

BDK5-05

The Art of Deception

A One-Round D&D LIVING GREYHAWK® Bandit Kingdoms Regional Adventure

Version 1.0

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A kinder, gentler Grand Theocracy of Dimre? You would not have believed it without seeing it for yourself. In light of the changes, the door has been opened for negotiations to end the eternal struggle between Szek Winvid of Dimre and Boss Renfus of Stoink over the lower Phostwood. Renfus is looking for an impartial escort for his envoy, and your group seems like just the pawns, err, heroes for the job. Characters that are Banned in Dimre or have the Enmity of Dimre are warned to play at their own risk. A one-round Bandit Kingdoms adventure for APLs 6-12.

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

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each

character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round; all others pay two Time Units per round.

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

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

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

Disclaimer

This adventure uses material from the *Book of Vile Darkness* and contains a number of mature concepts and situations such as ritual scarification and human sacrifice that may be inappropriate for players under the age of 13. Use your discretion and err on the side of caution if such players are at your table and edit out these references. In addition, if you know that certain players at your table will object to these references, be respectful by editing them out for their benefit. The adventure is workable without the mature concepts if you feel there is anyone at your table is not capable of handling them in a mature manner.

A Note on Pronunciation

Since you will be using the word *geas* several times in this module correct pronunciation is helpful. The word *geas* comes from old Irish legend. It is a Gaelic term originally used to represent a taboo that a King or hero could not break without dire consequence. The term is often pronounced incorrectly because of Anglicization. In Gaelic, the word *geas* is pronounced YAY-ahs, the 'g' being silent and the 'e' sounding more like a long 'a' in English.

In the case of unique or unusual proper nouns, pronunciation guides have been provided for your

benefit. This will facilitate the uniformity of the adventure experience and give all players a common reference when speaking about the adventure.

Adventure Background

An evil presence is festering in an unlikely place. Of course, depending on who you are, it might not be that unlikely at all. The priests of the Ebongleam are no strangers to evil, and their doctrine clearly teaches that to fully comprehend the glory of the light, one must first walk hand-in-hand with darkness.

This is obvious when one considers the non-aggression pact between the Grand Theocracy of Dimre (dim-RAY) and the Empire of Iuz. After a humiliating defeat at the hands of the zealous priests of Pholtus, Iuz's envoy was strong-armed into an embarrassing agreement granting Dimre sovereignty and recognition by the Empire. Needless to say, the Old One's wrath against the envoy was swift and brutal upon his return to Dorakaa.

But the evil that is currently established within the Masak (the main temple to Pholtus in Falschheit, the Dimre capital) is of a more insidious variety. While Iuz's dogma of treachery and destruction are commonly known, this evil is more subtle in its malevolence. An evil cult devoted to an entity known as "Azruphael" (AZ-roo-fayl) has woven itself into the priesthood of Dimre. When the canons discovered it, they decided that cooperating with the cult would be the penultimate fulfillment of the doctrine of the Ebongleam. They agreed to aid in keeping the group's presence a secret to all but the highest ranking clerics, and the cult agreed not to find converts unless they were approved by the Szek.

The cult of Azruphael is actually a front for the Lord of the Ninth, none other than Asmodeus himself. Only the most important members of the cult know the devil lord's true name however. Many serve Azruphael as part of their devotion to the Ebongleam, walking hand-in-hand with darkness in order to earn a greater appreciation for the light. However, the cult is particularly prosperous, and the decadence provided to supplicants of Asmodeus tempts many living under the acetic lifestyle prescribed by the Ebongleam. Thus, while the cult follows the letter of the agreement with Dimre, they surreptitiously draw Ebongleam priests closer to the worship of the Lord of Hell. Such is the danger of appeasing such an evil.

The Temple of Dark Dominion is linked to a system of catacombs beneath the Masak. When the cult originally settled here, they operated in secret, with many

of their members serving as functionaries tending the tombs. This profession lost a bit of its pizzazz when the cult was discovered by a previous Lord Inquisitor and ultimately welcomed into the fold as a demonstration of Ebongleam canon.

Winvid has allowed the cult to exist provided it remains subservient to him in all things and does not attempt to find converts in Dimre without his express permission. As might be expected however, the cultists obey the letter of the law on the surface, but they have been actively engaged in finding "assistants" who perform duties at the temple and "decide" to begin following the dogma of the cult. Thus far they have been very careful about who they bring into their fold, especially since they are not allowed to make their existence known publicly without angering Winvid. Varys Harlaw aspires to become Szek himself one day and is in the process of finding a way to hasten the aged Winvid's afterlife appointment with the Blinding Light.

However, the presence of an evil cult is just one of the secrets being kept in Falschheit. Many priests consider Osilin Danris (AH-se-len DAHN-rhis) to be a stalwart follower of the Ebongleam. In reality he has been working for the Canon of the Pale for over three years as an informant.

Osilin was sent to Dimre by the Pale in CY 591. He quickly rose through the ranks of the priesthood in Dimre, claiming to follow the Ebongleam, although his true devotion is to the One True Way. He currently holds the rank of a Rector in the Church of the Ebongleam. His mission is to report on Dimre's political arrangements in the Bandit Kingdoms, keeping an eye out for any opportunity to cripple the wayward Theocracy through sabotage or embarrassment. Recently, he was alarmed to discover clues to the existence of the cult of Azruphael and suspects the respected Lord Inquisitor Varys Harlaw is the leader. Osilin sees this as a unique opportunity to kill two birds with one stone. On one hand he knows the existence of such a cult is more dangerous than heretics, while on the other he sees removing Harlaw as a way to move up in the hierarchy of Dimre.

Osilin's plan is to simultaneously remove Harlaw from his position while at the same time revealing his betrayal of the agreement with the Szek. In this manner, he hopes to earn himself popularity and more authority. Eventually, he hopes to be able to use the leverage of this position to slowly draw more people back into the fold of the One True Way.

One thing Osilin doesn't realize is that Iuz's legate, Quarzknot, is completely aware of Osilin's true affiliations. In the interest of sowing chaos among the

Dimrites, Quarzknot has been secretly aiding him. Were this to be discovered by the Szek, it would nullify the agreement Dimre has with Iuz.

Simultaneously, there are other events going on in Dimre of significance. Szek Winvid has announced that for the first time in ages, outsiders are going to be allowed to visit Falschheit, albeit only for special diplomatic and trade considerations. Last year, bands of mercenaries were allowed to enter the extremities of Dimrite land for the purpose of claiming a bounty on a renegade lizardfolk priestess. Though the lizardfolk have continued to be a hassle, the mercenaries were successful, the priestess was slain and her head was delivered.

Since this trial proved so successful, the Szek has decided to open the borders to other opportunities. News of this event has spread like wildfire throughout the Bandit Kingdoms. Now there is word that Boss Renfus and the Szek are willing to set aside their differences and end an age-old border dispute over the Phostwood and surrounding region. The Boss of Stoink now needs impartial escorts to aid his official envoy.

Adventure Summary

This module begins in the city of Stoink, where the PCs are recruited to act as envoys to Dimre. En route, they are attacked by rebellious lizardfolk. Once in Dimre, a rector tries to enlist the PCs to help him root out some corruption in the Dimrite hierarchy. Who the PCs choose to support will impact the outcome.

Encounter One: How Fortunate!

While the PCs are recuperating from their last adventure at the Double Dagger in Stoink, they are approached by a wizard named Lowdrend.

Encounter Two: Meet the Boss

When the PCs meet with Renfus, he explains the new political environment in Dimre and that he would like to take advantage of it by negotiating a treaty with Dimre. Unfortunately, Renfus is only allowed to send ONE envoy to Dimre and this precludes bodyguards, unless they are unaffiliated with Stoink. Renfus “asks” the PCs to accept a *geas* spell from Lowdrend to escort his envoy (he doesn’t entirely trust the PCs).

Encounter Three: Ambush En Route

The party is introduced to the envoy, one Juray Kidonee, and the journey begins. The party is attacked en route by lizardfolk rebels on the outskirts of Dimre. These rebels are hoping to scare off anyone hoping to take advantage of Dimre’s new “open door” policy.

Encounter Four: Negotiations

The PCs arrive in Krostenburg with Juray and find lodging. Negotiations begin with Dimre’s representative, Osilin. If Juray was killed, the PCs must negotiate in his stead. Either way, the PCs find Osilin to be quite receptive and willing to agree to the terms of negotiation. As long as the PCs are reasonably competent and do not insult Osilin, Dimre agrees to relinquish part of the Phostwood in exchange for a hefty monetary sum paid from Renfus over an extended period of time. (The money is needed to bolster defenses in the north against Xavendra since Dimre is concerned she may violate the treaty they have with Iuz. They also need some spare cash to aid in recovery of a lost artifact.)

Encounter Five: Lockdown

A Palish templar is captured by Dimre the same day of negotiations and the PCs are immediately suspected or complicity. They are approached by the Holy Guard as they prepare to leave their place of lodging the next day. The PCs can either fight their way past the Holy Guard and escape, or allow themselves to be taken to Falschheit for questioning. The trial in Falschheit is surprisingly fair. As long as the PCs don’t admit to something they didn’t do, they are absolved of any complicity and are free to go. As an apology for the misunderstanding, they are invited to spend a few days in Falschheit free of charge and enjoy the Masak.

Encounter Six: Behind the Veil

If the PCs stay in Falschheit, Osilin approaches the PCs and explains he believes there is an evil cultist in the infrastructure of Dimre. He feels this is taking the Dimrite doctrine of walking hand in hand with darkness too far and asks for their help. He presents his evidence (unusual nighttime services attended by Lord Inquisitor Varys Harlaw and sudden appearance of vast sums of money in his possession) and lets the PCs consider it. Osilin explains he cannot approach Varys himself and that the Szek is far too close to the Lord Inquisitor to believe Osilin’s claim. He needs the PCs to aid him if Varys will not recant (something he doesn’t expect Varys to do anyway).

Encounter Seven: Who Shall You Support?

Non-believers are not usually allowed to interact with the canons of Dimre, but with Osilin’s help, the PCs gain an audience with the Lord Inquisitor. The canon denies the accusations as baseless, vicious rumors. Osilin decides to force his hand and challenges Varys. If the PCs oppose Varys, he uses *word of recall* to escape to his underground temple. If the PCs oppose Osilin, Varys aids

them, however the PCs find they must also contend with Quarzknot, who is not about to lose his Palish pawn.

Encounter Eight: The Chamber of Lawful Honor

PCs supporting Osilin see proof of Varys' treachery and must confront him in his temple below Falschheit. However, first they must pass through the Chamber of Lawful Honor, which is warded by a trap to keep inquisitors away.

Encounter Nine: Servants of the Damned

The PCs approach the Temple of Dark Dominion, where Varys has surrounded himself with devils and his cohort. Once Varys is defeated, the PCs must help Osilin cover up the incident (most likely by showing that Varys was violating his agreement with Dimre).

Encounter Ten: Wrapping Things Up

If the PCs defeated Osilin, they are personally congratulated by Varys and thereafter considered highly favored allies of Dimre. If the PCs also link Quarzknot to Osilin, they are granted an audience with Winvid himself, who thanks them for providing him with an excuse to kill Quarzknot and break his treaty with Iuz. PCs helping Osilin cover up either succeed, getting him promoted to be the new Head of Internal Affairs or fail and he is exposed, in which case he is tried and forced to recant his Palish loyalties before being imprisoned.

Introduction

Before running this adventure, check with the PCs to see if any of them have *Enmity with the Theocracy of Dimre* or if they are *Banned in Dimre*. If they have any of these certs, feel free to warn them that this adventure concerns Dimre and that they may wish to play with a different character. It may have repercussions later.

It is a fine day in the Wasp's Nest. The city of Stoink is particularly vivacious on this warm Goodmonth day. Passing through the marketplace you noted a particularly high concentration of pick-pockets and cut-purses staking the grounds out, no doubt looking for foreigners unfamiliar with the customs of the region. Thankfully, the thieves seemed to overlook you, no doubt thinking you too risky a mark or recognizing you to be appraised of local tendencies.

Having arrived in the Bandit Kingdoms after your most recent adventure or perhaps just passing through, your passage into the city was uneventful. The typical bribes, extortions, and intimidations were necessary for those not residents of the city, but nothing out of the ordinary.

After entering through the main gate, you found your way to a favored hovel of adventurers, the famed Double Dagger, a rough and rowdy joint that caters to those who enjoy all variety of vices and possess a capability of defending themselves. Besides the imposing eight-foot tall bestial humanoid that stands at the door with a large club hung on his shoulder, there is no security here, and that's the way the patrons prefer it. Checking into the room style of your preference, you kick back focused on relaxation.

Encounter One: How Fortunate!

After you read the introduction, explain that the Player Characters traveling together in their previous adventure may still be traveling together if they wish. Allow them to meet the other PCs however is convenient, possibly in the tavern. The PCs may be old friends with others at the table, need gambling companions, or simply want a chum to share a drink with. Allow them to introduce themselves to each other and to role-play a little bit if they want to. There is some information they can gather about the region (summarized below).

Gather Information

A PC may spend 1d4+1 hours to ask about current events (cumulative). Award the PC circumstance bonuses and penalties at your discretion.

- DC 5: Boss Renfus, the esteemed ruler of the Free City of Stoink, has declared a general state of celebration for the city. Apparently some border disputes have finally been resolved.
- DC 10: Some heroes in the north stole something very valuable from Xavendra earlier this year and right out from under her nose too!
- DC 15: The Grand Theocracy of Dimre has opened its borders to non-believers! Such a thing is unprecedented. Some say they are ready to negotiate Phostwood lumber rights with Boss Renfus.
- DC 20: Last spring, the Rhenee organization known as the Red Planks learned some unexpected knowledge about Prince Zeech and has actually been considering proposing an alliance with the Prince in light of this. While communing with the oracle Yalla Vawo, the Veth discovered Prince Zeech was not actually blockading the port of Alhaster willingly, which implied dissidence with Iuz.
- DC 25: In a remarkable act of good will, Boss Renfus recently returned the body of an important Dimrite inquisitor who was murdered by adventurers last

year to the Grand Theocracy. This may or may not be involved in Dimre's decision.

While the PCs are searching for information or relaxing, give each of them a Spot check with a -3 penalty for distance to notice Lowdrend's *prying eyes* (see *Player's Handbook* page 266). Once the PCs have had a bit of fun around town, or if they simply seem to be looking for a hook, read the following while they are relaxing in the tavern of the Double Dagger:

As you slog back another gulp of your favorite beverage, you hear a startling "boom" at the front of the tavern. The door at the main entrance has simply been blown to splinters and a slight haze of sawdust and smoke permeates the air nearby. Striding through the detritus is a human of average height garbed in green and yellow robes with sandy-blonde hair, cold blue eyes, and a pointed sandy-blonde goatee. Following him are four men in banded mail bearing glaives. The barkeeper starts to protest, then, apparently thinking better of the idea, simply quiets himself and looks at the floor. The robed man begins to scan the room, and the patrons attempt to avoid making eye contact.

- This is the wizard Lowdrend. Being an absurdly impatient person who likes to intimidate people, he just used a *shatter* spell to open the door.
- The PCs likely don't know this, but Lowdrend is looking for them. He has been tasked by Renfus with finding suitable candidates to escort his envoy to Dimre. Lowdrend learned through a *contact other plane* spell that the PCs would be ideal candidates and used a *prying eyes* spell to get an idea of where they, which they may have noticed earlier.
- Give the PCs a chance to react. They have time for one standard action before Lowdrend notices them (note: this is NOT enough time for a Sense Motive check).

Once Lowdrend sees them, assuming the PCs do not simply attack him, read the following:

The blonde-haired man in green and yellow fixates his eyes upon your group, sneers, breathes an annoyed sigh, and then stomps his way over to you, followed closely by the armed men. "How fortunate I've found you! I'll make this short and to the point," he begins, "the Boss of Stoink, Renfus the Mottled, would like to speak with you, and he does NOT like to be refused."

After this Lowdrend just sneers at the PCs and waits for them to respond. This may seem a bit curt, but that is his

manner. However his bad attitude does not preclude further discussion.

Being a true worshipper of Iuz originally from Molag, Lowdrend is a conniving, sadistic, and twisted individual. He arrived here late last year to investigate the abandoned tower of Dagrydd the wizard (see *BDK4-07 Of Friends, Foes, and Friars*) and has since been forced to take up a servile position in the court of Stoink. He resents being held here and has unsuccessfully petitioned Lord Bloodhand of the Temple Grimacing for a re-assignment elsewhere.

Lowdrend is particularly fascinated with inflicting pain and has a fairly short temper. Nevertheless he is goal-oriented, albeit obsessive-compulsive. He won't let anything (even his temper) get in the way of accomplishing the task. In the past he once lost control of his anger and had to have the Temple Grimacing raise a person from the dead because he wanted them alive.

As a loremaster, Lowdrend is also obsessed with knowledge. Those who offer to trade him knowledge for information find him highly amicable to the idea. Of course, going back on the deal would infuriate him so it is wise to complete any bargain with him that has already begun.

The lackeys who accompany Lowdrend are little more than that and their morale quickly breaks if he is felled or flees. They are local Stoinkers who work for Boss Renfus and have been pressed into acting as the irate loremaster's personal body guard.

- His current attitude is unfriendly but if it can be improved to friendly, he will reveal a few more details. He'll admit to scrying on the PCs if they ask and explain how he used divinations to learn about their presence in the city.
- If made helpful, he actually apologizes brusksly for the rude entry. He explains that Boss Renfus is in a delicate situation and needs an unassociated third party to assist him with a task, though Lowdrend claims (truthfully) not to know the details of the task. He will even ask them politely (though grudgingly) to accompany him.
- Nevertheless, bear in mind that Lowdrend is not a pleasant individual, even if his attitude is improved. He's bitter about being used as an "errand boy" and intends to take his displeasure out on anyone conveniently within reach.
- If his attitude is somehow adjusted to hostile Lowdrend sighs, mutters something about "glory-

hogging brats” and attempts to force the PCs to come with him (see tactics below).

All APLs (EL 10)

Lowdrend: Male human (Suloise) Wizard 7/Loremaster 2; hp 45; see Appendix 6.

Lackeys (4): Male human Fighter 3; hp 27 each; see Appendix 6.

Tactics: In a battle, Lowdrend will challenge lower-level parties; higher-level parties should have less difficulty. On his first action, Lowdrend casts *levitation*. Thereafter he attempts to incapacitate the party using spells like *slow* and *hold person*. If he feels taking the party alive is a lost-cause, he simply attempts to obliterate them using *cone of cold*, *fireball*, and other damaging spells. Whenever casting spells that deal damage, he attempts to engulf as many innocent bystanders in the area that he can without leaving out enemy targets; he likes inflicting pain and causing destruction. His guards are well-trained with their glaives and use Combat Reflexes to stop anyone from jumping Lowdrend before he can act. They attempt to trip or disarm (whichever seems easiest) foes with their attack of opportunity if anyone approaches Lowdrend.

Treasure: The PCs can loot Lowdrend and his lackeys if they defeat them in combat.

All APLs: L: 841 gp; C: 0 gp; M: *bracers of armor +2* (333 gp), *ring of protection +1* (166 gp), *cloak of resistance +2* (333 gp), *potion of shield of shield of faith* (CL 1; 4 gp), *potion of light wounds* (CL 1; 5 @ 4 gp each).

Development: There are two possible snags to this encounter. The PCs may feel forced to fight him. If so, the adventure is not necessarily over. If they take him alive, he will grovel at their feet and ask them to reconsider Renfus’ proposition, but he mostly just wants to live. Subjecting him to divination spells/Sense Motive determines he is following orders; there is no duplicity on his part of any kind. This encounter is intentionally designed to allow the PCs to fight their way out if they wish to avoid being shoe-horned in.

On the other hand, the PCs may simply refuse Lowdrend. If his attitude is at least friendly, he just walks away with a huff and leaves them be. If his attitude is indifferent or worse, he is insulted and immediately becomes hostile, attacking as outlined above.

If the PCs don’t bite the hook, what can you do? Refusing such an obvious chance for adventure is not very heroic and the PCs don’t deserve any rewards for that. Hand out the ARs.

Encounter Two: Meet the Boss

Lowdrend escorts the PCs to Renfus’ decadent “palace” in the city proper. Read the following:

Lowdrend invites you to share his carriage, a macabre affair decorated with skulls and ghastly caricatures of monsters most foul. Riding or following as you wish, you make your way to the “palace of the Boss.” It is a luxuriant structure to say the least, but not so much a palace as it is an elaborate mansion. It has at least four stories and a majestic courtyard that is bursting with color and flair.

On the way, Lowdrend casually mentions how much the Boss has been looking forward to your arrival. Of course, he says this with some measure of disdain that implies he does not share the same feelings. However it is indicative that the Boss has apparently been aware of your presence for some time.

