

IUZ5-05

The Mission is Everything

A One-Round D&D LIVING GREYHAWK[®] Iuz's Border States Metaregional Adventure

Version 1.0

by Wes Nicholson

Maps and layout of the complex originally from *IUZ3-01 Across the Border*, by Jason Bulmahn. Used with permission.

Thanks to Jason for this material.

Thanks also to Bruce Paris and Rob Little for their advice and assistance.

So many times the Drinkers have sent you on missions of seemingly random importance. So many times they've told you to ignore the evils you may see on your mission. So many times you've been told not to get distracted and sacrifices are necessary to bring down the Old One. Well, this time it's different. This time, you're going to go fix one of the first evils you saw and this time that IS the mission. A one round adventure for APLs 8 to 16.

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

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

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

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

Visit the LIVING GREYHAWK website at www.rpga.com

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

RPGA SANCTIONED PLAY

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

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

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

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read

aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

- Determine the character level for each of the PCs participating in the adventure.
- If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted

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

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.

- 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.
- 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 metaregional adventure, set in Iuz's Border States. Characters native to Iuz's Border States 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*.

Adventure Background

In *IUZ3-01 Across the Border*, the PCs came across a slave camp where terrible things were happening. The mission parameters at the time did not allow the PCs to do anything to help the slaves. There have been other missions since, some for the Drinkers of the Cup of Midnight, and some supposedly for that same group, where the PCs have been forced to ignore despair and depravity in order to "get the job done". This time it's different. This time, freeing the slaves – well one of them at least – IS the mission.

Adventure Summary

The adventure begins with the PCs answering an invitation to the Last Stand Inn in Redoubt in Furyondy. The proprietor is Krestok, a veteran of the Greyhawk Wars. He is a fair trader. Dinner, Bed and Breakfast costs 3 sheridans (3 sp) per person for a semi-private room (two people). The PCs meet their contact here. They are told only that the chance exists to do something good, and to harm the cause of the Old One.

Their contact tells them of a cleric of Fharlanghn who has been captured by slavers. The Drinkers want him rescued. Nothing else matters.

Once the PCs accept this mission (they do, or the adventure is over for them) they are approached by another contact. This one offers to reward the PCs if they can rescue more of the slaves, and not just the cleric.

There is time now for the players to plan how their characters intend to accomplish the mission. They have been offered certain equipment to assist them, but they are free to come up with their own ideas.

Moving into the borderlands of the Old One's empire, the PCs need to avoid the town of Izlen but they find (or are found by) a patrol from there. They must not allow the Iuzian(s) to escape and raise the alarm.

Arriving at the slave pits, the first thing the PCs encounter is an anti-magic field in and around the entrance, and another one at the chimneys. They may not even notice the field(s) unless they have active magic up, such as ioun stones.

Within the pit, there are several chambers. Most are not in use right now, but some are. Entering the tunnel to the main pit (where the slaves are being held), the PCs encounter a nasty trap designed to take down their buff spells and anything else that might be useful. It also alerts the guardians that someone is coming.

The main pit has been turned into a guard post for one or more beholders and a battle is pretty much inevitable here.

Once past the guardians, the PCs have only to face the current master of the slave pits – either a rakshasa or an intelligent undead depending on APL. When the evildoer is defeated, it is a simple matter to rescue whatever slaves they can fit into their plan, and leave. Once again, Izlen should be avoided.

Preparation for Play

In all cases where knowing whether a skill check has succeeded or not (eg. Listen, Search, Spot) has a bearing on the PCs next action, you should ask what the modifier is and make the die roll in secret, and only inform the player if their character noticed anything or not. If the PCs decide to take 20 on Search checks (especially), remember to count down time for any minute-per-level spells that might be up.

Find out what the group's light source is when they go underground. This is important in Encounters 4 and 5. In Encounter 4, if they have no non-magical means of seeing in the dark they cannot avoid the trap. In Encounter 5, as the first magical light source leaves the area of the *antimagic field*, its sudden activation alerts the guard(s).

There are so many favors and disfavours, and notices, that it's not feasible to list them all here. You should check with each player which NPCs like their PC and which don't, in case it becomes an issue during the adventure. The only notice that is likely to matter for combats is the Ire of Iuz, but check everything just in case.

Important

You should check with each PC what previous tasks they have done for the Drinkers, and what tasks they have done supposedly for the Drinkers that ended up being for Pazrael or some other faction. This may be important in the introduction as the agent knows every real, and fake, mission each of the PCs has done.

Clever parties who have been to the slave camp before may choose to *teleport* in and out. That's fine, but keep in mind the miss chance – especially on the way in. Once they get to the mines they still need to locate the cleric. Also, if they avoid the patrol encounter in this way, they get no xp or treasure for that encounter.

Encounter Four Preparation

Get a list of what spells people normally have up, and where those spells come from. Make rolls now, plus an extra one or two per PC just in case, for the *dispel magic* trap in Encounter 4, and when the time comes you

should hand a note to each affected player telling them what's no longer working (assuming it's something they would know is gone and that something was dispelled). The PCs are in an area affected by *silence* when this happens, so verbal communication is not an option. You should not let the players metagame, but rather increase the paranoia level. The first PC in line that gets affected needs to find some other way of letting the rest of the party know there's a problem – unless the party find and disarm the trap.

Introduction

You find yourself in the taproom of the Last Stand Inn, located in the garrison town of Redoubt in Furyondy. You are here because of an anonymous invitation, but you're fairly sure its source is an agent of that mysterious organisation known as the Drinkers.

You sat at the third table from the back of the room, as instructed, and it's hardly a surprise to see some other folk who look like adventurers sharing the table with you.

This is where the PCs get to introduce themselves if they do not already know each other.

A wholesome meal of roast boar, grilled vegetables, this morning's bread, and some tart goat cheese has been provided and the ale and wine have flowed freely but not excessively.

A thin man with a nervous twitch approaches your table and sits down.

"Thank you all for coming. My name is Ansul Shotek and I represent an organisation you have all worked for in the past. We have a little job for you, if you're interested. As usual, it won't pay you anything, but you can keep anything you take from the agents of Old Wicked. Also as usual, this mission will annoy the Old One and his minions, and finally, as usual, it is imperative that you not allow side issues to distract you from the task at hand. Are you interested in hearing more?"

The PCs should have a bunch of questions at this point, and they are likely suspicious of Ansul since they've been duped in the past into thinking they were working for the Drinkers when they were not. Ansul is exactly who and what he claims to be. He answers any questions about past missions to the best of his ability (he knows who has done what). He does not detect as evil – he is Lawful Neutral if anyone has any means of determining this.

Once the PCs are satisfied they're not being messed with, Ansul continues.

“Right then. As some of you may know, there is a slave camp just inside the borders of the Old One’s empire. It is near the town of Izlen and it is imperative that you not be noticed by the patrols that come out of there. If the alarm is raised you are all doomed. It has come to our notice that a cleric of Fharlanghn, one Abdul Hakim bin Fzull, has been captured by the forces of Old Wicked and he is being held at the slave camp while his fate is determined. The patrols from Izlen have increased to coincide with Fzull’s incarceration so we are sure he has something of great importance to make his rescue vital to our cause. If you cannot avoid the patrols you must ensure you wipe out any you encounter. The Drinkers want this cleric rescued, and you seem to be the best available resources to do the job. How you do it is up to you, except that since we don’t know exactly where in the camp he is, and I doubt any of you has been there more than once, I would not recommend teleporting in. Teleporting may be the best way out once you have Fzull, that is your decision to make. Rescuing Fzull is the only thing that matters – you cannot hope to save everyone at the slave camp. I understand that may not sit well with some of you, but you must believe me when I tell you that sometimes evil needs to get a small victory in order for good to ultimately triumph.”

If anyone does a Sense Motive on Ansul, he is sincere.

“I can offer you the loan of a wagon, and also some trade goods, to use as cover if you wish. The wagon comes with two draft horses, a spare wheel, spare tack, and the necessary tools to carry out repairs. There is also some timber and some iron you are free to make use of if you need to. The wagon has a secret compartment in the front where you could hide Fzull. Meet me outside the stables at sunset if you want the job. The wagon and goods will be there just in case.”

The secret compartment is well hidden within the construction of the wagon, and a DC 25 Search check is needed to find it. Searching from underneath the wagon reduces the DC to 20. The compartment is entered from beneath the wagon, can be opened from the inside and is lined with copper to prevent most detection spells from penetrating it.

