

SND3-03

The Monster in the Hills

A One Round D&D LIVING GREYHAWK[®]

Sunndi Regional Adventure

Version 1.0

by Ralf Zuiderhoek

Editor: Pieter Sleijpen

Circle Reviewer: Creighton Broadhurst

Play Testers: Daan, Eddie, Erno, Koos, Sebastiaan, Vincent, Ward

A monster has been sighted in the Hollow Highlands. Folk bar their doors and have mobilised the militia. Will the heroes be able to hunt down this creature and protect the inhabitants of the area? For APL's 2-8

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

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *DUNGEON MASTER'S Guide* when confronted with a trap or hazard,

or the *Monster Manual* when confronted with a monster.

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

Scoring

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring

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

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

LIVING GREYHAWK Levels of Play

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

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

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional scenario set in the Sunndi region. All characters from the Sunndi pay one Time unit to participate in the adventure. Characters from other regions pay double that amount. Adventurer's Standard Upkeep costs 12 gp (or 24 gp). Rich Upkeep costs 50 gp (or 100 gp), and Luxury Upkeep costs 100 gp (or 200 gp).

PCs may spend additional TUs on meta-org activity and magic item creation.

Adventure Background

At the height of its power, the Great Kingdom was renowned for its fair, honest and efficient justice system, designed by the great arch-mage Schandor.

Sadly, during the long corruption and eventual downfall of the Great Kingdom this system did not avoid the fate of the empire that used it: the Ivids and their devilish allies perverted it beyond recognition.

Being part of the Great Kingdom, Schandor's laws were used in Sunndi for a long time, and even though Sunndi broke away from everything to do with the Great Kingdom, traces of this justice system can still be found within the current laws.

Of course, some of Schandor's laws are either unpractical (a judge was not allowed to hail from and/or possess land within 300 miles of his district) or simply do not work in a society like Sunndi.

One of Sunndi's own interpretations is that on paper the law protects ANY sentient being within Sunndi, with the exception of fiends, undead, bullywugs and Wastrians. An ogre has exactly the same rights as a treant or human. In theory somebody who kills an ogre, can be accused of murder and, under the right circumstances, convicted. In practice of course, few authorities will lift an eyebrow when they hear a group of adventures killed a group of ogres even if there was no apparent reason for killing the ogres. When those ogres had been friends with the locals though, their friends can press charges and in that case the adventurers do run the risk of being convicted for murder. Another big difference is that the laws do give people the right to use lethal force when defending themselves. The Sunndi authorities do value adventurers and the work they do.

It's against this background that the adventure unfolds. The sudden appearance of a monster in the Hollow Highlands is cause for concern. Folk say that the local militia has valiantly repelled an apparent attack by the monster upon a small settlement and it has fled into the hills. Now it's up to a tougher bunch, the PC's, to take care of this menace.

Of course the PC's will soon find out that the creature is not what they expected. It turns out that this monster is actually a planar traveller and a friend of Lanaerra A'Quillan, the Court Wizard. The intelligent creature, called Istoran, an aranea (shape changing spider) has been ambushed during an exploration of a pocket of solid matter in the Astral plane. He had just uncovered a few books on githyanki history and Astral Lore when he was ambushed by a group of githyanki and, finding himself severely outnumbered, he used a *scroll of plane shift* in a desperate attempt to flee with his life. Unfortunately, the error margin that is inherent to the spell made him appear quite some miles from New Keep. Wounded, he made his way to a group of farms to get aid, but the locals saw him for a hungry beast and mobilised the militia. Istoran decided to retreat into the hills and recover a bit before travelling

on to New Keep, not wishing to harm the local folks. Istoran used most of his spells in the ambush on the astral plane, but still has some potent magic left.

Scenario Summary

The PC's find themselves, on this nice afternoon, in the hamlet of Viceroc in the county of Pelsand, in the southwestern part of Sunndi near the Hollow Highlands. There they hear of a monster that has been spotted in the hills a few hours away. The PC's are asked to investigate.

The PC's find that others are also interested in this creature and clash with Bleak Cabal members and undead. Then they meet the monster and find out it's not what they expected. It introduces himself as Istoran and demands to be taken to New Keep so he can meet the Court Wizard Lanaerra A'Quillan in a safe house there.

The next day, while on their way, Githyanki from the Astral Plane ambush the PC's, looking for something that Istoran apparently took.

In New Keep another surprise awaits them as a mob of people has formed to punish the terrible monster.

A Note On Terrain

This adventure takes place in the southern parts of the Sunndian Hollow Highlands. The Hollow Highlands are relatively dry and rocky hills riddled with old mines, sinkholes and caverns. The slopes of the hills are not too steep, but the many rocks of varying sizes make travelling through the hills relatively difficult. Combined with the dry thorny bushes and low trees that grow on them, there are ample places perfect for an ambush. People rarely can see further than about 60 feet. The terrain counts as gentle hills as described in the *Dungeon Master's Guide* on page 89. During an encounter you might want to add dense rubble as described in Mountainous Terrain on the same page.

The locals tend to live in the valleys where they farm along the small streams (which tend to have dried up at the end of the dry season). Farming consists of cattle as well as olive trees, cork oaks, chestnuts and goats. Fields tend to be surrounded by low rock walls made from the rocks found on the fields. Other communities are shepherds or subsist on mining or even less savoury ways of earning a living. In the region around Viceroc though, the area changes into an abandoned wilderness rather quickly due to the constant threat of raiders from the south.

Introduction

Read this to the PCs. They are either on their way to New Keep or heading away from there and are travelling through Viceroc. A good reason for any of the PCs to be in the vicinity for example would be to fight the remains of the Scarlet Brotherhood army that fled into the hills to the south of Viceroc during its defeat by Ahlissa during the 'liberation' of Naerie. Ultimately though it is up to the players to come with a good reason.

Cresting a hilltop you see the small town of Viceroc on the slope of the low rocky hill opposite to you. You deduce by the many stone buildings that it was once a thriving mining town. Now, half the homes are empty and used to repair the ones still standing, resulting in the destruction and defacing of the houses laying farther out to keep the ones in the centre in good shape. You can see a small stream running through the edge of town and several people are doing chores there. You notice many different shapes and sizes of people in this town, making you believe it's one of the many mixed communities which dot the Sunndi landscape. In the town itself, many people mill about between large, stone buildings. There is a clearing in town where several colourful tents have been set up.

On this clear day you can see several farms in the distance to one side on the flatlands, with and farming ground for crops. Looking at the rocky bottom here, you understand why the farms are that far out. On the other side you can see what must be a mining site with gaping black entrances into a hillside not more than a mile away from you. You contemplate that this is a good spot to oversee the surroundings when suddenly two armoured gnomes step from behind a nearby large stone. You only now realise that it's a well hidden and fortified guardhouse made to look like a natural rock outcropping. One of them says in a cheery voice: "Good day to ye mates! Welcome to Viceroc! May I have your names and business please?"

The town is described in Appendix II and you should use that as a reference. The tents that have been pitched are for the outriders who left with the mining caravan to New Keep.

The guard, who introduces himself as Naleb Greenbottle, is happy to chat with the PCs as are most gnomes in town. In fact, getting them to stop might prove to be a tad difficult. During these conversations they love to tell some rumours about the region. Nothing pleases them more then giving some new

information to a person, so if the PCs can provide some rumours or stories of their own, it will be treated as a treasure.

One of the first things they want to know is whether the PCs can provide more information on why the guards of New Keep are placed on a high alert, checking anybody entering the keep thoroughly. Locals suspect that Lord Donner has learned that the Scarlet Brotherhood is planning to assassinate him with a magically disguised assassin. A DC 15 Knowledge (Splintered Sun); Sunndians have a +5 circumstance bonus on this check) will provide the PCs with the information that such scares happen more often and are based on false rumours most of the time.

There are also rumours about negotiations between Sunndi, Ahlissa and Onnwal about the military aid Sunndi wants to provide to Onnwal. Opinions are rather mixed on this subject. They all distrust Ahlissa's motives, and fear that Sunndi might be short-changed during the negotiations, but some see it as an opportunity for peace and trade and they hope it will lessen the tension between Count Donner and King Hazendel. Others however feel that Ahlissa will take the whole hand instead of the finger, and that Sunndi is better off without any trade with Ahlissa. If people inquire about the tension between Count Donner and King Hazendel, people will tell that apparently tension is high between the two both about the fact that Donner refuses to change his family name to a more appropriate one without Great Kingdom associations and trade.

Some suggest Donner, or people close to him, has hired thugs and bandits to disrupt trade and to make it possible to open trade with Ahlissa. Others dismiss this as nonsense. After all, bandits continually come from the southern Hollow Highlands where Scarlet Brotherhood troops try to hide from Ahlissan soldiers. If anything, Hazendel and Donner should work together with the Ahlissans to chase these culprits from the hills once and for all. Another group thinks Ahlissa is behind the bandit attacks to increase tension in Sunndi and to make it ripe for invasion. Which side, if any, remains subject to debate for the moment.

Of less interest for the locals are stories about bullywugs planning an attack on Sunndi. To them these stories are old news and if an attack were imminent, Sunndi would never send soldiers to Onnwal. Besides, bullywugs are always going to attack, so why would the rumours be true this time? The same is true for undead attacking from the Vast Swamp or giants raiding from the Glorioles. Some people do speculate that the coming wet season will be bring more rain then usual, pointing at the unusually good weather for the time of the year as well as the behaviour

of certain burrowing animals. Finally there are some rumours of undead and wyverns in the area, but almost everyone dismiss them as nonsense.

A Monster In The Hills

The DM should not forget though that this is the introduction encounter and the PCs should not spend too much time on it. Especially when a DM is pressed for time, the DM should brush over this part quickly. Somewhere during the stroll around town, or when they are enjoying a drink in front of one of the local taverns, read the following to the PC's:

A man on a horse comes rushing into town. He reaches the centre of town and then almost drops off his horse. He seems quite haggard and has some bruises. "A monster! A monster has attacked us!" Several townsfolk move up to him and help him get off his horse and he goes own through clenched teeth: "But we drove it off, aye we did! It fled and is hiding in the hills!" Some people are rushing off, to get the guards you think. As the man stands gasping, waterskin in hand, he starts to relay the story to several townsfolk.

The PC's can wait or listen in. They will learn the man is Thador, from a nearby group of farms. He and some of the other farmers fought off a spidery creature that apparently attacked them while they were working near a field. As far as Thador is concerned the creature appeared out of nowhere. It attacked them with its pincers and webs, cast spells (a purple ray) and had hands as well. Thador's wounds are from falling off a horse, which a successful DC 15 Heal check will attest to. He was riding the horse when Istoran appeared and it bolted immediately.

If pressed for a better description, all Thador can recount is that it was dark in colour, about the size of a horse (which is exaggerated) and its face towered above them (misremember the big lump on the back as its torso). They drove it off with their clubs and pitchforks, bleeding, into the hills. It should have left a trail that's easy to follow.

A DC 20 Knowledge (arcane) check will reveal that this may be a drider (drow/spider hybrid) or a phase spider. The last is especially likely, since it tends to appear out of nowhere, grab it's intended prey and disappear again. A DC 25 Knowledge (arcane) check will reveal the option of an aranea – though that is unlikely since this creature can shapeshift into a humanoid and hence has no need to openly approach a couple of farmers who are bound to attack it on sight in spider form. A DC 25 Knowledge (the planes) check might point out that a bebilith would fit the

description as well, but somehow the thought of this demonic spider allowing anybody to escape alive is unlikely (unless of course it wants more victims). Bardic Lore works in the same way. Note that these DCs are higher than described in the *Player's Handbook*, this is because the PC in question is trying to think of spidery creatures based on a faulty description. Once they thought of a creature, a normal check could reveal common powers exactly as described in the *Player's Handbook* under the Knowledge skill.

The mayor, Durak Hammeraxe, who has been called by townsmen, will arrive just when Thador has given the story the first time and he will demand from Thador to tell it again. If he notes the PCs, who more then likely are obvious adventurers, he will ask them to remain with him for the moment, because he might have a job for them. After having heard the story from Thador, he will turn to the PC's and ask for their help. Most of the guards have left with the yearly mining caravan to New Keep. He will offer each of the PCs 50 gp for getting rid of the beast. He will not provide them with mounts, stating that all mounts have been used in the caravan going to New Keep. He will urge the PC's to do it as fast as possible, since there may be an acute danger to the population. He will not offer more money since if a couple of farmers can drive it of, it should not be too dangerous. He is a bit greedy, so he will get highly irritated if people ask more, pointing out that it is the duty of any Sunndian adventurer to aid common citizens in need of aid and that 50 gp each is a very fair price. Most of Viceroc's citizens probably never saw that much money at the same time!

Thador then offers to help the PCs get to the trail. The other farmers present at the fight have gone home already and off to warn the surrounding farms of the danger. He will lead the PCs to the start of the trail, which is easy to follow. During the trip, which is about 10 minutes walking to the west of town; he will answer any questions of the PC's. Observant PCs, DC 15 Sense Motive check, will notice he is holding back something. With a little pressure he will admit that the monstrosity was already hurt when they attacked it and that it fled readily. Thador is an honest man, who did not tell some of the facts to gain some free ale as well as some respect.

At the start of the trail he will tell the PC's he won't go no further. He has a wife, kids and farm to take care of. The trail is easy to follow (a DC 10 Survival check) - dried up blood and 8 legs leave quite a trail. It is nearly dark, but the trail is easy to follow, even in this bad light. If the PCs examine the scene of the fight, a DC 10 Survival check will show that the spidery creature indeed appeared out of nowhere, then moved towards

the farmers and had a brief scuffle with them. Traces of web can still be found on the olive trees on the field as well as scorch marks caused by burning the webs away.