As you pass through the outer gates, you suddenly get a better look at the adornments of the mansion. Perched on every corner and precipice are horrifying creatures that defy description, horned monstrosities that would be out of place even in nightmares. You are led inside to a decadently decorated hallway that leads up a grand staircase. At the top of the stairway is a broad set of double doors that open to reveal an imposing audience chamber. Many vain folk recline themselves and sup on exquisite foods while being fanned by slaves from Hepmonaland. However, nothing compares to the enormity at the end of the chamber.

A gargantuan figure reclines upon a massive couch, licking his fingers of the grease of a gigantic drumstick which he lays down on a silver platter as you approach. His face and arms are covered with horrible blue, black, and red splotches of varying size and shape. Despite his great size, he moves with a surprising grace and purpose. “Oh, this is intriguing, Lowdrend. What has my pet wizard brought me today?” the huge man spouts from his fat, bulging lips.

“These are the adventurers you wished to speak with, my lord,” Lowdrend speaks grudgingly, apparently offended by the pretense of being a pet of this creature, “they are now at your beck and call, and I take my leave.”

With that, Lowdrend stomps off impatiently leaving you facing the massive figure of Renfus the Mottled, Boss of Stoink. “Ho ho ho,” he chuckles to

himself, "you're greener than I imagined, but I supposed you'll have to do," he sputters. "You see, I have a rather sensitive situation that requires your help. I certainly hope you'll be willing, especially since it will help bring peace to this region. I trust you have heard of the Grand Theocracy of Dimre?" he asks. Not even waiting for a reply, he promptly continues, "Well it seems those self-righteous priests at the Masak have finally decided to join the land of the living. The Szek recently released a declaration that the borders of Dimre will be opened to consider emissaries and merchants from foreign powers. As you no doubt realize, this is an unprecedented move.

To make matters more interesting for yours truly, it seems they have finally deigned to bargain with me over the fate of their precious Phostwood. I've raided that place for years and now it's possible it can be mine. That's where you come in. The Szek is allowing emissaries, but only on the condition that they be escorted by impartial third-parties with no stake in the matter. I suppose they are afraid of assassins and thieves trying to take advantage of them. At any rate, you are in the unique position of being fully qualified as such escorts, and I would be most willing to allow you to serve me. Please, tell me what you think. Succeeding in these negotiations would make me an unforgettable ruler. Naturally, you will be allowed to bask in my glory when it is over."

- At this, Renfus awaits the PCs' reactions. He is obliged to answer questions if the PCs can improve him to friendly or better from a starting attitude of indifferent. However, Renfus is extremely hard to impress and any such attempts suffer a -8 penalty on the check.
- If helpful, Renfus offers to bestow an impressive title upon the PCs if they succeed and give them any information they ask for but little more.
- He doesn't plan to pay them a thing. The honor of serving him should be reward enough as far as he is concerned. If they agree, read the following:

"Excellent!" the Mottled One exclaims, "So glad you can listen to reason. Now there's just one other thing: the geas. I must protect my investment of course."

- Renfus intends to have a *geas* spell placed on each PC in the party with instructions to "ensure the successful escort of the Stoinck emissary to Dimre and to remain there until negotiations are concluded favorably for Stoinck."
- Renfus is clever enough to know that this wording is a double-edged sword. Even if the escort is killed en

route somehow, the PCs will be forced to finish the negotiations themselves or spend the rest of their days in Dimre.

- The *geas* isn't really negotiable for anyone but a Monk or a Paladin. If a PC reveals belonging to either class to Renfus and volunteers to swear a vow to complete the task, Renfus will accept this (but their companions still require a *geas*).
- Renfus likes this idea because he doubts such a character will break his word and because it gives him leverage to use against the character should they turn on him. He could simply report them to the Temple Grimacing and make their lives extremely uncomfortable.

All APLs (EL 15*)

Renfus the Mottled: Male human (mixed) Rogue 12; hp 99; see Appendix 6.

Palace Sharpers (12): Male human Rogue 5; hp 25; see Appendix 6.

*Because of Renfus' extraordinary array of magical equipment, the EL of this encounter is 15 instead of 14.

- Renfus the Mottled of Stoinck is an arrogant, debased character. He revels in debauchery and gorges himself on fine food and strong drink. He is said to be able to out-drink any demon and he has proved it on more than one occasion. He has incredible fortitude and despite his severe obesity, he remains in good physical health.
- The splotches that cover his body are congenital and benign, though they are unsightly and add simply another element of vileness to his appearance.
- Renfus is the biggest fish in his pond, and he knows it. Therefore he is brutal whenever faced with insubordination.
- Despite his many vices, Renfus is not evil, per se. The most pronounced element of his personality is selfishness; looking out for number one is his top priority. Good and evil be damned, Renfus wants whatever is best for him and his precious city-state (when it's convenient). As long as he can enjoy a luxurious life and keep his men happy, he is happy. He aims to keep things that way for a *very* long time.

Bear in mind Renfus has a very powerful personality. He is not elegant, but he is very charismatic in his own way. He appeals to the PCs' sensibilities and exploits their weaknesses to manipulate them into going along with his little plan. He makes no pretense of using force unless the PCs press the issue or flatly refuse his offer.

Tactics: If the PCs are gutsy enough to attack Renfus in his own home, they probably deserve what is coming to them. Renfus always keeps a wide variety of protective magical items with him, making him virtually impossible to kill by normal means. In addition, he is constantly surrounded by a large number of extremely loyal rogues who will fight bravely to the death for their despot (when Renfus triumphs, and he will, they would pay too dearly for deserting him). They fight using the tactics of seasoned bandits who have learned the ins and outs of dirty fighting. They primarily use saps to try to knock PCs out and poison to incapacitate them. In combat, use all the resources of the NPCs to the fullest extent to make it clear to the PCs that a quick escape is the only way out. Renfus will content himself to find other cronies while he delivers the bodies of dead PCs to Lord Bloodhand for re-animation.

If the PCs seem to be having an easy time for some reason, have Lowdrend and his lackeys arrive to help shore up the situation. That should give the PCs more than enough of a challenge.

Development: There isn't really much the PCs can do to influence their situation in this case. But there are two things the PCs can do to get Renfus to work with them. First, they can expend two favors with the Temple Grimacing to persuade Renfus. Additionally, if a PC known as a Slayer of Torrock is present and adjusts Renfus to a helpful attitude, the Mottled One will be sufficiently impressed with the PC's prowess to not force him into servitude. In either of these situations, he'll still appreciate the help, but he won't force the *geas* on such characters.

Encounter Three: Ambush En Route

In this encounter, the PCs are introduced to Renfus' emissary, Juray Kidonee. While en route to Krostenburg in Dimre, the PCs are ambushed by a band of rebellious lizardfolk. It is suggested you become familiar with the rules for underwater combat (*DMG*, page 92) before running this encounter. Read the following once the PCs agree to work for Renfus:

Your party is taken to a spartan chamber where you are told to wait. After a few minutes, Lowdrend arrives with a darkwood staff crested with a shimmering ruby. He points the staff at each of you in turn and speaks the phrase "You will ensure the successful escort of the Stoink emissary to Dimre and remain there until negotiations are concluded favorably for Stoink," followed by an incantation.

Once his spell is complete, you find yourself repeating his words verbatim promising to do as he said.

Once Lowdrend is finished with you, you are led outside the gates of Stoink, where you meet up with a well-dressed but shaggy brown-haired man who introduces himself as Juray Kidonee. He spends a few minutes with you going over the details of the journey, and before you know it, you are off.

It's possible a PC at your table will be a member of the Grand Theocracy of Dimre meta-org and desire to use their connections once inside the country to have the *geas* removed. PCs who attempt this discover Osilin is the highest-level caster in Krostenburg and that he is not powerful enough to remove the *geas*. Nevertheless the Dimrites do not hold the PC responsible for any actions required by the *geas*.

The characters find their gear has been retrieved for them in addition to any mundane items they requested from Renfus (assuming he was convinced of the need).

Juray: Male human (Oeridian) Expert 4; hp 14; see Appendix 6.

- Juray explains that the party is headed to the town of Krostenburg, a Dimrite border town. They will need to cross some hills and a few rivers, but other than that he doesn't expect any difficulty. He does warn them that enemies of Dimre or Stoink might try to stop them along the way, but he doesn't imagine so since the negotiations aren't being advertised.
- He also shows them Player Handout 1, which details the goals of the negotiations, as laid out by Renfus. You should also give the PCs Player Handout 2 so they can see how the negotiations work in game terms.
- He offers to allow them to help out with the proceedings if they feel so inclined. He is a skilled diplomat in his own right, but he knows little about magic and is incapable of defending himself against all but the simplest opponents. Not to mention, he expects he could use a little help bargaining with a Dimrite negotiator.
- During the negotiations, no magical aid of any kind is allowed. Spells should be dispelled and items aiding in skills like Diplomacy and Sense Motive should be removed.
- Juray points out that Renfus would like them back within 2 weeks. So if they would like to take care of other business while in Dimre, they should accomplish it within that time frame.

- He leads a cart pulled by a light horse. Loaded on the cart are gold and platinum bars plus textiles to be used as bargaining incentives with Dimre.

The journey to Krostenburg takes about three days. Allow the PCs to make any preparations they want. It would be good to get their standard marching order and such. Read the following when they are ready to proceed:

You have been traveling for several days with little to note. Juray is pretty quiet and makes small talk only when you instigate. When camping for the night, you often hear the sounds of many wild beasts about, but you never see any such things approach your group. On the second day of your journey, your group is in the process of crossing a bridge over a small river called the Brook of Vigilantes when suddenly you hear a great thunderous cracking as the bridge begins to sunder.

At this point you will need to roll initiative. The PCs are under attack by water elementals summoned by Kss'uthra, the lizardfolk druid. The bridge is detailed in Appendix 1. The river is 20 feet deep unless otherwise indicated and provides cover for those underneath being attacked by those above. The water is murky enough to provide concealment beyond 10 feet.

Wooden Bridge: 6 in. thick; hardness 5; hp 60 (per 10 ft. section); AC 4; Break DC 20.

Creatures: Kss'uthra and his allies are rebels against Dimre. They have taken to disrupting trade nearby as a way to spite the theocracy in vengeance for the death of a priestess of Semuanya early last year (see *BDKA4-01 Swamped* for details).

The druid has also made friends with some other natural creatures using *Speak with Animals* and *Speak with Plants* to enlist their aid. The lizardfolk are currently waiting underwater directly beneath the bridge (full cover from the PCs). Monitor lizards and giant crocodiles hide in the water. Shambling mounds hide on the shore among the trees. You may give the PCs a single Spot check opposed by their Hide check (remember to modify for distance) to notice the creatures as they cross the bridge.

As usual, the PCs may choose to actively Spot before crossing the bridge for as long as they would like. But the PCs will have to have given you this information as a standard operation procedure when making their preparations before leaving on the journey.

APL 6 (EL 9*)

Kss'uthra: Male lizardfolk Druid 4; hp 48; see Appendix 2.

Large Viper Companion: hp 13; see Appendix 2.

Lizardfolk (6): hp 11 each; see *Monster Manual* page 169.

Lizard, Monitor (3): hp 22 each; see *Monster Manual* page 275.

APL 8 (EL 11*)

Kss'uthra: Male lizardfolk Druid 6; hp 63; see Appendix 3.

Large Viper Companion: hp 27; see Appendix 3.

Lizardfolk Savage (6): Male lizardfolk Bbn2; hp 39 each; see Appendix 3.

Lizard, Monitor (6): hp 22 each; see *Monster Manual* page 275.

APL 10 (EL 13*)

Kss'uthra: Male lizardfolk Druid 8; hp 78; see Appendix 4.

Huge Viper Companion: hp 33; see Appendix 4.

Lizardfolk Savage (6): Male lizardfolk Bbn4; hp 58 each; see Appendix 4.

Crocodile, Giant (6): hp 59 each; see *Monster Manual* page 271.

APL 12 (EL 15*)

Kss'uthra: Male lizardfolk Druid 10; hp 93; see Appendix 5.

Huge Viper Companion: hp 44; see Appendix 5.

Lizardfolk Savage (6): Male lizardfolk Bbn6; hp 77 each; see Appendix 5.

Shambling Mound (6): hp 60 each; see *Monster Manual* page 222.

*ELs adjusted by +1 for the difficulty added by the terrain.

Tactics: The tactics of the lizardfolk are fairly simple. Kss'uthra has already summoned a water elemental (the most powerful he is capable of summoning) which is currently attacking the bridge. The water elemental uses full Power Attack to attempt sunder the bridge and bring the PCs, Juray, and the cart into the water where they have the advantage.

If the PCs are plunged into the water, the barbarians and their pets swim up to attack with their longswords. Kss'uthra remains on the bottom for as long as possible summoning creatures to join the fray or enhancing his allies with spells. The PCs will most likely have to venture underwater to deal with him. If engaged in

melee, Kss'uthra fights to the death aided by his animal companion, using melee attacks or spells as appropriate.

The raiders will pursue fleeing PCs as long as they can keep up with them. See the rules on Evasion and Pursuit in the *Dungeon Master's Guide*, page 20, for more information if necessary.

Treasure: The lizardfolk carry their treasure with them.

APL 6: L: 22 gp; C: 0 gp; M: *bracers of armor +1* (83 gp), *ring of protection +1* (166 gp).

APL 8: L: 179 gp; C: 0 gp; M: *amulet of natural armor +1* (166 gp), *bracers of armor +1* (83 gp), *potion of cure moderate wounds* (CL 3; 25 gp), *ring of protection +1* (166 gp).

APL 10: L: 26 gp; C: 0 gp; M: *cloak of resistance +1* (6 @ 83 gp each), *+1 leather* (96 gp), *+1 longspear* (6 @ 192 gp each), *periapt of wisdom* (333 gp), *potion of cure moderate wounds* (CL 3; 25 gp), *ring of protection +1* (166 gp).

APL 12: L: 5 gp; C: 0 gp; M: *cloak of resistance +1* (6 @ 83 gp each), *+2 heavy darkwood shield* (354 gp), *+2 leather* (346 gp), *+1 longspear* (6 @ 192 gp each), *periapt of wisdom +2* (333 gp), *potion of cure moderate wounds* (CL 3; 25 gp), *ring of protection +1* (7 @ 166 gp each).

Development: Kss'uthra is a devout follower of Semuanya, a god who preaches survival as the prime objective in life. As such, his motto is "kill or be killed." He grants no quarter to his enemies and is unwilling to negotiate with any PCs, even worshippers of Semuanya, unless magically compelled somehow.

Encounter Four: Negotiations

Read the following once the PCs arrive in Dimre:

On your third day, you spot a settlement in the distance. You have finally arrived at the town of Krostenburg. Stalwart walls surround the community, dotted occasionally with lookout towers. As you arrive at the entrance and make your presence known, the massive gates are opened to allow you to enter. The town beyond is nothing special but exudes an overwhelming sense of militarism. Common dress is drab and uninteresting, almost uniform. Patrols of sentries bearing the symbol of the sun and moon emblazoned on their chests pass by occasionally.

As you make your way inside, you are approached by a tonsured man with scars on his arms girded in simple brown robes. He greets you with a stony expression, "Blessed be the Blinding Light for delivering you safely. I am Brother Sinnoch.

Welcome to Krostenburg. We have been expecting you. I shall escort you to your quarters where you may prepare yourselves for the negotiations later with Reverend Father Osilin."

Sinnoch: Male human (Flan) Exp2.

- Sinnoch is a simple acolyte. He lacks the ability to use divine magic, but he is nevertheless a respected and devout member of the clergy who often serves as a messenger and representative to guests.
- He escorts the PCs to a spartan compound that serves as a residence for visiting dignitaries. The fact that such visitors are few is apparent from the lack of amenities. The rooms are simply arrayed with a straw mattress and wash basin. The Dimrites are not used to creature comforts, but the Sinnoch does his best to make the visitors comfortable.
- The PCs may make any preparations they like, but they are not allowed to leave the compound, which is guarded by several members of the Holy Guard, an elite branch of holy warriors who serve Dimre unquestioningly.
- If Juray survived the encounter with the lizardfolk, he presses the PCs to make their preparations as quickly as possible. He really doesn't like the idea of staying in such paltry conditions any longer than he has to.
- After about an hour, if not summoned sooner, Sinnoch will return to escort the PCs. If they are not ready by this time, he will not wait for them.

Once the PCs are ready, Sinnoch leads them to the Cathedral of Righteous Penance where they are to meet with Osilin. Read the following:

The Cathedral of Righteous Penance is similar to all the other structures in town. It is a cold stone building with no decoration, pomp, or circumstance about it save the symbol of the sun and moon carved into the archway above the main entrance.

Inside, the walls are lined with simple tapestries that alternate between representing the sun and moon along the walls. The altar to Pholtus is a simple affair upon which rests a tarnished green-backed tome, lying open, and a burner of incense. At the far wall is a magnificent stained-glass window depicting a fair Oeridian man in flowing robes with a shining scepter that illuminates his right side while darkness envelopes the left side.

Before the altar you see a pair of priests with barbed switches in their hands. The back of their

robes are bloodied and rent as they appear to be whipping themselves on the back between prayers and chants to the Inflexible One.

Sinnoch shows no emotion, but simply leads you to a stone staircase and motions for you to ascend. At the top of the stairs, you find a hallway which Sinnoch leads you down. At the end of the hallway, you pass into what might otherwise appear to be a dining hall, judging by the long table and chairs in the center. Tapestries with the symbol of Pholtus cover the walls in this room.

Standing at attention at the end of the room are four members of the Holy Guard. Sitting at the end of the table is a man with a light brown beard and dark eyes. His skin is tanned but shows few signs of ritual scarring. He stands as you enter, then nods to Sinnoch, who departs. "On the behalf of the most venerable Szek Winvid, I would like to thank you for attending these negotiations. I am Rector Osilin Danris. Please sit, for we have much to discuss."

As previously explained by Juray, Osilin asks to scan the PCs for magic and asks them to dispel any auras he sees present; he gets an automatic Sense Motive check opposed by their Bluff check if the PCs disguise their items somehow, such as with *Nystul's magic aura*. He submits to a similar scan if the PCs request. Hereafter the negotiations begin. The PCs and Juray already have their objectives, given to them earlier. Role-play the negotiations until both sides reach mutually acceptable conditions. Osilin begins by asking if Stoink has prepared an offer. If so, he considers it. If not, he offers Dimre's own offer and allows the emissaries for Stoink to consider it. Consult Appendix 6 for rules on running the negotiations.

Osilin Danris: Male human (Oeridian/Flan) Clr10; hp 78; see Appendix 6.

Holy Guard (4): Male and female human Ftr4; hp 34; see Appendix 6.

Osilin Danris only appears to be a Dimrite priest. In truth he is an agent of the Theocracy of the Pale sent to subvert the workings of Dimre. In secrecy, he follows the One True Way. Were this to be discovered by the priests of the Ebongleam, his execution would be swift and excruciating. Therefore he guards this secret with utmost caution.

Osilin is not able to simply throw the negotiations to Stoink however, despite his desire to subvert their activities. He must still maintain the appearance of performing his duty as Rector, and he cannot advance within the hierarchy of Dimre unless he is successful.

Thus, he mainly gathers information which is used indirectly by the Pale to stifle Dimre's plans. He uses this encounter as a way to gauge the abilities of the PCs so that he can decide if they are useful to him.

During the negotiation, Osilin asks the PCs about their credentials, such as where they were born, what their profession is, and how many years they've been working at the same profession. He is also interested if any of the PCs are members of any good or lawful aligned churches. Questions like that may make the PCs uncomfortable (especially those that know of Dimre's alliance with Iuz); that's good as it makes the decision to trust Osilin later a bit more difficult.

Development: If the PCs fail to achieve a positive result for Stoink in the negotiations, they cannot leave the country until they do so unless the *geas* is broken. This will quickly become evident to the Dimrites, who deduce the nature of the enchantment once the PCs remain in town for a few days. At this point, Osilin approaches them and offers to tweak the results of the negotiations just a bit, enough to permit the *geas* to be broken so they may leave. This is a gesture of good will he hopes will engender trust in the future.

Encounter Five: Lockdown

Once negotiations are complete, determine what the PCs do next. Assuming the negotiation was amicable, they are welcome to tour Krostenburg, but there are no spectacular sights to see and because alcohol is illegal there are no taverns. At any rate the PCs are at least expected to escort Juray back to Stoink, if he is alive. Unless the PCs decide to immediately *teleport* out of the country, read the following:

With the negotiations complete, you have completed your task and the geas is broken. It is evening by the time you finish and you look forward to a hearty meal before bed and your journey back to Stoink tomorrow. Unfortunately, your hopes are dashed when you return to the compound to receive your meals and find that bread, water, and porridge are the mainstays of subsistence. Though bland, it is at least a filling meal. Once you have finished eating, you retired to chambers for the night.