At this point, Ansul really has nothing more he can do for the group – they can take his offer of equipment or leave it. They can take the job or the adventure is over.

Either way, Ansul pays for dinner and drinks, and then leaves.

Encounter One: Extra Duty

A short while after Ansul leaves, but before the PCs retire (you may need to adjust this if some PCs leave right after Ansul), another person approaches the table, with a counter offer for the PCs.

As you contemplate Ansul’s offer, and begin to ponder just how to do the job, a cloaked and hooded figure sits down at your table without an invitation. The voice is female, and husky.

“Don’t be alarmed, and please don’t attract attention. I know of the task you have been given, and it irks me that once again you are being told to ignore the suffering around you in order to get the job done. I don’t know if you can manage to rescue more than Fzull without endangering the mission, but if you can save a few more souls from the depravations of Old Wicked’s minions I would be most grateful. If you do this, look for me at Midnight in the Shadows of the oak tree out the back of the inn when you return.”

With that, the woman stands up and leaves.

The woman does not remove her hood or cloak, but if some enterprising PC does it for her they will be face to face with the Shade. She is the real deal, not some minion of Iuz in disguise. She is highly annoyed at being unmasked like this, but she doesn’t cancel the mission since she is hoping the PCs will be able to rescue her lover – another agent of the Drinkers who was sent to the pits a week ago. She does NOT reveal that information under any circumstance.

Encounter Two: The Plan

This is not really an encounter so much as time for the players to figure out how their characters intend to attack the problem. There are so many PCs, with so many skills and abilities, that it is not possible to guess at all the plans that may be hatched here. Ansul gave one suggestion, it’s by no means the only one that could work. Ansul’s suggestion is there for groups who don’t plan well, or who don’t enjoy the planning stages of an adventure and just want to get on with it. Groups who take Ansul’s suggestion at face value should not be awarded the xp for the planning stage.

However, one simple variation on Ansul’s plan would be to use the wagon and make some small modifications so it looks like a slave transport (barred

sides and top and gate at the rear would do). This might allow the rescue of more prisoners if the PCs felt inclined that way.

Whatever the PCs come up with, if the plan seems feasible it should be allowed to work. The main part of the adventure is in defeating the guardians at the camp, not in bluffing or fighting their way past Iuzian patrols.

Encounter Three: Contact!

Adjust this as necessary to fit the PCs plan. This text assumes they are using the wagon in some form or another. If they are not, this encounter may end up being bypassed entirely.

You've left the town of Redoubt far behind and are approaching the edge of the Vesve. It's obvious Old Wicked's forces have been at work here – trees hacked down with no thought of regrowth. When the time comes, the elves will no doubt exact a high price from the inhabitants of Izlen.

Thinking of Izlen, you recall the warning about heightened activity. Now would be a good time to take on the roles you have chosen for your infiltration into the lands of the Old One.

Allow whatever preparations the PCs deem necessary before continuing.

You are barely out of the edge of the forest when you spot a patrol of one coming your way. It looks like a choice of words or weapons here and the creature approaching doesn't seem in the mood to talk.

The PCs can attempt to bluff their way past the patrol if they want but the patrol knows the PCs aren't expected so the starting position is Hostile. Most groups likely want to whack the bad guys, and more power to them for doing so. Dead patrols tell no tales in the mess tonight.

The encounter begins with the patrol at 200 feet from the PCs.

Tactics: Hah!. The patrol simply attacks as best it can. If it lasts more than one round of combat, but is getting beaten, it attempts to flee and raise the alarm. This encounter is intended as a reminder to the PCs that they must remain incongnito, and allowing the bad guy to flee is a bad idea.

Treasure: Nil

APL 8 (EL 5)

Troll : hp 65; see *Monster Manual* page 247.

APLs 10 and 12 (EL 8)

Cave Troll : hp 112; see *Appendix Two*.

APL 14 (EL 9)

Vrock : hp 115; see *Monster Manual* page 48.

APL 16 (EL 10)

Bebilith : hp 151; see *Monster Manual* page 42.

Encounter Four: The Slave Pits

With that pesky patrol out of the way, the remainder of your journey to the slave pits takes one uneventful day. You arrive at the camp and it is quiet – maybe too quiet. For those of you who've been here before, things have changed – a lot.

The smoke-belching open pit you may recall from your previous visit is now sealed with a metal cap that looks like even a Dire Boar would have trouble moving. The door into the stone hillock is still there, but no light shows through any cracks. The whole area seems somehow more sinister than it was when it was “just a slave pit”.

The only way in from the outside is through the door, to Area 1. The door is neither locked nor trapped – the defenses of this place are much further inside. This is just to get the paranoia levels going up.

Remember to keep track of time spent searching the empty rooms because it affects the duration of minute per level spells and maybe even 10 minute per level spells.

Area 1 – The Common Room

The door leading to Area 2 is locked. The one to Area 5 has been torn from its hinges and lies twisted and broken on the floor. When the PCs enter, read or paraphrase the following:

The chamber before you is large enough to take up most, if not all, of the space under the stone hillock. Across from you are two stone staircases leading down. To your right is a stone door and to your left are the remains of a stone door, broken into little pieces, its hinges twisted beyond repair. In the middle of the room is a large table standing almost five feet off the ground. Some old tree stumps lie discarded on the floor – probably these were used as stools by the occupants. The feeling you get here is that the room has not been used for anything other than passage in a long time.

There is nothing to be found in this room, other than the various ways out of it. A PC with the Track feat can make a DC 20 Survival check to determine the bulk of the tracks in recent times have gone through the broken door, in both directions. Booted feet, mostly medium in size with the occasional small creature, or perhaps a child's foot. A DC 30 check reveals that between 25 and 40 individuals have been through within the last two weeks.

Areas 2, 3, 4 and 5 are detailed in this encounter. Areas 6, 7, and 8 are in later encounters.

Area 2 – The Slaver's Room

The door leading to Area 2 is locked. There was some writing on the door but it has been scratched off and what little remained has faded with time. If anyone wants to waste a spell to read it, the words say "Bozzes Rom – Tay Out!" in very bad common. When the PCs enter, read or paraphrase the following:

The room looks like it used to be the personal apartment of someone important. There are piles of clothes, weapons and other gear stacked haphazardly around the room and a bed that looks like it hasn't been slept in for some time. The only thing of note right off is the torch flickering on the wall, giving some light to the room.

There is nothing much of value to be found in this room, other than the *everburning torch*, and Zygrat's diary. The diary can be found by searching under the mattress of the bed. It tells a tale of woe, and how Zygrat was recalled to Dorakaa shortly after some adventurers came through this way a couple of years back. The last entry states "Heading to Dorakaa today – I guess I'll be back in a week or so once I explain to Lord Null how those adventurers kicking my backside wasn't my fault."

Stone Door: 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28; Open Lock DC 25.

Treasure:

All APLs: Magic – *everburning torch* (9 gp).

Area 3 – The Animal Pen

There is a rusted gate on the stairs leading down here. It is not locked, but it is rusted shut. A Strength check, DC 15, opens the gate with a loud screeching noise. This would normally alert anyone further inside the complex but due to the spells in Area 5 this does not happen. When the PCs enter, read or paraphrase the following:

The stairs leading down are covered in a thin layer of frost, as are the walls. The floor at the bottom is also covered in frost, about one inch deep. You can see some old gnawed bones lying on the floor, but nothing else.

The chamber is empty. The PCs are free to search around in the frost for anything of interest. The idea here is to heighten the level of paranoia, and burn up some time on those buff spells.

Area 4 – The Larger Animal Pen

Halfway down the stairs are the remnants of a heavy fur curtain. It is moth-eaten and rotting. When the PCs enter, read or paraphrase the following:

Pushing through what is left of a heavy fur curtain you can see a chamber that looks like it was quarters for some large humanoids – probably the same ones that used the table upstairs. Whoever, or whatever, used to sleep here has not been here for a very long time.

There is nothing of value to be found in this room. A few old bones and some rotting straw.

Area 5 – The REAL Entrance

The doorway leading to Area 5 is open and there is nothing to stop the PCs entering this 100 foot long tunnel whenever they choose. There are some nasty things in the tunnel though. First off, at ten feet into the tunnel a permanent *antimagic field* is in place, operating until the PCs are thirty feet in. From thirty feet to seventy feet the tunnel is affected by a permanent *silence* spell. At forty feet in there is a trap. How bad the trap is depends on the APL. Lastly, at eighty feet in there is another permanent *antimagic field* that extends to the end of the tunnel. The *antimagic fields* defeat any *arcane eye* or similar effects. Any prior tracking reveals this is where the occupants come and go. When the PCs enter, read or paraphrase the following:

This 15 foot wide tunnel twists slightly to the right shortly after you enter it. Suddenly, your everburning torch isn't, and your ioun stones fall to the floor!

