quickly as possible. As such they will focus the majority of their attacks on a single PC, especially keying on dwarves, half-orcs, and wild elves, until they drop or it becomes clear a given PC is not the best target for their attacks, i.e., if they keep making their saving throw versus Charisma drain, etc., or have a very high AC.

The golems will *never* attack Thaslin the rakshasa. They were created by rakshasa and never turn on their masters.

See Appendix 4 for the relevant combat map.

NOTE: If there is only one golem at a given APL, that golem must always be placed in the room blocking the alcove.

AFTER THE COMBAT:

The Alcove: Combat in the main chamber does not hamper the Crystalline spider's work. It ignores the fight completely. It continues to spin and weave its silk into crystals seemingly unaware of the combat outside of the alcove. When one is completed the spider stacks it neatly on a very large pile of like crystals.

After the fight, allow the PCs a DC 25 Spellcraft check.

If the PCs succeed on the Spellcraft check tell them that opening of the alcove is protected by a *wall of force* (CL 11).

If the PCs fail to succeed on the Spellcraft check, allow them a DC 10 Spot check.

If they succeed on the Spot check tell them that a strange shimmering force seems to be blocking entrance into the alcove.

If the PCs recognize the wall for what it is, they can bypass it through all of the standard ways. They can cast *dispel magic*, and make a successful dispel check against CL 11, or cast *teleport/ dimension door* to get behind the *wall of force*.

However, if they don't possess the above methods of bypass, the glowing pendant worn by the guardians is a device that bypasses this *wall of force*. It doesn't need to be worn, just carried, to bypass the wall.

If the PCs have no magical way to get past the *wall of force* and it doesn't occur to them to use the pendant as a key, wait two rounds after the combat and offer each PC a DC 12 Wisdom check.

If a PC succeeds on the Wisdom check, they realize the pendant is a key and can use it to bypass the *wall of force* and obtain the spider.

If none of the PCs succeeds on the Wisdom check, wait an additional three rounds and suggest to them that perhaps the pendant might be worth investigating.

The Spider: The spider does not resist any attempts to grab it. It is quite docile and easily stored in a backpack, or a *bag of holding*.

The Crystals: Allow whichever PC that enters the Alcove to make a DC 10 Appraise check. If the check is successful the PC realizes that the crystals might be valuable and are worth taking. The crystals in the alcove are worth 150 gp x APL.

Treasure

APL 4: Coin: 600 gp.

APL 6: Coin: 900 gp.

APL 8: Coin: 1200 gp.

APL 10: Coin: 1500 gp.

APL 12: Coin: 1800 gp.

APL 14: Coin: 2100 gp.

DEVELOPMENT:

Once the PCs have defeated the guardians and obtained the spider their time in the Water node has concluded.

If the PCs, haven't yet done so, and choose to go to the Earth Node, advance to **Encounter 9: THE EARTH NODE**.

If the PCs, haven't yet done so, and choose to go to the Fire Node, advance to **Encounter 10: THE FIRE NODE**.

If the Water node was the last stop for the PCs, and they are ready to leave behind the nodes for good, advance to **Encounter 11: FOND FAREWELL**.

ENCOUNTER 9: THE EARTH NODE

When the PCs *teleport* into the Earth node they recognize it is a cave, not a man-made structure.

Small stalagmites and stalactites dot the roof and floor, the latter of which is covered with a liberal amount of black, soft earth, which is slightly warm to the touch. These stalactites and stalagmites don't offer cover, they only obscure vision slightly. The ceiling of the room is 20 feet high.

When they are ready, read aloud the following

The Earth node is very quiet; almost tranquil. The weak light from a single torch flickers out of sight, hidden behind the stalactites and stalagmites that dot the floor and ceiling.

At the center of the cave, tucked neatly within the wall of rock, stands a large statue of the mad god himself, Tharizdun.

Sprouting from beneath the base of this statue is a patch of small white flowers.

Oddly, the centre of the cave is crisscrossed with large wooden poles that stretch from floor to ceiling...

COMBAT CONDITIONS: An *unhallow* spell (CL 17) has been cast on this area and has *invisibility purge* keyed to it. The *invisibility purge* effect covers the entire cave.

As per the *unhallow* spell all creatures in the central chamber are under a *magic circle against good* effect. This protects them against charm-type spells cast by good creatures and gives them a deflection bonus against good attacks, if applicable. The deflection bonus to AC is included in the power up suite.

Also, a *desecrate* (CL 17) spell has also been cast on the area. The combat bonuses to undead have been included in the relevant stat blocks as a power up suite. Turning checks take a cumulative -10 penalty while in the Earth node.

The torch provides shadowy illumination throughout the entire cave. The light issuing from the torch seems weaker than it should be.

At APLs 6 and 8 ONLY: The room is illuminated by a daylight spell emanating from the torch held by Tharizdun. This daylight spell prevents the ephemeral swarms from using their Shadow Blend ability.

What the PCs see: If the PCs ask for a more detailed description of the central chamber: The large statue of Tharizdun is made of polished basalt. From shoulder to toe the statue has raised bands at even intervals that seem to have text carved into them.

Tharizdun is shown with an upraised arm and in his hand he holds the torch that illuminates the room.

The small white flowers dot the base of the statue but don't appear anywhere else in the cave that the PCs can see.

There are four or five of the large wooden poles that stretch from floor to ceiling.

A DC 20 Spot check allows the PCs to note that there are unrecognizable carcasses strewn about the central chamber. They are clearly the product of feeding activity.

The poles have no in game effect but it may give the PCs a clue as to what guards the chamber.

WHEN THE PCS ARE READY TO MOVE ON

Have them make a Spot check opposed by the Hide check of the ape/s and swarm/s. The swarms are hiding inside one of the carcasses and gain a +4 circumstance to their Hide skill.

APL 4 (EL 4)

Ape: large female ape; hp 26; Appendix 1.

Shadow Centipede Swarm: tiny vermin; hp 31; Appendix 1.

APL 6 (EL 6)

Advanced Ape: large female ape; hp 75; Appendix 1.

Shadow Ephemeral Swarm: tiny undead; hp 96; Appendix 1.

APL 8 (EL 8)

Elite Advanced Dire Ape: large female ape Barbarian 1; hp 124; Appendix 1.

Shadow Ephemeral Swarm: tiny undead; hp 139; Appendix 1.

APL 10 (EL 10)

Elite Advanced Dire Ape (2): large female ape Barbarian 1; hp 124, 124; Appendix 1.

Corrupted Shadow Hellwasp Swarm: diminutive magical beast; hp 136; Appendix 1.

APL 12 (EL 12)

Elite Advanced Dire Ape (2): large female ape Barbarian 1; hp 182, 182; Appendix 1.

Corrupted Shadow Hellwasp Swarm: diminutive magical beast; hp 189; Appendix 1.

APL 14 (EL 14)

Elite Advanced Dire Ape (4): large female ape Barbarian 1; hp 182, 182, 182, 182; Appendix 1.

Corrupted Shadow Hellwasp Swarm (2): diminutive magical beast; hp 207, 207; Appendix 1.

Challenging APL 14 (EL 16)

Elite Advanced Dire Ape (4): large female ape Barbarian 1; hp 249, 249, 249, 249; Appendix 1.

Corrupted Shadow Hellwasp Swarm (2): diminutive magical beast; hp 300, 300; Appendix 1.

Tactics: The swarms generally try and avoid swarming the apes because of the negative energy pendants the apes all wear.

The apes attack from within the central chamber using their reach to attack if they can. At higher APLs, when there are 4 apes, 2 apes stay within the central chamber guarding the statue while 2 circle around the stalactites and stalagmites and try and encircle the party.

The swarms attack anything and everything except the apes. The pendants of negative energy the apes wear prevent the swarms from attacking them.

Thaslin tries to stay away from the party as much as possible so as to not get caught by the swarms.

NOTE: At APLs where the Hellwasp swarm is present, note that their sting is a supernatural effect, *not* a poison effect. As a result, PCs immune to poison are still subject to its effects.

AFTER THE COMBAT:

The Flowers: Once combat is complete, the PCs have no trouble picking some of the flowers that bloom at the base of Tharizdun's statue.

The Statue: Once the PCs investigate the statue they find there are no secret compartments on the statue but the bands that encircle it are covered in text. The inscription is written in Infernal and there are 5 bands of text. Each band takes 1 round for a PC who reads Infernal to complete. (Note: the bands of text are written all

around the statue and thus each PC needs to circle the entire statue to read a single band of text)

Band 1: The heart of the dark god is all that remains

Band 2: His very existence torn asunder

Band 3: Guarded by the dun of fortune

Band 4: Left forgotten

Band 5: Until his own unmaking

If the PCs choose to destroy the statue and look beneath its base they find nothing of interest.

There are, however, some checks that can be made to learn some interesting information.

A DC 15 Knowledge (Nature), Knowledge (Dungeoneering) (the Dwarven stonecunning bonus applies to both), or an untrained Stonecutting check, tells the PCs that the earth beneath the statue has been disturbed. It is impossible to tell how recently, however.

If the PCs wish to dig beneath the remains of the broken statue, they may do so.

Digging is difficult without a pick, or a shovel, however and takes much longer.

Number of PCs digging	PCs do not have tools # of feet/round	PCs have tools # of feet/round
1	1/3 rd feet/round	1/2 feet/round
2	2/3 rd feet/round	1 foot/round
3	1 foot/round	2 feet/round

Buried four feet beneath the surface of the cavern is a small box. Its exterior is polished and black and has no visible tarnish on it, despite what seems like a long burial.

The box is locked, but has a hole for a key. When the PCs open the box: the inside is covered on all sides by a black silk and in the center is a chamber where once a large, semi-circular object would have fit snugly.

Now it is filled with something it was not designed to carry, a glowing red gem.

DEVELOPMENT:

Once the PCs have defeated the guardians and obtained the flowers their time in the Earth node has concluded.

If the PCs, haven't yet done so, and choose to go to the Water Node, advance to **Encounter 8: THE WATER NODE**.

If the PCs, haven't yet done so, and choose to go to the Fire Node, advance to **Encounter 10: THE FIRE NODE**.

If the Earth node was the last stop for the PCs, and they are ready to leave behind the nodes for good, advance to **Encounter 11: FOND FAREWELL**.

ENCOUNTER 10: THE FIRE NODE

When the PCs teleport into the Fire node, they can see that walls are smooth and slightly round. At first glance it seems as though the walls were carved by master craftsman but a DC 15 Knowledge (Dungeoneering) or (Nature) check tells the PCs that this cavern is actually a lava tube.

It's impossible to tell whether or not this tube is dormant or active.

The Fire node has **no** source of light by which the PCs can see. If the PCs have no source of light, those PCs without darkvision are unable to see at all in the Fire node. If they have no light source and cannot see, combat begins immediately with the creatures getting a surprise round against the PCs.

If the PCs can either all see in the dark, or have a source of light, read aloud the following:

The inner chamber of the Fire node is smooth and slightly round. The walls are so perfect they almost appear as though they were polished by hand.

The floor is flat, and even, though upon closer inspection has a network of strange looking pipes dug into it, with a large intersection present some dozen feet away...

COMBAT CONDITIONS: An *unhallow* spell (CL 17) has been cast on this area and has *invisibility purge* keyed to it. The *invisibility purge* effect covers the entire central intersection of lava tube.

As per the *unhallow* spell all creatures in the central chamber are under a *magic circle against good* effect. This protects them against charm-type spells cast by good creatures and gives them a deflection bonus against good

attacks, if applicable. The deflection bonus to AC and resistance bonus to saves is included in the power up suite where applicable.

What the PCs see: The location into which the PCs teleport is a long corridor. The ceiling is about 20 feet at its highest.

The strange pipes underfoot are four inches wide and a Knowledge (Architecture and Engineering) check DC 15 allows the PCs to know that the pipes are perfectly set into the ground and appear to be completely flush with the floor.

A DC 20 Appraise check allows the PCs to realize these pipes aren't made with any metal they've seen previously.

If the PCs have a source of light, and aren't strictly relying on darkvision, they can see that the pipes are a dull grayish-brown, almost like the color of rust, although the pipes don't appear to be damaged in any way.

The central intersection of the pipe is in the middle of corridor and is 10 foot square. It seems to be a large receptacle with pipes that extend into each tunnel.

Combat begins as soon as the PCs have been given a general description of what they see when they enter the room.

APL 4 (EL 6)

Den: large male ghirrash; hp 52; Appendix 1.

APL 6 (EL 8)

Den (2): large male ghirrash; hp 59, 59; Appendix 1.

APL 8 (EL 10)

Den (2): large male ghirrash warrior1/monk2/fighter1; hp 122, 122; Appendix 1.

APL 10 (EL 12)

Den (2): large male ghirrash warrior1/monk2/fighter1/drunken master2; hp 157, 157; Appendix 1.

APL 12 (EL 15)

Den (2): large male ghirrash warrior1/monk2/fighter1/drunken master2/hexblade1; hp 186, 186; Appendix 1.

APL 14 (EL 17)

Den (2): large male ghirrash warrior₁/monk₂/fighter₁/drunken master₂/hexblade₂/exotic weapon master₁; hp 203, 203; Appendix 1.

Challenging APL 14 (EL 18)

Den (3): large male ghirrash warrior₁/monk₂/fighter₁/drunken master₂/hexblade₂/exotic weapon master₁; hp 203, 203, 203; Appendix 1.

Tactics: The ghirrash are very fast and use their mobility to their advantage. They are deadliest when they pounce and they know it and so they try and maximize their use of that ability, especially when they are drunken masters and no longer need to charge in a straight line.

As drunken masters they can charge someone, and in the next round move backward and charge someone again, because they are no longer constrained by standard charging rules.

If there are more than one (at every APL other than 4) they don't necessarily work as a team, instead they prefer to compete to be the one to inflict the most carnage and fear.

Wizards and clerics are their usually their first targets (especially if they can use their drunken master ability to charge around the fighters who are traditionally in the front rank) but failing that settle for any creature in range.

The ghirrash do not attempt to attack Thaslin. The ghirrash feel that this situation might be a test of their loyalty and skill and seek to prove themselves worthy.

Thaslin suspects this might be the case and so takes no offensive action against the ghirrash unless he is in mortal danger and has no other option.

AFTER THE COMBAT:

The Pipes: The energy infused magma for which the PCs are searching is contained within the pipes beneath their feet.

If they do not head straight for the central receptacle immediately following combat, Thaslin suggests to the PCs that they try and get the magma from it since it will flow the most quickly from there.

Central Magma Chamber: 3 in. thick; hardness 10; hp 20; AC 5; Break DC 24.

The PCs can get a very good amount of magma from the central magma chamber one round after it's broken.

Magma pipe: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

If they choose to ignore Thaslin's suggestion, and instead opt to get magma from the pipe, it takes three rounds after the pipe is broken to get enough magma for a decent sample.

Ghirrash Den: After the combat, a DC 15+APL Spot check allows the PCs to notice a small den has been constructed further down the passageway. A Search check of the den reveals worthless gems of various sorts (all damaged and nothing but shiny rocks now) and single scroll of *teleport*.

Treasure

APL 4: Loot: 0 gp, magic: *scroll of teleport* (93 gp each).

APL 6: Coin: 0 gp, magic: *scroll of teleport* (93 gp each).

APL 8: Coin: 0 gp, magic: *scroll of teleport* (93 gp each).

APL 10: Coin: 0 gp, magic: *scroll of teleport* (93 gp each).

APL 12: Coin: 0 gp, magic: *scroll of teleport* (93 gp each).

APL 14: Coin: 0 gp, magic: *scroll of teleport* (93 gp each).

DEVELOPMENT:

If the PCs, haven't yet done so, and choose to go to the Water Node, advance to **Encounter 8: THE WATER NODE**.

If the PCs, haven't yet done so, and choose to go to the Earth Node, advance to **Encounter 9: THE EARTH NODE**.

If the Earth node was the last stop for the PCs, and they are ready to leave behind the nodes for good, advance to **Encounter 11: FOND FAREWELL**.

ENCOUNTER 11: THE FOND FAREWELL

When the Thaslin and the PCs make their final *teleport* out of the elemental nodes read aloud the following:

With a final flash the dizzying whirlwind of the elemental nodes comes to an end.

The ground trembles just slightly and Thaslin smiles. "Now...finally...it is over," Thaslin mutters, almost musing to himself, clearly lost in thought.

Shaking himself out of his quiet reverie, Thaslin straightens and smiles. "I truly hope that those items that you acquired in the nodes will be sufficient to complete your contract. I wish you well on your journeys...and may the goddess watch over you on your travels."

The PCs may have questions for Thaslin now that their mission is complete.

What is over? *My penance. I have waited for many years for a sign from my goddess that the end of my atonement was nigh; and it arrived in the form of adventurers.*

Uh, what? *When you asked about the items from the duplicate elemental nodes, I knew that the path to my salvation lay in the destruction of the duplicate nodes that remained active. In helping you complete your quest, I ensured that the nodes would be destroyed. Now they have been...*

So you used us? *You asked for my assistance and I gave it; and in return, you assisted me, though did not know it. This was a most reciprocal transaction, and one that certainly served the greater good.*

Now the nodes can never be used to summon the dark god. This is a victory not just for you, but for all those denizens of Oerth.

What will you do now? *I do not yet know. I will close the monastery and go into the world...trying to see if there is a place for me in it.*

FOR APL 12 and 14 ONLY: If the PCs have no more questions and are readying to leave, Thaslin stops them and adds a final piece of advice.

"My friends, I have one piece of advice to offer before you depart: be cautious with the items you've recovered. I fear there may be more at work here than meets the eye."

Thaslin moves closer, and whispers, almost conspiratorially, "You see there were some in the elemental cult that believed we did not need to use the elemental nodes themselves to summon the dark god. They believed that you could remove aspects of the nodes' power and conduct the ritual elsewhere, in secret..."

"These rakshasa, known only to me as the Silken One and the Velvet One, were amongst the most cunning of all. It would not surprise me to learn that they had something to do with this..."

Who are these rakshasa? *One is duelist and strikes only from the shadows. The other is sorcerer and master of arcane energy, which she uses to power her physical attacks, while also being a master of disguise and deception. Either, or both for that matter, could have been capable of setting you on this course.*

If it were one of them, why wouldn't they just get the items themselves? *Because they only knew of the existence of the duplicate nodes, not the location.*

They were not in the inner circle and thus knew very little of its true goings on.

They, however, could have caught wind that I survived and created an elaborate ruse to draw these items into the open. I truly have no answers; only speculation.

How do we handle them? *Expect deception and an attack from a direction not expected – or something so straightforward as to be deceptive. Take nothing at face value and question everything you see. They are vicious, but focused. Use their expectations against them.*

REWARDS

Thaslin has quite a stash of gold from his former days, even now after using much of it to help those in the area. He offers this to the PCs if they have returned, attempting to divest himself of the last of his ties to the Elemental cultists – it is sufficient to bring all PCs up to the maximum amount of gp they can gain for this adventure (not including the Extended Play Option).

Thaslin is willing to *teleport* the PCs anywhere they wish to go within Ket so that they do not again have to traverse the Bramblewood, unless they rested in the Bramblewood and didn't recover the *teleport* scroll from the Fire node. In that case he has no remaining *teleport* spells to cast.

DEVELOPMENT:

When the PCs are ready to return to Renny TK with the items, advance to **ENCOUNTER 12: CONCLUSION**

ENCOUNTER 12: CONCLUSION APL 4–10

The return trip to Falwur is far easier than the trip away that preceded it. Within seconds the familiar sights and sounds of the Baklunish town return, with the shadows of the Bramblewood now left far behind.

Thaslin has nothing left to tell the PCs and so he *teleports* away shortly after he *teleports* the PCs to Falwur.

If they have questions for him, or want to bid him adieu, he of course stays and tries to help the PCs as best as he can, but, for the most part he has said all that he is able to say at this time.

If the PCs were not able to make it to the monastery by nightfall and had to spend the night in the forest: it takes about two days to get from the Monastery of Ehlonna in the Bramblewood to Falwur overland.

Once the PCs are ready, they can return to the Magic Carpet tavern without difficulty.

When the PCs enter the Magic Carpet it's as though nothing has changed. The bartender and his nephew tend studiously to the bar, the locals are drinking oblivious to any imperils that might be on the horizon, and Sayeeda the dancer winds her way across the stage to the delight of most everyone in the room.

Renny TK **has** waited, despite what he said earlier, but has disguised himself and is waiting for the PCs in the common room, as opposed to his room upstairs.

Allow the PCs to make a Spot check opposed by his Disguise which is +19.

If they don't make the Spot check, Renny will clear his throat purposefully as they bypass him.

Allow the PCs to make a DC 20 Sense Motive check. If they succeed, they notice Renny in his Disguise, and if they fail Renny gets their attention by saying

"Excuse me, I was wondering if you've heard that Dwarven spirits are in season this time of year?"

Renny now looks very different. He doesn't look to be as portly as he appeared in their first meeting and his cheeks have lost some of their rosy glow.

He is also not wearing any obvious holy symbol.

Read aloud the following:

"Sorry for th' deception, friends," Renny speaks in an oddly stilted non-Baklunish accent. "I like t'shake things up a bit," Renny nods. "Y'know...be unpredictable an' such."

Renny pauses and smiles, "So, can I take a peek at what ye found?"

If the PCs agree allow them a DC 15 Spot check.

If the PCs succeed on the Spot check they notice that the white flowers are no longer white; they are instead a sooty grey color.

The flowers haven't wilted per se...they still look healthy they just appear a remarkably different color than they did when they were first picked in the Earth node.

The PCs may have questions for Renny before they turn over the items. If they do, he takes them upstairs to his room to continue the conversation.

Renny believes everything he says to the PCs and isn't lying. He even submits to a *zone of truth* if the PCs want but insists on going to his room to do it. He answers all the questions truthfully.

Why are you still here? *Because things are going to the abyss in a hand-basket and I was too scared to leave. I was hoping that...uh...you all might consider escorting me to Zeif...with these items?*

What do you mean? *Trust me, it's a long story, but all I know is I'll be happy when I never have to think about these stupid items ever again.*

Why do you really need these items? *I told you already, the Mouqollad is looking to get an audience with Mordenkainen. I really can't tell you any more than that.*

Well, we're not sure we trust you, and so if you don't, we walk. *Okay! Okay. The reason the Mouqollad needs to meet with Mordenkainen is to get information about a possible upcoming holy war and what it might do to our trade. This could either ruin or destroy the entire Baklunish West and we have no real information on it. Mordenkainen, however, might. You see?? You see why it's so vital we meet with Mordenkainen?*

DEVELOPMENT:

If the PCs give Renny the items they are paid for a job well done and the adventure concludes.