In the morning your group prepares to leave the town. After gathering your gear, you begin heading for the gates of the compound when you see a harrowing sight. An entire squad of the Holy Guard has just entered the compound and they immediately move in your direction, "You there!" the sergeant yells, "Halt, in the name of the Szek."

Assuming the PCs do as they are told, the sergeant approaches with his squad. He then places the PCs under arrest. He calmly explains that last night a Palish templar was captured in Krostenburg and the presence of the PCs in town at precisely the same time indicates they may be accomplices. As the PCs are disarmed and stripped of their possessions, the sergeant binds them in shackles and tells them they will be escorted to Falschheit where they will receive a fair trial. The PCs are likely to moan and complain. But you know better than to listen to them; you understand it is all part of Pholtus' masterful plan.

All APLs (EL 12)

Holy Guard (16): Male and female human Fighter 4; hp 34; see Appendix 6.

Tactics: This particular squad is specialized in detaining criminals. Each guard carries a sap and a net in addition to listed equipment. If the PCs do not come politely, they attempt to subdue them and take them into custody.

Treasure: Even if the PCs defeat the Holy Guard, they will not have time to loot their fallen before reinforcements arrive.

Development: PCs who fight back against the Holy Guard will have a charge of resisting arrest added to the charge of conspiracy to commit espionage when brought before the Masak tribunal. This carries a penalty of a 500 gp fine and 2 TUs of imprisonment unless the PC succeeds at a Diplomacy check (DC 25); such PCs are precluded from taking part in the rest of the adventure. If they kill any guards the adventure is over because they will not be allowed back into Dimre, nor will Osilin approach them. If the PCs defeat the guards, good for them. Let them escape and the adventure is over. Treat this as having reached *Conclusion A* with the exception that the PCs are also *Banned in Dimre*.

- The trip to Falschheit takes two days, during which the PCs are carefully guarded in a prison wagon by day and a local jail cell by night. Juray is taken with them if he is still alive.
- Upon arrival in Falschheit, the PCs are promptly processed for their hearing and scheduled to appear before the tribunal the following day. Feel free to abridge or role-play this encounter as you see fit. The outcome is the same regardless of what the PCs do or say (unless of course they confess).
- The tribunal considers the evidence and finds the PCs innocent of any wrong-doing or complicity and chastises the Holy Guard for assailing emissaries.

- Make sure to note that one of the tribunal members is an older man whose brown hair is graying and wears a long wispy mustache. This is Varys Harlaw; they will encounter him later.
- Thereafter, the PCs are released onto the streets of Falschheit with all their seized equipment and a voucher for a free stay at a local inn. It is shortly after this time that they have another encounter with Osilin.

The worst possible situation that could occur is if a PC is found to have the enmity of Dimre or to be Banned in Dimre. Such PCs are automatically recognized given the time the tribunal has to research their subject matter unless the PCs have powerful undetectable magic at their disposal.

PCs with enmity are punished for their crimes against the state. They must pay a fine of 1,000 gp and serve 4 TUs of imprisonment for each enmity point they have with Dimre in addition to any other penalties already assessed unless they succeed on a Diplomacy check (DC 35).

If a PC is found to have the Banned in Dimre certificate, they must pay a fine of 2,500 gp and serve 6 TUs of imprisonment in addition to any other penalties already assessed unless they succeed on a Diplomacy check (DC 50).

Alternately, the PC may choose to forgo prison time by paying a number of gold pieces equal to 1,000 times the number of TUs they would otherwise lose and/or trading in magical items of equivalent value.

Encounter Six: Behind the Veil

Read the following once the PCs are released by the tribunal:

Stepping out into the streets, you are met with an impressive sight. The building from which you have been released is a behemoth of basalt and granite. It is unremarkable save for its sheer size and towering features. This is the legendary Masak, the most sacred temple of the followers of the Ebongleam in Dimre.

The city you are in is quite similar to Krostenburg, only larger. Numerous spartan complexes line the streets as soldiers patrol the streets, often accompanied by tonsured men in brown robes bearing all manner of scarification about their person. Most people bear dour expressions on their faces and go about their business without even giving your group as much as a look. To the north, you can see what can only be a marketplace, but it is far more

organized and regulated than those you've seen in other parts of the Bandit Lands. There is no sign of pick-pockets or scoundrels and the produce and goods available are of fine quality. Even better, items are discounted significantly from what you normally expect.

Unfortunately, there are no apparent establishments designed solely for pleasure. No coliseums, no sports arenas, and especially no taverns that serve alcoholic beverages. In fact, there is one building that is oddly out of place. It is a tower that is splendidly decorated with frescoes, statues and complete with a banner that bears the unmistakable grinning skull emblem; it certainly doesn't seem hospitable. It is only after much searching that you are able to find an inn that caters to travelers, apparently a rarity. From the look of things, the innkeeper appears far more used to dealing with Dimrites from different parts of the country than outsiders, but he is willing to put you up if you desire.

What the PCs do next is up to them.

- The efficient, controlled economy of Dimre allows them to purchase any item listed in the *Player's Handbook* worth less than 800 gp (even masterwork items) for 90% of its list price. These purchases must be listed on the AR at the end of the event.
- If the PCs do not wish to stay, have Osilin come running up to them just as they are about to leave town. If they do stay, Osilin will approach them as they exit the inn in the morning. Read the following (adapt as necessary):

As you prepare to leave this place behind you, you notice a familiar sight. It is Osilin, the Rector you dealt with in Krostenburg several days ago. He comes up to you and smiles, "Ah, it's good to see you are alright. I heard the news shortly after the Holy Guard had you taken away. Anyway, I came to Falschheit immediately to see if you were still here. You see, I had been meaning to talk to you, but I would prefer some place more private. Perhaps you could accompany me back to the place I am currently staying?"

- Osilin answers any questions the PCs have to the best of his ability, though he prefers to answer them at his room in the home of a local whom he is acquainted with and stays with on his visits to the capital. Osilin insists he had nothing to do with their arrest and apologizes for the inconvenience.
- Once they are situated, he takes a moment to cast a spell. It is a modified version of a *silence* spell that

he researched and developed himself specifically to keep a room sound-proof (a spell he has had much use for as a spy).

- He does not tell them he is a Palish spy yet. He takes this opportunity to reveal to them his information on Varys Harlaw. Read the following:

"You may be familiar with the Ebongleam," he begins, "it is our holy text that delineates that guidelines of our order here in Dimre. The keystone of our doctrine is the practice of walking hand-in-hand with darkness in order to better comprehend the power of the Blinding Light. In the past, this belief has manifested itself in a pact with the Old One, among other bandit kings and disreputable lords. In the past, it has never caused us harm. Our priests are stalwart and vigilant in their faith and have always discerned the difference between cooperating with the forces of darkness and actually embracing the darkness itself. But I fear we are no longer safe from such predations.

"I have evidence with me that a member of our order, a fairly important individual, is in fact part of a diabolical cult and not a worshipper of Pholtus at all. I require outside help, for I fear I cannot trust my fellow priests to believe my accusations despite my evidence. To make matters even more difficult, this individual is the director of the Ministry of Internal Affairs, the very branch I am required to report such information. I am at a severe disadvantage. You seemed like good and decent people when we met. I thought perhaps you would help."

- If the PCs ask to see Osilin's evidence, he hands them *Player Handout 3*, which details a clandestine deal between Varys Harlaw and the Rookroost Thieves Guild. In it, Varys references a power known as Azruphael.
- Osilin consulted ancient religious texts and determined that Azruphael is a powerful devil of some kind, or possibly the pseudonym of an obscure evil god. A Knowledge (religion) check (DC 30) reveals the same information.
- Osilin also says that he has used a *commune* spell to verify the authenticity of the note. A Sense Motive check (DC 20) reveals Osilin is being honest, as does *zone of truth*, but that he is uneasy about something (the fact that he is a spy).
- There are two ways to get him to reveal his true allegiance. The first is to improve his attitude to helpful (from friendly) and ask him to explain why he is so uneasy. The second is if there is a PC cleric, paladin, or favored soul worshipper of Pholtus in the

party who does not profess allegiance to Dimre (Osilin is well-informed as a Rector and would know whether or not this was the case).

- Under no circumstance does he reveal his allegiance in the presence of any PC who is a member of the Dimre meta-org.
- Osilin's plan is to approach Varys Harlaw with the PCs and call him out. He needs the PCs with him in case Varys denies the accusation and gets violent.
- Once Varys is slain or incarcerated for his complicity with the cult, Osilin hopes to take his place as reward for exposing him. Then, he will be in an even better position to feed the Pale with information about the conditions within Dimre.
- If the PCs want to know how Osilin acquired the evidence, he claims to have an anonymous informant. Though he does not know the true identity of the informant, his information has never led Osilin wrong during his tenure as Rector.
- Osilin is not aware of the fact that his informant is actually a corrupt wizard named Quarzknot who serves Iuz as a permanent ambassador to Dimre (he also dwells in the out-of-place tower mentioned earlier). Quarzknot discovered Osilin's true nature somewhat by accident shortly after his confirmation as Rector and has since then fed him information and tips to keep him alive and sowing discord into the nation. Though he cast a *divination* concerning his informant once, he misinterpreted the results and has decided to trust him, whoever it is.

Assuming the PCs agree to help, Osilin thanks them profusely and makes arrangements to meet with them tomorrow. In the meantime, he has to arrange an appointment with Varys. He says he will suggest to the Lord Inquisitor that he ought to personally apologize for the mixup lest the dignitaries become offended and cause sour relations with Renfus.

Development: Should the PCs decide to walk out of this encounter and turn Osilin in after learning his true allegiances, they effectively end the adventure for themselves. They are unable to acquire an audience with Varys by themselves (short of charging headlong into the Masak). Osilin is warned that his cover is blown by Quarzknot and uses a scroll of *word of recall* to escape to Wintershiven. There is nothing else the PCs can do in this event but return to Stoink or wherever else they desire. At any rate, the adventure is over.

Research: It is also possible the PCs wish to learn more about Osilin's informant. They may cast their own

divinations if they wish; choose appropriate responses to their questions based on your knowledge of the background. They can also do a bit of detective work. A successful Gather Information check (DC 30) reveals clues leading to Quarzknot, such as an individual who saw a fiendish-looking wizard dismiss a spell of some kind after speaking with Osilin and revert to his true form or something like that. Feel free to develop your own clue, as long as it isn't too revealing. The PCs will not be able to find any directly incriminating evidence however. They will have to piece the information together themselves.

Encounter Seven: Who Shall You Support?

Osilin obtains permission for the PCs to enter the Masak and meet with Varys Harlaw, a very unusual opportunity. Non-believers are not often allowed to meet with anyone higher than a rector, but given the special circumstances, Varys thought it warranted. However, thereafter, Varys used his network of spies to discover Osilin plans to confront him. It turns out someone saw him coordinating with the PCs and he put two and two together. After this, he decides to find out why Osilin would act this way. By doing this, he comes in contact with an underling of Quarzknot who knows the tiefling discovered something unusual about Osilin's past; this gives him enough to discover incriminating evidence on Osilin before the PCs arrive. Consequently, he is prepared to present the evidence to the PCs and make a hasty escape if necessary when they approach him. Note Varys uses his *unseen servant* in the boxed text to do a lot of mundane things like hold his staff for him and hand the PCs the note. Read the following when the PCs are ready to approach Varys:

Once again, you approach the intimidating Masak. This time you are accompanied by Osilin and his companion, a wizard with a touch of elven blood named Therise. As you enter, you once again behold the massive stone edifice in wonder. Traversing the dark halls is just as unsettling as it was before. Echoing through the halls are the tortured screams of devout priests ritualistically inflicting Pholtus' purification upon their persons. Osilin soberly leads the way to the audience chamber of Lord Inquisitor Varys Harlaw.

Sitting in a chair upon a raised dais in the center of the room is an older man with a long, graying mustache that hangs down below his chin. He holds a dark staff in his right hand and wears robes of

crimson and black. Around his neck is the familiar symbol of the sun eclipsed by Luna carved in coarse iron. The man smiles as you enter, a pleasant expression on his face, "Welcome, honored ambassadors of Stoink. As head of Internal Affairs for the Grand Theocracy, allow me to express my most humble apologies for the misunderstanding earlier. I did not intend to have my men harass you in any way. You can rest assured the guilty parties are being punished for their impudence."

"Save your breath, you vile coward!" Osilin suddenly screams, "You hide in darkness committing grave sins against the very nation you claim to protect. I have here evidence of your complicity with the Rookroost Thieves Guild, as well as your oaths to whatever foul entity you deem fit to worship. You have carried the doctrine of darkness and light too far and you shall pay for your crimes."

The man on the chair remains calm and composed. He temporarily releases his staff, which continues to float next to him, and folds his hands in front of him before shaking his head, "My dear boy, you appear to be most confused. That letter is obviously a forgery, for I assure you I have no involvement with the any organization in Rookroost, let alone a guild of petty cut-purses. We should immediately look into who gave you such a phony piece of garbage with the obvious intent at inciting riot. How did you come by it? The transgressors shall surely feel the wrath of the Blinding Light."

"How dare you blaspheme the Inflexible One by referring to his most holy of names with your black tongue?" Osilin exclaims, "This letter is genuine and true, as revealed to me by the herald of Pholtus himself. Enough of your lies! You shall surrender yourself to the justice of Masak or else I shall be the bringer of the Blinding Light's justice myself."

"Impetuous aren't you?" says the old man, "such is the naiveté of youth, I suppose. To walk hand-in-hand with darkness is the doctrine of our order. You should know that, but then again you aren't really one of us are you, Rector?"

At this, Osilin looks a bit hesitant, "What do you mean I am not one of you?" he queries, "I follow the Blinding Light just like all of my brothers here, more than I can say for you!"

"If only such fantasies were reality," the Lord Inquisitor chuckles to himself, "but your charade here is over. It just so happens that this very morning I have learned of your treachery, Father Danris. To think that a Palish sentinel escaped our notice for so

long! And you were such a promising young rector too," he sighs, "it will be a shame to interrogate you with the full capacity of Internal Affairs to figure out where you filled your head with such heretical ideas. Ah well, at least you were polite enough to bring a force capable of subduing you," turning to your party, he then asks, "would you please do me the favor of dispatching this recalcitrant insurrectionist? Your efforts will be greatly appreciated by the Masak. I'm certain you'll find the contents of this document sufficient evidence of the so-called Rector's dubious allegiances," and as he speaks, a scroll case removes itself from Harlaw's belt and wanders to the nearest member of your party where it opens and a scroll unfurls."

Give the PCs **Player Handout #4**. The letter is indeed genuine, as skills and magic will determine. If the PCs ask to roll Sense Motive checks, use Varys' Bluff check to oppose them. Unless they pre-cast *discern lies* or similar spells beforehand, they will have no other information on hand to use in the ensuing battle. Quarzknot and any demons with him are watching the room from the safety of an *invisibility sphere*. They are perfectly still and not making any noise so they can't be detected with a Listen check unless the PC thinks to make it while the group is traveling to the Masak. However characters with the Quick Reconnoiter feat or those who think to roll a Spot check before combat can get a hunch that "something is there" if they beat a DC 30; they can pinpoint the square if they beat the DC by 20. Have the players roll initiative.

APL 6 (EL 9)

Rector Osilin Danris: Male human (Oeridian/Flan) Clr10; hp 78; see Appendix 6.

Therise (cohort): Female half-elf Wizard 8; hp 24; see Appendix 6.

Quasits (4): hp 13 each; see *Monster Manual* page 46.

APL 8 (EL 11)

Rector Osilin Danris: Male human (Oeridian/Flan) Clr10; hp 78; see Appendix 6.

Therise (cohort): Female half-elf Wizard 8; hp 24; see Appendix 6.

Babau (4): hp 66 each; see *Monster Manual* page 40.

APL 10 (EL 13)

Rector Osilin Danris: Male human (Oeridian/Flan) Clr10; hp 78; see Appendix 6.

Therise (cohort): Female half-elf Wizard 8; hp 24; see Appendix 6.

Quarzknott: Male tiefling Wizard 13; hp 47; see Appendix 6.

APL 12 (EL 15)

Rector Osilin Danris: Male human (Oeridian/Flan) CL10; hp 78; see Appendix 6.

Therise (cohort): Female half-elf Wizard 8; hp 24; see Appendix 6.

Quarzknott: Male tiefling Wizard 13; hp 47; see Appendix 6.

Glabrezu: hp 174; see *Monster Manual* page 48.

*Technically, these encounters are higher, but the help of Varys lowers the EL by 2 at APLs 6-8 and by 1 at APLs 10-12. In addition, the encounter is a bit easier since Osilin does not cooperate with the demons or Quarzknott since he has no idea they are on his side (even if he figures it out, he refuses to cooperate with evil creatures on principle; after all he's not really a follower of the Ebongleam).

Tactics: A lot depends on how the PCs act. If they choose to support Osilin and make any aggressive action towards Varys, then he uses his *cape of the mountebank* during the first round of combat to travel to his underground temple (make this dramatic). However, if they choose to support Varys, he will remain and watch the battle from the safety of his chair, aiding the characters with spells provided it puts him in no immediate danger. His chair is a magical item with the capability of automatically protecting him as an immediate action that requires no effort on his part (meaning he can also use an immediate action during the same round) once per day with either *wall of force* if he is the target of a melee or ranged attack or *anti-magic field* if he is caught in the area of a spell that requires a save. The chair is immobile and cannot be removed from the chamber without destroying it.

In the battle, Osilin will spend one round enhancing himself and then attempts to attack Varys, likely being rebuffed by the magic of the chair if the PCs don't trigger it before then. He opens with *righteous might* and a quickened *divine favor*, then enters melee, stopping to heal himself if necessary. His cohort tries to keep the PCs at bay with disarming spells like *fear*, and *slow*. Once she has sown a little chaos amongst their ranks, she then attempts to cast defensive spells on Osilin like *stoneskin* and *displacement*. She saves her *scroll of cloudkill* for emergencies.

At APLs 6 and 8, Quarzknott decides to let his demons do the dirty work and casts *dimension door* during the first round to flee to this tower. The demons attack the PCs from the back, but do not coordinate with

Osilin whatsoever. They attack randomly, seeking targets that will produce the quickest slaughter. These fiends are called, not summoned, so they cannot be dismissed with *dispel magic*.

At APLs 10 and 12, Quarzknott is not quite so confident in Osilin's abilities. Therefore he deigns to stick around himself to help out. He begins by casting *summon monster VII* from the safety of his *invisibility sphere* to bring a huge fire elemental into the fray followed by a quickened *mirror image* for when he becomes visible. On the following round, he targets a rogue, bard, sorcerer, or wizard character with a *disintegrate* spell, followed by a quickened *shield* to defend himself from imminent attack. Thereafter he continues to cast offensive spells as appropriate to the situation. He doesn't coordinate with Osilin, who doesn't coordinate with him either. Once the battle is over, Quarzknott intends to *teleport* to safety leaving Osilin to ponder why the tiefling was helping him.

Treasure: If the PCs defeat Osilin and Quarzknott, they are allowed to claim their gear as gratitude from Varys for helping him out.

APL 6: L: 81 gp; C: 0 gp; M: *boots of elvenkind* (208 gp), *bracers of armor +1* (83 gp), *circlet of mind shielding* (666 gp), *dust of disappearance* (291 gp), *+1 full plate* (220 gp), *+1 heavy steel shield* (97 gp), *peripart of wisdom +2* (333 gp), *Quaal's feather token (whip)* (41 gp), *ring of protection +1* (2 @ 166 gp), *scroll of cloudkill* (CL 9; 92 gp), *scroll of fireball* (CL 5; 31 gp).

APL 8: same as APL 6.

APL 10: L: 109 gp; C: 0 gp; M: *amulet of natural armor +1* (166 gp), *boots of elvenkind* (208 gp), *bracers of armor +1* (83 gp), *circlet of mind shielding* (666 gp), *+1 dagger* (191 gp), *dust of disappearance* (291 gp), *figurine of wondrous power (silver raven)* (316 gp), *+1 full plate* (220 gp), *headband of intellect +2* (333 gp), *+1 heavy steel shield* (97 gp), *peripart of wisdom +2* (333 gp), *potion of cure light wounds* (CL 1; 2 @ 4 gp each), *Quaal's feather token (whip)* (41 gp), *ring of protection +1* (2 @ 166 gp), *ring of protection +2* (666 gp), *scroll of cloudkill* (CL 9; 92 gp), *scroll of fireball* (CL 5; 31 gp), *staff of charming* (25 charges; 687 gp).

APL 12: same as APL 10.