Encounter 1: The Bleak Cabal

A cell of the Bleak Cabal has also heard about the monster while they happened to be in the area. Due to the obvious arcane connections to this so-called monster the story aroused their interest. They are planning to capture the creature for their unwholesome studies.

While following the track for about 10 minutes, the PCs might come across some new tracks that arrive from the northwest. Make a DC 18 (17 at APL 6 and 8 due to the large creatures among the group) Track check in secret and when successful tell them that a small group of humanoids arrived at the trail. One of them examined it for a short while and then the whole group moved off into the direction of the spidery creature. If they succeed by 5 or more note that some of the humanoids walk with a strange hobbling gait. These tracks are only minutes old.

What the PCs do not know is that the group hardly came much further and that they are literally just around the corner. Make a Listen check for the cabalist against a likely DC (see the Listen skill description in the *Player's Handbook* for DCs). If they succeed they will hear the PCs and prepare to attack them. Let the PCs make a DC 25 Listen check to hear some people whispering around the corner. Later on when the Cabalists attack the PCs a DC 15 Listen check should count as a surprise check. At the start of the encounter the Cabalists are about 100 ft. away from the PCs just around a huge rock. Actions by both the PCs and the Cabalists might change this distance.

The PC's will meet them when rounding a corner or when the Cabalists attack them. The description below assumes both groups are unaware of each other. Modify the description depending on the actual situation.

Rounding a bend, you notice a strange group indeed. They all seem to be bipeds, some larger than others. They lumber along the blood trail slowly in the same direction, as you are moving. A foul, rotting odour comes wafting your way from them. At a first glance it consists of at least four figures in rags and one female with long flowing blond hair in an opulent robe.

Tactics: This group is quite confident it can take on whatever comes their way and thus don't care about defence. They will attack the PC's on sight. Savane, the necromancer, has control over two of the undead and will send them against the PCs. Trevan controls the remaining zombie, which will remain at Savane's side to guard her. The zombies are brainless and they will use little tactics. Note that they are immune to poison, and Savane will use this to her advantage when employing her *stinking cloud* or at higher APLs *cloudkill* spell.

At the start of the battle, Savane will send in the undead and cast her spells from the back. Preferring to use spells such as *glitterdust* and *stinking cloud* as effectively as possible, she will try to get as many opponents in them, and if possible, fights with the *glitterdust*, and *stinking cloud* for mages and rogues. If the PCs are spread out, she might prefer to cast *fear* spells at obvious fighters and at higher APLs *blindness* at obvious wizards before using area of effect spells. She is intelligent and well versed in the weaknesses and strengths of the typical adventurers.

Trevan, the cleric, will turn invisible if he has time to prepare, else he will immediately bolster the undead and then turn invisible. He will then cure and bolster the undead while invisible. Only when his beloved Savane is directly threatened might he attack in melee. He knows though that his strength does not lie in melee combat. He also cannot resist the lure of a PC on the brink of death and he will try and finish off any wounded PC's with the *death touch* ability provided by the Death domain.

They will fight to the death, realizing that they will face death anyway if captured alive. Though once Savane is out of spells and it is obvious the zombies are losing, she will flee and with her Trevan.

Note: The HD of the zombies is higher than the NPCs can control. While this is mainly due to make the encounter challenging, the location where they were created (somewhere in the Vast Swamp at a node of negative energy) gave them a slightly better control over the undead.

APL 2 (EL 5)

Lizardfolk Zombies (3): hp 29, 29, 29; See Appendix I.
Savane, female human Wiz3 (Nec): hp 13; See Appendix I.

APL 4 (EL 7)

Bugbear Zombies (3): hp 42, 42, 42. See *Monster Manual*.
Trevan, male human Clr3 (Nerull): hp 24; See Appendix I

Savane, female human Wiz5 (Nec): hp 31; See Appendix I.

APL 6 (EL 9)

Ogre zombies (3): hp 55, 55, 55; See *Monster Manual*.

Trevan, male human Clr5 (Nerull): hp 38; See Appendix I.

Savane, female human Wiz7 (Nec): hp 41; See Appendix I.

APL 8 (EL 11)

Minotaur Zombies (3): hp 81, 81, 81; See *Monster Manual*.

Trevan, male human Clr7 (Nerull): hp 52; See Appendix I.

Savane, female human Wiz8 (Nec): hp 50; See Appendix I.

Treasure: Looting Savane and Trevan.

APL 2 - L: 0 gp; C: 6 gp; M: *scroll of shield* (2 gp), *potion of cure light wounds* (4 gp), *wand of magic missile* [3rd level caster, 20 charges] (75 gp), *cloak of resistance +1* (83 gp), *spellbook* (41 gp).

APL 4 - L: 49 gp; C: 0 gp; M: *scroll of cure light wounds* x2 (2 gp each), *scroll of remove paralysis* (12 gp), *scroll of shield* (2 gp), *potion of cure light wounds* (4 gp), *wand of magic missile* [3rd level caster, 20 charges] (75 gp), *cloak of resistance +1* (83 gp), *hand of the mage* (75 gp), *ring of protection +1* (166 gp), *spellbook* (87 gp).

APL 6 - L: 53 gp; C: 14 gp; M: *scroll of cure light wounds* x2 (2 gp each), *scroll of invisibility purge* (31 gp), *scroll of remove paralysis* (12 gp), *scroll of shield* (2 gp), *scroll of greater magic weapon* (31 gp), *potion of cure light wounds* (4 gp), *wand of magic missile* [5th level caster, 20 charges] (125 gp), *cloak of resistance +1* (83 gp), *cloak of resistance +2* (333 gp), *ring of protection +1* (166 gp), *hand of the mage* (75 gp), *spellbook* (137 gp).

APL 8 - L: 53 gp; C: 20 gp; M: *scroll of cure light wounds* x2 (2 gp each), *scroll of invisibility* (12 gp), *scroll of invisibility purge* (31 gp), *scroll of remove paralysis* (12 gp), *scroll of speak with dead* (31 gp), *scroll of shield* (2 gp), *scroll of greater magic weapon* (31 gp), *potion of cure light wounds* (4 gp), *cloak of resistance +1* (83 gp), *hand of the mage* (75 gp), *wand of inflict moderate wounds* [10 charges] (75 gp), *wand of magic missile* [5th level caster, 20 charges] (125 gp), *cloak of resistance +2* (333 gp), *ring of protection +1* (166 gp), *ring of counter spells* (333 gp), *spellbook* (187 gp).

Development: If by chance, the Cabalists are captured alive the PCs are in for some problematic questioning.

The Cabalists will only speak if their captors promise to set them free again, trying to get the PCs to swear on their deities. Once such promises has been made, they will pretend to have much more information than they actually have and will make the monster even more fearsome than the farmers did already. There is no point in assuming any altruism on their part, so they will readily admit that their main interest in the threat is because of their interest in acquiring knowledge. Truth magic will confirm this. Only under influence of magic will they reveal that they are members of the Bleak Academy. Instead they will state that they are travellers on search for knowledge. Note that since the zombies are not made out of any of the *Player's Handbook* races, they really do not see what is wrong with creating them.

In the off chance that the PCs might learn that the necromancers are members of the Bleak Cabal, allow them to roll a DC 20 Knowledge (arcane) or Knowledge (Splintered Sun) check. If they succeed at the roll, they realize that the Bleak Cabal is an organization of scholars with an unhealthy interest in the Negative Plane and necromancy. The organization is associated with the Vast Swamp, where rumours say it has their headquarters at a natural node of negative energy. The organization is not officially illegal in Sunndi, but since their close association with undead, most would not blink an eye if a known member is killed. Of course, any member that uses undead or consorts with undead is breaking the law and that person can get the death sentence.

Troubleshooting: There is a chance the PCs will need clerical aid after this fight due to permanent *blindness* or other nasty effects. Returning to the village will not take long. Appendix II provides more information on Viceroc. The PCs will have to pay for such aid as normal.

Encounter 2: The Monster in the Hills

The trail leads further and can be followed to a cave. The PC's will arrive there shortly after dark, about half an hour from the battle with the cabalists. The DM can draw out the location to add to the tension.

Ahead you see a steep hill with a gaping hole, ten feet across in its face. The tracks lead directly to the cave ahead. It is eerily silent in the near dark and not a sound can be heard. The creepy silence makes you wonder what exactly took refuge in the cave.

Istoran will have cast *invisibility* and *mage armour* on himself and is perched on the wall above and to the right of the cave. The cave itself is empty. He will observe them for a short period while they plan an assault on his cave. He will let characters enter the cave and do nothing. As the PC's are ready to attack, or he is discovered, Istoran will speak up:

A strange shape, just above and to the right of the cave entrance shimmers into view. It is a hunchbacked spider, which makes a clicking sound as it hisses at you. But you notice it also has two human arms protruding from the underside, as well as a backpack slung to the underside. A dark cloak hangs from its back, drawn down by gravity. Several wounds can be seen on its torso and legs, wrapped in rags. The clicking sound changes pitch and tone to resemble a voice: "Sooo! You'dtktktk slay a moonsttkker, heroes? Buttktk nottktk tktktis oone." With that it releases itself from the wall and changes to a humanoid bipedal form while landing on the ground. It stands 5' tall and looks human to you. The voice also changes to a more normal tone as it states: "I am Istoran, traveller of strange worlds and places. I demand you allow me a fair trial, as put down in Sunndian Law."

He will then berate the player characters and call upon the Sunndian law for protection as an individual (See Appendix IV). He will demand to be taken to New Keep, since the attack on his person cannot be dealt with by the local lord, but only by the ruler of the county of Pelsand. As he gets closer, the fangs and spinnerets can be seen. He also carries a personal letter addressed to him from Lanaerra A'Quillan, which he won't show at first, but will when attacked if he gets the time (See Handout I). He will not say he is going to go to see her at first, only when pushed by the PC's. It is up to the PC's to escort this special guest to New Keep, where he knows how to contact Lanaerra A'Quillan. If at any time during the scenario, Istoran dies and the PC's follow the instructions to Lanaerra's warehouse in New Keep, see *Arrival Without Istoran* under the Conclusion. If the PC's attack Istoran anyway, he will try to flee.

If the PC's ask what happens he will state that he arrived wounded near the group of farms and wanted to get help. But the farmers there attacked him with pitchforks, stones and clubs. To prevent bloodshed, he threw a *web* or two at them and retreated without dealing out a blow. All he did was go invisible and run away to this place. He does not know about the Bleak Cabal group that was also on his track. He is sincere

about all of this, a *detect lie*, *detect alignment* or *zone of truth* will reveal nothing out of the ordinary.

He will agree to be taken to Viceroc if the PC's insist. But he will tell them that he'd rather not, since the town is already hostile towards him and he doubts the PC's can keep the crowd at bay. He will promise to stay in his humanoid shape (the hybrid-shape described in Appendix III) and refrain from using magic while being transported. But he won't allow himself to be bound and gagged. He will keep to this, unless he is about to be killed himself. If the PC's take him as a prisoner and tie him up, he will not help the PC's in any way. Istoran doesn't really need the PC's to get to New Keep apart from the fact that they know the way around here. But his inquisitive and observing nature make it that he will accompany them. After all, it is a prime opportunity for some field observations on the behaviour of adventurers.

It is this sense of curiosity and to see how people really react to monsters in Sunndi despite the law, he does not want to assume his full human form. While he would prefer to test this in his spider form, he realizes that would make him a sitting duck and prime target of anything overtly hostile. He is not yet willing to go this far in this experiment. Of course, he will not mention to the PC's that in fact he can take the shape of a normal human. In the unlikely case one of PC's actually knows (DC 25 Knowledge [arcane] check) that he can take a full human shape, he will at first deny this (DC 20 Sense Motive check to realize he is lying). Only under pressure (DC 15 Diplomacy check) will he tell his real reasoning. A DC 30 Diplomacy check might get him to take full human shape for the moment but under protest and he will constantly try to get the PC's to relent.

Remember though that he is a relative stranger in a strange country. He will be unsure about some things, and he is not entirely sure where he is. So he will need the PC's to guide him to New Keep through the quickest and safest route possible.

All APL's (EL 10):

Istoran, male Aranea Sor6: hp 28; See Appendix III.

Treasure: In the unlikely case Istoran is killed a looted (non of these are on the AR due to the fact that as stolen property the PC's cannot keep it):

All APLs – L: 0 gp; C: 10 gp; M The Grey Void - a book about the Astral Plane (written in Celestial) (16 gp), *wand of magic missiles* [level 5, 50 charges] (312 gp), *ring of protection* +2 (666 gp), *amulet of natural armor* +1 (83 gp), *brooch of shielding* [fully charged] (125 gp), *cloak of resistance* +2 (333 gp), *scroll of comprehend languages* (2 gp), 2x *scrolls of invisibility*

(12 gp each), *scroll of mirror image* (12 gp), *scroll of fly* (31 gp).

Development: If the group decides to travel to Viceroc, they will arrive there late in the evening. Indeed the inhabitants of Viceroc are not happy to see the PCs with the monster in their town. They are basically told to bugger off to New Keep by Durak, who doesn't want unrest in his town. They will get their reward of 50 gp however if Istoran changes into his full spider shape in front of the mayor and Thedor. He will agree with Istoran on the part of having to deal with Istoran's appeal in New Keep and not in his town. He won't even give the PCs mounts to borrow.

The PCs can also camp near the cavern or in fact anywhere on the way to New Keep without incident for the night. New Keep is only a day's travel away (12 hours on foot, 5 hours on horseback). The following morning, Istoran will of course have his full allotment of spells and some (9) of the hit points he lost back.

During the rest of the trip, Istoran is silent unless spoken to. He is not a talkative person and seems very nervous as if he's hiding something or is expecting something to happen any moment. All he will say in his defence is that he doesn't feel safe in this strange country filled with people that break a law that is meant to protect freedom (and that is how he feels exactly, he is not hiding anything). He will however speak about the Astral Plane and how things work there (standard *Dungeon Master's Guide* information), if asked about by PC's.