If the PCs wish to escort Renny to the drop point, they do so, and the drop occurs uneventfully. Renny's contact is *not* a Rakshasa but for argument's sake submits to whatever testing the PCs desire to prove it.

With the items transferred, the adventure ends.

REWARDS

If the PCs went into the nodes with Thaslin, thereby causing their destruction, they get the "**Blessing of the Goddess**" AR award.

If the PCs recover all three items from the nodes, the crystal spider, the flowers, and the magma, they get the "**Thanks of the Mouqollad**" AR award.

If the PCs dug for, and recovered, the box hidden beneath the statue of Tharizdun, the PCs are provided with the AR Award "**Heart of Tharizdun**".

If the PCs succeed at their mission, they are also provided with any item noted on the AR under Item Access marked with an ^(m), to represent their employer.

ENCOUNTER 12A: CONCLUSION (APL 12–14)

The return trip to Falwur is far easier than the trip away that preceded it. Within seconds the familiar sights and sounds of the Baklunish town return, with the shadows of the Bramblewood now left far behind.

Thaslin has nothing left to tell the PCs and so he *teleports* away shortly after he *teleports* the PCs to Falwur.

If they have questions for him, or want to bid him adieu, he of course stays and tries to help the PCs as best as he can, but, for the most part he has said all that he is able to say at this time.

Once the PCs are ready, they can return to the Magic Carpet tavern without difficulty.

When the PCs enter the Magic Carpet it's as though nothing has changed. The bartender and his nephew tend studiously to the bar, the locals are drinking oblivious to any imperils that might be on the horizon,

and Sayeeda the dancer winds her way across the stage to the delight of most everyone in the room.

Renny TK has disguised himself and is waiting for the PCs in the common room, as opposed to his room upstairs.

Allow the PCs to make a Spot check opposed by his Disguise which is +19.

If they don't make the Spot check, Renny will clear his throat purposefully as they bypass him.

Allow the PCs to make a DC 20 Sense Motive check. If they succeed, they notice Renny in his Disguise, and if they fail Renny gets their attention by saying

"Excuse me, I was wondering if you've heard that Dwarven spirits are in season this time of year?"

Renny now looks very different. He doesn't look to be as portly as he appeared in their first meeting and his cheeks have lost some of their rosy glow.

He is also not wearing any obvious holy symbol.

Read aloud the following:

"Sorry for th' deception, friends," Renny speaks in an oddly stilted non-Baklunish accent. "Things 'r movin' rather fast an' loose an' I don' wanna get caught in the middle..."

A DC 5 Sense Motive check reveals to the PCs that Renny is agitated and very nervous, a stark contrast to the confidence with which he carried himself during their last meeting.

If the PCs ask Renny why he seems so nervous he explains that everything was going fine until yesterday.

It was then he was told that his exchange location had changed, that his normal contact had disappeared, that he shouldn't speak with anybody about the current job, and that even the contract payment parameters have been adjusted.

For Renny, these are huge warning signs for a job about to go to the abyss and he doesn't like the feeling one bit. Finish by reading aloud the following:

"Listen," Renny leans in and whispers, "I'm in over my head here. I really don't know what's going on and I'm scared out of my wits. I could bring this stuff

in myself but I'm afraid of what could happen; I'm a merchant, not a spymaster."

"Can you help me out and get me off the hook on this one? If you make this delivery for me I'll be in your debt..."

Renny is Bluffing. If the PCs do not ask to make a Sense Motive check on his request, do not offer them one.

If they ask, his Bluff is +19.

If he is caught in this lie, he explains that the reason he lied is because one of his superiors, the Worthy Elder Jishar, has requested the PCs come to meet with him in Zeif because he has a business matter to discuss with them.

The reason Jishar didn't want them told about the request is because he was concerned that if he told them before they set off, they would be overly expectant about what he had to offer, given the distance they had to travel to get to him.

And he didn't want to feel beholden to the PCs, especially if they opt not to accept his task.

If the PCs accept Renny's offer and decide to take the node items directly to his contact, Renny is thrilled and can barely contain his glee.

If he agrees to pay each PC 500 great shields each and passes them along in plain sight, doing so very deftly and giving nobody else in the bar any idea what's going on.

He tells the PCs that his new contact is the Worthy Elder Jishar, a well known member of the consortium who runs a temple in the city of Ceshra, in the lands of Zeif.

He says that once the PCs arrive in Ceshra and come to the gates of the temple, stand in front of the guard and with a sweeping gesture drop five silver pieces into the silver pot saying, "May your wanderings forever bear the fruit of the west."

That act combined with that phrase is the code to gain them entrance into Jishar's temple.

Other than the vital information above which he imparts readily, he doesn't have any more information for the PCs than he has already told them.

If the PCs do not accept Renny's offer and decide not to take the node items directly to his contact, Renny is

very unhappy, but he understands that it really isn't their responsibility.

It's his contract in the end, and regardless of the circumstances he needs to fulfill his obligations.

Renny thanks the PCs and gets up, taking the items from them.

Then he leaves he exits without another word.

DEVELOPMENT:

If the PCs chose to accept Renny's request for help and are taking the node items to his contact, advance to **Encounter 13: Extended Play Option: A Delivery**. Warn anyone attempting this, or considering this, however, that this is a very dangerous mission and should not be taken on lightly. It also costs an additional one (1) TU, which must be expended unlike other TU costs for adventures under the current rules.

If the PCs elected to collect their money for a job well-done and take a nice break instead of helping Renny, the adventure is concluded.

REWARDS

If the PCs went into the nodes with Thaslin, thereby causing their destruction, they get the "**Blessing of the Goddess**" AR award.

If the PCs recover **all three** items from the nodes, the crystal spider, the flowers, and the magma, they get the "Thanks of the Mouqollad" AR award.

If the PCs dug for, and recovered, the box hidden beneath the statue of Tharizdun, the PCs are provided with the AR Award "**Heart of Tharizdun**".

If the PCs succeed at their mission, they are also provided with any item noted on the AR under Item Access marked with an "™", to represent their employer.

ENCOUNTER 13 – EXTENDED PLAY OPTION: A DELIVERY

NOTE FOR THIS EXTENDED PLAY OPTION

The Rakshasa Twins noted later have spent a lot of time and effort researching the Consortium and their allies. As a result, consider them fully versed in the tactics and abilities of the PCs. If the tactics noted in the combat section here seem inappropriate for the party, the twins modify them accordingly. They are highly intelligent

and take advantage of what information they have obtained.

The journey between Ket and Zeif is uneventful. Despite Renny's fears, no harm comes to the bearers of the elemental items and after some days travel, Ceshra finally crests the horizon.

Finding the Worthy Elder Jishar's temple in the city requires only a few questions and after a few moments the large gates leading into the temple and the men guarding them come into view.

Presumably if the PCs do as Renny told them; 5 silver pieces into the large silver pot and recitation of the phrase "May your wanderings forever bear the fruit of the west."

Once they do this continue below

One guard leans to another and whispers something into his ear. He speaks in a voice that is quiet but not at all difficult to hear. "After your long journey, and at the personal the request of the Worthy Elder Jishar, you have been invited to a meal your honor. I have been also told to inform you that the Worthy Elder himself will be personally compensating you for your journey, and that the finest meals and lodgings will be made available to you should you desire them."

"But for now, please, follow me," with his final words he turned toward the door and opens it, beckoning you inward.

"My friends!" A booming voice echoes through the cavernous temple. "My friends, as I hope that we may be become, welcome! Welcome to Zeif. We have so much to discuss but first," he reached into his robes and withdrew a number of small silk bags.

The Worthy Elder Jishar insists upon providing each of you with a silk bag containing four gold cups, carved to represent each of the major lands of the Baklunish West, being Ket, Zeif, Tusmit and Ekbir. With his gift given, Jishar ushers you into various dressing rooms so that you may ready for the feast to come.

Later that same evening, he finally comes to the point of the invitation, after a sumptuous feast and pleasant conversation.

"I have asked you here because your capabilities speak volumes to those who have need. Quite frankly, your

prowess in combat, or at least your resilience and ability to survive combat, may prove to be something of which I have need.

"The Consortium, as you may or may not be aware, seeks to make a gift of various rare items to a person of great import. Specifically, to Mordenkainen, Lord of the Obsidian Citadel and the head of the Circle of Eight. Much as I am sure you can imagine this is not a task assumed lightly.

"With the various goods you and others of your kind have been able to obtain for us, as well as the traditional sources of rare items, we have put together a very impressive offering. As a cautious businessman, however, I have taken the liberty of divining the future of such a gift.

"The results were not pleasant. The gift, if delivered, has tremendous positive results, to be frank, though the specifics are, as with all such divinations, generalized. The task of giving the gift, however, carries with it much danger. A degree of danger beyond that which I have the current personnel to handle, to be frank.

"That is where I hope you come in. I want to hire you for this task, or to persuade you that the good that will come of it is beneficial for the entire Baklunish West and the Flanaess itself. Please, tell me you will do this or ask what questions you may."

It is a DC 10 (automatic for any PC claiming Zeif, Ket, Tusmit or Ekbir as a home region) Knowledge (Religion) or Bardic Lore check to know that the term "Worthy Elder" is the appellation for senior priests of Mouquul, also those in charge of various aspects of the Mouqollad Consortium. Jishar is a powerful man and well-known for his shrewd but scrupulously honest business dealings – it is a DC 20 Knowledge (Local – VTF) or Bardic knowledge check to recognize this fact.

QUESTIONS AND ANSWERS

Where do we deliver the gift?

High in the Yatil Mountains, Mordenkainen has his Obsidian Citadel. None may approach it without permission, but he has constructed a receiving point some 20 miles away. We anticipate transporting you there if you accept this task. It is a clear plateau, with a stone walkway leading up to an amphitheatre of substantial proportions. Although high in the mountains, the wind levels are minimal, strangely, and the

atmosphere seems quite pleasant. At least, this is what my agents apprise me.

What comprises the gift?

Rare minerals, herbs, a selection of potent beverages of various vintages, some small plant specimens from beyond the Flanaess and, of course, those items you have only just now obtained. The gifts fit into four large chests of sandalwood that we have already prepared. The chests are magically protected against elemental damage and two each are slung on donkeys for your ease of conveyance. You may, of course, choose your own means of transporting them if you prefer.

What leads you to believe there is danger and what might it be?

The divinations are clear – those that deliver the gift are in mortal peril. This information was even more explicit when I attempted it with my usual agents, who are not as potent as yourselves. The source of the peril is maddeningly unclear and, I would guess, protected from such magic. That implies intelligence and a specific goal to oppose us. We have hints of this recently, but have not found any relevant details.

[Note – any divinations or the like produce similar results. The Velvet One and the Silken One are both protected from divination and information about them cannot be obtained]

How do you intend to transport us there?

Quite simply, we suspect the area is protected against transportation magic, likely with such spell as *anticipate teleport*. Rather than place you in a position to be ambushed, and not knowing the radius of such spells, we intend to provide you with an extended *wind walk* spell and good directions. With this, we believe you may approach the area at your leisure.

May we make any preparations before we are transported there?

Of course! I would find it foolish to do otherwise.

How are the donkeys going to travel with the air walk?

Good point. In fact, we have been training them for a period of time. The command word “follow” gets the donkey to follow you. “Air” allows it to change to air form, “Solid” back into regular form. “Stay” is the last command it knows and should be straight forward.

Can you provide us with any gear or assistance?

We have clerical spellcasters of up to 11th level here who will cast any spells you might provide from scrolls and the like. Otherwise, however, there is a very good reason

we are hiring or asking you to do this – you are the most effective persons for this job. We have no equipment that is as good as what you have and I am afraid little of any substance. Were we to have a good idea of what you might face, we might have been able to prepare a bit, but that was not to be, it seems.

How much do we get paid?

We will give you each 1000 gp up front for this task, with a bonus on completion. We know this is a dangerous task. For anyone who wishes to do this for the glory or simple goodness of it all, or simply has other interests in mind – and we encourage that – we are willing to eschew the bonus and give you access to some of our excellent trade connections.

[In game terms, the Elder will explain that he can arrange for a 20% discount for a single magical item worth up to 20,000 gp as a practical application of their connections – but it must be paid immediately].

How long will the delivery take?

You should see Mordenkainen himself once you announce yourselves. As the Lord of the Obsidian Citadel is unlikely to be simply awaiting your arrival, I would say it might take a few minutes for him to respond, but no more than that.

What or how do we make this delivery?

You will arrive on a mountain top. Somewhere, there should be an obvious and very large mirror, although exactly where we do not know. Touch that and recite the phrase “We bring the promised gifts for the Lord of the Obsidian Citadel.” Once this is done, await the arrival of Mordenkainen. When he arrives, give him the gifts, await any instructions he might have, and then depart. Your remaining air walk should get you clear of the Yatil Mountains and to a safe spot on the map (right here...). From there, we plan to teleport you to a more civilized area and, with any luck, our meeting with Mordenkainen will bear some fruit.

WIND WALK

Quite simply, we suspect the area is protected against transportation magic, likely with such spell as anticipate teleport. Rather than place you in a position to be ambushed, and not knowing the radius of such spells, we intend to provide you with an extended wind walk and good directions. With this, we believe you may approach the area at your leisure. It should take you some 12 hours to reach the location. You will have 2 hours of wind walk remaining after that time. Good luck!

The PCs may prepare as they desire for this journey. The area of the delivery is protected against divination and cannot be scried, so a clear *teleport* image is not possible. Otherwise, a DC 15 Knowledge (geography) check confirms that the area is closed to the rumored site of the Obsidian Citadel and that it is high in the mountains. There are no known land routes to this area, though it is entirely possible that there are some hidden paths.

Once the PCs wish to depart (by whatever means they choose), they may do so and there is no impediment to their journey.

THE TWIN RAKSHASA

Hiding near the mirror (noted below) are the twin Naztharune Rakshasa, the Silken One and the Velvet One – both female. These two are former mid-ranking members of the elemental cult of Tharizdun whose power has grown exceedingly quickly following its collapse.

They caught wind of the Mouqollad's plan to obtain rare and unique items to present as an offering to Mordenkainen himself.

And so, for some months they have been secretly manipulating the Mouqollad Consortium into acquiring certain rare items which they require for their own as yet unrevealed purposes.

It took very little effort on their part to encourage the Mouqollad to go after specific items; a plated rumor here, and a new discovery there...all cleverly orchestrated by the twins.

They are keeping a close eye out on the skies and area and hope to attack whoever attempts to deliver the goods with them.

Their accomplice or flunkie for this is a greater barghest they call Blinkie (this is not his given name but he accepts this nickname in return for a lot of gold). Blinkie (and in some cases his littermates) do a lot of the dirty work for the twins, using their *dimension door* abilities and *invisibility spheres* to get in and out of dangerous jobs.

UPON REACHING THE DELIVERY POINT

The delivery point is a wide, flat plateau, shimmering with a blue-black energy (see **Detection of Magic** following this) some ¼ mile across in all direction

(essentially the flattened top of a mountain). In the middle of this all, a small (un)natural amphitheatre was constructed. The walls are only 30 feet high and fifteen feet thick, but sound carries perfectly in these confines (+5 to Listen checks) by means of the construction and expertise (non-magical). It is a DC 25 Climb check for the walls, as they are smooth granite. The amphitheatre is one hundred feet across (a circle), with the south end being a twenty foot wide entranceway, fifteen feet tall. In the north end, the granite of the walls has been polished to a perfect finish, allowing for a twenty foot wide mirror.

Touching the mirror at the end and uttering the phrase provided does summon a projected image of Mordenkainen 50 rounds (5 minutes) later. Note the conclusion for other details.

PROTECTIONS AND ENVIRONMENT OF THE PLATEAU

The plateau is protected by an epic trap. The trap senses the presence of an *epic anticipate teleport* (as *anticipate teleport*, but much wider range, covering the entirety of the plateau). If it does not detect the epic spell in place, it casts it again, with an automatic reset of one round. For sake of interest, Mordenkainen did briefly consider an *epic greater anticipate teleport* but considered his powers quite sufficient with one round of warning, not three...

The trap is centered on the mirror itself. Anyone wishing to disable the trap must be within five feet of the mirror.

Magical trap: automatic reset (one round), *true seeing* and *arcane sight*, cast *epic anticipate teleport* (range of spell modified), Search check [DC 40], Disable Device [DC 45], hardness 25 (magically imbued), hp 550.

The plateau itself is very comfortable. Breathing is normal here and there are no winds, with the temperature being brisk (55 F, or 11C) but not terrible. It is much warmer and higher in breathable atmosphere than the surrounding areas. There is no clear explanation for this, although there is significant warmth from the ground surface here which might imply some geothermal source for much of this.

DETECTION OF MAGIC ON THE PLATEAU

The epic abjuration in place creates a shimmering field of visible blue-black energy. It also overwhelms any other attempts to discern magic (eg. Detect magic and other spells of that nature), showing only abjuration magic of powerful levels. This is a deliberate side effect of the spell created by Mordenkainen, designed to protect him

from spies and the like if he chose to appear. In this case, it likely limits the ability of PCs to analyze their foes. It does not, however, prevent such things as Spellcrafting of spells, nor limit *dispel magic*s or the like.

APL 12 (EL 16)

Blinkie: Large Outsider (greater barghest), Rgr2/Dervish3/Tempest3, hp 179, See *Appendix 1*.

The Silken One: Medium Outsider (naztharune rakshasa), Duelist4/War1, hp 232, See *Appendix 1*.

APL 14 (EL 18)

The Silken One: Medium Outsider (naztharune rakshasa), Duelist4/War1, hp 232, See *Appendix 1*.

The Velvet One: Medium Outsider (naztharune rakshasa), Sor6/Swashbuckler3/War1, hp 303, See *Appendix 1*.

Challenging APL 14 (EL 19)

Blinkie, Ape, Lug and Ditto: Large Outsider (greater barghest), Rgr2/Dervish3/Tempest3, hp 179, See *Appendix 1*.

The Silken One: Medium Outsider (naztharune rakshasa), Duelist4/War1, hp 232, See *Appendix 1*.

The Velvet One: Medium Outsider (naztharune rakshasa), Sor6/Swashbuckler3/War1, hp 303, See *Appendix 1*.

TACTICS APL 14

In the middle of the amphitheatre is a captive female human, visibly tied down. Beside her is a fully cloaked large-sized figure with two scimitars in hand, clearly menacing the woman. Even as the PCs get into view of this, he begins to raise his weapon in a clear execution style.

For those who ask, he is taking his time and seems to be enjoying the moment. His preparations are slow and he is clearly tormenting his victim.

The creature undertaking this task is Blinkie, knowing that this is about the right time. He has actually been tormenting his victim for a period of forty minutes already and there are numerous scratches and small cuts on her body.

The goal of this fight for the combatants is simple – prevent the PCs from making their delivery.

The intention is to draw in the PCs with this ploy. Blinkie, however, is having a bad day. At this APL he

immediately departs the area with a *dimension door* (away from the plateau, down and out) rather than fight at all. He has been berated by the Silken One more often than he cares to recall and is using this opportunity to get back at her.

The two Rakshasa are hidden in the shadows of the wall of the amphitheatre, one on either side of the mirror (at APL 12, The Velvet One is not present, having departed earlier to arrange for a contingency in case this fails). They are taking 20 on their Hide and Move Silently checks and move to engage only when they can actually reach a target. They likewise have *superior invisibility* in place for further protection from being spotted.

Once the combat begins, the combatants make every effort to combine against healers, spellcasters, artillery, light fighters and heavy fighters in that order. Anyone else is considered secondary. The twins employ their spellstored *dispel magic* on the first *delay death* spell they each see cast, otherwise simply make every effort to kill people.

The young woman is a captive from Tusmit, captured simply to provide bait – she has no connection to any of this other than for that purpose. She has 0 hp currently (maximum 6) and is a 2nd level commoner. Her name is Vathira and she hails from Sefmur and would certainly appreciate being returned home. She has no knowledge of anything, other than being tormented by a greater barghest.

TACTICS APL 12 AND 14 (CHALLENGING)

In the middle of the amphitheatre is a captive female human, visibly tied down. Beside her is a fully cloaked large-sized figure with two scimitars in hand, clearly menacing the woman. Even as the PCs get into view of this, he begins to raise his weapon in a clear execution style.

For those who ask, he is taking his time and seems to be enjoying the moment. His preparations are slow and he is clearly tormenting his victim.

The creature undertaking this task is Blinkie, knowing that this is about the right time. He has actually been tormenting his victim for a period of forty minutes already and there are numerous scratches and small cuts on her body.

The goal of this fight for the combatants is simple – prevent the PCs from making their delivery.

The intention is to draw in the PCs with this ploy. If that does not work, Blinkie certainly makes every effort to reach them. The two Rakshasa are hidden in the shadows of the wall of the amphitheatre, one on either side of the mirror (at APL 12, The Velvet One is not present, having departed earlier to arrange for a contingency in case this fails). They are taking 20 on their Hide and Move. Silently checks and move to engage only when they can actually reach a target.

At APL 14 (challenging), the additional greater barghests are all merged with the stone of the walls of the amphitheatre near the entrance. They take one standard action to emerge from the walls – anyone casting *rock to mud* while they are still in the rock can eject them immediately in this state and stun them for 1d6 rounds.

Once the combat begins, the combatants make every effort to combine against healers, spellcasters, artillery, light fighters and heavy fighters in that order. Anyone else is considered secondary. The twins employ their spellstored *dispel magic* on the first *delay death* spell they each see cast, otherwise simply make every effort to kill people.

The young woman is a captive from Tusmit, captured simply to provide bait – she has no connection to any of this other than for that purpose. She has 0 hp currently (maximum 6) and is a 2nd level commoner. Her name is Vathira and she hails from Sefmur and would certainly appreciate being returned home. She has no knowledge of anything, other than being tormented by a vile beast (the barghest).

AFTER THE COMBAT - SUCCESS

If the PCs are victorious and one of the twins survives, they use all of their abilities to escape and avoid being questioned.

Blinkie, or one of his littermates if they survive, has no information on the twins' plans. Only the Rakshasa can answer questions and if deceased resist all attempts at *speak with dead*.

If they are unable to escape, however, they do not resist questioning as they are intelligent enough to recognize their own defeat.

If one of the twins is asked why they were trying to stop the items from getting to Mordenkainen they are very clear; read aloud the following:

"From the very beginning of this venture my sister and I have manipulated the Mouqollad into doing our bidding," the rakshasa's lips turned into a cruelly twisted smile before continuing.

"You see we tricked Elaine the Viper into setting others (or the PCs if that is the case) on the path to recover mithral suits of armor from their tomb, much as we lured Renny the Knife into obtaining the various items from the elemental nodes."

"For some months now the Mouqollad Consortium has unwittingly been in our employ," the rakshasa speaks smoothly and is clearly pleased with what she and her sister accomplished.