Development: It's possible the PCs could get really lucky and clobber Varys in the first round before he can act. A spell such as *magic missile* that uses up the chair's defenses on *anti-magic shield* might clear the way for the party barbarian to score a lucky critical hit. If this is the case then Olidammara has cast his die and the fate of Varys is sealed. Although it is a bit anti-climactic, you can

still give the PCs a bit more fun by allowing them to explore Varys' underground temple and slay the fiends within. (See *Encounter Eight: Servants of the Damned*.) Skip the next two encounters if the PCs avoid fighting Varys.

It's also possible (but unlikely) that the PCs decide to let Varys and Osilin duke it out between themselves. Varys is no fool, and he's not about to put himself at a disadvantage by depleting his resources fighting Osilin while a powerful third party stands by. Varys delays and if the PCs have taken no hostile action towards Osilin after one round, Varys uses his *cape of the mountebank* to escape as described above. In this event, Osilin's attitude towards the PCs becomes unfriendly and they must improve it to helpful before he will agree to continue working with them.

If the PCs support Osilin and Varys gets away, then a few rounds later, while the PCs and Osilin are likely discussing what to do next, Quarzknot's raven familiar flies into the room through a window and perches upon one of the ceiling supports. It then speaks:

"Seek a dark temple in the catacombs below the Masak. Find it in the Chamber of Lawful Honor. It is there that Varys hides and prepares for your invasion. Go quickly, lest he raise his defenses."

The raven then leaves immediately. Quarzknot becomes very perturbed if the PCs kidnap his familiar. The first PC to touch the familiar finds themselves the victim of a *finger of death* spell delivered through the raven by Quarzknot. Attempting to capture the raven earns the PCs the *Enmity of Quarzknot* as he takes action to make sure they are hunted down and punished (Insurgent point for Wanted by the Church of Iuz).

Note that if the PCs ultimately support Osilin, they will probably have to come up with a good cover for Osilin to explain the note. Osilin kept this note around to remind him of his solemn duty and it is the only real artifact that could incriminate him. He kept it hidden in a sealed lead case in his room, but Varys is resourceful and brilliant when it comes to exposing heretics and he's seen tricks like that before.

Encounter Eight: Chamber of Lawful Honor

This encounter presumes the PCs have decided to support Osilin. If they supported Varys, then you should skip this encounter and the next. The PCs can make any arrangements they like, but Osilin encourages them to act with supreme haste since Varys is likely preparing his

defenses in the temple below. Read the following once the PCs enter the catacombs:

Beneath the Masak are the graves of many a faithful Dimrite who has served his country with honor and dedication. Only the most pious priests are laid to rest here, and this great honor is most evident. While many such sites are creepy and dark, the catacombs of the Masak are well-lit with everburning torches and well-kept by acolytes of the order.

You pass many a sarcophagus on your descent deeper and deeper into the catacombs until you arrive at a group of chambers that have apparently not yet been occupied. One chamber in particular bears a finely crafted sarcophagus in the center. Other than that, the area is otherwise unremarkable. Osilin looks left, right, up, down, and then to you, "Well, this is the Chamber of Lawful Honor," he says, "I do not see anything that indicates the occult."

- Osilin and the PCs are in the right place, but the passageway into the temple is concealed within the sarcophagus. It cannot be found unless the sarcophagus is first opened, which triggers the trap (see below) warding it.
- The sarcophagus bears no inscription and other than the fine carvings of the sun and moon upon it, it is unremarkable. The sarcophagus is completely empty.
- Finding the secret passageway and the bypass switch to open it requires a DC 30 Search check each. Because of the tight space and low ceiling, only two characters may attempt to aid this check.
- A *detect secret doors* spell likewise reveals the door but not the trigger. The trap was actually constructed with the help of Dimrite priests to help keep the existence of the cult a secret.

Trap: If the sarcophagus is opened without first activating the bypass switch, it triggers a trap placed by the cultists to guard the entrance to their temple. The bypass switch is behind a lock hidden on the wall 10 feet from the sarcophagus and resets the trap after 5 minutes after being thrown.

APL 6 (EL 6)

Flame Strike Trap: CR 6; magic device; touch trigger (*alarm*); automatic reset (every round); hidden lock bypass (Search DC 25, Open lock DC 30); spell effect (*flame strike*, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30. *Cost:* 22,750 gp, 1,820 XP.

APL 8 (EL 8)

Flame Strike Trap: CR 8; magic device; touch trigger (*alarm*); automatic reset (every round); hidden lock bypass (Search DC 25, Open lock DC 30); spell effect (*flame strike*, 13th-level cleric, 13d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30. *Cost:* 32,500 gp, 2,600 XP.

APL 10 (EL 10)

Empowered Flame Strike Trap: CR 10; magic device; touch trigger (*alarm*); automatic reset (every round); hidden lock bypass (Search DC 25, Open lock DC 30); spell effect (empowered *flame strike*, 13th-level cleric, 13d6 x 1.5 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30. *Cost:* 45,500 gp, 3,640 XP.

APL 12 (EL 12)

Empowered Flame Strike Trap (2): CR 10; magic device; touch trigger (*alarm*); automatic reset (every round); hidden lock bypass (Search DC 25, Open lock DC 30); spell effect (empowered *flame strike*, 13th-level cleric, 13d6 x 1.5 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30. *Cost:* 45,500 gp, 3,640 XP.

Once the PCs find a way to circumvent, avoid, or disable the trap and locate the secret passage, read the following:

Inside the sarcophagus, a staircase now leads down into the darkness. You cannot see very far, as there does not appear to be any light illuminating the area.

Encounter Nine: Servants of the Damned

At the bottom of the staircase, the PCs find themselves in a cavern where the Temple of Dark Dominion is nestled. Here the PCs run into another peculiarity. Four imps have polymorphed into cave lizards that meander about the cave and keep Varys apprised telepathically of what the PCs are doing (particularly warning him what buff spells the PCs are casting; remember each get a Spellcraft check at +6). Either way, Varys is expecting the PCs any minute, so they cannot catch him by surprise unless they all approach invisibly and somehow enter the temple without using the door (such as through magic). While the PCs approach, they suddenly find themselves the subject of telepathic communication. The imps attempt to delay the PCs or sway them to their side by offering them a deal they can't refuse: betray Osilin and they will grant them a wish to unlock hidden power (explain that

in game terms this means regional access to any limited spell or feat item the character desires; this is on the AR). Even if unsuccessful in swaying the PCs, the imps attempt to give Varys as much time as possible by working their wiles.

Read the following:

As you reach the bottom of the stairs, you find yourselves stepping into a chilling cavern. The cavern does not appear particularly large, although with the darkness it is difficult to tell. Not far from where you stand is a haunting structure. Seemingly made from black obsidian, the temple is decorated with fashioned skulls that seem to glow with an eerie black light. A sturdy wooden door is the only apparent entrance. A knocker situated in the middle appears to be made from the skull of a goblinoid. An inscription of some kind appears to be written upon the door.

The inscription is written in Infernal. Anyone who speaks Infernal or casts *comprehend languages* upon the script reads "The dark spires of Malsheem shall be my final resting place." Someone can recognize this as a reference to the fortress home of the Archdevil with a successful Knowledge (the planes) check (DC 25). The words are intended as a dark blessing upon supplicants to Asmodeus.

Good Wooden Door: 1 ½ in. thick; hardness 5; hp 15; AC 5; Break DC 16.

Varys may have also had time to conduct other activities that make him more difficult (see below). In any event, Varys has already cast *damning darkness* on the altar.

If the PCs delayed considerably before entering the catacombs, Varys has had time to alert the devils, who are inside and prepared to mount an organized defense. Rygok uses his *darkling weapon* ability to imbue his waraxe with the *vicious* ability (*Dungeon Master's Guide*, page 226).

If the PCs take more than 10 minutes to reach the temple (it takes at least 5 plus any time they spent preparing or dealing with the trap), Varys has prepared a victim (a young virgin female human commoner) for sacrifice and cast a *power leech* spell (detailed in Appendix 8) to sap 10 points of Intelligence from the victim. This grants him a +10 enhancement bonus to his Intelligence score for the next 90 minutes. Immediately after this, Varys sacrifices the victim to Asmodeus for good measure. This invigorates him, giving him the benefit of a *heroism* spell for the next hour.

If the PCs enter the sanctuary *before* Varys is able to complete the sacrifice, read the following:

Beyond the doorway is a foul sanctuary. The room is littered with fiends and in the back is a great iron statue of what appears to be a horned man in robes, literally stained red with blood, holding a rod with a ruby affixed to the top.

In the center of the room stands Varys, behind a black edifice on the floor made of the same material as the temple. Next to him is a dwarf with gray skin in barbed plate mail holding a cruel battleaxe. A young Flan girl in a white gown is chained to the altar, tears flowing down her face. At the sight of your group she struggles futilely against the restraints and lets out a scream.

If the PCs enter the sanctuary *after* Varys completes the sacrifice, read the following:

Beyond the doorway is a foul sanctuary shrouded in darkness. The room is littered with fiends and in the back is a great iron statue of what appears to be a horned man in robes, literally stained red with blood, holding a rod with a ruby affixed to the top.

In the center of the room stands Varys, behind a black edifice on the floor made of the same material as the temple. Next to him is a dwarf with gray skin in barbed plate mail holding a cruel battleaxe. A young Flan girl in a bloodied white gown is chained to the altar, a gaping wound in her chest letting blood down the front of the altar; she is obviously beyond salvation. Varys' hands are soaked in blood. In his right hand he grips a gory, jagged dagger, in his left, a bloody heart that still shudders with the final pulses of life.

Creatures: The temple is guarded at all times by a contingent of devils, the exact type depending on the APL. The exact location of the devils will vary, depending on how much time Varys has had to prepare the defenses. If Varys has not had at least 10 minutes, he has not warned them and they are patrolling around outside. If encountered outside, the devils fight a delaying action before retreating with *teleport* inside the temple to aid Varys in making his last stand. Otherwise, they are in the sanctuary aiding in the sacrifice.

APL 6 (EL 9)

Varys Harlaw: Male human (Flan) Wizard 10; hp 54; see Appendix 6.

Rygok (cohort): Male hobgoblin Fighter 5/Warrior of Darkness 3; hp 72; see Appendix 6.

Imp (4): hp 13 each; see *Monster Manual* page 56.

Lemure (4): hp 9 each; see *Monster Manual* page 57.

APL 8 (EL 11)

Varys Harlaw: Male human (Flan) Wizard 10; hp 54; see Appendix 6.

Rygok (cohort): Male hobgoblin Fighter 5/Warrior of Darkness 3; hp 72; see Appendix 6.

Hellcat (3): hp 60 each; see *Monster Manual* page 54.

Imp (4): hp 13 each; see *Monster Manual* page 56.

APL 10 (EL 13)

Varys Harlaw: Male human (Flan) Wizard 10; hp 54; see Appendix 6.

Rygok (cohort): Male hobgoblin Fighter 5/Warrior of Darkness 3; hp 72; see Appendix 6.

Bone Devil (3): hp 95 each; see *Monster Manual* page 52.

Imp (4): hp 13 each; see *Monster Manual* page 56.

APL 12 (EL 15)

Varys Harlaw: Male human (Flan) Wizard 10; hp 54; see Appendix 6.

Rygok (cohort): Male hobgoblin Fighter 5/Warrior of Darkness 3; hp 72; see Appendix 6.

Barbed Devil (4): hp 126 each; see *Monster Manual* page 51.

Imp (4): hp 13 each; see *Monster Manual* page 56.

Tactics: Varys is utterly ruthless. He's not beneath taking captives for future sacrifices if he can (especially powerful ones like the PCs), but he's not going to risk losing the battle by being reserved in battle. He gives the PCs everything he's got.

Varys' best opening move is most likely to cast an empowered *fireball* at the party. He will ready an action to cast it whenever one of his foes casts a spell, thereby hoping to disrupt them. If the party is too spread out for that tactic to be effective, he casts *stoneskin* on Rygok. Thereafter he seeks to divide the party with *violated wall of fire*. Then he attempts to eliminate characters that seem vital to the party. If they have a significantly powerful arcane caster, he targets them with *wither limb*, or if they have a powerful melee character, he strikes them with an empowered *ray of enfeeblement* or *curse of the putrid husk* (see Appendix 8 for details on these new spells). After he feels at least one target is removed from consideration for a while, he will try to box the party in with a strategically placed *wall of fire*. He will fight to the death, but can be taken alive if the party uses nonlethal damage (a good idea since the PCs can avoid his dying curse this way).

If Rygok beats Varys in initiative, he delays until Varys takes his first action in case Varys decides to cast *stoneskin* on him. Thereafter, he goes toe-to-toe with melee characters, trusting his good AC and hit points to last him. He tries to bull rush characters into the *violated wall of fire* once Varys casts it.

The devils use organized swarm attacks. Even the unintelligent ones are keen enough to focus on a single target at a time until that target is down. They use their spell-like abilities (if any) to corral the PCs so Varys can blast them with a devastating area effect then finish the job with melee attacks or ranged spells as appropriate. They keep in constant communication with each other and Varys via telepathy so if one knows something, they all know it (more or less).

Once battle is joined, the imps stay out of the fray so that they may later report to their superiors in the Nine Hells should Varys lose. If a PC notices them (such as with *true seeing*) they use *suggestion* on that PC to suggest they were never there and retreat.

Treasure: Once the PCs defeat Varys, they may loot the temple and the fallen.

APL 6: L: 78 gp; C: 0 gp; M: *+1 battleaxe* (192 gp), *cape of the mountebank* (900 gp), *cloak of resistance +2* (333 gp), *+1 full plate* (220 gp), *+1 heavy steel shield* (97 gp), *potion of cure moderate wounds* (CL 3; 25 gp), *ring of mind-shielding* (666 gp), *ring of protection +2* (666 gp).

APL 8: same as APL 6.

APL 10: same as APL 6.

APL 12: same as APL 6.

Development: Once the PCs defeat Varys, they can rescue the four prisoners kept in the temple's dungeon. These prisoners provide evidence that Varys has not been living up to his part of the bargain since they were not taken with the assent of Winvid. There is also a ledger in the temple that shows the current members of the cult, included several not approved by Winvid.

If Varys is killed, he speaks the following to the characters as he falls:

"You have defeated me, but not the Archdevil. May your eyes forever bleed before the Baatezu!"

Every character who had some measure of involvement with Varys' death must immediately make a Will save (DC 18 or DC 23 if Varys had time to cast power leech on Canella) or suffer the Dying Curse of Varys Harlaw. Even PCs unable to hear Varys or absent from the room entirely are still subject to the effect regardless of

distance. A PC is considered to be involved in Varys' death if they ever aided Osilin in any way, made any action against Varys or aided others against him, no matter how minor such action may have been. To put it another way, unless a PC decides to sit out the adventure from Encounter Six onward or is purely a spectator from that point on, that PC was probably involved.

Encounter Ten: Wrapping Things Up

There are a number of things that can happen in the end. Following is a brief description of the likely result of the actions of the PCs.

If the PCs discover evidence of Varys' violation of his agreement with Winvid, then the high canon is most pleased with them. He summons Osilin (if he is still alive) and the PCs for an audience, a VERY unusual event. This is assuming the PCs come up with a good explanation for the note Varys Harlaw found. Use your discretion to determine if the solution the PCs come up with is good enough. If they choose to accept, read the following:

Making your way to the Masak once again, you are greeted by a pair of priests of the Ebongleam who actually smile at your arrival. They give you a courteous nod and then invite you to follow them. You are led to the top floor of the cathedral, where you are taken down a wide hallway at the end of which is a massive wooden door sealed with the sign of the Inflexible One.

As the doors are opened for your entry, you see a large audience chamber. The room is sparsely decorated, save for a pair of incense burners on either side, a silver trimmed wooden altar in the middle, and a few tapestries of a shining man in glorious robes performing various miracles. Members of the Holy Guard line the walls, and at the edge of the chamber is a dais upon rests a venerable man dressed in white vestments with black tassels sitting on a heavy wooden chair. The man holds a staff with a white shaft and an ebon opal affixed to the top. His left eye is milky white and wanders. His skin is wretched and scarred throughout. Liver spots are dappled all over all exposed flesh. He squints as you approach before him. The priests instruct you to kneel out of respect, and then the old man speaks, "Peace be upon you in the name of the most holy and righteous Inflexible One. Truly, He of the Blinding Light has seen fit to guide you through the darkness so that you may expose the corruption lying beneath his sacred

temple. We are punished for our arrogance in allowing the cult of Azruphael to breed under our noses. No more can the doctrine of the Ebongleam foster such activity. My time to pass on to the next world quickly approaches, but I am certain that whoever succeeds me will ensure that our country is kept purged of such vile influences in the future. And as for our agreement with the Old One, it may be time for us to reconsider it, for we have seen the danger such close ties with evil can pose. We must learn to walk with darkness without embracing it. Only then will we be able to glory in the light of our lord. Know that you have my gratitude and that the blessing of Pholtus is upon you."

The PCs are allowed to speak to the Szek something simple such as a "thank you," and then they are escorted out.

All APLs (EL 15)

Szek Winvid: Male human (Flan) Cleric 13 of Pholtus; hp 68.

Holy Guard (24): Male and female human Fighter 4; hp 34; see Appendix 6.

If the PCs support Varys and defeat Osilin, assuming he survives, the Lord Inquisitor congratulates them for their bravery and their steadfastness. If dead, the following occurs with the rector who takes his place. Read the following:

With Osilin defeated, you have won favor in the eyes of the Lord Inquisitor. "You have done well," he says, "and the power of the Blinding Light is clearly with you. The complicity of this renegade rector with demons is evidence of his heresy. You have ensured that his poisonous ideas are put to rest. For that, you have the gratitude of this theocracy."

Development: Those refusing to bow are subject to the power of Winvid's staff, which functions as a *rod of rulership*. If the PCs make the save and still refuse to bow or are otherwise irreverent towards the Szek, they will be politely (or forcefully if necessary) escorted out. Such PCs do not get *Influence with Dimre*.

The PCs are extremely foolish if they attempt to attack the Szek or the Lord Inquisitor after what they've been through. Do your best to kill them all to punish them for their arrogance but be fair. If they have the means to magically escape from such an encounter once they realize they are in over their heads allow them. The Szek has the same kind of chair described in *Encounter Seven*.

Conclusion

There are a number of potential outcomes because of the sheer variety of options the PCs have. Given below are the most probable. If your table has behaved most unusually, find the closest conclusion and modify it as necessary.

Conclusion A

The PCs are defeated by the lizardfolk and never make it to Dimre or once in Dimre commit a diplomatic blunder that sabotages the negotiations. A *geas* spell fades from a dead PC, but those who escape may have difficulty since they must follow the *geas*. Such PCs must still go to Dimre, but since they are likely to lack Juray's papers identifying him as an official envoy from Renfus, they are going to be prevented from carrying out the *geas*, suffering all the penalties that entails unless they are really clever. They must spend 4 TUs in Dimre waiting for Lowdrend to finally get around to coming and releasing them from the spell; thereafter he carries out the negotiations himself. Characters with a caster level of at least 13 with *remove curse* can simply remove the *geas* themselves (and are likely to have already done so). Those with 3 IPs with Dimre can have *remove curse* cast by a 13th-level caster to remove the effect and avoid the TU penalty.

Regardless of how this plays out, PCs who make it to Dimre still get taken to Falschheit but Osilin doesn't approach them since he doesn't deem them worthy assistants. The PCs earn the *Enmity of Boss Renfus* and Osilin does not confront Varys. The status quo is maintained in Dimre and no agreement is made between Stoinck and Dimre.

Conclusion B

The PCs offer to aid Osilin but change their minds while confronting Varys and defeat Osilin but do not expose Quarzknot. Any agreement Dimre made with Stoinck stands (and if the PCs made Renfus helpful they receive the title of *Exalted Knaves*). The PCs get one point of *Influence with Dimre*. They also gain the *Enmity of Quarzknot* for eliminating his pawn.

Conclusion C

The PCs offer to aid Osilin but change their minds while confronting Varys and defeat Osilin, exposing Quarzknot in the process. Any agreement Dimre made with Stoinck stands (and if the PCs made Renfus helpful they receive the title of *Exalted Knaves*). In addition, Dimre uses Quarzknot's treachery to declare their agreement with Iuz null and void. Quarzknot is captured and executed so

the PCs do not gain his enmity. The PCs get two points of *Influence with Dimre*.

Conclusion D

The PCs offer to aid Osilin but change their minds while confronting Varys and lose to Osilin. In this event the PCs are banished from Dimre for “attacking” one of their priests. Osilin, in the meantime, is commended for using demons to fight the PCs, though he remains puzzled by this. Any agreement Dimre made with Stoink stands (and if the PCs made Renfus helpful they receive the title of *Exalted Knave*). Captured PCs lose 4 TUs due to imprisonment unless they succeed at a Diplomacy check (DC 35). The PCs are *Banned in Dimre* for their insurgence and gain the *Enmity of Quarzknot* for attempting to remove his pawn.