The *antimagic field* won't do the PCs any harm, though it likely increases the paranoia level of the players. If they weren't searching every five feet for traps, they may well start now. If they don't, you should NOT prompt them. When they are ready to proceed, continue:

The antimagic field behind you now (your magic items are working again), the tunnel twists a little more, this way and that, but in complete silence.

At this point, you should inform the players that verbal communication is not possible between their characters and you should not allow them to discuss anything that is in-character unless they go back into the *antimagic field* to do so. If they are searching for traps, make the rolls. If not, the trap goes off.

APLs 8 to 12 (EL 4)

Dispel magic and alarm Trap: CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*Dispel magic*, 5th level wizard; area dispel centered on trap; +5 dispel check); Search DC 28; Disable Device DC 28.

APLs 14 and 16 (EL 7)

Greater dispel magic and alarm Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*Greater dispel magic*, 11th level wizard; area dispel centered on trap; +11 dispel check); Search DC 31; Disable Device DC 31.

The trap targets all spells on each creature that passes through it, until it dispels one spell per creature or there are no more spells on that creature to target. The *alarm* spell sends a silent mental warning to one of the guardians and gives them time to prepare.

Once past the trap, just after they leave the area of the *silence* spell, the PCs encounter a second *antimagic field*, which again does no harm, but stops any new scrying type spells that may have been cast and suppresses any summoned (but not called) “friends” that may be along for the journey. This field goes to the end of the tunnel.

The tunnel twists some more and now you can hear again. Just when things seem to be getting better, all your magic items stop working – again!

If they have some means of seeing, read this bit:

Just ahead, you can see the tunnel opens into a large chamber.

Allow the PCs to make whatever preparations they choose, keeping in mind the *antimagic field*. When they are ready to proceed, go to Encounter 5.

Encounter Five: The Eyes of Iuz are Upon You

The guardian(s) in this chamber might be on alert if the PCs set off the magical trap. Or, when the first PC with a magical light source steps out of the tunnel, the “winking on” alerts the guardian(s). Read the read-aloud text (adjusting as necessary), and roll initiative!

The tunnel comes to an end on a 15 foot square platform at the top of a stone staircase that spirals down to your left. The floor is some 25 feet below you and the ceiling, which is made of metal, is 15 feet above your head. Your magical items are working again, and you can dimly see the other side of the cavern, some 110 or so feet away. Something is moving over there!

Unless the PCs have been very fortunate, they have been spotted and combat is about to commence. At APLs 8 and 10, the beholder is hovering outside the entrance to area 8. At APL 12, there is one outside of area 8 and another outside area 7. For APLs 14 and 16, the third beholder is at the bottom of the staircase, just below the 6 on the map.

Tactics: At APLs where there are multiple beholders, after the first round of combat they take turns using their main eye on the party (or the largest group of PCs if they split up) and the other beholders ready until their eye rays are no longer suppressed.

At ALL APLs, the beholders avoid engaging in melee combat unless they are certain the PCs are no longer a threat.

Things that might happen to affect what the beholders do:

- Smart PCs may pull back into the antimagic field and attack with ranged weapons. After two rounds of this the beholders move to where they can't be seen from inside the tunnel.
- PCs may cast one or more of *fly*, *enlarge*, *animal growth*, *airwalk*, *summon [whatever flying creature]* in order to engage the beholders in melee and/or grapple them. The beholders response to this is to open its antimagic eye and suppress (or dismiss) the magical effect. This may mean the beholder and whatever is grappling it fall towards the floor (if the beholder cannot remain aloft with the extra weight). The beholder can take the falling damage, and its companions (if any) immediately target the grappling creature with their Fort save rays, taking the chance on hitting their companion and relying on its good save to keep it safe

Treasure: Nil. It's all in area 7.

APL 8 (EL 11)

Gauth Sorcerer: hp 188; see *Appendix One*.

APL 10 (EL 13)

Beholder: hp 93; see *Monster Manual page 26*.

APL 12 (EL 15)

Beholders (2): hp 93, 93; see *Monster Manual page 26*.

APL 14 (EL 16)

Beholders (3): hp 93, 91, 95; see *Monster Manual page 26*.

APL 16 (EL 19)

Advanced Beholders (3): hp 209 ea; see *Appendix Four*.

Encounter Six: The Slaver and the Slaves

With the beholder(s) defeated, the PCs now have two choices – area 7 or area 8. To help them on their way, a Listen check DC 15 picks up a slight moan from area 8.

Area 7 – The Treasure Room

All of the beholders' treasures are stored in the various "fingers" of this room. If the PCs come here first, and take time to loot the room before going to area 8, the Slaver has time to make many preparations for their arrival and does so. When the PCs enter, read or paraphrase the following:

This cave has several smaller caves off it, like the fingers of a hand. You think you saw something glint in the light of your torch from one of the fingers.

Searching the caves finds the following treasure (all of it in gems, except the wand)

APL 8: Loot – 0 gp, Coin – 600 gp, Magic – *wand of cure light wounds* - (62 gp).

APL 10: Loot – 0 gp, Coin – 2300 gp, Magic – *wand of cure light wounds* - (62 gp).

APL 12: Loot – 0 gp, Coin – 150 gp, Magic – *wand of cure light wounds* - (62 gp).

APL 14: Loot – 0 gp, Coin – 180 gp, Magic – *wand of cure light wounds* - (62 gp).

APL 16: Loot – 0 gp, Coin – 220 gp, Magic – *wand of cure light wounds* - (62 gp).

Area 8 – The Slave Room

This is the final battle – where good meets evil and beards it in its den. When the PCs enter, read or paraphrase the following:

APL 8

The room you have entered is quite large – about fifty feet across, with a large alcove to the north. The alcove appears to be someone's sleeping area as there is a plush bed and a dresser in it, as well as other personal effects. In other alcoves, directly across from you, to the south, and to the northeast, are many cages. Some are empty, some have motionless figures in them, and others have figures that are very much alive, but are gagged to keep them from making any noise. In the center of the room is a large stone table with several straps to hold things down. There is nothing on the table at the moment and there is no channel for blood to be collected, so it's probably not a sacrificial altar. However, the most immediate concern for you is the figure standing by the bed. It is a humanoid tiger in expensive clothes. Its tail flicks as it glares at you.

"Defilers! Invaders! Your doom is at hand."

APL 10

The room you have entered is quite large – about fifty feet across, with a large alcove to the north. The alcove appears to have once been someone's sleeping area as there is a plush bed and a dresser in it, as well as other personal effects, though most don't seem to have been used recently. In other alcoves, directly across from you, to the south, and to the northeast, are many cages. Some are empty, some have motionless figures in them, and others have figures that are very much alive, but are gagged to keep them from making any noise. In the center of the room is a large stone table with several straps to hold things down. There is nothing on the table at the moment and there is no channel for blood to be collected, so it's probably not a sacrificial altar. However, the most immediate concern for you is the figure standing by the bed. It is a massive humanoid shaped toad with arms where its forelegs should be. Its wide mouth has rows of powerful teeth and spines run down the length of its back. It glares at you.

"Defilers! Invaders! Your doom is at hand."

APL 12

The room you have entered is quite large – about fifty feet across, with a large alcove to the north. The alcove appears to be someone's sleeping area as there is a plush bed and a dresser in it, as well as other

personal effects. In other alcoves, directly across from you, to the south, and to the northeast, are many cages. Some are empty, some have motionless figures in them, and others have figures that are very much alive, but are gagged to keep them from making any noise. In the center of the room is a large stone table with several straps to hold things down. There is nothing on the table at the moment and there is no channel for blood to be collected, so it's probably not a sacrificial altar. However, the most immediate concern for you is the figure standing by the bed. It is a humanoid female wearing a skin tight suit of jet black. Her eyes glow red and there is a feral look to her. She holds what might be an axe in on hand as she glares at you.

"Defilers! Invaders! Your doom is at hand."

