

COR5-13



THE PRICE OF POWER

A One-Round D&D[®] Living Greyhawk[™] Core Adventure

Version 1

by **Craig Hier**

Editing: JD Wiker

Circle Reviewers: Creighton Broadhurst and Stephen Radney-MacFarland

Playtesters: Robert Haynes, Chris Sanders, Thomas Sleeper, Russ Stanley and J.B. Talbot

Ages ago a lone group of monks sought the secrets of the mind. Time has almost removed them from the knowledge of Oerth. Scattered tales and misremembered legends still encourage some to seek the lost treasures and knowledge of these monks. Will you tempt fate and search for the monastery? This adventure is a continuation of the "*Tome of Clarity and Mists*" series. An adventure for characters level 1-17.

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

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

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

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

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

RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the *Living Greyhawk* character creation and development, RPGA event sanctioning, and *Dungeons & Dragons Rewards*, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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	

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-

ADVENTURE BACKGROUND

numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set outside the city of Greyhawk and the Archbarony of Ratik. Characters pay two Time Units per round.

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

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character heals temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

In the background for *COR4-08 The Letter*, it was revealed that a monastery was established in the mountains somewhere in the northeastern area of Oerth. In this place a book of power, the *Tome of Clarity and Mists*, was penned. Tragedy befell the monks who resided there and the book was taken to be forever lost.

That is, until last year. An adventurer found the tome and brought it to the City of Greyhawk. This caused quite a stir and after some conflicts and deaths the book once again disappeared.

The fall of the monastery had other repercussions. The idea of a repository of knowledge was a strong one and it was passed from generation to generation. Finally, some 300 years after the fall of the original, another monastery was established. The only difference was the absence of the *Tome of Clarity and Mists*.

This second outpost established a culture of secrecy to protect itself. All the monks, when questing for more knowledge, are forbidden to travel alone and only one member of the group may speak. This has led to them maintaining their secrecy for many, many years.

It was a group from the second monastery that inadvertently involved itself in the drama surrounding a map to the original monastery, which was unearthed a few years ago (*COR3-08 Face Value*). The significance of the map was not lost on them and they managed to interpret most of the details from it and found the original monastery soon after.

The tome is a very unique book. While writing it, the authors poured more than just words, ideas, and concepts into it—they instilled it with an innate intelligence and rudimentary free will. This allows the book to interact with the reader and show the information that she needs (though not necessarily what she wants).

It also has the ability to *suggest* things to those around it. The range is very limited and usually takes the form of dreams. In no way is it powerful enough to communicate directly with the owner.

The tome has been at the center of almost constant conflict and death for several months. It desires to return home and find peace. It has therefore tried to send out signals of its home and influence its owner to journey there.

This is where our story starts.

ADVENTURE SUMMARY

The PCs stumble upon a young bard under attack, and lucky for the young bard, his attackers flee at the sight of a well-armed adventurers intervening. The young man is grateful for the rescue and suggests the he travel with the PCs. He has a map to a great treasure and wants the adventurers' help to find it.

Stopping at an inn in Midmeadow, the bard tells a tale that has no ending (having come from his subconscious). Although the story stops rather abruptly,

it goes on long enough for a member of the audience (a doppelganger spy) to understand its significance. He sets up an ambush for the party.

The rest of the journey into Ratik is uneventful, but tension still surrounds the party. Upon arriving, the PCs follow the map to a small trapping village called Longtree. The citizens of Longtree welcome the newcomers warmly for the most part, but the sheriff is overly suspicious and outright hostile toward the party.

The map shows that the monastery is just a few miles from the town, but no one in town seems to know of it. Asking around town reveals that only a young child named Elinder has ever seen an old building in the woods. The party can either have him take them to it or track his path back to it.

If the PCs do not figure out that the boy is the key to finding the monastery, they can use two different sets of maps found in town to deduce the area that the monastery is located in. These maps are in the assayer's office and Garl's home.

The PCs soon discovers why nobody seems to know where the monastery is. It is protected by a magic that turns away people not following the map or with direct purpose. Approaching the building, the PCs are attacked by several undead.

Exploring the decaying building they find that it is not uninhabited. An undead guardian still maintains the library and has come to realize that his pursuit of knowledge and power has left him unfilled and powerless. He passes on the library to the party and then crumbles to dust.

The thugs from the first encounter, or at least their associates, changed their tactics and have followed the party half way across Oerth and have now brought in reinforcements to lay siege to the monastery and the treasure they are sure it contains. The party must defeat the forces of evil once again.

Of course, a group sent here to guard the building also noted the PCs' arrival. This group is from the second monastery and they send word that the ancient ruins have been discovered. Soon after defeating the evil shapechangers, Brother Sill approaches the PCs and determines their intentions and relays some history of the locale.

If the PCs hand over possession of the library to Brother Sill and keep it secret, his order offers to give them access to some of their knowledge and wisdom.

PREPARATION FOR PLAY

Before play starts you must determine the location and owner of the *Tome of Clarity and Mists*. It is either in the hands of the PCs (select one randomly if more than one PC owns the book). If none of the PC owns a copy of the book, it starts in the possession of a bard named Shelling Redfern.

If the adventure starts with the tome in a PC's possession, give that player Handout 1. If the character has access to *detect thoughts* and *read magic*, give them Player-Specific Introduction 1. If the player also has the mysterious map, give them Player-Specific Introduction 3. Otherwise, if the character has no magic ability, give them Player-Specific Introduction 2. In the extreme case of the character being a mindspy or mindbender, hand out Player-Specific Introduction 4. If a character doesn't have either the book or map, they do not get a hand out.

INTRODUCTION

While the Urnst Trail is not exactly a hotbed of bandit activity, only a fool would travel it alone, as the Cairn Hills have always offered respite to the desperate, dangerous, and even depraved.

While you, of course, know this the poor dandy ahead of you is learning this lesson the hard way. Some 100 yards down way, just barely in view, a pair of ruffians—brigands who've lost their way, or thieves exiled for not paying guild dues maybe—harass the well-dressed and obviously ill prepared young man.

The PCs don't need to do much to end the assault. Just making themselves be known to the thugs sets the pair fleeing for their lives into the wilds of the Cairn Hills. The PCs can, if they want, take off after the thugs. They have nothing of any real value and have no information important to the adventure. They are just a couple of ne'er-do-wells perpetually in need of coin and none too picky as to where they get it.

➤ **Rammal and Tiner:** male human Rog 1; hp 4, 4; AC 11.

Once the PCs save the young man, read aloud the following.

The young man stands, dusts himself off and turns toward you. Giving a cheerful wave and a shout of greeting, he approaches.

"Hail fellows. It seems fortune has at last favored me with a boon. I am Shelling Redfern; I seek my fortune in both coin and song. Tell me, what brings you to my rescue this fine day?"

♠ **Shelling Redfern:** male human Brd 2; hp 12; AC 14; *Possessions:* Lute, leather armor, backpack, map to the monastery, *Tome of Clarity and Mists* (if it's not carried by a PC).

Redfern patiently waits for the party to introduce themselves. If nobody steps forward to do so, he asks "And you are?" Once introductions have been made, read the following:

"If it would not be too bold of me, I was traveling toward the wilderness of northern Ratik and I would be grateful for the company of grand adventurers such as yourselves. Naturally I suspect that you are busy, and have far better things to do than traipse around Oerth

with some young pup, but I have something to offer in return. In fact, there are two things I can offer. First, I have this treasure map that was left to me by my great uncle Orwerd. It tells of a place of great treasure. I am willing to split that treasure with you. Second, I plan to become a troubadour of great renown and tales of your exploits would make you almost as famous as I." He grins and awaits your answer.

The map, in fact, comes from a secondhand map shop in the City of Greyhawk. He can't explain why he bought that particular map other than it was just a feeling he had. He made up the story about his great uncle.

If Shelling doesn't have the book, the character with it should think that going to Ratik is a fine idea, as the book has been edging them toward that goal.

If Shelling does have the book, he has no immediate recollection of it. The book has dimmed his memory of having it to reduce his temptation of revealing it to those who would seek to do the young bard harm. It was the book that encouraged him to get the map in the first place.

On the off chance the party does not take the offer, he starts pestering them to the point of annoyance. Play it by ear at this point, but if the players don't want to continue the adventure, give them the AR and send them on their way.

ENCOUNTER 1: ON THE ROAD

Once the PCs indicate that they plan to travel to Ratik, read the following:

The journey begins aboard a ship heading for Radigast City. The open water with the smell of the Nyr Dyv and the wind in your hair provide a welcome break from the dusty, midsummer road.

The bustling ports of this fair city seem to have rebounded from the recent civil war that shook the County of Urnst. Taking a brief amount of time to grab some supplies, the party heads eastward.

In short order the towns of Didieln, Jedbridge, and Starkwall have come and gone. The blessing of Fharlanghn seems to have favored your journey as the company and conditions are in your favor.

Shelling turns out to be a most delightful traveling companion. His stories, most of which carry the feel of pure fiction, are often funny and lighthearted. He also seems to have a knack of knowing when his welcome has almost run thin when questioning you.

Another benefit of traveling with the young bard is that he is quite adept at singing for his (and your) supper. So far this expedition has cost very little out of your pockets.

Finally the town of Midmeadow comes into view. The flags of the newly established Nyronid Imperium flap in the summer breeze and a pair of guards dressed in black leather armor wait at the city's entrance. From

another guard post nearby, two figures—a female human and a male half-elf—watch you and the guards in equal measure. They wear polished armor and weapons, holy symbols of Pholtus, and purple tabards with the device of the Theocracy of the Pale.

The guards are Hextorians hired by the self-proclaimed Emperor Sewardnt. Sewardnt deposed his brother several months ago and has changed the official state religion from Heironeous to Hextor. Thus, the guards are contemptuous toward any characters openly worshipping Heironeous, and inform them that they had best keep that symbol covered if they wish to avoid trouble.

The Pale has withdrawn the most zealous members of the Valorous League of Blindness from Nyronid; in their place, holy warriors such as the two in the nearby guard post have been ministering with compassion and mercy to the benighted folk of Midmeadow. The Pholtan Knights Valorous, Order of Luna, work alongside Sewardnt's troops to keep the peace, but they clearly disapprove of their colleagues. The PCs should be able to determine this with a DC 10 Sense Motive check.

The guards' job is to collect an entrance tax from all the merchants and ne'er-do-wells seeking to travel in the Imperium. The Pholtan Knights Valorous keeps them from over-taxing travelers and otherwise having a good time. As the party approaches them, they state the following.

"Welcome to Midmeadow. There is a 5-gp entrance tax for each of you. Any animals will cost you 2 gp for small ones, 4 gp for horses and the like, and 10 gp for larger, wilder beasts."

These men aren't particularly brave but do have a job to do. If any followers of Heironeous are with the party, the guards sneer, but do not go out of their way to make life difficult for them. Centaur PCs count as normal PCs in terms of this entry fee. If the party makes to attack them they break and raise the alarm. This would not be good; in this case inform the PCs that they are forced to flee as more and more city guardsmen join the fight. The Pholtan Knights Valorous come collect them and escort them away before matters get out of hand.

Once the party is in the city, read or paraphrase the following:

Once inside the city, Shelling notices a small inn just off the main road. "Let's try that one. It looks like the kind of place in need of a minstrel," he states with a wink and a smile.

The inn turns out to be called "The Road Home". The crowd is small but Shelling makes his way to the small stage and starts in on a new narrative.

The tale, which he calls "The Lost Book of the Luckless Monk", tells of a magic book created by a monk. The story tells of how this monk created a magic book to hold his and his friend's wisdom.

The book ended up being too powerful for the forces of evil to resist. Before long all the monks' friends

were dead and he was on the run. Year after year the monk fled until finally he himself died of old age.

The book was soon found and another trail of blood started following it on its journey. From hand to hand the book was passed until, out of desperation, the book tried to tell its new owner the way home.

Shelling suddenly stops his narrative. Blinking in surprise he claims that he doesn't know how that story ends. Visibly shaken, the bard leaves the stage and heads outside for some fresh air.

Shelling's subconscious has finally thrown off the magic protecting the book. To be honest, it had help from a member of the audience who was scanning the poor boy's thoughts when he took the stage. In a recoil effect, the story he just told is the story of the *Tome of Clarity and Mists*.

This "helper" is a doppelganger spy, and a member of an organization that has been seeking the Tome since it was rediscovered. He was scanning all the bards who have come into the city in an effort to find some information on the Tome. To say he has hit paydirt would be an understatement.