Conclusion E

The PCs offer to aid Osilin and defeat Varys. Evidence is collected and the virgin is saved. Any agreement Dimre made with Stoink stands (and if the PCs made Renfus helpful they receive the title of *Exalted Knave*). Osilin is chosen to succeed Varys. The PCs gain two points of *Influence with Dimre*, the *Favor of Osilin*, and the *Favor of Quarzknot*, unless he is exposed in which case the PCs gain an additional point of *Influence with Dimre* instead. In addition, for saving the virgin’s life, the PCs gain the *Favor of the Family of Canella*.

Conclusion F

The PCs offer to aid Osilin and defeat Varys. Evidence is collected but the virgin is not saved. Results are as *Conclusion E*, but the PCs do not gain the *Favor of the Family of Canella*.

Conclusion G

The PCs offer to aid Osilin but lose to Varys. Any agreement Dimre made with Stoink is nullified by the Szek (although the *geas* was still fulfilled). The PCs earn the *Enmity of Boss Renfus* and are *Banned in Dimre*.

The End

Experience Point Summary

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

Encounter One: How Fortunate!

Refuse Lowdrend and fight him off

All APLs 300 xp

Encounter Three: Ambush En Route

Defeat the lizardfolk

APL6 270 xp; APL8 330 xp; APL10 390 xp;

APL12 450 xp

Encounter Four: Negotiations

Negotiate a favorable deal for Stoink

APL6 150 xp; APL8 180 xp; APL10 210 xp;

APL12 240 xp

Encounter Five: Lockdown

Fight your way out of Dimre (not teleporting)

All APLs 450 xp

Encounter Seven: Who Shall You Support?

Defeat Osilin

APL6 270 xp; APL8 330 xp; APL10 390 xp;

APL12 450 xp

Encounter Eight: Chamber of Lawful Honor

Survive and bypass or disable the trap

APL6 180 xp; APL8 240 xp; APL10 300 xp;

APL12 360 xp

Encounter Nine: Servants of the Damned

Turn on and kill Osilin (cannot also earn XP for capturing Varys)

All APLs 300 xp

Capture Varys, dead or alive

APL6 270 xp; APL8 330 xp; APL10 390 xp;

APL12 450 xp

Story Award

Expose Quarzknot

APL6 30 xp; APL8 45 xp; APL10 60 xp;

APL12 75 xp

Total possible experience:

APL6 900 xp; APL8 1125 xp; APL10 1350 xp;

APL12 1575 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One: How Fortunate!

All APLs: L: 841 gp; C: 0 gp; M: *bracers of armor* +2 (333 gp), *ring of protection* +1 (166 gp), *cloak of resistance* +2 (333 gp), *potion of shield of shield of faith* (CL 1; 4 gp), *potion of light wounds* (CL 1; 5 @ 4 gp each).

Encounter Three: Ambush En Route

APL 6: L: 22 gp; C: 0 gp; M: *bracers of armor* +1 (83 gp), *ring of protection* +1 (166 gp).

APL 8: L: 179 gp; C: 0 gp; M: *amulet of natural armor* +1 (166 gp), *bracers of armor* +1 (83 gp), *potion of cure moderate wounds* (CL 3; 25 gp), *ring of protection* +1 (166 gp).

APL 10: L: 26 gp; C: 0 gp; M: *cloak of resistance* +1 (6 @ 83 gp each), *+1 leather* (96 gp), *+1 longspear* (6 @ 192 gp each), *periapt of wisdom* (333 gp), *potion of cure moderate wounds* (CL 3; 25 gp), *ring of protection* +1 (166 gp).

APL 12: L: 5 gp; C: 0 gp; M: *cloak of resistance* +1 (6 @ 83 gp each), *+2 heavy darkwood shield* (354 gp), *+2 leather* (346 gp), *+1 longspear* (6 @ 192 gp each), *periapt of wisdom* +2 (333 gp), *potion of cure moderate wounds* (CL 3; 25 gp), *ring of protection* +1 (7 @ 166 gp each).

Encounter Seven: Who Shall You Support?

APL 6: L: 81 gp; C: 0 gp; M: *boots of elvenkind* (208 gp), *bracers of armor* +1 (83 gp), *circlet of mind shielding* (666 gp), *dust of disappearance* (291 gp), *+1 full plate* (220 gp), *+1 heavy steel shield* (97 gp), *periapt of wisdom* +2 (333 gp), *Quaal's feather token (whip)* (41 gp), *ring of protection* +1 (2 @ 166 gp), *scroll of cloudkill* (CL 9; 92 gp), *scroll of fireball* (CL 5; 31 gp).

APL 8: same as APL 6.

APL 10: L: 109 gp; C: 0 gp; M: *amulet of natural armor* +1 (166 gp), *boots of elvenkind* (208 gp), *bracers of armor* +1 (83 gp), *circlet of mind shielding* (666 gp), *+1 dagger* (191 gp), *dust of disappearance* (291 gp), *figurine of wondrous power (silver raven)* (316 gp), *+1 full plate* (220 gp), *headband of intellect* +2 (333 gp), *+1 heavy steel shield* (97 gp), *periapt of wisdom* +2 (333 gp), *potion of cure light wounds* (CL 1; 2 @ 4 gp each), *Quaal's feather token (whip)* (41 gp), *ring of protection* +1 (2 @ 166 gp), *ring of protection* +2 (666 gp), *scroll of cloudkill* (CL 9; 92 gp), *scroll of fireball* (CL 5; 31 gp), *staff of charming* (25 charges; 687 gp).

APL 12: same as APL 10.

Encounter Nine: Servants of the Damned

APL 6: L: 78 gp; C: 0 gp; M: *+1 battleaxe* (192 gp), *cape of the mountebank* (900 gp), *cloak of resistance* +2

(333 gp), *+1 full plate* (220 gp), *+1 heavy steel shield* (97 gp), *potion of cure moderate wounds* (CL 3; 25 gp), *ring of mind-shielding* (666 gp), *ring of protection +2* (666 gp).

APL 8: same as APL 6.

APL 10: same as APL 6.

APL 12: same as APL 6.

Total Possible Treasure

APL 6: L: 100 gp; C: 0 gp; M: 5,623 gp - Total: 900 gp (5,723 gp)

APL 8: L: 257 gp; C: 0 gp; M: 5,814 gp - Total: 1,300 gp (6,071 gp)

APL 10: L: 104 gp; C: 0 gp; M: 7,644 gp - Total: 2,300 gp (7,748 gp)

APL 12: L: 83 gp; C: 0 gp; M: 9,244 gp - Total: 3,300 gp (9,327 gp)

Items for the Adventure Record

Enmity of Boss Renfus: Malcontent +1

Enmity of Quarzknot: Insurgent +1

Favor of Quarzknot: Influence point with the Church of Iuz

Exalted Knave of Stoik: Boss Renfus has bestowed the title of exalted knave upon the character. Hooray!

Influence with Dimre: [] [] [] []

Banned in Dimre: The character is forbidden from entering the Grand Theocracy of Dimre ever again. This may have repercussions in future scenarios.

Favor of Osilin: Rector Osilin has offered regional access to one of the following items (circle one):

- *Staff of healing*
- *Periapt of wound closure*
- *Pearl of power (5th-level)*
- *Brilliant energy* enhancement (may also pay to have enhancement placed on existing weapon)

Favor of the Family of Canella: For saving their daughter from ritual sacrifice, the parents of Canella have presented a generous offering to Photus on the character's behalf. For the next 10 adventures, the character is blessed with divine insight. Once per adventure, the character may receive a +5 divine bonus on any single skill check declared before the roll.

Dying Curse of Varys Harlaw: For your involvement in the death of Varys Harlaw, you have been cursed. From now on, all creatures with the Baatezu subtype are permanently invisible to the sight of the character (*invisibility purge* does not help, but *see invisibility*, *glitterdust* and *true seeing* do). This curse can only be removed by a *miracle*, *wish* or a special mission approved by the Triad.

Temptation of Azruphael: For succumbing to the temptation of Azruphael, the character may learn any single limited access spell or feat, but such knowledge comes at great cost. Divine casters who receive spells from a good deity lose all divine abilities and/or paladinhood until they receive an *atonement* spell (priests of the Ebongleam are exempt from this). The feat must be taken normally when a character gains a new feat. Spontaneous casters may now learn the new spell when they gain new spells known. Other spell-casters may simply cast the new spell (scribing into a spellbook is free for this purpose). This must be selected by the player immediately. Feat or Spell (circle one):

Item Access

APL 6

- ❖ *Boots Of Elvenkind* (Adventure, DMG)
- ❖ *Bracers Of Armor +2* (Adventure, DMG)
- ❖ *Cape Of The Mountebank* (Adventure, DMG)
- ❖ *Cloak Of Resistance +2* (Adventure, DMG)
- ❖ *Dust Of Disappearance* (Adventure, DMG)
- ❖ Heavy Darkwood Shield (Adventure, DMG)
- ❖ *Quaal's Feather Token (Whip)* (Adventure, DMG)
- ❖ *Ring Of Mind-Shielding* (Adventure, DMG)
- ❖ *Ring Of Protection +2* (Adventure, DMG)
- ❖ *Scroll Of Cloudkill* (Caster Level 9th, Adventure, DMG)

APL 8 (all of APL 6)

APL 10 (all of APLs 6-8 plus the following)

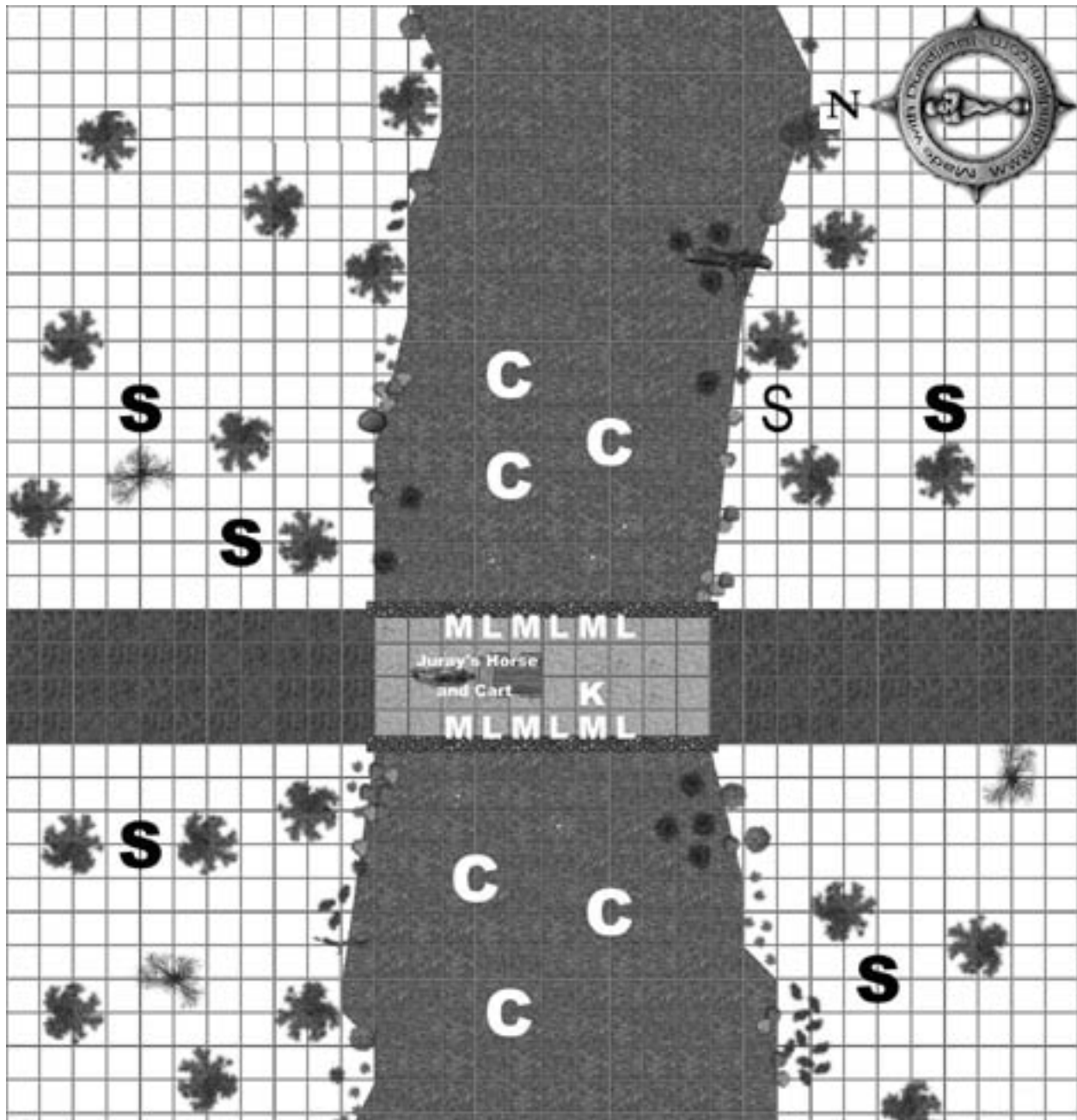
- ❖ *Figurine Of Wondrous Power (Silver Raven)* (Adventure, DMG)
- ❖ *Staff of Charming* (Adventure, DMG)

APL 12 (all of APLs 6-10 plus the following)

- ❖ *+2 Heavy Darkwood Shield* (Adventure, DMG)

❖ *+2 Leather Armor* (Adventure, DMG)

Appendix 1: Maps



Ambush En Route

S = Shambling Mound

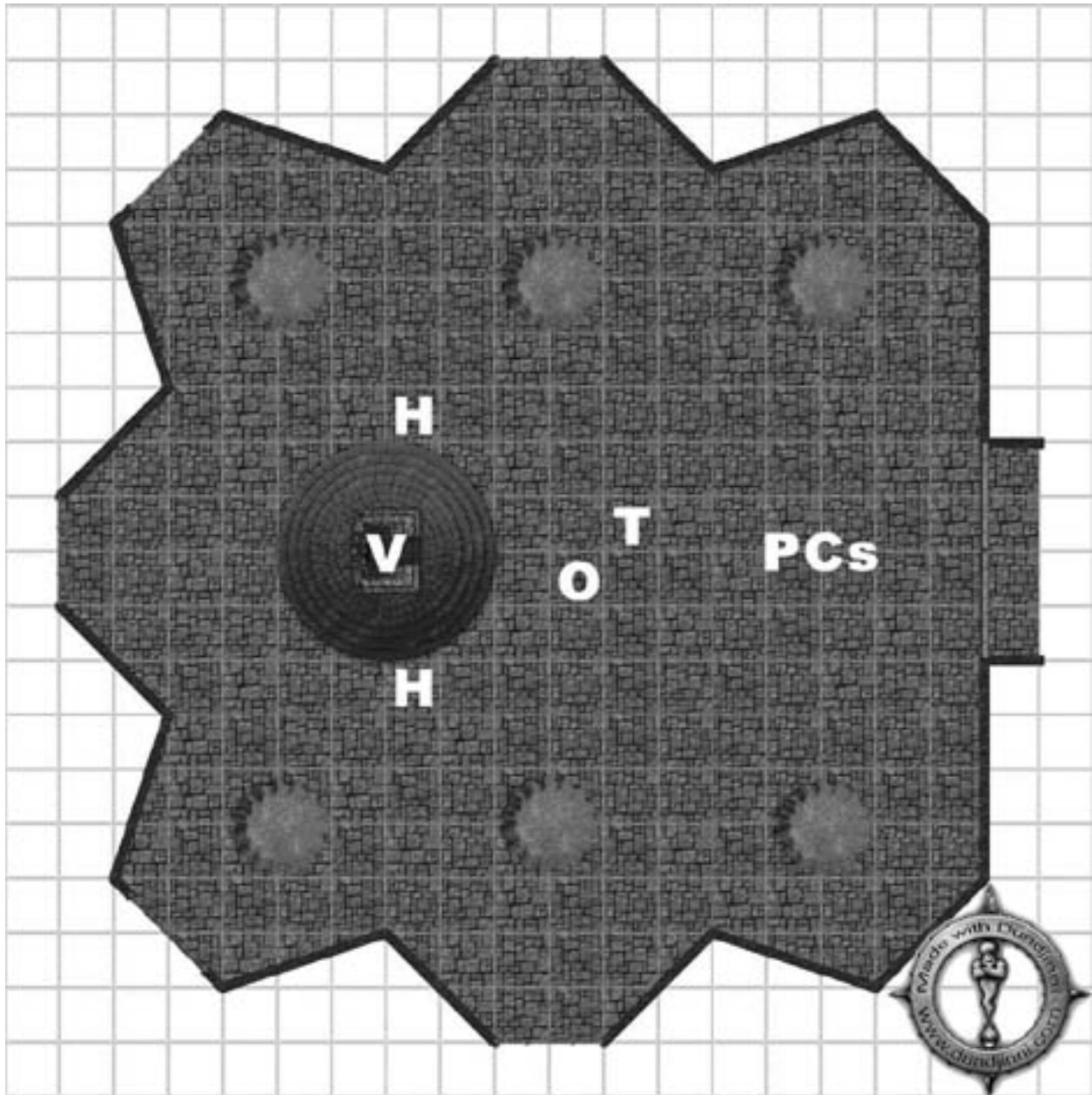
One Square = 5 feet

L = Lizardfolk

K = Kss'uthra

M = Monitor Lizard

C = Giant Crocodile



The Masak: Chamber of the Lord Inquisitor

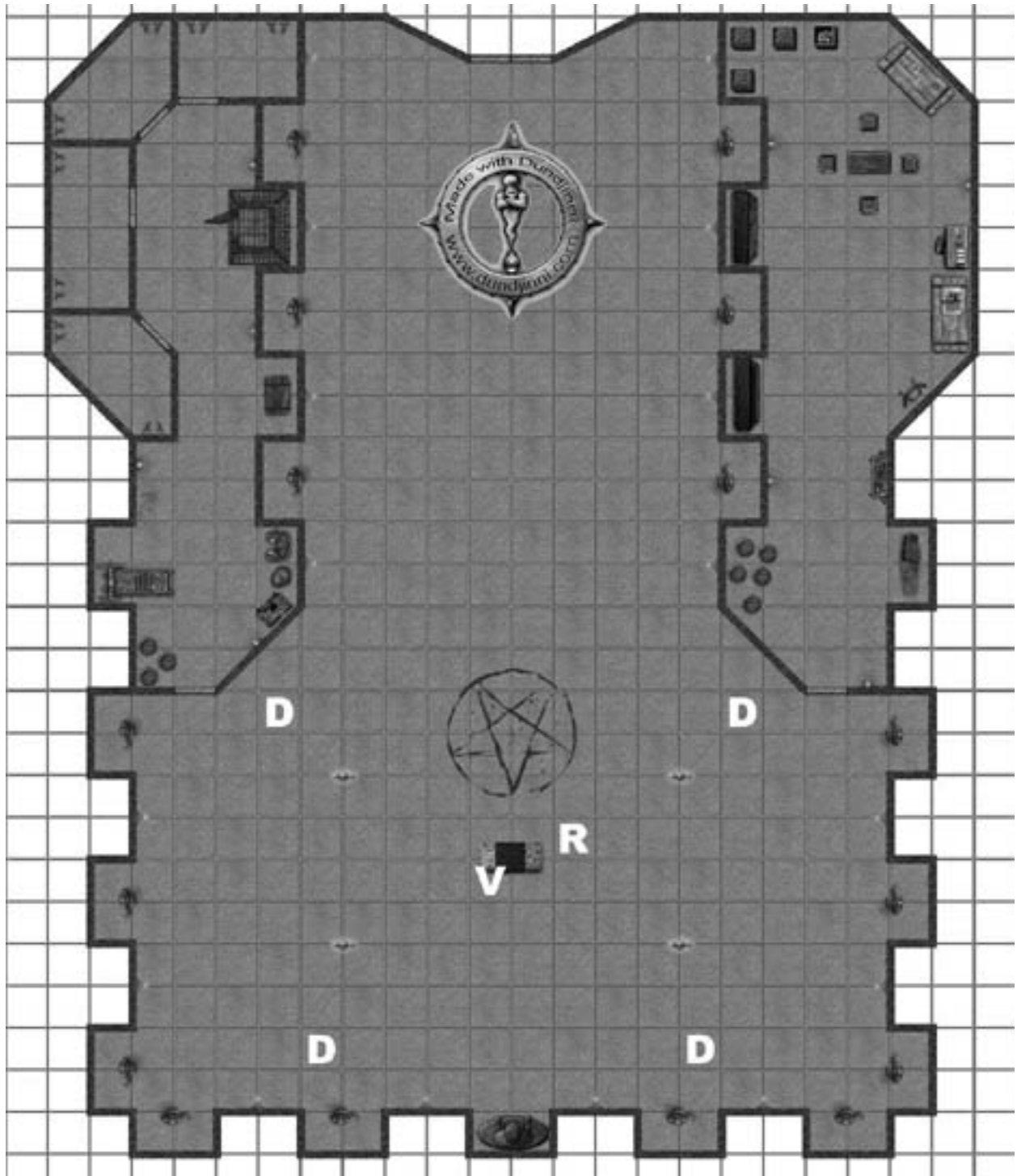
One Square = 5 feet

V = Varys

O = Osilin

T = Therise

H = Holy Guard



The Masak: Chamber of the Lord Inquisitor

One Square = 5 feet

V = Varys

R = Rygok

D = Devil

Appendix 2: APL 6

Kss'uthra: Male lizardfolk Druid 4 of Semuanya; CR 5; Medium humanoid (reptilian); HD 6d8+12; hp 45; Init +2; Spd 20 ft. (30 ft. unarmored); AC 22, touch 13, flat-footed 20 [+5 natural, +2 leather, +2 shield, +2 Dex, +1 ring]; Base Atk +4; Grp +5; Atk +5 melee (1d4+1, claw); Full Atk +5/+5 melee (1d4+1, 2 claws) and +3 melee (1d4, bite); SQ animal companion, hold breath, link with companion, nature sense, resist nature's lure, share spells, trackless step, wild empathy, woodland stride; AL N; SV Fort +6, Ref +6, Will +7; Str 12, Dex 14, Con 15, Int 10, Wis 16, Cha 8.