If the PC's decide not to escort Istoran to New Keep or he gets away if the PC's attack, he will be found dead (killed by the Githyanki) the next day and taken to town in triumph (by a crowd pretending to have killed him). Then the letter is discovered and the PC's miss out on most of the XP and treasure.

In the case where the PC's choose to actually fight Istoran, he will attempt to flee once again. If cornered he will at first be haughty, calling upon the law that should protect him. Or else threatening with the letter of Lanaerra, that the PC's should not mess with him, because he's a friend of Lanaerra. He will let the PC's read the letter if they promise not to kill him. A DC 10 Knowledge (Splintered Sun) or Intelligence check will make the PC remember that Lanaerra is the court wizard of Sunndi.

If he dies, the PC's can get his equipment and find the book and letter. They will get the reward from the Mayor of Viceroc if they bring the body there. From there they may decide to go to New Keep and contact Lanaerra, who is not going to be happy and may have the PC's arrested and questioned about what happened.

This may lead to penalties if the PC's were really murderous.

Furthermore, if the PC's have the book with them, they will encounter the Githyanki who want their book back.

Encounter 3: Ambush

New Keep is but a day's travel away and the PCs should make their way there. Unbeknownst to the PCs and Istoran, a group of githyanki is hot on their trail. The githyanki are on their way along the road to intercept Istoran and they have used magic to locate the book. They are part of the group who tried to stop Istoran from taking the book on the Astral plane. The book is not very important to the githyanki, but partly because of pride and partly as a punishment, they have been sent after the book and Istoran.

The planar raiders only know Istoran's spidery form, but they do know he can assume a humanoid shape. Of course, since Istoran is in humanoid shape, they have no clue who Istoran is or even whether he is among the PCs. All they know is that the group has the book and as such should be punished.

They underestimated Istoran's true power at lower APLs or else they would have sent a bigger group. Now another group is waiting on the Astral plane, unwilling to leave their beloved home plane, and ready to escort the githyanki back to their homes once they return with the book and the news that the aranea is dead. Members of this group have created a temporary gate to the Astral plane near the ambush spot.

Istoran does not know anything about this attack, nor does he expect it.

APL 2 (EL 5)

Githyanki swordsmen, male githyanki Ftr1 (2): hp 12 each; See Appendix I.

Githyanki archers, male githyanki Ftr1 (2): hp 12 each; See Appendix I.

APL 4 (EL 7)

Githyanki swordsman, male githyanki Ftr2 (1): hp 20 each; See Appendix I.

Githyanki archers, male githyanki Ftr2 (2): hp 20 each; See Appendix I.

Sirrrkingan, male githyanki Wiz(Evo)3: hp 16; See Appendix I.

APL 6 (EL 9)

Githyanki swordsman, male githyanki Ftr4 (1): hp 36 each; See Appendix I.

Githyanki archers, male githyanki Ftr4 (2): hp 36 each; See Appendix I.

Sirrrkingan, male githyanki Wiz(Evo)5: hp 26; See Appendix I.

APL 8 (EL 11):

Githyanki swordsman, male githyanki Ftr6 (1): hp 52 each; See Appendix I.

Githyanki archers, male githyanki Ftr6 (2): hp 52 each; See Appendix I.

Sirrrkingan, male githyanki Wiz(Evo)7: hp 36; See Appendix I.

Tactics: The githyanki raiders will be hidden away behind some rocks and bushes along the way. You can place this ambush at any time during the day, though at about noon would be the best time, since the Githyanki don't like to be near either town.

When setting up this encounter, remember that the terrain is excellent for an ambush. The githyanki will have hidden themselves behind some rocks on both sides of the road far away enough to make it impossible to hit both groups with a single area spell (about 40 ft. on each side of the road). They are after all aware that they are dealing with a sorcerer. On APL 2 an archer and a swordsmen will be on both sides. On higher APLs the wizard and the swordsman will be on one side and the two archers on the other. The rocks are surrounded by light undergrowth, doubling any movement made in the area. Behind the githyanki the area is relatively open, making it easier for them to retreat. A DC 15+APL Spot check will determine whether the PCs are surprised or not.

Before the combat starts, the githyanki will activate their *blur* power if they have it. At the surprise round the Githyanki will fire their bows, while the wizard Sirrkinan will either use an area of effect spell or focus on obvious opposing wizards or clerics. Since Istoran looks more like a rogue, none of the githyanki will focus on him. Istoran will go invisible as soon as possible and stay out of the fight. He will stay nearby and observe the fight though.

Second round, two fighters will drop their bows and draw swords and use their daze ability on opposing warriors. The remaining bowmen and the wizard will keep focusing on spellcasters or any obvious threats.

Feel free to change the tactics if circumstances dictate a different more viable tactic.

Treasure: Looting the githyanki raiders (the wizard does not have his spellbook with him):

APL 2: L: 192 gp; C: 6 gp; M: 3x *potions of cure light wounds* (4 gp each).

APL 4: L: 216 gp; C: 10 gp; M: 4x *potions of cure light wounds* (4 gp each), *scroll of magic missile* [Level 3] (6 gp), *scroll of protection from energy* (31 gp), *scroll of glitterdust* (12 gp), *scroll of shield* (2 gp), 2x *cloak of resistance +1* (83 gp each).

APL 6: L: 183 gp; C: 10 gp; M: *potion of cure light wounds* (4 gp), 3x *potion of cure moderate wounds* (25 gp each), *scroll of magic missile* [Level 3] (6 gp), *scroll of protection from energy* (31 gp), *scroll of glitterdust* (12 gp), *scroll of shield* (2 gp), *scroll of gaseous form* (31 gp), 3x *cloak of resistance +1* (83 gp each), *greatsword +1* (195 gp), 2x *might composite bow* [str +2] +1 (216 gp).

APL 8: L: 28 gp; C: 12 gp; M: 4x *potion of cure moderate wounds* (25 gp each), *scroll of magic missile* [Level 5] (12 gp), *scroll of protection from energy* (31 gp), *scroll of glitterdust* (12 gp), *scroll of shield* (2 gp), *scroll of gaseous form* (31 gp), *scroll of greater invisibility* (58 gp), 3x *cloak of resistance +1* (83 gp each), *greatsword +1* (195 gp), 2x *might composite bow* [str +2] +1 (216 gp), *Full plate +2* (387 gp), 2x *Breastplate +2* (362 gp each), *ring of protection +1* (166 gp).

Development: There is no possibility for parlay at first, because the Githyanki feel the only way to redeem themselves is to bring proof of as many as possible dead opponents back to the Astral plane. If the PCs are obviously superior, the githyanki will try to flee. If on the other hand, the githyanki will have an easy time they will give the PCs one opportunity to surrender. They will even promise that they only want the aranea and the book and that the PCs can keep the rest.

If the PC's attempt to hand over Istoran, he will attempt to flee. At which point the githyanki will attempt to kill him on the spot and take the book (and most likely they will fail at lower APLs). If the PCs bound Istoran and he is unable to flee, the Githyanki will take him along and vanish into the bushes, only a minute later they will hear a scream. Istoran's throat has been slit and his belongings scattered. They will find the letter (Handout I) among the things. The githyanki have vanished without a trace (gone through a *gate*). If the PCs refuse, the fight will of course continue with the githyanki showing no mercy (though they will not finish off opponents who went down).

If the githyanki are about to be defeated they flee (or when such is impossible surrender), determined to return another day. The PC's will have a few rounds to

chase the assailants, before they vanish into a gate to the Astral plane. Any characters managing to jump through this gate will find themselves in the Astral plane and surrounded by a few score Githyanki. Read out aloud the following:

The transition through the portal leaves you slightly dazed for a fraction of a second. When you recover, you note that you are standing in the middle of a featureless grey void. There is no obvious light source, instead the light seems to be coming from all around you. In front of you, you see a large caravel like ship with a large group of the same yellow skinned humanoids that attacked you back at Oerth. They all appear a bit startled about seeing you, but they recover quickly and they seem to be readying their weapons. Behind you, you see a round green circle floating in midair, ripples flowing over its surface as if something had just stepped through it. It is then that you realize you are also floating in a bottomless void.

The PCs have two rounds to return to the Prime Material Plane or else the gate will close behind them. The githyanki see no need to attack the PCs, instead loving the cruelty of the PCs being stuck in the Astral Plane. Using a *plane shift* spell will get the PC back to Greyhawk. But the player must spend 1 additional TU to get back to New Keep due to the error margin that is inherent to the spell. This also means that the adventure is basically over for that particular PC. If the PC has no means of planar travel, and Istoran is still alive, Lanaerra will go out and search for them. In that case they will have to spend 2 TUs. If they did their best to save Istoran, the PCs in question will get all the rewards except the favour of Lanaerra (see the Conclusion). If Istoran is dead, and the others don't inform Lanaerra, they will be lost. They can request a special scenario from the Sunndi Triad to be rescued.

If they manage to capture a githyanki alive, that person will threaten with the might of his friends if the PCs don't release him. They will readily tell them why they are here, calling the aranea a thief and worse. In reality the githyanki's will not trouble themselves with spending their time on an obvious weak member of their race. As far as the Sunndian laws are concerned, PCs are free to do what they want with the prisoner.

Note: If the PC's killed Istoran and took the book, the githyanki will attack them since they want the book and used it as a focus to find the PCs in the first place.

Troubleshooting: Istoran will not fight during this encounter. Instead he will flee invisibly and observe the battle from a distance. This might anger

some PCs, but since they have no means of knowing how powerful Istoran truly is, Istoran would not understand such anger (especially not if they did fine without any assistance). He will pretend to be much less powerful than he really is, stating that he is a traveller and observer and that he never has been in a real fight. Usually he tries to flee. His assistance would have not influenced the fight. In fact, it might actually have hindered the PCs because they would need to spend attention and resources protecting him. This way the PCs were completely free to act without fearing for Istoran's life.

Encounter 4: At the Gates

The PC's will probably arrive in New Keep around dinnertime when on foot, during the afternoon when the PC's were on horseback. If Istoran is not taken as a prisoner, when nearing New Keep, Istoran will ask for a small break and reveal the letter he has been carrying (if he was not forced to do so before). He thus requests to be taken to a warehouse in the town, instead of a guard post. Istoran has directions to the house, which are also in the letter (a PC with a history in New Keep can make a DC 12 Intelligence check to know the location). If the group decides against it, he will try to escape at an opportune moment. If he is bound and treated as a prisoner, he will not reveal the letter and will try to flee during the mob-attack.

As stated in Encounter 2, if Istoran is not taken as a prisoner, he will at most wear a scowled cloak, but he will not otherwise try to mask his appearance. This means that he will pass normal inspections as a human, but not face-to-face questions. His pincers and glands can't be hidden when looking each other in the eye. The PC's might once again try to convince Istoran to take further steps to disguise himself or otherwise try and smuggle him in town. Once again, only a DC 30 Diplomacy check will convince him to be more cooperative and he will remain rather angry about it.

Once the PCs are ready to approach the gate, read out aloud the following text (and adjust it if the PCs try a different route):

After a journey of only a couple of action packed hours, you finally see your destination: the gates of New Keep. To your surprise you note there is a long line waiting in front of the gate. You did not hear about any market or festival in town. When you get closer, you ask one of the people what is going on. Apparently the guards are at high alert and they are checking everybody entering the town thoroughly.

Many of the people in the queue are grumbling about the situation, but there are no signs the guards will relent. Something must have given them a scare for them to be this though in a country like Sunndi. When you get closer, you note that soldiers of the Sunndian Army accompany the usual guards.

At this time the PCs might decide not to approach New Keep just yet, but leaving the queue might actually draw even more attention. If they leave, several guards will immediately ready their weapons and march towards the PCs. The PCs are firmly asked to come with the guards and they are then taken to a small room at the gate where Captain Valdann of the Sunndian army will be questioning them while being observed by 2 silent grim looking soldiers. Valdann is a tall broad-shouldered veteran with short greying brown hair and a short beard. His uniform is in perfect condition as is the long sword at his belt. He has green eyes that stare directly into the eyes of the person he is questioning.

If on the other hand the PCs stay in the queue, they will also be taken to this room once they reach the gate. Adventurers are always easy to recognize and they will be taken aside for questioning. Valdann is doing the questioning here and all he will say is that the national security is at risk. He will get rather agitated when the PCs treat him with disrespect or jokingly act as if they are Scarlet Brotherhood assassins. A DC 10 Sense Motive check should reveal to the PCs that this man is not in for a joke. He is very nervous about something.

While the guards and soldiers of Sunndi usually are rather lax in their attitude toward civilians, this time they are rather tense. Disobeying them will result in a stern warning. If the PCs still disobey them, they run the risk of being arrested. As long as the PCs do not use violence, they will be either fined for 50 gp or sentenced to hard labour for 1 week (1 TU) (provided they have not committed another crime). A DC 15 Diplomacy or Bluff check can avoid this fate, but if a PC irks the guards a third time there is no method to prevent an arrest.

Valdann wants to know the usual things. Who are the PCs? Where are they coming from? Where are they going to? What do they want to do within New Keep? Who were their parents? Where were they born? Where do they live? What professions do they have? Do they have any friends in New Keep who can vouch for them? Did they see anything suspicious in the area? Did something weird happened to them? In the end, the exact answers are not very important for the scenario.

Valdann will note them down and he will want to have any details on weird things the PCs might have seen. If a PC tries to lie to him or tell an outrageous story, let the PC make an opposed Bluff roll. Valdann has a Sense Motive of +8. As long as the PCs tell the truth, there should be no problem.