APL 14

The room you have entered is quite large – about fifty feet across, with a large alcove to the north. The alcove appears to be someone's sleeping area as there is a plush bed and a dresser in it, as well as other personal effects. In other alcoves, directly across from you, to the south, and to the northeast, are many cages. Some are empty, some have motionless figures in them, and others have figures that are very much alive, but are gagged to keep them from making any noise. In the center of the room is a large stone table with several straps to hold things down. There is nothing on the table at the moment and there is no channel for blood to be collected, so it's probably not a sacrificial altar. However, the most immediate concern for you is the figure standing by the bed. It is a humanoid tiger in expensive clothes. Its tail flicks as it glares at you.

"Defilers! Invaders! Your doom is at hand."

APL 16

The room you have entered is quite large – about fifty feet across, with a large alcove to the north. The alcove appears to be someone's sleeping area as there is a plush bed and a dresser in it, as well as other personal effects. In other alcoves, directly across from you, to the south, and to the northeast, are many cages. Some are empty, some have motionless figures in them, and others have figures that are very much alive, but are gagged to keep them from making any noise. In the center of the room is a large stone table with several straps to hold things down. There is nothing on the table at the moment and there is no channel for blood to be collected, so it's probably not a sacrificial altar. However, the most immediate concern for you is the figure standing by the bed, flanked by two others. The central creature is a

humanoid tiger in expensive clothes. Its tail flicks as it glares at you. The other two are humanoid shapes, wrapped in bandages with the glint of armor underneath them. The tiger-like creature growls at you.

"Defilers! Invaders! Your doom is at hand."

Tactics: If the slaver has had sufficient warning he has taken whatever steps are necessary to prepare for the coming fight, including any buff spells that may be available. At APL 14 and 16, this includes activating the *ring of spell turning* as the first preparation. Note that the *ring of spell turning* activates BEFORE the *ring of counterspells*. The slaver reactivates his *ring of spell turning* as soon as he realises the nine levels have been used up, and he does so for the third time if the combat lasts that long and it becomes necessary to do so.

For APLs 8 to 12, the slaver simply wishes to kill or capture the intruders. The vampire's coffin and the lich's phylactery are not part of this adventure and cannot be located.

For APLs 14 and 16, the Ak'chazar Rakshasa itself uses tactics as set out below. The dread wraiths use their spring attack to get at anyone who is near their master (the Ak'chazar Rakshasa), or the closest PC to him if nobody is engaging in melee combat. At APL 16, the mummy lords act as bodyguards for the Ak'chazar Rakshasa, interposing themselves between the PCs and their master. They pursue any PC who remains within 30 feet of the Ak'chazar Rakshasa but do not move any further away than that.

An Ak'chazar Rakshasa is ruthless and unrelenting. It first of all uses its *pain wave* (lasts for 17 rounds, heals the undead minions rather than damaging them). Secondly, it casts *trap the soul* on an unfortunate victim (revealing a gem in its pocket as a move action). It concentrates the spell first on a PC who has become *shaken*, but if no PC was in range of the *pain wave* it holds this action back until an appropriate time and moves on to its other spells. Next it starts casting its highest level nasty spells in order of power (eg. *disintegrate*, *enervation* etc). It keeps a fifth level spot open to *teleport* away if things are going badly, but it "accidentally" drops the gem containing any trapped soul as it *teleports*. It is not so careless with its rings behind though.

Note that the Ak'chazar Rakshasa's gem value for *Trap the Soul* is 14000 at APL 14 and 16000 at APL 16. It is not part of the treasure summary as it is expected to be destroyed either when the spell fails or when the trapped soul is released. Any PC who is captured in the gem and who is not rescued by the end of the encounter is handed over to the Boneheart Null who intends to "free" the soul once it is in a safe location, for interrogation and

anything else he can think of. This should only happen if the remaining PCs flee or are slain/captured.

Special Note: PCs who are captured, either in the gem or by the slaver, are taken to the Boneheart Null. Players may contact their regional triad and request a special mission to rescue captured PCs. The regional triad is under no obligation to comply with the request.

Treasure:

APL 8: Loot – 0 gp, Coin – 400 gp, Magic – *scepter of obedience* (1041gp).

APL 10: Loot – 0 gp, Coin – 0 gp, Magic – *scepter of obedience* (1041gp).

APL 12: Loot – 0 gp, Coin – 0 gp, Magic – +2 *keen kama* (1525 gp), +1 *frost sling* (691 gp), *ring of protection +2* (666 gp), *bracers of armor +3* (750 gp), *periapt of wisdom +4* (1333 gp), *scepter of obedience* (1041gp).

APL 14: Loot – 0 gp, Coin – 0 gp, Magic – *ring of counterspells* (333 gp), *ring of spell turning* (8190 gp), *scepter of obedience* (1041gp).

APL 16: Loot – 0 gp, Coin – 0 gp, Magic – +2 *half plate armor* (*2, 791 gp), *brooch of shielding* (*2, 250 gp), *cloak of resistance +2* (*2, 666 gp), *ring of counterspells* (333 gp), *ring of minor energy resistance (fire)* (*2, 2000 gp), *ring of spell turning* (8190 gp), *scepter of obedience* (1041 gp).

Development: This is it. Once the slaver is defeated, the PCs can loot the room and free Abdul Hakim bin Fzull and any other slaves they choose to (and can get out of here with). The *scepter of obedience* can be found among the slavers things in the bedroom alcove. If the PCs leave only with Abdul, they miss out on some xp and the Favor of the Shade, but nothing else bad happens to them. Go to the Conclusion.

APL 8 (EL 10)

Rakshasa: hp 53; see *Monster Manual* page 211.

APL 10 (EL 11)

Hezrou: hp 138; see *Monster Manual* page 44.

APL 12 (EL 15)

Elite Vampire Monk/Shadowdancer: hp 90; see *Monster Manual* page 251.

APL 14 (EL 16)

Ak'chazar Rakshasa: hp 144; see *Appendix Three*.

Dread Wraith (4): hp 102, 103, 105, 106 ea; see *Monster Manual* page 258.

APL 16 (EL 18)

Ak'chazar Rakshasa: hp 144; see *Appendix Four*.

Dread Wraith (4): hp 102, 103, 105, 106 ea; see *Monster Manual* page 258.

Mummy Lord (2): hp 95, 99; see *Monster Manual* page 190.

All the cages are locked with simple locks (DC 20), and can be broken open with little or no trouble once the slaver is defeated.

The number of live prisoners, other than Abdul Hakim bin Fzull, that can be found alive is:

- APL 8 – 1
- APL 10 – 4
- APL 12 – 7
- APL 14 – 10
- APL 16 – 13

How many the PCs rescue is up to them, and what their plan can handle.

Conclusion

If the PCs have a quick way out of here, you need to have this happen as they are freeing the prisoners. Otherwise, it happens as they leave the camp. Read or paraphrase according to who has been rescued.

You have rescued Abdul Hakim bin Fzull and some other grateful prisoners, from the clutches of Old Wicked. As you leave the slave camp there is a shimmering in the air and a face contorted with rage appears before you. Not bothering to keep his anger in check, the apparition speaks.

"You have meddled in affairs that do not concern you, and you will pay a price for your interference. I will have my revenge!"

With that, the apparition fades and you quickly make your way back to the relative safety of the Vesve Forest, and eventually to Redoubt.

PCs who rescued all the live prisoners may choose to meet with the mysterious lady, at Midnight, in the Shadows of the old oak tree. If they do so, they earn her favor. As luck would have it, if they left even ONE live prisoner behind, that prisoner was the one she desperately wanted rescued and they do not earn her favor in this case. If they rescued at least one prisoner apart from Bin Fzull, she instead pays their upkeep cost for this adventure as some small show of thanks.