Even if one of the PCs has the book this still happens; Shelling has been in close enough proximity to pick up on the book's intentions.

The spy in the crowd slips out shortly after the bard, and quickly convinces some of his brethren to "get a book from some young upstart." He then watches to see if they succeed or not. If they do not get the book, he notes the party's strengths and weaknesses for a later assault.

Once the PCs set out to continue their journey, read the following:

A light rain greets you in the morning. Not so much as to make the going difficult but enough to break the summer heat.

Shelling is in a very dampened mood this morning and it probably has very little to do with the rain. He is still upset about the debacle at the Road Home, and can't for the life of him figure out what happened or why.

A sudden noise rouses him from his self-indulgent musing. An armed man is advancing on the road from the trees to the left.

"Halt! Give me the book and you all can just walk away. Failure to do so will be met with severe consequences."

(At APL4-8) *As if to emphasize his words another man emerges from the woods with his weapon ready.*

(At APL10) *to emphasize his words, more men emerge from the woods with weapons ready.*

Creatures: As described above these doppelgangers appear as ordinary bandits given the type(s) and levels. See Appendix 1 for details about possessions at the different APLs.

The doppelgangers want to get the book—not get killed. They take the easy path if given a choice. They

fight to roughly a quarter of their hit points and then try to run.

APL 2 (EL 3)

➔ **Doppelganger Ftr 1:** hp 46; see Appendix 1.

APL 4 (EL 5)

➔ **Doppelganger Ftr 1:** hp 46; see Appendix 1.

➔ **Doppelganger Rog 1:** hp 39, see Appendix 1.

APL 6 (EL 7)

➔ **Doppelganger Ftr 3:** hp 65; see Appendix 1. 6

➔ **Doppelganger Rog 3:** hp 54, see Appendix 1.

APL 8 (EL 9)

➔ **Doppelganger Ftr 6:** hp 95; see Appendix 1. 8

➔ **Doppelganger Rog 5:** hp 68, see Appendix 1.

APL 10 (EL 11)

➔ **Doppelganger Ftr 7:** hp 105; see Appendix 1.

➔ **Doppelganger Rog 5 (2):** hp 68, 68; see Appendix 1.

APL 12 (EL 13)

➔ **Doppelganger Ftr 7 (2):** hp 105 105; see Appendix 1.

➔ **Doppelganger Rog 7 (2):** hp 82, 82; see Appendix 1.

APL 14 (EL 15)

➔ **Doppelganger Ftr 10 (2):** hp 125, 125; see Appendix 1.

➔ **Doppelganger Rog 9 (2):** hp 96, 96; see Appendix 1.

Tactics: If the doppelgangers are reduced to zero or fewer hit points, they revert to their natural states. This should give the PCs something to talk about. If, on the other hand, they get away or are captured alive, they do everything they can to avoid revealing their true natures.

The spy from the inn hides nearby, waiting for the other doppelgangers to tell him the ambush has succeeded. If he doesn't hear from them, though, he assumes they have failed, and remains in hiding until the party is safely away. He then alerts others of his kind that the book is in the area.

Treasure:

APL 2: Loot—12gp, Coin—17gp, Magic—*potion of remove blindness* (63gp), *potion of protection from arrows* [10/magic] (25gp)

APL 4: Loot—75gp, Coin—1gp, Magic—*potion of remove blindness* (63gp), *potion of protection from arrows* [10/magic] (25gp)

APL 6: Loot—54gp, Coin—10gp, Magic—*potion of protection from arrows* [10/magic] (25gp each), *+1 chain shirt* (104gp)

APL 8: Loot—52gp, Coin—12gp, Magic—*potion of protection from arrows* [10/magic] (25gp each), *+1 chain shirt* (104gp), *+1 leather armor* (97gp)

APL 10: Loot—79gp, Coin—0gp, Magic—*+1 chain shirt* (104gp), *+1 leather armor* (97gp each), *+1 longsword*

(193gp), *potion of protection from arrows* [10/magic] (25gp each)

APL 12: Loot—0gp, Coin—0gp, Magic—+1 *chain shirt* (104gp), +1 *leather armor* (97gp each), +1 *longsword* (193gp), +1 *rapier* (193gp each), *potion of barkskin* +4 (75gp)

APL 14: Loot—0gp, Coin—0gp, Magic—+1 *chain shirt* (104gp), +1 *leather armor* (97gp), +1 *longsword* (193gp), +1 *rapier* (193gp), *potion of barkskin* +4 (75gp), *potion of cure serious wounds* (63gp), *potion of barkskin* +5 (100gp)

Detect Magic Results: *potion of remove blindness* (faint conjuration: healing), *potion of protection from arrows* (10/magic) (faint abjuration), *Ring of Protection* +1 (faint abjuration), *potion of barkskin* +4 (moderate transmutation), *potion of cure serious wounds* (faint conjuration: healing), *potion of barkskin* +5 (strong transmutation).

ENCOUNTER 2: JUST LIKE ANY OTHER TOWN

This encounter is a very roleplaying-intensive one. The purpose is to have the players use their wits to find the resting place of the monastery. It also allows the party to do a good deed for the local temple. Please read all the NPC and location descriptions before running this encounter. They are all connected and have clues leading from one to another.

The journey through the Theocracy of the Pale passed without incident. Now a short trip through a pass in the Rakers has brought you to your destination: Ratik.

Shelling's map is a bit vague on the exact location of the monastery. Given the map's age and the volatile nature of the towns located in the northern Ratik woods, the mountains are your only real landmarks.

After four days of searching, and a trip to the archives in Marner, you discover that the town of Longtree is very close to the location on the map.

Now the scent of pine fills the air, pine needles crunch underfoot, and the town of Longtree lies before you. The town consists of one road with a scattering of buildings on either side.

On the left side are a temple of Fharlanghn, a schoolhouse, a general store, and the sheriff's office. On the right are a small inn, a stable, a furrier, and an assayer's office. Behind each of these are a few houses. Behind the Assayer's office, the biggest house is surrounded by a small stone wall.

People in the town of Longtree:

- **Olston Blint, Sheriff (Ftr 3), Male Human (Doppelganger)**—The sheriff moved here shortly after turning 15. He started working as the stable boy and then started renting out as a guide to the hunters who would come from out of town. Inspired

by their stories of life outside of Ratik, he adventured for a short while but found he missed the simple life. That was before he was killed and replaced by a doppelganger, just last night. His body is stashed in the woods. A successful Survival check (DC 15+ condition modifiers) by a PC with the Track feat discovers that the “sheriff’s” movements lead to the real sheriff’s body.

- **"Tiny", Deputy (War 2), Male Human**—Tiny is a very large man. Standing some 6 feet 5 inches, and weighing at least 300 pounds, he has the look of somebody not to mess with. He is, however, a very simple man who is quite passive. He refers any questions the party asks to the Sheriff. He has no information of any value—except that Dove and Raven are very pretty.
- **Harrist Longknives, Store Owner (Exp 3), Male Human**—Harrist has lived here all his life. He inherited the store when the past owner, Willie Breakaxe, died childless. He doesn't get out much, so he knows little of what happens beyond his walls. Lissa, his wife, and Elinder and Prina, his children, are his main focus and topics of conversation.
- **Lissa Longknives, Store Clerk (Com 2), Female Human**—Lissa moved here from a neighboring town when her parents arranged a marriage to Harrist for her. She has grown to love him and simply adores her children Elinder and Prina. She is quite content with the simple country life. Her main concerns are making sure the store is stocked for hunting season and Elinder's frequent adventures into the wild.
- **Elinder Longknives, Stock boy (Com 1), Male Human**—Elinder is a 10-year-old boy who loves walking in the woods. Of all the people in the town of Longtree, he is the only one who has actually seen the old monastery or, as he calls it: “the spooky old building.”
Three days ago, after school, he went out into the woods looking for some nice pinecones. After a few miles, he was having no luck finding the cone he wanted. Following his feet and paying extra special attention to all the cones, he soon discovered it was getting darker and darker. Before too long it was too dark and a spooky building he had never seen before was in front of him. He ran for his life.
He knows he is in trouble if his mom finds out that he went out in the woods, so he does not reveal what he knows unless something can be done to appease Lissa's concerns about his wanderlust.
- **Prina Longknives, Store helper (Com 1), Female Human**—The youngest Longknives, she is an obnoxious seven-year-old who delights in pestering the adventurers with lots of questions. “Have you ever seen a badger?” “What color is an owlbear?” “Can I see your sword?” “Have you been to Marner?” A shiny bobble or some sweets immediately appeases her and she runs off with her new treasure.

- **Wanvell Krispon, Priest of Fharlanghn (Clr 4), Male Human**—Wanvell has been here for seven years. From time to time he has wandered the back roads of Ratic in search of enlightenment, but cannot recall anything that might be an abandoned monastery. He gladly talks about the town and its residents, as he knows them well and is on friendly terms with them all.
- **Olvena Larkspar, Acolyte & teacher (Clr 1), Female Half-elf**—As part of her worship of Fharlanghn, she undertook a quest to travel as far from her home as she could and spend several years learning the culture of that area. She is originally from Keoland and has been here for two years. She assumed the post of teacher, as that allows her to learn from the children. She knows all the children and suggests that Elinder or Raven know the area the best (as far as the children go, that is).
- **Clarren Blint, Stable Owner (Exp 2), Male Human**—Clarren Blint followed his older brother, Olston, here after he turned sixteen. He is two years Olston's junior. He arrived just as Olston left to become an adventurer. Clarren took over his duties as stable boy and within five years was running them. He married Rennd Soulvét's (see below) sister Ammary and they had a son, Millon. Tragically, Ammary was killed two years ago by a wolf while looking for some berries in the nearby woods. Clarren has not journeyed into the woods since then, and does not wish to discuss anything about them.
- **Millon Blint, Stable Boy (Com 1), Male Human**—A shy young man of 14 years, Millon lost his mother a few years back and has been terribly introverted ever since. He avoids the party and hides in the stables, as he feels most comfortable there. He knows that Elinder has seen something spooky and terrifying in the woods, but doesn't know what it was. He does know *where* it was, though.
- **Fellsto Plainmeadow, Inn Owner/Bartender (Drd 3), Male Human**—Fellsto has lived here his entire life (all 43 years). He knows these woods better than anybody and tells everyone that. Unfortunately, he does not know *every* inch of the woods, as he would have you believe. Even though he is the protector of this area, he has been influenced by the repulsion field his entire life, and is completely oblivious of it and the area it protects. In fact, it has become so ingrained in his subconscious; he thinks he is walking a straight line when he is, in fact, circling around the area. He chalks up stories of others getting lost due to its effects as "tenderfoots getting in over their heads." He is proud of his abilities and boasts that he can outhunt Garl Halfaxe any day. Garl has yet to accept this challenge.
- **Spinella Plainmeadow, Cook (Exp 2), Female Human**—Spinella came to town with her father on a hunting trip eighteen years ago. When she met Fellsto, she knew she was in love. After a whirlwind courtship, Fellsto offered to personally guide his potential father-in-law's hunting trips in the future for his daughter's hand in marriage. As the current trip had been extremely uneventful and his daughter was getting a bit headstrong, he accepted. Spinella is a perfect match for the loud and jolly tavern owner as she is exactly the same. She takes pride in her cooking and is the first to tell everyone that her cooking is the best for miles and miles. She and Fellsto almost never fight; they are the picture of a loving couple.
- **Dove Plainmeadow, Barmaid (Sor 1), Female Human**—Dove, like her twin sister Raven, helps run the Inn. She serves mainly as the barmaid. She recently discovered that she has the gift of sorcery. She is afraid to tell her parents, as they might get upset. Unlike her sister, she has blonde hair and a fair, light complexion.
- **Raven Plainmeadow, Barmaid (Drd 1), Female Human**—Raven, like her twin sister Dove, helps run the inn. She occasionally serves as a barmaid, but mainly does most of the cleaning. She has black hair and a much darker complexion than her sister. She has followed in her father's footsteps and is learning the ways of the druids. Like her father, she does not think there is any truth to the story of an abandoned monastery near their town.
- **Marrina Kludgal, Assistant Cook/Maid (Com 1), Female Human**—This young girl is the daughter of the local assayer. She does not want to be here and would much rather have gone with her mother back to wherever it is she went. If talked to she goes on and on about how miserable this little backwater is and how she wishes her father would move back to Marnet.
- **Rennd Soulvét, Furrier (Exp4), Male Human**—One of the reasons Longtree still exists is the services of Rennd Soulvét. His family has been skinning, stuffing, and otherwise preserving the prizes of the hunters who come here. He is a master at his craft and he knows it. With an arrogant attitude and a nasal voice, he is quite annoying to talk to. His sister was married to the local stable owner, Clarren Blint, but was taken by a wolf. The wolf now stands stuffed in the middle of his shop as an example of his work.
- **To Kludgal, Assayer (Exp4/Rog 2), Male Human**—The gentleman was assigned here by some minor official back at the capital. His job is to verify and grant land claims by the residents of these parts. As this is the largest town in the area, he set up shop here. His life is *very* boring—so boring that his wife left him three years ago. She just packed up and headed south without saying anything to anybody. To was upset about it at first but then realized that she was a bitter pill anyway, and he enjoys the country life.
- **Garl Halfaxe, Local Adventurer (Rngr4), Male Gnome**—Garl Halfaxe made a name for himself helping the Ratic Army drive away some orcs and

other evil humanoids a few years back. Since then he has taken to leading hunting tours into the woods surrounding Longtree. His first assumption is that the characters have come to charter a hunting party. He is, of course, too busy at the moment, as he has another paying customer due to arrive in two days. If the party could come back in, say a month, he can fit them in for a short trip. Garl enjoys this life as it is much safer than hunting orcs. He spends a great deal of time hunting in the woods and has drawn several maps of the area. The maps seem to be very complete and detailed. A thorough examination of his maps (Knowledge [nature of geography] DC 20) reveals one area that is less than detailed or seems to have copied details from a nearby area.