"But I seem to be skirting the point; my sister and I, using these various items in various ways, sought to summon the three remaining elemental princes and bind them to this plane, bending their power to our will, allowing us to conquer, terrorize, and destroy."

At some point, it is presumed that victorious PCs activate the mirror. After a period of time (five minutes), read the following:

A crackling of energy erupts from the Mirror for a good thirty seconds. As quickly as it began, it fades again but now a figure steps from the Mirror, glancing around. He is of medium height, bald and wearing a solid black robe, with a shimmering staff of energy in his right hand.

"I am Mordenkainen and you have uttered the correct phrase. What is it that you want?"

This is actually not Mordenkainen, but rather an epic *projected image* of the mage. It is a DC 34 Will Save to penetrate this illusion if the attempt is made. Nevertheless, the PCs may interact and talk to the mage as if he were really present.

Once they are finished and have made the gift, he accepts and instructs them to leave it where they are and depart the area – he arranges for a pick-up later. Mordenkainen (or, rather, his *projected image*) instructs them to leave those that attacked them and their possessions, as he wishes to study them, but he notes that he will compensate them for this "gift". If the PCs depart without talking to Mordenkainen's projected image, he arranges to obtain the goods later, but likewise leaves compensation. Item Access for success in this case is granted by the Mouqollad Consortium and is noted with an "A" on the AR Item Access.

Before departing, he says the following to be conveyed to the Worthy Elder.

“The war your paymasters fear is coming. Old Wicked himself has intervened and the people of the Baklunish West are falling prey to old prejudices. While I cannot promise any sort of immediate remedy, there is yet hope that a war may be averted. Know that I am well aware of Iuz and his dealings and will do what is necessary when the time comes. I will send them more details when I can.”

At this point, proceed to the **Conclusion** of the EPO.

Treasure

APL 12: Coin: 1650 gp;

APL 14: Coin: 3300 gp;

AFTER THE COMBAT – FAILURE

If the PCs are forced to retreat, their chance at an audience with Mordenkainen also disappears. Regardless of attempts to return, the phrase they were provided no longer works and they must return to the Mouqollad Consortium and advise of their failure.

Proceed to the **Conclusion** of the Extended Play Option.

CONCLUSION OF THE EXTENDED PLAY OPTION

SUCCESS

If the PCs were successful, the Consortium arrives to *teleport* them back to civilization as promised, and tops up their gold to the maximum provided for all participants. Likewise, as thanks, the Consortium provides everyone with the AR Award “**A Careful Word**”. Everyone likewise gains Item Access to all marked with an “A”.

FAILURE

If the PCs failed, the Consortium still arrives to *teleport* them back to civilization but is very disappointed. The PCs retain any cash they were provided as an advance but gain no further rewards. If they were, instead, offered the favor of the Consortium, it honors the bargain and they are provided with the AR Award “**A Careful Word**.” No Item Access is granted for failure.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 4

Convince Atwah to reveal the location of Thaslin the Rakshasa

APL 4	60 XP
APL 6	60 XP
APL 8	90 XP
APL 10	90 XP
APL 12	120 XP
APL 14	120 XP

Encounter 6

Convince Thaslin to help

APL 4	60 XP
APL 6	60 XP
APL 8	90 XP
APL 10	120 XP
APL 12	120 XP
APL 14	120 XP

Encounter 8

Defeat the Golems and get the Spider

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Encounter 9

Defeat the Apes, Swarms, and obtain the white flowers

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP

Encounter 10

Defeat the ghirrash and get the magma

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

APL 12	450 XP
APL 14	510 XP

Encounter 13 (Extended Play Option)

Defeat the Rakshasa and deliver the gifts to Mordenkainen

APL 12	480 XP
APL 14	540 XP

Discretionary roleplaying award

APL 4	90 XP
APL 6	120 XP
APL 8	120 XP
APL 10	120 XP
APL 12	150 XP
APL 14	150 XP

Total possible experience (Regular Adventure)

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 XP

Total possible experience (Extended Play Option)

APL 12	480 XP
APL 14	540 XP

TREASURE SUMMARY

During an adventure, PCs 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 PC gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs 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), PCs may return to retrieve loot. If the PCs 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 PC 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 PCs may want to use them during the adventure. Many times PCs 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 PCs total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Encounter 2: Knifed

APL 4:	Coin: 350 gp.
APL 6:	Coin: 350 gp.
APL 8:	Coin: 350 gp.
APL 10:	Coin: 1000 gp.
APL 12:	Coin: 2000 gp.
APL 14:	Coin: 4000 gp.

Encounter 8: The Water Node

APL 4:	Loot: 600 gp.
APL 6:	Coin: 900 gp.
APL 8:	Coin: 1200 gp.
APL 10:	Coin: 1500 gp.
APL 12:	Coin: 1800 gp.
APL 14:	Coin: 2100 gp.

Encounter 10: The Fire Node

APL 4:	Loot: 0 gp, magic: <i>scroll of teleport</i> (93 gp each)..
APL 6:	Coin: 0 gp, magic: <i>scroll of teleport</i> (93 gp each)..
APL 8:	Coin: 0 gp, magic: <i>scroll of teleport</i> (93 gp each).
APL 10:	Coin: 0 gp, magic: <i>scroll of teleport</i> (93 gp each).
APL 12:	Coin: 0 gp, magic: <i>scroll of teleport</i> (93 gp each).
APL 14:	Coin: 0 gp, magic: <i>scroll of teleport</i> (93 gp each).

Total Possible Treasure (without the Extended Play Option)

APL 4: Loot: 0 gp; Coin: 950 gp; Magic: 93 gp; max 650 gp;

APL 6: Loot: 0 gp; Coin: 1250 gp; Magic: 93 gp; max 900 gp;

APL 8: Loot: 0 gp; Coin: 1550 gp; Magic: 93 gp; max 1300 gp;

APL 10: Loot: 0 gp; Coin: 2500 gp; Magic: 93 gp; max 2300 gp;

APL 12: Loot: 0 gp; Coin: 3800 gp; Magic: 93 gp; max 3300 gp;

APL 14: Loot: 0 gp; Coin: 6100 gp; Magic: 93 gp; max 6193 gp;

Total Possible Treasure (The Extended Play Option)

APL 12: Loot: Coin: 1650 gp; Magic: max 1650 gp;

APL 14: Loot: Coin: 3300 gp; Magic: max 3300 gp;

Special

Blessing of the Goddess: For helping a devoted servant of Ehlonna, and helping Thaslin complete his atonement, the goddess has blessed you. Once, even after the dice have been rolled, this PC may increase their armour class by +15 against one attack. This bonus may be applied as an immediate action that can be used even when flatfooted. It cannot be used against an opponent the PC cannot see. This bonus stacks with all others and may be used to negate the confirmation roll of a critical hit. Cross off once used.

Thanks of the Mouqollad: This influence point may be expended to gain a +20 circumstance bonus on a Diplomacy check to reduce a legal penalty in the VTF or may be used to gain access to a *resurrection* spell cast by a 13th level cleric. Cross off once used. The PC must pay all costs associated with the spell, including the component cost.

Heart of Tharizdun: The red gem found beneath the statue of Tharizdun in the earth node can be imbued into a ring. Once per day, if the wearer of this ring should drop below 0 hit points the ring, as an immediate action, casts *delay death* (CL 7th; SpC) on its wearer.

However, for the 24 hours following the use of this ability the bearer is subject to the effects of 1 negative level. This negative level cannot be removed in any way (including through standard use of spells) and remains until 24 hours pass. (Moderate abjuration; CL 12th; Cannot be crafted. Price 9,000 gp).

A Careful Word: The Consortium is pleased with your efforts. In return for 2 TU expended immediately on this AR, they put in a good word with their contacts across the Flanaess. You may use this to reduce the cost of any purchased (but not crafted) magical item that you have access to, that has a value of 25,000 gp or less and is bought within the next three ARs from this adventure by 20%. This may be combined with other favors that reduce the cost of a magical item.

Lawbreaker: You have broken Ket law. You may flee punishment, but if you are caught (25% chance whenever you are in Ket) your adventure immediately ends as you serve twice the original sentence.

Crime & Sentence: _____

Fled? N / Y (If Y, double sentence was served on AR: ____
DM initials and RPGA# _____)

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 4 and 6:

Heart of Tharizdun (Metaregional, see above).

^M*Crystal of return, least* (Metaregional, MIC, p. 65)

^M*Crystal of bent sight* (Metaregional, MIC, p. 25)

^M*Bracers of quick strike* (Adv, MIC, p. 81)

^M*Gauntlets of energy transformation* (Adv, MIC, p. 102)

^M*Bracers of arcane freedom* (Adv, MIC, p. 80)

APL 8 and 10 (all of APL 4 and 6):

^M*Lesser crystal of screening* (Metaregional, MIC, p. 26)

Cadecus bracers (Adv, MIC, p. 84)

^M*Collar of healing* (Adv, MIC, p. 89)

^M*Lesser crystal of return* (Metaregional, MIC, p. 65).

^M*Cloak of the salamander* (Adv, MIC, p. 88)

APL 12 and 14 (all of APLs 4-10 plus the following):

^A*Greater crystal of security* (Adv; MIC, p. 65)

^M*Desperation chain* (Adv, MIC, p. 93)

^A*Stone of good luck* (Adv, DMG)

^M*Crystal mask of mind armor* (Adv, MIC, p. 92)

^M*Greater crystal of return* (Metaregional, MIC, p. 65).

^A*Gloves of the titan's grip* (Adv, MIC, p. 107)

^A*Goggles of draconic vision* (Adv, MIC, p. 107)

APPENDIX 1: ALL APLS

ENCOUNTER 2: KNIFED

RENNY TK

CR 6

Male human rogue5/spymaster1

N Medium humanoid (human)

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

Languages Common, Ancient Baklunish, Mouqollad Trade Language

AC 17, touch 12, flat-footed 15
(+2 Dex, +5 armor)

hp 21 (6 HD)

Fort +1, **Ref** +8, **Will** +3

Speed 30 ft. (6 squares);

Melee sap +2 (1d6-1)

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

Base Atk +2; **Grp** +1

Atk Options sneak attack 3d6

Abilities Str 8, Dex 14, Con 10, Int 14, Wis 14, Cha 18

SQ evasion (Ex), trap sense +1 (Ex), uncanny dodge (Ex), cover identity (Ex), undetectable alignment (Ex)

Feats Deceitful, Negotiator, Nimble Fingers, Skill Focus (Bluff)

Skills Bluff +19, Diplomacy +24, Disable Device +15, Disguise +17 (+19 in PC), Escape Artist +16, Forgery +13, Gather Information +18, Knowledge (Local: VTF) +7, Knowledge (Nobility and Royalty) +7, Open Lock +17, Search +11, Sense Motive +13;

Possessions +1 mithril chain shirt, circlet of persuasion, vest of escape, cloak of charisma +2, masterwork thieves' tools, masterwork sap (Encumbrance – Light).

Cover Identity (Ex): A spymaster has one specific cover identity (such as “Murek, the tailor from Sumberton”). While operating in that identity, she gains a +4 circumstance bonus on Disguise checks, and a +2 bonus on Gather Information and Bluff checks. A spymaster can add an additional cover identity to her repertoire at 4th level and again at 7th level.

Undetectable Alignment (Ex): The web of different identities and agendas inside a spymaster's mind makes it impossible for others to detect her alignment by means of any form of divination. This ability functions like an *undetectable alignment* spell except that it is always active.

ENCOUNTER 4/4A: PHASE TWO AND

WHOOOPS

ATWAH IBN'FAROOQ

CR 5

Male Human Expert 6

LN Medium humanoid (human)

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

Languages Common, Ancient Baklunish, Ancient Suloise, Celestial, Draconic, Dwarven, Elven, Flan,

Goblin, Gnoll, Gnome, Halfling, Keolandish, Mouqollad Trade Tongue, Old Oeridian, Olman, Rhenee, Sylvan

AC 10, touch 10, flat-footed 10

hp 33 (6 HD)

Fort +4, **Ref** +2, **Will** +9

Speed 30 ft. (6 squares);

Melee punch +2 (1d3-1)

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

Base Atk +3; **Grp** +2

Abilities Str 8, Dex 10, Con 14, Int 14, Wis 18, Cha 14

Feats Diligent, Negotiator, Skill Focus (Diplomacy), Skill Focus (Sense Motive)

Skills Appraise +13, Decipher Script +13, Diplomacy +19, Gather Information +14, Knowledge (Local: VTF) +7, Knowledge (Nobility and Royalty) +7, Knowledge (Nature) +4, Profession (Merchant) +13, Sense Motive +18;

Possessions *circlet of persuasion*, *periapt of wisdom* +2 (Encumbrance – Light).

ENCOUNTER 6: AT LONG LAST

THASLIN

CR 19

Male Rakshasa Sorcerer 9

NG Medium outsider (native)

Init +8; **Senses** darkvision 60 ft; Listen +12, Spot +12

Languages Common, Infernal, Undercommon

AC 27, touch 14, flat-footed 23

(+4 Dex, +9 natural, +4 *mage armor*)

hp 149 (16 HD) DR 15/good and piercing

Fort +16, **Ref** +15, **Will** +16

Resist: Spell Resistance 36

Speed 40 ft. (8 squares);

Melee 2 claws +11 (1d4) and bite +6 (1d6)

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

Base Atk +11; **Grp** +11 (/day)

Atk Options spells

Special Actions Detect Thoughts (DC 19)

Sorcerer spells known (CL 18th):

8th (4/day) — *moment of prescience*

7th (6/day) — *plane shift*, *spell turning*

6th (8/day) — *contingency*, *control water*, *stone to flesh*

5th (8/day)—*bigby's interposing hand*, *mordenkainen's private sanctum*, *overland flight*, *teleport*

4th (8/day) — *arcane eye*, *detect scrying*, *leomund's secure shelter*, *illusory wall*

3rd (8/day) — *arcane sight*, *blink*, *dispel magic*, *tongues*

2nd (9/day) — *false life*, *misdirection*, *resist energy*, *see invisibility*, *whispering wind*

1st (9/day) — *disguise self*, *endure elements*, *mage armor*, *obscuring mist*, *shield*

0— *flare*, *light*, *arcane mark*, *open/close*, *mage hand*

Abilities Str 10, Dex 18, Con 20, Int 12, Wis 14, Cha 28

SQ change shape (Su)

Feats Craft Wondrous Item, Improved Initiative, Improved Toughness, Point Blank Shot, Precise Shot, Skill Focus (Concentration)

Skills Bluff +22, Concentration +28, Disguise +22, Knowledge (Arcana) +6, Knowledge (Planes) +6, Knowledge (Religion) +6, Listen +12, Spot+12, Sense Motive+21, Spellcraft +10

Possessions *cloak of charisma* +4, *ring of arcane might*, *orange prism ioun stone*, *vest of resistance* +3 (Encumbrance – Light).

Detect Thoughts (Su): A rakshasa can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 19 negates). It can suppress or resume this ability as a free action. The save DC is Charisma based.

Change Shape (Su): A rakshasa can assume any humanoid form, or revert to its own form as a standard action. In humanoid form, a rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa reverts to its natural form when killed. A *true seeing* spell reveals its true natural form.

ENCOUNTER 8: THE WATER NODE

GUARDIAN OF DESPAIR

CR 7

Gloom golem warrior 1

NE Large construct (golem)

Init +2; **Senses** darkvision 60 ft, low-light vision; Listen +1, Spot +1

AC 26, touch 11, flat-footed 24

(-1 size, +2 Dex, +11 natural, +4 armor)

hp 79 (9 HD) DR 10/good

Immunities: construct immunities, magic

Fort +4, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares);

Melee +2 *spiked chain* +12/+7 (2d6+8 plus 1d6 Cha) or 2 claws +10 (1d8+4 plus 1d6 Cha)

Space 10 ft.; **Reach** 20 ft. (with spiked chain)

Base Atk +7; **Grp** +15

Atk Options: Touch of Woe DC 17

Special Actions Crushing Despair DC 17

Abilities Str 18, Dex 15, Con -, Int -, Wis 12, Cha 16

SQ construct traits, weapon alignment

Skills Move Silently -8

Possessions +2 *spiked chain*, masterwork chain shirt (Encumbrance – Light).

Crushing Despair (Su): Creatures within 30 feet of a gloom golem who hear its incessant howl must succeed on a DC 17 Will save or take a –2 penalty on attack rolls, skill checks, ability checks, saving throws, and weapon damage rolls. The penalties last until the golem is destroyed, for only then is the victim's despair lifted. A *good hope* spell counters this mind-affecting compulsion. The DC is Charisma based.

Touch of Woe (Ex): A creature wounded by a gloom golem (or by weapons it wields) must succeed on a DC 17 Will save or take 1d6 points of Charisma drain. As the creature loses Charisma, it becomes more miserable and withdrawn until at 0 Charisma it collapses into a nightmare filled coma. The save DC is Charisma based.

Weapon Alignment: A gloom golem's natural weapons, and any weapons it wields are treated as evil aligned for the purposes of overcoming damage reduction.

CRYSTALLINE SPIDER

CR 1

Tiny Spider

N Tiny outsider (extraplanar)

Init +7; **Senses** darkvision 60 ft, low-light vision, tremorsense 60 ft; Listen +1, Spot +1

Languages Common (understand only)

AC 17, touch 16, flat-footed 13

(2 size, 4 Dex, 1 natural)

hp 12 (2 HD)

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

Weakness: Light Sensitivity

Immunities: construct immunities, magic

Speed 30 ft., **climb** 20 ft. (6 squares or 4 squares);

Melee +1 (1d2-1, bite)

Space 5 ft.; **Reach** 0 ft.

Base Atk +2; **Grp** -7

Abilities Str 8, Dex 19, Con 13, Int 10, Wis 11, Cha 8

SQ construct traits, spin crystal

Feats Improved Initiative

Skills Climb +10, Craft (Weaving) +2, Hide +12, Jump +4

Spin Crystal (Ex): Crystalline spiders lack the ability to create webs and instead build huge crystal lattices to trap prey. The crystals formed by these rare creatures are highly prized by scholars and sages of ancient cultic lore because they are capable of storing a great deal of information for those who know the obscure method of imbuing them.

ENCOUNTER 9: THE EARTH NODE

APE

CR 2

Female Ape

N Large animal

Init +2; **Senses** low-light vision, scent; Listen +6, Spot +6

AC 19, touch 12, flat-footed 17

(-1 size, +2 Dex, +3 natural, +4 armor, +1 collar)

hp 26 (4 HD)

Fort +6, **Ref** +6, **Will** +4

Speed 30 ft., **climb** 30 ft (6 squares);

Melee 2 claws +9 melee (1d6+6) and bite +3 melee (1d6+3);

Space 10 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +12

Abilities Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 8

Feats: Iron Will, Weapon Focus (Claw)

Skills: Climb +15, Listen +6, Spot +6

Possessions: *Cloak of resistance* +1, large mithril chain barding, +1 *collar of protection*, pendant of *negative energy* (Encumbrance – Light).

Power up suite: *magic circle against good*

vs. good creatures AC 20, Fort +7, Ref +7, Will +5

SHADOW CENTIPEDE SWARM

CR 4

N tiny vermin (swarm)

Init +4; **Senses** low-light vision, tremorsense 30 ft.; Listen +0, Spot +4

AC 18, touch 14, flat-footed 14

(+4 size, +4 Dex)

hp 31 (9 HD)

Fort +7, **Ref** +9, **Will** +5

Weakness: swarm vulnerabilities

Resistance: resist cold 14

Immunities: swarm immunities, vermin immunities, immune to weapon damage

Speed 30 ft., **climb** 30 ft (6 squares);

Melee swarm (2d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Base Atk +6; **Grp** -

Atk Options distraction, poison (DC 13 1d4 Dex/1d4 Dex)

Abilities Str 1, Dex 19, Con 8, Int -, Wis 10, Cha 2

SQ: vermin traits, swarm traits, shadow blend, evasion

Feats Weapon Finesse (b)

Skills: Climb +12, Hide +10, Spot +4

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

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

Shadow Blend (Su): In any condition 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, but a *daylight* spell will.

Power up suite: *magic circle against good*

vs. good creatures AC 20, Fort +8, Ref +10, Will +6

Pounce (Ex): If a ghirrash charges, it can make a full attack including two rake attacks.

Rake (Ex): Two claws, attack bonus +13 melee 1d6+3

Displacement (Su): A light-bending glamor continually surrounds a ghirrash making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the ghirrash by some means other than sight. A *true seeing* effect allows the user to see the ghirrash's position but *see invisibility* has no effect.

Power up suite: *magic circle against good*

vs. good creatures AC 22, Fort +10, Ref +12, Will +8

ENCOUNTER 10: THE FIRE NODE

DEN

CR 7

Male Ghirrash

NE Large outsider (extraplanar)

Init +3; Senses darkvision 60 ft; Listen +11, Spot +11

Languages Common, Infernal

AC 21, touch 13, flat-footed 18

(-1 size, +3 Dex, +8 natural, +1 ring)

hp 52 (7 HD) **DR** 5/magic

Fort +9, **Ref** +11, **Will** +7

Resist resistance to acid 10, fire 10, cold 10, electricity 10, spell resistance 14

Immunities: poison, ring of counterspells (glitterdust)

Speed 50 ft. (10 squares);

Melee 4 claws +13 melee (1d6+6) and bite +7 melee (1d4+3 plus paralysis) and rake +13 melee (1d6+3);

Space 10 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +17

Atk options paralysis DC 16, pounce, rake

Abilities Str 23, Dex 16, Con 16, Int 13, Wis 12, Cha 15

SQ: displacement

Feats Dodge, Great Fortitude, Weapon Focus (Great Scimitar)

Skills: Balance +15, Climb +16, Hide +13, Jump +26, Listen +11, Move Silently +13, Spot +11, Survival +11, Tumble +15;

Possessions +1 ring of protection, +1 vest of resistance, ring of counterspells (glitterdust), shattered masterwork great scimitar (Encumbrance – Light).