One thing is for certain; it will be nearly impossible for Istoran to remain undetected during the questioning. If he is only wearing a scowl to hide his features, he will be discovered instantly. If magic is used to disguise him, the answers provided by Istoran will give him away for not being a Sunndian (which will result in a *detect magic* by a wizard stationed at the gate). In either case, the best way to deal with Valdann is to be honest and forthright. If the PCs tell him who and what Istoran is, Valdann will ask some more questions about how dangerous Istoran is and then grudgingly allow Istoran to enter the city if the PCs take responsibility for him. If the PCs try to fabricate a story, they should realize that Istoran himself is not a very good liar and even when the PCs made up a story in advance, chances are Valdann will see through the lies rather quickly. In that case, he will be more troublesome until he believes the PCs have told him the truth. Obviously showing Lanaerra's letter will win him to the PC's side. Eventually though he should allow the PCs and Istoran to enter, commanding the PCs to go to either the Court as quickly as possible or to contact Lanaerra. By this time though, more than likely the harm has been done. The word is out that the PCs are travelling with the 'monster' of Viceroc who by now has killed several farmers and ate a whole herd of sheep.

Troubleshooting: The PCs could potentially avoid revealing Istoran's presence by going into New Keep by themselves, then blow on the whistle and go outside together with Lanaerra. Istoran will object to this, because he feels rather insecure on his own, fearing the githyanki might return or perhaps some violent adventurers with less honourable intentions as the PCs. Eventually they might convince Istoran that this is a good idea, but in that case Istoran will be arrested by a patrol. Istoran will give the PCs names to vouch for him, which will mean that just when they want to leave the gate, they will be detained again until the situation around Istoran is resolved.

Another option would be to wait, but that will take a long time and will result in a meeting with a patrol, which will eventually lead to the same questioning. Finally, the PCs can decide to climb or fly over the wall. While this is certainly an option – it is HIGHLY illegal and if the PCs are arrested will result in 4 months of hard labour (or 16 TUs). Once again, Istoran would

object to it, because for one thing, his presence is not illegal as far as he knows and he certainly does not want to really break any laws just to avoid questioning by some guards. Convincing him otherwise will require a DC 30 Diplomacy check. Remember that guards patrol the walls with dogs, but if they come up with a solid plan, they could succeed in bypassing the wall. Of course, an alert civilian will observe them doing it, and they will warn the Nemoudian Hounds. The Nemoudian Hounds in turn to from a mob to drive off not as much the monster, but the Scarlet Brotherhood assassins who are trying to get into the town undetected.

If the PCs on the other hand have Istoran in chains, the guards will order the PCs to take Istoran to the barracks. On their way they will face the mob (see Encounter 5), during which Istoran will try to escape. If he fails to escape, the guards will warn Lanaerra for him and he will be released the next day. In this case, he will be much less grateful to the PCs. Who will get little rewards from this adventure then besides the loot from the githyanki and the Cabalists.

Encounter 5: Street Justice

There are two possibilities: either news has reached New Keep fast and since the people anticipate the capture and possible trial of the Monster in their capital of the county of Pelsand, they are preparing for its arrival. Or Istoran's identity was revealed during the interrogation at the Gates. The results are the same: a group called the Nemoudian Hounds (more information on this group can be found in Appendix V) has decided to take justice in their own hands. They have prepared a mob that will attempt to attack the Monster as soon as it enters town. This mob consists mostly of youngsters and riff raff armed with clubs and stones. But they are citizens of Sunndi and not considered cannon fodder. The PC's should be careful when dealing with this mob.

As soon as the PCs move through the gates, they will have somebody trailing them, which the PCs will note on a DC 13+APL Spot check. This is one of the Nemoudian Hounds, who if captured, is obviously hostile towards the group in his words. He is dressed in rags and smelly and will slink away in the alleys to warn the mob. He introduces himself as Naldir. His presence might give a warning for things to come, but it will not prevent it.

After a few turns the PC's will come to a street which has no side-passages for some 100 feet. Adjust the description below depending on the circumstances.

You turn to walk down a rather narrow looking street, about fifteen feet wide. While the street in itself is not that narrow, the lack of side passages and the high small houses towering above it somehow gives a caged impression. As you contemplate that, you see several people walk into the street about 100 feet ahead of you and turn towards you. They seem normal civilians, though they look angry as well. Some have rocks with them, others clubs and they stare at you. Only then you notice a similar group has come up from behind and blocked off your return. One of the men carrying a club shouts: "Hand us the monster and no harm will come to you! We will be handing him justice in retribution for the assault on Sunndians in the name of Trithereon!" The crowd looks at you menacing, preparing to throw rocks.

The leaders of the mob will demand the group to give up the monster to them so that they can do justice to it here and now in Trithereon's name. Not complying will result in an assault with a hail of stones (1d20 – 2 on each PC for 1d2 non-lethal damage). The leaders are young men and women who are the Nemoudian Hounds and who wear the symbols of Trithereon openly and with pride. They are all orphans whose parents died during the Greyhawk Wars or who fled from other places. As a consequence these people are tough, much more battle hardened than age might show and they are uncompromising.

The PC's can try to persuade the mob to leave them alone with a DC 10+(2xAPL) Diplomacy check. Any priest or obvious follower of Trithereon in the group give a +2 circumstance bonus to the check, multiple followers' bonuses stack (as well as any member of the Nemoudian Hounds present). If there is any obvious follower of Pholtus or St. Cuthbert in the group, the attempt fails. The DM has the final decision on whether statement made by a PC is good enough to persuade the mob.

If the attempt succeeds, they will be let past, but will get some eggs, fruit and tomatoes thrown at them.

If the attempt fails, the mob will attack them. There will be only rocks from the civilians who will close in together slowly and try to cut off escape. The Nemoudian Hounds will be the first to reach the PC's with their clubs, evenly distributed in the group ahead and behind the PC's. If they are cut down, the civilians will choose to flee. Slaying unarmed civilians is not tolerated, even if they were throwing rocks. Slaying the Nemoudian Hounds in obvious self-defence is more acceptable. The PC's can be blamed for deaths and sentenced to penalties accordingly (see Appendix IV).

Their actions in this encounter will also determine what happens in the next one, see the Conclusion for further details.

APL 2 (EL 2)

Civilians, male/female human Com1 (6): hp 4 each;
See Appendix I.

Leaders, male human War1 (3): hp 10 each; See Appendix I.

APL 4 (EL 4)

Civilians, male/female human Com1 (10): hp 4 each;
See Appendix I.

Leaders, male/female human Ftr1 (3): hp 12 each;
See Appendix I.

APL 6 (EL 6)

Civilians, male/female human Com1 (16): hp 4 each;
See Appendix I.

Leaders, male/female human Ftr3 (3): hp 28 each,
See Appendix I.

APL 8 (EL 8)

Civilians, male/female human Com1 (20): hp 4 each;
See Appendix I.

Leaders, male/female human Ftr4 (4): hp 36 each;
See Appendix I.

Tactics: Tactics: In the first round of battle, the civilians will throw rocks, evenly distributed among the PC's. The Nemoudian Hounds will step forward with their clubs in hand and take a threatening position. The rounds thereafter the mob will attempt to stop PC's or Istoran from fleeing, but once they get hurt, they will scatter.

Note that this is mainly a role-playing encounter. If you are pressed for time, this encounter can be glanced through. In that case though, the XP should not be provided.

Treasure: Looting the Nemoudian Hounds (which could be seen as theft):

APL 2: L: 4 gp; C: 1 gp; M: 0 gp

APL 4: L: 14 gp; C: 1 gp; M: 0 gp

APL 6: L: 14 gp; C: 1 gp; M: 0 gp

APL 8: L: 14 gp; C: 1 gp; M: 0 gp

Conclusion: Safety at last?

This encounter has three possible roads leading from it (okay, 3 most probable). They will be described

separately here. The instance where Istoran is treated as a prisoner will fall under Arrival without Istoran, since he will be there before the PC's (if he escapes during encounter 4 or 5). Or the PC's get there without a living Istoran.

The warehouse described is in a quiet part of town and easy to find with the directions given in the letter. The PC's can find the whistle in the proper niche and blow it. Then, after a short wait, Lanaerra A'Quillan will appear in style.

After your patience has been tested a little, sparks of every colour appear out of thin air. Guided by the sound of light bells, the sparks grow out to form a portal like shape and someone steps through. A tall, lithe woman dressed in a light blue gown appears in the shower of sparks. She has a pale complexion and long blonde hair. The sparks and sounds fade away, leaving her gazing at you evenly. In a rich, light voice, carrying power she speaks: "Who summons me?"

Arrival with Istoran and no laws broken.

Lanaerra is of course happy to see her friend. She already knew he was on his way. She will show her gratitude and ask for the PC's to explain what happened during their trip. She will then offer them a night's rest in a good inn in town. In the morning the PC's will be summoned to her abode and find a fully restored Istoran there. She will again express her gratitude in the form of a favour with her person (See Appendix VI or the Sunndian web-page for details on what can be done with it). She will also provide regional access to some items as noted on the AR. Istoran will answer any questions and offer the PC's a copy of a book on Astral Lore. The PCs actions will also earn the attention of the Queen's Halls.

Arrival with Istoran and laws broken

Same as above, but the next day she will also have two city officials with her. They will question the PC's about the crimes they committed and decide whether a penalty is in order or not. Use the guidelines in Appendix IV for this. If the offence includes murder or grievous assault to any citizens, the PC's won't get the Queen's Hall favour or Lanaerra's favour. They may get Istoran's book, if they treated him well. The gold the PC's can find along the way is unaffected, since the sources are the githyanki and the Bleak Cabal group. Fines are resolved after the scenario treasury calculations and this can implicate that the PC will lose gold on this module. If the PC's committed crimes having to do with gaining entrance to the city to get Istoran in unseen, they won't be charged with those.

Exceptions are of course when guards or innocents get killed or harmed in the process.

The End

Arrival Without Istoran

The PC's can find the whistle on their own and blow it. Lanaerra will appear and act defensively, demanding why she was called. The DM should try to imagine how a responsible, powerful person reacts when dealing with this. It depends on why Istoran is not here, how she reacts (is he dead or did they hide him away or was he taken by the githyanki?). There should be no combat with Lanaerra, as soon as the PC's seem hostile to her, she will vanish in a flash and they will be arrested soon (and be wanted and banned in/from Sunndi). If the PC's killed Istoran, they will be arrested and charged with murder, unless they have a really good story and are willing to witness under magic.

If Istoran was killed, but they brought the body to be raised, she will be sad and angry. She will pay for the raise dead however. It depends on how he got killed, whether the PC's get their rewards or not. Again it's up to the DM to determine if they earned the favours or not.

In any case, Lanaerra will remove the whistle to prevent the PCs from using that trick again. She does not mind helping a good friend in absolute need of aid, but the PCs have not yet earned her friendship, just her favour.

Campaign Consequences

There are no direct campaign consequences apart from the groups who may be disliked or wanted in Sunndi for committing crimes against the common people. Use the guidelines in Appendix IV to punish PC's that have misbehaved. PC's who are native to Sunndi need to take extra care, for they can be banned from or be in disfavour in their own homeland. The activity of the Bleak Cabal could be used in future scenarios.

DM: please answer these questions and send it to the Sunndi triad (madfox@planet.nl)

- **Did Istoran Survive?**
- **Did any of the PC's commit any crimes?**

If the answer is no, then there is no need to send anything to the triad. If the above question is answered with yes, then please write a short report of what exactly happened (don't forget to put down who got hurt, by whom and how. And if the PC got convicted or got away with it).

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 role-playing) to each character.

Encounter 1: The Bleak Cabal

Defeating the Bleak Cabal Members and their zombie slaves:

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Encounter Three: Ambush

Defeat Githyanki force

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Encounter Five: Street Justice

Pass by or avoid the mob without seriously injuring the commoners.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Discretionary Role-playing Award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 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 (sell value)

Maximum Treasure Totals

The maximum amount of treasure that a player character is able to take from this module is linked to the APL at which the module is played. These totals are:

APL 2: 400 gp

APL 4: 600 gp

APL 6: 800 gp

APL 8: 1,250 gp

Encounter 1: Bleak Cabal

Looting Savane and Trevan.

APL 2 - L: 0 gp; C: 6 gp; M: *scroll of shield* (2 gp), *potion of cure light wounds* (4 gp), *wand of magic missile* [3rd level caster, 20 charges] (75 gp), *cloak of resistance +1* (83 gp), spellbook (41 gp).

APL 4 - L: 49 gp; C: 0 gp; M: *scroll of cure light wounds* x2 (2 gp each), *scroll of remove paralysis* (12 gp), *scroll of shield* (2 gp), *potion of cure light wounds* (4 gp), *wand of magic missile* [3rd level caster, 20 charges] (75 gp), *cloak of resistance +1* (83 gp), *hand of the mage* (75 gp), *ring of protection +1* (166 gp), spellbook (87 gp).

APL 6 - L: 53 gp; C: 14 gp; M: *scroll of cure light wounds* x2 (2 gp each), *scroll of invisibility purge* (31 gp), *scroll of remove paralysis* (12 gp), *scroll of shield* (2 gp), *scroll of greater magic weapon* (31 gp), *potion of cure light wounds* (4 gp), *wand of magic missile* [5th level caster, 20 charges] (125 gp), *cloak of resistance +1* (83 gp), *cloak of resistance +2* (333 gp), *ring of protection +1* (166 gp), *hand of the mage* (75 gp), spellbook (137 gp).

APL 8 - L: 53 gp; C: 20 gp; M: *scroll of cure light wounds* x2 (2 gp each), *scroll of invisibility* (12 gp), *scroll of invisibility purge* (31 gp), *scroll of remove paralysis* (12 gp), *scroll of speak with dead* (31 gp), *scroll of shield* (2 gp), *scroll of greater magic weapon* (31 gp), *potion of cure light wounds* (4 gp), *cloak of resistance +1* (83 gp), *hand of the mage* (75 gp), *wand of inflict moderate wounds* [10 charges] (75 gp), *wand of magic missile* [5th level caster, 20 charges] (125 gp), *cloak of resistance +2* (333 gp), *ring of protection +1* (166 gp), *ring of counter spells* (333 gp), spellbook (187 gp).