LOCATIONS ABOUT TOWN

1. The Pine Cone Inn

Outside:

This building is the largest building in the village. At two stories, it is also the tallest. The upper story is ringed with windows with dark green curtains. By contrast, the bottom floor has two larger windows on either side of the main door. Hanging above the door is a wooden plaque depicting a single pinecone.

Inside:

The main room of the inn takes up most of the bottom floor. From the doorway the bar is on the far side and occupies most of the wall. A few tables are scattered about the floor and a low stage rests to the left in front of the fireplace. To the right, a flight of stairs ascends to the second floor and the guest rooms.

The walls are festooned with all manner of animal hides and mounted heads. Some of the more exotic include a stuffed owlbear in one corner and a winter wolf head mounted over the stage. Most of the lighting sconces are fashioned out of antlers of one animal or another.

The man who is currently polishing some glassware behind the bar grins as you enter his establishment. "Hail and well met. My name is Fellsto, and this is my place. Please, make yourselves at home. Is there anything I can get for you?" As he speaks, a dark-haired girl comes out of a door behind the bar and makes her way over to you.

The girl is Raven. She takes the PCs' orders, as well as offering them a room for the night if they are staying in town.

Once the order has been taken she goes to help with the cooking. Dove brings the food to the table. Mention that the "new" girl looks exactly like the other one, except she has blond hair. If it obviously distracts the party, Fellsto laughs and tell them about the twins.

The décor is from the various hunts Fellsto was hired to guide in his youth. The guide duties have mostly fallen to Garl and Fellsto is happy to just sit at home and recount his tales of heroism.

2. Stables

Outside:

The building directly north of the inn is a long building and one and a half stories tall. Two big doors take up most of the short sides and several large shuttered openings are arrayed on the long sides. A few of them are open, and you can see horse stalls beyond.

Inside:

The stables can house up to twelve horses. Currently, only four are present: three horses and a very stout-looking pony. There is also a man cleaning out a vacant stall, and he has yet to notice or acknowledge your presence. Above both sets of stalls, lofts full of hay run the length of the building. Ladders positioned at each end provide access to them. The only other contents of the building are saddles, bridles, and spare horseshoes.

The man cleaning the stall is Clarren Blint. He is busy and doesn't really have time to chitchat with the PCs. He is rather terse when answering any questions, and often asks if the adventurers have any horses they wish to board. If they should answer that they do not, he turns back to his work, in an obvious attempt to get rid of them.

The horses belong to Olston, Fellsto, and Harrist. Olston and Fellsto's horses are rather sleek and look like fine riding horses. Harrist's horse is sturdier and is used for hauling a wagon. The war pony belongs to Garl.

Millon is currently hiding in the loft on the west (Main Street) side. He is curious what the adventurers look like, but tries to stay well hidden. If the PCs pay any attention to the loft during this time, let them make Spot checks opposed by his Hide check. (Assume he takes 10.) On subsequent visits, though, he is brushing Garl's war pony.

3. Sheriff's Office

Outside:

The small, blockish building has bars on all the windows. The windows at the rear are very small, while the one at the front is much larger. On the left side of the door is a bulletin board with several faded bounty notices.

Inside:

The small building has two cells at the back. In the front part of the large room are two desks. One has several papers scattered on it and looks well used. The second desk is very clean and has that new desk look.

For the most part, the Sheriff is hardly ever in here. The papers scattered on his desk are some reports he was working on for the capital. It details the very boring life the residents of Longtree enjoy; the most notable incident was that Elinder Longknives had gone missing but turned up after a few hours a little distressed but not harmed.

The other desk belongs to his deputy, "Tiny." Tiny is never in the office. It is more likely he is out "patrolling" the area.

4. The Temple of Fharlanghn

Inside and outside:

This steep-roofed building has no door. In an effort to give the structure more of a roadside-shrine feel, it also has no glass in the oversized windows. Inside the open structure you see that the benches resemble fallen logs, and the pulpit is a tall tree stump. The inside wall are covered in a mix of forest paintings and actual ivy. There is also a painting of a continuous road winding around the inside of the building.

Off to one side, an older man is sweeping the floor. He turns and smiles when he finally hears you. "Well met, travelers. Please come in and take a moments rest on your journey and share with me your stories of the road."

Wanvell Krispon always has time to talk with travelers. He gladly engages in the idle gossip of the town, and is a valuable source of information, but does not have any idea where the map leads. He also tends to mention that keeping up with all the repairs is keeping him rather busy as of late.

He suggests that perhaps Garl, the Sheriff, or perhaps even Fellsto might have more information on the surrounding area.

As a 4th-level cleric, he can only heal the party a little bit. He charges the normal fees, as the church needs some repairs to the roof. He accepts work on the roof in trade for a second level spell but the character in question had better have some sort of construction skills.

5. The School

Outside:

Tucked in behind the church is a modest building that has one door and a few smaller windows. It would be entirely forgettable if not for the broken swings and seesaw next to it.

Inside:

The far wall has a large, slate board on it, and some letters have been drawn on it. In front of the board is a large desk, facing the room with all sorts of papers and slate tablets. Behind the desk is a young woman looking over some of the papers.

The remainder of the room is filled with six little desks arraying in rows and columns. They all face away from the door, toward the slate board.

Olvena Larkspar is the woman sitting in the chair. She looks up as the party comes in and asks if she can help them. She has a Keoland accent.

If asked about the school, she informs them that even in this backwater town people need to be educated. Fharlanghn knows where they might end up on their journeys. Her biggest concerns are that they don't have

enough books, and the playground equipment is need of repair.

As the town's teacher, she knows all the children of Longtree well. If the party starts asking about the map and where it could lead, she has no idea, but suggests that if the grown-ups are of no help, maybe Elinder could help them. He gets out far more often than he should.

6. The Assayer's Office

Outside:

The smallest of the buildings on the main road, this building is also the best maintained. Fancy shutters have been hung near the windows that flank a single, freshly painted door. The shingles on the pitched roof also look well maintained. The sign above the door identifies this as the Assayer's Office.

Inside:

The small front room has a long counter that further divides the space. Behind the counter is a door that appears to lead to a back room. On the wall behind the counter is a map of the area. It looks quite detailed.

Above the door is a small bell. It rings as you enter. Within moments, a balding man comes through the back door. "Good day. What can I do for you?"

If the party does not have any business for him, To bids them a fair day and hopes that they leave. He has a lot of work to do and doesn't need to be bothered by people who aren't here on business.

If the party asks about the map on his wall, he explains that it is a smaller version of the maps he has of the area and is quite detailed. He is not, however, interested in letting them behind the counter to see it.

If the party shows him their map, To's mood lightens noticeably. He is a great fan of maps, especially maps this old. He notes that this seems like the area around Longtree, but knows for a fact that there is nothing at the spot indicated as the resting place of the monastery.

To explains that the maps he has were created some five years ago with the help of Garl. Garl probably has more maps, especially maps with more information on what is out there. To's maps only concern topology and water features.

It should be noted that To's maps are flawless representations of the area. They just happen to not include the building the party is looking for.

If somebody wants to stake a claim, To informs them that they must be residents of Ratic and have documentation supporting such. Of course, they do not have such documents. He tells them they must travel to Marner and find, fill out, and submit forms to verify citizenship. Then, after the processing fee and a few months' wait, they receive the required documents. At that time they may return here and fill out the required paperwork.

7. The Furrier and Taxidermists Shop

Outside:

This shack is not well maintained. Dirt covers the windows and the paint on the door is cracked and peeling. The shingles are dry and more than a few are missing. Even one of the shutters hangs loosely below its window.

Inside:

Every square inch of the walls is covered in some sort of animal skin. Everything from owlbear pelts to fiendish squirrel heads, from moose antlers to the claws of a wyvern. In the center of the shop is a very large stuffed wolf.

There is a doorway on the opposite side of the room. The sheet covering it is drawn back, and a disheveled looking man stands in the doorway. Eyeing you suspiciously, he says "If you are looking to hire a guide, go see Garl. Come back when you have something to stuff, skin, or chop up." Laughing at his own little joke, he turns to go into the back room.

The wolf is the one that attacked and killed his sister. His brother-in-law, Clarren Blint, and his brother, Olston Blint (the Sheriff), tracked it down and killed it. In a morbid sense of loss and revenge, he stuffed it and placed it on display.

Rennod Soulvét is not what one would call sociable. He is, in fact, pretty rude most of the time. The only time he is really bearable is when his nephew, Millon, is around.

He has no information about the monastery and absolutely no interest in it. He points out that if they kill something worth mounting, he would be happy to do the job for a nominal fee of a silver piece per pound.

8. Garl's House

Outside:

This is the biggest house in town; only the Inn is bigger. It sits back off the main road, but a well-worn path leads to the front gate.

It is two stories high and the second floor has a patio looking out into the woods. Two chimneys rise from the pitched roof, one of which is spouting some smoke. The windows are all curtained and have shutters on them.

Once inside the gate, the path leads to a well-polished set of double doors. A brass knocker rests in the center of each door.

Inside:

A small gnome answers the door. He is dressed in hunting clothes and gives the party a once over. "You must be here to hire the best guide in all of Ratik. Please come in and let's talk."

The entryway is small and comfortable. It opens into a rather large room with a fireplace in the center of one wall. Arrayed above the fireplace are a few hunting trophies; a dire bear head in the center is flanked by a winter wolf head and a wyvern head. The other walls are all covered with maps and drawings.

Several couches and chairs are arranged to provide comfortable access to the fire. Garl motions for you to have a seat.

When the characters knock on the front doors, a gnome in adventuring gear immediately opens the door. This is Garl Pathfinder Mapper Longhike Bearslayer Halfaxe.

He was just on his way out but is more than glad to make time for the party. He is happy to tell them tales of hunting in the area, and pitches his services as a guide for a modest, yet reasonable fee.

9. Other Houses

All of the houses are basically the same. During the day they are unoccupied. In the evening the various townspeople come home. A couple of the houses do not have people in them currently as they are out of town.

The houses of this small town are plain and simple. They are basically a one- or two-room log cabin with pitched roofs.

If anybody enters a house illegally, the Sheriff and Tiny come around in a few rounds to question them. They are not pleased and warn the PCs that while this isn't the big city, the laws of the land still apply, and what they are doing is illegal. They arrest anyone who gets mouthy.

ENCOUNTER 3: JUST A WALK IN THE WOODS

By now the PCs should have discovered that something weird is going on in the town and woods beyond. The sheriff/doppelganger follows at a safe distance, taking care to remain out of sight. (Assume he takes 10 on his Hide checks.)

If the PCs spot the sheriff, he joins the PCs and claim that he was keeping an on eye on them for both their safety and the well being of the town. He asks them exactly what they are doing out in the woods without a guide. He adds that it is in everybody's best interest if he tags along. But when they find the monastery, he flees in apparent panic.