Skills and Feats: Balance +7, Concentration +6, Handle Animal +3, Knowledge (nature) +6, Survival +5, Swim +10; Augment Summoning, Multiattack, Spell Focus (Conjuration).

Languages: Draconic.

Animal Companion (Ex): This druid has a large viper as an animal companion. This creature is a loyal companion that accompanies the druid on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Large Viper Companion: CR —; Large animal; HD 3d8; hp 13; Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15, touch 12, flat-footed 12 [-1 size, +3 Dex, +3 natural]; Base Atk +2; Grp +6; Atk +4 melee (1d4 plus poison, bite); Space/Reach 10 ft./5 ft.; SA poison; SQ scent; SV Fort +3, Ref +6, Will +2; Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8; Improved Initiative, Weapon Finesse.

Tricks: Attack, Attack Unnatural, Fetch, Guard.

Poison (Ex): A viper has a poisonous bite that deals initial and secondary damage of 1d6 Con (Fort save DC 11 negates). The save DC is Constitution-based.

Hold Breath (Ex): This lizardfolk can hold its breath for 60 rounds before it risks drowning.

Link With Companion (Ex): This druid can handle his animal companion as a free action, or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his animal companion.

Nature Sense (Ex): This druid gains a +2 bonus on Knowledge (nature) and Survival checks (these bonuses are included in the statistics given above).

Resist Nature's Lure (Ex): This druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Share Spells (Ex): At the druid's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his animal companion. The animal companion must be within 5 feet of him at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on his animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type.

Trackless Step (Ex): This druid leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): This druid can improve the attitude of an animal in the same ways as a Diplomacy check for sentient beings. The druid rolls 1d20+3, or 1d20-1 if attempting to influence magical beasts with an Intelligence score of 1 or 2.

Woodland Stride (Ex): This druid may move through natural thorns, briars, overgrown areas, and similar terrain at its normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect the druid.

Druid Spells Prepared (5/4/3): 0—*cure minor wounds, flare, guidance, mending, virtue*, 1st—*entangle* (DC 14), *cure light wounds, magic fang, speak with animals*, 2nd—*barkskin, chill metal* (DC 15), *tree shape*.

Possessions: leather, heavy darkwood shield, *bracers of armor +1, ring of protection +1*.

Appendix 3: APL 8

Kss'uthra: Male lizardfolk Druid 6 of Semuanya; CR 7; Medium humanoid (reptilian); HD 8d8+16; hp 59; Init +2; Spd 30 ft.; AC 22, touch 13, flat-footed 20 [+5 natural, +2 leather, +2 shield, +2 Dex, +1 ring]; Base Atk +5; Grp +6; Atk +6 melee (1d4+1, claw); Full Atk +6/+6 melee (1d4+1, 2 claws) and +4 melee (1d4, bite); SQ large viper companion, hold breath, link with companion, nature sense, resist nature's lure, share spells, trackless step, wild empathy, wild shape (2/day), woodland stride; AL N; SV Fort +7, Ref +7, Will +8; Str 12, Dex 14, Con 15, Int 10, Wis 17, Cha 8.

Skills and Feats: Balance +7, Concentration +8, Handle Animal +5, Knowledge (nature) +8, Survival +5, Swim +12; Augment Summoning, Multiattack, Spell Focus (Conjuration).

Languages: Draconic.

Animal Companion (Ex): This druid has a large viper as an animal companion. This creature is a loyal companion that accompanies the druid on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Large Viper Companion: CR —; Large animal; HD 5d8+5; hp 27; Init +8; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18, touch 13, flat-footed 14 [-1 size, +4 Dex, +5 natural]; Base Atk +3; Grp +7; Atk +6 melee (1d4 plus poison, bite); Space/Reach 10 ft./5 ft.; SA poison; SQ evasion, scent; SV Fort +5, Ref +8, Will +2; Str 11, Dex 18, Con 12, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +11, Hide +10, Listen +6, Spot +6, Swim +8; Improved Initiative, Weapon Finesse.

Tricks: Attack, Attack Unnatural, Defend, Fetch, Guard.

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Poison (Ex): A viper has a poisonous bite that deals initial and secondary damage of 1d6 Con (Fort save DC 13 negates). The save DC is Constitution-based.

Hold Breath (Ex): This lizardfolk can hold its breath for 60 rounds before it risks drowning.

Link With Companion (Ex): This druid can handle his animal companion as a free action, or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his animal companion.

Nature Sense (Ex): This druid gains a +2 bonus on Knowledge (nature) and Survival checks (these bonuses are included in the statistics given above).

Resist Nature's Lure (Ex): This druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Share Spells (Ex): At the druid's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his animal companion. The animal companion must be within 5 feet of him at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on his animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type.

Trackless Step (Ex): This druid leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): This druid can improve the attitude of an animal in the same ways as a Diplomacy check for sentient beings. The druid rolls 1d20+3, or 1d20-1 if attempting to influence magical beasts with an Intelligence score of 1 or 2.

Wild Shape (Su): This druid can change into a Small or Medium animal and back again twice per day, as per the *polymorph* spell.

Woodland Stride (Ex): This druid may move through natural thorns, briars, overgrown areas, and similar terrain at its normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect the druid.

Druid Spells Prepared (5/4/4/3): 0—*cure minor wounds, flare, guidance, mending, virtue*, 1st—*entangle* (DC 14), *cure light wounds, magic fang, speak with animals*, 2nd—*barkskin, chill metal* (DC 15), *soften earth and stone, tree shape*, 3rd—*call lightning* (DC 16), *dominate animal* (DC 16), *greater magic fang*.

Possessions: leather, heavy darkwood shield, *amulet of natural armor +1, bracers of armor +1, potion of cure moderate wounds* (CL 3), *ring of protection +1*.

Lizardfolk Savage: Male lizardfolk Barbarian 2; CR 3; Medium humanoid (reptilian); HD 2d8+4 plus 2d12+4; hp 35; Init +2; Spd 40 ft.; AC 19, touch 12, flat-footed 19 [+5 natural, +2 leather, +2 Dex]; Base Atk +3;

Grp +7; Atk +8 melee (1d8+6/x3, mwk long spear); Full Atk +8 melee (1d8+6/x3, mwk long spear) and +5 melee (1d4+2, bite) or +7/+7 melee (1d4+4, 2 claws) and +5 melee (1d4+2, bite); SQ rage 1/day, uncanny dodge; AL N; SV Fort +5, Ref +5, Will +1; Str 18, Dex 14, Con 15, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +6, Listen +3, Swim +11; Combat Reflexes, Multiattack.

Languages: Draconic.

Hold Breath (Ex): This lizardfolk can hold its breath for 60 rounds before it risks drowning.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 7 rounds.

Rage Suite: HD 2d8+8 plus 2d12+8; hp 43; AC 17, touch 10, flat-footed 17 [+5 natural, +2 leather, +2 Dex, -2 rage]; Grp +9; Atk +10 melee (1d8+9/x3, mwk long spear); Full Atk +10 melee (1d8+9/x3, mwk long spear) and +7 melee (1d4+3, bite) or +9/+9 melee (1d4+6, 2 claws) and +7 melee (1d4+3, bite); SV Fort +7, Will +3; Str 22, Con 19.

Skills and Feats: Climb +8, Swim +13.

Uncanny Dodge (Ex): This barbarian can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Possessions: mwk long spear, leather.

Appendix 4: APL 10

Kss'uthra: Male lizardfolk Druid 8 of Semuanya; CR 9; Medium humanoid (reptilian); HD 10d8+20; hp 73; Init +2; Spd 30 ft.; AC 23, touch 13, flat-footed 21 [+5 natural, +3 leather, +2 shield, +2 Dex, +1 ring]; Base Atk +7; Grp +8; Atk +8 melee (1d4+1, claw); Full Atk +8/+8 melee (1d4+1, 2 claws) and +6 melee (1d4, bite); SQ large viper companion, hold breath, link with companion, nature sense, resist nature's lure, share spells, trackless step, wild empathy, wild shape (large, 3/day), woodland stride; AL N; SV Fort +8, Ref +7, Will +10; Str 12, Dex 14, Con 15, Int 10, Wis 19, Cha 8.

Skills and Feats: Balance +7, Concentration +10, Handle Animal +7, Knowledge (nature) +10, Survival +6, Swim +14; Augment Summoning, Multiattack, Natural Spell, Spell Focus (Conjuration).

Languages: Draconic.

Animal Companion (Ex): This druid has a huge viper as an animal companion. This creature is a loyal companion that accompanies the druid on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Huge Viper Companion: CR —; Huge animal; HD 6d8+6; hp 33; Init +6; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15, touch 10, flat-footed 15 [-2 size, +2 Dex, +5 natural]; Base Atk +4; Grp +15; Atk +6 melee (1d6+4 plus poison, bite); Space/Reach 15 ft./10 ft.; SA poison; SQ scent; SV Fort +6, Ref +7, Will +3; Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11; Improved Initiative, Run, Weapon Focus (bite).

Tricks: Attack, Attack Unnatural, Fetch, Guard.

Poison (Ex): A viper has a poisonous bite that deals initial and secondary damage of 1d6 Con (Fort save DC 14 negates). The save DC is Constitution-based.

Hold Breath (Ex): This lizardfolk can hold its breath for 60 rounds before it risks drowning.

Link With Companion (Ex): This druid can handle his animal companion as a free action, or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his animal companion.

Nature Sense (Ex): This druid gains a +2 bonus on Knowledge (nature) and Survival checks (these bonuses are included in the statistics given above).

Resist Nature's Lure (Ex): This druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Share Spells (Ex): At the druid's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his animal companion. The animal companion must be within 5 feet of him at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on his animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type.

Trackless Step (Ex): This druid leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): This druid can improve the attitude of an animal in the same ways as a Diplomacy check for sentient beings. The druid rolls 1d20+3, or 1d20-1 if attempting to influence magical beasts with an Intelligence score of 1 or 2.

Wild Shape (Su): This druid can change into a Small, Medium or Large animal and back again three times per day, as per the *polymorph* spell.

Woodland Stride (Ex): This druid may move through natural thorns, briars, overgrown areas, and similar terrain at its normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect the druid.

Druid Spells Prepared (6/5/4/4/3): 0—*cure minor wounds, flare, guidance, mending, virtue*, 1st—*entangle* (DC 15), *cure light wounds, longstrider, magic fang, speak with animals*, 2nd—*barkskin, chill metal* (DC 16), *soften earth and stone, tree shape*, 3rd—*call lightning* (DC 17), *dominate animal* (DC 17), *greater magic fang, spike growth* (DC 17); 4th—*cure serious wounds, flame strike* (DC 18), *freedom of movement*.

Possessions: heavy darkwood shield, +1 leather, *peripart of wisdom* +2, *potion of cure moderate wounds* (CL 3), *ring of protection* +1.

Lizardfolk Savage: Male lizardfolk Barbarian 4; CR 5; Medium humanoid (reptilian); HD 2d8+4 plus 4d12+8; hp 53; Init +2; Spd 40 ft.; AC 19, touch 12, flat-

footed 19 [+5 natural, +2 leather, +2 Dex]; Base Atk +5; Grp +9; Atk +10 melee (1d8+7/x3, +1 *longspear*); Full Atk +10 melee (1d8+7/x3, +1 *longspear*) and +7 melee (1d4+2, bite) or +9/+9 melee (1d4+4, 2 claws) and +7 melee (1d4+2, bite); SQ rage 2/day, trap sense +1, uncanny dodge; AL N; SV Fort +7, Ref +7, Will +3; Str 18, Dex 14, Con 15, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +8, Listen +5, Swim +13; Combat Reflexes, Multiattack, Power Attack.

Languages: Draconic.

Hold Breath (Ex): This lizardfolk can hold its breath for 60 rounds before it risks drowning.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 7 rounds.

Rage Suite: HD 2d8+8 plus 4d12+16; hp 65; AC 17, touch 10, flat-footed 17 [+5 natural, +2 leather, +2 Dex, -2 rage]; Grp +11; Atk +12 melee (1d8+10/x3, +1 *longspear*); Full Atk +12 melee (1d8+10/x3, +1 *longspear*) and +9 melee (1d4+3, bite) or +11/+11 melee (1d4+6, 2 claws) and +9 melee (1d4+3, bite); SV Fort +9, Will +5; Str 22, Con 19.

Skills and Feats: Climb +10, Swim +15.

Trap Sense (Ex): This barbarian has an intuitive sense that alerts him to danger from traps, grant a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): This barbarian can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Possessions: +1 *longspear*, leather, *cloak of resistance* +1.

Appendix 5: APL 12

Kss'uthra: Male lizardfolk Druid 10 of Semuanya; CR 11; Medium humanoid (reptilian); HD 12d8+24; hp 87; Init +2; Spd 30 ft.; AC 26, touch 13, flat-footed 24 [+5 natural, +4 leather, +4 shield, +2 Dex, +1 ring]; Base Atk +8; Grp +9; Atk +9 melee (1d4+1, claw); Full Atk +9/+9 melee (1d4+1, 2 claws) and +7 melee (1d4, bite); SQ large viper companion, hold breath, link with companion, nature sense, resist nature's lure, share spells, trackless step, venom immunity, wild empathy, wild shape (large, 4/day), woodland stride; AL N; SV Fort +9, Ref +8, Will +12; Str 12, Dex 14, Con 15, Int 10, Wis 20, Cha 8.

Skills and Feats: Balance +7, Concentration +12, Handle Animal +9, Knowledge (nature) +12, Survival +9, Swim +14; Augment Summoning, Combat Casting, Multiattack, Natural Spell, Spell Focus (Conjuration).

Languages: Draconic.

Animal Companion (Ex): This druid has a huge viper as an animal companion. This creature is a loyal companion that accompanies the druid on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Huge Viper Companion: CR —; Huge animal; HD 8d8+8; hp 44; Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18, touch 11, flat-footed 17 [-2 size, +3 Dex, +7 natural]; Base Atk +6; Grp +18; Atk +9 melee (1d6+6 plus poison, bite); Space/Reach 15 ft./10 ft.; SA poison; SQ evasion, scent; SV Fort +7, Ref +9, Will +3; Str 18, Dex 16, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +11, Hide +4, Listen +7, Spot +8, Swim +11; Improved Initiative, Run, Weapon Focus (bite).

Tricks: Attack, Attack Unnatural, Defend, Fetch, Guard.

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Poison (Ex): A viper has a poisonous bite that deals initial and secondary damage of 1d6 Con (Fort save DC 15 negates). The save DC is Constitution-based.

Hold Breath (Ex): This lizardfolk can hold its breath for 60 rounds before it risks drowning.

Link With Companion (Ex): This druid can handle his animal companion as a free action, or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and

Handle Animal checks made regarding his animal companion.

Nature Sense (Ex): This druid gains a +2 bonus on Knowledge (nature) and Survival checks (these bonuses are included in the statistics given above).

Resist Nature's Lure (Ex): This druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Share Spells (Ex): At the druid's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his animal companion. The animal companion must be within 5 feet of him at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on his animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type.

Trackless Step (Ex): This druid leaves no trail in natural surroundings and cannot be tracked.

Venom Immunity (Ex): This druid is immune to all poisons.

Wild Empathy (Ex): This druid can improve the attitude of an animal in the same ways as a Diplomacy check for sentient beings. The druid rolls 1d20+3, or 1d20-1 if attempting to influence magical beasts with an Intelligence score of 1 or 2.

Wild Shape (Su): This druid can change into a Small, Medium or Large animal and back again four times per day, as per the *polymorph* spell.

Woodland Stride (Ex): This druid may move through natural thorns, briars, overgrown areas, and similar terrain at its normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect the druid.

Druid Spells Prepared (6/6/5/4/4/3): 0—*cure minor wounds, flare, guidance, mending, virtue*, 1st—*charm animal* (DC 16), *entangle* (DC 16), *cure light wounds, longstrider, magic fang, speak with animals*, 2nd—*barkskin, bull's strength, chill metal* (DC 17), *soften earth and stone, tree shape*, 3rd—*call lightning* (DC 18), *dominate animal* (DC 18), *greater magic fang, spike growth* (DC 18); 4th—*cure serious wounds, dispel magic, flame strike* (DC 19), *freedom of*

movement, 5th—*animal growth*, *baleful polymorph* (DC 20), *stoneskin*.

Possessions: +2 *heavy darkwood shield*, +2 *leather*, *peripart of wisdom* +2, *potion of cure moderate wounds* (CL 3), *ring of protection* +1.

Lizardfolk Savage: Male lizardfolk Barbarian 6; CR 7; Medium humanoid (reptilian); HD 2d8+6 plus 6d12+18; hp 79; Init +2; Spd 40 ft.; AC 20, touch 13, flat-footed 20 [+5 natural, +2 leather, +2 Dex, +1 ring]; Base Atk +7; Grp +11; Atk +12 melee (1d8+7/x3, +1 *longspear*); Full Atk +12 melee (1d8+7/x3, +1 *longspear*) and +9 melee (1d4+2, bite) or +11/+11 melee (1d4+4, 2 claws) and +9 melee (1d4+2, bite); SQ improved uncanny dodge, rage 2/day, trap sense +2, uncanny dodge; AL N; SV Fort +9, Ref +8, Will +4; Str 18, Dex 14, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +10, Listen +7, Swim +15; Combat Reflexes, Multiattack, Power Attack.

Languages: Draconic.

Hold Breath (Ex): This lizardfolk can hold its breath for 60 rounds before it risks drowning.

Improved Uncanny Dodge (Ex): This barbarian cannot be flanked except by a rogue of at least four levels higher than the barbarian.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 7 rounds.

Rage Suite: HD 2d8+10 plus 6d12+30; hp 95; AC 18, touch 11, flat-footed 18 [+5 natural, +2 leather, +2 Dex, +1 ring, -2 rage]; Grp +13; Atk +14 melee (1d8+10/x3, +1 *longspear*); Full Atk +14 melee (1d8+10/x3, +1 *longspear*) and +11 melee (1d4+3, bite) or +13/+13 melee (1d4+6, 2 claws) and +11 melee (1d4+3, bite); SV Fort +11, Will +6; Str 22, Con 20.

Skills and Feats: Climb +12, Swim +17.

Trap Sense (Ex): This barbarian has an intuitive sense that alerts him to danger from traps, grant a +2 bonus on Reflex saves and a +2 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): This barbarian can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Possessions: +1 *longspear*, *leather*, *cloak of resistance* +1, *ring of protection* +1.

Appendix 6: NPCs

Lowdrend: Male human (Suloise) Wizard 7/Loremaster 2; CR 9; Medium humanoid (human); HD 9d4+9; hp 45; Init +6; Spd 30 ft.; AC 15, touch 13, flat-footed 13 [+2 bracers, +1 ring, +2 Dex]; Base Atk +4; Grp +4; Atk +4 melee (1d6, quarterstaff) or +7 ranged (1d8/19-20, mwk light crossbow) or +4 melee (touch) or +6 ranged (ray); SQ empathic link, lore +7, the lore of true stamina, share spells, weasel familiar; AL CE; SV Fort +7, Ref +8, Will +11; Str 10, Dex 14, Con 12, Int 17, Wis 13, Cha 8.

Skills and Feats: Concentration +13, Decipher Script +15, Knowledge (arcana) +15, Knowledge (local) +15, Knowledge (history) +18, Knowledge (the planes) +15, Spellcraft +17; Combat Casting, Empower Spell, Extend Spell, Improved Initiative, Scribe Scroll, Skill Focus (Knowledge [history]), Spell Focus (Enchantment).