Paralysis (Su): A creature hit by a ghirrash's bite attack must make a DC 16 Fortitude save or be paralyzed for 1d4+1 rounds

ENCOUNTER 8: THE WATER NODE

GUARDIAN OF DESPAIR **CR 7**
 Gloom golem warrior 1
 NE Large construct (golem)
Init +2; **Senses** darkvision 60 ft, low-light vision; Listen +1, Spot +1
AC 27, touch 11, flat-footed 24
 (-1 size, +2 Dex, +11 natural, +5 armor)

hp 79 (9 HD) **DR** 10/good
Immunities: construct immunities, magic, blindness
Fort +4, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares);
Melee +2 *spiked chain* +12/+7 (2d6+8 plus 1d6 Cha) or 2 claws +10 (1d8+4 plus 1d6 Cha)
Space 10 ft.; **Reach** 20 ft. (with spiked chain)
Base Atk +7; **Grp** +15
Atk Options Touch of Woe (Ex) DC 17
Special Actions Crushing Despair (Su) DC 17

Abilities Str 18, Dex 15, Con -, Int -, Wis 12, Cha 16
SQ construct traits, weapon alignment
Skills Move Silently -8
Possessions +2 *spiked chain*, +1 *mithril chain shirt of* (Encumbrance – Light).
Crushing Despair (Su): Creatures within 30 feet of a gloom golem who hear its incessant howl must succeed on a DC 17 Will save or take a –2 penalty on attack rolls, skill checks, ability checks, saving throws, and weapon damage rolls. The penalties last until the golem is destroyed, for only then is the victim's despair lifted. A *good hope* spell counters this mind-affecting compulsion. The DC is Charisma based.
Touch of Woe (Ex): A creature wounded by a gloom golem (or by weapons it wields) must succeed on a DC 17 Will save or take 1d6 points of Charisma drain. As the creature loses Charisma, it becomes more miserable and withdrawn until at 0 Charisma it collapses into a nightmare filled coma. The save DC is Charisma based.
Weapon Alignment: A gloom golem's natural weapons, and any weapons it wields are treated as evil aligned for the purposes of overcoming damage reduction.

CRYSTALLINE SPIDER **CR 1**
 Tiny Spider
 N Tiny outsider (extraplanar)
Init +7; **Senses** darkvision 60 ft, low-light vision, tremorsense 60 ft; Listen +1, Spot +1
Languages Common (understand only)

AC 17, touch 16, flat-footed 13
 (2 size, 4 Dex, 1 natural)
hp 12 (2 HD)
Fort +4, **Ref** +6, **Will** +3
Weakness: Light Sensitivity

Immunities: construct immunities, magic
Speed 30 ft., **climb** 20 ft. (6 squares or 4 squares);

Melee +1 (1d2-1, bite)
Space 5 ft.; **Reach** 0 ft.
Base Atk +2; **Grp** -7

Abilities Str 8, Dex 19, Con 13, Int 10, Wis 11, Cha 8
SQ: construct traits, spin crystal
Feats Improved Initiative
Skills: Climb +10, Craft (Weaving) +2, Hide +12, Jump +4
Spin Crystal (Ex): Crystalline spiders lack the ability to create webs and instead build huge crystal lattices to trap prey. The crystals formed by these rare creatures are highly prized by scholars and sages of ancient cultic lore because they are capable of storing a great deal of information for those who know the obscure method of imbuing them.

ENCOUNTER 9: THE EARTH NODE

ADVANCED APE **CR 4**
 Female Ape
 N Large animal
Init +7; **Senses** low-light vision, scent; Listen +9, Spot +9

AC 22, touch 14, flat-footed 19
 (-1 size, +3 Dex, +3 natural, +5 armor, +2 collar)
hp 75 (10 HD)
Fort +10, **Ref** +10, **Will** +8

Speed 30 ft., **climb** 30 ft (6 squares);
Melee 2 claws +13 melee (1d6+6) and bite +7 melee (1d6+3);
Space 10 ft.; **Reach** 10 ft.
Base Atk +3; **Grp** +12

Abilities Str 22, Dex 16, Con 14, Int 2, Wis 12, Cha 8
Feats Improved Initiative, Improved Toughness, Iron Will, Weapon Focus (Claw)
Skills Climb +15, Listen +6, Spot +6
Possessions +2 *Cloak of resistance*, +1 *large mithril chain barding*, +2 *collar of protection*, *pendant of negative energy* (Encumbrance – Light).

Power up suite: *magic circle against good* vs. good creatures AC 20, Fort +7, Ref +7, Will +5
 * See Appendix 2: New Rules Items

SHADOW EPHEMERAL SWARM **CR 6**
 NE tiny undead (incorporeal, swarm)
Init +4; **Senses** Darkvision 60 ft., low-light vision; Listen +9, Spot +10

AC 20, touch 20, flat-footed 16
 (+2 size, +4 Dex, +4 deflection)
hp 96 (12 HD, considered to be 16 HD for turning purposes) **Fast Healing** 2
Fort +6, **Ref** +12, **Will** +10
Weakness swarm vulnerabilities

Resist cold 15

Immunities swarm immunities, undead immunities, half damage from slashing and piercing

Speed fly 45 ft., (good) (9 squares);

Melee swarm (1d6 strength)

Space 10 ft.; **Reach** 0 ft.

Base Atk +6; **Grp** -

Atk Options distraction, strength damage

Abilities Str -, Dex 18, Con 2, Int -, Wis 11, Cha 18

SQ swarm traits, undead traits, incorporeal traits, shadow blend, +2 luck bonus to saves, evasion

Feats Lightning Reflexes, Improved Toughness*, Improved Turn Resistance*, Toughness (2)

Skills Listen +9, Spot +10

Distraction (Ex): Any living creature that begins its turn with a swarm in its square is nauseated for 1 round; A DC 20 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + Spell Level). The Save DC is Charisma based.

Strength Damage (Su): The swarm attack of an ephemeral swarm deals 1d6 points of Strength damage to any living creature whose space it occupies at the end of its move. A creature reduced to Strength 0 by an ephemeral swarm dies. This is a negative energy effect.

Shadow Blend (Su): In any condition 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, but a *daylight* spell will. (Cannot be used in the earth node)

Power up suite: *magic circle against good* vs. good creatures AC 20, Fort +8, Ref +14, Will +12
desecrate

Melee swarm (1d6 strength + 2 damage), hp 120

* See Appendix 2: New Rules Items

ENCOUNTER 10: THE FIRE NODE

DEN

CR 7

Male Ghirrash

NE Large outsider (extraplanar)

Init +3; **Senses** darkvision 60 ft; Listen +11, Spot +11

Languages Common, Infernal

AC 21, touch 13, flat-footed 18

(-1 size, +3 Dex, +8 natural, +1 ring)

hp 59 (7 HD) **DR** 5/magic

Fort +10, **Ref** +11, **Will** +7

Resist acid 10, fire 10, cold 10, electricity 10, spell resistance 14

Immunities poison, *ring of counterspells (glitterdust)*

Speed 50 ft. (10 squares);

Melee 4 claws +13 melee (1d6+6) and bite +7 melee (1d4+3 plus paralysis) and 2 rakes +13 melee (1d6+3);

Space 10 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +17

Atk options paralysis DC 16, pounce, rake

Abilities Str 23, Dex 16, Con 16, Int 13, Wis 12, Cha 15

SQ displacement

Feats Dodge, Great Fortitude, Weapon Focus (Great Scimitar)

Skills Balance +15, Climb +16, Hide +13, Jump +26, Listen +11, Move Silently +13, Spot +11, Survival +11, Tumble +15;

Possessions +1 *ring of protection*, +1 *vest of resistance*, *ring of counterspells (glitterdust)*, *shattered masterwork great scimitar*, +2 *amulet of health* (Encumbrance – Light).

Paralysis (Su): A creature hit by a ghirrash's bite attack must make a DC 16 Fortitude save or be paralyzed for 1d4+1 rounds

Pounce (Ex): If a ghirrash charges, it can make a full attack including two rake attacks.

Rake (Ex): Two claws, attack bonus +13 melee 1d6+3

Displacement (Su): A light-bending glamor continually surrounds a ghirrash making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the ghirrash by some means other than sight. A *true seeing* effect allows the user to see the ghirrash's position but see *invisibility* has no effect.

Power up suite: *magic circle against good*
vs. good creatures AC 22, Fort +10, Ref +12, Will +8

ENCOUNTER 8: THE WATER NODE**ADVANCED GUARDIAN OF DESPAIR CR 11**

Gloom golem warrior 1
NE Huge construct (golem)
Init +1; **Senses** darkvision 60 ft, low-light vision;
Listen +1, Spot +1

AC 30, touch 9, flat-footed 29
(-2 size, +1 Dex, +14 natural, +7 armor)

hp 155 (21 HD) DR 10/good
Immunities construct immunities, magic, blindness
Fort +8, **Ref** +8, **Will** +7

Speed 20 ft. from full plate (4 squares);
Melee +1 *spiked chain* +25/+20/+15/+10 (3d6+13 plus
1d6 Cha) or 2 claws +24 (2d6+8 plus 1d6 Cha)

Space 15 ft.; **Reach** 30 ft. (with spiked chain)

Base Atk +16; Grp +32

Atk Options: Touch of Woe DC 25

Special Actions Crushing Despair DC 25

Abilities Str 26, Dex 13, Con -, Int -, Wis 12, Cha 20
SQ construct traits, weapon alignment

Skills Move Silently -8

Possessions +1 *spiked chain*, +1 *banded mail*
(Encumbrance – Light).

Crushing Despair (Su): Creatures within 30 feet of a gloom golem who hear its incessant howl must succeed on a DC 25 Will save or take a –2 penalty on attack rolls, skill checks, ability checks, saving throws, and weapon damage rolls. The penalties last until the golem is destroyed, for only then is the victim's despair lifted. A *good hope* spell counters this mind-affecting compulsion. The DC is Charisma based.

Touch of Woe (Ex): A creature wounded by a gloom golem (or by weapons it wields) must succeed on a DC 25 Will save or take 1d6 points of Charisma drain. As the creature loses Charisma, it becomes more miserable and withdrawn until at 0 Charisma it collapses into a nightmare filled coma. The save DC is Charisma based.

Weapon Alignment: A gloom golem's natural weapons, and any weapons it wields are treated as evil aligned for the purposes of overcoming damage reduction.

CRYSTALLINE SPIDER CR 1

Tiny Spider
N Tiny outsider (extraplanar)
Init +7; **Senses** darkvision 60 ft, low-light vision,
tremorsense 60 ft; Listen +1, Spot +1
Languages Common (understand only)

AC 17, touch 16, flat-footed 13
(2 size, 4 Dex, 1 natural)

hp 12 (2 HD)
Fort +4, **Ref** +6, **Will** +3

Weakness Light Sensitivity

Immunities construct immunities, magic

Speed 30 ft., **climb** 20 ft. (6 squares or 4 squares);

Melee +1 (1d2-1, bite)

Space 5 ft.; **Reach** 0 ft.

Base Atk +2; Grp -7

Abilities Str 8, Dex 19, Con 13, Int 10, Wis 11, Cha 8

SQ construct traits, spin crystal

Feats Improved Initiative

Skills Climb +10, Craft (Weaving) +2, Hide +12, Jump +4

Spin Crystal (Ex): Crystalline spiders lack the ability to create webs and instead build huge crystal lattices to trap prey. The crystals formed by these rare creatures are highly prized by scholars and sages of ancient cultic lore because they are capable of storing a great deal of information for those who know the obscure method of imbuing them.

ENCOUNTER 9: THE EARTH NODE**ELITE ADVANCED DIRE APE CR 6**

Female Ape Barbarian 1

N Large animal

Init +7; **Senses** low-light vision, scent; Listen +13,
Spot +9

AC 26, touch 16, flat-footed 22
(-1 size, +4 Dex, +3 natural, +7 armor, +3 collar)

hp 124 (12 HD)

Fort +15, **Ref** +12, **Will** +9

Speed 30 ft., **climb** 30 ft (6 squares);

Melee 2 claws +19 melee (1d8+9) and bite +13 melee
(1d6+4);

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; Grp +19

Special abilities rage, rend 2d6+18

Abilities Str 28, Dex 18, Con 18, Int 2, Wis 12, Cha 7

Feats Improved Initiative, Improved Natural Attack
(Claw), Improved Toughness*, Iron Will, Weapon
Focus (Claw)

Skills: Climb +18, Listen +13, Spot +9

Possessions: +3 *Cloak of resistance*, +3 *large mithril
chain barding*, +3 *collar of protection*, *pendant of
negative energy* (Encumbrance – Light).

Power up suite: Rage

AC 24; hp 159; Fort +17, Will +11; Atk melee Claws
+21 melee (1d8+11); Full Atk 2 claws +21 melee
(1d8+11) and bite +15 melee (1d6+5), rend
2d6+22;

* See Appendix 2: New Rules Items

ADVANCED SHADOW EPHEMERAL SWARM CR 8

NE tiny undead (incorporeal, swarm)

Init +8; **Senses** Darkvision 60 ft., low-light vision;
Listen +13, Spot +14

AC 21, touch 21, flat-footed 16
(+2 size, +5 Dex, +4 deflection)

hp 139 (20 HD, considered to be 24 HD for turning purposes) Fast Healing 2

Fort +8, **Ref** +15, **Will** +14

Weakness swarm vulnerabilities

Resist cold 15

Immunities swarm immunities, undead immunities, half damage from slashing and piercing

Speed fly 45 ft., (good) (9 squares);

Melee swarm (1d6 strength)

Space 10 ft.; **Reach** 0 ft.

Base Atk +10; Grp -

Atk Options distraction (Ex), strength damage (Su)

Abilities Str -, Dex 18, Con -, Int -, Wis 11, Cha 18

SQ swarm traits, undead traits, incorporeal traits, shadow blend (Su), +2 luck bonus to saves, evasion (Ex)

Feats Lightning Reflexes, Improved Initiative, Improved Toughness*, Improved Turn Resistance*, Iron Will, Toughness (2)

Skills Listen +13, Spot +14

Distraction (Ex): Any living creature that begins its turn with a swarm in its square is nauseated for 1 round; A DC 20 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + Spell Level). The Save DC is Charisma based.

Strength Damage (Su): The swarm attack of an ephemeral swarm deals 1d6 points of Strength damage to any living creature whose space it occupies at the end of its move. A creature reduced to Strength 0 by an ephemeral swarm dies. This is a negative energy effect.

Shadow Blend (Su): In any condition 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, but a *daylight* spell will. (Cannot use this ability in the Earth Node)

Power up suite: *magic circle against good* vs. good creatures AC 21, Fort +10, Ref +17, Will +14 *desecrate*

Melee swarm (1d6 strength + 2 damage), hp 158

* See Appendix 2: New Rules Items

ENCOUNTER 10: THE FIRE NODE

DEN **CR 9**

Elite Male Ghirrash Warrior1/Monk2/Fighter1

NE Large outsider (extraplanar)

Init +4; **Senses** darkvision 60 ft; Listen +13, Spot +15

Languages Common, Infernal

AC 26, touch 13, flat-footed 22

(-1 size, +4 Dex, +8 natural, +4 armor)

hp 122 (11 HD) **DR** 5/magic

Fort +22, **Ref** +16, **Will** +15

Resist acid 10, fire 10, cold 10, electricity 10, spell resistance 14

Immunities: poison, ring of counterspells (glitterdust), ring of counterspells (ray of enfeeblement)

Speed 50 ft. (10 squares);

Melee +2 *great scimitar* +23/+18 (2d6+17/18-20) and 2 claws +21 melee (1d8+11) and bite +16 melee (1d4+5 plus paralysis) and 2 rakes +20 melee (1d8+5);

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +29

Atk options paralysis DC 19, pounce (Ex), rake (Ex), flurry of blows (Ex),

Abilities Str 32, Dex 19, Con 22, Int 13, Wis 14, Cha 13

SQ: displacement (Su), evasion (Ex)

Feats Combat Acrobat*, Deflect Arrows, Dodge, Great Fortitude, Improved Grapple, Improved Unarmed Strike, Iron Will, Weapon Focus (Great Scimitar)

Skills: Balance +18, Climb +23, Craft (Weaponsmithing) +8, Hide +15, Jump +33, Listen +13, Move Silently +14, Profession (Mercenary) +3, Spot +15, Survival +13, Tumble +17;

Possessions +1 *great scimitar*, *masterwork great scimitar*, *gauntlets of ogre power*, +2 *amulet of health*, +1 *studded leather*, +2 *vest of resistance*, *ring of counterspells (glitterdust)*, *ring of counterspells (ray of enfeeblement)*, (Encumbrance – Light).

Paralysis (Su): A creature hit by a ghirrash's bite attack must make a DC 19 Fortitude save or be paralyzed for 1d4+1 rounds

Pounce (Ex): If a ghirrash charges, it can make a full attack including two rake attacks.

Rake (Ex): Two claws, attack bonus +20 melee 1d6+5

Displacement (Su): A light-bending glamor continually surrounds a ghirrash making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the ghirrash by some means other than sight. A *true seeing* effect allows the user to see the ghirrash's position but *see invisibility* has no effect.

Power up suite: *magic circle against good* vs. good creatures AC 28

* See Appendix 2: New Rules Items

ENCOUNTER 8: THE WATER NODE**ADVANCED GUARDIAN OF DESPAIR CR 11**

Gloom golem warrior 1
NE Huge construct (golem)
Init +1; **Senses** darkvision 60 ft, low-light vision; Listen +1, Spot +1

AC 35, touch 9, flat-footed 34
(-2 size, +1 Dex, +14 natural, +12 armor)

hp 155 (21 HD) **DR** 10/good

Immunities construct immunities, magic, blindness

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

Speed 20 ft. from full plate (4 squares);

Melee +4 *spiked chain* +28/+23/18/+13 (3d6+16 plus 1d6 Cha) or 2 claws +24 (2d6+8 plus 1d6 Cha)

Space 15 ft.; **Reach** 30 ft. (with spiked chain)

Base Atk +16; **Grp** +32

Atk Options: Touch of Woe (Ex) DC 25

Special Actions Crushing Despair (Su) DC 25

Abilities Str 26, Dex 13, Con -, Int -, Wis 12, Cha 20

SQ construct traits, weapon alignment

Skills Move Silently -13

Possessions +4 *spiked chain*, +4 *full plate* (Encumbrance – Light).

Crushing Despair (Su): Creatures within 30 feet of a gloom golem who hear its incessant howl must succeed on a DC 25 Will save or take a –2 penalty on attack rolls, skill checks, ability checks, saving throws, and weapon damage rolls. The penalties last until the golem is destroyed, for only then is the victim's despair lifted. A *good hope* spell counters this mind-affecting compulsion. The DC is Charisma based.

Touch of Woe (Ex): A creature wounded by a gloom golem (or by weapons it wields) must succeed on a DC 25 Will save or take 1d6 points of Charisma drain. As the creature loses Charisma, it becomes more miserable and withdrawn until at 0 Charisma it collapses into a nightmare filled coma. The save DC is Charisma based.

Weapon Alignment: A gloom golem's natural weapons, and any weapons it wields are treated as evil aligned for the purposes of overcoming damage reduction.

* See Appendix 2: New Rules Items

CRYSTALLINE SPIDER CR 1

Tiny Spider
N Tiny outsider (extraplanar)
Init +7; **Senses** darkvision 60 ft, low-light vision, tremorsense 60 ft; Listen +1, Spot +1
Languages Common (understand only)

AC 17, touch 16, flat-footed 13
(2 size, 4 Dex, 1 natural)

hp 12 (2 HD)

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

Weakness Light Sensitivity

Immunities: construct immunities, magic

Speed 30 ft., **climb** 20 ft. (6 squares or 4 squares);

Melee +1 (1d2-1, bite)

Space 5 ft.; **Reach** 0 ft.

Base Atk +2; **Grp** -7

Abilities Str 8, Dex 19, Con 13, Int 10, Wis 11, Cha 8

SQ construct traits, spin crystal

Feats Improved Initiative

Skills Climb +10, Craft (Weaving) +2, Hide +12, Jump +4

Spin Crystal (Ex): Crystalline spiders lack the ability to create webs and instead build huge crystal lattices to trap prey. The crystals formed by these rare creatures are highly prized by scholars and sages of ancient cultic lore because they are capable of storing a great deal of information for those who know the obscure method of imbuing them.

ENCOUNTER 9: THE EARTH NODE**ELITE ADVANCED DIRE APE CR 6**

Female Ape Barbarian 1

N Large animal

Init +8; **Senses** low-light vision, scent; Listen +13, Spot +9

AC 26, touch 16, flat-footed 22
(-1 size, +4 Dex, +3 natural, +7 armor, +3 collar)

hp 124 (12 HD)

Fort +15, **Ref** +12, **Will** +9

Speed 30 ft., **climb** 30 ft (6 squares);

Melee 2 claws +19 melee (1d8+9) and bite +13 melee (1d6+4);

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +19

Special abilities rage (Ex), rend (Ex) 2d6+18

Abilities Str 28, Dex 18, Con 18, Int 2, Wis 12, Cha 7

Feats: Improved Initiative, Improved Natural Attack (Claw), Improved Toughness*, Iron Will, Weapon Focus (Claw)

Skills: Climb +18, Listen +13, Spot +9

Possessions: +3 *Cloak of resistance*, +3 *large mithril chain barding*, +3 *collar of protection*, *pendant of negative energy* (Encumbrance – Light).

Power up suite: Rage

AC 24; **hp** 159; **Fort** +17, **Will** +11; **Atk** melee Claws +21 melee (1d8+11); **Full Atk** 2 claws +21 melee (1d8+11) and bite +15 melee (1d6+5), **rend** 2d6+22;

* See Appendix 2: New Rules Items

CORRUPTED ELITE SHADOW HELLWASP SWARM CR 10

NE diminutive magical beast (evil, extraplanar, swarm)

Init +13; **Senses** darkvision 60 ft., low-light vision; Listen +8, Spot +8

AC 23, touch 23, flat-footed 14 (+4 size, +9 Dex)

hp 136 (12 HD) Fast Healing 2

Fort +15, **Ref** +21, **Will** +11

Weakness swarm vulnerabilities

Resist cold 15, resist fire 10

Immunities: swarm immunities, immune weapon damage

Speed fly 60 ft. (good), (12 squares);

Melee swarm (4d6 plus enfeebling sting)

Space 10 ft.; **Reach** 0 ft.

Base Atk +12; **Grp** -

Atk Options distraction (Ex), enfeebling sting (Su) (DC 23 1d6 Dex/1d6 Dex)

Abilities Str 1, Dex 28, Con 20, Int 6, Wis 16, Cha 12

SQ swarm traits, hive mind, inhabit (Ex), shadow blend (Su), +2 luck bonus to saves (Ex), weapon alignment (Ex), evasion (Ex)

Feats Ability Focus (Enfeebling Sting), Improved Initiative, Improved Natural Attack, Iron Will, Lightning Reflexes;

Skills: Hide +23, Listen +8, Move Silently +15, Spot +8;

Weapon Alignment: The Swarm attack of a hellwasp swarm is considered to be both evil aligned and magical for the purposes of overcoming damage reduction.

Distraction (Ex): Any living creature that begins its turn within a hellwasp swarm must succeed on a DC 21 Fortitude save or be nauseated for one round. The save DC is Constitution based.

Inhabit (Ex): A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be either small, medium, or large (although four swarms working together could inhabit a huge creature.) The swarm can abandon the body at any time, although doing this takes one full round. See page 239 of the *monster manual* for full description of this ability.