If the party knows generally where the monastery is, they can journey to the spot and try to find it by accident. This takes some effort on their part.

A very powerful aversion field protects the monastery. It affects all the senses, as well as foiling attempts at magical detection. Anyone walking toward the monastery unconsciously alters direction to travel around it; allow the party Wisdom checks (DC 20 + APL) to notice that they aren't walking in straight lines. *Detect magic* reveals nothing. *Detect evil* is also not effective.

Reward the use of clever and inventive tactics to determine the way to the monastery. If they are doing something out of the box give them bonuses to the save, otherwise just let them flounder around.

If they have directions (from talking to Elinder), follow Elinder's tracks, or have a clear idea of where they are going (from combining the map sets), read or paraphrase the following.

You enter the woods and head for the spot indicated on the map. After a few miles the woods start to become more and more overgrown. A few hundred more yards and the sounds of birds and other animals start to fade.

The trees start to crowd together, blocking much of the natural light. Soon the pine trees are joined by oak, which further block the light and gives the forest a feeling of eternal twilight.

Another couple of hundred yards and the day has become night. The wind, once your only companion, has also fled. The stillness of the scene assaults your senses. Somehow, the atmosphere here reminds you of a massive tomb.

Soon the goal of your quest becomes visible as a vine-covered building emerges from the dense woods. From this vantage point you can see that it is a three-story structure with many windows. The windows are covered with vines and dirt that makes looking in a challenge. If there is a door, it is presumably so covered as well.

Under no circumstance does any town member, including the doppelganger sheriff, follow them into the monastery. The only NPC who may be with them at this point is Shelling.

ENCOUNTER 4: REMAINS

The light in the area has dropped to the level of pre dawn. There is no direct sunlight so the undead that are about to attack have no penalties. It is also bright enough that the PCs also have no penalties to vision. Low-light and darkvision reveal nothing beyond what normal vision can provide.

Detecting evil reveals much. The area is cursed and detects as overwhelming evil. The curse was cast by several clerics in concert and counts as a 22nd-level caster level. Only a caster of 12th level or higher is able to detect the resting undead, and that takes 3 rounds.

Detecting magic reveals a strong necromancy [evil] aura with a successful DC 24 Spellcraft check. The effect is a permanent *create undead*. Anything buried in the ground around the monastery is subjected to the *create undead* spell. At APL 2 the corpse rises as a zombie or ghast, whereas at APL 14, the corpse rises as a dread wraith. The transformation takes 24 hours.

APL 2 (EL 5)

☛ **Ghast** (3): hp 29; see *Monster Manual* page 119

☛ **Human Commoner Zombies** (4): hp 16, 16, 16, 16; see *Monster Manual* page 266.

APL 4 (EL 7)

☛ **Ghast** (3): hp 29, 29, 29; see *Monster Manual* page 119

☛ **Human Commoner Zombies** (4): hp 16, 16, 16, 16; see *Monster Manual* page 266.

APL 6 (EL 9)

☛ **Wraith** (2): hp 32, 32; see *Monster Manual* page 258

☛ **Ghast** (4): hp 29, 29, 29, 29; see *Monster Manual* page 119

APL 8 (EL 11)

☛ **Wraith** (4): hp 32, 32, 32, 32; see *Monster Manual* page 258

☛ **Dread Wight** (2): hp 52, 52; see Appendix 2.

APL 10 (EL 13)

☛ **Dread Wight** (4): hp 52, 52, 52, 52; see Appendix 2.

☛ **Dread Wraith**: hp 104, see *Monster Manual* page 258

APL 12 (EL 15)

☛ **Dread Wraith** (3): hp 104, 104, 104; see *Monster Manual* page 258

APL 14 (EL 17)

☛ **Dread Wraith** (6): hp 104, 104, 104, 104, 104, 104; see *Monster Manual* page 258

Tactics: At lower APLs the undead rise up from the ground on the first round and attack. At the higher APLs (12 and 14) the wraiths are hidden 4 feet below the surface (this defeats *detect evil* and *detect undead*) and spring up right next to one of the PCs. This gives the wraiths a surprise round (as noted in the EL for the encounter).

ENCOUNTER 5: ABANDONED MONASTERY

The following stats apply to all areas of the monastery.

☛ **Lighting:** The monastery has many windows, but the years have added a serious amount of vines and dirt to them. This allows for a dim illumination that allows normal vision but precludes direct sunlight.

☛ **Floors:** The floors are more or less sound, but do creak. Every so often the PCs should hear creaking boards. If a particularly big (size Large or larger) or heavy character (someone wearing full plate and carrying a tower shield) walks on these floors, that character should make a DC 14 Reflex check. If the character fails this save, he plunges through the floor, landing in the room below and taking 1d6 points of damage. If this happens on the third floor, make another DC 14 Reflex check to see if the character continues down to the first floor (taking another 1d6 of damage along the way). The PCs

should make this save for each room they enter, each time they enter, until the floor collapses.

◆ **Ancient Wooden Doors:** 1 in. thick; hardness 3; hp 5; AC 5; Break DC 12.

Listen Checks: Since the party has arrived, the building has begun shifting. This has resulted in the floorboards creaking and moaning. This added noise adds +5 to the DCs of all Listen checks.

There are four basic types of rooms in the monastery: The meeting room, the kitchens, monk cells, and the great library.

One thing is constant as the party goes from room to room: The floors have all been swept and have no dust on them at all.

MEETING ROOM

This room has the remains of several chairs, couches, and tables. The dust covers everything but the floor.

The walls are faded, but the faint remains of a mural can be seen. It depicts two people sitting on a big rock, talking to a group of people. Some of the people in the picture are not human; in fact, you can make out at least one doppelganger and some sort of blob-like creature.

Against the far wall is a door that has been knocked loose of its frame but still hangs in a feeble attempt to block the way to the next room.

To the left, a row of doors leads to a spiral stairway that heads to the upper floors.

The wall painting is of the two masters and their flock of monks before the building was erected. The blob is a phasm (see the *Monster Manual*, page 208). This phasm is advanced in that it has learned how to cast a *quickened detect thoughts* at will.

There is nothing else of interest or value in this room. The door leads to the kitchen.

KITCHENS

The kitchens have obviously not prepared any meals in a great while. Dust covers the pots, pans and utensils. Again, the floor is spotless.

There is even less in this room than there was in the meeting room.

MONK CELL

This is a monk's cell. It is a sparse 10-foot-by-10-foot room with a small desk and no visible bed. Time and dust have scrubbed the room into a blank, featureless shadow of its former self. The only odd thing about this room is that, like the outside hallway, it has no dust on the floor.

The doors to the cells are all working properly despite their significantly advanced age.

GREAT LIBRARY

This room is large—very large. Measuring some 40 feet by 40 feet and being two stories tall, it has to be one of

the biggest rooms in Ratik. Every square inch of the walls is covered with bookshelves.

In the center of the room is a large oaken desk. On the desk are several books. Behind the desk is a gaunt, almost skeletal, corpse.

The corpse moves, cocking its head to one side, throwing some dust into the air. Tendons knit themselves to its jaw. "Who are you?" is gasps with obvious effort.

If the characters do not immediately react, read on:

The corpse stands, and flesh flows out of its bones, wrapping them in a decaying morass. A coppery smell fills the air as the morbid chunks of flesh now ooze blood and squish with every movement. "What is your need?" the thing mumbles.

The newly animated flesh quickly fills out and then almost as rapidly grows gaunt. The figure's eyes turn a bright, fiery red. With a slow turn, tattered robes now cover the lich as it gazes upon you.

This is what remains of the phasm that helped create the book. He constantly shifts from one form of undead to another. Move on to Encounter 6.

ENCOUNTER 6: DEEPER MYSTERIES

The phasm is the writer of the *Tome of Clarity and Mists*. He has no name as far as he can remember. His first action is to scan the party with a *quickened detect thoughts* ability. Each PC may make a DC 18 Will save to avoid the scan. If he cannot detect any hostile or evil intent, the writer continues to speak. If the party attacks, he crumbles to dust at the first hit.

"It has been some time since I have had visitors so please pardon my manners." The figure before you turns ghastly white as its finger nails and teeth grow. "Truth be known, I am glad to finally have the veil of secrecy pierced." Gaps start appearing in the rib cage of the undead before you. "Pray tell: Why are you here?" Flesh starts dripping off the bones, flowing downward, and leaving a skeletal figure once more.

The phasm now takes a breather and waits for the players to respond, ask questions, or just stand there.

All the time they are with him, his form is ever shifting. Continue to describe his flesh as flowing like the tides. Change the appearance of his hands, head and hair to resemble other undead. The fact is that he cannot hold his shape any longer. He knows he is undead so chooses those shapes and images to reflect his shame and disgrace at ending up this way.

If the players mention the book or map, he asks to see these items. He gets agitated if they refuse to show him. If it is just the map, he sighs and says nothing more.

On the other hand, if they show him the book, he states the following.

“Ah, so the lost child has finally returned home. It has been ages since I have laid eyes upon the book.” He rests a hand on it. The loose skin on his body fills out and becomes pale. Soon he is clothed in a fine garment with a flowing cloak. His fangs have grown as well. “It is good to see you as well, old friend.”

Turning his gaze to you again, his eyes lose focus and start to shrivel back into his skull. “I am sorry that my creation has led you here. I am sure you had better things to do than act as messengers for an ancient tome.”

He now entertains questions.

- Who are you?

My name has been lost to time. I am one of the writers of the book that brought you here.

- What are you?

I am a phasm. Or at least I was at some point. I have been granted a semblance of life to further gain and protect the knowledge of Oerth.

- What is this place?

This is just an old building. We, the writers of the Tome, lived here before the evil ones attacked.

- Why couldn't we find it at first?

It is protected by a powerful spell that clouds the senses and leads those who have no knowledge of this place safely around it. It is only because you have the book and map that you were able to pierce the veil.

- What is the *Tome of Clarity and Mists*?

It is a repository of our knowledge of the mind. Carefully studied, it can help those who sense the thoughts of other develop and hone that skill. There is no limit to what they could achieve.

- Who are the Evil Ones?

A group of evil shapechangers. They laid siege to this place an eon ago. When they found they could not take it by force, they placed an evil curse on the land. Anything buried in the ground would soon rise as undead abominations. I believe that is also what affects me so.

- What's with all the books?

This is the sum of the knowledge the writers have accumulated. Some of it is quite rare and all of it is very valuable.

After the party has had a chance to ask some questions, the writer turns to the most lawful and good person in the party. He says the following.

“It is the end of my road. I have come to understand that the price of seeking power can be very steep. I have lost all that I love and still have not the peace I seek. The

price of my quest for power was my very soul. I realize now that to get what I most desire, I have to surrender that which I have coveted.”

“To that end I offer you these books. You must guard them and ensure that the knowledge in them is used to better all of Oerth. Should they be lost or used for evil, well, that would be a tragedy of epic proportions. Pledge to me that you will take over my guardianship of these tomes so that I might pass on and be at peace.”

He then waits for the character to respond. If the character responds in a positive manner, the phasm thanks him (or her) and promptly crumbles into dust before the party's eyes.

If the character responds in a negative fashion, he asks another. If no one accepts, Shelling (if he is still here) accepts without hesitation. Be sure to cross off the appropriate sections of the AR (Honorary Member of the Order and Special Favor of the Order).

ENCOUNTER 7: THE SIEGE

Once the party has entered the building, another group approaches from the forest. If the party leaves one or more characters to stand watch, they are in serious trouble.

The shifters wait for around 10 minutes before approaching the building. They use all the stealth possible to approach undetected. They try to neutralize any stragglers or sentries first.

After they have secured the ground floor they set up an ambush of sorts. The rogues hide in monk cells while the fighters draw the party toward them. The rogues then attack from hiding. (Assume they have taken 10 on their Hide checks.) At APL 14, the rakshasa sets up one of the sofas first and is sitting in it when the party arrives.

For APL 2, read or paraphrase the following.

You turn the corner into the sitting room to see a man in leather armor waiting for you. “Ah, glad you could make it. Now give me the book and nobody gets hurt.” He awaits your response.

For APLs 4-12, read or paraphrase the following.

You turn the corner into the sitting room to see a pair of warriors waiting for you. They give you a friendly look. “Give us the book and nobody gets hurt, right?” They await your response.

For APL 14, read or paraphrase the following.

You turn the corner into the sitting room to find a man in fine looking clothes sitting on one of the sofas. A pair of warriors flanks him.