Languages: Common, Ancient Suloise, Draconic, Infernal, Old Oeridian.

Empathic Link (Su): This wizard can communicate telepathically with his familiar at a distance of up to 1 mile. He has the same connection to an item or a place that the familiar does.

Lore (Ex): Loremasters gather knowledge. A loremaster has the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge. The loremaster adds his level and his Intelligence modifier to the lore check. See page 28 of the *Player's Handbook* for more information on bardic knowledge.

Secret (Ex): In their studies, loremasters stumble upon all sorts of applicable knowledge and secrets. This loremaster has learned the following secret.

The lore of true stamina: +2 bonus on Fortitude saves.

Share Spells (Su): This wizard may have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. The master may also cast a spell with a target of "You" on his familiar.

Weasel Familiar: This creature grants its master a +2 bonus on Reflex saves. It also grants Alertness as long as it is within 5 feet. The familiar uses the better of its own and its master's base save bonuses. The creature's abilities and characteristics are summarized below.

Weasel Familiar: CR —; Tiny animal; HD 10; hp 22; Init +2; Spd 20 ft., climb 20 ft.; AC 18, touch 14, flat-footed 16 [+2 size, +2 Dex, +4 natural]; Base Atk +0; Grp -12; Atk +4 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SA attach; SQ deliver touch spells, improved evasion, low-light vision,

scent, speak with master, speak with other weasel-like creatures; SV Fort +2, Ref +4, Will +9; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon Finesse.

Attach (Ex): If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dexterity bonus to Armor class and has an AC of 12.

An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, this creature takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

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

Wizard Spells Prepared (4/5/5/4/2/1): 0—*acid splash*, *daze* (DC 14), *flare* (DC 13), *ray of frost*, 1st—*burning hands* (DC 14), *charm person* (DC 15), *color spray* (DC 14), *magic missile*, *shield*; 2nd—*levitate*, *ghoul touch* (DC 15), ~~*extended mage armor*~~, *protection from arrows*, ~~*shatter*~~ (DC 15); 3rd—*fireball* (DC 16), *hold person* (DC 17), *slow* (DC 16), *suggestion* (DC 17); 4th—*confusion* (DC 18), *empowered scorching ray*; 5th—*cone of cold* (DC 18).

Spellbook: as above plus 0—all; 1st—*chill touch* (DC 14), *ray of enfeeblement*, *sleep* (DC 15); 2nd—*daze monster* (DC 16); 3rd—*fly*; 4th—*charm monster* (DC 18), *enervation*, *Evard's black tentacles*, *wall of fire* (DC 17); 5th—*contact other plane*, *prying eyes*.

Possessions: *bracers of armor +2*, *ring of protection +1*, quarterstaff, mwk light crossbow, 10 bolts, *cloak of resistance +2*, *potion of shield of shield of faith* (CL 1), *potion of light wounds* (CL 1).

Powered-Up Suite (mage armor): AC 17, flat-footed 17.

Lackey: Male human Fighter 3; CR 3; Medium humanoid (human); HD3d10+6; hp 27; Init +1; Spd 20 ft. (30 ft. unarmored); AC 19, touch 11, flat-footed 18 [+8 armor, +1 Dex]; Base Atk +3; Grp +5; Atk +6 melee (2d4+3/x3, mwk guisarme) or +6 melee (1d6+2/19-20, mwk short sword) or +5 ranged (1d6+2, mwk javelin); AL CN; SV Fort +5, Ref +2, Will +1; Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Listen +5, Profession (bodyguard) +9, Sense Motive +3, Spot +5; Alertness, Combat Expertise, Combat Reflexes, Improved Trip, Skill Focus (Profession [bodyguard]).

Languages: Common, Orc.

Possessions: full plate, mwk guisarme, mwk javelin, mwk short sword, heavy steel shield, *potion of cure light wounds*.

Shield Suite: AC 21, flat-footed 20 [+8 armor, +2 shield, +1 Dex]; Atk +6 melee (1d6+2/19-20, mwk short sword);

Renfus the Mottled: Male human (mixed) Rogue 12; CR 12; Medium humanoid (human); HD 12d6+84; hp 135; Init +11; Spd 30 ft.; AC 26, touch 20, flat-footed 26 [+4 armor, +2 shield, +3 ring, +7 Dex]; Base Atk +9; Grp +11; Atk +12 melee (1d6+3/19-20, *sword of subtlety*); SA sneak attack +6d6; SQ defensive roll, evasion, improved uncanny dodge, trapfinding, trap sense +4, uncanny dodge; AL CN; SV Fort +18, Ref +20, Will +12; Str 14, Dex 24, Con 24, Int 15, Wis 16, Cha 18.

Skills and Feats: Balance +14, Bluff +19, Climb +5, Craft (trapmaking) +5, Diplomacy +22, Disable Device +8, Disguise +8, Escape Artist +22, Forgery +6, Gather Information +11, Hide +17, Intimidate +11, Jump +9, Knowledge (local) +17, Listen +7, Move Silently +17, Open Lock +13, Search +6, Sense Motive +15, Sleight of Hand +14, Spot +7, Swim +5, Tumble +16, Use Magic Device +19; Combat Expertise, Diehard, Endurance, Great Fortitude, Improved Feint, Improved Initiative.

Possessions: *sword of subtlety*, +2 *glamered leather of shadow and silent moves*, +1 *buckler of fire resistance*, *amulet of health* +6, *cloak of resistance* +5, *gloves of dexterity* +4, *lavender and green ellipsoid ioun stone*, *ring of protection* +3, *scroll of prismatic wall* (CL 15), *staff of evocation*.

Palace Sharper: Male human Rogue 5; CR 5; Medium humanoid (human); HD 5d6+5; hp 25; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 18 [+4 armor, +1 shield, +3 Dex]; Base Atk +3; Grp +4; Atk +5 melee (1d6+2/18-20, +1 *rapier*) or +7 ranged (1d6+1/x3, mwk shortbow [Str +1]); SA sneak attack +3d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; AL CN; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +15, Bluff +7, Climb +9, Diplomacy +1, Disable Device +10, Escape Artist +13, Hide +11, Intimidate +1, Jump +13, Listen +8, Move Silently +11, Search +10, Spot +8, Swim +9, Tumble +17; Acrobatic, Agile, Improved Initiative.

Possessions: +1 *studded leather*, mwk buckler, +1 *rapier*, mwk shortbow, 20 arrows,

Juray: Male human (Oeridian) Expert 4; CR 3; Medium humanoid (human); HD 4d6; hp 14; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12; Base Atk +2; Grp +3; Atk +3 melee (1d4+1/19-20, dagger); AL N; SV Fort +1, Ref +1, Will +6; Str 13, Dex 10, Con 11, Int 13, Wis 14, Cha 12.

Skills and Feats: Bluff +11, Diplomacy +16, Gather Information +12, Knowledge (local) +8, Knowledge (nobility and royalty) +8, Knowledge (history) +8, Listen +11, Profession (barrister) +9, Sense Motive +11, Spot +11; Alertness, Negotiator, Skill Focus (Bluff).

Possessions: dagger, leather armor.

Holy Guard: Male and female human Fighter 4; CR 4; Medium humanoid (human); HD 4d8+8; hp 34; Init +0; Spd 20 ft. (30 ft. unarmored); AC 21, touch 11, flat-footed 21; Base Atk +4; Grp +7; Atk +9 melee (1d8+5/x3, mwk warhammer) or +6 ranged (1d10/19-20, mwk heavy crossbow); AL LN; SV Fort +6, Ref +2, Will +4; Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Intimidate +7, Ride +11, Speak Language (Common); Iron Will, Mounted Combat, Skill Focus (Ride), Toughness, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Languages: Common.

Possessions: full plate, heavy steel shield, mwk warhammer, mwk heavy crossbow, *potion of cure moderate wounds*.

Quarzknott: Male tiefling Wizard 13; CR 13; Medium outsider (native); HD 13d4+26; hp 65; Init +4; Spd 30 ft.; AC 17, touch 16, flat-footed 13 [+1 amulet, +2 ring, +4 Dex]; Base Atk +6; Grp +7; Atk +8 melee (1d4+2/19-20, +1 *dagger*) or +11 ranged (1d8/19-20, mwk light crossbow) or +7 melee (touch) or +10 ranged (ray); Full Atk +8 melee (1d4+2/19-20, +1 *dagger*); SA *darkness*; SQ darkvision 60 ft., empathic link, raven familiar, resistance to cold 5, electricity 5, fire 5, *scryon* familiar, share spells; AL CE; SV Fort +6, Ref +8, Will +8; Str 12, Dex 18, Con 15, Int 24, Wis 11, Cha 14.

Skills and Feats: Appraise +10, Bluff +12, Concentration +18, Diplomacy +8, Gather Information +8, Knowledge (arcana) +23, Knowledge (history) +19, Knowledge (local) +19, Knowledge (the planes) +23, Knowledge (religion) +15, Spellcraft +28; Craft Staff, Empower Spell, Quicken Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Enchantment), Spell Focus (Evocation), Spell Focus (Illusion).

Darkness (Sp): Quarzknott can use *darkness* once per day (caster level 13).

Empathic Link (Su): This wizard can communicate telepathically with his familiar at a distance of up to 1 mile. He has the same connection to an item or a place that the familiar does.

Raven Familiar: This creature grants its master a +3 bonus on Appraise checks. It also grants Alertness as long as it is within 5 feet. The familiar uses the better of its own and its master's base save bonuses. The creature's abilities and characteristics are summarized below.

Raven Familiar: CR —; Tiny animal; HD 13; hp 32; Init +2; Spd 10 ft., fly 40 ft. (average); AC 21, touch 14, flat-footed 19 [+2 size, +2 Dex, +7 natural]; Base Atk +0; Grp -13; Atk +4 melee (1d2-5, claws); Space/Reach 2-1/2 ft./0 ft.; SQ deliver touch spells, improved evasion, low-light vision, speak with master, speak with other birds, spell resistance 18; SV Fort +4, Ref +6, Will +10; Str 1, Dex 15, Con 10, Int 11, Wis 14, Cha 6.

Skills and Feats: Listen +5, Spot +5; Weapon Finesse.

Languages: Common.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, this creature takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Scry on Familiar (Su): This wizard may scry on his familiar as if casting the spell *scrying* once per day.

Share Spells (Su): This wizard may have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. The master may also cast a spell with a target of "You" on his familiar.

Wizard Spells Prepared (4/6/6/6/5/4/3/2): 0—*detect poison, ghost sound, mage hand ray of frost*; 1st—*alarm, disguise self* (DC 19), ~~*mage armor, protection from good*~~ (DC 18), *ray of enfeeblement, silent image* (DC 19); 2nd—~~*false life, glitterdust*~~ (DC 19), *levitate, Melf's acid arrow, resist energy, Tasha's hideous laughter* (DC 20); 3rd—*blink, fireball* (DC 21), *invisibility sphere, empowered magic missile, stinking cloud* (DC 20), *suggestion* (DC 21), 4th—*crushing despair*, (DC 22), *dimension door, lesser globe of invulnerability, phantasmal killer* (DC 22), *wall of ice* (DC 22); 5th—*dominate person* (DC 23), *empowered lightning bolt* (DC 21), *quicken shield, teleport*; 6th—*chain lightning* (DC 24), *disintegrate* (DC 23), *quicken mirror image*; 7th—*empowered cone of cold* (DC 23), *summon monster VII*.

Spellbook: as above plus 0—all; 1st—*burning hands* (DC 19), *charm person* (DC 19), *color spray* (DC 19), *endure elements, identify, unseen servant*; 2nd—*flaming sphere* (DC 20), *fox's cunning, invisibility, locate object*; 3rd—*dispel magic, major image* (DC 21),

slow (DC 20), *tongues*; 4th—*charm monster* (DC 22), *scrying* (DC 21); 5th—*dismissal* (DC 22), *dream, overland flight*; 6th—*contingency, legend lore, veil* (DC 24); 7th—*ethereal jaunt, prismatic spray* (DC 25);

Possessions: *amulet of natural armor +1, ring of protection +2, +1 dagger, mwk light crossbow, 10 bolts, headband of intellect +2, staff of charming* (25 charges), *figurine of wondrous power (silver raven), potion of cure light wounds x2* (CL 1).

Powered-Up Suite (false life, mage armor, shield): hp 65+15 temporary; AC 25, flat-footed 21 [+1 amulet, +2 ring, +4 armor, +4 shield, +4 Dex].

Osilin Danris: Male human (Oeridian/Flan) Cleric 10 of Pholtus; CR 10; Medium humanoid (human); HD 10d8+30; hp 87; Init +3; Spd 20 ft. (30 ft. unarmored); AC 22, touch 10, flat-footed 22 [+9 armor, +3 shield, +1 ring, -1 Dex]; Base Atk +7; Grp +9; Atk +10 melee (1d6+2, mwk quarterstaff) or +6 ranged (1d8/19-20, light crossbow); Full Atk +10/+5 melee (1d6+2, mwk quarterstaff); SA turn undead 6/day; SQ spontaneous healing; AL LG; SV Fort +10, Ref +2, Will +11; Str 15, Dex 9, Con 16, Int 14, Wis 19, Cha 16.

Skills and Feats: Concentration +16, Diplomacy +22, Knowledge (geography) +7, Knowledge (nobility and royalty) +7, Knowledge (religion) +12, Sense Motive +11, Spellcraft +11; Combat Casting, Improved Initiative, Leadership, Negotiator, Quicken Spell.

Languages: Common, Celestial, Old Oeridian.

Cleric Spells Prepared (6/6/6/5/5/3): 0—*create water, detect magic, guidance, light, mending, virtue*; 1st—*bless, command* (DC 15), *entropic shield, protection from chaos* (DC 15), *sanctuary* (DC 15), *shield of faith*; 2nd—*aid, calm emotions* (DC 16), *delay poison, hold person* (DC 16), *remove paralysis, status*; 3rd—*blindness/deafness* (DC 17), *dispel magic, magic circle against chaos* (DC 17), ~~*magic vestment, searing light*~~; 4th—*dismissal* (DC 19), *divination*, ~~*greater magic weapon*~~, *restoration, spell immunity*; 5th—*dispel chaos* (DC 19), *quicken divine favor, righteous might*.

Domains: Knowledge (all Knowledge skills are class skills), Law (cast law spells at +1 caster level).

Possessions: +1 full plate, +1 heavy steel shield, *ring of protection +1, mwk quarterstaff, light crossbow, 10 bolts, periapt of wisdom +2, circlet of mind shielding* (as *ring of mind shielding*), *dust of disappearance*.

Powered-Up Suite (divine favor, greater magic weapon, magic vestment, righteous might): hp 107; AC 26, flat-footed 26 [-1 size, +10 armor, +3 shield, +1 ring, -1 Dex, +4 natural]; Grp +17; Atk +18 melee (1d6+11, mwk quarterstaff); Full Atk +18/+13 melee

(1d6+11, mwk quarterstaff); Space/Reach 10 ft./10 ft.; SQ DR 3/evil; SV Fort +12; Str 23, Con 20.

Skills and Feats: Concentration +18.

Therise: Female half-elf Wizard 8; CR 8; Medium humanoid (elf); HD 8d4+8; hp 33; Init +3; Spd 30 ft.; AC 15, touch 14, flat-footed 12 [+1 bracers, +1 ring, +3 Dex]; Base Atk +4; Grp +4, Atk +4 melee (1d4, dagger) or +8 ranged (1d8/19-20, mwk light crossbow) or +4 melee (touch) or +7 ranged (ray); SQ cat familiar, empathic link, share spells; AL LG; SV Fort +3, Ref +5, Will +8; Str 10, Dex 17, Con 12, Int 18, Wis 14, Cha 13.

Skills and Feats: Concentration +15, Diplomacy +3, Gather Information +5, Knowledge (arcana) +15, Knowledge (dungeoneering) +15, Knowledge (local) +15, Knowledge (religion) +15, Move Silently +8, Spellcraft +17; Empower Spell, Greater Spell Focus (Evocation), Scribe Scroll, Skill Focus (Concentration), Spell Focus (Evocation).

Cat Familiar: This creature grants its master a +3 bonus on Move Silently checks. It also grants Alertness as long as it is within 5 feet. The familiar uses the better of its own and its master's base save bonuses. The creature's abilities and characteristics are summarized below.

Cat Familiar: CR —; Tiny animal; HD 8; hp 16; Init +2; Spd 30 ft.; AC 18, touch 14, flat-footed 16 [+2 size, +2 Dex, +4 natural]; Base Atk +0; Grp -12; Atk +4 melee (1d2-4, bite); Full Atk +4/+4 melee (1d2-4, 2 claws) and -1 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SQ deliver touch spells, improved evasion, low-light vision, scent, speak with master, speak with other felines; SV Fort +2, Ref +4, Will +7; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +14 (+22 in areas of tall grass or heavy undergrowth), Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, this creature takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

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

Empathic Link (Su): This wizard can communicate telepathically with her familiar at a distance of up to 1 mile. She has the same connection to an item or a place that the familiar does.

Share Spells (Su): This wizard may have any spell she casts on herself also affect her familiar if the latter is within 5 feet at the time. The master may also cast a spell with a target of "You" on her familiar.

Wizard Spells Prepared (4/5/4/4/3): 0—*light message, read magic, resistance*, 1st—*burning hands* (DC 17), *color spray* (DC 15), *grease* (DC 15), ~~*mage armor*~~, *protection from evil* (DC 15); 2nd—*flaming sphere* (DC 18), *glitterdust* (DC 16), *invisibility, web* (DC 16); 3rd—*displacement, lightning bolt* (DC 19), *empowered magic missile, slow* (DC 17); 4th—*fear* (DC 18), *Otiluke's resilient sphere* (DC 20), *stoneskin*.

Spellbook: as above plus 0—all; 1st—*charm person* (DC 15), *expeditious retreat, identify, ray of enfeeblement, shield*; 2nd—*bear's endurance, scorching ray, shatter* (DC 18); 3rd—*fly, haste*, 4th—*polymorph, solid fog*.

Possessions: *bracers of armor +1, ring of protection +1, dagger, mwk light crossbow, 10 bolts, scroll of cloudkill* (CL 9), *scroll of fireball* (CL 5), *boots of elvenkind, Quaal's feather token (whip)*.

Powered-Up Suite (mage armor): AC 18, flat-footed 15 [+4 armor, +1 ring, +3 Dex].

Varys Harlaw: Male human (Flan) Wizard 10; CR 10; Medium humanoid (human); HD 10d4+20; hp 54; Init +3; Spd 30 ft.; AC 15, touch 15, flat-footed 12 [+2 ring, +3 Dex]; Base Atk +5; Grp +6; Atk +7 melee (1d4+2/19-20, *sacrificial knife*) or +9 ranged (1d8/19-20, mwk light crossbow) or +6 melee (touch) or +8 ranged (ray); SQ empathic link, share spells, tiny viper familiar; AL LE; SV Fort +5, Ref +6, Will +9; Str 13, Dex 16, Con 14, Int 20, Wis 15, Cha 16.

Skills and Feats: Bluff +15, Concentration +15, Diplomacy +14, Gather Information +5, Knowledge (arcana) +18, Knowledge (local) +11, Knowledge (nobility and royalty) +11, Knowledge (the planes) +14, Knowledge (religion) +15, Sense Motive +8, Spellcraft +20; Blind-Fight, Craft Wondrous Item, Empower Spell, Leadership, Skill Focus (Bluff), Spell Focus (Evocation), Violate Spell (*wall of fire*)*.

Languages: Common, Flan, Ignan, Infernal, Old Oeridian.

Empathic Link (Su): This wizard can communicate telepathically with his familiar at a distance of up to 1 mile. He has the same connection to an item or a place that the familiar does.

Share Spells (Su): This wizard may have any spell he casts on herself also affect his familiar if the latter is within 5 feet at the time. The master may also cast a spell with a target of "You" on his familiar.

Tiny Viper Familiar: This creature grants its master a +3 bonus on Bluff checks. It also grants Alertness as long as it is within 5 feet. The familiar uses the better of its own and its master's base save bonuses. The creature's abilities and characteristics are summarized below.

Tiny Viper Familiar: CR —; Tiny animal; HD 10; hp 27; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 22, touch 15, flat-footed 19 [+2 size, +3 Dex, +7 natural]; Base Atk +0; Grp -11; Atk +5 melee (1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA poison; SQ deliver touch spells, improved evasion, scent, speak with master, speak with other felines; SV Fort +3, Ref +6, Will +9; Str 4, Dex 17, Con 11, Int 10, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +15, Listen +9, Spot +9, Swim +5; Weapon Finesse.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, this creature takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Poison (Ex): A viper has a poisonous bite that deals initial and secondary damage of 1d6 Con (Fort save DC 10 negates). The save DC is Constitution-based.