Enfeebling Sting (Su): Injury, 1d6 Dexterity, and DC 23 Fortitude save negates. The save DC is Constitution based. This is a supernatural effect.

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, but a *daylight* spell will.

Power up suite: *magic circle against good*

vs. good creatures AC 25, Fort +17, Ref +23, Will +13

ENCOUNTER 10: THE FIRE NODE

DEN

CR 11

Elite Male Ghirrash Warrior1/Monk2/Fighter1/Drunken Master 2

NE Large outsider (extraplanar)

Init +5; **Senses** darkvision 60 ft; Listen +15, Spot +15

Languages Common, Infernal

AC 33, touch 14, flat-footed 28

(-1 size, +5 Dex, +8 natural, +8 armor, +3 animated shield)

hp 157 (13 HD) **DR** 5/magic

Fort +24, **Ref** +17, **Will** +17

Resist acid 10, fire 10, cold 10, electricity 10, spell resistance 14

Immunities poison, ring of counterspells (glitterdust), ring of counterspells (ray of enfeeblement)

Speed 50 ft. (10 squares);

Melee +2 *great scimitar* +26/+21/+16 (2d6+20/18-20) and 2 claws +23 melee (1d8+12) and bite +18 melee (1d4+6 plus paralysis) and 2 rakes +23 melee (1d8+6);

Space 10 ft.; **Reach** 10 ft.

Base Atk +11; **Grp** +31

Atk options paralysis (Su) DC 20, pounce (Ex), rake (Ex), flurry of blows (Ex), improvised weapons (Ex), power attack

Abilities Str 34, Dex 21, Con 24, Int 13, Wis 16, Cha 13

SQ displacement (Su), evasion (Ex), drink like a demon (Ex), stagger (Ex)

Feats Close Quarters Fighting*, Combat Acrobat*, Deflect Arrows, Dodge, Great Fortitude, Improved Grapple, Improved Unarmed Strike, Iron Will, Weapon Focus (Great Scimitar)

Skills Balance +19, Climb +22, Craft (Weaponsmithing) +4, Hide +14, Jump +30, Listen +15, Move Silently +13, Profession (Mercenary) +4, Spot +15, Swim +23, Survival +13, Tumble +17;

Possessions +2 *great scimitar*, *masterwork*, *great scimitar*, +4 *belt of giant strength*, +4 *amulet of health*, +2 *gloves of dexterity*, *boots of speed*, +3 *mithril breast plate*, +3 *vest of resistance*, *ring of counterspells (glitterdust)*, *ring of counterspells (ray of enfeeblement)*, *incandescent blue sphere ioun stone*, +1 *animated heavy mithril shield* (Encumbrance – Light).

Paralysis (Su): A creature hit by a ghirrash's bite attack must make a DC 20 Fortitude save or be paralyzed for 1d4+1 rounds

Pounce (Ex): If a ghirrash charges, it can make a full attack including two rake attacks.

Rake (Ex): Two claws, attack bonus +23 melee 1d8+6

Displacement (Su): A light-bending glamer continually surrounds a ghirrash making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the ghirrash by some means other than sight. A *true seeing* effect allows the user to see the ghirrash's position but *see invisibility* has no effect.

Drink like a Demon (Ex): A drunken master's body handles alcohol differently from other people's. He can drink a large tankard of ale, a bottle of wine, or

a corresponding amount of stronger alcohol as a move action. Every bottle or tankard of alcohol he consumes during combat reduces his Wisdom and Intelligence by 2 points each, but increases his Strength or Constitution (PC's choice) by 2 points. A drunken master may benefit from a number of drinks equal to his class level. The duration of both the penalty and the bonus is a number of rounds equal to the PC's drunken master level +3.

Improvised weapons (Ex): While bottles and tankards are a drunken master's preferred improvised weapons, he can use furniture, farm implements, or nearly anything else to attack his foes. A drunken master's improvised weapon deals as much damage as his unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage although some (a broken bottle for example) would deal piercing or slashing damage. When a drunken master rolls a 1 on an attack roll with an improvised weapon, that weapon breaks apart and becomes useless.

Stagger (Ex): By tripping, stumbling, and staggering, a drunken master of 2nd level or higher can make a charge attack that surprises his opponents. This ability has two beneficial aspects. First the charge need not be in a straight line, even though the PC can still move up to twice his speed. Second, if a drunken master makes a DC 15 Tumble check before beginning his charge, his movement through threatened squares provokes no attacks of opportunity.

Power up suite: *magic circle against good*
vs. good creatures AC 35

* See Appendix 2: New Rules Items

ENCOUNTER 8: THE WATER NODE**ADVANCED GUARDIAN OF DESPAIR CR 13**

Gloom golem warrior 1
NE Huge construct (golem)
Init +1; **Senses** darkvision 60 ft, low-light vision; Listen +1, Spot +1

AC 40, touch 9, flat-footed 37
(-2 size, +1 Dex, +14 natural, +13 armor, +4 animated shield)

hp 199 (28 HD) **DR** 10/good

Immunities construct immunities, magic, blindness
Fort +10, **Ref** +9, **Will** +9

Speed 20 ft. from full plate (4 squares);
Melee +5 *spiked chain* +35/+30/+25/+20 (3d6+17 plus 1d6 Cha) or 2 claws +30 (2d6+8 plus 1d6 Cha)

Space 15 ft.; **Reach** 30 ft. (with spiked chain)

Base Atk +22; **Grp** +38

Atk Options: Touch of Woe (Ex) DC 30

Special Actions Crushing Despair (Su) DC 30

Abilities Str 26, Dex 13, Con -, Int -, Wis 12, Cha 22

SQ construct traits, weapon alignment

Skills: Move Silently -13

Possessions +5 *spiked chain*, +5 *full plate*, +2 *animated heavy steel shield* (Encumbrance - Light).

Crushing Despair (Su): Creatures within 30 feet of a gloom golem who hear its incessant howl must succeed on a DC 30 Will save or take a -2 penalty on attack rolls, skill checks, ability checks, saving throws, and weapon damage rolls. The penalties last until the golem is destroyed, for only then is the victim's despair lifted. A *good hope* spell counters this mind-affecting compulsion. The DC is Charisma based.

Touch of Woe (Ex): A creature wounded by a gloom golem (or by weapons it wields) must succeed on a DC 30 Will save or take 1d6 points of Charisma drain. As the creature loses Charisma, it becomes more miserable and withdrawn until at 0 Charisma it collapses into a nightmare filled coma. The save DC is Charisma based.

Weapon Alignment: A gloom golem's natural weapons, and any weapons it wields are treated as evil aligned for the purposes of overcoming damage reduction.

* See Appendix 2: New Rules Items

CRYSTALLINE SPIDER CR 1

Tiny Spider
N Tiny outsider (extraplanar)
Init +7; **Senses** darkvision 60 ft, low-light vision, tremorsense 60 ft; Listen +1, Spot +1

Languages Common (understand only)

AC 17, touch 16, flat-footed 13
(2 size, 4 Dex, 1 natural)

hp 12 (2 HD)

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

Weakness Light Sensitivity

Immunities construct immunities, magic

Speed 30 ft., **climb** 20 ft. (6 squares or 4 squares);

Melee +1 (1d2-1, bite)

Space 5 ft.; **Reach** 0 ft.

Base Atk +2; **Grp** -7

Abilities Str 8, Dex 19, Con 13, Int 10, Wis 11, Cha 8
SQ construct traits, spin crystal

Feats Improved Initiative

Skills: Climb +10, Craft (Weaving) +2, Hide +12, Jump +4

Spin Crystal (Ex): Crystalline spiders lack the ability to create webs and instead build huge crystal lattices to trap prey. The crystals formed by these rare creatures are highly prized by scholars and sages of ancient cultic lore because they are capable of storing a great deal of information for those who know the obscure method of imbuing them.

ENCOUNTER 9: THE EARTH NODE**ELITE ADVANCED DIRE APE CR 8**

Female Ape Barbarian 1

N Large animal

Init +8; **Senses** low-light vision, scent; Listen +15, Spot +9

AC 27, touch 16, flat-footed 22
(-1 size, +4 Dex, +3 natural, +8 armor, +3 collar)

hp 182 (20 HD)

Fort +20, **Ref** +18, **Will** +12

Speed 30 ft., **climb** 30 ft (6 squares);

Melee 2 claws +26 melee (1d8+10) and bite +23 melee (1d6+5);

Space 10 ft.; **Reach** 10 ft.

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

Atk options power attack

Special abilities rage (Ex), rend (Ex) 2d6+20

Abilities Str 31, Dex 18, Con 18, Int 2, Wis 12, Cha 7

Feats Improved Initiative, Improved Natural Attack (Claw), Improved Toughness*, Iron Will, Multiattack, Power Attack, Weapon Focus (Claw)

Skills Climb +20, Listen +15, Spot +9

Possessions +3 *Cloak of resistance*, +4 *large mithril chain barding*, +3 *collar of protection*, *pendant of negative energy* (Encumbrance - Light).

Power up suite: Rage

AC 25; **hp** 222; **Fort** +22, **Will** +14; **Atk** melee Claws +28 melee (1d8+12); **Full Atk** 2 claws +28 melee (1d8+12) and bite +25 melee (1d6+6), rend 2d6+24;

* See Appendix 2: New Rules Items

CORRUPTED ELITE SHADOW HELLWASP SWARM CR 10

NE diminutive magical beast (evil, extraplanar, swarm)

Init +13; Senses Darkvision 60 ft., low-light vision; Listen +14, Spot +8

AC 23, touch 23, flat-footed 14 (+4 size, +9 Dex)

hp 189 (18 HD) Fast Healing 2

Fort +18, **Ref** +24, **Will** +13

Weakness swarm vulnerabilities

Resist cold 15, resist fire 10

Immunities swarm immunities, immune weapon damage

Speed fly 60 ft. (good), (12 squares);

Melee swarm (4d6 plus enfeebling sting)

Space 10 ft.; **Reach** 0 ft.

Base Atk +18; Grp -

Atk Options distraction (Ex), enfeebling sting (Su) (DC 26 1d6 Dex/1d6 Dex)

Abilities Str 1, Dex 29, Con 20, Int 6, Wis 16, Cha 12

SQ: swarm traits, hive mind, inhabit (Ex), shadow blend (Su), +2 luck bonus to saves, weapon alignment, evasion (Ex)

Feats Ability Focus (Distraction), Ability Focus (Enfeebling Sting), Improved Initiative, Improved Natural Attack, Improved Toughness, Iron Will, Lightning Reflexes;

Skills: Hide +23, Listen +8, Move Silently +15, Spot +8;

Weapon Alignment: The Swarm attack of a hellwasp swarm is considered to be both evil aligned and magical for the purposes of overcoming damage reduction.

Distraction (Ex): Any living creature that begins its turn within a hellwasp swarm must succeed on a DC 26 Fortitude save or be nauseated for one round. The save DC is Constitution based.

Inhabit (Ex): A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be either small, medium, or large (although four swarms working together could inhabit a huge creature.) The swarm can abandon the body at any time, although doing this takes one full round. See page 239 of the *monster manual* for full description of this ability.

Enfeebling Sting (Su): Injury, 1d6 Dexterity, and DC 26 Fortitude save negates. The save DC is Constitution based. This is a supernatural effect.

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, but a *daylight* spell will.

Power up suite: *magic circle against good*

vs. good creatures AC 25, Fort +20, Ref +26, Will +15

ENCOUNTER 10: THE FIRE NODE

DEN

CR 14

Elite Male Ghirrash Warrior1/Monk2/Fighter1/

Drunken Master 2/Hexblade1

NE Large outsider (extraplanar)

Init +6; **Senses** darkvision 60 ft; Listen +13, Spot +15

Languages Common, Infernal

AC 36, touch 15, flat-footed 30

(-1 size, +6 Dex, +8 natural, +9 armor, +4 animated shield)

hp 184 (14 HD) **DR** 5/magic

Fort +28, **Ref** +19, **Will** +18

Resist acid 10, fire 10, cold 10, electricity 10, spell resistance 14

Immunities poison, ring of counterspells (glitterdust), ring of counterspells (ray of enfeeblement)

Speed 50 ft. (10 squares);

Melee +2 *great scimitar* +28/+23/+18 (2d6+21/15-20) and +2 *great scimitar* +28/+23/+18 (2d6+21/15-20) and bite +19 melee (1d4+6 plus paralysis) and 2 rakes +23 melee (1d8+6);

Space 10 ft.; **Reach** 10 ft.

Base Atk +12; Grp +34

Atk options paralysis (Su) DC 21, pounce (Ex), rake (Ex), flurry of blows (Ex), improvised weapons (Ex), power attack

Special abilities hexblade's curse (Su) 1/day

Abilities Str 36, Dex 23, Con 26, Int 13, Wis 16, Cha 13

SQ displacement (Su), evasion (Ex), drink like a demon (Ex), stagger (Ex), symmetrical swordsmanship (Ex)

Feats Combat Acrobat*, Deflect Arrows, Dodge, Great Fortitude, Improved Critical (Great Scimitar), Improved Grapple, Improved Unarmed Strike, Power Attack, Weapon Focus (Great Scimitar)

Skills: Balance +21, Climb +25, Craft (Weaponsmithing) +4, Hide +16, Jump +32, Listen +19, Move Silently +16, Profession (Mercenary) +7, Spot +16, Swim +25, Survival +14, Tumble +21

Possessions +2 *great scimitar*, +2 *great scimitar*, *masterwork great scimitar*, +6 *belt of giant strength*, +6 *amulet of health*, +4 *gloves of dexterity*, *boots of speed*, +4 *mithril breast plate*, +4 *vest of resistance*, *ring of counterspells (glitterdust)*, *ring of counterspells (ray of enfeeblement)*, *incandescent blue sphere ioun stone*, +2 *animated heavy mithril shield* (Encumbrance – Light).

Paralysis (Su): A creature hit by a ghirrassh's bite attack must make a DC 21 Fortitude save or be paralyzed for 1d4+1 rounds

Pounce (Ex): If a ghirrassh charges, it can make a full attack including two rake attacks.

Rake (Ex): Two claws, attack bonus +23 melee 1d8+6

Displacement (Su): A light-bending glamer continually surrounds a ghirrassh making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the ghirrassh by some means other than sight. A *true seeing* effect allows the user to see the ghirrassh's position but *see invisibility* has no effect.

Drink like a Demon (Ex): A drunken master's body handles alcohol differently from other people's. He can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard of alcohol he consumes during combat reduces his Wisdom and Intelligence by 2 points each, but increases his Strength or Constitution (PC's choice) by 2 points. A drunken master may benefit from a number of drinks equal to his class level. The duration of both the penalty and the bonus is a number of rounds equal to the PC's drunken master level +3.

Improvised weapons (Ex): While bottles and tankards are a drunken master's preferred improvised weapons, he can use furniture, farm implements, or nearly anything else to attack his foes. A drunken master's improvised weapon deals as much damage as his unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage although some (a broken bottle for example) would deal piercing or slashing damage. When a drunken master rolls a 1 on an attack roll with an improvised weapon, that weapon breaks apart and becomes useless.

Stagger (Ex): By tripping, stumbling, and staggering, a drunken master of 2nd level or higher can make a charge attack that surprises his opponents. This ability has two beneficial aspects. First the charge need not be in a straight line, even though the PC can still move up to twice his speed. Second, if a drunken master makes a DC 15 Tumble check before beginning his charge, his movement through threatened squares provokes no attacks of opportunity.

Symmetrical Swordsmanship (Ex): A creature that has this amazing ability can wield two two-handed swords at one time. Any time the creature could make a single attack with a sword, it can attack with both of its swords, at -2 to all of its attack rolls that round. For example, when making an attack action, the creature can swing each of its two-handed swords once at its normal attack bonus minus 2, and when making a full attack action, it can swing each of its two-handed swords once for each of its normal iterative attacks (In this case, 3 swings from each sword, each swing at a -2 penalty to hit). The statistics block above already includes these bonuses.

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 6- feet. The target of the curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will Save DC 15 negates the effect.

Power up suite: *magic circle against good* vs. good creatures AC 40

* See Appendix 2: New Rules Items

ENCOUNTER 13: EXTENDED PLAY

OPTION

THE SILKEN ONE (NAZTHARUNE RAKSHASA, MMIII) DUELIST 4/WAR1 CR 15

LE Medium outsider (native)

Init +14; **Senses** darkvision 60 ft, low light vision, *true seeing*; Listen +22, Spot +22

Languages Common, Infernal, Sylvan, Undercommon, Baklunish

AC 39, touch 28, flat-footed 39

(+10 dexterity, +6 greater mage armor, +4 duellist, +4 deflection, +5 natural armour)

hp 232 (16 HD); **DR** 15/good and piercing, Spell Resistance 26

Fort +22, **Ref** +27, **Will** +10 (*mind blank*)

Speed 40 ft. in *greater mage armor* (8 squares); 60 ft fly (good – fly spell)

Melee +4 *spellstoring greater crystal of security* (targeted *dispel magic* – targeting *delay death*) *spiked chain* +30/+25/+20/+15 (2d4+13) or two +1 *punching daggers* (claws) +27/+27 (1d4+7)

Space 5 ft.; **Reach** 5 ft. (10 ft with spiked chain)

Base Atk +16; **Grp** +22

Special Actions sneak attack +6d6 (+7d6 vs those denied dex), evasion, elusive target, improved evasion, shadow jump, garb of the hunting cat set benefits

Pre-Cast (All Extended - CL 17) *bull's strength, cat's grace, fly, owl's wisdom, freedom of movement, greater magic weapon, greater mage armor*, stonemask, displacement, mind blank, shield of faith, superior invisibility*, true seeing*. Any personal spells listed here cast through an ioun stone.

Combat Gear *potion of fly (3), elixir of heal (CL 15 – 150 hp of healing)*

Abilities Str 22, Dex 30, Con 26, Int 18, Wis 16, Cha 12

SQ: change shape, evasion, hide in plain sight, improved evasion, improved uncanny dodge (cannot be flanked save by rogue of 15th level or higher), shadow jump, spell resistance 26, uncanny dodge, canny defence, improved reaction, enhanced mobility, grace.

Feats Combat Reflexes, Dodge, Elusive Target*, Exotic Weapon Proficiency (spiked chain), Mobility, Track^b Weapon Finesse.

Skills: Balance +24, Bluff +19, Disguise +19, Escape Artist +24, Hide +34, Jump +20, Knowledge (local – VTF) +8, Listen +22, Move Silently +34, Perform +5, Search +18, Spellcraft +10, Spot +22, Tumble +33.

Possessions combat gear plus *belt of battle**, +1 (+4 with *greater magic weapon*) *spellstoring greater crystal of security spiked chain**, masterwork cold iron spiked chain, spiked chain (2), kukri (4), +4 *vest of resistance, boots of speed, +4 amulet of health, claw gloves*, mantle of the predator*, mask of the tiger**. (Encumbrance – Light).

Detect Thoughts (Su): A naztharune rakshasa can continuously use *detect thoughts* as the spell

(caster level 18th; Will DC 16 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A naztharune rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a naztharune loses its claw attacks (although it usually uses weapons and armor). A naztharune rakshasa typically remains in one form until it chooses to assume a new one. A change in form cannot be dispelled but a naztharune reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Hide in Plain Sight (Su): A naztharune rakshasa can use the Hide skill even while being observed. As long as it is within 10 feet of some sort of shadow, naztharune rakshasa can hide itself from view in the open without anything to actually hide behind. It cannot, however, hide in its own shadow.

Shadow Jump (Su): A naztharune rakshasa has the ability to travel between shadows by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A naztharune can jump up to 20 feet each day in this way; this can be a single jump of 20 feet or two jumps of 10 feet each. NOTE: THE PROTECTIONS OF THE AREA IN QUESTION LIKELY MAKE THIS A LESS THAN OPTIMAL CHOICE!

Canny Defence (Ex): When not wearing armor or using a shield, a duelist adds 1 point of Intelligence bonus per duelist class level to her Dexterity bonus to modify Armor Class while wielding a melee weapon. If denied dexterity for any reason, she loses this bonus.

Improved Reaction (Ex): At 2nd level, a duelist gains a +2 bonus on initiative checks.

Enhanced Mobility (Ex): When wearing no armor and not using a shield, a duelist gains an additional +4 to AC against attacks of opportunity caused when she moves out of a threatened square.

Grace (Ex): At 4th level, when wearing no armor and not using a shield, a duelist gains an additional +2 competence bonus on all Reflex saving throws.

* See Appendix 2: New Rules Items

BLINKIE (GREATER BARGHEST, MM)
RGR2/DERVISH3/TEMPEST3 CR 13

LE Large outsider (evil, extraplanar, lawful, shapechanger)

Init +7; **Senses** darkvision 60 ft, scent; Listen +22, Spot +22

Languages Goblin, Worg, Infernal, Undercommon

AC 38, touch 21, flat-footed 32

(+5 dexterity, +8 mithral breastplate, +4 deflection, +1 dervish, +2 tempest, +9 natural armour, -1 size)

hp 179 (17 HD); Damage Reduction 10/magic

Fort +19, **Ref** +20, **Will** +17 (*mind blank*)

Speed 45 ft. in mithral breastplate (8 squares); 65 ft fly (good – fly spell)

Melee +4 *scimitar* +27/+22/+17/+12 (1d8+12, 15-20) and +4 *scimitar* +27/+22 (1d8+8, 15-20), add +2 to hit and damage during dervish dance, +2 versus humans

Space 10 ft.; **Reach** 5 ft.

Base Atk +17; **Grp** +29

Special Actions spell-like abilities, feed, change shape, dervish dance 2/day

Pre-Cast (All Extended - CL 17) *bull's strength, cat's grace, fly, freedom of movement, greater magic weapon, mind blank, shield of faith, true seeing*. Any personal spells listed here cast through an ioun stone.

Combat Gear *potion of fly*

Abilities Str 26, Dex 20, Con 18, Int 18, Wis 20, Cha 16

SQ change shape, feed, favoured enemy (humans), combat style (two-weapon), wild empathy, pass without trace, ac bonus, dervish dance 2/day, movement mastery, slashing blades, fast movement, tempest defence, ambidexterity, two-weapon versatility.

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Critical (scimitar), Improved Two-Weapon Fighting, Mobility, Spring Attack^b, Track^b, Two-Weapon Fighting^b, Weapon Focus (scimitar).

Skills: Balance +6, Bluff +15, Climb +23, Concentration +20, Diplomacy +7, Disguise +3 (+5 acting), Hide +14 (+19 in wolf form), Intimidate +17, Jump +28, Listen +22, Move Silently +16, Perform (dance) +22, Sense Motive +17, Spot +22, Survival +19 (+19 following tracks), Tumble +28.