“Ah, there they are,” says the sitting man. “I was wondering where you had gotten yourselves off to.” He laughs to himself. “I was hoping we could do some

business, you and I. I have need of the book you have dragged halfway across Oerth ... and I am not willing to take no for an answer." He grins, twitching his whiskers.

Standing, he takes out a sack of coins from behind his back. "I am willing to compensate you for all your trouble, after all." As he speaks, a furry tail swishes lightly below the hem of his cloak.

For the lower APL tables, the warriors want nothing more than to hurt the characters. They pull their swords and delay until after the rogues have attacked. They then engage the party's fighters.

At the highest APL, they have had some time to prepare. Both warriors and the rakshasa have been given a *stoneskin*. The rakshasa also has *mage armor* in place before the party arrives.

APL 2 (EL 6)

➤ *Doppelganger Rog 1 (2):* hp 39, 39; see Appendix 1.

APL 4 (EL 8)

➤ *Doppelganger Rog 2 (2):* hp 46, 46; see Appendix 1.

➤ *Doppelganger Ftr 1 (2):* hp 46, 46; see Appendix 1.

APL 6 (EL 10)

➤ *Doppelganger Rog 4 (2):* hp 61, 61; see Appendix 1.

➤ *Doppelganger Ftr 4 (2):* hp 75, 75; see Appendix 1.

APL 8 (EL 12)

➤ *Doppelganger Rog 6 (2):* hp 75, 75; see Appendix 1.

➤ *Doppelganger Ftr 6 (2):* hp 95, 95; see Appendix 1.

APL 10 (EL 14)

➤ *Doppelganger Rog 8 (2):* hp 89, 89; see Appendix 1.

➤ *Doppelganger Ftr 8 (2):* hp 115, 115; see Appendix 1.

APL 12 (EL 16)

➤ *Doppelganger Rog 10 (2):* hp 103, 103; see Appendix 1.

➤ *Doppelganger Ftr 10 (2):* hp 135, 135; see Appendix 1.

APL 14 (EL 18)

➤ *Doppelganger Rog 10 (2):* hp 103, 103; see Appendix 1.

➤ *Doppelganger Ftr 10 (2):* hp 135, 135; see Appendix 1.

➤ *Rakshasa Ftr 2/Sor 5:* hp 103; see Appendix 1.

Treasure:

APL 2: Loot—108gp, Coin—0gp, Magic—+1 *chain shirt* (104gp each), *potion of protection from arrows* [10/magic] (25gp each)

APL 4: Loot—55gp, Coin—0gp, Magic—*potion of protection from arrows* [10/magic] (25gp), +1 *chain shirt* (104gp each), +1 *longsword* (193gp each)

APL 6: Loot—2gp, Coin—0gp, Magic—+1 *chain shirt* (104gp each), +1 *longsword* (193gp each), +1 *rapier* (193gp each)

APL 8: Loot—0gp, Coin—0gp, Magic—+1 *chain shirt* (104gp each), +1 *leather armor* (97gp each), +1 *longsword* (193gp each), +1 *rapier* (193gp each)

APL 10: Loot—0gp, Coin—0gp, Magic—+1 *chain shirt* (104gp each), +1 *leather armor* (97gp each), +1 *longsword* (193gp each), +1 *shocking rapier* (193gp each)

APL 12: Loot—0gp, Coin—0gp, Magic—+1 *chain shirt* (104gp), +1 *leather armor* (97gp each), +1 *longsword* (193gp), +1 *rapier* (693gp each), *potion of barkskin* +4 (75gp each)

APL 14: Loot—0gp, Coin—0gp, Magic—+1 *chain shirt* (104gp), +1 *leather armor* (97gp each), +1 *longsword* (193gp), +1 *rapier* (693gp each), *potion of barkskin* +4 (75gp each), boots of speed (1000gp), *ring of counterspell* (333gp), cloak of resistance +1 (83gp)

Detect Magic Results: *potion of protection from arrows* (10/magic) (faint abjuration), *potion of barkskin* +4 (moderate transmutation), *boots of speed* (moderate transmutation), *ring of counterspell* (moderate evocation), *cloak of resistance* +1 (faint abjuration).

CONCLUSION: THE TWO BECOME ONE

After the fight winds down, Brother Sill and some of his order arrive. If the heroes have won, they say hello. If the heroes are not victorious, Brother Sill rescues them. Read or paraphrase the appropriate passage.

If the party is victorious, read or paraphrase the following:

The bodies of your foes lie at your feet slowly change shape to the hideous gray form of a doppelganger. Suddenly a new voice hails you from outside. "Hello, I say hello! Is anyone about in there?"

If the party is not victorious, read or paraphrase the following instead:

You lay on the ground, grasping at consciousness, when the sounds of battle once again fill the air. Suddenly, everything fades to black.

You wake unsure of how long you were out. The rest of your fellows seem to have mended somewhat. A portly man comes over to you, "Hello, I am Brother Sill. Pease rest for a moment and let us tend to your wounds."

All characters who were not killed have been healed up to a serviceable level (5 hp). Those who were been killed are patched up so that the party can choose to perform some sort of resurrection magic; the monks do not have that level of skills at the moment, though.

Brother Sill is the head monk from the adventure *COR3-08 Face Value*. It is possible that the characters may know him and him they; if that is the case play

Brother Sill as though he has been reunited with old friends. Otherwise he is just a friendly sort. Read the following:

Well, imagine my surprise when we got word that some adventurers had found the old monastery." Brother Sill explains. "We, my order and I, have known of the monastery for about two years now, and have had a few of us watching over it day and night. That's how we knew you had found it, you see."

If somebody in the party has played "Face Value", read or paraphrase the following.

"You see, that business with the map—you know, <Insert PC Name here>, the time we first met. That is where we discovered the location of the monastery. That map led us right to it. Well, almost right to it." He smiles.

If nobody has played "Face Value", read or paraphrase the following:

"A few years ago," he says, "I was out gathering knowledge for our Order and came across a map. That map led us to the ancient monastery that sits behind us."

Either way, continue reading or paraphrasing the following.

"The problem was that between the undead and the aversion field, we figured the old monastery and its secrets would be well protected. Guess we didn't figure on your resourcefulness."

"So, what does bring you here and what was inside? We have been dying to know."

He answers any questions he can except for details about the Order to which he belongs. He answers those questions with a simple statement that his order is directly descended from that which occupied the ancient monastery. Having learned from the past, they keep its location and all other details as secret as possible.

Any mention of the phasm and the massive amounts of books inside the library causes Brother Sill to respond with the following.

"Oh, my. We must move quickly to ensure the safety of that knowledge." With that, he motions to the other members of his party to go into the monastery.

If any of the party moves to intercept them or state that they are the guardians of the books, Brother Sill pauses and gives them a smile.

"Ah, but what do you plan to do with them? Far too many to simply move about in your backpack. This site is far too remote to keep an eye on all the time. Will you allow us to store your repository in the safety of our complex? I assure you that it will be quite safe and we will be more than happy to make sure that, when

appropriate, the knowledge contained in it will find its way back to all of the Flanaess."

If the party is still unconvinced, Brother Sill thanks them for listening to their arguments and bid them a good day. He then leaves them alone with their thoughts.

If the party does end up with the books, Brother Sill, over time, steals most of it with the help of his Order. Be sure to mark off the membership on the AR.

On the other hand, if they give the books to the monks, Brother Sill offers the PCs limited membership into the Order. This membership allows them access to some other organizations as well as the prestige classes associated with them.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1: On the Road

Defeat the doppelgangers and keep the book.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

Encounter 4: Remains

Defeat the undead without becoming one yourself.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Encounter 7: The Siege

Keep the book out of Evil's hands.

APL 2	180 XP
APL 4	240 XP
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP
APL 14	540 XP

Story Award

Returned the Book **AND** assumed ownership of the books (Giving them to Brother Sill counts):

APL 2	45 XP
APL 4	67 XP
APL 6	90 XP
APL 8	112 XP
APL 10	135 XP
APL 12	157 XP
APL 14	180 XP

Discretionary roleplaying award

APL 2	45 XP
APL 4	67 XP
APL 6	90 XP
APL 8	112 XP
APL 10	135 XP
APL 12	157 XP
APL 14	180 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 1: On the Road

APL 2: Loot—12gp, Coin—17gp, Magic—*potion of remove blindness* (63gp), *potion of protection from arrows* [10/magic] (25gp)

APL 4: Loot—75gp, Coin—1gp, Magic—*potion of remove blindness* (63gp), *potion of protection from arrows* [10/magic] (25gp)

APL 6: Loot—54gp, Coin—10gp, Magic—*potion of protection from arrows* [10/magic] (25gp each), *+1 chain shirt* (104gp)

APL 8: Loot—52gp, Coin—12gp, Magic—*potion of protection from arrows* [10/magic] (25gp each), *+1 chain shirt* (104gp), *+1 leather armor* (97gp)

APL 10: Loot—79gp, Coin—0gp, Magic—*+1 chain shirt* (104gp), *+1 leather armor* (97gp each), *+1 longsword* (193gp), *potion of protection from arrows* [10/magic] (25gp each)

APL 12: Loot—0gp, Coin—0gp, Magic—*+1 chain shirt* (104gp), *+1 leather armor* (97gp each), *+1 longsword* (193gp), *+1 rapier* (193gp each), *potion of barkskin +4* (75gp)

APL 14: Loot—0gp, Coin—0gp, Magic—*+1 chain shirt* (104gp), *+1 leather armor* (97gp), *+1 longsword* (193gp), *+1 rapier* (193gp), *potion of barkskin +4* (75gp), *potion of cure serious wounds* (63gp), *potion of barkskin +5* (100gp)

Encounter 7: The Siege

APL 2: Loot—108gp, Coin—0gp, Magic—*+1 chain shirt* (104gp each), *potion of protection from arrows* [10/magic] (25gp each)

APL 4: Loot—55gp, Coin—0gp, Magic—*potion of protection from arrows* [10/magic] (25gp), *+1 chain shirt* (104gp each), *+1 longsword* (193gp each)

APL 6: Loot—2gp, Coin—0gp, Magic—*+1 chain shirt* (104gp each), *+1 longsword* (193gp each), *+1 rapier* (193gp each)

APL 8: Loot—0gp, Coin—0gp, Magic—*+1 chain shirt* (104gp each), *+1 leather armor* (97gp each), *+1 longsword* (193gp each), *+1 rapier* (193gp each)

APL 10: Loot—0gp, Coin—0gp, Magic—*+1 chain shirt* (104gp each), *+1 leather armor* (97gp each), *+1 longsword* (193gp each), *+1 shocking rapier* (193gp each)

APL 12: Loot—0gp, Coin—0gp, Magic—*+1 chain shirt* (104gp), *+1 leather armor* (97gp each), *+1 longsword* (193gp), *+1 shocking rapier* (693gp each), *potion of barkskin +4* (75gp each)

APL 14: Loot—0gp, Coin—0gp, Magic—*+1 chain shirt* (104gp), *+1 leather armor* (97gp each), *+1 longsword* (193gp), *+1 shocking rapier* (693gp each), *potion of barkskin +4* (75gp each), *boots of speed* (1000gp), *ring of counterspell* (333gp), *cloak of resistance +1* (83gp)

Total Possible Treasure

APL 2: Loot—120gp, Coin—17gp, Magic—*potion of remove blindness* (63gp), *potion of protection from arrows* [10/magic] (25gp each), *+1 chain shirt* (104gp each)

APL 4: Loot—130gp, Coin—1gp, Magic—*potion of remove blindness* (63gp), *potion of protection from*

arrows [10/magic] (25gp each), *+1 chain shirt* (104gp each), *+1 longsword* (193gp each)

APL 6: Loot—56gp, Coin—10gp, Magic—*potion of protection from arrows* [10/magic] (25gp each), *+1 chain shirt* (104gp), *+1 longsword* (193gp each), *+1 rapier* (193gp each)

APL 8: Loot—52gp, Coin—12gp, Magic—*potion of protection from arrows* [10/magic] (25gp each), *+1 chain shirt* (104gp), *+1 leather armor* (97gp), *+1 longsword* (193gp each), *+1 rapier* (193gp each)

APL 10: Loot—79gp, Coin—0gp, Magic—*+1 chain shirt* (104gp), *+1 leather armor* (97gp each), *+1 longsword* (193gp), *potion of protection from arrows* [10/magic] (25gp each), *+1 shocking rapier* (193gp each)

APL 12: Loot—0gp, Coin—0gp, Magic—*+1 chain shirt* (104gp), *+1 leather armor* (97gp each), *+1 longsword* (193gp), *+1 rapier* (193gp each), *potion of barkskin +4* (75gp), *+1 shocking rapier* (693gp each)

APL 14: Loot—0gp, Coin—0gp, Magic—*+1 chain shirt* (104gp), *+1 leather armor* (97gp), *+1 longsword* (193gp), *+1 rapier* (193gp), *+1 rapier* (693gp), *potion of barkskin +4* (75gp), *potion of cure serious wounds* (63gp), *potion of barkskin +5* (100gp), *boots of speed* (1000gp), *ring of counterspell* (333gp), *cloak of resistance +1* (83gp)

Special

Boon of Fharlanghn: For taking the time to help repair the playground equipment, you have received a blessing. The next time you are ambushed on the open road, you may act during the surprise round. Once used this boon should be voided by the DM.