Getting the Reward?

Collecting the reward at Viceroc for getting rid of Istoran.

All APLs: C: 50 gp.

Encounter Two: Ambush

Looting the githyanki raiders (the wizard does not have his spellbook with him):

APL 2: L: 192 gp; C: 6 gp; M: 3x *potions of cure light wounds* (4 gp each).

APL 4: L: 216 gp; C: 10 gp; M: 4x *potions of cure light wounds* (4 gp each), *scroll of magic missile* [Level 3] (6 gp), *scroll of protection from energy* (31 gp), *scroll of glitterdust* (12 gp), *scroll of shield* (2 gp), 2x *cloak of resistance +1* (83 gp each).

APL 6: L: 183 gp; C: 10 gp; M: *potion of cure light wounds* (4 gp), 3x *potion of cure moderate wounds* (25 gp each), *scroll of magic missile* [Level 3] (6 gp), *scroll of protection from energy* (31 gp), *scroll of glitterdust* (12 gp), *scroll of shield* (2 gp), *scroll of gaseous form* (31 gp), 3x *cloak of resistance +1* (83 gp each), *greatsword +1* (195 gp), 2x *might composite bow* [str +2] +1 (216 gp).

APL 8: L: 28 gp; C: 12 gp; M: 4x *potion of cure moderate wounds* (25 gp each), *scroll of magic missile*

[Level 5] (12 gp), *scroll of protection from energy* (31 gp), *scroll of glitterdust* (12 gp), *scroll of shield* (2 gp), *scroll of gaseous form* (31 gp), *scroll of greater invisibility* (58 gp), 3x *cloak of resistance +1* (83 gp each), *greatsword +1* (195 gp), 2x *might composite bow* [str +2] +1 (216 gp), *Full plate +2* (387 gp), 2x *Breastplate +2* (362 gp each), *ring of protection +1* (166 gp).

Encounter Five: Street Justice

Looting the Nemoudian Hounds (which could be seen as theft):

APL 2: L: 4 gp; C: 1 gp; M: 0 gp

APL 4: L: 14 gp; C: 1 gp; M: 0 gp

APL 6: L: 14 gp; C: 1 gp; M: 0 gp

APL 8: L: 14 gp; C: 1 gp; M: 0 gp

New Items

Favour with Lanaerra A'Quillan: By bringing Istoran safely to Lanaerra in New Keep, they have earned a favour with Lanaerra, court wizard of Sunndi.

Favour with the Queen's Halls/Temple of Lydia: By helping Istoran, Lanaerra will have spoken on the PCs behalf at the Queen's Halls, earning them a favour with this organization. The favour also counts as a favour with the associated temple of Lydia.

Copy of the book "The Grey Void": If the PC has the time to study this book while making a Knowledge (the planes) check involving the Astral Plane and creatures living there, the PC will gain +2 circumstance bonus. Cost: 200 gp.

Necromancer's Spellbook: The necromancer's spellbook contains the following spells (the cost is **only** for the spells specifically mentioned at that APL and the spellbooks for individual APLs must be bought separately):

APL 2 – *blindness/deafness*, *cause fear*, *ghoul touch*, *glitterdust*, *mage armor*, *magic missile*, *shield*; Cost 500 gp.

APL 4 – All of the above + *dispel magic*, *false life*, *stinking cloud*, *vampiric touch*; Cost 550 gp (total 1050 gp).

APL 6 – All of the above + *enervation*, *fear*, *protection from energy*, *ray of enfeeblement*; Cost 600 gp (total 1650 gp).

APL 8 – All of the above + *cloud kill*, *scorching ray*, *waves of fatigue*; Cost 600 gp (total 2250 gp).

Items Found

APL 2:

eyes of the eagle (Regional; See DMG)
silversheen (Regional; See DMG)
spellbook, necromancer's (Adventure; See above)
wand of magic missile [level 3, 20 charges] (Adventure, see DMG, price 900 gp)

APL 4:

bag of holding, type I (Regional; See DMG)
hand of the mage (Adventure; See DMG)
necklace of fireballs, type I and II (Regional; See DMG).

APL 6:

cloak of resistance +2 (Adventure; See DMG)
horn of goodness/evil (Regional; See DMG)
wand of magic missile [level 5, 20 charges] (Adventure, see DMG, price 1500 gp)

APL 8:

breastplate +2 (Adventure; See DMG)
divine scroll of invisibility (Adventure; as per the spell).
full plate +2 (Adventure; See DMG)
necklace of adaptation (Regional; See DMG)
ring of counter spell (Adventure; See DMG)
scroll of greater invisibility (Adventure; See DMG)
wand of inflict moderate wounds [10 charges] (Adventure; As per the spell, price 900 gp)

Appendix I: Stat Blocks

APL 2

Encounter 1: The Bleak Cabal

Lizardfolk Zombies (3): CR 1; Medium Undead; HD 4d12+3; hp 29 each; Init -1; Spd 30 ft.; AC 16, touch 9, flat-footed 16; Base Atk +2; Grp +4; Atk +4 melee (1d6+2, slam); Full Atk +4 melee (1d6+2, slam); SQ Single action only, DR 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref +0, Will +4; Str 15, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: -; Toughness.

Possessions: None.

Savane, female human, Wiz(Nec)3: CR 3; Medium Humanoid (human); HD 3d4+3; hp 13; Init +5; Spd 30ft; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +1; Atk +1 melee (1d4/19-20/x2, dagger); Full Atk +1 melee (1d4/19-20/x2, dagger); AL NE; SV Fort +3, Ref +5, Will +8; Str 10, Dex 12, Con 13, Int 16, Wis 14, Cha 8.

Skills and Feats: Concentration +10, Knowledge [Arcana] +9, Knowledge [History] +6, Knowledge [Local] +6, Knowledge [Nature] +6, Knowledge [the Planes] +9, Knowledge [Religion] +6, Spellcraft +9; Improved Initiative, Scribe Scroll, Skill Focus [Concentration], Iron Will.

Spells Prepared (5/4/3; base DC = 13 + spell level): 0 lvl – *detect magic*, *ray of frost* (2), *flare* (2); 1st lvl – *cause fear*, *mage armor*, *magic missile*, *shield*; 2nd lvl – *blindness/deafness*, *ghoul touch*, *glitterdust*.

Possessions: Dagger, spellbook, *potion of cure light wounds*, *wand of magic missile* [3rd level caster, 20 charges], *scroll of shield*, *cloak of resistance +1*, 12 gp

Familiar: Leech, a weasel (+2 on Reflex).

Encounter 3: Ambush

Githyanki swordsmen, male githyanki Ftr1 (2): CR 2; Medium-size humanoid (extraplanar); HD 1d10+2; hp 12 each; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +1; Grp +4; Atk +6 melee (2d6+4/19-20/x2, masterwork greatsword) or +2 missile (1d8/20/x3, composite longbow); Full Atk +6 melee (2d6+4/19-20/x2, masterwork greatsword) or +2 missile (1d8/20/x3, composite longbow); SA Psionics; SQ Darkvision 60 ft., psionics, spell resistance 6; AL NE; SV Fort +4, Ref +1, Will +3; Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Intimidate +1, Spot +2; Iron Will, Weapon Focus [Greatsword].

Psionics (SP): 3/day - *daze* (DC 10), *mage hand*.

Possessions: Banded mail, masterwork greatsword, composite longbow, 20 arrows, *potion of cure light wounds*, 12 gp.

Githyanki archers, male githyanki Ftr1 (2): CR 2; Medium-size humanoid (extraplanar); HD 1d10+2; hp 12 each; Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15; Base Atk +1; Grp +2; Atk +2 melee (2d6+1/19-20/x2, greatsword) or +5 missile (1d8+1/20/x3, masterwork mighty composite longbow [str +1]); Full Atk +2 melee (2d6+1/19-20/x2, greatsword) or +5 missile (1d8+1/20/x3, masterwork mighty composite longbow [str +1]) or +3/+3 missile (1d8+1/20/x3, masterwork mighty composite longbow [str +1]); SA Psionics; SQ Darkvision 60 ft., psionics, spell resistance 6; AL NE; SV Fort +4, Ref +3, Will +1; Str 13, Dex 16, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Intimidate +1, Spot +2; Point Blank Shot, Rapid Shot.

Psionics (SP): 3/day - *daze* (DC 10), *mage hand*.

Possessions: Breastplate, greatsword, masterwork mighty composite longbow [str +1], 20 arrows, *potion of cure light wounds*, tanglefoot bag, 12 gp.

Encounter 5: Street Justice

Civilians, male/female humans Com1 (6): CR 1/2; HD 1d4; hp 4 each; Init +1; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, club) or +1 thrown (1d2, rocks); AL N/CN SV Fort 0, Ref +1, Will 0; Str 10, Dex 12, Con 11, Int 10, Wis 10, Cha 10.

Possessions: club, some coppers.

Leaders, male human War1 (3): CR 1/2; Medium-size humanoid (human); HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +1; Atk +4 melee (1d6+2, club); Full Atk +4 melee (1d6+2, club); AL CN; SV Fort +4, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +2, Jump +4, Knowledge Religion +2; Endurance, Weapon Focus (Club).

Possessions: Club, studded leather, light wooden shield, 2 gp.

APL 4

Encounter 1: The Bleak Cabal

Trevan, human male Clr3: CR 3; Medium-sized humanoid (human); HD 3d8+6; hp 24; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +2; Grp +2; Atk +3 melee (2d4/20/x4 masterwork scythe); Full Atk +3 melee (2d4/20/x4 masterwork scythe); SA Rebuke undead 4/day; AL: NE; SV Fort +5, Ref +1, Will +8; Str 10, Dex 10, Con 14, Int 12, Wis 16, Cha 12.

Skills and Feats: Concentration +11, Heal +8, Knowledge Religion +6, Knowledge History +2, Spellcraft +7; Improved Turning, Iron Will, Skill Focus [Concentration].

Spells Prepared (4/4/3; Base DC = 13 + Spell Level); 0 lvl – *cure minor wounds*, *detect magic*, *light*, *read magic*, 1st lvl – *bless*, *cause fear**; *cure light wounds*, *protection from good*, 2nd lvl – *invisibility**; *resist energy*, *silence*.

*Domain Spells. Deity: Nerull; Domains: Death (Death Touch 1/day); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: Masterwork scythe, banded mail, silver holy symbol of Nerull, *scroll of cure light wounds* (2), *scroll of remove paralysis*, *hand of the mage*, 24 gp.

Savane, female human, Wiz(Nec)5: CR 5; Medium-size humanoid (human); HD 5d4+5; hp 36 (21 hp's base without False Life); Init +5; Spd 30ft; AC 16, touch 12, flat-footed 15; Base Atk +2; Grp +2; Atk +2 melee (1d4/19-20/x2, dagger); Full Atk +2 melee (1d4/19-20/x2, dagger); AL NE; SV Fort +3, Ref +5, Will +9; Str 10, Dex 12, Con 13, Int 17, Wis 14, Cha 8.

Skills and Feats: Concentration +12, Heal +4, Knowledge [Arcana] +11, Knowledge [History] +6, Knowledge [Local] +6, Knowledge [Nature] +8, Knowledge [the Planes] +9, Knowledge [Religion] +6, Spellcraft +11; Iron Will, Empower Spell, Improved Initiative, Scribe Scroll, Skill Focus [Concentration].

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0 lvl – *detect magic*, *flare* (2), *ray of frost* (2); 1st lvl – *cause fear*, *mage armor*, *magic missile* (2), *shield*; 2nd lvl – *blindness/deafness*, *false life*, *ghouls touch*, *glitterdust*; 3rd lvl – *dispel magic*, *stinking cloud*, *vampiric touch*.

Possessions: Dagger, spellbook, *potion of cure light wounds*, *wand of magic missile* [3rd level caster, 20 charges], *scroll of shield*, *cloak of resistance +1*, *ring of protection +1*, 12 gp.

Familiar: Leech, a weasel (+2 on Reflex).

Encounter 3: Ambush

Githyanki swordsmen, male githyanki Ftr2 (1): CR 3; Medium-size humanoid (extraplanar); HD 2d10+4; hp 20 each; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +2; Grp +5; Atk +7 melee (2d6+4/19-20/x2, masterwork greatsword) or +3 missile (1d8/20/x3, composite longbow); Full Atk +7 melee (2d6+4/19-20/x2, masterwork greatsword) or +3 missile (1d8/20/x3, composite longbow); SA Psionics; SQ Darkvision 60 ft., psionics, spell resistance 7; AL NE; SV Fort +5, Ref +1, Will +3; Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Climb -2, Intimidate +1, Spot +2; Iron Will, Power Attack, Weapon Focus [Greatsword].

Psionics (SP): 3/day - *daze* (DC 10), *mage hand*.

Possessions: Full plate, masterwork greatsword, composite longbow, 20 arrows, *potion of cure light wounds*, 12 gp.

Githyanki archers, male githyanki Ftr2 (2): CR 3; Medium-size humanoid (extraplanar); HD 2d10+4; hp 20 each; Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15; Base Atk +2; Grp +3; Atk +3 melee (2d6+1/19-20/x2, greatsword) or +7 missile (1d8+1/20/x3, masterwork mighty composite longbow [str +1]); Full Atk +3 melee (2d6+1/19-20/x2, greatsword) or +7 missile (1d8+1/20/x3, masterwork mighty composite longbow [str +1]) or +5/+5 missile (1d8+1/20/x3, masterwork mighty composite longbow [str +1]); SA Psionics; SQ Darkvision 60 ft., psionics, spell resistance 7; AL NE; SV Fort +5, Ref +4, Will +2; Str 13, Dex 16, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Climb -2, Intimidate +1, Spot +2; Point Blank Shot, Rapid Shot, Weapon Focus [Composite Longbow].