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 Two

Planning the rescue
All APLs 150 xp

Encounter Three

Defeating the patrol
APL8 150 xp
APL10 240 xp
APL12 240 xp
APL14 270 xp
APL16 300 xp

Encounter Four

Defeat or trigger the trap
APL8 120 xp
APL10 120 xp
APL12 120 xp
APL14 210 xp
APL16 210 xp

Encounter Five

Defeating the beholder(s)
APL8 330 xp
APL10 390 xp
APL12 450 xp
APL14 480 xp
APL16 570 xp

Encounter Six

Defeating the Slaver
APL8 300 xp
APL10 330 xp
APL12 450 xp
APL14 480 xp
APL16 540 xp

Story Award

Rescuing Abdul Hakim bin Fzull:
All APLs 60 xp

Rescuing other prisoners:

All APLs 15 xp per prisoner rescued, up to a maximum of
APL8 15 xp
APL10 60 xp
APL12 105 xp
APL14 150 xp
APL16 195 xp

Total possible experience:

APL8 1125 xp

APL10 1350 xp
APL12 1575 xp
APL14 1800 xp
APL16 2025 xp

Treasure Summary

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

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

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

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

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

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

Encounter Four: Area 2

All APLs: L: 0 gp; C: gp; M: 9 gp

Encounter Six: Area 7

APL 8: L: 0 gp; C: 600 gp; M: 62 gp
APL 10: L: 0 gp; C: 2300 gp; M: 62 gp
APL 12: L: 0 gp; C: 150 gp; M: 62 gp
APL 14: L: 0 gp; C: 180 gp; M: 62 gp
APL 16: L: 0 gp; C: 220 gp; M: 62 gp

Encounter Six: The Slaver(s)

APL 8: L: 0 gp; C: 400 gp; M: 1041 gp
APL 10: L: 0 gp; C: 0 gp; M: 1041 gp
APL 12: L: 0 gp; C: 0 gp; M: 6006 gp
APL 14: L: 0 gp; C: 0 gp; M: 9564 gp
APL 16: L: 0 gp; C: 0 gp; M: 13271 gp

Total Possible Treasure

APL 8: L: 0 gp; C: 1000 gp; M: 1112 gp (Max 1300)
APL 10: L: 0 gp; C: 2300 gp; M: 1112 gp (Max 2300)
APL 12: L: 0 gp; C: 150 gp; M: 6077 gp (Max 3300)
APL 14: L: 0 gp; C: 180 gp; M: 9635 gp (Max 6600)
APL 16: L: 0 gp; C: 220 gp; M: 13342 gp (max 9900)

Special

Favor of the Church of Fharlanghn: You have rescued a cleric of Fharlanghn from the clutches of evil, and his deity is grateful. Once you may call on the favor of Fharlanghn by calling, "Fharlanghn aid me". You are granted a *freedom of movement* spell as if cast by a 20th level caster. Cross off this favor once it is used.

Favor of the Drinkers: Yet again you have performed well in the service of the Drinkers of the Cup of Midnight. While they are still not (quite) ready to offer you full membership of their organisation, they are willing to arrange to have one weapon, shield, or suit of armor upgraded for you as follows: You may have a +1 enhancement or a special ability equivalent to +1 from the DMG added to the item. This favor is only for access and does not count for the purposes of crafting items, and you still need to pay for the upgrade as normal.
Enhancement selected: _____

Favor of the Shade: For her own reasons, the Shade believes she owes you a favor. For each each additional favor of the Drinkers you choose to spend at this time (including favors of the Shade, Jaedric and Halon), the upgrade offered by the Drinkers increases by 1 (to a maximum of a +4 improvement or a +7 total modifier). You may choose a combination of enhancement and special abilities that total no more than the number of favors you are spending, but all upgrades must go onto a

single item. You must still pay the cost of the upgrade(s). This favor is only for access and does not count for the purposes of crafting items.

Notice of the Boneheart: You have been noticed by the Boneheart, Null, and he is not happy with you.

Items for the Adventure Record

Item Access

Note that items at lower APLs are NOT available at higher APLs unless they are so noted.

APLs 8 and 10:

- *wand of cure light wounds* (Adventure; DMG)
- *scepter of obedience* (Adventure, Miniatures Handbook; 12500 gp)

APL 12 (All of APL 8 and 10 plus the following):

- *+2 keen kama* (Metaregional; DMG; 18302 gp)
- *+1 frost sling* (Adventure; DMG; 8300 gp)
- *ring of protection +2* (Adventure; DMG)
- *bracers of armor +3* (Adventure; DMG)
- *peript of wisdom +4* (Metaregional; DMG)

APL 14 (All of APL 8 and 10, but NOT APL 12, plus the following):

- *ring of counterspells* (Adventure; DMG)
- *ring of spell turning* (Metaregional; DMG)

APL 16 (All of APL 8 and 10, and APL 14, but NOT APL 12, plus the following):

- *+2 half plate armor* (Adventure; DMG)
- *brooch of shielding* (Adventure; DMG)
- *cloak of resistance + 2* (Adventure; DMG)
- *ring of minor energy resistance (fire)* (Adventure; DMG)

Appendix One – APL 8

Exhaustion: This works like the spell *ray of exhaustion* (no save).

Stunning Gaze (Su): Stun for 1 round, 30 feet, Will DC 24 negates. The save DC is Charisma-based. Any creature meeting the gaze of the gauth's central eye is subject to its stunning gaze attack. Since the gauth can use its eye rays as a free action, the creature can use a standard action to focus its stunning gaze on an opponent and attack with all eye rays that bear on its foes at the same time.

All-Around Vision (Ex): Gauths are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus on Spot and Search checks, and they can't be flanked.

Flight (Ex): A gauth's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

AGILE TYRANT

A creature with this feat develops longer, more flexible eyestalks than its kin. This extra flexibility allows it to bring additional eye rays to bear against its foes.

Prerequisite: True beholder or beholderkin.

Benefit: The creature can direct an extra eye ray into a single 90-degree arc.

Lords of Madness, page 44.

Encounter Five

Gauth Sorcerer: Advanced gauth Sor2; CR 11; Large Aberration; HD 18d8+90 + 2d4+10; hp 188; Init +7; Spd 5 ft., fly 20 ft. (good); AC 21 (-1 size, +3 Dex, +9 natural), touch 12, flat-footed 18; Base Atk/Grp +14/+21; Atk +16 ranged touch (see below, eye rays) and +17 melee (1d6+4, bite); Full Atk +16 ranged touch (see below, eye rays) and +17 melee (1d6+4, bite); SA Eye rays, spells, stunning gaze; SQ All-around vision, darkvision 60 ft., flight; AL NE; SV Fort +16, Ref +12, Will +18; Str 18, Dex 16, Con 24, Int 14, Wis 12, Cha 20.

Skills and Feats: Concentration +15, Hide +17, Knowledge (arcana) +24, Listen +3, Search +19, Spellcraft +11, Speak Beholder, Speak Common, Spot +24, Survival +1 (+3 following tracks); Alertness, Agile Tyrant (see below), Eschew Materials, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes.

Spells Known (6/5; DC = 15 + spell level): 0—*acid splash*, *detect magic*, *mage hand*, *ray of frost*, *read magic*; 1st—*grease*, *ray of enfeeblement*.

Eye Rays (Su): Each of a gauth's small eyes can produce a magical ray once per round as a free action. During a single round, a gauth can aim only two eye rays at targets in any one 90-degree arc (up, forward, backward, left, right, or down). The remaining eyes must aim at targets in other arcs, or not at all. One arc may have one additional eye ray, due to the Agile Tyrant feat this gauth possesses. A gauth can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

Each of a gauth's six eye rays resembles a spell cast by an 8th-level caster. Each eye ray has a range of 100 feet and a save DC of 24. The save DCs are Charisma-based. The six eye rays include:

Sleep: This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates). Gauths like to use this ray against warriors and other physically powerful creatures.

Inflict Moderate Wounds: This works like the spell, causing 2d8+8 points of damage (Will half).

Dispel Magic: This works like the targeted dispel function of the spell. The gauth's dispel check is 1d20+8.

Scorching Ray: This works like the spell, dealing 4d6 points of fire damage (no save). A gauth creates only one fiery ray per use of this ability.

Paralysis: The target must succeed on a Fortitude save or be paralyzed for 2d10 minutes.

Appendix Two – APLs 10 and 12

Encounter Three

Cave Troll: CR 8; Large Giant; HD 9d8+72 (Giant); hp 112; Init +1; Spd 40; AC 21 (Touch 10, Flatfooted 20) [-1 size, +11 natural, +1 Dex]; BA/G +6/+19; Att: +11 melee (2d6+12 claw)*; Full Atk +11 melee (2d6+12, claw (x2))* and +6 melee (1d8+7,bite)*; Space/Reach: 10ft./10 ft.; SA Dazing Blow, Improved Grab, Pounce, Rake, Rend ; SQ Darkvision : 90 ft., Fast Healing: 8, Low-light Vision, Scent; AL CE; SV Fort +14, Ref +4, Will +6; Str 29, Dex 13, Con 27, Int 3, Wis 13, Cha 6.

Skills and Feats: Jump +16, Listen +6, Spot +6, Survival +4; Alertness, Iron Will, Power Attack, Simple Weapon Proficiency, Track.

A Cave Troll normally attacks using its Power Attack feat, taking a -3 penalty to attack rolls and gaining a +3 bonus on damage rolls.