Possessions combat gear plus +3 *mithral breastplate, belt of battle**, +1 (+4 with greater magic weapon) *scimitar* (2), masterwork cold iron *scimitar* (2), *scimitar* (2), *kukri* (4), +2 *vest of resistance, boots of speed*. (Encumbrance – Light).

Spell-like Abilities (Sp): At will – *blink, levitate, misdirection* (DC 13), *rage* (DC 14), *invisibility sphere*; 1/day *mass bull's strength, mass enlarge* (only applicable in goblin form), *charm monster* (DC 15), *crushing despair* (DC 15), *dimension door*. CL 17.

Change Shape (Su): A barghest can assume the shape of a goblin of Large size or a dire wolf.

Feed (Su): Not applicable for this barghest, it has chosen to not undertake this, fearing pollution from lesser creatures!

Pass Without Trace (Ex): The barghest in wolf form can use this as the spell as a free action.

AC Bonus (Ex): A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times

per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level and it increase by an extra +1 at every odd-numbered level thereafter. A dervish may only perform the dance while wielding a slashing weapon. She cannot dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as Move Silently, Hide or Search. A dervish with the bardic music ability can, however, sing while she dances and a dervish can also use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform the dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks (9 rounds in this case) of Perform (dance) that the PC has. At the end of the dervish dance that PC becomes fatigued for the duration of the encounter.

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (Dance), or Tumble check, she make take 10 even if stress or distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon for all purposes, including fighting with two weapons.

Fast Movement (Ex): At 2nd level and higher, a dervish gains an enhancement bonus to her speed.

A dervish an armor heavier than light or carrying a medium or heavy load loses this bonus.

Tempest Defence (Ex): When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), a tempest gains a +1 bonus to Armor Class. This bonus increases by +1 at every subsequent odd level. The PC loses this ability when fighting in medium or heavy armor.

Ambidexterity (Ex): Attack penalties for fighting with two weapons are reduced by 1. At 4th level, reduced by 2.

Two-Weapon Versatility (Ex): Not applicable in this instance.

* See Appendix 2: New Rules Items

ENCOUNTER 8: THE WATER NODE**ADVANCED GUARDIAN OF DESPAIR CR 15**

Gloom golem warrior 1

NE Huge construct (golem)

Init +1; **Senses** darkvision 60 ft, low-light vision; Listen +1, Spot +1**AC** 41, touch 9, flat-footed 38

(-2 size, +1 Dex, +14 natural, +13 armor, +5 animated shield)

hp 243 (36 HD) **DR** 10/good**Immunities:** construct immunities, magic, blindness**Fort** +12, **Ref** +11, **Will** +11**Speed** 20 ft. from full plate (4 squares);**Melee** +5 *spiked chain* +41/+36/+31/+26 (3d6+17 plus 1d6 Cha) or 2 claws +36 (2d6+8 plus 1d6 Cha)**Space** 15 ft.; **Reach** 30 ft. (with spiked chain)**Base Atk** +28; **Grp** +44**Atk Options** Touch of Woe (Ex) DC 35**Special Actions** Crushing Despair (Su) DC 35**Abilities** Str 26, Dex 13, Con -, Int -, Wis 12, Cha 24**SQ** construct traits, weapon alignment**Skills** Move Silently -13**Possessions** +5 *spiked chain*, +5 *full plate*, +3 *animated heavy steel shield* (Encumbrance - Light).**Crushing Despair (Su):** Creatures within 30 feet of a gloom golem who hear its incessant howl must succeed on a DC 35 Will save or take a -2 penalty on attack rolls, skill checks, ability checks, saving throws, and weapon damage rolls. The penalties last until the golem is destroyed, for only then is the victim's despair lifted. A *good hope* spell counters this mind-affecting compulsion. The DC is Charisma based.**Touch of Woe (Ex):** A creature wounded by a gloom golem (or by weapons it wields) must succeed on a DC 35 Will save or take 1d6 points of Charisma drain. As the creature loses Charisma, it becomes more miserable and withdrawn until at 0 Charisma it collapses into a nightmare filled coma. The save DC is Charisma based.**Weapon Alignment:** A gloom golem's natural weapons, and any weapons it wields are treated as evil aligned for the purposes of overcoming damage reduction.

* See Appendix 2: New Rules Items

CRYSTALLINE SPIDER CR 1**CR 1**

Tiny Spider

N Tiny outsider (extraplanar)

Init +7; **Senses** darkvision 60 ft, low-light vision, tremorsense 60 ft; Listen +1, Spot +1**Languages** Common (understand only)**AC** 17, touch 16, flat-footed 13

(2 size, 4 Dex, 1 natural)

hp 12 (2 HD)**Fort** +4, **Ref** +6, **Will** +3**Weakness:** Light Sensitivity**Immunities:** construct immunities, magic**Speed** 30 ft., **climb** 20 ft. (6 squares or 4 squares);**Melee** +1 (1d2-1, bite)**Space** 5 ft.; **Reach** 0 ft.**Base Atk** +2; **Grp** -7**Abilities** Str 8, Dex 19, Con 13, Int 10, Wis 11, Cha 8**SQ** construct traits, spin crystal**Feats** Improved Initiative**Skills** Climb +10, Craft (Weaving) +2, Hide +12, Jump +4**Spin Crystal (Ex):** Crystalline spiders lack the ability to create webs and instead build huge crystal lattices to trap prey. The crystals formed by these rare creatures are highly prized by scholars and sages of ancient cultic lore because they are capable of storing a great deal of information for those who know the obscure method of imbuing them.**ENCOUNTER 9: THE EARTH NODE****ELITE ADVANCED DIRE APE CR 8****CR 8**

Female Ape Barbarian 1

N Large animal

Init +8; **Senses** low-light vision, scent; Listen +15, Spot +9**AC** 27, touch 16, flat-footed 22

(-1 size, +4 Dex, +3 natural, +8 armor, +3 collar)

hp 182 (20 HD)**Fort** +20, **Ref** +18, **Will** +12**Speed** 30 ft., **climb** 30 ft (6 squares);**Melee** 2 claws +26 melee (1d8+10) and bite +23 melee (1d6+5);**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +15; **Grp** +29**Atk options** power attack**Special abilities** rage (Ex), rend (Ex) 2d6+20**Abilities** Str 31, Dex 18, Con 18, Int 2, Wis 12, Cha 7**Feats** Improved Initiative, Improved Natural Attack (Claw), Improved Toughness, Iron Will, Multiattack, Power Attack, Weapon Focus (Claw)**Skills** Climb +20, Listen +15, Spot +9**Possessions** +3 *Cloak of resistance*, +4 *large mithril chain barding*, +3 *collar of protection*, *pendant of negative energy* (Encumbrance - Light).**Power up suite:** Rage

AC 25; hp 222; Fort +19, Will +14; Atk melee Claws +28 melee (1d8+12); Full Atk 2 claws +28 melee (1d8+12) and bite +25 melee (1d6+6), rend 2d6+24;

* See Appendix 2: New Rules Items

CORRUPTED ELITE SHADOW HELLWASP SWARM CR 12

NE diminutive magical beast (evil, extraplanar, swarm)

Init +13; **Senses** Darkvision 60 ft., low-light vision; Listen +14, Spot +8

AC 23, touch 23, flat-footed 14 (+4 size, +9 Dex)

hp 207 (18 HD) Fast Healing 2

Fort +18, **Ref** +24, **Will** +13

Weakness swarm vulnerabilities

Resist cold 15, resist fire 10

Immunities swarm immunities, immune weapon damage

Speed fly 60 ft. (good), (12 squares);

Melee swarm (4d6 plus enfeebling sting)

Space 10 ft.; Reach 0 ft.

Base Atk +18; **Grp** -

Atk Options distraction (Ex), enfeebling sting (Su) (DC 26 1d6 Dex/1d6 Dex)

Abilities Str 1, Dex 29, Con 20, Int 6, Wis 16, Cha 12

SQ swarm traits, hive mind, inhabit (Ex), shadow blend (Su), +2 luck bonus to saves, weapon alignment, evasion (Ex)

Feats Ability Focus (Distraction), Ability Focus (Enfeebling Sting), Improved Initiative, Improved Natural Attack, Improved Toughness, Iron Will, Lightning Reflexes;

Skills Hide +23, Listen +8, Move Silently +15, Spot +8;

Weapon Alignment: The Swarm attack of a hellwasp swarm is considered to be both evil aligned and magical for the purposes of overcoming damage reduction.

Distraction (Ex): Any living creature that begins its turn within a hellwasp swarm must succeed on a DC 26 Fortitude save or be nauseated for one round. The save DC is Constitution based.

Inhabit (Ex): A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be either small, medium, or large (although four swarms working together could inhabit a huge creature.) The swarm can abandon the body at any time, although doing this takes one full round. See page 239 of the *monster manual* for full description of this ability.

Enfeebling Sting (Su): Injury, 1d6 Dexterity, and DC 26 Fortitude save negates. The save DC is Constitution based. This is a supernatural effect.

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, but a *daylight* spell will.

Power up suite: *magic circle against good*

vs. good creatures AC 25, Fort +20, Ref +26, Will +15

ENCOUNTER 10: THE FIRE NODE

DEN

CR 16

Elite Male Ghirrash Warrior1/Monk2/Fighter1/

Drunken Master 2/Hexblade2/ExoticWeaponMaster1

NE Large outsider (extraplanar)

Init +6; **Senses** darkvision 60 ft; Listen +19, Spot +16

Languages Common, Infernal

AC 38, touch 15, flat-footed 32

(-1 size, +6 Dex, +8 natural, +10 armor, +5 animated shield)

hp 215 (17 HD) **DR** 5/magic

Fort +32, **Ref** +22, **Will** +21 (+4 vs spells & spell-like abilities)

Resist acid 10, fire 10, cold 10, electricity 10, spell resistance 14

Immunities poison, ring of counterspells (glitterdust), ring of counterspells (ray of enfeeblement)

Speed 50 ft. (10 squares);

Melee +3 *great scimitar* +29/+24/+19 (2d6+29/15-20) and +3 *great scimitar* +29/+24/+19 (2d6+29/15-20) and bite +22 melee (1d4+6 plus paralysis) and 2 rakes +25 melee (1d8+6);

Space 10 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +36

Atk options paralysis (Su) DC 21, pounce (Ex), rake (Ex) 1d8+6, flurry of blows (Ex), improvised weapons (Ex), power attack

Special abilities hexblade's curse (Su) 1/day

Abilities Str 36, Dex 23, Con 26, Int 13, Wis 16, Cha 18

SQ displacement (Su), evasion (Ex), drink like a demon (Ex), stagger (Ex), symmetrical swordsmanship (Ex), arcane resistance (Su), uncanny blow (Ex)

Feats Combat Acrobat*, Deflect Arrows, Dodge, Exotic Weapon Proficiency (Great Scimitar), Great Fortitude, Improved Critical (Great Scimitar), Improved Grapple, Improved Unarmed Strike, Power Attack, Weapon Focus (Great Scimitar)

Skills Balance +21, Climb +25, Craft (Weaponsmithing) +4, Hide +16, Jump +35, Listen +19, Move Silently +16, Profession (Mercenary) +7, Spot +16, Swim +25, Survival +14, Tumble +21;

Possessions +3 *great scimitar*, +3 *great scimitar*, *masterwork great scimitar*, +6 *belt of giant strength*, +6 *amulet of health*, +4 *gloves of dexterity*, *boots of speed*, +5 *mithril breast plate*, +5 *vest of resistance*, *ring of counterspells (glitterdust)*, *ring of counterspells (ray of enfeeblement)*, *incandescent blue sphere ioun stone*, +3 *animated heavy mithril shield*, +4 *cloak of charisma*

(Encumbrance – Light).

Paralysis (Su): A creature hit by a ghirrash's bite attack must make a DC 21 Fortitude save or be paralyzed for 1d4+1 rounds

Pounce (Ex): If a ghirrash charges, it can make a full attack including two rake attacks.

Rake (Ex): Two claws, attack bonus +25 melee 1d8+6

Displacement (Su): A light-bending glamor continually surrounds a ghirrash making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the ghirrash

by some means other than sight. A *true seeing* effect allows the user to see the ghirrash's position but *see invisibility* has no effect.

Drink like a Demon (Ex): A drunken master's body handles alcohol differently from other people's. He can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard of alcohol he consumes during combat reduces his Wisdom and Intelligence by 2 points each, but increases his Strength or Constitution (PC's choice) by 2 points. A drunken master may benefit from a number of drinks equal to his class level. The duration of both the penalty and the bonus is a number of rounds equal to the PC's drunken master level +3.

Improvised weapons (Ex): While bottles and tankards are a drunken master's preferred improvised weapons, he can use furniture, farm implements, or nearly anything else to attack his foes. A drunken master's improvised weapon deals as much damage as his unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage although some (a broken bottle for example) would deal piercing or slashing damage. When a drunken master rolls a 1 on an attack roll with an improvised weapon, that weapon breaks apart and becomes useless.

Stagger (Ex): By tripping, stumbling, and staggering, a drunken master of 2nd level or higher can make a charge attack that surprises his opponents. This ability has two beneficial aspects. First the charge need not be in a straight line, even though the PC can still move up to twice his speed. Second, if a drunken master makes a DC 15 Tumble check before beginning his charge, his movement through threatened squares provokes no attacks of opportunity.

Symmetrical Swordsmanship (Ex): A creature that has this amazing ability can wield two two-handed swords at one time. Any time the creature could make a single attack with a sword, it can attack with both of its swords, at -2 to all of its attack rolls that round. For example, when making an attack action, the creature can swing each of its two-handed swords once at its normal attack bonus minus 2, and when making a full attack action, it can swing each of its two-handed swords once for each of its normal iterative attacks (In this case, 3 swings from each sword, each swing at a -2 penalty to hit). The statistics block above already includes these bonuses.

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 6- feet. The target of the curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will Save DC 17 negates the effect.

Arcane Resistance (Su): At 2nd level a hexblade gains a bonus equal to his Charisma bonus

(minimum +1) on saving throws against spells and spell-like effects.

Uncanny Blow (Ex): When wielding a one-handed exotic melee weapon in two hands, the PC can focus the power of his attack so that he deals extra damage equal to his Strength bonus x2 instead of the usual x1-1/2. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus on damage rolls.

Power up suite: *magic circle against good* vs. good creatures AC 40

* See Appendix 2: New Rules Items

ENCOUNTER 13: EXTENDED PLAY

OPTION

THE SILKEN ONE (NAZTHARUNE RAKSHASA, MMIII) DUELIST 4/WAR1 CR 15

LE Medium outsider (native)

Init +14; **Senses** darkvision 60 ft, low light vision, *true seeing*; Listen +22, Spot +22

Languages Common, Infernal, Sylvan, Undercommon, Baklunish

AC 39, touch 28, flat-footed 39

(+10 dexterity, +6 greater mage armor, +4 duellist, +4 deflection, +5 natural armour)

hp 232 (16 HD); Damage Reduction 15/good and piercing, Spell Resistance 26

Fort +22, **Ref** +27, **Will** +10 (*mind blank*)

Speed 40 ft. in *greater mage armor* (8 squares); 60 ft fly (good – fly spell)

Melee +4 *spellstoring greater crystal of security* (targeted *dispel magic* – targeting *delay death**) *spiked chain* +30/+25/+20/+15 (2d4+13) or two +1 *punching daggers* (claws) +27/+27 (1d4+7)

Space 5 ft.; **Reach** 5 ft. (10 ft with spiked chain)

Base Atk +16; **Grp** +22

Special Actions sneak attack +6d6 (+7d6 vs those denied dex), evasion, elusive target, improved evasion, shadow jump, garb of the hunting cat set benefits

Pre-Cast (All Extended - CL 17) *bull's strength, cat's grace, fly, owl's wisdom, freedom of movement, greater magic weapon, greater mage armor**, *stoneskin, displacement, mind blank, shield of faith, superior invisibility**, *true seeing*. Any personal spells listed here cast through an ioun stone.

Combat Gear *potion of fly (3), elixir of heal (CL 15 – 150 hp of healing)*

Abilities Str 22, Dex 30, Con 26, Int 18, Wis 16, Cha 12

SQ: change shape, evasion, hide in plain sight, improved evasion, improved uncanny dodge (cannot be flanked save by rogue of 15th level or higher), shadow jump, spell resistance 26, uncanny dodge, canny defence, improved reaction, enhanced mobility, grace.

Feats Combat Reflexes, Dodge, Elusive Target*, Exotic Weapon Proficiency (spiked chain), Mobility, Track^b, Weapon Finesse.

Skills: Balance +24, Bluff +19, Disguise +19, Escape Artist +24, Hide +34, Jump +20, Knowledge (local – VTF) +8, Listen +22, Move Silently +34, Perform +5, Search +18, Spellcraft +10, Spot +22, Tumble +33.

Possessions combat gear plus *belt of battle**, +1 (+4 with greater magic weapon) spellstoring greater crystal of security spiked chain*, masterwork cold iron spiked chain, spiked chain (2), kukri (4), +4 vest of resistance, boots of speed, +4 amulet of health, claw gloves*, mantle of the predator*, mask of the tiger*. (Encumbrance – Light).

Detect Thoughts (Su): A naztharune rakshasa can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 16 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A naztharune rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a naztharune loses its claw attacks (although it usually uses weapons and armor). A naztharune rakshasa typically remains in one form until it chooses to assume a new one. A change in form cannot be dispelled but a naztharune reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Hide in Plain Sight (Su): A naztharune rakshasa can use the Hide skill even while being observed. As long as it is within 10 feet of some sort of shadow, naztharune rakshasa can hide itself from view in the open without anything to actually hide behind. It cannot, however, hide in its own shadow.

Shadow Jump (Su): A naztharune rakshasa has the ability to travel between shadows by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A naztharune can jump up to 20 feet each day in this way; this can be a single jump of 20 feet or two jumps of 10 feet each. NOTE: THE PROTECTIONS OF THE AREA IN QUESTION LIKELY MAKE THIS A LESS THAN OPTIMAL CHOICE!

Canny Defence (Ex): When not wearing armor or using a shield, a duelist adds 1 point of Intelligence bonus per duelist class level to her Dexterity bonus to modify Armor Class while wielding a melee weapon. If denied dexterity for any reason, she loses this bonus.

Improved Reaction (Ex): At 2nd level, a duelist gains a +2 bonus on initiative checks.

Enhanced Mobility (Ex): When wearing no armor and not using a shield, a duelist gains an additional +4 to AC against attacks of opportunity caused when she moves out of a threatened square.

Grace (Ex): At 4th level, when wearing no armor and not using a shield, a duelist gains an additional +2 competence bonus on all Reflex saving throws.

* See Appendix 2: New Rules Items

THE VELVET ONE (NAZTHARUNE RAKSHASA, MMIII) SOR6/SWASH3/WAR1 CR 17

LE Medium outsider (native)

Init +11; **Senses** darkvision 60 ft, low light vision, *true seeing*; Listen +22, Spot +22

Languages Common, Infernal, Sylvan, Undercommon, Baklunish

AC 40, touch 25, flat-footed 40

(+9 dexterity, +2 dodge (one opponent), +4 *shield*, +6 greater mage armor, +4 deflection, +5 natural armour)

hp 303 (21 HD); Damage Reduction 15/good and piercing, Spell Resistance 31

Fort +26, **Ref** +25, **Will** +14 (*mind blank*)

Speed 40 ft. in *greater mage armor* (8 squares); 60 ft fly (good – fly spell)

Melee +4 spellstoring greater crystal of security (targeted *dispel magic* – targeting *delay death*) spiked chain +31/+26/+21/+16 (2d4+21) or two +1 punching daggers (claws) +28/+28 (1d4+15)

Space 5 ft.; **Reach** 5 ft. (10 ft with spiked chain)

Base Atk +18; **Grp** +22

Special Actions sneak attack +7d6 (+8d6 vs those denied dex), evasion, Elusive Target, improved evasion, shadow jump, garb of the hunting cat set benefits

Spells (CL 6)

3rd level – *greater mage armor**

2nd level – *bull's strength, invisibility*

1st level – *charm person, grease, mage armor, magic missile, shield*

Pre-Cast (All Extended - CL 17) *bull's strength, cat's grace, eagles splendor, foxes cunning, fly, owl's wisdom, freedom of movement, greater magic weapon, greater mage armor*, stonewall, displacement, mind blank, shield of faith, superior invisibility*, true seeing, shield*. Any personal spells listed here cast through an ioun stone.

Combat Gear *potion of fly (3), elixir of heal (CL 15 – 150 hp of healing)*

Abilities Str 23, Dex 28, Con 26, Int 26, Wis 12, Cha 20

SQ: change shape, evasion, hide in plain sight, improved evasion, improved uncanny dodge (cannot be flanked save by rogue of 15th level or higher), shadow jump, spell resistance 31, uncanny dodge, grace +2, insightful strike, dodge bonus +2.

Feats Arcane Strike*, Combat Reflexes, Daring Outlaw* (the HD of the Rakshasa qualify for the rogue levels noted), Dodge, Elusive Target*, Exotic Weapon Proficiency (spiked chain), Improved Toughness*, Mobility, Weapon Finesse^b.

Skills: Balance +23, Bluff +23, Climb +15, Concentration +24, Diplomacy +17, Disguise +23, Escape Artist +23, Hide +28, Jump +21, Knowledge (arcana) +19, Knowledge (local – VTF) +16, Listen +15, Move Silently +28, Search +22, Spellcraft +28, Spot +21, Tumble +37.

Possessions combat gear plus *belt of battle**, +1 (+4 with greater magic weapon) spellstoring greater crystal of security spiked chain*, masterwork silver

spiked chain, spiked chain (2), kukri (4), +4 vest of resistance, boots of speed, +4 amulet of health, claw gloves*, mantle of the predator*, mask of the tiger*. (Encumbrance – Light).

Detect Thoughts (Su): A naztharune rakshasa can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 20 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A naztharune rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a naztharune loses its claw attacks (although it usually uses weapons and armor). A naztharune rakshasa typically remains in one form until it chooses to assume a new one. A change in form cannot be dispelled but a naztharune reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Hide in Plain Sight (Su): A naztharune rakshasa can use the Hide skill even while being observed. As long as it is within 10 feet of some sort of shadow, naztharune rakshasa can hide itself from view in the open without anything to actually hide behind. It cannot, however, hide in its own shadow.

Shadow Jump (Su): A naztharune rakshasa has the ability to travel between shadows by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A naztharune can jump up to 20 feet each day in this way; this can be a single jump of 20 feet or two jumps of 10 feet each. NOTE: THE PROTECTIONS OF THE AREA IN QUESTION LIKELY MAKE THIS A LESS THAN OPTIMAL CHOICE!