Honorary Member of the Order: You have given the books of the ancient monastery to the Order. They are grateful and in return promise to impart some of their knowledge to you. That knowledge can be in the form of contacts with the Arcane Order or Wayfarer's Guild (You have access to either the Mage of the Arcane Order or Wayfarer Guide classes) or they will train you in the ways of the Mindbenders.

The knowledge can also be more mundane. Whenever you need to make a Gather Information check you can roll a d20. On a roll of 19 or 20 you find a member of the Order and can add +2 to your check. If a 4 or less comes up you spend too much time looking for a party and must subtract -2 from the check.

Special Favor of the Order: If the character has the favor from *COR3-08 Face Value*, the monks are doubly in debt and will, for a nominal fee (regular price) construct a weapon for them made out of a very rare and superior alloy, Starmetal (See *Complete Arcane*, page 141). This favor can be used only once for a single weapon.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

Universal solvent (Adventure; CL 20th; 50gp; DMG)

Dust of tracelessness (Adventure; 250gp; DMG)

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

Dust of dryness (Adventure; CL 11th; 850gp; DMG)

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

Boccob's blessed book (Adventure; CL 7th; 12,500gp;

DMG)

APL 8 (all of APL 2-6 plus the following):

Shadow armor enchantment (Adventure; varies; DMG)

APL 10 (all of APLs 2-8 plus the following):

Shocking enchantment (Adventure; varies; DMG)

APL 12 (all of APL 2-10 plus the following):

Potion of barkskin +4 (Adventure; CL 9th; 900gp; DMG)

Boots of speed (Adventure; CL 10th; 12,000gp; DMG)

APL 14 (all of APLs 2-12 plus the following):

Potion of barkskin +5 (Adventure; CL 12th; 1,200gp;

DMG)

Ring of counterspells (Adventure; CL 11th; 4,000gp;

DMG)

APPENDIX 1: NPC AND MONSTER STATISTICS

APL 2

ENCOUNTER 1

☛ **Doppelganger Ftr 1:** CR 4; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 1d10+3; hp 46; Init +6; Spd 30 ft. AC 20, touch 12, flat-footed 18; Base Atk +5; Grap +8; Atk: +8 melee (1d6+3, slam) or +8 melee (1d8+3/19-20, longsword); Full Atk: +8 melee (1d6+3, slam) or +8 melee (1d8+3/19-20, longsword); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +8, Ref +6, Will +7; Str 16, Dex 15, Con 16, Int 11, Wis 16, Cha 13.

Skills and Feats: Bluff +10*, Disguise +9* (+11 acting), Intimidate +5, Jump +2, Listen +5, Sense Motive +5, Spot +5, Dodge, Great Fortitude, Improved Initiative.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: chain shirt, longsword, *potion of remove blindness*, *potion of protection from arrows* (10/magic).

ENCOUNTER 7

☛ **Doppelganger Rog 1:** CR 4; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 1d6+3; hp 39; Init +3; Spd 30 ft. AC 19, touch 14, flat-footed 16; Base Atk +4; Grap +6; Atk: +6 melee (1d4+2; slam) or +7 melee (1d6+2/18-20, rapier); Full Atk: +6 melee (1d4+2; slam) or +7 melee (1d6+2/18-20, rapier); SA Detect thoughts, sneak attack +1d6; SQ Change shape, immunity to *sleep* and charm effects, trapfinding; SV Fort +6, Ref +9, Will +5; Str 14, Dex 17, Con 16, Int 15, Wis 12, Cha 13.

Skills and Feats: Balance +6, Bluff +9*, Diplomacy +3, Disguise +9* (+11 acting), Hide +10, Intimidate +2, Listen +5, Sense Motive +3, Spot +5, Tumble +10, Dodge, Great Fortitude.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: Leather armor, masterwork rapier, *potion of protection from arrows* (10/magic)

ENCOUNTER 1

➤ **Doppelganger Ftr 1:** CR 4; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 1d10+3; hp 46; Init +6; Spd 30 ft. AC 20, touch 12, flat-footed 18; Base Atk +5; Grap +8; Atk: +8 melee (1d6+3, slam) or +8 melee (1d8+3/19-20, longsword); Full Atk: +8 melee (1d6+3, slam) or +8 melee (1d8+3/19-20, longsword); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +8, Ref +6, Will +7; Str 16, Dex 15, Con 16, Int 11, Wis 16, Cha 13.

Skills and Feats: Bluff +10*, Disguise +9* (+11 acting), Intimidate +5, Jump +2, Listen +5, Sense Motive +5, Spot +5, Dodge, Great Fortitude, Improved Initiative.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: Masterwork chain shirt, masterwork longsword, *potion of remove blindness*.

➤ **Doppelganger Rog 1:** CR 4; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 1d6+3; hp 39; Init +3; Spd 30 ft. AC 19, touch 14, flat-footed 16; Base Atk +4; Grap +6; Atk: +6 melee (1d4+2; slam) or +7 melee (1d6+2/18-20, rapier); Full Atk: +6 melee (1d4+2; slam) or +7 melee (1d6+2/18-20, rapier); SA Detect thoughts, sneak attack +1d6; SQ Change shape, immunity to *sleep* and charm effects, trapfinding; SV Fort +6, Ref +9, Will +5; Str 14, Dex 17, Con 16, Int 15, Wis 12, Cha 13.

Skills and Feats: Balance +6, Bluff +9*, Diplomacy +3, Disguise +9* (+11 acting), Hide +10, Intimidate +2, Listen +5, Sense Motive +3, Spot +5, Tumble +10; Dodge, Great Fortitude.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: Leather armor, masterwork rapier, *potion of protection from arrows* (10/magic).

ENCOUNTER 7

➤ **Doppelganger Ftr 1:** CR 4; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 1d10+3; hp 46; Init +6; Spd 30 ft. AC 20, touch 12, flat-footed 18 (+2 Dex, +4 armor, +4 natural); Base Atk +5; Grap +8; Atk: +8 melee (1d6+3, slam) or +8 melee (1d8+3/19-20, longsword); Full Atk: +8 melee (1d6+3, slam) or +8 melee (1d8+3/19-20, longsword); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +8, Ref +6, Will +7; Str 16, Dex 15, Con 16, Int 11, Wis 16, Cha 13.

Skills and Feats: Bluff +10*, Disguise +9* (+11 acting), Intimidate +5, Jump +2, Listen +5, Sense Motive +5, Spot +5, Dodge, Great Fortitude, Improved Initiative.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 chain shirt, +1 longsword, *potion of remove blindness*.

☛ **Doppelganger Rog 2:** CR 5; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 2d6+6; hp 46; Init +7; Spd 30 ft. AC 19, touch 14, flat-footed 16 (+3 Dex, +4 natural, +2 leather); Base Atk +5; Grap +7; Atk: +7 melee (1d4+2; slam) or +8 melee (1d6+2/18-20, rapier); Full Atk: +7 melee (1d4+2; slam) or +8 melee (1d6+2/18-20, rapier); SA Detect thoughts, sneak attack +1d6; SQ Change shape, immunity to *sleep* and charm effects, trapfinding, evasion; SV Fort +6, Ref +8, Will +5; Str 14, Dex 17, Con 16, Int 15, Wis 12, Cha 13.

Skills and Feats: Balance +7, Bluff +11*, Diplomacy +6, Disguise +11* (+13 acting), Hide +10, Intimidate +5, Listen +6, Sense Motive +3, Spot +6, Tumble +11; Dodge, Improved Initiative, Great Fortitude.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: Leather armor, masterwork rapier, *potion of protection from arrows* (10/magic).

ENCOUNTER 1

☛ **Doppelganger, Ftr 3:** CR 6; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 3d10+30; hp 65; Init +6; Spd 30 ft. AC 21, touch 12, flat-footed 19; Base Atk +7; Grap +10; Atk: +10 melee (1d6+3, slam) or +11 melee (1d8+3/19-20, masterwork longsword); Full Atk: +10/+5 melee (1d6+3, slam) or +11/+6 melee (1d8+3/19-20, masterwork longsword); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +9, Ref +7, Will +8; Str 16, Dex 15, Con 16, Int 11, Wis 16, Cha 13.

Skills and Feats: Bluff +11*, Disguise +10* (+12 acting), Intimidate +5, Jump +3, Listen +5, Sense Motive +5, Spot +5, Dodge, Great Fortitude, Improved Initiative, Mobility, Power Attack.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 chain shirt, masterwork longsword, *potion of protection from arrows* (10/magic).

☛ **Doppelganger, Rog 3:** CR 6; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 3d6+9; hp 54; Init +7; Spd 30 ft. AC 19, touch 14, flat-footed 16; Base Atk +6; Grap +8; Atk: +8 melee (1d4+2; slam) or +9 melee (1d6+2/18-20, rapier); Full Atk: +8 melee (1d4+2; slam) or +9 melee (1d6+2/18-20, rapier); SA Detect thoughts, sneak attack +2d6; SQ Change shape, immunity to *sleep* and charm effects, trapfinding, evasion, trap sense +1; SV Fort +7, Ref +10, Will +6; Str 14, Dex 17, Con 16, Int 15, Wis 12, Cha 13.

Skills and Feats: Balance +8, Bluff +13*, Diplomacy +6, Disguise +13* (+15 acting), Hide +11, Intimidate +6, Listen +7, Sense Motive +3, Spot +7, Tumble +12; Dodge, Improved Initiative, Great Fortitude.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or

resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: Leather armor, masterwork rapier, *potion of protection from arrows* (10/magic).

ENCOUNTER 7

☛ **Doppelganger Ftr 4:** CR 7; Medium monstrous humanoid (shapechanger); HD 4d8+12 4d10+12; hp 75; Init +7; Spd 30 ft. AC 22, touch 13, flat-footed 19; Base Atk +8; Grap +11; Atk: +11 melee (1d6+3, slam) or +12 melee (1d8+4/19-20, +1 longsword); Full Atk: +11/+6 melee (1d6+3, slam) or +12/+7 melee (1d8+4/19-20, +1 longsword); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +10, Ref +8, Will +8; Str 16, Dex 16, Con 16, Int 11, Wis 16, Cha 13.

Skills and Feats: Bluff +11*, Disguise +10* (+12 acting), Intimidate +7, Jump +3, Listen +5, Sense Motive +5, Spot +5, Dodge, Great Fortitude, Improved Initiative, Mobility, Power Attack, Spring Attack.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 chain shirt, +1 longsword.

☛ **Doppelganger, Rog 4:** CR 7; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 4d6+12; hp 61; Init +8; Spd 30 ft. AC 20, touch 14, flat-footed 16; Base Atk +7; Grap +9; Atk: +9 melee (1d4+2; slam) or +10 melee (1d6+3/18-20, rapier); Full Atk: +9/+4 melee (1d4+2; slam) or +10/+5 melee (1d6+3/18-20, rapier); SA Detect thoughts, sneak attack +2d6; SQ Change shape, immunity to *sleep* and charm effects, trapfinding, evasion, trap sense +1, uncanny dodge; SV Fort +7, Ref +12, Will +6; Str 14, Dex 18, Con 16, Int 15, Wis 12, Cha 13.

Skills and Feats: Balance +10, Bluff +15*, Diplomacy +7, Disguise +15* (+17 acting), Hide +13, Intimidate +6, Listen +8, Sense Motive +3, Spot +8, Tumble +14; Dodge, Improved Initiative, Great Fortitude.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: Leather armor, +1 rapier.