* includes adjustments for Power Attack feat.

Dazing Blow (Ex): The force of both of a cave troll's claws hitting can be overwhelming. If a cave troll hits with both claw attacks, the opponent must make a DC 22 Fortitude save or be dazed for 1 round. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a cave troll must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Pounce (Ex): If a cave troll charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +11, damage 2d6+7. A cave troll that gets a hold can make two rake attacks with its hind legs, including adjustment for Power Attack feat.

Rend (Ex): If a cave troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d6+13 points of damage.

Skills: Cave trolls gain a +4 racial bonus on Survival checks when tracking by scent.

Appendix Three – APL 14

ak'chazar rakshasa can make up to nine rebuke attempts per day.

Spell-Like Abilities: 3/day--*animate dead*; 2/day--*control undead* (DC 23), *create undead*; 1/day--*create greater undead*, *magic jar* (DC 21), *trap the soul* (Will DC 24). Caster level 20th.

Spells: An ak'chazar rakshasa casts spells as a 12th-level sorcerer. It favors spells of the necromancy and enchantment schools.

Change Shape (Su): An ak'chazar rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, an ak'chazar rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). An ak'chazar rakshasa typically remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but an ak'chazar rakshasa reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Skills: Ak'chazar rakshasas have a +4 racial bonus on Bluff, Diplomacy, and Intimidate checks.

Possessions: *Ring of spell turning*; *ring of counterspells (orb of force)*

Encounter Six

Ak'chazar Rakshasa: CR 15; Medium Outsider (Native); HD 17d8+68 (Outsider); hp 144; Init +9; Spd 40, Fly 40 (Average); AC 28, Flatfooted 23, Touch 15; BA/G +19/+24; Full Atk +19/+14 (1d4+2, 2 Claws; 1d6+1, Bite); Space/Reach: 5ft./5 ft.; SA Pain Wave, Rebuke Undead, Spells: Sorcerer 12, Spell-like Abilities: *animate dead* x3, *control undead* (DC 23) x2, *create undead* x2, *create greater undead* x1, *magic jar* (DC 21) x1, *trap the soul* (DC 24) x1; SQ Change Shape, Damage Reduction: 15/Good and Piercing, Darkvision: 60 ft., Racial Traits: Outsider, Spell Resistance: 31, No Dual Nature; AL LE; SV Fort +14, Ref +15, Will +14; Str 15, Dex 20, Con 18, Int 19, Wis 19, Cha 22.

Skills and Feats: Bluff +30, Concentration +24, Diplomacy +24, Disguise +16, Escape Artist +25, Gather Information +16, Hide +20, Intimidate +22, Jump +6, Knowledge (Arcana) +24, Knowledge (The Planes) +24, Listen +24, Move Silently +20, Sense Motive +14, Spellcraft +26, Spot +24; Combat Casting, Improved Initiative, Silent Spell, Simple Weapon Proficiency, Spell Focus: Enchantment, Spell Focus: Necromancy, Still Spell.

Spells Known (Sorcerer): 6/8/8/7/7/6/4: 0 – *daze*, *detect magic*, *disrupt undead* (+22 ranged touch), *mage hand*, *open/close*, *prestidigitation*, *ray of frost* (+22 ranged touch), *read magic*, *touch of fatigue* (+19 melee touch, DC 17); 1st – *charm person* (DC 18), *chill touch* (+19 melee touch, DC 18), *mage armor*, *magic missile*, *ray of enfeeblement* (+22 ranged touch); 2nd – *blindness/deafness* (DC 19), *daze monster* (DC 19), *false life*, *mirror image*, *touch of idiocy* (+19 melee touch); 3rd – *halt undead* (DC 20), *lightning bolt* (DC 19), *ray of exhaustion* (+22 ranged touch, DC 20), *suggestion* (DC 20); 4th – *charm monster* (DC 21), *confusion* (DC 21), *enervation* (+22 ranged touch); 5th – *persistent image* (DC 22), *teleport*; 6th – *disintegrate* (+22 ranged touch, DC 22).

Pain Wave (Su): Three times per day for 1 round per Hit Dice, an ak'chazar rakshasa can emit an aura of negative energy as a free action. Every creature within 20 feet of an ak'chazar rakshasa when it activates the ability is subject to an inflict moderate wounds spell (caster level 20th) and becomes shaken for 1d6+1 rounds. Creatures within the area can make a DC 24 Will save for half damage (and to ignore the shaken effect). The save DC is Charisma-based.

Rebuke Undead (Su): An ak'chazar rakshasa can rebuke and command undead as a 20th-level cleric. An

Appendix Four – APL 16

inflict moderate wounds eyestalk would then not be usable for the next 3 rounds.

Special: The creature cannot use this ability with a metamagic feat that would increase the level of the spell by more than three levels.

Lords of Madness, page 45.

Encounter Five

Beholder, advanced: CR 16; Huge Aberration; HD 20d8+120; hp 209; Init +8; Spd 5 ft., fly 20 ft. (good); AC 28 (-2 Size, +2 Dex, +18 Natural), touch 9, flat-footed 26; BA/G: +15/+23; Atk eye rays +17 ranged touch and bite +14 melee (3d4+4); Full Atk: eye rays +17 ranged touch and bite +14 melee (3d4+4); Space/Reach: 15ft./10 ft.; SA eye rays; SQ All-around vision, antimagic cone, darkvision 60ft, flight; AL LE; SV Fort +18, Ref +8, Will +16; Str 18, Dex 14, Con 22, Int 17, Wis 15, Cha 16.

Skills and Feats: Hide +9, Knowledge (arcana) +26, Listen +27, Search +30, Spot +29, Spellcraft +7, Survival +2 (+4 following tracks); Agile Tyrant (see below), Alertness, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Maximize Spell, Metaray (see below).

Eye rays: This beholder is per the *Monster Manual*, p 26, except for the Agile Tyrant and Metaray feats, and the saves against the eye rays are DC 23.

AGILE TYRANT

A creature with this feat develops longer, more flexible eyestalks than its kin. This extra flexibility allows it to bring additional eye rays to bear against its foes.

Prerequisite: True beholder or beholderkin.

Benefit: The creature can direct an extra eye ray into a single 90-degree arc.

Lords of Madness, page 44.

METARAY

A beholder with this feat can apply the effects of metamagic feats to its eye rays.

Prerequisites: True beholder or beholderkin, at least one metamagic feat.

Benefit: Once per round, as a standard action, the creature can enhance one of its eye rays with the effect of a metamagic feat that it possesses. Enhancing an eye ray in this manner burns the eyestalk out for a number of rounds equal to the amount by which the metamagic would normally increase a spell level. Since firing an eye ray that hasn't been enhanced with metamagic is a free action, the creature can still use its other eye rays in a round in which it enhances one ray with metamagic.

For example, if a beholder had the Maximize Spell feat and the Metaray feat, it could take a standard action to fire a maximized inflict moderate wounds eye ray that would cause 26 points of damage on a hit. Its

Encounter Six

Ak'chazar Rakshasa: CR 15; Medium Outsider (Native); HD 17d8+68 (Outsider); hp 144; Init +9; Spd 40, Fly 40 (Average); AC 28, Flatfooted 23, Touch 15; BA/G +19/+24; Full Atk +19/+14 (1d4+2, 2 Claws; 1d6+1, Bite); Space/Reach: 5ft./5 ft.; SA Pain Wave, Rebuke Undead, Spells: Sorcerer 12, Spell-like Abilities: *animate dead* x3, *control undead* (DC 23) x2, *create undead* x2, *create greater undead* x1, *magic jar* (DC 21) x1, *trap the soul* (DC 24) x1; SQ Change Shape, Damage Reduction: 15/Good and Piercing, Darkvision: 60 ft., Racial Traits: Outsider, Spell Resistance: 31, No Dual Nature; AL LE; SV Fort +14, Ref +15, Will +14; Str 15, Dex 20, Con 18, Int 19, Wis 19, Cha 22.

Skills and Feats: Bluff +30, Concentration +24, Diplomacy +24, Disguise +16, Escape Artist +25, Gather Information +16, Hide +20, Intimidate +22, Jump +6, Knowledge (Arcana) +24, Knowledge (The Planes) +24, Listen +24, Move Silently +20, Sense Motive +14, Spellcraft +26, Spot +24; Combat Casting, Improved Initiative, Silent Spell, Simple Weapon Proficiency, Spell Focus: Enchantment, Spell Focus: Necromancy, Still Spell.