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Dodge Bonus (Ex): A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to Armor class. The bonus increase by +1 for every five levels after 5. She can select a new opponent on any action. If the swashbuckler also has the

Dodge feat, she need not designate the same target but the benefits do stack.

* See Appendix 2: New Rules Items

CHALLENGING APL 14

ENCOUNTER 8: THE WATER NODE

ADVANCED GUARDIAN OF DESPAIR CR 15

Gloom golem warrior 1
NE Huge construct (golem)
Init +1; **Senses** darkvision 60 ft, low-light vision; Listen +1, Spot +1
AC 41, touch 9, flat-footed 38
(-2 size, +1 Dex, +14 natural, +13 armor, +5 animated shield)

hp 243 (36 HD) **DR** 10/good
Immunities construct immunities, magic, blindness
Fort +12, **Ref** +11, **Will** +11

Speed 20 ft. from full plate (4 squares);
Melee +5 *spiked chain* +41/+36/+31/+26 (3d6+17 plus 1d6 Cha) or 2 claws +36 (2d6+8 plus 1d6 Cha)
Space 15 ft.; **Reach** 30 ft. (with spiked chain)
Base Atk +28; **Grp** +44
Atk Options: Touch of Woe (Ex) DC 35
Special Actions Crushing Despair (Ex) DC 35
Abilities Str 26, Dex 13, Con -, Int -, Wis 12, Cha 24
SQ construct traits, weapon alignment
Skills: Move Silently -13

Possessions +5 *spiked chain*, +5 *full plate*, +3 *animated heavy steel shield* (Encumbrance – Light).

Crushing Despair (Su): Creatures within 30 feet of a gloom golem who hear its incessant howl must succeed on a DC 35 Will save or take a –2 penalty on attack rolls, skill checks, ability checks, saving throws, and weapon damage rolls. The penalties last until the golem is destroyed, for only then is the victim's despair lifted. A *good hope* spell counters this mind-affecting compulsion. The DC is Charisma based.

Touch of Woe (Ex): A creature wounded by a gloom golem (or by weapons it wields) must succeed on a DC 35 Will save or take 1d6 points of Charisma drain. As the creature loses Charisma, it becomes more miserable and withdrawn until at 0 Charisma it collapses into a nightmare filled coma. The save DC is Charisma based.

Weapon Alignment: A gloom golem's natural weapons, and any weapons it wields are treated as evil aligned for the purposes of overcoming damage reduction.

* See Appendix 2: New Rules Items

CRYSTALLINE SPIDER CR 1

Tiny Spider
N Tiny outsider (extraplanar)
Init +7; **Senses** darkvision 60 ft, low-light vision, tremorsense 60 ft; Listen +1, Spot +1
Languages Common (understand only)
AC 17, touch 16, flat-footed 13
(2 size, 4 Dex, 1 natural)

hp 12 (2 HD)
Fort +4, **Ref** +6, **Will** +3
Weakness: Light Sensitivity

Immunities: construct immunities, magic
Speed 30 ft., **climb** 20 ft. (6 squares or 4 squares);
Melee +1 (1d2-1, bite)
Space 5 ft.; **Reach** 0 ft.
Base Atk +2; **Grp** -7

Abilities Str 8, Dex 19, Con 13, Int 10, Wis 11, Cha 8
SQ construct traits, spin crystal
Feats Improved Initiative
Skills Climb +10, Craft (Weaving) +2, Hide +12, Jump +4

Spin Crystal (Ex): Crystalline spiders lack the ability to create webs and instead build huge crystal lattices to trap prey. The crystals formed by these rare creatures are highly prized by scholars and sages of ancient cultic lore because they are capable of storing a great deal of information for those who know the obscure method of imbuing them.

ENCOUNTER 9: THE EARTH NODE

ELITE ADVANCED DIRE APE CR 10

Female Ape Barbarian 1
N Large animal
Init +7; **Senses** low-light vision, scent; Listen +15, Spot +15
AC 31, touch 18, flat-footed 26
(-1 size, +4 Dex, +3 natural, +9 armor, +4 collar)
hp 249 (26 HD)
Fort +27, **Ref** +25, **Will** +18

Speed 30 ft., **climb** 30 ft (6 squares);
Melee 2 claws +31 melee (1d8+12) and bite +28 melee (1d6+6);
Space 10 ft.; **Reach** 10 ft.
Base Atk +18; **Grp** +34
Atk options power attack
Special abilities rage (Ex), rend (Ex) 2d6+24

Abilities Str 34, Dex 18, Con 18, Int 2, Wis 12, Cha 7
Feats Endurance, Improved Initiative, Improved Natural Attack (Claw), Improved Toughness*, Iron Will, Multiattack, Power Attack, Steadfast Determination*, Weapon Focus (Claw)
Skills Climb +20, Listen +15, Spot +9

Possessions +5 *Cloak of resistance*, +5 *large mithril chain barding*, +5 *collar of protection**, *pendant of negative energy* (Encumbrance – Light).

Power up suite: Rage
AC 27; **hp** 301; **Fort** +28, **Will** +19; **Full Atk** 2 claws +33 melee (1d8+14) and bite +30 melee (1d6+7), rend 2d6+28;

* See Appendix 2: New Rules Items

CORRUPTED ELITE SHADOW HELLWASP SWARM CR 14

NE diminutive magical beast (evil, extraplanar, swarm)

Init +13; **Senses** Darkvision 60 ft., low-light vision; Listen +19, Spot +8

AC 23, touch 23, flat-footed 14 (+4 size, +9 Dex)

hp 300 (24 HD) **Fast Healing 2**

Fort +24, **Ref** +30, **Will** +17

Weakness: swarm vulnerabilities

Resistance: resist cold 15, resist fire 10

Immunities: swarm immunities, immune weapon damage

Speed fly 60 ft. (good), (12 squares);

Melee swarm (4d6 plus enfeebling sting)

Space 10 ft.; **Reach** 0 ft.

Base Atk +24; **Grp** -

Atk Options distraction (Ex), enfeebling sting (Su) (DC 30 1d6 Dex/1d6 Dex)

Abilities Str 1, Dex 29, Con 22, Int 6, Wis 16, Cha 12

SQ swarm traits, hive mind, inhabit (Ex), shadow blend (Su), +2 luck bonus to saves, weapon alignment, evasion (Ex)

Feats Ability Focus (Distraction), Ability Focus (Enfeebling Sting), Endurance, Improved Initiative, Improved Natural Attack, Improved Toughness*, Iron Will, Lightning Reflexes, Steadfast Determination*;

Skills: Hide +29, Listen +8, Move Silently +15, Spot +8;

Weapon Alignment: The Swarm attack of a hellwasp swarm is considered to be both evil aligned and magical for the purposes of overcoming damage reduction.

Distraction (Ex): Any living creature that begins its turn within a hellwasp swarm must succeed on a DC 30 Fortitude save or be nauseated for one round. The save DC is Constitution based.

Inhabit (Ex): A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be either small, medium, or large (although four swarms working together could inhabit a huge creature.) The swarm can abandon the body at any time, although doing this takes one full round. See page 239 of the *monster manual* for full description of this ability.

Enfeebling Sting (Su): Injury, 1d6 Dexterity, and DC 30 Fortitude save negates. The save DC is Constitution based. This is a supernatural effect.

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, but a *daylight* spell will.

Power up suite: *magic circle against good* vs. good creatures AC 25, Fort +26, Ref +32, Will +19

* See Appendix 2: New Rules Items

ENCOUNTER 10: THE FIRE NODE

DEN CR 16

Elite Male Ghirrash Warrior1/Monk2/Fighter1/
Drunken Master 2/Hexblade2/ExoticWeaponMaster1
NE Large outsider (extraplanar)

Init +6; **Senses** darkvision 60 ft; Listen +19, Spot +16

Languages Common, Infernal

AC 38, touch 15, flat-footed 32

(-1 size, +6 Dex, +8 natural, +10 armor, +5 animated shield)

hp 215 (17 HD) **DR** 5/magic

Fort +32, **Ref** +22, **Will** +21 (+4 vs spells & spell-like abilities)

Resist acid 10, fire 10, cold 10, electricity 10, spell resistance 14

Immunities poison, ring of counterspells (glitterdust), ring of counterspells (ray of enfeeblement)

Speed 50 ft. (10 squares);

Melee +3 *great scimitar* +29/+24/+19 (2d6+29/15-20) and +3 *great scimitar* +29/+24/+19 (2d6+29/15-20) and bite +22 melee (1d4+6 plus paralysis) and 2 rakes +25 melee (1d8+6);

Space 10 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +36

Atk options paralysis (Su) DC 21, pounce (Ex), rake (Ex) 1d8+6, flurry of blows (Ex), improvised weapons (Ex), power attack

Special abilities hexblade's curse (Su) 1/day

Abilities Str 36, Dex 23, Con 26, Int 13, Wis 16, Cha 18

SQ displacement (Su), evasion (Ex), drink like a demon (Ex), stagger (Ex), symmetrical swordsmanship (Ex), arcane resistance (Su), uncanny blow (Ex)

Feats Combat Acrobat*, Deflect Arrows, Dodge, Exotic Weapon Proficiency (Great Scimitar), Great Fortitude, Improved Critical (Great Scimitar), Improved Grapple, Improved Unarmed Strike, Power Attack, Weapon Focus (Great Scimitar)

Skills Balance +21, Climb +25, Craft (Weaponsmithing) +4, Hide +16, Jump +35, Listen +19, Move Silently +16, Profession (Mercenary) +7, Spot +16, Swim +25, Survival +14, Tumble +21;

Possessions +3 *great scimitar*, +3 *great scimitar*, *masterwork great scimitar*, +6 *belt of giant strength*, +6 *amulet of health*, +4 *gloves of dexterity*, *boots of speed*, +5 *mithril breast plate*, +5 *vest of resistance*, *ring of counterspells (glitterdust)*, *ring of counterspells (ray of enfeeblement)*, *incandescent blue sphere ioun stone*, +3 *animated heavy mithril shield*, +4 *cloak of charisma*
(Encumbrance – Light).

Paralysis (Su): A creature hit by a ghirrash's bite attack must make a DC 21 Fortitude save or be paralyzed for 1d4+1 rounds

Pounce (Ex): If a ghirrash charges, it can make a full attack including two rake attacks.

Rake (Ex): Two claws, attack bonus +25 melee 1d8+6

Displacement (Su): A light-bending glamor continually surrounds a ghirrash making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the ghirrash by some means other than sight. A *true seeing* effect allows the user to see the ghirrash's position but *see invisibility* has no effect.

Drink like a Demon (Ex): A drunken master's body handles alcohol differently from other people's. He can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard of alcohol he consumes during combat reduces his Wisdom and Intelligence by 2 points each, but increases his Strength or Constitution (PC's choice) by 2 points. A drunken master may benefit from a number of drinks equal to his class level. The duration of both the penalty and the bonus is a number of rounds equal to the PC's drunken master level +3.

Improvised weapons (Ex): While bottles and tankards are a drunken master's preferred improvised weapons, he can use furniture, farm implements, or nearly anything else to attack his foes. A drunken master's improvised weapon deals as much damage as his unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage although some (a broken bottle for example) would deal piercing or slashing damage. When a drunken master rolls a 1 on an attack roll with an improvised weapon, that weapon breaks apart and becomes useless.

Stagger (Ex): By tripping, stumbling, and staggering, a drunken master of 2nd level or higher can make a charge attack that surprises his opponents. This ability has two beneficial aspects. First the charge need not be in a straight line, even though the PC can still move up to twice his speed. Second, if a drunken master makes a DC 15 Tumble check before beginning his charge, his movement through threatened squares provokes no attacks of opportunity.

Symmetrical Swordsmanship (Ex): A creature that has this amazing ability can wield two two-handed swords at one time. Any time the creature could make a single attack with a sword, it can attack with both of its swords, at -2 to all of its attack rolls that round. For example, when making an attack action, the creature can swing each of its two-handed swords once at its normal attack bonus minus 2, and when making a full attack action, it can swing each of its two-handed swords once for each of its normal iterative attacks (In this case, 3 swings from each sword, each swing at a -2 penalty to hit). The statistics block above already includes these bonuses.

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 6- feet. The target of the curse takes a -2

penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will Save DC 17 negates the effect.

Arcane Resistance (Su): At 2nd level a hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

Uncanny Blow (Ex): When wielding a one-handed exotic melee weapon in two hands, the PC can focus the power of his attack so that he deals extra damage equal to his Strength bonus x2 instead of the usual x1-1/2. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus on damage rolls.

Power up suite: *magic circle against good* vs. good creatures AC 40

* See Appendix 2: New Rules Items

ENCOUNTER 13: EXTENDED PLAY OPTION

THE SILKEN ONE (NAZTHARUNE RAKSHASA, MMIII) DUELIST 4/WAR1 CR 15

LE Medium outsider (native)

Init +14; **Senses** darkvision 60 ft, low light vision, *true seeing*; Listen +22, Spot +22

Languages Common, Infernal, Sylvan, Undercommon, Baklunish

AC 39, touch 28, flat-footed 39

(+10 dexterity, +6 greater mage armor, +4 duellist, +4 deflection, +5 natural armour)

hp 232 (16 HD); Damage Reduction 15/good and piercing, Spell Resistance 26

Fort +22, **Ref** +27, **Will** +10 (*mind blank*)

Speed 40 ft. in *greater mage armor* (8 squares); 60 ft fly (good – fly spell)

Melee +4 *spellstoring greater crystal of security* (targeted *dispel magic* – targeting *delay death*) *spiked chain* +30/+25/+20/+15 (2d4+13) or two +1 *punching daggers* (claws) +27/+27 (1d4+7)

Space 5 ft.; **Reach** 5 ft. (10 ft with spiked chain)

Base Atk +16; **Grp** +22

Special Actions sneak attack +6d6 (+7d6 vs those denied dex), evasion, Elusive Target, improved evasion, shadow jump, garb of the hunting cat set benefits

Pre-Cast (All Extended - CL 17) *bull's strength*, *cat's grace*, *fly*, *owl's wisdom*, *freedom of movement*, *greater magic weapon*, *greater mage armor**, *stoneskin*, *displacement*, *message*, *mind blank*, *shield of faith*, *superior invisibility**, *true seeing*. Any personal spells listed here cast through an ioun stone.

Combat Gear *potion of fly* (3), *elixir of heal* (CL 15 – 150 hp of healing)

Abilities Str 22, Dex 30, Con 26, Int 18, Wis 16, Cha 12

SQ change shape, evasion, hide in plain sight, improved evasion, improved uncanny dodge

(cannot be flanked save by rogue of 15th level or higher), shadow jump, spell resistance 26, uncanny dodge, canny defence, improved reaction, enhanced mobility, grace.

Feats Combat Reflexes, Dodge, Elusive Target*, Exotic Weapon Proficiency (spiked chain), Mobility, Track^b Weapon Finesse.

Skills: Balance +24, Bluff +19, Disguise +19, Escape Artist +24, Hide +34, Jump +20, Knowledge (local – VTF) +8, Listen +22, Move Silently +34, Perform +5, Search +18, Spellcraft +10, Spot +22, Tumble +33.

Possessions combat gear plus *belt of battle**, +1 (+4 with greater magic weapon) spellstoring greater crystal of security spiked chain*, masterwork cold iron spiked chain, spiked chain (2), kukri (4), +4 vest of resistance, boots of speed, +4 amulet of health, claw gloves*, mantle of the predator*, mask of the tiger*. (Encumbrance – Light).

Detect Thoughts (Su): A naztharune rakshasa can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 16 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A naztharune rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a naztharune loses its claw attacks (although it usually uses weapons and armor). A naztharune rakshasa typically remains in one form until it chooses to assume a new one. A change in form cannot be dispelled but a naztharune reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Hide in Plain Sight (Su): A naztharune rakshasa can use the Hide skill even while being observed. As long as it is within 10 feet of some sort of shadow, naztharune rakshasa can hide itself from view in the open without anything to actually hide behind. It cannot, however, hide in its own shadow.

Shadow Jump (Su): A naztharune rakshasa has the ability to travel between shadows by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A naztharune can jump up to 20 feet each day in this way; this can be a single jump of 20 feet or two jumps of 10 feet each. NOTE: THE PROTECTIONS OF THE AREA IN QUESTION LIKELY MAKE THIS A LESS THAN OPTIMAL CHOICE!

Canny Defence (Ex): When not wearing armor or using a shield, a duelist adds 1 point of Intelligence bonus per duelist class level to her Dexterity bonus to modify Armor Class while wielding a melee weapon. If denied dexterity for any reason, she loses this bonus.

Improved Reaction (Ex): At 2nd level, a duelist gains a +2 bonus on initiative checks.

Enhanced Mobility (Ex): When wearing no armor and not using a shield, a duelist gains an additional

+4 to AC against attacks of opportunity caused when she moves out of a threatened square.

Grace (Ex): At 4th level, when wearing no armor and not using a shield, a duelist gains an additional +2 competence bonus on all Reflex saving throws.

* See Appendix 2: New Rules Items

BLINKIE AND FRIENDS (TOTAL 4) (GREATER BARGHEST, MM) RGR2/DERVISH3/TEMPEST3 CR 13

LE Large outsider (evil, extraplanar, lawful, shapechanger)

Init +7; **Senses** darkvision 60 ft, scent; Listen +22, Spot +22

Languages Goblin, Worg, Infernal, Undercommon

AC 38, touch 21, flat-footed 32

(+5 dexterity, +8 mithral breastplate, +4 deflection, +1 dervish, +2 tempest, +9 natural armour, -1 size)

hp 179 (17 HD); **DR** 10/magic

Fort +19, **Ref** +20, **Will** +17 (*mind blank*)

Speed 45 ft. in mithral breastplate (8 squares); 65 ft fly (good – fly spell)

Melee +4 *scimitar* +27/+22/+17/+12 (1d8+12, 15-20) and +4 *scimitar* +27/+22 (1d8+8, 15-20), add +2 to hit and damage during dervish dance, +2 versus humans

Space 10 ft.; **Reach** 5 ft.

Base Atk +17; **Grp** +29

Special Actions spell-like abilities, feed, change shape, dervish dance 2/day

Pre-Cast (All Extended - CL 17) *bull's strength, cat's grace, fly, freedom of movement, greater magic weapon, message, mind blank, shield of faith, true seeing*. Any personal spells listed here cast through an ioun stone.

Combat Gear *potion of fly*

Abilities Str 26, Dex 20, Con 18, Int 18, Wis 20, Cha 16

SQ change shape, feed, favoured enemy (humans), combat style (two-weapon), wild empathy, pass without trace, ac bonus, dervish dance 2/day, movement mastery, slashing blades, fast movement, tempest defence, ambidexterity, two-weapon versatility.

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Critical (scimitar), Improved Two-Weapon Fighting, Mobility, Spring Attack^b, Track^b, Two-Weapon Fighting^b, Weapon Focus (scimitar).

Skills Balance +6, Bluff +15, Climb +23, Concentration +20, Diplomacy +7, Disguise +3 (+5 acting), Hide +14 (+19 in wolf form), Intimidate +17, Jump +28, Listen +22, Move Silently +16, Perform (dance) +22, Sense Motive +17, Spot +22, Survival +19 (+19 following tracks), Tumble +28.

Possessions combat gear plus +3 *mithral breastplate, belt of battle**, +1 (+4 with greater magic weapon) *scimitar* (2), masterwork cold iron *scimitar* (2), *scimitar* (2), kukri (4), +2 *vest of resistance, boots of speed*. (Encumbrance – Light).

Spell-like Abilities (Sp): At will – *blink*, *levitate*, *misdirection* (DC 13), *rage* (DC 14), *invisibility sphere*; 1/day *mass bull's strength*, *mass enlarge* (only applicable in goblin form), *charm monster* (DC 15), *crushing despair* (DC 15), *dimension door*. CL 17.

Change Shape (Su): A barghest can assume the shape of a goblin of Large size or a dire wolf.

Feed (Su): Not applicable for this barghest, it has chosen to not undertake this, fearing pollution from lesser creatures!

Pass Without Trace (Ex): The barghest in wolf form can use this as the spell as a free action.

AC Bonus (Ex): A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level and it increase by an extra +1 at every odd-numbered level thereafter. A dervish may only perform the dance while wielding a slashing weapon. She cannot dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as Move Silently, Hide or Search. A dervish with the bardic music ability can, however, sing while she dances and a dervish can also use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform the dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks (9 rounds in this case) of Perform (dance) that the PC has. At the end of the dervish dance that PC becomes fatigued for the duration of the encounter.

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (Dance), or Tumble check, she make take 10 even

if stress or distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon for all purposes, including fighting with two weapons.

Fast Movement (Ex): At 2nd level and higher, a dervish gains an enhancement bonus to her speed.

A dervish an armor heavier than light or carrying a medium or heavy load loses this bonus.

Tempest Defence (Ex): When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), a tempest gains a +1 bonus to Armor Class. This bonus increases by +1 at every subsequent odd level. The PC loses this ability when fighting in medium or heavy armor.

Ambidexterity (Ex): Attack penalties for fighting with two weapons are reduced by 1. At 4th level, reduced by 2.

Two-Weapon Versatility (Ex): Not applicable in this instance.

* See Appendix 2: New Rules Items

THE VELVET ONE (NAZTHARUNE RAKSHASA, MMIII) SOR6/SWASH3/WAR1 CR 17

LE Medium outsider (native)

Init +11; **Senses** darkvision 60 ft, low light vision, *true seeing*; Listen +22, Spot +22

Languages Common, Infernal, Sylvan, Undercommon, Baklunish

AC 40, touch 25, flat-footed 40

(+9 dexterity, +2 dodge (one opponent), +4 *shield*, +6 greater mage armor, +4 deflection, +5 natural armour)

hp 303 (21 HD); Damage Reduction 15/good and piercing, Spell Resistance 31

Fort +26, **Ref** +25, **Will** +14 (*mind blank*)

Speed 40 ft. in *greater mage armor* (8 squares); 60 ft fly (good – fly spell)

Melee +4 *spellstoring greater crystal of security* (targeted *dispel magic* – targeting *delay death*) *spiked chain* +31/+26/+21/+16 (2d4+21) or two +1 *punching daggers* (claws) +28/+28 (1d4+15)

Space 5 ft.; **Reach** 5 ft. (10 ft with spiked chain)

Base Atk +18; **Grp** +22

Special Actions sneak attack +7d6 (+8d6 vs those denied dex), evasion, Elusive Target, improved evasion, shadow jump, garb of the hunting cat set benefits

Spells (CL 6)

3rd level (4 slots remaining) – *greater mage armor**

2nd level (6 slots remaining) – *bull's strength*, *invisibility*

1st level (8 slots remaining) – *charm person* (DC 16), *grease* (DC 16), *magic missile*, *shield*

0 level (6 slots remaining) – *acid splash*, *arcane mark*, *detect magic*, *light*, *message*, *prestidigitation*, *read magic*

Pre-Cast (All Extended - CL 17) *bull's strength*, *cat's grace*, *eagles splendor*, *foxes cunning*, *fly*, *owl's wisdom*, *freedom of movement*, *greater magic*

weapon, greater mage armor, message, stonesskin, displacement, mind blank, shield of faith, superior invisibility*, true seeing, shield.* Any personal spells listed here cast through an ioun stone.