ENCOUNTER 1

➤ **Doppelganger Ftr 6:** CR 9; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 6d10+18; hp 95; Init +7; Spd 30 ft. AC 22, touch 13, flat-footed 19; Base Atk +10; Grap +13; Atk: +13 melee (1d6+3, slam) or +15 melee (1d8+3/19-20, masterwork longsword); Full Atk: +13/+8 melee (1d6+3, slam) or +15/+10 melee (1d8+3/19-20, masterwork longsword); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +11, Ref +9, Will +9; Str 16, Dex 16, Con 16, Int 11, Wis 16, Cha 13.

Skills and Feats: Bluff +12*, Disguise +11* (+13 acting), Intimidate +7, Jump +3, Listen +5, Sense Motive +5, Spot +5; Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword).

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 chain shirt, masterwork longsword, *potion of protection from arrows* (10/magic).

➤ **Doppelganger, Rog 5:** CR 8; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 5d6+15; hp 68; Init +8; Spd 30 ft. AC 21, touch 14, flat-footed 17; Base Atk +7; Grap +9; Atk: +9 melee (1d4+2; slam) or +12 melee (1d6+2/18-20, rapier); Full Atk: +9/+4 melee (1d4+2; slam) or +12/+7 melee (1d6+2/18-20, rapier); SA Detect thoughts, sneak attack +3d6; SQ Change shape, immunity to *sleep* and charm effects, trapfinding, evasion, trap sense +1, uncanny dodge; SV Fort +7, Ref +12, Will +6; Str 14, Dex 18, Con 16, Int 15, Wis 12, Cha 13.

Skills and Feats: Balance +11, Bluff +17*, Diplomacy +7, Disguise +17* (+19 acting), Hide +13, Intimidate +7, Listen +8, Sense Motive +5, Spot +8, Tumble +16; Dodge, Improved Initiative, Great Fortitude, Weapon Finesse (rapier).

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 leather armor, masterwork rapier, *potion of protection from arrows* (10/magic).

ENCOUNTER 7

➤ **Doppelganger Ftr 6:** CR 9; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 6d10+18; hp 95; Init +7; Spd 30 ft. AC 22, touch 13, flat-footed 19; Base Atk +10; Grap +13; Atk: +13 melee (1d6+3, slam) or +15 melee (1d8+4/19-20, +1 longsword); Full Atk: +13/+8 melee (1d6+3, slam) or +15/+10 melee (1d8+4/19-20, +1 longsword); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +11, Ref +9, Will +9; Str 16, Dex 16, Con 16, Int 11, Wis 16, Cha 13.

Skills and Feats: Bluff +12*, Disguise +11* (+13 acting), Intimidate +7, Jump +3, Listen +5, Sense Motive +5, Spot +5; Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword).

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's

mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 chain shirt, +1 longsword.

☛ **Doppelganger, Rog 6:** CR 9; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 6d6+18; hp 75; Init +8; Spd 30 ft. AC 21, touch 14, flat-footed 17; Base Atk +8; Grap +10; Atk: +10 melee (1d4+2; slam) or +12 melee (1d4+3/18-20, rapier); Full Atk: +10/+5 melee (1d4+2; slam) or +12/+7 melee (1d4+3/18-20, rapier); SA Detect thoughts, sneak attack +3d6; SQ Change shape, immunity to *sleep* and charm effects, trapfinding, evasion, trap sense +2, uncanny dodge; SV Fort +8, Ref +13, Will +7; Str 14, Dex 18, Con 16, Int 15, Wis 12, Cha 13.

Skills and Feats: Balance +12, Bluff +18*, Diplomacy +8, Disguise +18* (+20 acting), Hide +14, Intimidate +8, Listen +8, Sense Motive +5, Spot +8, Tumble +17; Dodge, Improved Initiative, Great Fortitude, Weapon Finesse (rapier).

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 leather armor, +1 rapier.

ENCOUNTER 1

☛ **Doppelganger Ftr 7:** CR 10; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 7d10+21; hp 105; Init +7; Spd 30 ft. AC 22, touch 13, flat-footed 19; Base Atk +11; Grap +14; Atk: +14 melee (1d6+3, slam) or +16 melee (1d8+3/19-20, masterwork longsword); Full Atk: +14/+9/+4 melee (1d6+3, slam) or +16/+11/+6 melee (1d8+3/19-20, masterwork longsword); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +11, Ref +9, Will +9; Str 16, Dex 16, Con 16, Int 11, Wis 16, Cha 13.

Skills and Feats: Bluff +12*, Disguise +11* (+13 acting), Intimidate +8, Jump +4, Listen +5, Sense Motive +5, Spot +5; Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword).

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 chain shirt, masterwork longsword.

☛ **Doppelganger Rog 5:** CR 8; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 5d6+15; hp 68; Init +8; Spd 30 ft. AC 21, touch 14, flat-footed 17; Base Atk +7; Grap +9; Atk: +9 melee (1d4+2; slam) or +12 melee (1d6+2/18-20, rapier); Full Atk: +9/+4 melee (1d4+2; slam) or +12/+7 melee (1d6+2/18-20, rapier); SA Detect thoughts, sneak attack +3d6; SQ Change shape, immunity to *sleep* and charm effects, trapfinding, evasion, trap sense +1, uncanny dodge; SV Fort +7, Ref +11, Will +6; Str 14, Dex 18, Con 16, Int 15, Wis 12, Cha 13.

Skills and Feats: Balance +11, Bluff +17*, Diplomacy +7, Disguise +17* (+19 acting), Hide +13, Intimidate +7, Listen +8, Sense Motive +5, Spot +8, Tumble +16; Dodge, Improved Initiative, Great Fortitude, Weapon Finesse (rapier).

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 leather armor, masterwork rapier, *potion of protection from arrows* (10/magic).

ENCOUNTER 7

☛ **Doppelganger Ftr 8:** CR 11; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 8d10+24; hp 115; Init +7; Spd 30 ft. AC 22, touch 13, flat-footed 19; Base Atk +12; Grap +14; Atk: +15 melee (1d6+3, slam) or +17 melee (1d8+6/19-20, +1 longsword); Full Atk: +15/+10/+5 melee (1d6+3, slam) or +17/+12/+7 melee (1d8+6/19-20, +1 longsword); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +12, Ref +9, Will +9; Str 16, Dex 16, Con 16, Int 12, Wis 16, Cha 13.

Skills and Feats: Bluff +13*, Disguise +11* (+13 acting), Intimidate +9, Jump +4, Listen +5, Sense Motive +5, Spot +5; Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance

bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 chain shirt, +1 longsword.

☛ **Doppelganger Rog 8:** CR 11; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 8d6+24; hp 89; Init +8; Spd 30 ft. AC 21, touch 14, flat-footed 17; Base Atk +10; Grap +12; Atk: +12 melee (1d4+2; slam) or +15 melee (1d6+3/18-20, +1 rapier); Full Atk: +12/+7 melee (1d4+2; slam) or +15/+10 melee (1d6+3/18-20, +1 rapier); SA Detect thoughts, sneak attack +4d6; SQ Change shape, immunity to *sleep* and charm effects, trapfinding, evasion, trap sense +2, improved uncanny dodge; SV Fort +8, Ref +13, Will +7; Str 14, Dex 18, Con 16, Int 15, Wis 12, Cha 14.

Skills and Feats: Balance +14, Bluff +21*, Diplomacy +11, Disguise +21* (+23 acting), Hide +16, Intimidate +11, Listen +11, Sense Motive +9, Spot +11, Tumble +19; Combat Reflexes, Dodge, Improved Initiative, Great Fortitude, Weapon Finesse (rapier).

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 14 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 leather armor, +1 rapier.

ENCOUNTER ONE

➤ **Doppelganger Ftr 7:** CR 10; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 7d10+21; hp 105; Init +7; Spd 30 ft. AC 22, touch 13, flat-footed 19; Base Atk +11; Grap +14; Atk: +14 melee (1d6+3, slam) or +16 melee (1d8+4/19-20, +1 *longsword*); Full Atk: +14/+9/+4 melee (1d6+3, slam) or +16/+11/+6 melee (1d8+4/19-20, +1 *longsword*); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +11, Ref +9, Will +9; Str 16, Dex 16, Con 16, Int 11, Wis 16, Cha 13.

Skills and Feats: Bluff +12*, Disguise +11* (+13 acting), Intimidate +8, Jump +4, Listen +5, Sense Motive +5, Spot +5; Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (*longsword*).

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 *chain shirt*, +1 *longsword*, *potion of barkskin* (+4).

➤ **Doppelganger, Rog 7:** CR 10; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 7d6+21; hp 82; Init +8; Spd 30 ft. AC 21, touch 15, flat-footed 17; Base Atk +9; Grap +11; Atk: +13 melee (1d4+2; slam) or +14 melee (1d6+3/18-20, rapier); Full Atk: +13/+8 melee (1d4+2; slam) or +14/+9 melee (1d6+3/18-20, rapier); SA Detect thoughts, sneak attack +4d6; SQ Change shape, immunity to *sleep* and charm effects, trapfinding, evasion, trap sense +2, uncanny dodge; SV Fort +8, Ref +12, Will +7; Str 14, Dex 18, Con 16, Int 15, Wis 12, Cha 13.

Skills and Feats: Balance +13, Bluff +19*, Diplomacy +9, Disguise +19* (+21 acting), Hide +15, Intimidate +9, Listen +11, Sense Motive +8, Spot +11, Tumble +18; Dodge, Improved Initiative, Great Fortitude, Weapon Finesse (*rapier*).

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster

level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 *leather armor*, +1 *rapier*.

ENCOUNTER 7

➤ **Doppelganger Ftr 10:** CR 13; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 10d10+30; hp 135; Init +7; Spd 30 ft. AC 22, touch 13, flat-footed 19; Base Atk +14; Grap +16; Atk: +16 melee (1d6+3, slam) or +20 melee (1d8+6/19-20, +1 *longsword*); Full Atk: +16/+11/+6 melee (1d6+3, slam) or +20/+15/+10 melee (1d8+6/19-20, +1 *longsword*); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +13, Ref +10, Will +10; Str 17, Dex 16, Con 16, Int 11, Wis 16, Cha 13.

Skills and Feats: Bluff +14*, Disguise +12* (+14 acting), Intimidate +10, Jump +5, Listen +5, Sense Motive +5, Spot +5; Cleave, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Weapon Focus (*longsword*), Weapon Specialization (*longsword*).

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 chain shirt, +1 longsword.

➤ **Doppelganger Rog 10:** CR 13; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 10d6+30; hp 103; Init +8; Spd 30 ft.; AC 21, touch 14, flat-footed 17; Base Atk +11; Grap +13; Atk: +13 melee (1d4+2; slam) or +16 melee (1d6+3 plus 1d6 electrical/18-20, *+1 shocking rapier*); Full Atk: +13/+8/+3 melee (1d4+2; slam) or +16/+11/+6 melee (1d6+3 plus 1d6 electrical/18-20, *+1 shocking rapier*); SA Detect thoughts, sneak attack +5d6; SQ Change shape, immunity to *sleep* and charm effects, trapfinding, evasion, trap sense +3, Improved uncanny dodge, opportunist; SV Fort +9, Ref +14, Will +8; Str 14, Dex 18, Con 16, Int 15, Wis 12, Cha 14.

Skills and Feats: Balance +16, Bluff +23*, Diplomacy +13, Disguise +23* (+25 acting), Hide +23, Intimidate +13, Listen +15, Sense Motive +11, Spot +15, Tumble +21; Combat Reflexes, Dodge, Improved Initiative, Great Fortitude, Weapon Finesse (rapier).

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 14 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 leather armor of shadow, +1 shocking rapier.

ENCOUNTER 1

☛ **Doppelganger Ftr 10:** CR 13; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 10d10+30; hp 135; Init +7; Spd 30 ft. AC 22, touch 13, flat-footed 19; Base Atk +14; Grap +16; Atk: +16 melee (1d6+3, slam) or +20 melee (1d8+6/19-20, +1 *longsword*); Full Atk: +16/+11/+6 melee (1d6+3, slam) or +20/+15/+10 melee (1d8+6/19-20, +1 *longsword*); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +13, Ref +10, Will +10; Str 17, Dex 16, Con 16, Int 11, Wis 16, Cha 13.

Skills and Feats: Bluff +14*, Disguise +12* (+14 acting), Intimidate +10, Jump +5, Listen +5, Sense Motive +5, Spot +5; Cleave, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 *chain shirt*, +1 *longsword*, *potion of barkskin* (+4), *potion of cure serious wounds*.