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

Wizard Spells Prepared (4/6/5/5/4/3): 0—*detect magic, flare* (DC 13), *mage hand, ray of frost*, 1st—*alarm, burning hands* (DC 17), ~~*mage armor*~~, *magic missile, shield, unseen servant*, 2nd—*glitterdust* (DC 17), *mirror image, scorching ray, shatter* (DC 18), *wither limb** (DC 17); 3rd—*curse of the putrid husk** (DC 18), *displacement, lightning bolt* (DC 19), *empowered magic missile, empowered ray of enfeeblement*; 4th—*damning darkness, enervation, lesser globe of invulnerability, stonewall*; 5th—*empowered fireball* (DC 19), *power leech** (DC 20), *violated wall of fire* (DC 20).

Spellbook: as above plus 0—all; 1st—*detect secret doors, shocking grasp*; 2nd—*arcane lock, web* (DC 17); 3rd—*haste*; 5th—*cloudkill* (DC 20), *contact other plane, wall of force*.

Possessions: mwk light crossbow, 10 bolts, *cape of the mountebank, ring of mind-shielding, ring of protection +2*.

Powered-Up Suite (*mage armor*): AC 19, flat-footed 16 [+4 armor, +2 ring, +3 Dex].

*New rules items detailed in Appendix 8.

Rygok (cohort): Male hobgoblin Fighter 5/Warrior of Darkness 3; CR 8; Medium humanoid (goblin); HD 8d10+24; hp 72; Init +1; Spd 20 ft.; AC 24, touch 12, flat-footed 23 [+9 armor, +3 shield, +1 Dex, +1 deflection]; Base Atk +8; Grp +11; Atk +13 melee (1d8+6/x3, +1 *battleaxe*) or +10 ranged (1d6+3, mwk javelin); Full Atk +13 melee (1d8+6/x3, +1 *battleaxe*) or +10/+5 ranged (1d6+3, mwk javelin); SQ black magic elixir, black magic oil, darkling weapon, darkvision 60

ft.; AL LE; SV Fort +11, Ref +5, Will +7; Str 17, Dex 12, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Craft (alchemy) +12, Knowledge (arcana) +7, Move Silently +11, Speak Language (Abyssal), Spellcraft +10; Blind-Fight^B, Improved Bull Rush, Iron Will, Power Attack^B, Quick Draw, Weapon Focus (battleaxe)^B, Weapon Specialization (battleaxe)^B.

Languages: Common, Abyssal, Goblin, Infernal.

Black Magic Elixir (Su): This warrior of darkness has drunk a magical alchemical elixir granting him a +1 deflection bonus to Armor Class.

Black Magic Oil (Su): This warrior of darkness has anointed himself with a magical alchemical oil granting him the Blind-Fight feat as a bonus feat.

Darkling Weapon (Su): With 3 rounds of preparation (involving rituals and alchemical substances that cost 50 gp), this warrior of darkness can imbue any weapon with a +1 enhancement bonus on attack and damage rolls. If the weapon already has an enhancement bonus, he can instead imbue the weapon with any magical special quality that is the equivalent of a +1 bonus (see Chapter 7 of the *Dungeon Master's Guide* for a list of weapon qualities). The bonus of special quality only functions when the weapon is in his hands, and it lasts 1 hour per warrior of darkness level. He can imbue only one special quality in a weapon at a time.

Possessions: +1 full plate, +1 heavy steel shield, +1 battleaxe, mwk javelin x2, *cloak of resistance +2, potion of cure moderate wounds* (CL 3).

Powered-Up Suite (*darkling weapon*): Atk +13 melee (1d8+6 plus 2d6/x3, +1 *vicious battleaxe*); Full Atk +13/+8 melee (1d8+6 plus 2d6/x3, +1 *vicious battleaxe*).

Szek Winvid: Male human (Flan) Cleric 13 of Pholtus; CR 13; Medium humanoid (human); HD 13d8; hp 68; Init -2; Spd 30 ft.; AC 14, touch 11, flat-footed 14 [+3 armor, +3 ring, -2 Dex]; Base Atk +9; Grp +8; Atk +8 melee (1d3-1, unarmed strike); SA turn undead 7/day; SQ spontaneous healing; AL LN; SV Fort +8, Ref +2, Will +14; Str 8, Dex 6, Con 10, Int 16, Wis 22, Cha 19.

Skills and Feats: Concentration +16, Diplomacy +23, Heal +22, Knowledge (arcana) +19, Knowledge (religion) +19, Spellcraft +21; Brew Potion, Craft Rod, Leadership, Quicken Spell, Scribe Scroll, Skill Focus (Diplomacy).

Languages: Common, Celestial, Flan, Infernal.

Cleric Spells Prepared (6/8/8/6/6/5/4/2): 0—*create water, guidance, light, mending, purify food and drink, read magic*; 1st—*bane* (DC 17), *bles*, *comprehend languages, deathwatch, detect undead, endure elements, protection from chaos* (DC 17),

sanctuary (DC 17); 2nd—*augury, consecrate, darkness, enthrall* (DC 18), *heat metal* (DC 18), *owl's wisdom, sound burst* (DC 18), *zone of truth* (DC 18); 3rd—*blindness/deafness* (DC 19), *create food and water, daylight, magic circle against chaos* (DC 17), ~~*magic vestment*~~, *searing light*; 4th—*discern lies* (DC 20), *divination, fire shield* (DC 20), *lesser planar ally, neutralize poison, tongues*; 5th—*atonement, commune, dispel chaos* (DC 21), *raise dead, quickened shield of faith*; 6th—*quickened bear's endurance, hold monster* (DC 22), *greater dispel magic, heal*; 7th—*dictum* (DC 23), *quickened invisibility purge*.

Domains: Law (cast law spells at +1 caster level), Sun (greater turning 1/day; destroys undead instead of turning).

Possessions: *circlet of persuasion, mantle of spell resistance, ring of protection +3, rod of rulership.*

Appendix 7: Negotiations From Dimre's Side

Game Rule Information

When running the Negotiations from Osilin's side, you need to be familiar with *Player Handout #2*. It may help to carry an extra copy of that handout for your own use. That handout explains the basics, but as the judge, you need a few more details. Posted below are the point values for Dimre. When rolling Diplomacy checks, first figure out the overall score for Dimre. Apply that score as a circumstance bonus or penalty to the roll of the PCs. So if Dimre is currently 10 points ahead, the PCs would get a +10 bonus on their check; on the other hand if Dimre is 10 points behind, the PCs would get a -10 bonus on their check. If the PCs succeed on the check, they succeed on the negotiations.

Beneficial Variables

Monthly payments (1 year)

- 5 pts. 500 to 1,000 gp
- 10 pts. 1,001 to 1,500 gp
- 20 pts. 1,501+ gp

Livestock

- 5 pts. 100 to 200 oxen
- 10 pts. 201 to 800 oxen
- 15 pts. 801+ oxen

Soldiers

- 10 pts. 100-400 fighting men
- 20 pts. 401 to 750 fighting men
- 30 pts. 751+ fighting men

Monthly payments (3 years)

- 10 pts. 500 to 1,000 gp
- 25 pts. 1,001 to 2,000 gp
- 45 pts. 2,001+ gp

Form of Payment Variables

Phostwood lumbering rights (1 year)

- -5 pts. •3,500 acres
- -10 pts. •7,500 acres
- -15 pts. •10,000 acres

Phostwood lumbering rights (3 years)

- -10 pts. •3,500 acres
- -20 pts. •7,500 acres
- -40 pts. •10,000 acres

Lumber stores

- -15 pts. •5,000 planks
- -25 pts. •10,000 planks
- -35 pts. •15,000 planks

Humanoid slaves

- -5 pts. •100 slaves
- -10 pts. •300 slaves
- -15 pts. •500 slaves

Appendix 8: Book of Vile Darkness Rules

Vile Damage

Vile damage, like regular damage, results in the loss of hit points or ability score points. Unlike regular damage, vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell. Vile damage represents such an evil violation to a character's body or soul that only in a holy place can healing magic repair the damage.

Violate Spell (METAMAGIC)

The character can transform one of his spells into an evil spell, and the wounds the spell inflicts are tainted with the foulest evil.

Prerequisite: Any evil alignment.

Benefit: This feat adds the evil descriptor to a spell. Furthermore, if the spell deals damage, half of the damage dealt is vile damage. For example, a violated *lightning bolt* cast by an 8th-level wizard deals 8d6 points of damage: 4d6 points of electricity damage and 4d6 points of vile electricity damage (but creatures immune to electricity take no damage). A violated spell uses up a spell slot one level higher than the spell's actual level.

Special: A character may take this feat multiple times, choosing a different spell each time.

Warrior of Darkness (Excerpt)

The warrior of darkness, sometimes called the dark knight, is a practitioner of black magic. He studies the dark arts and learns the terrible secrets involved with evil rituals and spells. However, he does not cast spells himself. Instead, he uses his arcane knowledge to make himself a more formidable combatant.

Evil fighters, often those with a few levels of wizard or sorcerer, sometimes become warriors of darkness. Less frequently, warriors of darkness come from the ranks of single-classed wizards or sorcerers, or bards, rangers, and even clerics.

Warriors of darkness often keep to themselves, although they sometimes ally themselves with evil sorcerers or wizards.

Other times, they employ small groups of evil humanoids such as orcs, gnolls, and bugbears to aid them and guard their dark sanctums. They dream of power and conquest through violence and bloodshed. A warrior of darkness is not usually subtle, nor is he barbaric. Instead, he is a chilling compromise of physical might and intelligent sophistication.

Hit Die: d10.

Requirements

To qualify to become a warrior of darkness, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +5.

Skills: Craft (alchemy) 3 ranks, Knowledge (arcana) 3 ranks, Speak Language (Abyssal), Speak Language (Infernal), Spellcraft 1 rank.

Feats: Iron Will.

Special: The character must endure a week of painful and scarring black magic rituals performed in solitude, the secrets of which take months to study and research successfully.

Class Skills

The warrior of darkness' class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (alchemy) (Int), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Move Silently (Dex), Ride (Dex), and Spellcraft (Int). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the warrior of darkness prestige class.

Weapon and Armor Proficiency: A warrior of darkness is proficient with all simple and martial weapons, with all types of armor, and with shields.

Black Magic Oil (Su): A warrior of darkness can use his forbidden arcant arts to create a magic oil that he anoints himself with. An individual warrior of darkness makes oil that works only on him, and he can only make one dose of the oil each time this class feature is gained (at 1st, 4th, 7th, and 10th level).

Class Level +

Cha Modifier Ability/Effect

2 or lower Dweller in darkness; character gains Blind-Fight.

3-4 Demonic celerity; character gains the Combat Reflexes feat.

5-6 Ensorcelled flesh; character's natural armor bonus improves by +1.

7-8 Hellpower; character gains +1 inherent bonus to Str, Con, or Dex.

9 Rapid step; character gains inherent +10 ft. bonus to speed.

10 Unholy strike; character gains the ability to deal +2d6 damage against good creatures 3/day.

11 or higher Malign fury; character can take a full attack

action in conjunction with a move or move-equivalent action, usable 3 rounds per day.

When he attains an appropriate level, the warrior of darkness creates a new black magic oil and anoints himself with it. He then chooses from the above list of supernatural abilities to imbue within himself permanently, picking a choice available to him based on his class level and Charisma modifier (the highest-number choice possible or any lower one). A warrior of darkness cannot choose an ability more than once.

Darkling Weapon (Su): With 3 rounds of preparation (involving rituals and alchemical substances that cost 50 gp), a warrior of darkness can imbue any weapon with a +1 enhancement bonus on attack and damage rolls. If the weapon already has an enhancement bonus, the warrior of darkness can instead imbue the weapon with any magical special quality that is the equivalent of a +1 bonus (see Chapter 7 of the *Dungeon Master's Guide* for a list of weapon qualities). The bonus or special quality only functions when the weapon is in the hands of the warrior of darkness, and it lasts 1 hour per warrior of darkness level. The warrior can imbue only one special quality in a weapon at a time.

Black Magic Elixir (Su): At 3rd level, a warrior of darkness can use his knowledge of black magic and alchemy to create a magical elixir that he then imbibes. An individual warrior of darkness makes elixir that works only on him, and he can only make one dose of the elixir each time the class feature is gained (at 3rd, 6th, and 9th level).

When he creates an elixir, the warrior of darkness chooses from the following list of supernatural abilities to imbue within himself permanently, picking a choice available to him based on his class level and Charisma modifier. No ability other than violent knowledge may be chosen more than once.

Class Level + Cha Modifier	Ability/Effect
3 or lower	Violent knowledge; character gains bonus feat from list below.
4-6	Aura of evil; character gains +1 deflection bonus to Armor Class.
7-8	Inner hellpower; character gains a +1 inherent bonus to Int, Wis, or Cha.
9	Dark senses; character gains tremorsense ability (can sense location of anything within 60 feet that is in contact with the ground).
10 or higher	Demonic wings; character can use the spell <i>demon wings</i> 1/day cast at the character's warrior of darkness level.

Violent Knowledge Feat List: Cleave, Combat Expertise, Deflect Arrows, Dodge, Exotic Weapon Proficiency, Far Shot, Great Cleave, Improved Bull Rush, Improved Critical*, Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Improved

Two-Weapon Fighting, Improved Unarmed Strike, Mobility, Mounted Archery, Mounted Combat, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Ride-By Attack, Shot on the Run, Spirited Charge, Spring Attack, Stunning Fist, Trample, Two-Weapon Fighting, Weapon Finesse, Weapon Focus*, Weapon Specialization*, Whirlwind Attack.

A character can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. Characters must still meet all prerequisites for a feat, including ability scores and base attack bonus (see Chapter 5 of the *Player's Handbook* for descriptions of feats and their prerequisites).

Scarred Flesh (Su): Through ritual scarification, a 5th-level warrior of darkness gains damage reduction 5/magic.

Repellent Flesh (Su): Through ritual, obscene tattooing, an 8th-level warrior of darkness gains spell resistance 20.

Curse of the Putrid Husk

Illusion (Phantasm) [Fear, Mind-Affecting, Evil]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round + 1d10 minutes

Saving Throw: Will negates

Spell Resistance: Yes

This illusion forces the subject to believe that his flesh is rotting and falling off his body, and that his internal organs are spilling out. If the target fails his saving throw, he is dazed (and horrified) for 1 round. On the following round, he falls unconscious for 1d10 minutes, during time he cannot be roused normally.

Damning Darkness

Evocation [Darkness, Evil]

Level: Clr 4, Darkness 4, Sor/Wiz 4

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell is similar to *darkness*, except that those within the area of darkness also take unholy damage. Creatures of good alignment take 2d6 points of damage per round in the darkness, and creatures neither good nor evil take 1d6 points of damage. As with the *darkness* spell, the area of darkness is a 20-foot radius, and the object that serves as the spell's target can be

shrouded to block the darkness (and thus the damaging effect).

Damning darkness counters or dispels any light spell of equal or lower level.

Arcane Material Component: A dollop of pitch with a tiny needle hidden inside it.

Power Leech

Necromancy [Evil]

Level: Corrupt 5

Components: V, S, Corrupt

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 round/level then 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster creates a conduit of evil energy between himself and another creature. Through the conduit, the caster can leech off ability score points at the rate of 1 point per round. The other creature takes 1 point of drain from an ability score of the caster's choosing, and the caster gains a +1 enhancement bonus to the same ability score per point drained during the casting of this spell. In other words, all points drained during this spell stack with each other to determine the enhancement bonus, but they don't stack with other castings of *power leech* or with other enhancement bonuses.

The enhancement bonus lasts for 10 minutes per caster level.

Corruption Cost: 1 point of Wisdom drain.

Wither Limb

Necromancy [Evil]

Level: Clr 2, Mortal Hunter 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature with limbs

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster chooses to wither either the arms or legs of the subject. Withered legs force the character to fall prone and make it impossible for her to move more than 5 feet per round (a full-round action). Withered arms make it impossible for a character to use objects or cast spells with somatic components, and the subject must drop anything she was holding. At the end of the spell's duration, the limbs return to normal.

Player Handout #1

Kidonee:

In your negotiations with the Grand Theocracy, you will be bargaining for the procurement of three things. The most important is lumbering rights over the Phostwood. As a secondary goal, see if you can acquire any of their existing lumber stores. Your tertiary objective should be negotiating for orc and goblin slaves. Following is a list of things you are authorized to offer in return, the easiest to provide being listed first: monthly payments worth up to 3,000 gp for up to a year, up to 1,400 oxen and a temporary loan of up to 800 fighting men. If absolutely necessary, I permit you to authorize the monthly payments to proceed for 3 years, but this would put quite a strain on my resources. Remember to be shrewd in your dealings with these priests as I still do not fully trust them. No doubt they will attempt to swindle you if you let them. Do NOT let them see this letter. Make me proud and you will be rewarded. Fail me and you may find those close to you in uncomfortable situations.

Renfus

Player Handout #2

Game Rule Information

For the negotiations, you will be bargaining over six variables. Three of them are beneficial to your side; three of them are forms of payment. For each beneficial variable you bargain for, you earn points as indicated. For each form of payment you offer, you are deducted points as indicated. Your goal is to offer as little as possible while gaining as much as possible. The negotiations are considered a success for Stoink if the point balance is positive at the end, neutral if the point balance is zero and a failure if the point balance is negative at the end. There is a minimum acceptable amount for beneficial variables, so if you request them at all, you must request at least the minimum; anything less would not be a useful amount and nets you no points.

Once you are satisfied with a set of conditions, you must roll a Diplomacy check opposed by the check of the negotiator from the opposing side. You may be given a penalty or bonus to your roll depending on how beneficial or hurtful your offer is to the other party. Only one character may roll this check and no one may use the Aid Another action. If your check is successful, the opposing party accepts the proposal and negotiations are over. If your check is unsuccessful, you must alter the terms of your conditions and make the check again. Each failed check imposes a cumulative -2 penalty on your next check so make your offers carefully. *Hint: You do not need a character specialized in the Diplomacy skill to do well in the negotiations. It is possible through role-playing and clever play to create conditions that are favorable for both sides.*

Beneficial Variables

Phostwood lumbering rights (1 year)

- 5 pts. 1,000 to 2,000 acres
- 10 pts. 2,001 to 5,000 acres
- 15 pts. 5,001+ acres

Phostwood lumbering rights (3 years)

- 15 pts. 1,000 to 2,000 acres
- 25 pts. 2,001 to 5,000 acres
- 40 pts. 5,001+ acres

Lumber stores

- 10 pts. 2,000 to 6,000 planks
- 20 pts. 6,001 to 12,000 planks
- 30 pts. 12,001+ planks

Humanoid slaves

- 10 pts. 50-200 slaves
- 15 pts. 201-400 slaves
- 20 pts. 401+ slaves

Forms of Payment Variables

Monthly payments (1 year)

- -5 pts. •1,500 gp
- -10 pts. •2,500 gp
- -15 pts. •3,000 gp

Livestock

- -5 pts. •500 oxen
- -10 pts. •1,200 oxen
- -20 pts. •1,400 oxen

Soldiers

- -10 pts. •200 fighting men
- -20 pts. •600 fighting men
- -30 pts. •800 fighting men

Monthly payments (3 years)

- -15 pts. •1,500 gp
- -30 pts. •2,500 gp
- -50 pts. •3,000 gp

Player Handout #3

Greetings, once again, Rhaedrick,

I must admit I was quite encouraged to hear the news that you are once again in “good spirits.” As a matter of fact, it is fortuitous, for the petitioners to great Azruphael once again require my attention and I need your help, my boy. If you will recall our last meeting in which I delineated the necessary measures for securing the link through the Rookroost sewers in order to ferry certain unmentionables out of the city, then you will understand that I need to make immediate use of these facilities. There is something that has come to my attention regarding your fair city that requires my direct intervention. I am certain the Graf would be quite displeased with my attempt, but I am willing to compensate you quite fairly. Recent seizure of a heretic plantation yielded a wealth of magical items, a sample of which I have sent to you along a separate route from this letter. Once you have things arranged, use the device I sent you back in 591 to relay the news back to me. As soon as I hear from you, I will send the servants of Azruphael to their task.

May the Blessed Dominion Last to Eternity,

Varys

Player Handout #4

Honorable Osilin,

You have served the Blinding Light most faithfully for 12 years. Your dedication is commendable to even a high canon and we wish you providence as you begin your new assignment in the cesspool of heresy known as Dimre. Fear the true power of the Inflexible One and follow his guiding light on your path and you shall be victorious. Even the most accursed of heretics are not beyond redemption. You are a good and excellent servant to volunteer for this mission as it means giving up everything you have here to enter the den of the lion, but I am assured that Pholtus has great things in store for you. Trust in Pholtus always and follow the One True Way to the end of your days that you may find blessed unity with the Light hereafter.

The Blinding Light guide you,

Ogon Tillate, Supreme Prelate of the Pale