Combat Gear *potion of fly (3), elixir of heal (CL 15 – 150 hp of healing)*

Abilities Str 23, Dex 28, Con 26, Int 26, Wis 12, Cha 20

SQ: change shape, evasion, hide in plain sight, improved evasion, improved uncanny dodge (cannot be flanked save by rogue of 15th level or higher), shadow jump, spell resistance 31, uncanny dodge, grace +2, insightful strike, dodge bonus +2.

Feats Arcane Strike*, Combat Reflexes, Daring Outlaw* (the HD of the Rakshasa qualify for the rogue levels noted), Dodge, Elusive Target*, Exotic Weapon Proficiency (spiked chain), Improved Toughness*, Mobility, Weapon Finesse*.

Skills: Balance +23, Bluff +23, Climb +15, Concentration +24, Diplomacy +17, Disguise +23, Escape Artist +23, Hide +28, Jump +21, Knowledge (arcana) +19, Knowledge (local – VTF) +16, Listen +15, Move Silently +28, Search +22, Spellcraft +28, Spot +21, Tumble +37.

Possessions combat gear plus *belt of battle**, +1 (+4 with greater magic weapon) *spellstoring greater crystal of security spiked chain**, masterwork silver spiked chain, spiked chain (2), kukri (4), +4 *vest of resistance, boots of speed, +4 amulet of health, claw gloves*, mantle of the predator*, mask of the tiger**. (Encumbrance – Light).

Detect Thoughts (Su): A naztharune rakshasa can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 20 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A naztharune rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a naztharune loses its claw attacks (although it usually uses weapons and armor). A naztharune rakshasa typically remains in one form until it chooses to assume a new one. A change in form cannot be dispelled but a naztharune reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Hide in Plain Sight (Su): A naztharune rakshasa can use the Hide skill even while being observed. As long as it is within 10 feet of some sort of shadow, naztharune rakshasa can hide itself from view in the open without anything to actually hide behind. It cannot, however, hide in its own shadow.

Shadow Jump (Su): A naztharune rakshasa has the ability to travel between shadows by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A naztharune can jump up to 20 feet each day in this way; this can be a single jump of 20 feet or two jumps of 10 feet each.

NOTE: THE PROTECTIONS OF THE AREA IN

QUESTION LIKELY MAKE THIS A LESS THAN OPTIMAL CHOICE!

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Dodge Bonus (Ex): A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to Armor class. The bonus increase by +1 for every five levels after 5. She can select a new opponent on any action. If the swashbuckler also has the Dodge feat, she need not designate the same target but the benefits do stack.

* See Appendix 2: New Rules Items

APPENDIX 2: NEW RULES

ARCANE STRIKE [GENERAL] AS PRESENTED IN *COMPLETE WARRIOR*

You can channel arcane energy into your melee attacks.

Prerequisites: Ability to cast 3rd level arcane spells, base attack bonus +4.

Benefit: When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells of the day (of 1st level or higher) to do this, but you gain a bonus on all your attack rolls for one round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points x the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus.

CLOSE QUARTERS FIGHTING [GENERAL] AS PRESENTED IN *COMPLETE WARRIOR*

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability- attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with the Improved Grapple, improved grab, or similar feats or abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close Quarters Fighting as one of his fighter bonus feats.

COMBAT ACROBAT [GENERAL] AS PRESENTED IN *PLAYER'S HANDBOOK II*

Your acrobatics and agility in combat allow you to maneuver across the battlefield with ease. You stay on your feet and speed over difficult terrain due to your superior athleticism and acrobatic talents.

Prerequisites: Balance 9 Ranks, Tumble 9 ranks.

Benefit: You gain several benefits from this feat to reflect your overall athletic ability and training in the skills vital to an acrobat.

Acrobatic Recovery: If an effect causes you to fall prone, you can make a DC 20 Balance check to stay on your feet.

Sure Footed Maneuver: With a DC 15 Balance check, you can ignore up to 4 squares of difficult terrain while moving. You treat these squares as normal terrain while moving. You still endure any hazards or effects associated with the terrain. For example, a shallow pool of boiling water might still deal fire damage and count as difficult terrain. You would still take damage from the water even if your Balance check allowed you to move through it at full speed.

Special: A fighter may select Combat Acrobat as one of his fighter bonus feats.

DARING OUTLAW [GENERAL] AS PRESENTED IN *COMPLETE SCOUNDREL*

You combine grace and stealth to deadly effect.

Prerequisites: Grace +1, sneak attack +2d6

Benefit: Your rogue and swashbuckler levels stack for the purpose of determining your competence bonus on Reflex saves from the grace class feature and the swashbuckler's dodge bonus to AC, as well as for the purposes of determining your sneak attack damage.

ELUSIVE TARGET [TACTICAL] AS PRESENTED IN *COMPLETE WARRIOR*

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat

against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by move out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

IMPROVED TOUGHNESS [GENERAL] AS PRESENTED IN *COMPLETE WARRIOR*

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

IMPROVED TURN RESISTANCE [GENERAL] AS PRESENTED IN *LIBRIS MORTIS*

You have a better than normal chance to resist turning.

Prerequisites: Undead type.

Benefit: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the PHB). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your PC level (monster hit dice plus class levels) to determine your Hit Dice for turn, rebuke, command, or bolster attempts. For example, a 4 HD Wight with this feat is treated as an 8 HD undead for the purpose of turn, rebuke, command, or bolster attempts, even though it is a 4 HD creature for every other purpose. A vampire that already has +4 turn resistance adds an additional +4 with this feat for a total of +8.

NEW SPELLS

Invisibility, superior as presented in *Spell Compendium*

Illusion (glamer)

Level: Sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Personal or touch

Effect: You or a creature or object weighing no more than 100 lb./per level

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This powerful glamer functions like *invisibility* (PH 245), except that it masks image, scent and sound alike, concealing the subject from all senses except touch. As with greater invisibility, this spell does not end if the subject attacks. While invisible, the subject exudes no scent and is undetectable by scent, blindsense, tremorsense, and blindsight.

Superior invisibility renders the recipient immune to detection by *see invisibility*, *faerie fire*, *glitterdust*, *invisibility purge* and *dust of appearance*, although creatures under the effect of the spell can be detected by *true seeing*. Certain mundane conditions (such as leaving footprints) can also render a subject detectable.

Mage Armor, Greater

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S

This spells functions like *mage armor* (PH 249) except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

Garb of the Hunting Cat Set Benefits

- If both primary and off-hand glove attacks hit on the same round, deal +3d6 rend damage with the off-hand attack. May only take place once per round.

- Once per day, may use *invisibility*(Sp) (CL 3) as a standard (mental) action.

Claw Gloves (p. 199, MIC): Pair of gloves treated as +1 punching daggers (does not inhibit ability to use weapons or otherwise use the hands). If charge or Spring Attack with the two claw attacks, may make an off-hand attack as well as a normal attack – both take the normal penalties for fighting with two weapons. Cannot combine this attack with any other weapons, nor cumulative with any other ability to increase attacks on a charge or Spring Attack.

Mantle of the Predator (p. 200, MIC): +5 competence bonus on Hide and Move Silently, as well as +1d6 sneak attack damage vs. foes denied their dexterity.

Mask of the Tiger (p. 200, MIC): Track Feat is provided and gain low-light vision.

Greater crystal of security (p. 65, MIC): Crystal provides a +10 bonus on any check made to draw the weapon or to keep the weapon in your hand.

Belt of Battle as presented in the *Magic Item Compendium* (p 73)

Price (Items Level): 12,000gp (13th)

Body Slot: Waist

Caster Level: 9th

Aura: Moderate; (DC 19) transmutation

Activation: - and swift (mental)

Weight: -

A *belt of battle* helps you avoid being caught off guard in combat and allow occasional bursts of extra activity. While worn, it grants you a +2 competence bonus on initiative checks. This is a continuous effect and requires no activation.

In addition, a *belt of battle* has 3 charges, which are renewed each day at dawn. Each time you activate the belt, one of the black pearls set into its buckle turns white. The pearls return to normal when the ring's charges renew. Spending 1 or more charges grants you an extra action, which must be taken immediately (before you take any other action).

1 charge: 1 move action

2 charges: 1 standard action

3 charges: 1 full-round action.

Prerequisites: Craft Wondrous Item, *haste*.

Cost to Create: 6,000 gp, 480 xp, 12 days.

Steadfast Determination as presented in the *Player's Handbook II*

Your physical durability allows you to shrug off attacks that would cripple a lesser person. Rather than depend on agility or willpower, you use your raw toughness to survive.

Prerequisites: Endurance

Benefit: You can use your Constitution modifier in place of your Wisdom modifier on Will saves.

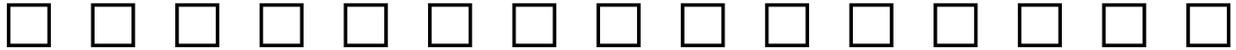
You do not automatically fail Fortitude saves on a roll of a natural 1.

Collar of Protection: As per a *ring of protection* from the *DMG*, save that it functions only in the neck slot and only for an animal or animal companion.

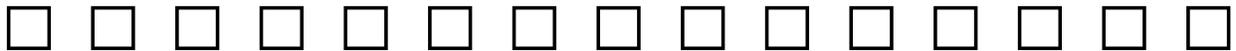
APPENDIX 3: INITIATIVE CHART

For your reference, this chart contains 50 boxes that can be used to track combat rounds while the PCs are fighting in the elemental nodes.

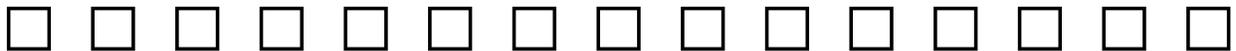
Rounds 1-15:



Rounds 16-30:



Rounds 31-45:



Rounds 46-49:



Round 50:



PLAYER HANDOUT 1

Dear friend,

It has come to my attention that, in the past, you may have taken on some challenging 'opportunities' including some proffered by a colleague of mine, Elaine.

I would like to offer you a chance to participate in another one of these challenging, but lucrative, opportunities.

If I have made this offer in error yet you are interested, please also attend. There is something to be said for initiative...

Meet me at the Magic Carpet tavern in Falwur, Ket as soon as possible and I shall elucidate my offer. Ask the belly dancer about Renny, she will direct you to me.

Yours in profit,

Renny TK
Mouqollad

APPENDIX 4: KET LAWS

For minor crimes (sentences of 10 TUs stock time or less), Threshers are able to immediately investigate the crime, interview witnesses, pass judgment and carry out the sentence. For major crimes, the accused is turned over to a formal court hearing before a Jurat and two mullahs.

Crime & Punishment: The punishment for many crimes, especially of assault, aggravated assault and murder, will largely depend on the status of the victim.

Mitigating Circumstances: In recent times, moderate voices have convinced the Beygraf that the "all-or-nothing" aspect of the justice system had become a burden to the common people. The solution was to introduce "mitigating circumstances" to sentencing--given certain predetermined circumstances during the commission of the crime, the convicted person will receive a reduced sentence.

Legal wrangling: Upon conviction, legal wrangling can be attempted in order to reduce the sentence when there are no mitigating circumstances, or in place of mitigating circumstances. However, if a adventurer attempts legal wrangling, then he or she cannot call upon mitigating circumstances as well. By making a Diplomacy or Profession (Lawyer) check at DC 20 + APL, execution will be reduced to life in the mines, life in the mines will be reduced to 2 years in the mines, and all other sentences reduced to half their length or half the fine, whichever is applicable.

CRIMES OF DEBT

Falling into Debt (Citizen): Sentenced to become ushdar (indentured servant) in household of creditor until Jurat has determined that worth of labor performed has matched debt.

Mitigating Circumstances: None

Unpaid debt obtained with Fraudulent Collateral (Non-Citizen): Upon determination that collateral did not match worth of loan, sentenced to become qashar (mine slave) until Jurat has determined that worth of labor performed has matched debt.

Mitigating Circumstances: None

MINOR CRIMES

Vandalism: Fine equal to double the value of the property damage, plus repair costs to owner of property; or if unable to pay fine, 1 TU of court-appointed indentured servitude per 10 greatshields of property damage.*

Mitigating Circumstances: None

Tax evasion: Fine equal to double the value of the tax owed, or if unable to pay fine, court-appointed indentured servitude to a Citizen of Jurat's choice, 1 TU per 10 greatshields of tax owed.*

Mitigating Circumstances: None

Break & Enter: 2 TUs in stocks for unauthorized entry, in addition to any punishment for theft.

Mitigating Circumstances: It was an emergency; Effect: No fine or conviction

Theft: Fine equal to double the value of the item stolen owed, plus restitution to owner of property; or if unable to pay fine, court-appointed indentured servitude to owner of property, 1 TU of per 10 greatshields of property value*

Mitigating Circumstances: None

Heresy: The worship of Olidamarra is illegal in Ket, punishable with 1 TU in the stocks and confiscation of any materials dedicated to Olidamarra (including holy symbols)

Mitigating Circumstances: None

CRIMES AGAINST "MONSTERS"

Killing of "monster": Fine (typically 100 greatshields); or if unable to pay fine, court-appointed indentured servitude to

Citizen of Jurat's choice, 1 TU per 10 greatshields of fine owed.*

Mitigating Circumstances: Any reasonable excuse; Effect: No fine or conviction

CRIMES AGAINST NON-RESIDENTS

Aggravated Assault (lethal damage): 2 TU in stocks.

Mitigating Circumstances: Any reasonable excuse as long as accused did not initiate the combat. Effect: No fine or conviction

Lethal Assault (resulting in death): 10 TUs in stocks [Paying for a successful raise dead reduces conviction to Aggravated Assault]

Mitigating Circumstances: Self defense. Effect: No fine or conviction

Kidnapping or Torture: 10 TUs in stocks

Mitigating Circumstances: None

CRIMES AGAINST RESIDENTS

Simple Assault (non-lethal): 2 TU in stocks

Mitigating Circumstances: Any reasonable excuse as long as accused did not initiate the combat. Effect: No fine or conviction

Aggravated Assault (lethal damage): 5 TUs in stocks

Mitigating Circumstances: Committed in self-defense and cured all lethal damage at end of combat Effect: 2 TUs in stocks, conviction for simple assault

Deadly Assault (lethal damage and loss of consciousness): 5 TUs in stocks

Mitigating Circumstances: Committed in self- and cured all lethal damage at end of combat. Effect: 2 TUs in stocks, conviction for simple assault

Kidnapping or Torture: 1 year in mines**

Mitigating Circumstances: None

Manslaughter: 1 year in mines**

Mitigating Circumstances: Self defense. Effect: 10 TUs in stocks

CRIMES AGAINST HORSES

Simple Assault(non-lethal damage): 2 TU in stocks
Mitigating Circumstances: Self-defense, as long as accused did not initiate the combat with owner of horse;
Effect: No fine or conviction

Aggravated Assault (lethal damage): 5 TUs in stocks
Mitigating Circumstances: Self-defense, as long as accused did not initiate the combat with owner of horse, and cured all lethal damage at end of combat. Effect: 2 TUs in stocks, convicted of simple assault

Deadly Assault (lethal damage and loss of consciousness): 10 TUs in stocks

Mitigating Circumstances: Self-defense, as long as accused did not initiate the combat with owner of horse, and cured all lethal damage at end of combat. Effect: 5 TUs in stocks, convicted of aggravated assault

Horse Theft: 52 TU in stocks and fine equal to double the value of the horse plus restitution to owner of horse. If unable to pay fine, 52 TUs in stocks or 1 year in mines** plus 1 TU of court-appointed indentured servitude per 10 greatshields of value of the horse*

Mitigating Circumstances: To save the life of the Beygraf. Effect: No penalty

Kidnapping or Torture: 2 years in mines**

Mitigating Circumstances: None

Horseslaughter: 2 years in mines**

Mitigating Circumstances: Self-defense, as long as accused did not initiate the combat with owner of horse.
Effect: 10 TUs in stocks, convicted of deadly assault

CRIMES AGAINST CITIZENS

Simple Assault (non-lethal): 2 TU in stocks

Mitigating Circumstances: Any reasonable excuse as long as accused did not initiate the combat. Effect: No fine or conviction

Aggravated Assault (lethal damage): 5 TUs in stocks

Mitigating Circumstances: Committed in self-defense and cured all lethal damage at end of combat. Effect: 2 TUs in stocks, conviction for simple assault

Deadly Assault (lethal damage and loss of consciousness): 10 TUs in stocks

Mitigating Circumstances: Committed in self-defense and cured all lethal damage at end of combat. Effect: 5 TUs in stocks, convicted of aggravated assault

Kidnapping or Torture: Life in mines**

Mitigating Circumstances: None

Murder, unpremeditated: Life in mines** [Paying for a successful raise dead reduces conviction to Deadly Assault]

Mitigating Circumstances: Self defense. Effect: 26 TUs in mines**

Murder, premeditated: Execution. [Paying for a successful raise dead reduces conviction to Murder, unpremeditated]

Mitigating Circumstances: None

CRIMES AGAINST THE STATE

Bearing of armor or weapons inside walled city or town:

10 TUs in stocks

Mitigating Circumstances: None

Impersonation for criminal purposes*:** Execution

Mitigating Circumstances:

Impersonation of Resident: 1 TU in stocks

Impersonation of Citizen: 4 TUs in stocks

Impersonation of member of military unit except Threshers: 10 TUs in stocks

Impersonation of Thresher or Jurat: 1 year in mines**

Impersonation of Bey or Graf: Life in mines**

Impersonation of the Beygraf: Execution

Attack on military officer, government official or Jurat:

Look up same type of assault against Citizen and double the penalty.

Mitigating Circumstances: None

Theft of Beygraf's property: Execution

Mitigating Circumstances: As determined by Jurat .

Effect: Life in the mines

Crimes against the Beygraf: Execution

Mitigating Circumstances: As determined by Jurat.

Effect: Life in the mines

Treason: Execution

Mitigating Circumstances: None

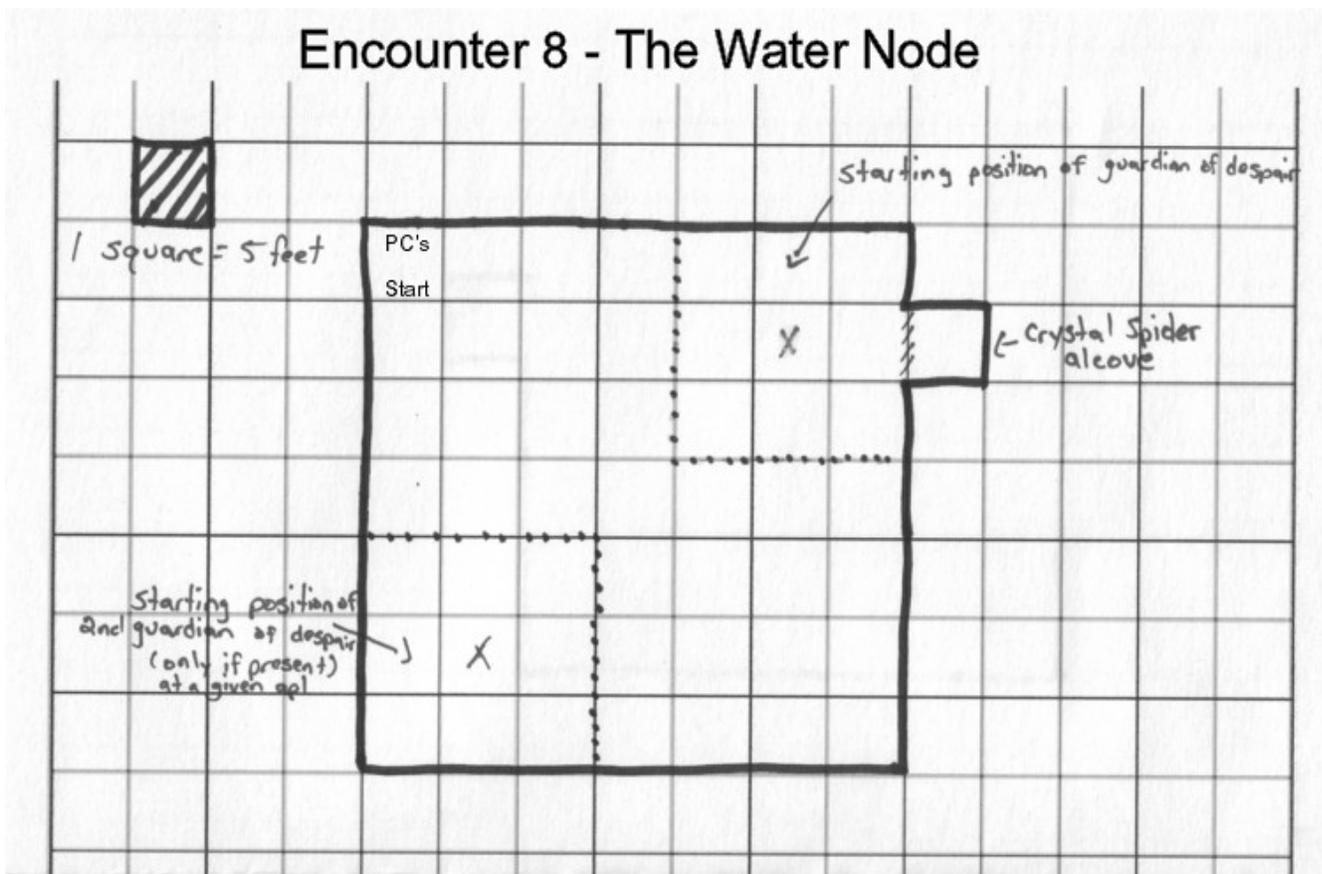
*Only a Citizen may become an ushdar (indentured servant). Residents and non-residents unable to pay fine are sentenced to labor in the mines, value of their work (minus cost of food) used to pay off fine. This typically works out to about 30 greatshields per year.

**Any sentence of time in the mines includes branding on right cheek and lifetime loss of Citizenship

***Impersonation for purposes of entertainment or satire, either public or private, is not judged to be a crime.

APPENDIX 5: DM MAPS

Encounter 8 - The Water Node



Encounter 9 - The Earth Node



Encounter 10 - The Fire Node



1 square = 5 feet

Ghirrash 2 starting location
(where present by APL)

PC's start

Magma Pipe

Ghirrash 1 starting location

Ghirrash Den