Spells Known (Sorcerer): 6/8/8/7/7/6/4: 0 – *daze*, *detect magic*, *disrupt undead* (+22 ranged touch), *mage hand*, *open/close*, *prestidigitation*, *ray of frost* (+22 ranged touch), *read magic*, *touch of fatigue* (+19 melee touch, DC 17); 1st – *charm person* (DC 18), *chill touch* (+19 melee touch, DC 18), *mage armor*, *magic missile*, *ray of enfeeblement* (+22 ranged touch); 2nd – *blindness/deafness* (DC 19), *daze monster* (DC 19), *false life*, *mirror image*, *touch of idiocy* (+19 melee touch); 3rd – *halt undead* (DC 20), *lightning bolt* (DC 19), *ray of exhaustion* (+22 ranged touch, DC 20), *suggestion* (DC 20); 4th – *charm monster* (DC 21), *confusion* (DC 21), *enervation* (+22 ranged touch); 5th – *persistent image* (DC 22), *teleport*; 6th – *disintegrate* (+22 ranged touch, DC 22).

Pain Wave (Su): Three times per day for 1 round per Hit Dice, an ak'chazar rakshasa can emit an aura of negative energy as a free action. Every creature within

20 feet of an ak'chazar rakshasa when it activates the ability is subject to an inflict moderate wounds spell (caster level 20th) and becomes shaken for 1d6+1 rounds. Creatures within the area can make a DC 24 Will save for half damage (and to ignore the shaken effect). The save DC is Charisma-based.

Rebuke Undead (Su): An ak'chazar rakshasa can rebuke and command undead as a 20th-level cleric. An ak'chazar rakshasa can make up to nine rebuke attempts per day.

Spell-Like Abilities: 3/day--*animate dead*; 2/day--*control undead* (DC 23), *create undead*; 1/day--*create greater undead*, *magic jar* (DC 21), *trap the soul* (Will DC 24). Caster level 20th.

Spells: An ak'chazar rakshasa casts spells as a 12th-level sorcerer. It favors spells of the necromancy and enchantment schools.

Change Shape (Su): An ak'chazar rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, an ak'chazar rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). An ak'chazar rakshasa typically remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but an ak'chazar rakshasa reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Skills: Ak'chazar rakshasas have a +4 racial bonus on Bluff, Diplomacy, and Intimidate checks.

Possessions: *Ring of spell turning*; *ring of counterspells (orb of force)*

Appendix Five – New Monster

Ak'chazar Rakshasa

Medium Outsider (Native)

Hit Dice: 17d8+6S (144 hp)

Initiative: +9

Speed: 40 ft. (8 squares), fly 40 ft. (average)

Armor Class: 28 (+5 Dex, +13 natural), touch 15, flat-footed 23

Base Attack/Grapple: +17/+19

Attack: Claw +19 melee (1d4+2)

Full Attack: 2 claws +19 melee (1d4+2) and bite +14 melee

Space/Reach: 5 ft./5 ft.

Special Attacks: Pain wave, rebuke undead (+6, 2d6+26, 20th), spell-like abilities, spells

Special Qualities: Change shape, damage reduction 15/good and piercing, darkvision 60 ft., outsider traits, spell resistance 31

Saves: Fort +14, Ref+15, Will +14

Abilities: Str 15, Dex 20, Con 18, Int 19, Wis 19, Cha 22

Skills: Bluff +30, Concentration +24, Diplomacy +24, Disguise +16 (+18 acting), Escape Artist +25, Gather Information +16, Hide +20, Intimidate +22, Knowledge (arcana) +24, Knowledge (the planes) +24, Listen +24, Move Silently +20, Sense Motive +14, Spellcraft +26, Spot +24, Survival +4 (+6 other planes), Use Rope +5 (+7 bindings)

Feats: Combat Casting, Improved Initiative, Spell Focus (enchantment), Spell Focus (necromancy), Silent Spell, Still Spell

Environment: Temperate mountains

Organization: Solitary or entourage (1 plus undead; see below)

Challenge Rating: 15

Treasure: Standard coins; double goods; double items

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: +5

A tall, emaciated figure with the head of a white tiger glares at you. Its body is cloaked in fine robes, and its clawed hands seem ready to dip into the numerous spell component pouches at its waist at a moment's notice.

Ak'chazar rakshasas wander the planes seeking new lands to subjugate and new undead minions to enslave. These rakshasas are masters of necromantic magic, although they are powerful in the other schools of

magic as well. Ak'chazar rakshasas typically work behind the scenes, manipulating events to suit their dark whims and relying on their web of spies, assassins, and intelligent undead to carry out their nefarious plots.

An ak'chazar rakshasa looks like a humanoid with the head of a white tiger. A light coating of ghostly white fur coats the creature's body from the shoulders down, and its hands display razor-sharp nails, like a cat's claws. The palms of its hands are where the backs of the hands would be on a human. An ak'chazar rakshasa stands around 6 feet tall and weighs about 175 pounds.

Ak'chazar rakshasas do associate with other rakshasas, often as leaders or manipulators. Other types of rakshasas value an ak'chazar's intelligence even as they fear its abilities. It is not uncommon for weaker rakshasas to follow the complex plans of an ak'chazar even as they go about their own missions. All rakshasas tend toward solitary existences, but communication and coordination between the various kinds is not unheard of.

An ak'chazar rakshasa typically establishes a power base at the site of a great battle, a large cemetery, or some other place where a large number of corpses might be interred. It uses its power over undead to create several intelligent undead minions. Thereafter, it might make contact with a local underworld organization (almost always through intermediaries) or even a corrupt or power-hungry political official, it will play with these leaders, offering them advice, power, or riches as it learns their habits and defining characteristics. Then the ak'chazar uses its *magic jar* spell-like ability to replace one of these leaders for a time, using the borrowed body to solidify its hold on the region.

Ak'chazar rakshasas speak Common, Infernal, and Undercommon.

COMBAT

In battle, an ak'chazar rakshasa avoids a close-quarters combat situation whenever it can. Pragmatic and cautious, it feels no need to personally deliver a death blow, relying on minions or their spells to carry out such tasks. These rakshasas take care to learn their enemies' strengths and weaknesses, and they use their magic accordingly.

Change Shape (Su): An ak'chazar rakshasa can assume any humanoid form, or revert to its own form,

as a standard : action. In humanoid form, an ak'chazar rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). An ak'chazar rakshasa typically remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but an ak'chazar rakshasa reverts to its natural form when killed. A true seeing spell reveals its natural form.

Pain Wave (Su): Three times per day for 1 round per Hit Dice, an ak'chazar rakshasa can emit an aura of negative energy as a free action. Every creature within 20 feet of an ak'chazar rakshasa when it activates the ability is subject to an inflict moderate wounds spell (caster level 20th) and becomes shaken for 1d6+1 rounds. Creatures within the area can make a DC 24 Will save for half damage (and to ignore the shaken effect). The save DC is Charisma-based.

Rebuke Undead (Su): An ak'chazar rakshasa can rebuke and command undead as a 20th-level cleric. An ak'chazar rakshasa can make up to nine rebuke attempts per day.

Spell-Like Abilities: 3/day—*animate dead*; 2/day—*control undead* (DC 23), *create undead*; 1/day—*create greater undead*, *magic jar* (DC 21), *trap the soul* (DC 24). Caster level 20th.

Spells: An ak'chazar rakshasa casts spells as a 12th-level sorcerer. It favors spells of the necromancy and enchantment schools.

Typical Sorcerer Spells Known (6/8/8/7/7/6/4): 0—*daze* (DC 17), *detect magic*, *disrupt undead* (+22 ranged touch), *mage hand*, *open/close*, *prestidigitation*, *ray of frost* (+22 ranged touch), *read magic*, *touch of fatigue* (+19 melee touch, DC 17); 1st—*charm person* (DC 18), *chill touch* (+19 melee touch, DC 18), *mage armor*, *magic missile*, *ray of enfeeblement* (+22 ranged touch); 2nd—*blindness/deafness* (DC 19), *daze monster* (DC 19), *false life*, *mirror image*, *touch of idiocy* (+19 melee touch); 3rd—*halt undead* (DC 20), *lightning bolt* (DC 19), *ray of exhaustion* (+22 ranged touch, DC 20), *suggestion* (DC 20); 4th—*charm monster* (DC 21), *confusion* (DC 21), *enervation* (+22 ranged touch); 5th—*dominate person* (DC 22), *teleport*; 6th—*disintegrate* (+22 ranged touch, DC 22).