Psionics (SP): 3/day - *daze* (DC 10), *mage hand*.

Possessions: Breastplate, greatsword, masterwork mighty composite longbow [str +1], 20 arrows, *potion of cure light wounds*, *cloak of resistance +1*, tanglefoot bag, 12 gp.

Sirrrkingan, male githyanki Wiz(Evo)3: CR 4; Medium-size humanoid (extraplanar); HD 3d4+6; hp 16; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +1; Atk +1 melee (1d4/19-20/x2 dagger) or +3 missile (1d8/19-20/x2, light crossbow); Full Atk +1 melee (1d4/19-20/x2 dagger) or +3 missile (1d8/19-20/x2, light crossbow); SA Psionics; SQ Darkvision 60 ft., psionics, spell resistance 8; AL NE; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 16, Wis 12, Cha 10.

Skills and Feats: Concentration +11, Spellcraft +9, Knowledge [Arcana] +9, Knowledge [the Planes] +9, Knowledge [Local - Astral Plane] +4, Knowledge

[History] +4, Knowledge [Geography] +7; Scribe Scroll, Skill Focus [Concentration], Weapon Focus [Rays].

Psionics (SP): 3/day - *blur*, *daze* (DC 10), *mage hand*.

Spells Prepared (5/4/3; base DC = 13 + spell level):
0 – *detect magic*, *detect poison* (2), *flare* (2), 1st – ~~*mage armor*~~, *magic missile* (2), *shield*; 2nd lvl – *mirror image*, *scorching ray* (2).

Possessions: Dagger, light crossbow, 20 bolts, *potion of cure light wounds*, *scroll of magic missile* [Level 3], *scroll of protection from energy*, *scroll of glitterdust*, *scroll of shield*, 24 gp.

Encounter 5: Street Justice

Civilians, male/female humans Com1 (10): CR 1/2; HD 1d4; hp 4 each; Init +1; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, club) or +1 thrown (1d2, rocks); AL N/CN SV Fort 0, Ref +1, Will 0; Str 10, Dex 12, Con 11, Int 10, Wis 10, Cha 10.

Possessions: club, some coppers.

Leaders, male/female human Ftr1 (3): CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +1; Atk +4 melee (1d6+2, club) or +2 missile (1d8, light crossbow); Full Atk +4 melee (1d6+2, club) or +2 missile (1d8, light crossbow); AL CN; SV Fort +4, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +2, Jump +4, Knowledge Religion +2; Endurance, Power Attack, Weapon Focus (Club)

Possessions: Club, light crossbow, 20 bolts, dagger, studded leather, light wooden shield, 2 gp.

APL 6

Encounter 1: The Bleak Cabal

Treva, human male Clr5: CR 5; Medium-sized humanoid (human); HD 5d8+10; hp 38; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +3; Grp +3; Atk +4 melee (2d4/20/x4 masterwork scythe); Full Atk +4 melee (2d4/20/x4 masterwork scythe); SA Rebuke undead 4/day; AL: NE; SV Fort +7, Ref +2, Will +10; Str 10, Dex 10, Con 14, Int 12, Wis 17, Cha 12.

Skills and Feats: Concentration +13, Heal +8, Knowledge Religion +8, Knowledge History +2, Spellcraft +10; Improved Turning, Iron Will, Skill Focus [Concentration].

Spells Prepared (5/5/4/3; Base DC = 13 + Spell Level); 0 lvl – *cure minor wounds*, *detect magic*, *light*, *read magic*, 1st lvl – *bless*, *cause fear**, *cure light wounds* (2), *protection from good*, 2nd lvl – *death knell*, *invisibility**, *resist energy*, *silence*, 3rd lvl – *animate dead**, *cure serious wounds*, *contagion*.

*Domain Spells. Deity: Nerull; Domains: Death (Death Touch 1/day); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: Masterwork scythe, spiked banded mail, silver holy symbol of Nerull, *scroll of cure light wounds* (2), *scroll of invisibility purge*, *scroll of remove paralysis*, *cloak of resistance +1*, *hand of the mage*, 64 gp.

Savane, female human, Wiz(Nec)7: CR 7; Medium-size humanoid (human); HD 7d4+7; hp 41 (29 hp's base without False Life); Init +5; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +3; Grp +3; Atk +3 melee (1d4/19-20/x2, dagger); Full Atk +3 melee (1d4/19-20/x2, dagger); AL NE; SV Fort +5, Ref +7, Will +11; Str 10, Dex 12, Con 13, Int 17, Wis 14, Cha 8.

Skills and Feats: Concentration +14, Heal +5, Knowledge [Arcana] +13, Knowledge [History] +6, Knowledge [Local] +6, Knowledge [Nature] +8, Knowledge [the Planes] +9, Knowledge [Religion] +10, Spellcraft +13; Iron Will, Empower Spell, Improved Initiative, Scribe Scroll, Skill Focus [Concentration], Spell Focus [Necromancy].

Spells Prepared (5/6/5/4/2; base DC = 13 + spell level): 0 lvl – *detect magic*, *flare* (2), *ray of frost* (2); 1st lvl – ~~*mage armor*~~, *magic missile* (2), *magic weapon*, *ray of enfeeblement*, *shield*; 2nd lvl – *blindness/deafness*^ψ, *false life*, *ghouls touch*^ψ, *glitterdust* (2); 3rd lvl – *dispel magic*, *protection from energy*, *stinking cloud*, *vampiric touch*^ψ; 4th lvl – *enervation*, *fear*^ψ.

ψ Because of Spell Focus [Necromancy], the base DC against these spells is 14 + spell level.

Possessions: Dagger, spellbook, *potion of cure light wounds*, *wand of magic missile* [5th level caster, 20

charges], *scroll of shield*, *scroll of greater magic weapon*, *cloak of resistance +2*, *ring of protection +1*, 24 gp.

Familiar: Leech, a weasel (+2 on Reflex).

Encounter 3: Ambush

Githyanki swordsmen, male githyanki Ftr4 (1): CR 5; Medium-size humanoid (extraplanar); HD 4d10+8; hp 36 each; Init +2; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +4; Grp +7; Atk +9 melee (2d6+7/19-20/x2, *greatsword* +1) or +6 missile (1d8/20/x3, composite longbow); Full Atk +9 melee (2d6+7/19-20/x2, *greatsword* +1) or +6 missile (1d8/20/x3, composite longbow); SA Psionics; SQ Darkvision 60 ft., psionics, spell resistance 9; AL NE; SV Fort +6, Ref +3, Will +4; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Climb +0, Intimidate +1, Spot +2; Iron Will, Cleave, Power Attack, Weapon Focus [Greatsword], Weapon Specialization [Greatsword].

Psionics (SP): 3/day – *blur*, *daze* (DC 10), *mage hand*.

Possessions: Full plate, *greatsword* +1, composite longbow, 20 arrows, *potion of cure moderate wounds*, 12 gp.

Githyanki archers, male githyanki Ftr4 (2): CR 5; Medium-size humanoid (extraplanar); HD 4d10+8; hp 36 each; Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15; Base Atk +4; Grp +6; Atk +6 melee (2d6+3/19-20/x2, *greatsword*) or +9 missile (1d8+5/20/x3, *mighty composite longbow* [str +2] +1); Full Atk +6 melee (2d6+3/19-20/x2, *greatsword*) or +9 missile (1d8+5/20/x3, *mighty composite longbow* [str +2] +1) or +7/+7 missile (1d8+5/20/x3, *mighty composite longbow* [str +2] +1); SA Psionics; SQ Darkvision 60 ft., psionics, spell resistance 9; AL NE; SV Fort +6, Ref +5, Will +5; Str 14, Dex 16, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Climb +1, Intimidate +1, Spot +2; Iron Will, Point Blank Shot, Rapid Shot, Weapon Focus [Composite Longbow]. Weapon Specialization [Composite Longbow].

Psionics (SP): 3/day – *blur*, *daze* (DC 10), *mage hand*.

Possessions: Breastplate, *greatsword*, *mighty composite longbow* [str +2] +1, 20 arrows, *potion of cure moderate wounds*, *cloak of resistance +1*, tanglefoot bag, 12 gp.

Sirrrkingan, male githyanki Wiz(Evo)5: CR 6; Medium-size humanoid (extraplanar); HD 5d4+10; hp 26; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +2; Atk +2 melee (1d4/19-20/x2 dagger) or +4 missile (1d8/19-20/x2, light crossbow); Full Atk +2 melee (1d4/19-20/x2 dagger) or +4 missile

(1d8/19-20/x2, light crossbow); SA Psionics; SQ Darkvision 60 ft., psionics, spell resistance 10; AL NE; SV Fort +4, Ref +4, Will +6; Str 10, Dex 14, Con 14, Int 17, Wis 12, Cha 10.

Skills and Feats: Concentration +13, Knowledge [Arcana] +9, Knowledge [Geography] +9, Knowledge [History] +4, Knowledge [Local - Astral Plane] +6, Knowledge [the Planes] +11, Spellcraft +11; Scribe Scroll, Skill Focus [Concentration], Spell Focus [Evocation], Weapon Focus [Rays].

Psionics (SP): 3/day - *blur*, *daze* (DC 10), *mage hand*.

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0 – *detect magic*, *detect poison* (2), *flare* (2), 1st – *burning hands*^v, ~~*mage armor*~~, *magic missile* (2), *shield*; 2nd lvl – *mirror image*, *resist energy*, *scorching ray* (2); 3rd lvl – *dispel magic*, *fire ball*^v, *haste*.

Ψ Because of Spell Focus [Evocation], the base DC against these spells is 14 + spell level.

Possessions: Dagger, light crossbow, 20 bolts, *cloak of resistance* +1, *potion of cure light wounds*, *scroll of magic missile* [Level 3], *scroll of protection from energy*, *scroll of gaseous form*, *scroll of glitterdust*, *scroll of shield*, 24 gp.

Encounter 5: Street Justice

Civilians, male/female humans Com1 (16): CR 1/2; HD 1d4; hp 4 each; Init +1; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, club) or +1 thrown (1d2, rocks); AL N/CN SV Fort 0, Ref +1, Will 0; Str 10, Dex 12, Con 11, Int 10, Wis 10, Cha 10.

Possessions: club, some coppers.

Leaders, male/female human Ftr3 (3): CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +5; Atk +7 melee (1d6+2/x2) or +4 ranged (1d8/19-20/x2, light crossbow); Full Atk +7 melee (1d6+2/x2) or +4 ranged (1d8/19-20/x2, light crossbow); AL CN; SV Fort +5, Ref +2, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Intimidate +4, Jump +4, Knowledge Religion +2, Swim +0; Dodge, Endurance, Power Attack, Weapon Focus (Club).

Possessions: Club, light crossbow, 20 bolts, dagger, studded leather, light wooden shield, 2 gp.

APL 8

Encounter 1: The Bleak Cabal

Trevan, human male Clr7: CR 7; Medium-sized humanoid (human); HD 7d8+14; hp 52; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +5; Grp +5; Atk +6 melee (2d4/20/x4 masterwork Scythe); Full Atk +6 melee (2d4/20/x4 masterwork Scythe); SA Rebuke undead 4/day; AL: NE; SV Fort +8, Ref +3, Will +11; Str 10, Dex 10, Con 14, Int 12, Wis 17, Cha 12.

Skills and Feats: Concentration +15, Heal +10, Knowledge Religion +10, Knowledge History +2, Spellcraft +12; Improved Turning, Iron Will, Skill Focus [Concentration], Spell Focus [Necromancy].

Spells Prepared (6/6/5/4/2; Base DC = 13 + Spell Level); 0 lvl – *cure minor wounds*, *detect magic*, *light*, *detect poison*, *read magic*, 1st lvl – *bless*, *cause fear*^Ψ, *cure light wounds* (2), *divine favor*, *protection from good*, 2nd lvl – *bear's endurance*, *death knell*^Ψ, *invisibility*^{*}, *resist energy*, *silence*, 3rd lvl – *animate dead*^{*}, *cure serious wounds*, *contagion*^Ψ (2); 4th lvl – *confusion*^{*}, *death ward*.

*Domain Spells. Deity: Nerull; Domains: Death (Death Touch 1/day); Trickery (Bluff, Disguise and Hide are class skills).

Ψ Because of Spell Focus [Necromancy], the base DC against these spells is 14 + spell level. Note that the various inflict spells are necromancy spells as well.

Possessions: Masterwork scythe, spiked banded mail, silver holy symbol of Nerull, *scroll of cure light wounds* (2), *scroll of invisibility* (divine), *scroll of invisibility purge*, *scroll of remove paralysis*, *scroll of speak with dead*, *cloak of resistance* +1, *hand of the mage*, *wand of inflict moderate wounds* [10 charges], 60 gp.

Savane, female human, Wiz(Nec)9: CR 9; Medium-size humanoid (human); HD 9d4+9; hp 50 (37 hp's base without False Life); Init +5; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +4; Grp +4; Atk +4 melee (1d4/19-20/x2, dagger); Full Atk +4 melee (1d4/19-20/x2, dagger); AL NE; SV Fort +6, Ref +8, Will +12; Str 10, Dex 12, Con 13, Int 18, Wis 14, Cha 8.

Skills and Feats: Concentration +16, Heal +5, Knowledge [Arcana] +16, Knowledge [History] +7, Knowledge [Local] +10, Knowledge [Nature] +12, Knowledge [the Planes] +10, Knowledge [Religion] +11, Spellcraft +16; Iron Will, Empower Spell, Improved Initiative, Quicken Spell, Scribe Scroll, Skill Focus [Concentration], Spell Focus [Necromancy].