☛ **Doppelganger Rog 9:** CR 12; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 9d6+27; hp 96; Init +8; Spd 30 ft. AC 21, touch 14, flat-footed 17; Base Atk +10; Grap +12; Atk: +12 melee (1d4+2; slam) or +15 melee (1d6+3/18-20, +1 *rapier*); Full Atk: +12/+7 melee (1d4+2; slam) or +15/+10 melee (1d6+3/18-20, +1 *rapier*); SA Detect thoughts, sneak attack +5d6; SQ Change shape, immunity to *sleep* and charm effects, trapfinding, evasion, trap sense +3, Improved uncanny dodge; SV Fort +9, Ref +13, Will +8; Str 14, Dex 18, Con 16, Int 15, Wis 12, Cha 14.

Skills and Feats: Balance +15, Bluff +22*, Diplomacy +12, Disguise +22* (+24 acting), Hide +17, Intimidate +12, Listen +14, Sense Motive +10, Spot +14, Tumble +20; Combat Reflexes, Dodge, Improved Initiative, Great Fortitude, Weapon Finesse (rapier).

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 14 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 *leather armor*, +1 *rapier*, *potion of barkskin* (+5).

ENCOUNTER 7

☛ **Doppelganger Ftr 10:** CR 13; Medium monstrous humanoid (shapechanger); HD 4d8+12 plus 10d10+30; hp 135; Init +7; Spd 30 ft. AC 22, touch 13, flat-footed 19; Base Atk +14; Grap +16; Atk: +16 melee (1d6+3, slam) or +20 melee (1d8+6/19-20, +1 *longsword*); Full Atk: +16/+11/+6 melee (1d6+3, slam) or +20/+15/+10 melee (1d8+6/19-20, +1 *longsword*); SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; SV Fort +13, Ref +10, Will +10; Str 17, Dex 16, Con 16, Int 11, Wis 16, Cha 13.

Skills and Feats: Bluff +14*, Disguise +12* (+14 acting), Intimidate +10, Jump +5, Listen +5, Sense Motive +5, Spot +5; Cleave, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance

bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 chain shirt, +1 longsword.

➤ **Doppelganger Rog 10:** CR 13; Medium monstrous humanoid (shapechanger); HD 4d8+10d6+42; hp 103; Init +8; Spd 30 ft.; AC 22, touch 15, flat-footed 18; Base Atk +11; Grap +13; Atk: +14 melee (1d4+2; slam) or +17 melee (1d4+3+1d6 Electrical/18-20, +1 Shocking Rapier); Full Atk: +14/+9/+4 melee (1d4+2; slam) or +17/+12/+7 melee (1d4+3+1d6 Electrical/18-20, +1 Shocking Rapier); SA Detect thoughts, sneak attack +5d6; SQ Change shape, immunity to *sleep* and charm effects, trapfinding, evasion, trap sense +3, Improved uncanny dodge, opportunist; SV Fort +9, Ref +15, Will +8; Str 14, Dex 18, Con 16, Int 15, Wis 12, Cha 14.

Skills and Feats: Balance +11, Bluff +16*, Diplomacy +8, Disguise +10* (+12 acting), Escape Artist +20, Hide +30, Intimidate +5, Jump +20, Listen +8, Move Silently +21, Sense Motive +10, Spot +7, Tumble +23, Combat Reflexes, Dodge, Improved Initiative, Great Fortitude, Weapon Finesse (rapier)

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 14 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Possessions: +1 leather armor of shadow, small +1 shocking rapier

➤ **Rakshasa, Ftr 2/Sor 5:** CR 17; Medium outsider (native); HD: 7d8+21 plus 2d10+6 plus 5d4+15; hp: 102; Init: +7; Spd 40 ft.; AC: 22, touch 13, flat-footed 19; Base Atk: +11; Grap: +11; Atk: +11 melee (1d4, claw); Full Atk: +11 melee (1d4, 2 claws) and +6 melee (1d6, bite); SA: Detect thoughts, spells; SQ Change shape, damage reduction 15/good and piercing, darkvision 60 ft., Spell Resistance 27; SV Fort +13, Ref +10, Will +12; Str 10, Dex 16, Con 16, Int 14, Wis 15, Cha 22.

Skills and Feats: Bluff +21*, Concentration +19, Diplomacy +10, Disguise +20 (+22 acting)*, Intimidate +15, Listen +12, Move Silently +14, Knowledge (arcana) +10, Perform (oratory) +15, Ride +5, Sense Motive +12, Spellcraft +19, Spot +10; Combat Casting,

Dodge, Improved Initiative, Combat Reflexes, Mobility, Spell Focus (enchantment), Greater Spell Focus (enchantment).

Languages: Common, Infernal, and Undercommon.

Detect Thoughts (Su): A rakshasa can continuously use detect thoughts as the spell (caster level 18th; Will DC 18 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 natural form.

Skills: A rakshasa has a +4 racial bonus on Bluff and Disguise checks. *When using change shape, a rakshasa gains an additional +10 circumstance bonus on Disguise checks. If reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.

Spells: A rakshasa casts spells as a 7th-level sorcerer (This one is a 12th-level sorcerer).

Spells Known: (6/7/7/6/6/5/3; save DC 16 + spell level (+2 for enchantment spells, marked with a *): 0—*detect magic, light, mage hand, message, read magic, resistance, touch of fatigue, ray of frost*; 1st—*charm person*, mage armor, magic missile, shield, silent image*; 2nd—*bear's endurance, invisibility, acid arrow, touch of idiocy**; 3rd—*haste, suggestion*, fireball, deep slumber**; 4th—*confusion*, fire shield, stonewood*; 5th—*feblemind*, hold monster**; 6th—*mass suggestion**.

Possessions: Boots of speed, ring of counterspell (feblemind), cloak of resistance +1, fancy clothes.

APPENDIX 2: MORE MONSTERS

DREAD WIGHT

	Medium Undead
Hit Dice:	8d12 (52 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+4/+6
Attack:	Slam +6 melee (1d4+2 plus energy drain)
Full Attack:	Slam +6 melee (1d4+2 plus energy drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Create spawn, energy drain
Special Qualities:	Darkvision 60 ft., undead traits, Spell Resistance 18
Saves:	Fort +3, Ref +4, Will +9
Abilities:	Str 15, Dex 14, Con —, Int 11, Wis 14, Cha 16
Skills:	Hide +9, Listen +10, Move Silently +21, Spot +10
Feats:	Alertness, Blind-Fight, Ability Focus (Energy drain)
Environment:	Any
Organization:	Solitary, pair, gang (3–5), or pack (6–11)
Challenge Rating:	7
Treasure:	None
Alignment:	Always lawful evil
Advancement:	5–8 HD (Medium)
Level Adjustment:	—

A dread wight's appearance is a weird and twisted reflection of the form it had in life. A dread wight is about the height and weight of a human.

Dread wights speak Common.

COMBAT

Dread wights attack by hammering with their fists.

Create Spawn (Su): Any humanoid slain by a dread wight becomes a dread wight in 1d4 rounds. Spawn are under the command of the dread wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a dread wight's slam attack gain one negative level. The DC is 17 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Dread wights have a +8 racial bonus on Move Silently checks.

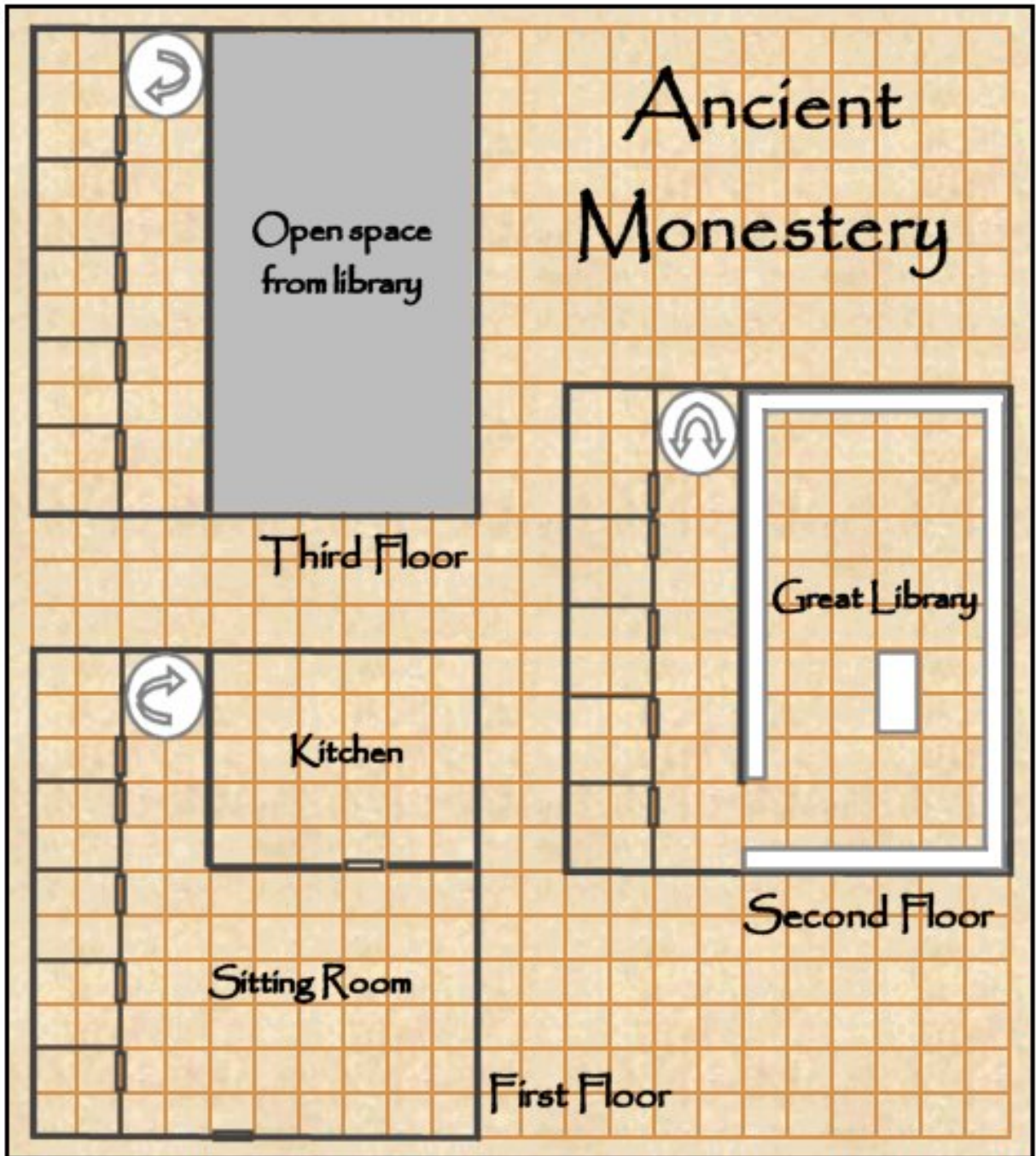
DM AID 1: THE MAP (WITH LONGTREE)



DM AID 2: MAP OF LONGTREE



DM AID 3: MAP OF THE MONASTERY



PLAYER HANDOUT 1

PLAYER-SPECIFIC INTRODUCTION 1

Seven months! That's how long it took you to gain some knowledge of the *Tome of Clarity and Mists*. Finally, it is beginning to reveal its secrets to you. Imagine what wonders could be contained in these pages. So far all it has revealed are some mental exercises that make very little sense. Maybe all you need is a quiet place to sit and study...hmmm...yes, that seems like a good idea. Perhaps Ratic would be a good place.

PLAYER-SPECIFIC INTRODUCTION 2

"Hey, what is this?" Searching through your backpack reveals an old book that you forgot was there. Opening it reveals a page of moving text. It is not in any language you know and seems...to...be.... You finish packing your bag and stand, gazing to the northeast; you wonder what Ratic is like this time of year.

PLAYER-SPECIFIC INTRODUCTION 3

Seven months and you have finally made some sense of the *Tome of Clarity and Mists*. It seems that the strange map from the monks is a page from the book. When placed in the tome you can tell that it is of an ancient monastery located in northern Ratic. You wonder what else could be hidden there.

PLAYER-SPECIFIC INTRODUCTION 4

A talking book! Well, thinking book to be correct. Now that is something you don't find everyday. It took about seven months to figure out but that book is definitely able to communicate. It has expressed a desire to return home and leave behind the trail of blood that seems to follow it. "Home" is in the northern reaches of Ratic.

PLAYER HANDOUT 2