Skills: Ak'chazar rakshasas have a +4 racial bonus on Bluff, Diplomacy, and Intimidate checks.

TACTICS ROUND-BY-ROUND

An ak'chazar rakshasa rarely travels alone. It is usually accompanied by various undead created by *animate dead*, *create undead*, and *create greater undead*. An ak'chazar rakshasa is a wise deceiver, so it should know a great deal about its opponents before a battle begins. The creature uses its rebuke undead ability to keep its

nonintelligent servants under control, and often strikes bargains with the intelligent undead it creates to serve the rakshasa in return for power or other, less savory considerations.

Once combat is joined, an ak'chazar rakshasa lets its undead minions do the dirty work of melee fighting while it focuses on dealing with any ranged attackers. It often attacks from hiding, and when its hiding place is discovered, it usually takes the time to find a new hiding spot before resuming its attack, in battle, its spells are an ak'chazar rakshasa's best weapons, and the creature is well aware of its limitations in melee.

An ak'chazar rakshasa is always careful to keep a teleport spell (technically, the 5th-level spell slot needed to cast the spell) in reserve in case a quick getaway is necessary.

Prior to combat: *Mage armor*, *mirror image*.

Round 1: *Trap the soul* on an opponent that it believes to have a low Will save.

Round 2: *Disintegrate* spellcasting foe, or *dominate person* on another low Will save target, directing that individual to attack any of its companions.

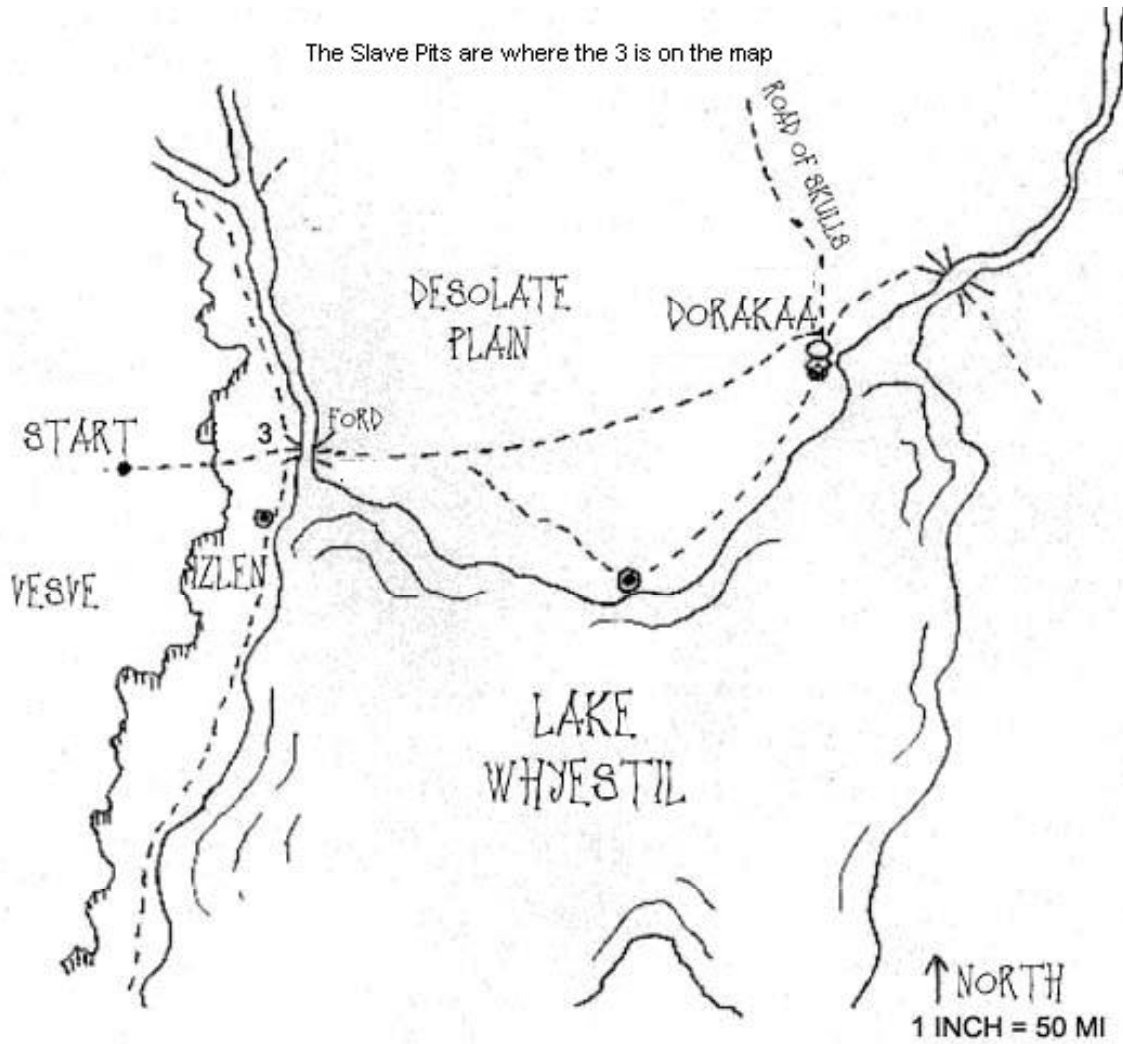
Round 3: Use *offensive spell*; focus on keeping at least some bodies intact for later experiments or the creation of new undead.

Round 4: *Repeat offensive spells*.

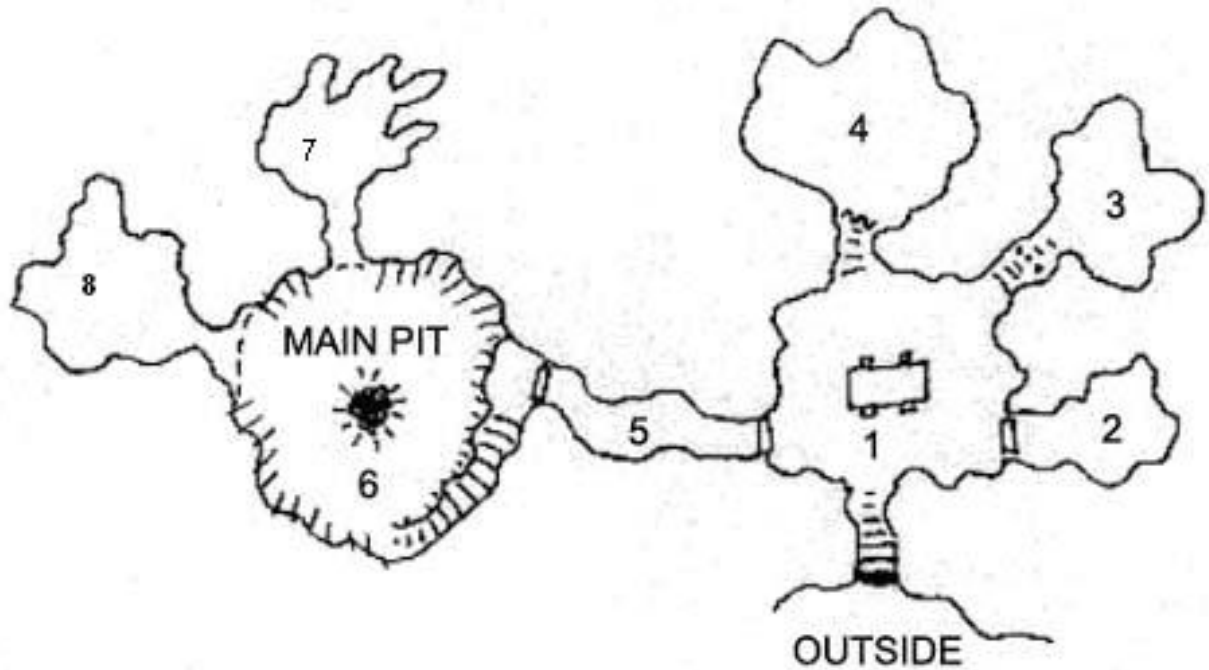
Round 5: Continue with offensive spells, either using *enervation* to eliminate opponents' high-level spells, or *readying magic missile* attacks to disrupt enemy spellcasting.

Judge Aid: Maps

You can show this one to the players if you want.



Judge Aid: Map of the Slave Pits



SLAVE PIT MAP
1 IN = 50 FT.