Spells Prepared (5/6/6/5/4/2; base DC = 14 + spell level): 0 lvl – *detect magic*, *flare* (2), *ray of frost* (2); 1st lvl – ~~*mage armor*~~, *magic missile* (2), *magic weapon*, *ray of enfeeblement*, *shield*; 2nd lvl – *blindness/deafness*^Ψ,

~~*false life*~~, *ghouls touch*^Ψ, *glitterdust* (2), *scorching ray*, 3rd lvl – *dispel magic* (2), *protection from energy*, *stinking cloud*, *vampiric touch*^Ψ; 4th lvl – *empowered scorching ray*, *enervation* (2), *fear*^Ψ; 5th lvl – *cloud kill*, *waves of fatigue*.

Ψ Because of Spell Focus [Necromancy], the base DC against these spells is 15 + spell level.

Possessions: Dagger, spellbook, *potion of cure light wounds*, *wand of magic missile* [5th level caster, 20 charges], *scroll of shield*, *scroll of greater magic weapon*, *cloak of resistance* +2, *ring of protection* +1, *ring of counter spells* (with *scorching ray* in it), 60 gp.

Familiar: Leech, a weasel (+2 on Reflex).

Encounter 3: Ambush

Githyanki swordsmen, male githyanki Ftr6 (1): CR 7; Medium-size humanoid (extraplanar); HD 6d10+12; hp 52 each; Init +6; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +6; Grp +9; Atk +11 melee (2d6+7/19-20/x2, *greatsword* +1) or +8 missile (1d8/20/x3, composite longbow); Full Atk +11/+6 melee (2d6+7/19-20/x2, *greatsword* +1) or +8/+3 missile (1d8/20/x3, composite longbow); SA Psionics; SQ Darkvision 60 ft., psionics, spell resistance 11; AL NE; SV Fort +7, Ref +4, Will +5; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Climb +2, Intimidate +1, Spot +2; Dodge, Improved Initiative, Iron Will, Cleave, Mobility, Power Attack, Weapon Focus [Greatsword], Weapon Specialization [Greatsword].

Psionics (SP): 3/day – *blur*, *daze* (DC 10), *dimension door*, *mage hand*.

Possessions: *Full plate* +2, *greatsword* +1, composite longbow, 20 arrows, *potion of cure moderate wounds*, 12 gp.

Githyanki archers, male githyanki Ftr6 (2): CR 7; Medium-size humanoid (extraplanar); HD 7d10+12; hp 52 each; Init +7; Spd 20 ft.; AC 20, touch 13, flat-footed 17; Base Atk +6; Grp +8; Atk +8 melee (2d6+3/19-20/x2, *greatsword*) or +11 missile (1d8+5/20/x3, *mighty composite longbow* [str +2] +1); Full Atk +8/+3 melee (2d6+3/19-20/x2, *greatsword*) or +11/+6 missile (1d8+5/20/x3, *mighty composite longbow* [str +2] +1) or +9/+9/+6 missile (1d8+5/20/x3, *mighty composite longbow* [str +2] +1); SA Psionics; SQ Darkvision 60 ft., psionics, spell resistance 11; AL NE; SV Fort +7, Ref +6, Will +6; Str 14, Dex 16, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Climb +3, Intimidate +1, Spot +2; Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus [Composite Longbow], Weapon Specialization [Composite Longbow].

Psionics (SP): 3/day – *blur*, *daze* (DC 10), *dimension door*, *mage hand*.

Possessions: *Breastplate* +2, *greatsword*, *mighty composite longbow* [str +2] +1, 20 arrows, *potion of cure moderate wounds*, *cloak of resistance* +1, *tanglefoot bag*, 12 gp.

Sirrrkingan, male githyanki Wiz(Evo)7: CR 8; Medium-size humanoid (extraplanar); HD 7d4+14; hp 36; Init +6; Spd 30 ft.; AC 17, touch 13, flat-footed 15; Base Atk +3; Grp +3; Atk +3 melee (1d4/19-20/x2 dagger) or +5 missile (1d8/19-20/x2, light crossbow); Full Atk +3 melee (1d4/19-20/x2 dagger) or +5 missile (1d8/19-20/x2, light crossbow); SA Psionics; SQ Darkvision 60 ft., psionics, spell resistance 12; AL NE; SV Fort +5, Ref +5, Will +7; Str 10, Dex 14, Con 14, Int 17, Wis 12, Cha 10.

Skills and Feats: Concentration +16, Knowledge [Arcana] +11, Knowledge [Geography] +9, Knowledge [History] +4, Knowledge [Local - Astral Plane] +9, Knowledge [the Planes] +11, Spellcraft +13; Improved Initiative, Scribe Scroll, Skill Focus [Concentration], Spell Focus [Evocation], Weapon Focus [Rays].

Psionics (SP): 3/day – *blur*, *daze* (DC 10), *dimension door*, *mage hand*.

Spells Prepared (5/6/5/4/2; base DC = 13 + spell level): 0 – *detect magic*, *detect poison* (2), *flare* (2), 1st – *burning hands*^ψ, *expeditious retreat*, ~~*mage armor*~~, *magic missile* (2), *shield*; 2nd lvl – *levitate*, *mirror image*, *resist energy*, *scorching ray* (2); 3rd lvl – *dispel magic*, *fire ball*^ψ (2), *haste*; 4th lvl – empowered *scorching ray* (2).

ψ Because of Spell Focus [Evocation], the base DC against these spells is 14 + spell level.

Possessions: Dagger, light crossbow, 20 bolts, *cloak of resistance* +1, *ring of protection* +1, *potion of cure moderate wounds*, *scroll of magic missile* [Level 5], *scroll of protection from energy*, *scroll of greater invisibility*, *scroll of gaseous form*, *scroll of glitterdust*, *scroll of shield*, 36 gp.

Encounter 5: Street Justice

Civilians, male/female humans Com1 (20): CR 1/2; HD 1d4; hp 4 each; Init +1; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, club) or +1 thrown (1d2, rocks); AL N/CN SV Fort 0, Ref +1, Will 0; Str 10, Dex 12, Con 11, Int 10, Wis 10, Cha 10.

Possessions: club, some coppers.

Leaders, male/female human Ftr4 (4): CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +4; Grp +7; Atk +9 melee (1d6+5, club) or +5 ranged (1d8/19-20/x2, light crossbow); Full Atk +9 melee

(1d6+5, club) or +5 ranged (1d8/19-20/x2, light crossbow); AL CN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Intimidate +5, Jump +5, Knowledge Religion +2, Swim +2; Dodge, Endurance, Power Attack, Weapon Focus [Club], Weapon Specialization [Club].

Possessions: Club, light crossbow, 20 bolts, dagger, studded leather, light wooden shield, 2 gp.

Appendix II: Viceroc at a Glance

Viceroc is a mining community with less than 500 souls still inhabiting the town. Back when the mines were fully operational there were over 1000 inhabitants. Now, with the depletion of most of the mines, the numbers have dwindled. The inhabitants consist of a mixture of gnomes (Noniz (50%)), dwarves (Dwur(30%)) and humans (Suel (10%) and Oeridian (10%)). They make their living with trapping, mining and leather. There are only two mines still open though and they are yielding less and less iron and precious metals with the passing of the years. Each year the gain is transported in a heavily guarded caravan to New Keep, it is always a day of celebrations on the day of departing. A group of halfling outriders traditionally escort this caravan. The town also caters to adventurers who pass through Viceroc trying their luck in the hills and mountains west and south of town. The hills are a dangerous place where orcs, ogres and giants roam, there is even rumors of a creature leading a band of these vile monsters only known as 'the Drake of Viceroc'.

The gnome and dwarven inhabitants have left their impression on the town in the form of the architecture of structures and defences. The hidden rocklike guard posts at the hilltops surrounding the town are an excellent example of combined gnomish and dwarven effort. The dwarves and gnomes here live in modified houses. The dwarven houses don't have windows and look like caves on the inside. The gnomes squeeze all kinds of engineering feats into their houses and the buildings are often a combination of styles. Those houses look like they have been repaired with a different types of stone from afar.

Due to the dangerous surroundings, each member of the village has to serve a set time in the militia and take their share of patrols. For humans this is one year, for gnomes only 6 months (they are too restless) and for dwarves it's 5 years (they are more dutiful). Both males and females have to participate (this is the reason why many of the inhabitants have actual adventuring levels). Of course there is a standing guard department which is ran by dwarves and manned by dwarves mostly, but also the more serious gnomes and the odd human are seen among them.

The town has one inn, several bars and temples and a single large general store where one can buy everything. The general store is ran by Durak Hammeraxe (LN, Dwur male, F2/R5) who is also the town elder. He is a tall and very old dwarf although one

would not say so at first glance. He runs the general store together with some gnomes and a human girl and it is meant to profit the entire community. Everyone adds items to this store and in turn benefits from the income. Durak is rumoured to be very rich and to slip in some of his own money to make ends meet from time to time. He is a homely dwarf who likes to pretend he is sour and likes even more to catch wisecrack adventurers off guard by not revealing who he is. The other townsfolk find this an effective game and play along, stalling strangers who ask for the leader of town in their haste to demand or prove anything. Durak is well respected as a just leader who takes care of the entire village and who has managed to keep poverty and criminal activities to a minimum in the past 10 years.

The single inn is called 'Plenty of Gold' and is ran by a gnomish family called the Goldnoses in town, but their true family name is Sundersilver. They cater to all kinds of travellers and seem to have much family in other parts of Sunndi who come to ply their variety of trades in town. The gnomes working in the inn all have the tip of their noses painted in gold to go along with their nicknames. The head of the household is a homely woman named Gutza (NG, female Illus 8), she's a venerable gnome who enjoys sitting in the inn's main room and chatting idly about everything. Her children run the inn, Dordor (CG, male Rog 3) and Silia (CG, female Rog 2) and do so with vigour, trying to meet everyone's wishes.

The bars that dot the town are three in total, each ran by a different race. Though all races frequent each bar often and the distinction is made more by the type of bar than who runs it. The Broken Wheel is the oldest one and is ran by Hikop (NG, human male, F2). It is a hard drinking place for guards and miners. The Golden Nugget is ran by Firgol Hammeraxe (LN, dwarf male, F2) who is a son of Durak. It caters mostly to youngsters and those wanting to have a dwarven style dinner. And the gnomes decided to be funny and set up The Broken Nugget which is ran by Niminoodan Songdancer (CG, gnome male, Bard 3). This is a place where people can drink quietly while artists perform (when they are in town).

There are temples and shrines to several gods in this town. There are basically two buildings and several shrines that cater to the different religions of the races. There is a house which immediately leads down into a cave with several alcoves to different gods of the dwarven pantheon. It is maintained by Ardonar

Silverdrums (LG, dwur male Cl5 (Moradin)). The gnomes have a house which they converted to a temple to the gnome pantheon and which is maintained by Firdon Feaversmiter (NG, gnome male Cl7 (Garl Glittergold)). The humans seem to have more trouble housing several religions together and that's why there are different shrines scattered around town and the surrounding landscape. There is a small shrine to Trithereon (near the guardhouse), Pelor (near the graveyard behind a nearby hill) and Olidamarra (in the back of The Broken Nugget). These shrines are maintained by clerics and lay worshippers but have no real organisation (Cl 3 max). The town uses the normal rules for spellcasting on PC's that has been laid down in the Living Greyhawk Campaign Documentation.

Appendix III:

Istoran

An aranea is an intelligent, shape-changing spider with sorcerous powers. In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb. An aranea weighs about 150 pounds. The hump on its back houses its brain.

Istoran is a regular aranea in size and shape. In his hybrid and humanoid form he stands 5 feet tall and has a lean body. He has big black eyes and a black goatee. He has somewhat hollow cheeks and sharp cheekbones, giving him a gaunt look. He has grown accustomed to traveling through the good outer planes as well as the astral plane. He met Lanaerra on one of his trips and they became friends. She gave him the letter and a scroll of *planeshift* in case he'd ever need to flee a desperate situation. And that day has come and he has arrived in Sunndi to seek refuge. He is normally outspoken and friendly, but due to the welcoming committee he received he is now silent and quiet. He will not speak of his past or his future goals. He remains alert for danger and the need to escape yet again. He is inquisitive and observant, preferring not to let others know about the powers he possesses, unless it's necessary to save himself.

Istoran, male aranea Sor6: CR 10; Medium magical beast (shapechanger); HD 3d10+ 6d4+18; hp 58 hp (28 when first arriving on the Prime Material Plane); Init +6; Spd 50 ft., climb 25 ft.; AC 15, touch 14, flat-footed 14; Base Atk +6; Grp +6; Atk +8 melee (1d6 plus poison, bite) or +8 ranged touch (web); Full Atk +8 melee (1d6 plus poison, bite) or +8 ranged touch (web); SA Poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +7, Ref +7, Will +9; Str 10, Dex 14, Con 14, Int 14, Wis 13, Cha 16.

Skills and Feats: Bluff +8, Climb +14, Concentration +14, Diplomacy +6, Escape Artist +5, Jump +13, Knowledge [Arcana] +10, Knowledge [Local – Splintered Sun] +4 (Taught by Lanaerra A'Quillan), Knowledge [the Planes] +7, Listen +6, Spellcraft +15, Spot +6, Survival +2 (+4 on other planes); Improved Initiative, Iron Will, Skill Focus [Concentration], Spell Penetration. Weapon Finesse.

Languages: Common, Sylvan, Celestial.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Web (Ex): In spider or hybrid form (see below), an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Change Shape (Su): An aranea's natural form is that of a Medium monstrous spider. It can assume two other forms. The first is a unique Small or Medium humanoid; an aranea in its humanoid form always assumes the same appearance and traits, much as a lycanthrope would. In humanoid form, an aranea cannot use its bite attack, webs, or poison.

The second form is a Medium spider-humanoid hybrid. In hybrid form, an aranea looks like a Medium humanoid at first glance, but a DC 18 Spot check reveals the creature's fangs and spinnerets. The aranea retains its bite attack, webs, and poison in this form, and can also wield weapons or wear armor. When in hybrid form, an aranea's speed is 30 ft.

An aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does an aranea revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Spells Known (6/7/7/7/4; Base DC = 13 + spell level)*: 0 lvl - *acid splash, daze, detect magic, disrupt undead, light, mage hand, ray of frost, read magic*; 1st lvl - *mage armor, magic missile, ray of enfeeblement, shield, sleep*; 2nd lvl - *glitterdust, invisibility, scorching ray, web*; 3rd lvl - *lightning bolt, protection from energy, slow*; 4th lvl - *charm monster, confusion*

* Note that at the time of Istoran's arrival at Sunndi he has the following spells per day left: 0 lvl - 2; 1st lvl - 3; 2nd lvl - 2; 3rd lvl 2; 4th lvl - 1.

Possessions: Backpack, letter from Lanaerra A'Quillan (Handout 1), The Grey Void - a book about the Astral Plane (written in Celestial), *wand of magic missiles* [level 5, 50 charges], *ring of protection* +2, *amulet of natural armor* +1, *brooch of shielding* [fully charged], *cloak of resistance* +2, *scroll of comprehend languages*, 2x *scrolls of invisibility*, *scroll of mirror image*, *scroll of fly*.

Appendix IV: The Laws in Sunndi

Schandor's laws were used in Sunndi for a long time. Even though Sunndi broke away from everything that has to do with the Great Kingdom traces of this justice system can still be found within the current laws. Most rules of this system though are either unpractical (for example a judge was not allowed to hail from and/or possess ground within 300 miles of his district) or simply do not work in a society like Sunndi. Sunndi is a NG/CG society, but that does not mean there are no laws. Unlike in more lawful societies though, the laws are more open for interpretation and the judges have a big leeway in interpreting the laws and determining the punishments. In Sunndi there are basically two sets of law, which are known as the King's Laws and the Noble's Laws. Hazendel and the Congress of Lords have created the King's Laws, which function as a basic set of laws that are equal all over Sunndi. They also define the rights and duties of each citizen of Sunndi. Crimes against the King's Laws in general are the more serious crimes and as a consequence the punishment is more severe. The Noble's Laws can be different per county since the Count and the Council of the County determine these laws. Even for these laws many crimes and punishments tend to be the same. The Noble's Laws describes the punishments for lesser crimes such as pouching, pick pocketing and public disturbances.

The responsibility for upholding the laws and punishing criminals is primarily in the hands of the local nobility in the form of the baron in most counties. They are in charge of the police force within their barony and they judge any civil conflicts. The barons are not allowed to judge any criminal cases. Judges appointed by the local count hold the lowest court. The law does not allow these judges to possess ground within their district (the barony) or come from that region. This court deals with the Noble's Laws and they are not allowed to judge over any crimes against the King's Laws. These courts are known as the Commoners Court. The count can also judge these cases. The Congress of Lords appoints judges with the right to judge crimes against the King's Laws and crimes against the Noble's Laws that could not be solved satisfactory in Commoners Court. As with the judges of the Lower Court, these judges are not allowed to possess ground or come from the county in which they work. This court is known as the High Court. The highest court is a group of three judges appointed by the Congress of Lords who deal with appeals from both lower courts or especially sensitive cases (as determined by the judges in the lower courts). This

council of three is known as the Royal Court. In extreme cases somebody can demand to be judged by king Hazendel himself, but this is only allowed in extreme cases and it is highly discouraged.

As has been said before, judges have considerable freedom in interpreting the laws and determining the punishment. This does not automatically mean that friends of high-ranking individuals have an easier time than total strangers. Power abuse is greatly feared and frowned upon by Sunndi society.

On paper the law protects ANY sentient being within Sunndi, with the exception of fiends, undead and bullywugs. They are considered dangerous monsters and killing them is as legal as killing a fly. An ogre has exactly the same rights as a treant or human. In theory somebody who kills an ogre, can be accused of murder and under the right circumstances convicted. In practice of course, few authorities will lift an eyebrow when they hear a group of adventures killed a group of ogres even if there was no apparent reason for killing the ogres. When those ogres had been friends with the locals though, their friends can press charges and in that case the adventurers do run the risk of being convicted for murder. The laws do give people the right to use lethal force when defending them selves. The authorities do value adventurers and the work they do.

The King's Laws

- Arson (1, 5-7, 9)
- Assault, grievous (6-8, 11-13)
- Banned Religious Worship (1, 2, 4, 9):
 - o Beltar
 - o Erythnul
 - o Incabulos
 - o Iuz
 - o Nerull
 - o Tharizdun
 - o Vecna
 - o Wastri
- Blackmail (1-2, 4-8, 11-12)
- Genocide (1)
- Impersonation of governmental official (7-8, 11-13)
- The use of forbidden magic (1, 2, 9):
 - o Summoning of and consorting with fiends
 - o Creation of and consorting with undead
 - o Magical interference with the integrity of the person
- Mass Murder (1)
- Murder (1, 4)
- Perjury (6-8, 11-12)

- Slavery (2, 4-7, 9)
- Careless Use of Mass Destruction Magic (10, 14)
- Robbery (7-8, 11-13)
- Torture (6-8, 11-13)
- Treason (1)

The Noble's Laws

This is general indication. Certain counties may have a harsher or more relaxed attitude towards the law. (I.e.: in Eyedrinn a thief may be publicly flogged, or in extreme cases loose his hand).

- Assault, minor (9-10, 14)
- Bribery (13-14)
- Burglary (8-10, 13-14)
- Disturbance of the Peace (10, 14)
- Fraud/Forgery (8-10, 13-14)
- Manslaughter (2, 5-8)
- Pouching (9-10, 14)
- Slander/libel (9-10, 14)
- Smuggling (8-10, 13-14)
- Theft (8-10, 13-14 in addition to returning stolen goods)
- Trespass/Violation of Privacy (10, 14)
- Vandalism (10, 14 in addition to paying for necessary repairs)

Sentences for Crimes

1. Death
2. Permanent Exile and Banishment
3. Mutilation
4. Hard labor For Life
5. Hard labor, 1d10+10 years
6. Hard labor, 1d6+6 years
7. Hard labor, 1d4+4 years
8. Hard labor, 1d4 years
9. Hard labor, 1d6 months
10. Hard labor, 1d6 weeks
11. Enormous fine (90-95% victim' s true worth)
12. Heavy fine (60-80% victim' s true worth)
13. Standard fine (25-40% victim' s true worth)
14. Low fine (1-20% victim' s true worth, maximum 1000 gp)

Game Mechanics

What are the consequences of these laws for the PCs? When a PC commits a crime during a regional or meta-region that takes place in Sunndi, the DM should try to resolve it on the table using the above list for suggestions. If a PC can't afford a fine, he can substitute 1 TU for every 100 gold he falls short. Each TU stands for a week in the PC's life. This means that if the PC gets sentenced to 3 months hard labor, he will lose 12 TU's. When the crime involves the King' s Laws the player can make an appeal to the Triad. Both the player

and the DM should give their version on what happened on paper. Appealing the triad is like stepping to the next court level and the player should realize that in general we support the decisions the DMs make. There is a considerable risk that the punishment might be more severe. Sometimes the Triad, when reading through game reports or listening to stories on the official mailing list or through an official mail to a Triad member, might decide to overrule a decision of the DM, when they have reason to believe that the DM was too lenient. In this case the NPCs would go to a higher court. The triad will never react when they think punishment was too severe without an appeal by the players though. NPCs rarely go to the next level when those they wish punished get punished according to their wishes. If a PC can't afford a fine, he can substitute 1 TU for every 100 gold he falls short. Each TU stands for a week in the PC's life. This means that if the PC gets sentenced to 3 months hard labor, he will lose 12 TU's.

Appendix V: The Nemoudian Hounds

Sunndi Meta-Organization

Most people in Sunndi know the Nemoudian Hounds as a relatively well-organized gang of street youths who worship Trithereon rather fanatically. As a group they have little respect for authority and they often get into trouble with the law. They do tend to be a bit vengeful and they react rather aggressively to insults. Unlike most gangs though, they never hurt innocent, vandalize property or steal. In fact, they often help defenceless people against criminals and thugs and as such they are reasonably well respected by most citizens of Sunndi. Most people think the temple of Trithereon sponsors the Nemoudian Hounds, but few people realize how close both are connected with each other.

History

After the wars with the Great Kingdom in 583 CY, the destruction of Medegia in that same year and the conquest of Idee and Onnwal by the Scarlet Brotherhood in 584 CY refugees from those nations and the remnants of the Great Kingdom flooded Sunndi. Most of these refugees were mentally scared by the horrors they have witnessed during the war, as was the Sunndian populace. Many kids had lost their parents and they lived on the streets of New Keep and Pitchfield or the wilds of Sunndi. The Temple of Trithereon looked upon these kids with concern, realizing that they more than likely would end in the gutter or worst if left to their own devices. The leadership of the temple of Trithereon decided to sponsor these street kids by allowing them to form a street gang and then providing food, a place to stay and teachers without of course setting down as many rules as for example the Temple of Pelor would. The leader of the project became the veteran Heltes, an old retired Knight of the Chase who felt rather useless at his old age. Heltes did exactly what was expected from him and more. He provided a roof for the street kids without demanding much in return. He then started to run the place like he would his own units by providing a surrogate family for the street kids. Of course through his own experiences made him a perfect listener and a great help on dealing with problems raised because of the wounds of war and tyranny. If it were not for him the project might have failed. He gave the street kids a home of their own and through the temple of Trithereon he also provided teachers for the kids so that in the future they would have a chance on a solid

job. Of course, that many of these kids chose a martial job and that a relatively large percentage later becomes holy warriors of Trithereon is an added benefit for the temple. By now the first batch of kids has left the Hounds and went into the world to fight the tyranny that hurt them as much in their youth.

The Role of Adventurers

The basic membership is not available to adventurers, who after all are grown up and have a good source of income. There is an Inner Circle though, which 'lead' the Nemoudian Hounds. I use the term 'lead' rather loosely, since they mainly function as surrogate parents, teachers and financiers of the Hounds. The PCs are members of this inner circle and through that membership have access to some specialized training and cheaper spell access from the temples of Trithereon in return for both their time and gold to help the youths of Sunndi. Of course, they also know they are helping making a better future for the street kids.

Goals

A member of the Inner Circle of the Hounds has to take an oath overseen by a cleric of Trithereon to uphold the ideals of Trithereon and in specific to protect and take care of children who suffer under tyranny or simple lack of attention.

Organization

Heltes is still alive and he leads the Hounds with a loose hand. In theory he could demand people to listen to him, but in all his time in the Hounds, he never had to. People respect him and they tend to follow his advice. While training, youngsters need to listen to their teachers, but they can leave anytime (though the person quitting tends to lose respect from fellow members).

What is in the name?

The name of the Nemoudian Hounds refers to the dog companion of Trithereon known as Nemoud. Just as dogs of course, the Nemoudian Hounds are a pack of loyal friends willing to give their lives for each other

Appendix VI: Lanaerra A'Quillan

Lanaerra is the official court wizard of Sunndi, but she is as free as a bird. Most of the time nobody knows where she is and not even King

Hazendel tries to order her around. King Hazendel and a few other members of the Court do have a means to contact her no matter where she is. She is somewhat fickle, full with energy and always doing something preferably with her hands. People who meet her the first time would never guess that she is a quite powerful wizard who once she is interested in a subject can bring up the patience to finish a long project. She genuinely likes to be around people though, especially commoners who are much more fun to be around than those pompous nobles. One of her favourite past times is to wander around through the city in disguise. She was an adventuring companion of Hazendel and her magics helped a lot during the Greyhawk Wars. There are rumours she once was a lover of Hazendel, but whether this is true is not known.

Lanaerra does teach other promising wizards and sorcerers some her more unique skills, but it is not easy to find her and to her to teach you something. She will teach a PC something, if the PC fulfils the following requirements:

- 1 Influence point with a member of the Congress of Lords (or a direct relative/good friend in good standing with a member), King Hazendel or his close associates or Lanaerra herself.
- Spend 1 TU while she is teaching you the requested skill or spells.
- Pay a fee of 50 gp, which may be removed with an additional favour.
- No criminal record within Sunndi

In return she can teach ONE of the following things:

- Access to the following feats from Tome and Blood: Energy Substitution (any energy type except sonic) and Arcane Defense.
- Access to the following spells from Tome and Blood (the cost for writing them in your spellbook still have to be applied): lesser electric orb, lesser sonic orb, filter, electric orb, energy buffer.
- Access to two of the following spells from PHB (the cost for writing them in your spellbook still have to be applied): Dimension Door, Summon Monster IV, Wall of Fire, Prying Eyes, Summon Monster V, Planeshift, Chain Lightning, Contingency, Control Weather, Greater Dispelling.

- Arrange a peaceful meeting with an elemental and through that to the elemental savant prestige class from Tome and Blood.

Handout 1: Lanaerra A'Quillan's Letter

Dear Spidery Friend!

It was nice meeting you once again. Too bad we didn't have much time to talk, but that's why I sent this letter.....

[Lots of personal talk about the Astral Plane and meetings with several other people or creatures]

.....If you ever find yourself in trouble, I offer you shelter in the realm of Sunndi on Oerth. Included with this letter is a scroll on which a spell is written that will allow you to transport yourself to my plane. Focus on the mansion we have been together when casting the spell. The effect is not very accurate and you may find yourself many miles away from the intended location. As I have told you, Sunndi has a law that protects anyone sentient. You may appeal to that law when in Sunndi and demand an audience with me. Please do not expect everyone to regard you without suspicion.

If you manage to get to New Keep, go to the warehouse made out of stone and two stories high, with a purplish roof. It is opposite to an inn and tavern at this time. Under the fourth floorboard from the back wall is a whistle which you can blow, I will appear as soon as I can.....

[Some more talk]

.... Yours sincerely,

Lanaerra A'Quillan